



*So You Want
To Go
Adventuring?*

ATTENTION

*Hints, puzzle
solutions, and
strategies
inside!*



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◆ Need Help Getting Started? ◆

Welcome to *King's Quest VII*, a magical, interactive experience for the entire family. The goal of your quest is to reunite Rosella, the princess of Daventry, with her mother, the good Queen Valance. You will take turns playing each woman in alternating chapters as they search for one another throughout strange lands populated by bizarre and colorful characters.

This fold-out will help you through the first few scenes in *King's Quest VII*. Experienced or independently-minded players may not want to avail themselves of this assistance.

First, make sure you've read the booklet in the CD-ROM jewel case. There you will find indispensable information about game start-up, the player interface, and general gaming strategy.

Begin playing Chapter 1; this fold-out will assist you. Once you get the hang of how an adventure game works, your curiosity and intuition will take over and you'll be well on your way.

SOME ADDITIONAL TIPS:

- 1 If the cursor appears as a crown, sit back and watch. You have control when the wand cursor appears.
- 2 Click on objects that make the wand sparkle. Try clicking more than once to see what happens.
- 3 If the cursor changes into an arrow, that means you can go to the next scene in the direction indicated. Up is north, down is south, left is west, right is east.
- 4 To see an inventory item in 3D, select it and then click on the eye in the icon bar. Hold the button down and move the mouse to rotate the object. Be sure to look at everything you collect as some objects are more than they first appear.
- 5 If a selected inventory item turns white when it's moved over something, click and see what happens. If no action is associated with a certain spot, an "X" appears when you click.
- 6 Be aware that if something could harm you in real life, it probably will injure your character as well. However, if a fatality does occur, you will be given the chance to try again, an option generally unavailable in the real world.
- 7 The big "K" on the icon bar is there for decorative purposes only so stop clicking on it already!
- 8 Stay alert. Look at everything. Ask yourself questions. Try everything. Adventure on!

For additional help, consider buying the hint book by calling 1-800-757-7707. There's also a Hint Hotline at 1-900-370-5583. Calls are \$.75 per minute. If you're under 18, you must have a parent's permission. For on-line support and hints, access Sierra's BBS through CompuServe by typing GO SIERRA. Access the Sierra Forum on America Online with the keyword: SIERRA.

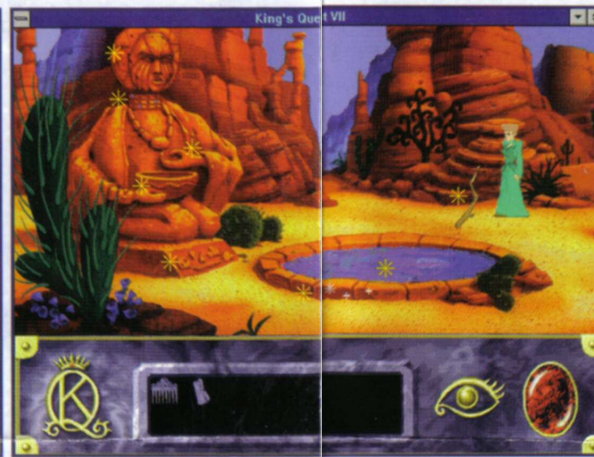
Your Introduction To Adventure!



And so your adventure begins. A whirlwind unceremoniously dumps Valance down in the desert. Hey, wasn't that a rat wearing glasses? And wasn't that a rabbit with antlers chasing him? Where is this weird place? Only one way to find out... Explore! Move the wand around the screen. It sparkles over the torn petticoat and the two cacti. What happens if Valance touches a cactus? What if she touches it again? How about the other cactus? Royalty obviously doesn't like to make the same mistake twice.

Click the wand on the torn piece of cloth. It disappears only to reappear in the inventory box at the bottom of the screen. If you click on it and then click on the golden eye in the lower right corner of the screen, the inventory item appears in 3D! Try holding the button down while you move the mouse around a bit. Cool, huh? You should make a point of looking at all the stuff you collect. Maybe you'll find out that things aren't always what they seem.

What's that other thing in the inventory box? Oh yeah, it's Rosella's golden hair comb. Look at it in 3D and twirl it around. What else can you do with it? The comb turns white when it's moved over Valance. What if you click it on her? Oh, how sad! The comb reminds her of her lost daughter. Well, that's a good thing to know if you ever need tears for any reason (hint, hint). Anything else to do here? Well, perhaps it's time to move on. Replace the comb in inventory. Click the arrow pointing left (west) to walk Valance off in that direction. Don't allow Valance to wander too far into the endless desert or she could be lost forever!



What's all this? Move the wand around the scene. Notice that the wand sparkles when it moves over the well, the stick, those three glints by the well, and the statue. Start with the obvious and click on the stick. Look at it in 3D. Yup, it's a stick all right. Well, a stick always comes in handy. Put the stick back in your inventory and click on the well. What clear water! The stairs leading down to the idol should tip you off that Valance can probably go down there once you've eliminated the danger of drowning. Click on the well again, and yet again. Pay close attention to what Valance says. In an adventure game, anything can be a clue and clicking on something until you get a repeat message is usually a good idea.

Click on the glints next to the well. Look at them in 3D. Oh, they're salt crystals! That makes sense considering that the well contains salt water. Now click the crystals back into inventory and then click on the base of the statue. What could the pictographs mean? Could they be a set of operating instructions? The first symbol, the cup of skulls, could indicate bad (or salt) water. The second picture shows tears and you already know how to make Valance cry and bad water added to a bowl. Then there's an ear of corn in a hand. Well, you haven't seen any corn yet, but now if you find an ear, you'll know just where it goes. The last picture shows someone drinking water. From this you can deduce that his "recipe" changes bad water into good. Although you don't have all the necessary ingredients or a container to carry salt water from the well, you will know what to look for as you go.



Now walk Valance east back through the desert. Has anything changed in this scene? Nope, nothing new here. Continue east to the pyramid door. Look around. Does the wand sparkle? No? Then have Valance proceed through the door and into the pyramid.

Oh no! A giant scorpion! This is a timed puzzle requiring fast action to keep Valance among the living. Using the inventory items, you have to think of a way for Valance to protect herself. Maybe she can distract the scorpion by waving the torn petticoat at it. Try it. Oops! The scorpion was still close enough to inflict grave bodily damage. Fortunately, you can resurrect Valance and try again. This time, click the petticoat on the stick to make a banner. Not being too dense on the gray matter, the scorpion falls for this trick. Can you grab anything before the scorpion gets loose?

The wand twinkles when passed over the altar dedicated to the spirit of growing things. Click on it to set up the next puzzle. Click on the raindrop to turn it right-side up. See the three colored stones? See how the beam of light passes through the idol's hands? By clicking on the stones, you can move them around on the altar. If you place the stones correctly (hint: think about the color of plants and what makes them grow), a secret compartment will open revealing an arrow-shaped key. Grab it. Now run, Valance, run! After surviving the scorpion attack, you should now be ready to tackle anything. Happy adventuring!