



KING'S QUEST VII

Andy Backer gets players thru Sierra's cartoon adventure

Chapter One (Valanice)

C Pick up torn petticoat and stick. Get hunting horn two screens south of starting screen, return north, explore. Pick up basket in cave (get corn kernel inside basket) and clay jar (one of four, first three will break). Get salt crystals by pool. Plant kernel under dripping water. Take seed from gourd. Blow hunting horn in Jackalope's hole to get Kangaroo Rat's glasses, Jackalope's fur. Give glasses to Rat in Rare Curiosities shop. Trade gourd seed for turquoise bead. To drain pool, turn statue's head. Line up all three beads in second column from right on statue's neck. Move statue's right arm by touching wrist band. Go down steps of empty pool, put turquoise bead in tray, take one turquoise arrow piece. Go west two screens, one north. Use stick to get prickly pear from cactus. Use petticoat on stick to make flag. Use flag to get by scorpion in cave. Examine statue. Press center symbol on side. Place blue marble on one hand of statue. Place yellow marble on other hand. Place red marble on pedestal to right and behind statue. Take second

turquoise arrow piece. Put it together with other. Place whole piece in arrow slot of doorway by prickly pear cactus. Enter open door, meet monster.

Chapter Two (Rosella)

Pick up toy rat and shield in throne room, talk to Mathilda (she'll list ingredients Rosella needs to turn back to human). Go to mud pool, talk to trolls, return to throne room. Exit upper right to kitchen. After being thrown out, return to mud pool, talk to lady trolls about sleeping aids. Return to kitchen, use toy rat on Cook. In kitchen, get golden bowl from bottom shelf. Get baked beetles by using machine to right of shelves. Back in throne room, take lower left exit to workshop. Talk to both trolls. Take lantern, go further down. Fill bowl with green water. Walk to lower edge of crevasse, jump to center island to get wet sulfur. Go to workshop, put sulfur in fire to make troll sleep. Use tongs (on wall) to get brown box and dip in water bucket. Silver spoon is inside. Use bellows to make fire hot, use lantern on fire to get spark. Go to throne room, exit lower right. Try to cross bridge. Go to broken cart. Examine shield, separating shield from spike. Put shield on cart in place of missing wheel. Use spike to secure shield. Ride cart past bridge guard. Talk to dragon. Give him spark (lantern). Take gem, go back to workshop. Exchange gem for troll's hammer and chisel. Use hammer and chisel on dragon's tail just after it flops. Get dragon scale, return to Mathilda. Give her bowl with green water first, then beetles, spoon, and scale. After being turned back to human, and Malicia imprisons you in bedroom, pile furniture under portrait, remove it and crawl through. Overhear plotting, fall and get Dragon Toad. Go to bedroom, hear argument, give Dragon Toad to Mathilda, get enchanted rope. Try to exit lower right, use toy rat on Malicia, then exit lower right again. Use rope on elevator. Use elevator.

Chapter Three (Valanice)

Feed monster prickly pear. Talk to stag about Lord Feldspar. Cross mud bed by jumping rocks. Use basket on spider. Talk to bird. Enter small door at city gate. Cry for archduke (use golden comb on self). Talk to Fernando in China Shop about lost bird. Go past pool and Faux Shop door. Remove cover from bird cage, open door, take bird to Fernando to get china mask. Wear mask, go to birthday party. Exit through curtain in rear. Go down stairway to left, continue to door. Try to enter powder room twice. Exit powder room through third mirror. Open drawer on side of desk to get magic





statuette. Go back to party, exit. Go to pond. Sky should fall and mocking bird leave nest. Take wooden nickel from nest. Eat a grain of salt, enter Faux Shop. Exchange mask for rubber chicken. Exchange nickel for book. Go back to Curiosity Shop in desert, exchange book for crook. On way back to city gate look at flowers. Use clay pot on flowers to get heavenly nectar. In town, use crook to fish cheese (moon) out of pond.

Chapter Four (Rosella)

Grab shovel blade, be pulled to safety. Talk to gravedigger about his rat (Iggy) three times. Go southeast, west, and east. Climb rope (don't touch web). Inside Jack-o-lantern get backbone, and foot-in-a-bag. Go to Doctor Cadaver, exchange backbone for weird pet. Go east, show and give weird pet to brats to get Iggy. Give Iggy to gravedigger, get horn. Go southeast, use hammer and chisel on coffin to rescue cat, get extra life. Go back to gravedigger, get shovel. Go west, south and south again. Stand at extreme lower left of screen, use horn. Stand more to right if Bogie man (not gravedigger) comes. Enter hole, examine lock. Select skull, bat and spider to open lock. Give Dragon Toad to king. Use hammer and chisel on king's armband. Take black robe, wear it (you should now have magic wand and scarab-king). Go to Dr. Cadaver, get defoliant.

Go east, scare brats, go south into garden. Defoliate green monster, approach flytrap. Use foot-in-a-bag on fly-trap, take red flower. Go east past Malicia's house, then north. Remove green vine covering hole, use shovel to enlarge hole. If you hear dog barking, go back to path in front of house, go east to forest. Return to hole in back of house. If dog is no longer barking, enter hole. Enter room, but go below floorboard immediately. Spray defoliant on dog when he sticks his nose in knot-hole. Re-enter room, get mysterious device from third chest of drawers. Return pile of clothing to drawer, take woolen stocking. Exit through floorboard, wear cloak, return to path, go east. Make sling out of silver pellet and woolen stocking to shoot were-bear. Return to powder room in town hall (see Chapter Three). Polish plaque on statue with woolen stocking to read it. Get golden grapes from pillar with hammer and chisel. Feed statue grape to open entrance part way. Move to left of room, use magic wand on scarab. Return magic wand to inventory, follow Troll King through entrance.

Chapter Five (Valanice)

Make slingshot of rubber chicken and tree by pond, shoot moon (cheese), get feather. Exchange statuette for snake's were-beast salve, leave town. Go east three times, use feather on snoring rock, go to statues. Pour nectar in vase. Join Jackalope fur and salve and use mixture on self. Go west and beat up were-beast. Continue west past Jack-o-lantern to Cadaver's house, then go east and climb rope. Take femur bone from mummy. Leave, go west, west and north. Give femur to dog. Talk to dog and get medal. Go south, give medal to crying woman. Go east, east and get firecracker. Go back to crypt and put firecracker in lock. Enter crypt, open statue, get skull. Leave and stand on path. Give skull to horseman (end up in Etheria with



fife). Go east, east and climb mountain. Climb strange tree and get ambrosia. Leave mountain and go south, then west. Slide down southeast rainbow. Go to heavenly statues and put ambrosia in cornucopia, get pomegranate. Put pomegranate on bleeding tree. Blow fife and return to Etheria. Go east, then north. Pluck 1st, 5th, 6th and 4th string to activate globe on harp. Use globe and talk to fates, go talk to Ceres, and come back. Fates will send you (slide down southwest rainbow) to Malicia's house to get crystal shaft (lamp at right of room). If dog barks, go back to front of house and go east and then return. When you have shaft, blow fife and slide down northwest rainbow to get to desert. Go north, north, east and enter building. Place shaft on statue to energize it. Leave, blow fife, return to fates. They will give you dream catcher and send you to weaver of dreams in cave at top of mountain in Etheria (use dream catcher to catch nightmare at opening of cave, then use dream catcher on dream weaver to get tapestry of dreams). Ride tapestry to dreamland, use dream catcher on black nightmare, go south, enter building, use crystal shaft on ice and get magic bridle. Climb mountain and stand behind cave to catch white wind with bridle.

Chapter Six (Rosella)

Examine magic wand. Click bottom control. Use the Wand set to "F" on false king (thrown to back of room). In volcano use shovel on self. Go northwest, open door by pressing left, right eye, nose. Use mysterious device on socket at right of back control panel to charge it. When it blinks take it back. Use fragrant flower on king to stop volcano. Use device on Malicia. Use extra life on Edgar. □

