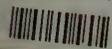


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PETRA SCHLUNK

# KING'S QUEST<sup>®</sup> VII

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PETRA SCHLUNK



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# SECTION I

AN OVERVIEW OF THE GAME







# INTRODUCTION AND HOW TO USE THIS BOOK

**L** In King's Quest VI, Alexander, the son of Graham and Valanice of Daventry, travels to the beautiful yet perilous Green Isles to rescue his heart's true love, Cassima. After many trials and much wandering, he finally saves her. They return home, get married, and live happily ever after. (Well, as happily ever after as anyone can live in a King's Quest game.)



Who knows what future perils await the happy couple.) While Graham and Valanice are delighted to see their son happily wed, they are worried about their only daughter, Rosella. She is almost 20 years old and still unmarried!

At the beginning of *King's Quest VII: The Princeless Bride*, Rosella is arguing with her mother, Valanice of Daventry, near a lake (Figure I-1).

**A**t the beginning of *King's Quest VII: The Princeless Bride*, Rosella is arguing with her mother, Valanice of Daventry, near a lake.



*Figure I-1. A mother-daughter conversation opens the story and sets the stage in King's Quest VII.*

Valanice wants her daughter to marry, but Rosella prefers adventure and has no interest in any of the available young princes. As they argue, Rosella gazes into the lake and notices a beautiful white castle shimmering beneath the water. A scheming look crosses her face, she glances back to make sure her mother isn't looking, and then jumps into the lake to reach the castle. Valanice finally notices that her daughter is gone, picks up Rosella's golden comb lying by the water's edge, and jumps into the lake after her. As they both fall down the whirling waters, Valanice tries to reach her daughter. Unfortunately, just before their hands touch, a greenish-looking arm appears in the maelstrom and snatches Rosella away. Valanice looks on helplessly, in horror.

**B**oth Rosella and Valanice are transported to the Realm of Eldritch though they land in different places. They must find each other before they can return home. In addition, they must save the Realm of Eldritch and the land of Etheria, that beautiful world that floats on the clouds above it, from the wicked designs of Malicia, an evil fairy. Rosella and Valanice having starring roles in different chapters of the game, and it's up to you to guide their actions so that they eventually will find one another again.

You can start playing King's Quest VII at any of the six game chapters. You will start each of the chapters with the items you need (or with ready access to them). As a result, if you get hopelessly stuck somewhere, you can always begin the game again in the following chapter.

Before we discuss how to best use this book, we want to make a few things clear. You must have your own copy of King's Quest VII before beginning this book. You must also have a clear understanding of how to install the game, manipulate objects, and generally conduct play. With these thoughts in mind, let's look at how this book can enhance your adventures through the Realm of Eldritch.

Each chapter of the game is dealt with in three sections of this book. The first section in the book describes the setting, story, and goals of the game's chapter. Within this section, you may find some useful pictures or information to help you solve some of the more basic puzzles you encounter. In addition, you will know the "ground" that Valanice or Rosella must cover before they can finish the game's chapter.



The second section in the book will give you general hints to help you solve some of the more difficult puzzles you encounter. These hints are meant to be read a sentence at a time, if possible. You should stop reading them when you think, "Aha! That's what I need to do!" This section also contains sketchy walk-throughs of the game's chapters. The walk-throughs

***You can start playing King's Quest VII at any of the six game chapters. You will start each of the chapters with the items you need (or with ready access to them).***



aren't given in a "click-by-click" format because we think that this defeats the fun of playing an adventure game. Also, the walk-throughs aren't designed to give away any of the puzzles; they are meant, instead, to steer you in the right direction and to minimize aimless wandering.

The third hint section in this book takes each game chapter, puzzle by puzzle, and tells you exactly how to solve it. Again, the hints are meant to be read sentence by sentence. As soon as you find what you need, stop reading!



herefore, to use this book effectively, when you run into a snag or have a general concern, take a look at the first book chapter that deals with your problem. Then, if you get stuck somewhere and want a nudge in the right direction, glance at the second book chapter that deals with your problem. Find the section that discusses the puzzle and read only as far as you need to get past this part of the game. Finally, if you are fed up with unsuccessfully trying different tactics and the hints don't help, look at chapter 13 for the answer to your problem. Try to avoid reading chapter 13, other than the section that deals specifically with your problem. You don't want to ruin the challenge, after all!

***To use this book effectively, when you run into a snag or have a general concern, take a look at the first book chapter that deals with your problem.***

### SUMMARY OF WHERE TO FIND WHAT:

- Story lines, scenes, and general hints for game chapters 1 through 6 can be found in this book's chapters 1 through 6.
- Gentle nudges for solving puzzles and a brief walk-through of game chapters 1 through 6 can be found in this book's chapters 7 through 12.
- Detailed answers to all of the puzzles in King's Quest VII are in chapter 13.
- A list of all the objects you can find in King's Quest VII can be found in appendix A. This appendix contains no hints, so you don't have to be afraid to glance at it to see if you've missed something.

**F**inally, the closing chapter in this book is purely for fun. One of the most enjoyable aspects of playing adventure games is discovering all the horrible things that can happen to your characters. This final chapter (chapter 14) shows you most of the ways that Valanice and Rosella can reach their demise. Although we've made an effort not to give away answers to the puzzles in our death scene descriptions, avoid looking at this chapter until you've played the game once. Fortunately, *King's Quest VII* is kind to players in that it lets you go back to the point before you died and gives you another chance to overcome the obstacle that killed you.

### RUNNING COMMENTARY

Throughout this book, you'll find commentary on various aspects of the game. We'll discuss the general story line, as well as the game's graphic and interactive elements, and, of course, the puzzles. These commentary sections appear toward the ends of chapters 1 through 6.

*King's Quest VII* is comprised of six "chapters," in which you take turns playing Valanice of Daventry and her daughter, Rosella. The game is loosely structured like a book, in a manner similar to Dynamix's role-playing game, *Betrayal at Krondor*. However, sequential gameplay is unnecessary in *King's Quest VII* since you can start playing at any game chapter. In a sense, each game chapter is like its own "mini-game," particularly since you can play each chapter separately.

Similar to the prior games in this series, *King's Quest VII* offers a blend of mythology, fancy, and fairy tale, along with just a dash of realism. It continues the "Daventry saga," with the unmarried princess Rosella and her mother.

### INTERFACE

When starting to play *King's Quest VII*, you may notice a few things. First, the game offers essentially no documentation. This is not unusual, however, for a Sierra adventure game. Fortunately, one of the next things you will realize is that playing *King's Quest VII* is highly intuitive. Everything works

***K**ing's Quest VII is kind to players in that it lets you go back to the point before you died and gives you another chance to overcome the obstacle that killed you.*



*Besides having a simple interface, King's Quest VII has tremendous graphic appeal because of its high-quality animation.*

on a point-and-click basis. In fact, whenever there is an object you can use the wand cursor starts twinkling, when placed over it. When you can use an object on something, that object will appear white; otherwise, it will be gray.

Traveling through the Realm of Eldritch is also quite simple. When the cursor nears the edge of the playing screen, it turns into an arrow if Valanice or Rosella can walk in that direction to get to another scene. Finally, besides using objects, it is possible to examine them. By clicking on an object in your inventory (or elsewhere), you can pick it up. The wand cursor is replaced by a cursor that looks like the object. By clicking this object over the "eye" next to the inventory window, you will get a close-up view of it. You can rotate objects from this close up view if you'd like. You can also pass your cursor over the object to see if there is any other way to use the object. For example, some objects may be made of more than one item.

### PAUSING, SAVING, AND THE QUESTION OF REPLAYABILITY

Besides having a simple interface, King's Quest VII has tremendous graphic appeal because of its high-quality animation. The music, sound effects, and voices are also very well done. The biggest complaint that a player may have about the "sound" is that conversations are not represented by text (even as an option) anywhere on the screen. This is, in my opinion, a mistake that has been carried over from the CD version of King's Quest V.

Displayed text (as an option)—or at least a button that lets you automatically replay the previous conversation—should be part of any game where the conversations are important. That is, in games where you have to pay close attention to everything that's said in order to solve later puzzles—which is often easier said than done. Not all of us can focus our attention on automatic conversation sequences at all times. We may have children, parents, or spouses who manage to interrupt what we are doing at the precise moment that something important is going on. The doorbell or phone may ring, etc.

Because there are so many potential distractions in our lives, games should come with some sort of pause feature or "replay" potential to allow for this. Although King's Quest VII nominally has a pause feature (you can click on the red gem or even change the screen in Windows), using it still causes problems. The last sentence or even the whole conversation will not be completed when you return to the game screen. So even if you try to pause the game, you can miss important information. This brings us to the next thing you may have noticed: you can't save the game in a normal way!



our King's Quest VII game can only be saved as an ongoing adventure. You cannot go back to an "earlier saved game," to try and do something different than you did before. This is tremendously annoying, especially in chapter 1, where there are multiple solutions to several puzzles.

The only ways you can try two or more different approaches to dealing with something in King's Quest VII are by replaying the chapter of the game that concerns your puzzle, or by rebooting your system after you've tried one path, so that you can go back to your saved game and try another path. I suppose that this was a deliberate design decision based on the premise that it would enhance the replayability of the game. It's not clear to this author that it will have this effect, however, particularly since the game play is slow in Windows, even if you have the latest system and tons of memory.

Interestingly, King's Quest VII lacks the feature that did enhance replay value of the earlier games in the series: the ongoing numerical score for solving puzzles. Instead, they have replaced this number with a bar graph that fills in as each game chapter is completed. While this graph can give you a satisfying sense of how much you have accomplished, there is no way to tell how much you really missed unless you replay the chapter (and sometimes previous chapters, as well).

***Your King's Quest VII game can only be saved as an ongoing adventure. You cannot go back to an "earlier saved game," to try and do something different than you did before.***



*One of the neater aspects of this game is the fact that you can play any game chapter you want.*

*Chapter 14 gives a breakdown of many of the ways your heroines can die.*

**F**ortunately, replaying chapters is not too difficult. One of the neater aspects of this game is the fact that you can play any game chapter you want. By starting a new game, you can choose, for example, to start playing the game at chapter 3 or even the final chapter! The story, of course, is not circular, but by starting the game at chapter 4, for example, you can play through continuously to the end of chapter 6. You can also decide just to play a particular chapter.

### ON DEATH

One of the nicest features of King's Quest VII is that, even though Valanice and Rosella will die a lot (especially in later chapters), the game will automatically be saved to the moment prior to the event that caused their death. This gives you as many chances as you need to figure out what you are supposed to do to each threatening obstacle. It can, of course, be annoying to die over and over again. Still, it's better that there's an automatic way to get back into the game right before your fatal error than not. Chapter 14 gives a breakdown of many of the ways your heroines can die. If you're trying to avoid dying or, more gruesomely, want to know what you can do to get killed, take a look at this chapter.

That said, here's to many full and interesting lives. Happy adventuring!



# CHAPTER 1

## IN THE DESERT, OR "WHERE IN THE BLAZES AM I?"



fter she loses sight of her daughter, Valance continues to spiral down into the whirling water. Just when she thinks she'll never make it to the surface again, the water turns to dust and deposits her safely in



the midst of a vast desert (Figure 1-1). All she has on her person is the golden comb that Rosella left behind. Valanice has no idea where she is, but she knows that she must somehow find her daughter.

Valanice's goal in chapter 1 of the game is to escape from the desert. Of course, she also hopes that by leaving this dry, desolate place, she'll get closer to wherever her daughter was taken.

*Figure 1-1. Valanice arrives in the desert in a whirlwind. Pay close attention to the events that follow her arrival.*

### A ROUGH LANDING IN ELDRITCH

Valanice arrives in a dusty whirlwind, alone and confused. To make matters worse, almost instantly she tears her dress on a particularly nasty looking cactus (Figure 1-2). Then, adding insult to injury, two animals, a frightened rat and a wild giggling jackalope, zoom by.

### SURROUNDED BY CACTI

For miles in every direction, all Valanice can see are sand dunes. Except for an odd cactus, virtually nothing breaks the monotony of the sand. If Valanice wanders too far from the oasis, she will certainly perish.

She does meet one other forlorn soul, however: Collin Farwalker, a wandering ghost (Figure 1-3).



*Figure 1-2. Valanice finds herself alone in a desert. She should look carefully at her surroundings.*

Farwalker provides the illuminating information that Valanice is "surrounded by dust." Thankfully, he can tell her more. From him, she'll learn that the only way to escape the desert is through a portal in the mountains. Farwalker should know: he died in the desert before he could reach the escape route himself. Now, he's doomed to wander the dusty dunes forever, tormented by thirst. Unable to help himself, he is also unable to help Valanice find her daughter.

### THE SCORPION'S LAIR

Just to the east of the opening scene, Valanice finds herself outside a pyramid (Figure 1-4). This pyramid is home to a fearsome scorpion, beautiful carvings, and an interesting



*Figure 1-3. Valanice sees a ghost in the endless desert. He has important information for her quest.*



*Just to the east of the opening scene, Valanice finds herself outside a pyramid, home to a fearsome scorpion.*

*Figure 1-4. Valanice stands outside the scorpion's lair. Before she enters this dangerous place, she may want to take a look at her inventory.*



altar (Figure 1-5). Once she has dealt with the dangerous scorpion, she can examine the altar and try to solve its puzzle.

Valanice will find no hints anywhere in the desert for solving the puzzle on the scorpion's altar. All she can do is touch it and see what happens.

*Figure 1-5. Inside the lair, Valanice is threatened by an angry arthropod. If she does not find a way to distract the scorpion, it will kill her.*

### THE MYSTERIOUS POOL AND THE ANCIENT STATUE

To the west of the opening scene, Valanice finds a pool of saltwater and an interesting ancient statue of a god (Figure 1-6). She should spend some time here, examining the pool, the statue, and any other items that she finds.

If Valanice looks into the pool, she sees a statue at the bottom! Eventually, she must find a way down into that pool. The only question is how. Once she drains the water, she'll find a twisted flight of stairs leading from the surface to the bottom. She'll also notice a second statue on the floor of the pool, this one holding an offering bowl (Figure 1-7). As tempting as it is, however, Valanice should take care not to be too greedy down here!

*Valanice will find no hints anywhere in the desert for solving the puzzle on the scorpion's altar.*



*Figure 1-6. My, that water looks tempting! Valanice sees something interesting in the pool. She should also take a careful look at the ancient statue seated nearby.*



*Figure 1-7. There's another statue in the pool, this one holding an offering bowl. Valance should be careful about getting too greedy down here.*

### THE WAY THROUGH THE MOUNTAIN

North of the saltwater pool and ancient statue, Valance comes upon the base of a mountain that strangely resembles an enormous face. An ornately carved door seems to serve as a mouth (Figure 1-8). This must be the portal the ghost was talking about! Unfortunately, when Valance examines the door closely, she finds a "key" ingredient missing. Without it, she cannot open the portal.

Near the portal, Valance finds a large cactus bearing a bright pink fruit. The cactus, of course, is prickly, so Valance may have some trouble claiming her much-needed refreshment.



*Figure 1-8. So near, and yet so far. Valance finds the portal that will deliver her from the desert, but she doesn't have the key. Near the door, she spies a cactus.*



### A SMALL CAVE

To the east of the mountain's door stands a small cave with drawings etched on the side (Figure 1-9). A dried-out gourd hangs from a vine near the entryway. Below it is a shallow, damp depression in the sandy ground, with a few drops of water dripping from above.

Inside the small cave (Figure 1-10), Valanice sees a number of clay pots lined up on a dusty shelf. Unfortunately, they generally crumble when she tries to touch them.

*To the east of the mountain's door stands a small cave with drawings etched on the side.*



*Figure 1-9. The entrance to a small cave. Near the cave are some important drawings and a damp area on the ground.*



*Valanice should search the cave carefully; she may find something here to help her.*

*Figure 1-10. Inside the small cave, Valanice sees a number of potentially useful objects.*

Valanice should search the cave carefully; she may find something here to help her.

### RARE CURIOSITIES

To the north of the scorpion's cave and to the east of the small cave, Valanice discovers a small desert shop called Rare Curiosities (Figure 1-11).

The shop is owned and operated by a desert rat called Ricardo Eduardo Rodriguez Runerat. But this distressed proprietor cannot see! When Valanice talks to him, she learns that the wicked jackalope has stolen his glasses from him. The poor rat can't do business with Valanice until he recovers his missing spectacles.



*Figure 1-11. Rare Curiosities indeed! The rat who runs this store can eventually help Valanice escape from the desert, but she must help him first.*



Just next to the shop is the home of that odd-looking creature, the jackalope, the one that kept racing between cacti in the opening scene (Figure 1-12).

**T**he jackalope is a nasty little creature. Almost every time Valanice passes his home, he pops up to stick out his tongue at her.



*Figure 1-12. Later, Valanice may want to remember where the jackalope makes his home.*

The jackalope is a nasty little creature. Almost every time Valanice passes his home, he pops up to stick out his tongue at her. No manners whatsoever!

### THE GREAT OUTDOORS

When Valanice spends some time venturing out into the desert, she discovers only one area of interest (Figure 1-13). Here, she finds a dust devil swirling madly over an old skeleton and a horn.

Every time Valanice tries to reach for the horn, the dust devil blows her away.



*Figure 1-13. A dust devil stands guard over a dried-out skeleton and a horn. Pay attention to the movements of this whirling desert wind.*

## ESCAPE!

Valanice's goal in chapter 1 is to escape from the desert. Above, we described the areas she may explore to find the clues and objects she needs to leave. Don't worry if you don't find or solve everything immediately. You may return to this area in later chapters to retrieve items that you missed, or to use things that you couldn't use when you found them. Also, depending on how Valanice solves the puzzles in this chapter (many of them have more than one solution), there are certain objects that she may never get. So don't worry if you don't get the same objects or solve the same puzzles as other players. You don't have to.

*Valanice's goal in chapter 1 is to escape from the desert.*



hen Valanice finally finds her way out of the desert, she is free to leave as soon as she likes. Unfortunately, as she makes her great escape, she'll encounter a new and menacing problem: a giant lizard barring her path out of the mountain tunnel!

### COMMENTS ON CHAPTER 1

In chapter 1 we get a backwards glimpse at one of the game elements in King's Quest V: namely, the endless desert. For those of you who played that earlier game, you will find yourself tempted to embark on a major exploration mission. In fact, when I first took Valanice out into the desert, I groaned aloud, anticipating hours of mapping and an endless number of death-by-thirst scenes for Valanice. I actually did spend about an hour mapping the desert before I realized I shouldn't rely so much on previous experiences.

***As Valanice makes her great escape, she'll encounter a new and menacing problem: a giant lizard barring her path out of the mountain tunnel!***

Aside from that connection with an earlier game in the series, the opening chapter has a theme all its own. Part of that theme is less obvious than it probably should be (at least it took me forever to figure it out). Most of the statues and altars in the desert area are devoted to rain and/or sun gods and the corresponding events necessary for growth. Will this information help you solve any of the puzzles? It may help if you think about it for long enough, but most of the connections were more obvious to me after I had solved the puzzles than before. Keep this information in mind, but don't get frustrated if this theme doesn't give you much insight into solving the puzzles in this chapter.



Chapter 1 has two very user-friendly elements. First, several of the puzzles don't need to be solved for you to complete the chapter. Second, some of them have multiple solutions. This flexibility can induce panic in a careful adventure game player, but rest assured that the game will not let you go on to the next chapter until you have completed every puzzle you must to continue. If you miss something, it is either optional, or you will have another chance to solve it in a later chapter.

Even though it can be worrisome to think you've missed something, this kind of flexibility is, in my opinion, one of the best approaches for an enjoyable and broadly appealing adventure game. Having multiple solutions to problems means the player doesn't necessarily have to find the particular "logical" twist the designer had when he or she created a puzzle. It's also very accommodating of different playing styles. Some like to finish a game quickly and dislike getting hopelessly stuck on a puzzle. Others want to do "everything" and obtain a great deal of satisfaction from really completing a game. Sadly, this flexibility doesn't extend over all of King's Quest VII; it should have. But chapter 1 is a good start.

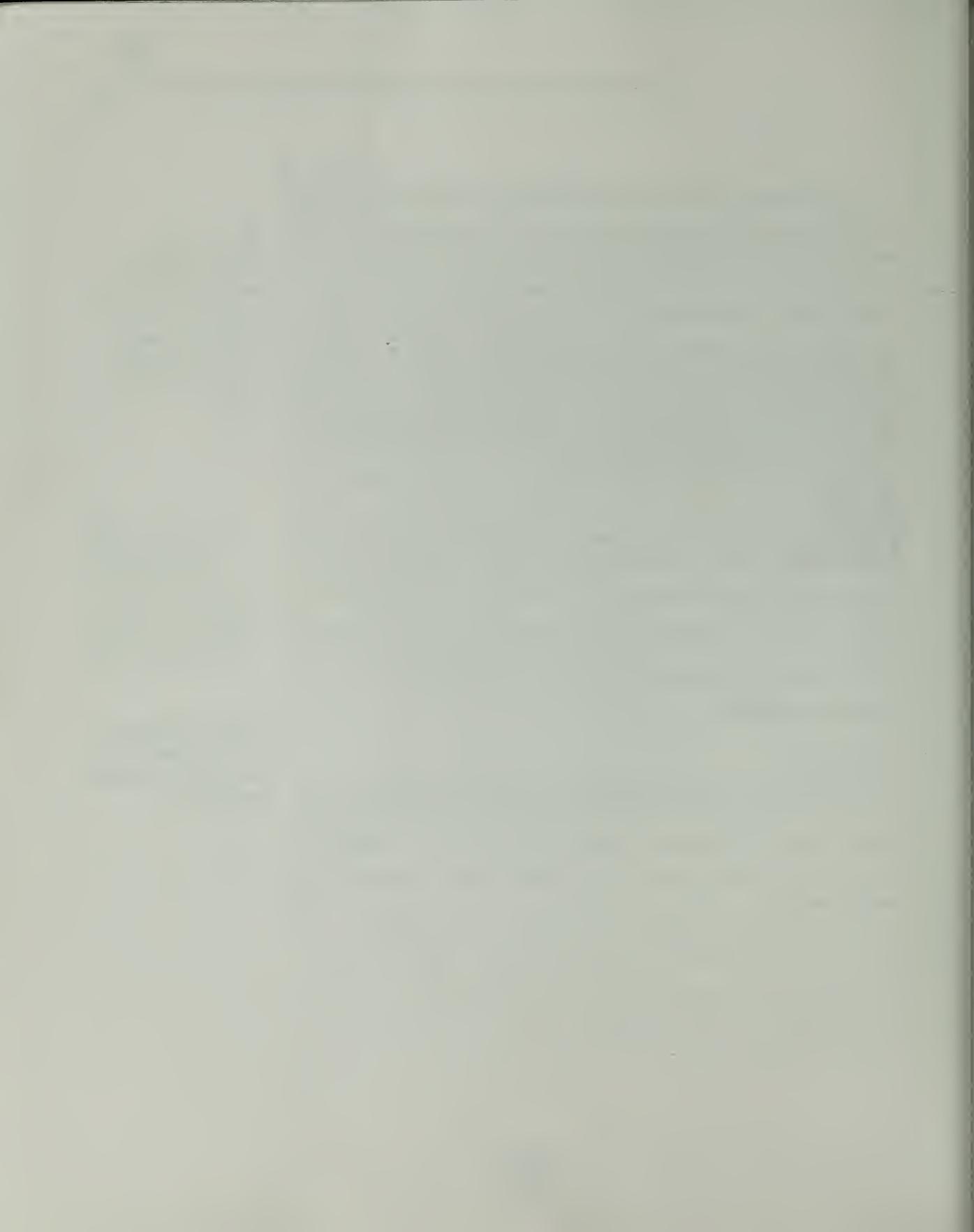
 Most of the puzzles in chapter 1 are fairly simple; many have clues scattered around the desert. The only really twisted (and non-optional) one is the light/altar puzzle in the scorpion's lair. This is self-contained, and although it supposedly has some sort of internal logic, the easiest way to solve it is by trial and error. We'll be discussing the nature of the game's puzzles more in later chapters of this book. In the meantime, it's time to get back to the game!

## FADE OUT

After Valanice escapes from the desert, this chapter ends and a new one begins. Turn the page now to see where the swirling waters took Rosella. When we last left her, she was being snatched away by a greenish arm. Whose arm was that, and where in the Realm of Eldritch did it take her? Let's find out!

*Having multiple solutions to problems means the player doesn't necessarily have to find the particular "logical" twist the designer had when he or she created a puzzle.*

*The only really twisted (and non-optional) puzzle is the light/altar one in the scorpion's lair.*



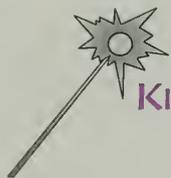


## CHAPTER 2

### THE VULCANIX UNDERGROUND, OR "A TROLL IS AS A TROLL DOES."



In chapter 1, we discover that the green arm that pulls Rosella from the water belongs to a stout and royal-looking troll. This isn't just any old troll, however; he's Otar Fenris III, the Troll King! Although Rosella is thankful to be out of the water, she is horrified to discover another shocking transformation: she too is a troll! Worse, the Troll King has lured her to Vulcanix so that he might wed her! As you can imagine, all of this comes as quite a shock to the adventurous young princess.



*Figure 2-1. Rosella has been transformed by her passage into Vulcanix. Before she can escape from the Underground, she must find a way to return to human form.*

In this chapter, Rosella explores the Vulcanix Underground. With help from some of the friendlier trolls in this region, she must find a way to return to human form. Eventually, after she is no longer a troll, she must find a way to escape from the Underground. Then she'll be able to investigate a number of strange things going on in the land above the Underground, Ooga Booga Land.

### TROLL NO!

Poor Rosella gets pulled through a mirror after her jump into the lake. As the Troll King, Otar Fenris III, pulls her from the whirling waters, her form changes. No longer human, but troll (Figure 2-1)!

The Troll King is just as shocked by Rosella's appearance as she is. While that shock alone is bad enough, Rosella soon learns, to her dismay, that she is to be married to the Troll King. The opening scene ends with a defeated-looking Rosella being led to her chambers by King Otar.

### ROSELLA'S BEDROOM

The dejected Rosella begins her adventures in the Vulcanix Underground in her new bedroom (Figure 2-2). Her mirror clearly provides her no consolation, and it's not likely that she'll sleep easily here.

Although Rosella is free to leave her bedroom at this time, later she'll be locked in here by a vicious and dangerous fairy. Unfortunately, she can do nothing about this now. When it happens, she'll have to make clever use of the objects here to escape.



*Figure 2-2. Rosella's bedroom has some noteworthy artwork and furniture. Later in this chapter, she'll be locked in this room and must find a way to escape.*

## THE THRONE ROOM

When Rosella leaves her bedroom, she enters the throne room of the Troll King (Figure 2-3). This regal chamber contains an enormous red throne, a huge mirror, a number of interesting decorations, and a friendly looking troll knitting on a stool near the center of the room. The troll is Mathilde, Otar's aging nursemaid. After initial suspicion, Mathilde kindly offers to help Rosella return to human form. To perform this transformation, Mathilde must make a potion, for which she requires a special set of ingredients. She gives Rosella the list of these unusual ingredients: baked beetles, a crystal dragon scale, a silver spoon, water of emerald, and a gold bowl. Mathilde also agrees to help Rosella escape from Vulcanix, if Rosella promises to investigate the strange things that have been going on above ground, in Ooga Booga Land.

***Mathilde agrees to help Rosella escape from Vulcanix, if Rosella promises to investigate the strange things that have been going on above ground, in Ooga Booga Land.***



*Figure 2-3. In the throne room, we see a somewhat happier Rosella after her conversation with Mathilde. This room lies at the center of Vulcanix. Rosella should study the items and exits here carefully.*



Immediately after Rosella's conversation with Mathilde, a small and disgruntled troll child called Spike wanders in with a mechanical toy rat. The child throws the toy down in disgust before leaving the room.

### **IN A STEW**

If Rosella walks to the northeast from the throne room, she'll find a cluttered kitchen with many shelves and a cheerful cook (Figure 2-4). The cook is making a vile-smelling stew, and Rosella can't hide her expressions of disgust. He promptly throws her out.

*If Rosella walks to the northeast from the throne room, she'll find a cluttered kitchen with many shelves and a cheerful cook.*



*Figure 2-4. The cook in his kitchen. He must somehow be distracted or removed from this area so Rosella can explore the room.*

Later, when Rosella figures out how to remove the cook, she'll want to search the cluttered shelves and counters of the kitchen (holding her nose, of course).

## THE MUD BATH

After Rosella gets tossed unceremoniously out of the kitchen, she sees a tall, imposing woman dressed in black and pink enter the mud bath room (the middle left exit from the throne room). She tiptoes over to eavesdrop on the woman's conversation with two male trolls (Figure 2-5).



*Figure 2-5. Rosella eavesdrops on Malicia in the mud bath. She may wish to talk to the trolls here after Malicia leaves.*



Later, Rosella will find a different pair of trolls relaxing in the soothing, heated mud (Figure 2-6). If she listens carefully to them, she may learn some interesting bits of information.

**L**ater, Rosella will find a different pair of trolls relaxing in the soothing, heated mud.



*Figure 2-6. Rosella talks to two lady trolls in the mud bath. From their chatter, she will learn some important facts that will help her solve puzzles in this chapter and later ones.*

Rosella must visit the two lady trolls at least once to solve one of the important puzzles in this chapter.

### BRIDGING THE GAP

To the southeast of the throne room, Rosella finds a room with a bridge arching over a boiling lava stream. When she tries to cross it, however, a nasty troll blocks her path (Figure 2-7). (Bridges and trolls always go together in the best fairy tales.) There must be some way around this obnoxious character. Unfortunately, the toll he demands is a bit steep: a thousand pieces of lead and a rat-on-a-stick.



*If Rosella finds a way to cross the bridge, she'll enter a beautiful crystal cave.*

*Figure 2-7. The bridge troll can be dangerous if you try to cross him too often.*

Looking around, Rosella sees that the bridge room also contains a broken-down cart in one corner and a strange and dangerous-looking device near the bridge. Unfortunately, she cannot use the device at this time.

## THE CRYSTAL CAVE

If Rosella finds a way to cross the bridge, she'll enter a beautiful crystal cave (Figure 2-8).

As dangerous as the crystal cave looks, it is quite safe for Rosella to walk across. At the end of it, she'll come upon a lovely, yet sad crystal dragon.



*Figure 2-8. The crystal cave is long, and the sound of someone sighing emanate from one end.*



The dragon has lost her spark, her will to live (Figure 2-9). She lies curled around a pile of gems, the likes of which Rosella has never seen.

*The dragon has lost her spark, her will to live.*



*Figure 2-9. A beautiful, but sad crystal dragon. Eventually, Rosella must find a way to help the dragon if she is to acquire one of the ingredients she needs for Mathilde's potion.*



### **FORGE AHEAD!**

If Rosella leaves the throne room using the lowest exit to the west, she'll see two working trolls (Figure 2-10). The forging troll is rude and lecherous (to say the least), but the other troll, Opi Goldsworth, Master Jeweler, is all politeness.

*Figure 2-10. Trolls hard at work in a room full of useful objects. Rosella will want to return here several times during the course of this chapter.*

Rosella should pause to examine the workroom, the forge, and the tool rack. The objects in this room may change later in the chapter, so she should keep her eyes open every time she walks in. She should also speak with the trolls before moving on.

### A DARK AND SMELLY CAVERN

Heading down the small staircase, on the northern end of the workroom, Rosella will find a small, smelly cave (Figure 2-11). Here, there are mysterious-looking pools of green water, a lantern hanging from the back wall, and a yawning chasm on one side.

*Heading down the small staircase, on the northern end of the workroom, Rosella will find a small, smelly cave.*



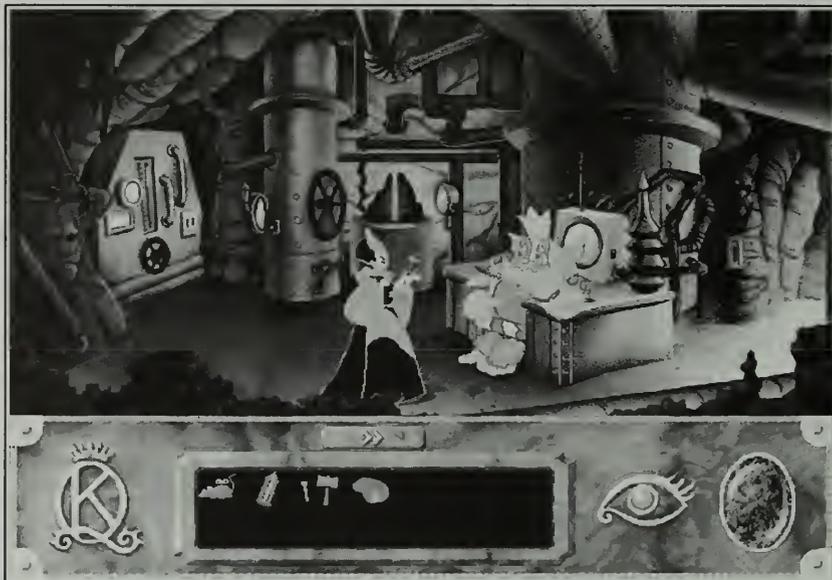
*Figure 2-11. The smelly cave contains a number of important items, but it can be a dangerous place if Rosella doesn't watch her step.*



### CRAWLING THROUGH THE DUCTS

After Mathilde returns Rosella to human form, Rosella gets locked into her bedroom by Malicia, who is upset because she thinks Rosella is distracting the king. Rosella must escape from this ornate jail cell. When she does, she'll find herself in a huge duct with a grate overlooking the volcano control room.

*The trolls have used the control room for centuries, to keep their own special version of Mount Vesuvius from erupting.*



*Figure 2-12. Rosella's bird's-eye view of the volcano control room. She should pay close attention to what the evil Malicia is telling King Otar.*

The trolls have used the control room for centuries, to keep their own special version of Mount Vesuvius from erupting. Rosella peers through the grate and sees Malicia speaking to the Troll King (Figure 2-12). As Rosella listens to Malicia chastising the Troll King, she learns that Malicia's plans include using the volcano to blast Etheria, the beautiful land above Eldritch, out of the sky! In fact, this evil witch doesn't care if all of Eldritch gets destroyed in the process.

## ON TO OOGA BOOGA LAND

Rosella's goals in this chapter are to return to human form and to escape from Vulcanix. Unlike in chapter 1, there is only one correct solution to each of the puzzles. Furthermore, Rosella must do almost everything it's possible for her to do in Vulcanix before she can escape. Your best bet, then, for getting her out safely, is to try everything and talk with everyone as often as possible. There is much additional information (which can be used in later chapters as well as here) that Rosella can learn from the Underground's inhabitants.

Before she leaves, Rosella will discover, with some help from Mathilde, that the current Troll King is an impostor and that the real one is imprisoned somewhere in Ooga Booga Land. Furthermore, only the real King Otar has the knowledge to stop Malicia's unleashing of the deadly volcano! Only he knows how to operate the control panel in the volcano control room.



Rosella will, of course, escape from Vulcanix. Before she leaves, however, Malicia will appear again to bar her exit. After dealing with Malicia, Rosella is free to make her way to the only elevator in Vulcanix. But her troubles aren't over yet. As the shaky contraption inches upward, it starts to fall apart. Rosella must hang on for dear life—and you must hang on until chapter 4 to help her!

## RUNNING COMMENTARY CONTINUED

Unlike chapter 1, chapter 2 has more fairy-tale elements than mythological ones. That made it more enjoyable for me, despite its lack of real puzzles. Chapter 2 also has more story and character development than almost any other chapter in King's Quest VII. Since most of the trolls are actually kind of interesting and often touchingly friendly, the story line and character development are fun. This is also the chapter in which we get to meet the ultimate bad girl, Malicia, and where we get a sense of the scope of the game's plot.

*Rosella's goals in this chapter are to return to human form and to escape from Vulcanix.*

*Unlike chapter 1, chapter 2 has more fairy-tale elements than mythological ones.*



While a player can remain mesmerized by the beautiful animation, fanciful story, and quirky characters throughout the game, the puzzles in chapter 2 are probably the most simplistic ones in the entire game. Other than providing needed background information, most of this chapter is devoted to having the player run Rosella from one scene to another as she collects the necessary items for Mathilde's potion. Indeed, you will probably spend the bulk of your time waiting for Rosella to move from one screen to the next.

**B**esides running around a lot, listening carefully to conversations, using everything you can, and applying a little bit of logic to deciding the best way to use the items you find, there is nothing that's really a "puzzle" in this chapter. That's okay, though; in some ways, it's a relief not to have to think about you're supposed to do. The biggest problem with chapter 2 is the incessant need to go back and forth between scenes (even once you know what you're doing, a certain amount of this is necessary). After all, it's not as if this game plays at a blinding speed or as if there are any shortcuts. Unfortunately, this isn't the last chapter in which you'll have to move Rosella or Valanice back and forth between screens to solve puzzles. Just realize that from chapter 2 on, this running around forms a prominent part of the game.

*Other than providing needed background information, most of this chapter is devoted to having the player run Rosella from one scene to another as she collects the necessary items for Mathilde's potion.*

### WHEN LAST WE LEFT...

And so we close another chapter. With Rosella hanging on the brink of disaster, we return to Valanice, who faces yet another challenge: a reptilian assault in a dangerous mountain tunnel.

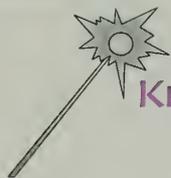


## CHAPTER 3

### IN THE WOODS AND FALDERAL, OR "THE SKY IS FALLING!"



Valanice finally finds her way out of the desert and is about to make her escape when she confronts a new danger: a giant lizard blocking her escape! Once she makes her way past this monster, her major goal is still to find her daughter. Her travels in this chapter will take her through the Bountiful Woods and the odd city of Falderal. From the characters she meets, she will learn of beings and places that can help her in her quest. She'll also learn about the evils that Malicia has already wrought—and about the dangers that lie ahead.



*Figure 3-1. A large lizard blocks Valanice's path through the tunnel in the mountains. If you don't do something about him quickly, the lizard will make Valanice his lunch.*

**S**uddenly, a dangerous and hungry-looking lizard descends from a hole in the tunnel's ceiling to threaten Valanice.

The best ways for Valanice to solve the problems that she encounters in this chapter include talking to everyone as much as possible, using objects in interesting ways, not being afraid to backtrack a bit, and finally, paying special attention to every word she hears. There are a number of puzzles in chapter 3 that Valanice can, but doesn't have to, solve yet. Some of these puzzles can be solved in chapter 5.

## THE TUNNEL THROUGH THE MOUNTAINS

As chapter 3 begins, Valanice has just started walking through a long tunnel leading out of the desert.

Suddenly, a dangerous and hungry-looking lizard descends from a hole in the tunnel's ceiling to threaten her (Figure 3-1).

Valanice must find something to appease or distract this slimy creature before she can pass safely through the tunnel. She may wish to examine the debris lying on the tunnel's floor, underneath the lizard's home, for some clues as to what his favorite snacks may be. Don't forget that Valanice can always run out of the tunnel, back into the desert, if she can't figure out or find what she needs to give or do to the lizard.

## THE RIVER MAIDENS

Once Valanice escapes the jaws of the hungry lizard, she is free to walk out the other side of the tunnel. An enchanting scene awaits her. In this area she'll see some lovely statues, heavenly smelling flowers, and a sadly broken bridge (Figure 3-2). Through this graceful scene runs a filthy, muddy river.



*Figure 3-2. Two beautiful statues grace the sides of a murky-looking river. These statues will be important later in the game.*

### THE STAG AND THE OAK

To the west of the River Maiden statues is a forest with the river running toward the back. Here, Valanice will find a beautiful, enormous oak tree and a handsome stag (Figure 3-3).

When Valanice speaks to the stag, she learns that the woods have been cursed, and that Mother Nature, his wife Ceres, has been turned into the majestic oak you see before you. He is Attis and is also cursed. Without his true form, he cannot help his wife. An enchanted stake is piercing the oak tree, sapping the life from Ceres. Attis fears that she will soon die. If Ceres dies, so will the woods.



*Figure 3-3. The enchanted Ceres and Attis. Valanice must find some way to help the stag and oak tree in this chapter or a later one.*



Attis warns Valanice of the woods to the west, the Wood of the Wer-folk. He tells Valanice that he has heard of a merchant in Falderal, to the northwest, who sells something that can help people cross these dangerous woods. If Valanice questions Attis long enough, she'll learn much about the forest and its inhabitants. Before she can do anything to help him, however, she must speak to him and learn everything he has to tell.

### A QUIET PLACE

West of the enchanted oak and stag is a quiet, restful spot in the woods (Figure 3-4). Nothing much will happen here, but that is perhaps all for the better.

*If Valanice questions Attis long enough, she'll learn much about the forest and its inhabitants.*



*Figure 3-4. To the west of these peaceful woods lies the dark and dangerous Wood of the Wer-folk, a place Valanice would do well to avoid at this time.*

To the north of this idyllic place lies a path that can take Valanice to Falderal. To the west lies the deadly Wood of the Were-folk.

### THE WOOD OF THE WERE-FOLK

If Valanice heads west of the quiet woods, she will enter the dark and dangerous Wood of the Were-folk (Figure 3-5). Here, watchful eyes follow her movements, and eerie sounds break the silence. Valanice had best turn back before it's too late.



*If Valanice heads west of the quiet woods, she will enter the dark and dangerous Wood of the Were-folk.*

**Figure 3-5.** The Wood of the Were-folk has watchful eyes. If Valanice tries to cross these woods, she will be dealt with severely by its inhabitants.



### STEPPING STONES

Just north of the peaceful spot in the woods, Valanice will find some stepping stones that lead across the muddy river (Figure 3-6). If she's careful, she can cross here.

*Just north of the peaceful spot in the woods, Valanice will find some stepping stones that lead across the muddy river.*



*Figure 3-6. Stepping stones span the river, but that doesn't make it easy to cross. Valanice should measure her steps carefully.*

On the opposite bank, Valanice can see a giant spider web blocking the path leading northward.

### IN A STICKY SPOT

Once Valance crosses the river, she will find an enormous spider web, a menacing spider, and a poor trapped hummingbird (Figure 3-7). You will have to find a way to remove this web and free the bird if you are to continue north to the city of Falderal.

Beware the spider! He is dangerous and does not like to miss his lunch. Once you have dealt with him successfully, you can free the hummingbird. She will gratefully offer to lend you a helping wing when she can.

**B***eware the spider! He is dangerous and does not like to miss his lunch.*



*Figure 3-7. An enormous spider web with a hummingbird entangled in its threads. Valance should take care here; the spider is hungry and deadly.*



### A PEACEFUL CLEARING

Just east of the spider web, you will find a delightful clearing, marred only by a riven tree trunk (Figure 3-8). Although there is little for Valanice to do here (except perhaps fall into the river), a path here leads back to the River Maiden statues and a giant, slumbering boulder.

*Just east of the spider web, you will find a delightful clearing, marred only by a riven tree trunk.*



*Figure 3-8. A lovely clearing in the Bountiful Woods marks a crossroads between Falderal, the River Maiden statues, and Feldspar, the rock spirit. Although it looks like there are stepping stones here, the river is unsafe for crossing at this point.*

Heading east out of the clearing, Valanice can either follow the river to the southeast, where she'll reappear on the northern bank by the statues, or head due east and encounter a most unusual boulder.

## THE GIANT BOULDER

To the east of the clearing in the forest, and to the north of the River Maiden statues, is a large, sleeping boulder (Figure 3-9). This is Feldspar, the ancient rock spirit. Attis can tell you more about this wise character.



**A**t some point (not necessarily in this chapter), Valanice will want to talk to Feldspar, but she should take care. He tends to sneeze and snore quite energetically.

*Figure 3-9. The ancient rock spirit snoozes away the eons. Valanice will eventually have to find a way to awaken this resting giant.*

At some point (not necessarily in this chapter), Valanice will want to talk to Feldspar, but she should take care. He tends to sneeze and snore quite energetically, and the gusts of air he exhales are powerful. Valanice had better have a good reason to talk to him before she wakes him up.



### NEARING FALDERAL

When Valance travels north from the destroyed spider web, she encounters an enormous city gate (Figure 3-10). A hostile and (we suspect) dishonest guard is stationed here.

*Interestingly, there is a tiny door to the right of the city gate (although the guard warns her that horrors await on the other side of that door).*



*Figure 3-10. Outside Falderal, under the suspicious eyes of the guard. Valance must find a way to get into the city from here.*

Valance must somehow pass this guard before she can enter Falderal. Interestingly, there is a tiny door to the right of the city gate (although the guard warns her that horrors await on the other side of that door).

### OUTSIDE THE CHINA SHOP

Once inside Falderal, Valanice is accosted by the silly Archduke, Fifi le YipYap (Figure 3-11). She must find some way of dealing with him before she can tour the town. Pay close attention to what this silly pup has to say!



*Once inside Falderal, Valanice is accosted by the silly Archduke, Fifi le YipYap.*

*Figure 3-11. Fifi the Archduke refuses Valanice entrance to the city. She must get on his good side before she will be allowed to travel farther.*



After Valanice gets permission from the Archduke to stay in Falderal, a small and frightened chicken appears on the scene, running around in great alarm. "The sky is falling!" she cries repeatedly. Whatever can this mean? Don't worry about it; you'll find out later.



### A BULL IN A CHINA SHOP

When Valanice enters the China Shop, she meets the charming, but tearful, Fernando Bullhorn (Figure 3-12). It seems the mournful proprietor has lost his beautiful, rare china bird, and he would do anything to have it back. It was his fondest treasure.

*When Valanice enters the China Shop, she meets the charming, but tearful, Fernando Bullhorn.*



*Figure 3-12. Inside the China Shop. Valanice may want to do some "shopping" while she's here.*

Although he has a China Shop here in Falderal, Fernando finds most of the locals rather dull. He refuses to sell any of his beautiful wares to them, reserving his merchandise for the beings who dwell in Etheria.

From Fernando, Valanice can learn what may have happened to her daughter (he keeps up with society news). While in the China Shop, she may also want to spend some time browsing. There are some interesting-looking items here, including an open bird cage, shelves and shelves of china wares, and something intriguing hanging from one of the top tiers.

### ONCE A POND A TIME

To the east of the Town Hall (which is currently closed), Valanice will find the Town Square (Figure 3-13). The square has a lovely pond, a rude mockingbird, a vendor's wagon, a covered cage, and the entrance to a place called the Faux Shop. For a brief moment, the silly, squawking chicken is here as well, fluttering and upset as before.



*Valanice will overhear a slimy-looking vendor talking to the frightened chicken. From their conversation, she'll learn a lot about the personality of the snake oil salesman.*

*Figure 3-13. The Town Square is a good place to pick up interesting and useful things. Valanice should keep her eyes and ears open when she gets here.*

Valanice will overhear a slimy-looking vendor talking to the frightened chicken. From their conversation, she'll learn a lot about the personality of the snake oil salesman.

A quick conversation with the vendor will tell Valanice much more about her daughter and how she can get to her. The vendor offers Valanice a deal: she must locate and return to him a magic statuette of a nymph gazing into a pond. He believes the mayor is the current owner of this unique piece of art. Although Valanice doesn't want to engage in theft, the salesman



reassures her that the item doesn't really belong to anyone; it is an artifact of the realm. In exchange for the statuette, he will give Valanice something to help her get through the Wood of the Were-folk.

Be sure to spend some time talking to the oily salesman. He has much of interest to impart.

The other places in town are closed at the moment. The note on the Town Hall says to come back later for the Archduke's birthday party and masquerade ball; the Faux Shop sign says that the owner is out creating a pack of lies! Falderal certainly is a busy place.

***Be sure to spend some time talking to the oily salesman. He has much of interest to impart.***

### YIPYAP'S BIRTHDAY PARTY

Valanice eventually finds a way to attend Fifi le YipYap's birthday party (Figure 3-14). Once inside the Town Hall, she finds him celebrating gleefully. If she wants to, she can wish him well and have a bite of birthday cake.

Valanice is here, of course, because she wants to find that magic statuette for the snake oil salesman. Well, a quick look around the party room reveals no such object. She must find a way into the other parts of the Town Hall.



***Figure 3-14. Valanice attends Fifi's party for a dark purpose. Look carefully at the room's furnishings for a way to get into the Archduke's private quarters.***



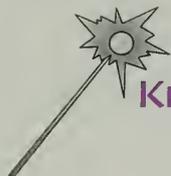
*The upside-down door leads to the Archduke's study, while the right-side-up one is a "powder room."*

*Figure 3-15. Which way do I go now? Walking on these stairs can be a bit disorienting, but if Valanice is patient, she will figure out how to get to the rooms on the other side.*

### A-MAZING STAIRS

When Valanice slips behind the tapestry in the Town Hall, she finds herself on a huge landing facing a bewildering array of stairs (Figure 3-15). There are also two doors: one is upside down, and one is right side up!

The upside-down door leads to the Archduke's study, while the right-side-up one is a "powder room."



### THE HALL OF MIRRORS

When Valance finally reaches the right-side-up door by the stairs, a puff of pink powder blows up in her face! This turns out not to be a problem, and she enters a hall of mirrors (the "powder room") loaded with tacky bric-a-brac (Figure 3-16).

Inside this room, Valance finds five mirrors lining the walls, an overly ornate basin, and a chubby cupid statue with a tarnished brass plaque.

**W**hen Valance finally reaches the right-side-up door by the stairs, a puff of pink powder blows up in her face!



Figure 3-16. The hall of mirrors. The looking glasses here warrant closer investigation.

### TURNING THINGS UPSIDE DOWN

The other door in the stairwell leads to an upside-down-room (Figure 3-17). At least it's upside-down if you enter it from the stairs.

This room is Fifi's study. It's furnished with a large desk, a fireplace, a portrait of the Archduke, and a mirror on the wall.



*Figure 3-17. Fifi's wacky study should be searched carefully.*



### INSIDE THE FAUX SHOP

After she's finished conducting her slightly dishonest activities in the Town Hall, Valanice can enter the Faux Shop. Of course, she has to figure out a way into it first!

The shop is loaded with all sorts of curiosities (Figure 3-18).

**A**fter she's finished conducting her slightly dishonest activities in the Town Hall, Valanice can enter the Faux Shop.



Figure 3-18. The interior of the Faux Shop.

The shop is filled with all varieties of bizarre and fake items. False plants sit in one corner, rubber chickens hang from a wall, and other strange objects are crammed into every corner. Valanice finds the proprietor very helpful. He will gladly trade with her—if she has some items that he can use.

## THE REST OF THE TALE

After Valanice returns from her business in the Town Hall, she will witness what looks suspiciously like a huge piece of green cheese falling from the sky into Falderal’s pond! The chicken, of course, is on the scene, but the town’s other feathered inhabitant, the mockingbird, is momentarily scared out of his nest.

From talking to the chicken, Valanice learns that the hunk of green cheese is actually the moon! Valanice must find some way of retrieving the moon before the chapter ends. Her search for a means to do so will take her far.



The chapter will end when Valanice finally wrests the moon from the pond. When she does get it, she will be arrested by the Archduke for stealing it!

Don’t worry if you don’t solve every puzzle in this chapter. There are a few problems that can only be fully solved when you get to chapter 5. As silly as it sounds, the object of chapter 3 is to grab the moon.

## THE COMMENTARY CONTINUES

Chapter 3 resembles chapter 2 in that it contains a fair amount of story line and character development. The emphasis shifts back somewhat toward mythology, but a heavy dose of fanciful elements—including a few cameos by a somewhat altered Chicken Little—threads its way throughout this chapter.

Like chapter 2, chapter 3 of King’s Quest VII does not contain many difficult puzzles. Instead of having to solve intricate puzzles, you must run Valanice hither and yon to collect the items she needs. The later you have started playing the game (in terms of its chapters), the more running around you’ll need to do.

*Don’t worry if you don’t solve every puzzle in this chapter. There are a few problems that can only be fully solved when you get to chapter 5.*



You should also know that parts of chapter 3 are optional and can be completed in later chapters. This is an ongoing story, after all. Also, there are some things that you can do nothing about at this time. As I mentioned in a previous chapter, I approve of this flexibility in adventure games. The ability to go on with the game without having to solve everything is a feature that I believe more designers should strive to include in their products.

### AND YOU THOUGHT THINGS COULDN'T GET WORSE

As Valanice gets arrested, we turn our attention to her daughter. At this very moment, Rosella is trying to enter Ooga Booga Land after a precarious ride on a rickety elevator. Hang onto your hats—you're in for a bumpy ride!



## CHAPTER 4

# OOGA BOOGA LAND AND THE SWAMPS, OR "WILL THE REAL TROLL KING PLEASE STAND UP?"



At the beginning of chapter 4, the elevator carrying Rosella to Ooga Booga Land is rapidly deteriorating. Rosella must somehow get out of it and onto firm ground, before she falls all the way back to the Underground. (The last thing she wants is to become another troll!) Once she finally climbs to safety, she must search Ooga Booga Land for the real Troll King. She learned in chapter 2, from King Otar's old guardian, the dragon toad, that Otar is imprisoned somewhere in this nasty, oppressive region. There's no time to waste, since Malicia is planning to activate the volcano that can blow both Eldritch and Etheria to bits. King Otar is the only one capable of preventing this disaster. Once Rosella finds him, she must find a way for him to return to Vulcanix so that he can stop the evil Malicia from enacting her scheme.



The puzzles in this chapter generally require you to do two things. First, you must question everyone until they stop talking to you—and be sure to listen carefully to what they tell you! Second, you'll find it helpful to visit many of the places in Ooga Booga Land several times. You never know how things might have changed while you were gone.

### LEAVING VULCANIX

As Rosella's elevator finally reaches Ooga Booga Land, the rickety contraption starts to fall apart, forcing her to leap to the edge of the elevator shaft (Figure 4-1). This is the first of many perils she'll face in the dark land of the dead, Ooga Booga.

After Rosella escapes the deadly elevator, the entrance to Vulcanix collapses behind her, sealing off a retreat to the home of the trolls. Once she does find King Otar, they'll have to search for another way back to the Underground.

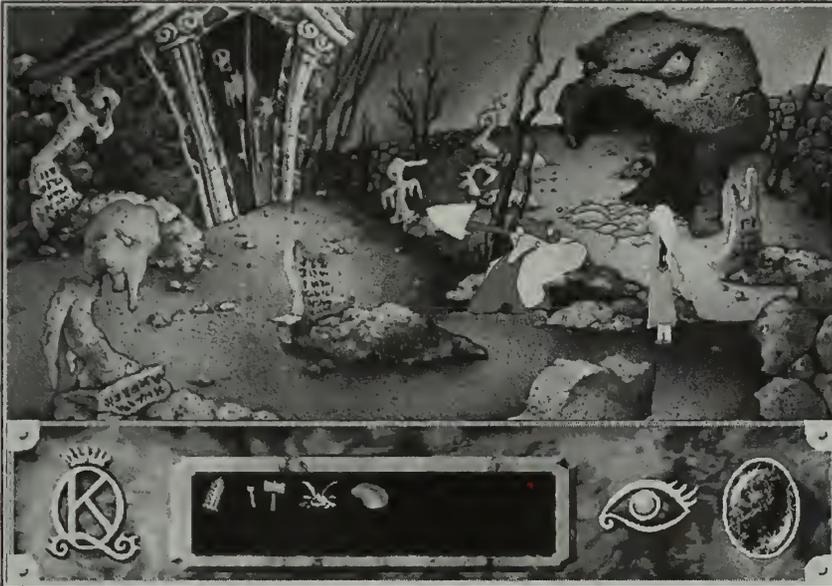
**A**fter Rosella escapes the deadly elevator, the entrance to Vulcanix collapses behind her, sealing off a retreat to the home of the trolls.



Figure 4-1. Rosella arriving in Ooga Booga Land. She cannot hang on to the side of the elevator shaft for long. She must find some way to climb up to Ooga Booga Land.

## THE GRAVEDIGGER

The first Ooga Booga resident that Rosella meets is a gravedigger (Figure 4-2). This crusty old character is busy shoveling a deep pit near the collapsed entrance to Vulcanix. Nearby sits a locked shed with some strange markings on its door. The area is filled with tombstones.



*For all his gruffness, the gravedigger is actually a friendly soul.*

*Figure 4-2. Rosella watches the gravedigger working. He may be able to help her if she can help fix his grave-digging machine.*

For all his gruffness, the gravedigger is actually a friendly soul. If Rosella talks to him long enough, she'll learn all about his problems. It seems he's the proud inventor of a powerful grave-digging machine. The only problem is that the machine isn't working because Iggy, the rat who powered it, is missing. In her travels through Ooga Booga Land, Rosella may be able to find some way to help the gravedigger.



There's another resident of Ooga Booga and the neighboring swamps whom Rosella will probably chance to meet on several occasions. This is the unsavory and deadly boogeyman. Anytime Rosella stays somewhere for too long, this disgusting toad will crawl out of the ground to get her. So be careful and be ready to run!

### THE JACK-O'-LANTERN HOUSE

Southeast of the collapsed entrance to Vulcanix, Rosella will find a "tree house" that looks like a huge jack-o'-lantern (Figure 4-3).

**S**outheast of the collapsed entrance to Vulcanix, Rosella will find a "tree house" that looks like a huge jack-o'-lantern.



*Figure 4-3. A pair of nasty kids lives in this eerie dwelling. Rosella should take care and wait for a convenient time to pay their home a visit.*

She'll see a chubby child clamber up to the house on something that looks suspiciously like a spider web. With some patience and close observation, Rosella will eventually find a way into this house (Figure 4-4).



*Although the interior decor of the jack-o'-lantern house won't exactly win the Good Housekeeping Seal, Rosella may find something of use to her if she searches carefully.*

*Figure 4-4. Inside the kids' house. Rosella should search the place carefully. Some of the objects here are deadly, but others may come in handy. Choose with caution!*

Although the interior decor of the jack-o'-lantern house won't exactly win the Good Housekeeping Seal, Rosella may find something of use to her if she searches carefully. She should be very careful, though. The kids who live here are unkind, to say the least, and if they discover her rifling through their belongings, they'll take deadly action.

Rosella would also do well to explore possible escape routes from this place. Occasionally, the kids will come back while she's in their house. She may find it helpful to have a quick way to exit when she hears them coming.



*To the west of the tree house is a frightful-looking mansion owned by one Dr. Mort Cadaver.*



*Figure 4-5. The doctor is in. Dr. Mort Cadaver's home is frequently the target of the rotten kids' "fun." As frightening as this home appears, Rosella should go knock on the door.*

### DR. MORT CADAVER

To the west of the tree house is a frightful-looking mansion owned by one Dr. Mort Cadaver (Figure 4-5).



It seems the house is the frequent victim of the rotten kids' warped sense of fun. Rosella will see it egged and otherwise abused on several of her visits. Eventually, she'll have to go inside to speak with the good doctor (Figure 4-6), who apparently is in the business of supplying spare parts to the people of Ooga Booga.

*Figure 4-6. The momentarily spineless Dr. Cadaver. Rosella should examine the contents of his office and speak with him. His spineless condition is, apparently, curable.*

This doctor is so kind that he gave his own spine to someone who needed it! Because of that, however, he's unable to stand up to those evil kids who mercilessly harass him. Inside his home, Rosella finds a coffin and a psychotic mouse, Nibbler, who can provide her with some interesting conversation.

Dr. Cadaver can tell Rosella much about Ooga Booga Land and its inhabitants. He's also one of the few charitable characters in this otherwise unfriendly place.

### THE GRAVEYARD

To the south of Dr. Cadaver's home is a graveyard (Figure 4-7). Overflowing with ancient and crumbling tombstones of all shapes and sizes, the graveyard can be a perilous place for those who do not watch their step. Still, Rosella may wish to spend some time here, so she can examine the tombstones and the other local sights.

***N**ibbler can provide Rosella with some interesting conversation.*



*Figure 4-7. The graveyard is a dangerous place. Watch your step!*



### A BIG PILE OF DEAD BRANCHES

West of the graveyard, Rosella will find a gnarled, twisted tree with dark branches snaking over a pile of dead, decayed limbs (Figure 4-8).

*If she listens carefully to what she hears, she will even learn how to tell when the boogeyman is home and when he's out!*



*Figure 4-8. This deadfall is home to the boogeyman, that dangerous, obnoxious toad who spends his time scaring people. Rosella should be careful to come here only when he's not at home.*

Here too, if Rosella isn't careful, she may find herself in a heap of trouble. Later, she'll learn that this is where the boogeyman lives (when he's not out frightening people). If she listens carefully to what she hears, she will even learn how to tell when the boogeyman is home and when he's out!

### THE WEeping WOMAN

If Rosella walks north of the deadfall or west from the doctor's house, she'll discover a distraught woman in black, who is weeping and wailing in front of a tomb (Figure 4-9).



*To the north of the weeping woman, and west of the gravedigger, is a burned-out mansion with some graffiti on the walls.*

*Figure 4-9. Will this woman ever stop weeping? Rosella should be careful not to strike up too many casual conversations!*

Besides a large number of interesting graves in this area, Rosella will occasionally see a man in a black cloak flying by on a dark horse. This man is no danger to her, but she would do well to remember him later.

### SHADOWS ON THE WALL

To the north of the weeping woman, and west of the gravedigger, is a burned-out mansion with some graffiti on the walls. If Rosella walks by the house, a shadow appears on the wall—the shadow of a barking dog (Figure 4-10).



*Figure 4-10. A burned-out hulk of a house. Rosella may wish to examine the graffiti on the wall.*



Although this dog may seem a bit scary the first time you pass him, he means Rosella no harm. And even if he did, there's nothing he can do about it.

### THE COFFIN

Eventually, with help from some of the local characters, Rosella will find the place where the real King Otar is imprisoned (Figure 4-11).

*Eventually, with help from some of the local characters, Rosella will find the place where the real King Otar is imprisoned.*



*Figure 4-11. Outside a large, grey, locked coffin. Rosella must open the lock to rescue the imprisoned Troll King.*

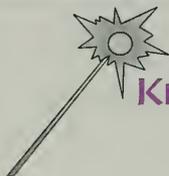
His evil captor has locked him in a coffin. Rosella must figure out how to open the combination lock to free him. Unfortunately, once she figures out how to get to the king, Malicia appears and locks Rosella in the coffin, too (Figure 4-12)!



*It will take some quick thinking on Rosella's part to free herself and the king.*

**Figure 4-12.** *Inside the strangely spacious coffin. Rosella and King Otar don't have much time to figure out how to escape. If they aren't quick enough, they'll be attacked by voracious skeletons.*

It will take some quick thinking on Rosella's part to free herself and the king. Once they're finally out, they'll find themselves in the graveyard south of the doctor's house. Here, Otar tells Rosella that they must get back to the Vulcanix Underground now if there's any chance at all of stopping Malicia's explosive plans. The sealed-off entrance will make that return even more difficult, but there must be some other way back into the Troll King's homeland. In the meantime, Rosella and the king must travel in disguise, in the hope that they can return to Vulcanix unseen—and alive.



## SWAMP THING

Swamps lie to the south of the kids' tree house (Figure 4-13).

*Once Rosella finds a way to deal with the swamp creature, she can make it through the swamp.*



*Figure 4-13. The swamps southeast of Ooga Booga Land are full of deadly creatures. Rosella should take great care as she passes through this murky place.*

Every time Rosella tries to pass through this area, she is stopped by a swamp thing: a huge, leafy green creature that attacks her on sight. There must be some way past this menacing monster.

Once Rosella finds a way to deal with the swamp creature, she can make it through the swamp. Here, she'll find a trio of carnivorous plants (a la *The Little Shop of Horrors*), that she would do well to question. She should take care, though. These plants are hungry! Underneath the plants, she'll see a small red flower. Again, she should be careful not to get too close to the carnivorous vegetation!

### LA VILE ONE'S RESIDENCE

To the east of the carnivorous plants lies Malicia's house (Figures 4-14 and 4-15).



*Figure 4-14. Malicia's house and the gargoyle guarding her front door. Rosella might find it more convenient to avoid both the gargoyle and the front door. Malicia can get a little touchy about her property.*



*Figure 4-15. Behind Malicia's abode. Since Rosella can't get in the front door, she may want to examine the backyard.*



This dark, twisted residence has one brightly lit window and is guarded by a huge, sneering gargoyle. The house and its surroundings are very dangerous, but Otar tells Rosella that she must find a way inside (Figure 4-16).

**A**pparently, Malicia stole a device from King Otar long ago—a device that can destroy her.



*Figure 4-16. Inside Malicia's house, Rosella must quickly search for the device King Otar told her to find.*

Apparently, Malicia stole a device from King Otar long ago—a device that can destroy her, although she doesn't realize this. Rosella must get into the house to retrieve this device.

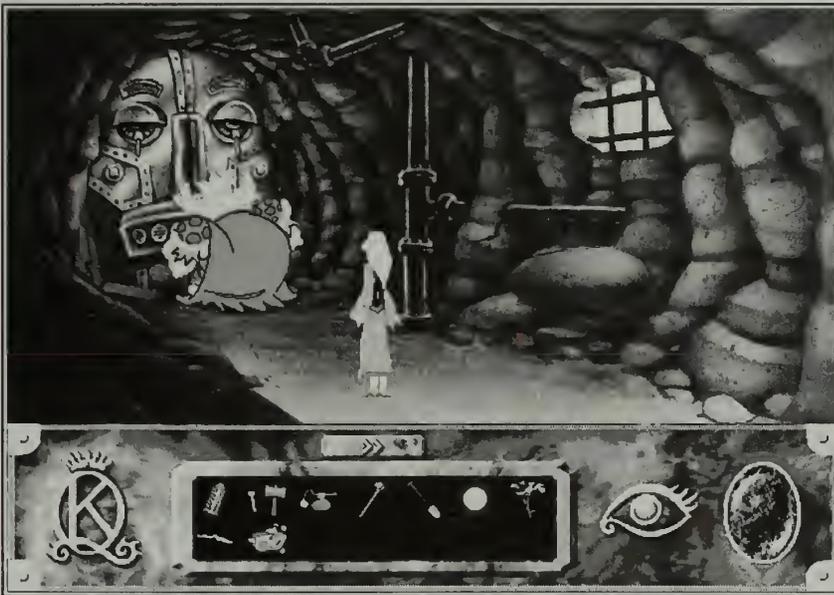
Inside, Rosella will see a huge bed, a large vanity, a chest of drawers, and a lamp in one corner. In another corner, she'll notice a large chemical apparatus. Apparently, King Otar had convinced Malicia that the device she stole from him could transmute lead into gold. She must have spent many waking hours trying to figure out how to use the device for this purpose.

### FINDING A WAY BACK TO VULCANIX

After Rosella finishes her business in Malicia's house, she still must find a way back to Vulcanix. She'll eventually discover a route through the Wood of the Were-folk. Once this dark foreboding place is behind her, all of the woods, desert, and Falderal will lie ahead.

Ultimately, Rosella will find another entrance to the Underground. After both she and the king reenter Vulcanix, King Otar will lead the way through a long tunnel to the volcano control room (Figure 4-17).

*King Otar will lead the way through a long tunnel to the volcano control room.*



*Figure 4-17. Entering the volcano control room. Rosella should watch carefully how the Troll King opens this door.*

Pay close attention to how King Otar gets into the control room. This information will come in handy later in the game. Once inside, the real King Otar will confront his impostor. Their ensuing fight provides a dramatic and violent end to chapter 4.



### THE LONG AND THE SHORT OF IT

Rosella's task in chapter 4 is to free the true Troll King from his imprisonment in Ooga Booga Land and lead him back into Vulcanix. This is a long chapter, and the best way to complete it quickly is to use your eyes and ears and to revisit people and places often. Even the unfriendly characters in Ooga Booga Land can occasionally provide Rosella with needed clues for how to get past certain problems.

**R**osella's task in chapter 4 is to free the true Troll King from his imprisonment in Ooga Booga Land and lead him back into Vulcanix.

### THOUGHTS ON CHAPTER 4

This is the first chapter in King's Quest VII in which danger runs rampant. The area covered by the bulk of this chapter is fairly small, but full of potential fatalities. There are also a lot of puzzles, and they tend to be more challenging than those in the previous chapters.

The puzzles are threaded together in an almost perfectly linear fashion. That is, you can't do one thing until you've completed something else. The entire chapter is like this, requiring the player to figure out what he or she is supposed to do next to continue play. One thing this linearity forces is completeness, and Rosella will have to do almost everything to get to the end of the chapter.



Chapter 4 has one aspect that I feel is somewhat unfair, especially since you can't save a game at a particular position and then replay from that position in any way you would like. Something happens in this chapter that you have to pay close attention to, or you will have a great deal of difficulty solving a puzzle in the final chapter. (The player will end up having to solve the puzzle through trial and error. The amount of time required to do this will depend on the player's powers of observation and luck.) This "one-

time, too-bad-if-you-blinked-and-missed-it" sort of clue is, in my opinion, completely inappropriate to the spirit of fairness in games. For an adventure game that appears to have been designed to reach a broader audience, it's particularly inappropriate.

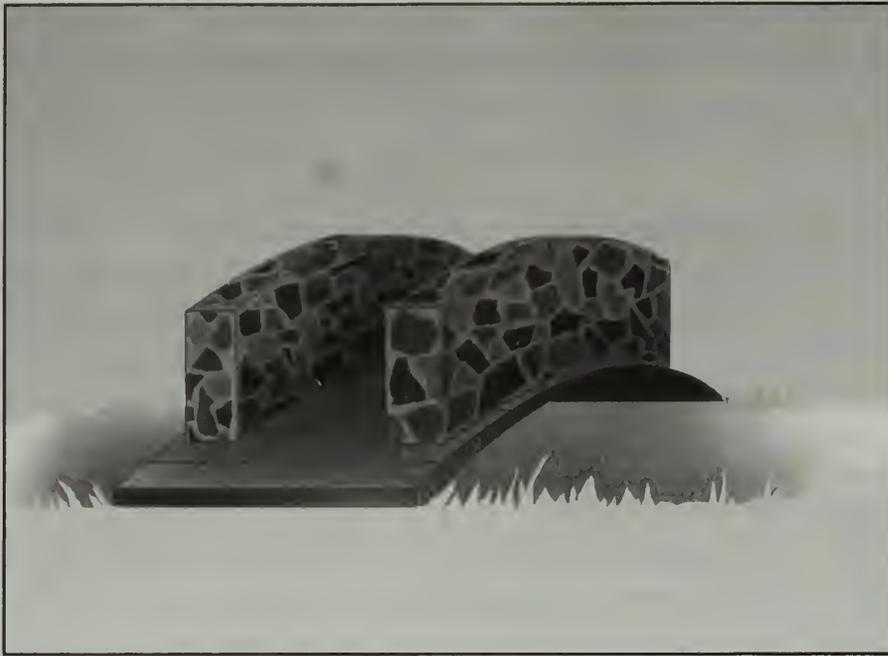
Most of the puzzles in this chapter, though, are basically fair and solvable with patience, persistence, and careful observation. Just don't be afraid to keep trying and do everything you can think of.

### AND BACK TO AN ARRESTING PLACE

The next chapter will begin where we left Valance. She had just been arrested in the Town Square for the unspeakable crime of stealing the moon. Let's steal away, then, to the next chapter and find out what's happening with our other heroine.

*Most of the puzzles in this chapter are basically fair and solvable with patience, persistence, and careful observation.*





## CHAPTER 5

# ETHERIA AND DREAMLAND, OR "NIGHTMARE IN ETHERIA."



At the beginning of chapter 5, Valanice is forced to stand trial in the Falderal Town Hall for the ridiculous crime of stealing the moon! Once she's free, she must find a way out of this odd, gated city so that she can continue to search for Rosella. From her conversations with Attis and the snake oil salesman, she knows that, after leaving Falderal, she must travel west through the Wood of the Were-folk. From there, she'll enter the swamps and Ooga Booga Land, where she'll face the same dangers that confronted Rosella. Eventually, in Ooga Booga Land, Valanice will learn that she must get to Etheria. Only the Lord and Lady of Etheria, Oberon and Titania, have the ability to do something about Malicia's volcanic intentions.



In this chapter, Valanice will pass through almost all the lands we've already visited: Falderal, the Bountiful Woods, the swamps, Ooga Booga Land, and the desert. She'll also travel to Etheria, the Land of Dreams, and the Mountain of Winds. Much of this chapter involves traveling back and forth, speaking to the inhabitants of all the places Valanice visits, and using creativity and intuition to solve some of the puzzles.

**A**fter a lengthy trial and discussion, the Archduke decides that before Valanice can leave, she must return the moon she "stole" to the sky.

### TRIAL BY FURRY

Valanice finds herself on trial in the Falderal Town Hall for the absurdest of crimes: stealing the moon (Figure 5-1). After a lengthy trial and discussion, the Archduke decides that before she can leave, she must return the moon she "stole" to the sky.



**Figure 5-1.** On trial in Falderal. Valanice will be sentenced and will learn what she must do before she can leave the town.

Indeed, if Valanice does not succeed in returning her ill-gotten gains, the Archduke warns that she will be fed to a 300-pound hamster in the morning! In any case, until Valanice returns the moon, she may not leave Falderal.

It may help if Valanice revisits the characters she met earlier in the town. She should also look closely at all the objects in the city. There is a way for her to return the moon to the sky.

### RE-TREADING OLD GROUND

After Valanice returns the moon to the sky, she's free to leave the city. As she already learned from either the stag or the snake oil salesman, she must find a way through the Wood of the Were-folk. In chapter 3, the salesman told her he would give her a special salve to help her do this if she brought him the magic statuette from the Town Hall.

After dealing with the snake oil salesman, Valanice may need a quick trip back to the desert. She should also take care of some problems in the Bountiful Woods if she hasn't done so already. Only after she sees to most of these tasks will Valanice be able to safely pass the dangerous woods. Once on the ominous forest's western edge, she'll enter the dank swamps east of Ooga Booga Land.



After a near deadly encounter with the swamp creature, Valanice resumes her journey to Ooga Booga Land, where her daughter was last seen.

In Ooga Booga Land, Valanice will meet many of the characters Rosella encountered. Poor Valanice! Her welcome committee consists of those two horrible kids, who greet her with a shower of rotten tomatoes! Valanice will also find Dr. Cadaver, the weeping woman, and the black cat Rosella saved in chapter 4. She should question all the creatures and people she meets. As was true for her daughter, Valanice can learn much from the denizens of this dark land.

A few things, however, will be different this time around. Near the burned-out mansion, Valanice will encounter the shadow dog. But this time, he will assume a real and menacing form (Figure 5-2).

*Near the burned-out mansion, Valanice will encounter the shadow dog. This time, he will assume a real and menacing form.*



*Figure 5-2. Some things have changed! This barking dog may be less dangerous than he appears, but Valanice will have to find out the hard way if she is ever to leave Ooga Booga Land.*



After Valanice has explored Ooga Booga Land and helped one or two of its inhabitants, she'll be able to reach the door of the tomb where the woman in black was sobbing so inconsolably. Eventually, Valanice will find a way inside (Figure 5-3).

**F**rom the stories she hears in Ooga Booga Land, Valanice will learn that the flying man on the dark horse is Count Vladimir Tsepish.



*Figure 5-3. In Count Tsepish's tomb. Valanice should search this place carefully.*

From the stories she hears in Ooga Booga Land, Valanice will learn that the flying man on the dark horse is Count Vladimir Tsepish. Once again, Malicia figures prominently in a sad tale. It seems the evil witch once staged an uprising against Etheria—an uprising that the count helped stop. Before Malicia was driven from that heavenly place, however, she had her gargoyle behead the count, as he was riding his faithful steed. She then cursed Count Tsepish to ride the skies forever in search of his head, while his trusty hound perished attempting to save his master's mansion from being burned to the ground by the boogeyman. Meanwhile, the count's widow died of grief.

### ETHERIA'S RAINBOW LAND

From one of Ooga Booga's inhabitants, Valanice learns that Rosella is trapped in the volcano, which will soon erupt and destroy both Etheria and Eldritch. She must find a way to Etheria, high up in the clouds, so that she can get the help she needs. Eventually, Valanice will make it to this lovely region. When she does, she'll find herself on a beautiful rainbow cloud with four rainbow slides descending to the Realm of Eldritch (Figure 5-4).

*Ooga booga*

**Valanice must find a way to Etheria, high up in the clouds, so that she can get the help she needs.**

*desert*

*Swamp*



*Ambrosia at the river*

**Figure 5-4. Each rainbow slide leads to a different place in the Realm of Eldritch. Valanice will probably have to return to most of the spots where these rainbows end.**



Each of these rainbows leads to a different location in the Eldritch. The northern slide will take Valance back to Falderal's Town Square (Figure 5-5).

*It's clear from the many paths available to Valance that the events in chapter 5 will lead her all over Eldritch.*



*Figure 5-5. The northern rainbow in Etheria will take Valance back to Falderal.*

The southwestern rainbow leads to the swamps near Ooga Booga Land (Figure 5-6).



The southeastern rainbow will take Valance to the River of Life, near the River Maiden statues (Figure 5-7). This is particularly convenient since, in this chapter, Valance must find a way to restore the River of Life and to help Attis and Ceres.

*Figure 5-6. Falling into the swamps after riding down Etheria's southwestern rainbow. The swamps can take Valance back to Ooga Booga Land or to Malicia's house. Valance may want to visit both of these places later.*



*The southeastern rainbow will take Valance to the River of Life, near the River Maiden statues.*

*Figure 5-7. Landing near the River Maiden statues after sliding down Etheria's southeastern rainbow. Valance has business to conduct in this place—and in the neighboring area where Attis and Ceres reside.*

Finally, the northwestern rainbow can take Valance back to the desert, near the half-buried skeleton in the sand (Figure 5-8).

It's clear from the many paths available to Valance that the events in chapter 5 will lead her all over Eldritch. She'll have to travel far and often to complete her adventures in this section.

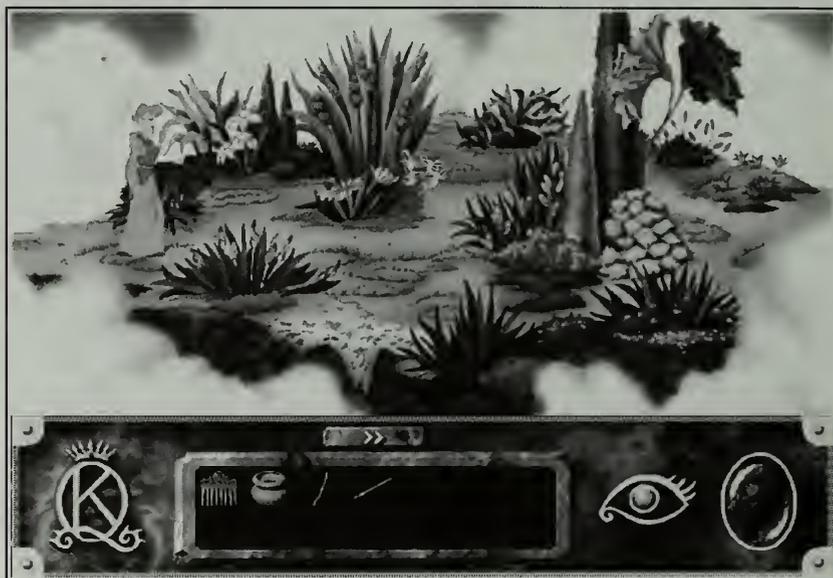


*Figure 5-8. Valance has a dusty fall into the dry desert after sliding down Etheria's northwestern rainbow. She'll need something from this area to complete her adventures in this chapter.*



## OH, SWEET MUSIC

If Valanice heads east of the rainbows in Etheria, she will find a beautiful garden full of flowers and sweet-singing birds (Figure 5-9).



*Figure 5-9. Birds and flowers abound in Etheria. Valanice may want to befriend these chirping creatures. Their sweet music, especially, is worth listening to.*



If Valanice can find a way to communicate with these lovely birds, she'll learn something important that she must use later in the chapter.

## CAN YOU PLAY THIS TUNE?

To the north of the bird garden sits another garden. This one has a lovely harp with a mysterious globe on one end (Figure 5-10).

*Figure 5-10. The mysterious harp. Valanice must coax sweet music from this instrument before she can visit the Three Fates.*

The harp has six strings and must be played properly if Valanice is to find the Three Fates. Past the harp, she can see a majestic castle rising up in the sky.

### THE THREE FATES

Eventually, Valanice will find a way to visit the Fates (Figure 5-11). They have much of interest to tell her and will help her often in this chapter.



*The harp has six strings and must be played properly if Valanice is to find the Three Fates.*

*Figure 5-11. The Fates are busy. Valanice will want to question them often during the course of this chapter.*

The mighty trio consists of Lachesis, who measures the fates of women and men; Clotho, who spins the fates of women and men; and Atropos, who severs the fates of women and men. Listen carefully to what they tell you.

Valanice hurriedly explains to them about her daughter and how she must find Oberon and Titania. Unfortunately, the Fates tell her that the Lord and Lady of Etheria are gone, busy looking for their own lost child. They do



add, however, that one other source may be able to help: Mab, the Lady of Dreams. But Mab can't be reached in the waking reality. Valanice must find a way to sleep so she can travel to the Land of Dreams.

### THE LONG AND WINDING PATH

To the east of Etheria's beautiful garden lies a long and twisting path up a mountain (Figure 5-12).

*Valanice must find a way to sleep so she can travel to the Land of Dreams.*



*Figure 5-12. Traveling to the top of the Mountain of Winds can be very dangerous.*

The trail leads to a high plateau on the Mountain of Winds. Valanice must walk this path with care, as the winds can be mischievous—and some of them even dangerous.

### AT THE TOP OF THE WORLD

At the top of the long path lies a plateau (Figure 5-13), which is also susceptible to strong winds. Valanice would do well to avoid its outer edge. On top, she'll find a cave and a lovely bent tree. The cave is well-guarded by a dark and frightening nightmare.



*The cave is well-guarded by a dark and frightening nightmare.*

*Figure 5-13. The plateau on the Mountain of Winds seems peaceful enough, but it can be dangerous if Valanice strays too close to the edges.*

Far into the chapter, Valanice will find a way to enter the nightmare's cave. Inside, she'll encounter the Dreamweaver (Figure 5-14).



*Figure 5-14. The Dreamweaver can help Valanice if she convinces him that he must.*



he Dreamweaver is the Fates' nephew. He's a somewhat apathetic fellow, who may nevertheless help Valanice—if she's persistent enough in her demands. When Valanice is done speaking with him, she'll see him start to weave a new nightmare to guard his cave.

### THE LAND OF DREAMS

Valanice must figure out a way to visit the Land of Dreams. She'll find it a strange and beautiful place, but not without its dangers (Figure 5-15).

*Inside the temple, Valanice will find Mab, the Lady of Dreams, encased in a solid block of ice.*



*Figure 5-15. The Land of Dreams is a dangerous place. Occasionally, nightmares swoop down on unsuspecting visitors.*

After Valanice arrives at the Land of Dreams, she will fall far, far down into a deep blue sea. Her challenge is to swim the great distance across the sea until she reaches the far shore of an island. On this island she'll find a temple. Inside the temple, she'll find Mab, the Lady of Dreams, encased in a solid block of ice (Figure 5-16).



*Once the winds locate the Lord and Lady, Valanice can warn them of Malicia's plans.*

*Figure 5-16. Finding Mab. Valanice must find a way back to the Land of Dreams to free Mab from her icy confinement.*

Once Valanice frees Mab from her icy imprisonment, Mab tells her that she must go the top of the Mountain of Winds and urge the winds to find Oberon and Titania. Mab then gives Valanice something to help her reach this blustery place. Once the winds locate the Lord and Lady, Valanice can warn them of Malicia's plans. They may have the ability to stop the evil that Malicia set into motion.

### **UP, UP, AND AWAY!**

Near the end of the chapter, Valanice must find a way to reach the top of the Mountain of Winds (Figure 5-17). To get there, she must harness one of the winds, Sirocco.

*Figure 5-17. At the top of the Mountain of Winds, Valanice can finally do something to help save Etheria and Eldritch.*





Once Valanice reaches the mountain top, the King of the Winds, Levanter, agrees to help her find Oberon and Titania. He sends his fellow winds out in all directions to look for them. Eventually, the Lord and Lady of Etheria arrive on the wings of a beautiful white swan.



After Valanice warns the regal couple of Malicia's plans for the volcano, they set out to see what they can do about it. Unfortunately, when they go, they leave Valanice behind, stranded and helpless on the mountain top.

Here, then, ends chapter 5. The tired and worried Valanice can only hope she acted fast enough to save Rosella.

### A LENGTHY PATH

There are no optional puzzles in chapter 5. Valanice must solve all of them before she can reach the end. Note, too, that although she doesn't necessarily have to talk to everyone she meets, it's sometimes necessary and often beneficial to do so. Much can be solved, however, through intuition alone.

This chapter is much less straightforward than the others in the game. Remember, though, that the Fates can be tremendously helpful, and that those you help are often willing to lend you a hand in return.

### COMMENTS ON CHAPTER 5

Chapter 5 is the longest chapter in King's Quest VII. Its scope is also tremendous; it covers virtually every region in the Realm of Eldritch and Etheria—all except Vulcanix! Like chapter 4, most of the actions in this chapter must be done in order (although you could wander aimlessly between doing things forever).

The puzzles in chapter 5 generally require a lot of traveling around in order to solve them completely. You'll find yourself dragging Valanice from one place to another and back again many times. Because there's so much ground that Valanice can cover while searching for the solutions, it's very easy to get lost and to spend a long time in this chapter.

*There are no optional puzzles in chapter 5. Valanice must solve all of them before she can reach the end.*

While I normally object to having to wander around a lot to solve puzzles, this chapter does tie up some of the loose ends from previous chapters. Thus, the constant traveling actually seems to serve some purpose (outside of just making the game seem longer by having the player waste time).

Although most of the puzzles in here are intuitive enough, there's a tone-based puzzle that I don't think should have been included without visual clues. There are aural clues to solving it, but not everyone can duplicate what they hear, even through trial and error. This kind of puzzle has the same status as a purely color-based puzzle that color-blind people cannot solve. Such puzzles don't belong in games.

Most of the other puzzles, however, are not too difficult to solve. More than anything else, they simply require you to find the right place or way to do something.

*This chapter does tie up some of the loose ends from previous chapters.*



One of the things I liked best about this chapter was the way Etheria looked. The initial rainbow scene took my breath away, and I was enchanted (I'm not usually so easily impressed by graphics) by the other colorful scenes, as well. This is the prettiest chapter, by far, and well worth looking at, even if you don't want to play the entire game.

## TO THE FINISH

As we leave Valanice stranded and distressed at the top of the Mountain of Winds, it's time to turn the page to see what new challenges confront Rosella. When we left her, she was in the volcano control room, watching with bated breath as the two Troll Kings duked it out. Read on to see how this beastly brawl will end.





## CHAPTER 6

# IN THE HEART OF THE VOLCANO, OR "READY, SET...BOOM!"



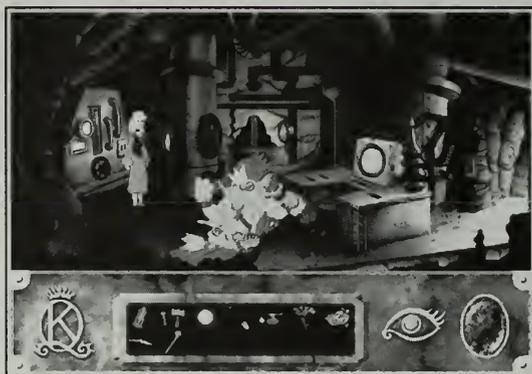
he final chapter of King's Quest VII opens with Rosella watching the two Troll Kings battling it out in the volcano control room. She can't just stand helplessly by, however. She must find a way to stop the impostor so the real Troll King can get on with the task of preventing the volcano from erupting.



Although both Rosella and Valanice play a role in this chapter, the only one who can actually do things is Rosella. And, frankly, there aren't many things left to do. (Not that they'll be easy.) If this story is to end happily, timing will be everything. Rosella must end the fight between the Troll Kings. And, because this is the final chapter, she'll also, of course, have to prevail over the arch-villainess, Malicia.

### IN THE VOLCANO CONTROL ROOM

We find Rosella where we left her at the end of chapter 4: in the volcano control room, with the true and false Troll Kings duking it out (Figure 6-1).



*Figure 6-1. A brawl is in progress. Rosella will have to think and act quickly here, or Malicia will appear and put a stop to things permanently.*

***If Rosella acts in time, Malicia appears only after the false Troll King has been transformed into his true self.***

Somehow Rosella must help the true Troll King and quickly, too! Otherwise, Malicia will enter and really begin wreaking havoc. Malicia does eventually make an appearance and, when she does, promptly flies into a rage. She zaps the real Troll King into unconsciousness, creates an overpowering wind to blow away the impostor, and then turns her beady eyes on Rosella. She abruptly sends the young princess to the heart of the boiling volcano.

Fortunately, if Rosella acts in time, Malicia appears only after the false Troll King has been transformed into his true self. To everyone's surprise, he turns out to be Edgar, the long lost son of Oberon and Titania. Toward the end of the story, Rosella will learn more about this handsome, young Etherian, who was the unwitting dupe of Malicia's cruel designs.

Later in the chapter, Rosella will find her way back to the control room, and the events that follow will decide the fate of her, her family and friends, and all of Etheria and Eldritch.

### GETTING TO THE CORE OF THINGS

When Malicia appears in the volcano control room, she zaps Rosella onto a tiny ledge in the volcano's core (Figure 6-2).

While Rosella is stranded in the steaming volcano, Edgar rides his dark horse to the top of the Mountain of Winds to rescue the shivering Valanice. At the same time, Oberon, Titania, and Mab fly to the volcano's rim to seal it with a magic web. They hope this will protect both Etheria and Eldritch from the impending explosion.

### WHEW! A NARROW ESCAPE

While Rosella struggles to escape from the volcano's heart, Edgar and Valanice create another way back into Vulcanix. They ride back down to Ooga Booga Land, where Edgar magically unblocks the Underground's collapsed entrance.

Eventually—and she has just a short amount of time to do this—Rosella escapes from her shaky situation. When she does, she finds herself in a familiar-looking tunnel (Figure 6-3).



*Figure 6-2. On a narrow ledge in the heart of an angry volcano. Rosella must be careful to stay close to the wall. It also wouldn't hurt if she could get out as quickly as she can.*



*Figure 6-3. A long tunnel. Rosella may be blown back into this passageway several times. But if she doesn't hurry back to the volcano control room soon, the sides of the tunnel will burst when the volcano finally erupts.*

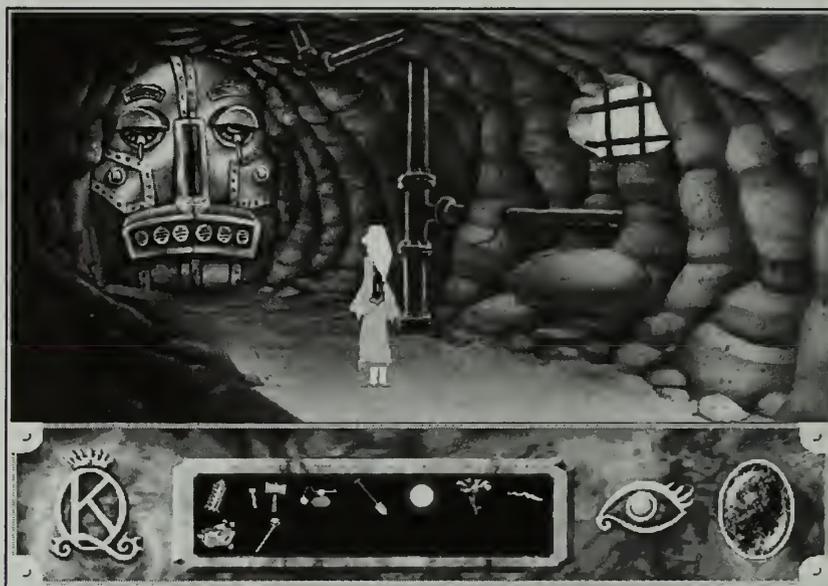


There's little Rosella can do in the tunnel except walk toward the door that leads to the volcano control room. There, she'll find poor King Otar still lying unconscious on the floor.

### DON'T GET STEAMED

At the end of the tunnel is the door to the volcano control room (Figure 6-4).

*There's little Rosella can do in the tunnel except walk toward the door that leads to the volcano control room.*



**Figure 6-4.** This door is rigged with a tricky combination lock. Beware—the wrong combination could blow Rosella away!

A window ledge and a large stone protrude from the wall near the door. Depending on events in earlier chapters, there may even be a small flower decorating the window.

Rosella must find a way to unlock the door and get back into the control room. Only a certain combination of actions will open this door, and Rosella has little time to spare.

Eventually, she'll make it into the control room. But with the Troll King still unconscious, there's no way to prevent the volcano from destroying everything in its path.

### CLOSING SCENES

Finally, Rosella will get back into the volcano control room. Poor King Otar is out cold on the floor. (Figure 6-5).



*With the Troll King still unconscious, there's no way to prevent the volcano from destroying everything in its path.*

**Figure 6-5.** King Otar lies senseless on the floor of the volcano control room. Rosella must take care of him and some other things if she is to stop both the volcano and Malicia.

Rosella must find a way to awaken the Troll King before the volcano erupts. Sorry, shaking him won't help.



### AN ENDING

From here, the end of the story plays out. We're not heartless enough to give away that ending. We will tell you this, however: there are two possible conclusions to this game. All depends on how quickly Rosella moves to take care of problems as they arise. We can also tell you that both endings reveal much about the history of Edgar, the young prince whom Malicia so cruelly turned into the false Troll King.



Remember, there are only a few objects and puzzles in this final chapter. You may have to play around with things for a while before you figure them out, but the result is worth the effort. And don't forget: timing is everything!

### FINAL COMMENTS ON KING'S QUEST VII

Chapter 6 offers the fewest puzzles and scenes by far in the entire game. After the progressively increasing length of the preceding chapters, however, this short final chapter may be viewed with considerable relief.

The puzzles in chapter 6 are pretty much par for the course. You may be surprised, however, at how difficult they seem the first time you encounter them. Patience, careful examination, and a thorough testing of all possibilities should see you through this chapter with a minimum of aggravation. The payoff, of course, is getting to see the ending sequences, which are beautifully done.

Before finishing this ongoing commentary, I would like to take a global look at the puzzles in this game. Next to a good interface and a basic story, puzzles form the heart of all adventure games. So let's take a look at this part of King's Quest VII.

**C**hapter 6 offers the fewest puzzles and scenes by far in the entire game.

Although King's Quest games have traditionally appealed to people of all ages, they haven't necessarily appealed to all kinds of regular or would-be game players. Through its graphic appeal, fairy-tale-like story, and the nature of its puzzles, King's Quest VII seems to have been designed to ensure the broadest audience possible.

In general, adventure games are riddled with puzzles that are more illogical in nature than anything else. For most people, most of the time, such puzzles necessitate a large amount of trial and error. Occasionally, if the gamer is lucky, an intuitive leap will help him or her solve a puzzle by providing a brief glimpse into the mind of the game's designer.

Hard-core adventure gamers seem to enjoy the whimsical nature of such puzzles. But in King's Quest VII, Sierra has significantly decreased their number. As a result, the game is much easier to play than most others in this genre. Although some may complain that the puzzles here have been "dumbed down," the benefit of doing this should be remembered. First, more people can successfully complete the game. Second, the game offers fewer inherently frustrating puzzles (although it does have a few).



Unfortunately, the trade-off appears to have been that more of the puzzles in King's Quest VII involve wandering around, rather than actually thinking. In my opinion, the initial approach to puzzles in this game, as seen in Chapter 1, should have been adopted for the entire game. Namely, the rest of the game should have had several optional (even some very difficult ones) puzzles and more than one solution. This would give people who just want to have fun a chance to complete the game without running into

*This game is imaginative, entrancing, and beautiful. Better still, it has a charming story that is sure to captivate most players.*



overly frustrating problems. And it would give those who love traditional adventure-game puzzles the satisfaction of working their way out of some difficult problems.

Regardless of how one feels about the quality of the puzzles in King's Quest VII, this game is still imaginative, entrancing, and beautiful. Better still, it has a charming story that is sure to captivate most players.

### A HINT IN TIME

The next section of this book gives hints and a brief walk-through for each chapter in King's Quest VII. The hints are meant to get you back on track in case you seem to reach a dead end, and they're presented, more or less, in a sequential fashion. Look only where you must to get the nudge you need. The walk-throughs are intended to give some direction and no more. Sorry, you won't find detailed answers to the puzzles until chapter 13. Good luck!

# SECTION II



PUZZLE-SOLVING HINTS





## CHAPTER 7

### HINTS FOR IN THE DESERT



Most of the puzzles that Valance encounters in this chapter can be solved in more than one way. Keep your eyes and ears open; draw on the knowledge you gain from your observations. Most of the solutions are, in fact, in plain view. Finally, don't worry if you don't solve everything in this chapter. It's possible to successfully complete chapter 1 without doing many of the things that can be done.



## LIST OF PUZZLES

All of the puzzles in this chapter are listed in order below, so you can find the section you need quickly and easily.

- How to get past the scorpion
- How to solve the altar puzzle in the scorpion's lair
- How far and for how long to wander into the desert
- How to get the horn
- How to help the ghost
- How to get the glasses from the jackalope
- How to drain the pool by the ancient statue
- How to keep from getting washed away in the drained pool; how to solve the offering bowl puzzle
- How to get the prickly pear fruit from the cactus without getting pricked
- How to leave the desert; how to find the right key

*The scorpion will kill Valance unless she does something to stop it.*



*Figure 7-1. The altar puzzle in the scorpion's lair. You must complete this puzzle to get out of chapter 1. Don't be afraid to move things around a bit.*

## THE SCORPION'S STING

The scorpion will kill Valance unless she does something to stop it. She has two options (other than running for her life). For the first, think about how you might signal something to an enemy. For the second, are you sure you don't have anything on you that might minimize this problem? If you still can't figure out what to do, leave the lair and come back later in the chapter. A solution may present itself to you.

## A LIGHT PUZZLE

Valance notices an altar in the scorpion's lair. The puzzle here is self-contained (Figure 7-1). You'll find no clues elsewhere in the desert on how to solve it.

Take a closer look at the statue resting on the altar and at the figures adorning the altar's base. After fiddling with everything you find, know this: each gem must be placed somewhere on the altar or statue. Don't be afraid to try different combinations until something happens.

Our final clue (and don't dare peek if you haven't tried solving the puzzle yet!) is to remember that a green light means go!

### THE ARID ZONE

There's nothing you can do about dying in the desert; if Valanice walks too far, she will surely perish. Even if she's carrying fresh water, it will last only a short while. To prevent this, take care to explore no more than eight desert scenes before you return to a previous scene. And don't worry too much about this possibility. If Valanice collapses, she'll return, none the worse from her experience, to the opening scene or the skeleton.

*If Valanice explores the desert carefully, she'll come upon a horn and a skeleton half-buried in the sand.*

### ON THE HORN OF A DILEMMA

If Valanice explores the desert carefully, she'll come upon a horn and a skeleton half-buried in the sand. If she gets to this area early enough in the chapter, she'll also see a dust devil guarding these objects. Although Valanice cannot touch the skeleton, there are two ways to get the horn. One requires patience, and the other compassion.

### GHOSTLY GOINGS ON

If Valanice wanders around the desert, she'll eventually meet a ghost. Interestingly, it always seems to be running from her! Still, she can stop him if she's fast enough. She should certainly talk to him if she can.

Valanice doesn't have to help the poor wandering desert ghost, but it would be nice. What's the one thing that he needs? Take a closer look at the ancient statue's base for some clues. Finally, if you're still stuck, take a peek inside that basket you found. Now what do you suppose you can do with that!



## DEALING WITH THAT NASTY JACKALOPE

The desert rat has lost his glasses to the wild, ever-present jackalope. Valanice needs the desert rat's help, he can't do anything without his spectacles, so it's up to her to get them back for him.



here's more than one way to deal with that blasted jackalope! Have you explored the desert yet? Have you helped the ghost? You must have found some way to trip up the jackalope and snatch the glasses while he's not looking.

*If you're stuck for a way to get down to the small statue at the bottom of the pool, take a closer look at the cave drawings to the west of the jackalope's hole in the ground.*

## A DRAINAGE PROBLEM

When Valanice first peers into the pool by the ancient statue, she sees another small statue at the bottom. There must be some way to get to it. Jumping into the pool doesn't seem to work. If you're stuck for a way to get down there, take a closer look at the cave drawings to the west of the jackalope's hole in the ground.

## THE OFFERING BOWL

When Valanice finally makes it to the bottom of the drained saltwater pool, she'll find a small statue holding out a bowl. Upon this offering bowl sit two turquoise objects.

You're presented with a choice (Figure 7-2). Don't get too greedy, though! Remember what an offering bowl is for.



*Figure 7-2. The offering bowl with two mysterious turquoise objects. Be careful what and how much you take!*

## LEAVING

The ghost hinted of a way to leave the desert. He said there was a portal through the mountains. Unfortunately, the portal requires a key (Figure 7-3). If you solved the puzzle in the scorpion's lair and drained the pool, you just may have the key to this magic door.



*The ghost hinted of a way to leave the desert. He said there was a portal through the mountains. Unfortunately, the portal requires a key.*

*Figure 7-3. Something is missing from this picture. Valance will have to replace the missing item before the portal will open.*

## GETTING OUT FAST

Note: you do not have to solve every puzzle or get every item to complete chapter 1. You must, however, solve the puzzle in the scorpion's lair, drain the pool by the ancient statue, restore the glasses to the desert rat, trade with this rat, and solve the offering bowl puzzle. Of course, any puzzles you must solve along the way are also necessary to completing chapter 1. In most cases, however, there is more than one solution to a problem.



## A BRIEF WALK-THROUGH OF CHAPTER 1

If you get lost in this chapter, you may want to take a look at the steps listed below. They're meant to provide clues about things you might have missed, or actions you should be taking next:

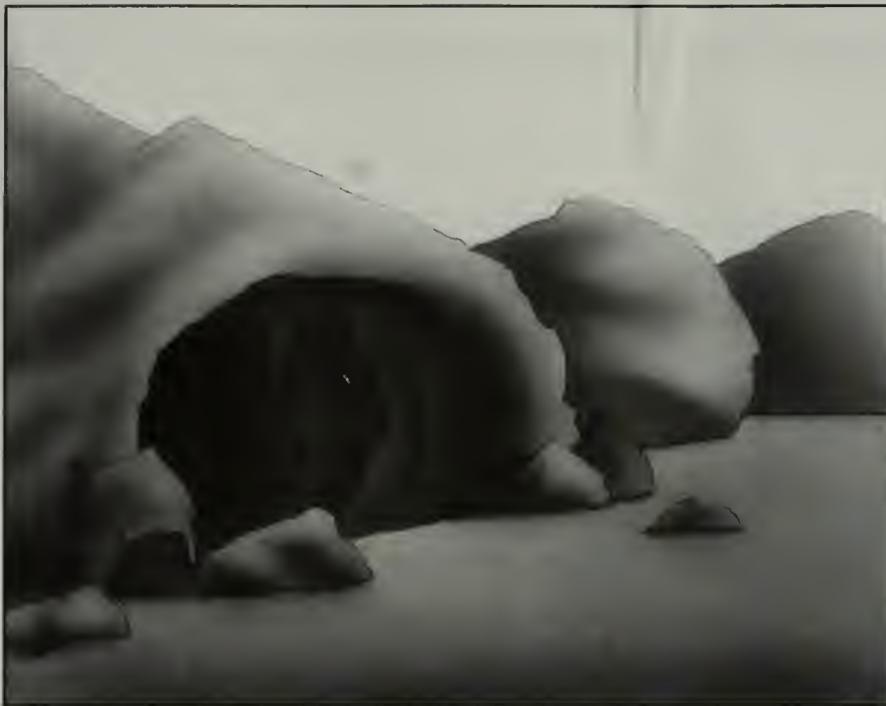
- In the opening scene, pick up any useful objects that you find.
- Walk to the west and study the pool and ancient statue. Pick up any interesting objects you find here.
- Walk all the way to the east and enter the scorpion's cave.
- Stop the scorpion and solve the altar's puzzle.
- Exit the cave and go north.
- Talk to the proprietor of the Rare Curiosities shop.
- Walk to the west and study the drawings on the wall. Search the area carefully.
- Walk north into the small cave. Pick up and examine any objects that you find.
- Walk out of the small cave and make use of your finds, if you know how (this part is optional).
- Walk to the west, examine the door, and take anything you can find.
- Walk back to the ancient statue and make some fresh water (optional).
- Drain the pool by the statue.
- Walk into the desert, find the ghost, talk to him, and give him some fresh water (optional).
- Walk two scenes south from the opening scene of the game (you may not need to do this) and pick up anything you can find.
- Return to the desert oasis and catch the jackalope. Retrieve the items that he loses.
- Go back to where you found the cave drawings and see if there's anything new to pick up.

- Go to the desert rat and return his glasses. Talk to him and trade with him.
- Go back to the drained pool and go down into it.
- Solve the offering bowl puzzle.
- Go to the portal in the mountains and figure out how to open it.
- Exit the desert.

### OUT OF THE FRYING PAN...

After working up a powerful thirst in the desert, it's time to take a refreshing pause and dive into a cooler, subterranean environment. We're off to find out what's happening with Rosella, the newly transformed troll and future bride of the Vulcanix Troll King.





## CHAPTER 8

### HINTS FOR THE VULCANIX UNDERGROUND



The puzzles in this chapter tend to be simple, but they also tend to involve a lot of running around. It's important, in both this chapter and later ones, that you pay close attention to everything you hear.



### LIST OF PUZZLES

The puzzles discussed in this chapter are listed below, in the order in which they appear. This should help you find the section you need quickly and easily.

- How to get the cook out of the kitchen
- How to pass the troll guarding the bridge
- How to fix the broken cart
- How to help the crystal dragon and get a dragon scale
- How to help the jeweler
- How to reach the sulfur without falling to your death
- How to get the silver spoon; what to do about the forging troll
- What to do if Mathilde throws out your bowl
- How Rosella can escape after Malicia locks her in her bedroom
- Where Rosella should go after she escapes from her locked bedroom
- What to do when Malicia blocks Rosella's escape route
- Where to find the elevator

*When Rosella tries to cross the bridge spanning the lava river, a huge, snarling troll appears to block her path.*

### TOO MANY COOKS

When Rosella walks into the kitchen, she finds a troll cook happily stirring a disgusting-sounding stew. He'll keep throwing her out of his kitchen until she finds some way to distract or get rid of him.

So how can she divert the attention of that, er, gourmet cook? Wasn't there something he said he needed for his delicious stew?

### THE TROLL TOLL

When Rosella tries to cross the bridge spanning the lava river, a huge, snarling troll appears to block her path.

To her dismay, he demands a thousand pieces of lead and a rat-on-a-stick before he'll move. Humph. It's unlikely Rosella will find anything like that lying around. Maybe she can find some other way to drive that nasty troll off the bridge.

### GOING FOR A RIDE

In one corner of the room with the bridge, Rosella will find a broken cart. If she looks closely at it, she'll notice something terribly wrong (Figure 8-1)!

Hmmm... Now what is the cart missing? Are you sure you don't have something like that in your inventory? Wasn't there something in the throne room that could help you out here?

### A SPARKLING SOLUTION

Eventually, Rosella will make her way to the crystal cave. At the end of it, she'll find the loveliest thing she has ever seen: a crystal dragon.

The poor crystal dragon seems so sad, though, and there's no way Rosella will get a crystal dragon scale from her while she's like this. The dragon tells Rosella she's lost her spark, her will to live. Maybe there's some way Rosella can lighten things up for her!



*Figure 8-1. This cart seems to be missing something. Rosella must find a way to fix it before she can use it safely.*

*In one corner of the room with the bridge, Rosella will find a broken cart. If she looks closely at it, she'll notice something terribly wrong!*



nce Rosella has helped the dragon recover from her depressive state, she must wait a while for the dragon to return from her travels. Unfortunately, when she does come back, Rosella won't be able to wake her up! How are you going to get a dragon scale from her now?

Well, you may already have the tools you need to remove that scale. If not, maybe you can get what you require from someone who richly deserves your help. If you're having trouble dodging the dragon's heavy tail, maybe you should pay more attention to when it might be safe to approach.



### POLITENESS IS AS POLITENESS DOES

One of the two trolls working in the forging room is the most polite troll Rosella has ever met. (No, it's not the forging troll!) His name is Opi Goldsworth, and he's dying to become Court Jeweler of Etheria. He'll need better jewel-cutting equipment than he has, however, if he's ever going to realize that ambition. Unfortunately, he just can't afford to buy better tools just yet.

*That chasm sure is hard to leap. The updraft always causes Rosella to miss her landings and die.*

If you'd like to help him, but don't know how, think back to the last pile of gold or gems you saw. Maybe there's a way to make Opi's dreams come true.

### SULFUR GATHERING

In the dark and smelly cave, Rosella sees a few yellowish streaks against the far wall. When she walks closer to examine them, she guesses that they're made of sulfur. To get to the sulfur, though, she'll have to cross the chasm in front of it.



That chasm sure is hard to leap. The updraft always causes Rosella to miss her landings and die. Have you tried all the possible paths across that abyss? Don't be afraid to jump from another point. Approaching things from a different perspective sometimes helps a lot.

### THE MYSTERY OF THE SILVER SPOON

When Rosella returns from the sulfur caves, she walks into the forging room and sees something new on the counter. It's a funny-looking box. The forging troll tells her that this box is actually a mold, a spoon mold full of molten silver!

So there it sits, in a mold, the last ingredient you need for Mathilde's potion (Figure 8-2)! But how in the heck are you going to get it away from the forging troll? Do you remember those two troll ladies talking in the mud bath? If you haven't gone to listen to them yet, you still have time to sniff out the solution to your problem.

If that mold is too hot for you to handle, perhaps you can find something to help you pick it up. A tool perhaps? If you're not sure how to open it, you may want to ask Opi, if he's still around.

### WHAT'S MISSING FROM THIS POTION?

Mathilde will be of no help to you at all until you've returned with all the ingredients for her potion. She'll be happy to repeat the list of ingredients at any time, however.



*Figure 8-2. Rosella sees some new items in the forging room. Be sure to examine the contents of this room carefully. It contains almost everything Rosella needs to get that silver spoon.*



At some point, you may think that Rosella finally has all the ingredients for the potion that will turn her back into a human. You may be wrong. You may accidentally have brought Mathilde the wrong bowl. If you do, she'll just toss it (and its liquid contents), and you'll have to find a replacement. There must be a logical place for bowls to hide.

### ESCAPING THAT AWFUL ROOM!

After Mathilde transforms Rosella back into a human, a visibly upset Malicia breezes into the throne room and zaps Rosella back into her bedroom. This time, however, she locks poor Rosella in. Although the mirror clearly offers some consolation (she's grateful not to see a troll face staring back), Rosella must find a way out of this room. She stares bleakly at the portrait of her fiancé and at the other odds and ends scattered about. Slowly, but surely, an idea starts to grow in her mind.

### WHERE TO NOW?

After Rosella makes her great escape from the locked room, where should she go next? Nothing much seems to be happening in Vulcanix right now. Maybe she should screw up her courage and face her greatest fear.

*So there it sits, in a mold, the last ingredient you need for Mathilde's potion.*



### DEALING WITH THE VILLAINESS

After talking with Mathilde (you did show her your new toy, didn't you!), Rosella prepares to escape from the Underground. Suddenly, however, Malicia appears to block her way (Figure 8-3). Did you pay close attention to what this verminous woman said the last time she popped up at an inopportune moment!

*After talking with Mathilde, Rosella prepares to escape from the Underground.*



*Figure 8-3. Malicia blocks Rosella's path to freedom. Rosella must act quickly before Malicia sees—and kills her.*

### THE ELEVATOR SHAFT

Rosella has finished speaking with Mathilde and has succeeded in dealing with that awful Malicia. She still must find the elevator that leads out of the Underground, though.

Well, there's only one place in all of Vulcanix that resembles a would-be elevator. Maybe that's where you should take that enchanted rope you got from Mathilde.

## BEATING A HASTY RETREAT

There really isn't a fast way through chapter 2 (unlike chapter 1). In order to escape Vulcanix, you have to do everything presented to you, including holding most of the conversations,.

## A BRIEF WALK-THROUGH OF CHAPTER 2

If you get lost somewhere in this chapter and aren't sure what to do next, the following list of steps may help. It can also give you clues about important things you might have missed before you encountered your current problem.

- Walk out of the bedroom.
- Pick up and examine everything you can find in the throne room.
- Go northeast to the kitchen and let the cook kick you out.
- Go back to the kitchen and scare the cook away. Search the kitchen and pick up everything you can.
- Go back to the throne room and head to the southeast.
- Walk over the bridge, encounter the troll, and get rid of him.
- Walk into the crystal cave, go all the way to its end, and talk to the crystal dragon.
- Go back to the throne room and go to the mud baths (the middle left exit from the throne room). Listen to the troll ladies.
- Go to the throne room and leave by the lowest exit to the left. Talk to the trolls and examine everything you find.
- Head down the stairs on the north side of the trolls' workroom.
- Collect everything you can from the sulfur cave. Do a little jumping if you have to.
- Go back to the workroom and examine any new objects. Use the objects you've found so far (if you can).
- Return to the crystal cave and help the dragon.

***Rosella still must find the elevator that leads out of the Underground.***



- Help the jeweler troll.
- Go back to the dragon and get one of her scales.
- Return to Mathilde in the throne room and have her turn Rosella back into a human.
- At this time, Rosella may have to make another trip to the kitchen and the sulfur caves before returning again to Mathilde.
- Escape from the locked bedroom. Listen closely to anything you hear along the way.
- Back in the throne room, pick up any objects that you find.
- Head toward the bedroom and listen to Mathilde and Malicia.
- Talk to Mathilde and show her what you found.
- Do something about Malicia blocking your way, and leave Vulcanix.

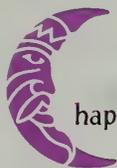
### A WILDERNESS OF WOE

From these "hot" tips on what to do in the Vulcanix Underground, we turn our attention to chirping birds and running streams. In short, we return to the Bountiful Woods and Valanice.



## CHAPTER 9

# HINTS FOR IN THE WOODS AND FALDERAL



Chapter 3 has several puzzles that can be solved now or later in the game. So if you don't figure everything out (or if the problem you face is something we haven't mentioned as being part of this chapter), don't worry about it. Again, there's generally only one solution to every problem. You'll learn much by talking to everyone exhaustively. Finally, remember that the desert is accessible to Valance in this and later chapters, so don't be afraid to stop there for some needed rest and sunshine.



## LIST OF PUZZLES

The puzzles discussed in chapter 3 are listed in order here, to help you find the section you need quickly.

- How to get past the lizard
- What to do about the spider
- How to get past the guard at the city gate—and how to get past the Archduke, Fifi le YipYap
- How to get the mask from the China Shop
- How to get into the Town Hall
- How to use the stairs in the Town Hall
- How to read the tarnished plaque
- How to steal the magic statuette
- How to get into the Faux Shop
- What to do about the mockingbird
- How to get the green cheese

*The moment Valanice enters the mountain tunnel, a giant lizard slithers down from a hole in the ceiling.*

## A LEAN AND HUNGRY LIZARD

You thought you were free. After escaping the maddeningly quiet desert, you're ready for your adventures to continue in a peaceful way. Wrong. The moment Valanice enters the mountain tunnel, a giant lizard slithers down from a hole in the ceiling. And it's not out for a casual walk, at least not once it spots Valanice.



There must be something you can give this lip-smacking lizard that will make him go away. If you don't have anything suitable in your inventory, you may want to take a quick run back into the desert. (You can go back, you know.) You just might find something there that will appeal to this ravenous reptile's taste buds.

### BY A THREAD

After skipping across the muddy river that courses through the Bountiful Woods, Valanice finds an enormous spider web (at least twice as tall as she is!) blocking her path to the north. It's not a vacant web either... Sitting comfortably in the center is a huge red spider. Valanice also sees a sweet little hummingbird caught in the sticky trap, struggling mightily to free itself.

This certainly seems like a good time for Valanice to save the day. But if she tries to free the hummingbird before dealing with the spider, that bloated, sniggering specimen will kill her with a quick and deadly bite. Hmm... Maybe Valanice shouldn't be thinking about killing the spider. Valanice is nice, after all, and killing isn't very nice. Maybe, just maybe, she can weave a trap for him instead.

### ENTERING FALDERAL

Valanice finally finds a path leading to Falderal, the town where Attis said she could find a merchant who would help her get past the Wood of the Were-folk. Unfortunately, the guard at the city gate keeps coming up with all sorts of ridiculous demands, which he claims must be met before he'll let Valanice pass. Ahem, can you say gullible? You don't believe everything you hear, do you?

Once Valanice finds her way into Falderal, the Archduke comes yipping up to her. He doesn't want Valanice here, either, and now he refuses to let her pass. Fortunately, the foolish Archduke has a soft heart. He'll change his attitude if Valanice tells him a sad story.

### UNMASKING THE BULL

Falderal has a beautiful China Shop, full of the most exquisite items Valanice has ever seen. One item in particular catches her eye: a red porcelain mask. This mask is Fernando Bullhorn's latest acquisition. He says he'll sell it to her for 80 pieces of gold. Right. Have you seen any money yet in this game?

***If Valanice tries to free the hummingbird before dealing with the spider, that bloated, sniggering specimen will kill her with a quick and deadly bite.***



Valanice should spend a little time talking to Fernando. It turns out that he's extremely depressed. His most precious possession, a beautiful china bird, is missing. This bird was his friend, and he loved her more than all the stars in the sky. He'd do just about anything to get his "treasure" back.

### GETTING IN ON THE FUN

As far as Valanice can tell, there are three places to visit in Falderal: Fernando's China Shop, the Town Hall, and the Faux Shop. It's been a little frustrating that, so far, she's only been able to get into the China Shop! The Town Hall has been closed all day in preparation for the Archduke's birthday party and masquerade ball.

After Valanice helps the poor, depressed Fernando, and leaves to let the bull spend some quality time with his friend, she sees a group of happy guests arriving at the Town Hall for the Archduke's party (Figure 9-1).

If Valanice tries to enter the Town Hall now, she's rebuffed by the guard (who says something insulting about her bare face). But if you paid close attention to the arriving guests and to the notice that was posted earlier on the Town Hall's door, you'll know just what to do to get in on the fun.

### THE STAIRY MAZE

After Valanice crashes the Archduke's party, she can "mingle" a little. Once the festivities are in full swing, no one will notice if she slips out the back of the hall, past the tapestry. On the other side, she'll find herself on a huge landing, facing a bewildering array of stairs. The stairs travel in all kinds of directions; some are even upside down!

**A**fter Valanice helps the poor, depressed Fernando, she sees a group of happy guests arriving at the Town Hall for the Archduke's party.



**Figure 9-1.** Watching guests stream in to the Archduke's party. Pay close attention to the way these people are dressed. You may learn something useful from your observations.

The simplest way to make sense of this maze is to map it out. There aren't that many staircases, and it will save you time in the long run if you make note of where each one leads as soon as you find out. (Each staircase always leads to the same place.) Also, whenever Valanice appears on a flight of stairs, always keep going in the direction that she's facing (no matter how strange it might seem to go that way).

### THE TARNISHED STATUE

The room with the right-side-up door in the Town Hall is the powder room. When Valanice finally arrives here, she'll see walls lined with mirrors and a host of other overly ornate items, including a chubby, cupid-like statue. The brass plaque on the statue is tarnished and cannot be read. Only something very coarse could polish it.

*The simplest way to make sense of this maze is to map it out.*



What did we tell you about this chapter? Hmmm? Well, if you didn't listen, there isn't a thing we can do about it.

### STATUETTE STEALING

Without giving too much away here, let's just say that sometimes you have to turn things upside down to get what you want. There may be something in the other room that will help you do that.

### IS THIS FAUX SHOP FOR REAL?

When Fifi gave you permission to wander around Falderal, he told you something. Something about taking the Faux Shop with... We realize that it may be a bitter pill to swallow if you don't recall what he said, but as seasoned adventure game players, we're sure you'll figure it out.

### TO SCARE A MOCKINGBIRD

In the Falderal Town Square sits a rude, annoying mockingbird. That chubby chirper looks for all the world like he's hiding something, or perhaps has some other purpose. How to deal with him? Patience. Good things come to those who wait.



## A CHEESY PROBLEM

The green cheesy moon fell right out of the sky and splashed into the pond in Falderal's Town Square (Figure 9-2). This must be what that chicken was squawking about. There must be some way to get the moon out of the pond.

*Have you entered all the buildings in Falderal yet? No?! Well, we can't help you until you've explored the city thoroughly.*



*Figure 9-2. The poor moon floats in Falderal's pond. Rosella must find a way to retrieve it before she can reach the end of this chapter.*

Well, let's see. Have you entered all the buildings in Falderal yet? No!! Well, we can't help you until you've explored the city thoroughly.

Oh, you have gotten into all the buildings? Well, did you buy anything anywhere? If you're low on cash, maybe someone in Falderal can help—someone who'll be willing to give you something from their nest egg.



K, you've done everything you know how to do in this odd little town. You even have a rare and curious-looking book called *The Wisdom of Falderal* (the title seems a bit of an oxymoron, doesn't it!). Well, don't let hope desert you now! You must think of some way to get that moon.

### A BRIEF WALK-THROUGH OF CHAPTER 3

If, on your travels through chapter 3, you get lost or don't know what to do next, the following list of steps may help.

- You may want to go back into the desert quickly and look around for any useful objects. Explore more than just the area outside the tunnel. (This may be unnecessary if you've collected everything you can from chapter 1.)
- Go back into the tunnel and get rid of the lizard.
- Walk west out of the tunnel and look at everything you can.
- Walk west from the River Maiden statues and encounter Attis, the stag, and Ceres, the oak tree. Talk to the stag as much as you can.
- Head west from the stag and oak and see a quiet woods.
- Head north from the quiet woods and cross the stepping stones in the stream.
- Save the hummingbird from the spider.
- Walk north to Falderal's city gate.
- Walk into Falderal and sweet-talk your way past the Archduke.
- Enter the China Shop and talk to Fernando.
- Exit the China Shop, look at the notice on the Town Hall, and head east into the Town Square. Examine and pick up anything you find there.
- Talk to the salesman as much as you can.
- Go back to the China Shop and help cheer up Fernando.
- Go to the Archduke's party. After a polite stay, head north out of the party room to the landing.



- Go to the room with the right-side-up door. Enter it and examine everything you can. Look at everything closely.
- Enter the Archduke's study and search it carefully. Depending on how you entered it, you may have to revisit the mirrored room.
- Leave the Town Hall and walk east. Watch the green cheese fall from the sky. Notice that the Faux Shop is now open for business. Talk to everyone you find and pick up anything you can.
- At this point, you may have to go back to the desert to pick up something you need.
- Enter the Faux Shop and talk to the owner. Make some trades.

The next few steps are optional. They can be completed in chapter 5 or in this chapter.

- Leave Falderal, head south to where the spider web once was, and then head east.
- Head east again until you reach the sleeping boulder. Wake up the boulder and talk to him.
- Go back to where you found the River Maiden statues. You'll have to go all the way around, across the stepping stones, to get to the southern side of that scene. Restore the River of Life.

The final step in the chapter is not optional:

- Now go back to Falderal and grab the moon (you may want to conduct a little business off to the side before you do this).

### ON TO DARKER MATTERS

From this light-hearted romp through Falderal and the Bountiful Woods, it's time to turn our attention back to Rosella. We left her in a pretty shaky situation at the end of chapter 2.



## CHAPTER 10

# HINTS FOR OOGA BOOGA LAND AND THE SWAMPS



Ooga Booga Land and the swamps aren't exactly the safest places to go sight-seeing in. Rosella will probably die several times in this chapter. Fortunately, however the game is very forgiving. Each time she dies, she can return to the situation that killed her and try another, more cautious, approach.



Rosella's best bet in this chapter is to question everyone as much as she can and to pay close attention to what they say. The residents of these dark parts have many, many hints to offer, if only someone will listen.

Most of the puzzles in chapter 4 must be solved for Rosella to reach her goals—which are freeing King Otar and finding a way back to Vulcanix.

### LIST OF PUZZLES

The puzzles discussed in this chapter are listed in order below. This should help you find the section that deals with your current dilemma quickly and easily.

- How to escape from the elevator shaft
- How to cure Dr. Cadaver's spineless condition
- How to get the gravedigger's rat
- What to do about the prematurely interred cat
- Where to have the gravedigger dig Rosella's grave
- How to keep from getting killed every time Rosella blows the gravedigger's horn
- How to open the combination lock on King Otar's coffin
- How to escape from the coffin once Rosella is locked inside with King Otar
- How to pass the horrible creature guarding the swamps
- How to get the flower out from under the carnivorous trio
- How to enter Malicia's house—and how to avoid getting caught
- How to leave Malicia's home without getting killed; how to leave the area without the boogeyman killing Rosella
- How to pass through the Wood of the Were-folk
- How to find the other entrance to Vulcanix and how to open it
- What to do about the weeping woman and the barking dog; what to do in the graveyard and at the burned-out mansion

**R***osella's best bet in this chapter is to question everyone as much as she can and to pay close attention to what they say.*

## THE COLLAPSING ELEVATOR

At the beginning of chapter 4, Rosella has just arrived in Ooga Booga Land—well, sort of. The trolls must not have used that elevator much; it breaks apart and crashes down to Vulcanix just as she manages to grab on to the side of the elevator shaft.



As she hangs there by her princely fingertips, Rosella must find a way to climb out of the shaft before she falls to her death. The solution to her dilemma is staring her in the face.

## STRAIGHTENING OUT OLD DOC

One of the nicest residents of Ooga Booga Land is Dr. Mort Cadaver. This poor guy keeps getting harassed by those awful kids in that tree house. There isn't much Dr. Cadaver can do about this, because he gave away his spine to a woman who fell off a cliff. In his current condition, he's of little use to anyone, especially himself. If you think about the characters running around Ooga Booga Land, which of them is creepy enough to keep a collection of weird items like bones?

## RATS!

The gravedigger has his work cut out for him. He has an endless number of graves to dig, but only one measly shovel. If Rosella talks to him long enough, she'll learn that his pet rat, Iggy, has been stolen. Iggy was the sole power source of his special grave-digging machine (which he proudly shows Rosella). If she can recover that rat, he'd be eternally grateful.

After Rosella learns all this from the gravedigger, if she walks past the tree house, she'll see those rotten kids playing on their porch. They're tossing something back and forth, something that looks suspiciously like a rat (Figure 10-1). Maybe you can arrange some sort of an exchange!

*The gravedigger has an endless number of graves to dig, but only one measly shovel.*



*Figure 10-1. Those nasty kids are playing catch with Iggy! There must be some way you can rescue the poor rodent. Be careful, though—those kids are always up to no good!*

If you haven't done so yet, maybe you should rectify things over at Dr. Cadaver's before you deal with those little varmints.

### THE KITTY COFFIN

Later in chapter 4, Rosella will pass the tree house yet again. Oh, no! What's this? She'll find the ghoulish duo holding a funeral service for a cat (Figure 10-2). The trouble is that the coffin is making noise...

The kids run off to find a shovel, now's your chance to save that poor cat. There must be some way to pry the coffin open.



*Figure 10-2. The kids are holding a funeral service, but the guest of honor is still alive! Rosella must find some way to save this unfortunate cat.*

## FINDING JUST THE RIGHT SPOT FOR YOUR GRAVE

At this point, Rosella has done just about everything she knows how to do in Ooga Booga Land. But she still hasn't found King Otar, and that swamp creature still won't let her escape. The only new thing she has is the gravedigger's horn. Unfortunately, no matter where she tries to blow it, she still can't dig a grave.

**D**o you remember what the grateful black cat said after Rosella freed her from the coffin? If you haven't freed the cat yet, you must do that first. If you don't remember what the cat said, consider this: is there some place in Ooga Booga Land where there's a flat expanse of land with no graves yet?

*At this point, Rosella has done just about everything she knows how to do in Ooga Booga Land.*

## I JUST KNOW THIS IS THE PLACE!

Now you're sure you've found the right place to dig the grave, but Rosella dies every time she blows the gravedigger's horn! Try to remember the song those rotten kids were singing as they tossed poor Iggy around on their porch. If you don't remember it, don't get bent out of shape. Maybe you should go relax, do some sight-seeing, before you try again. Patience and perseverance are virtues, after all. Sometimes when you're working too hard, you need to take a little break so that you can approach things from a new perspective.

## OPENING THE COFFIN

Rosella finally finds the place where Malicia imprisoned King Otar. The only trouble is the coffin where he's being held is locked. It's no ordinary lock, either; it's a great big padlock (Figure 10-3).

What's the combination to this thing? Well, you've only seen it umpteen times all over Ooga Booga Land. Maybe you should check out the local "artwork."



*Figure 10-3. A complicated combination lock. Rosella must figure out a way to open it before she can save King Otar.*



### ESCAPING FROM THE COFFIN

Just as Rosella unlocks King Otar's coffin, Malicia appears! (She must be psychic.) The evil witch proceeds to lock Rosella in the coffin with the king. Well, at least this time she doesn't kill Rosella directly.



Although Rosella may like the real King Otar, being locked in a coffin with him is not her idea of a good time. Not to mention that she's on a tight deadline. If she doesn't hurry, a horde of hungry skeletons will tear into the coffin and kill them.

Do you remember hearing about the one thing that could always get King Otar out of trouble? The only problem is that once Rosella uses that item, there's still something wrong. Think hard. Is there something that can help her pry herself out of this tight spot before she and King Otar are eaten alive?

### PASSING THE SWAMP CREATURE

That swamp creature may look big and cute and cuddly, but he gets just a little too friendly when Rosella tries to pass him. He doesn't seem to like the idea of Rosella entering the swamps. In fact, he won't let her by until she's finished all her business in Ooga Booga Land. Even then, she may need a little help from an old friend. But then, it's only polite to say good-bye to your friends when you leave.

### PICKING FLOWERS

In the swamps, Rosella finds a beautiful red flower under those nasty carnivorous plants. Picking this flower is an optional part of chapter 4, so don't worry if you can decide to let it be.

But if you really want that flower, we're sure Rosella has already found just the thing to distract the flesh-eating plants. If she hasn't, maybe she should hoof it back to Ooga Booga Land and look for something, er, edible.

***D**o you remember hearing about the one thing that could always get King Otar out of trouble?*

## ENTERING MALICIA'S HOME

King Otar told Rosella that she must retrieve a special device from Malicia's house. This device is the only thing that can destroy Malicia, although the evil fairy doesn't know this.

Too bad Rosella can't just mind her own business and walk on by. Malicia's home is a pretty dangerous place, but that's life. Rosella will have to find some way in there. By now, you already know that knocking on the front door won't do it. You're not about to get an engraved invitation.

**M**aybe you need to back up a bit and consider other possibilities. Once you find another entrance, you discover that Rosella can't fit through it! Well, this is no time for a diet, but a little exercise may be the ticket. If you don't have the proper tools, maybe you should revisit the one person who might.

Ah, what a relief. You finally make it into the house, but now you have a new problem: Cuddles (Figure 10-4).

That blasted dog always seems to sniff Rosella out! Well, if Rosella keeps trying to get in and doesn't even get a chance to say "Boo" before Malicia zaps her to the hereafter, she may need to take a walk, calm down, and come back when things have quieted down a bit.

There, now Rosella has finally gotten inside. She's lurking underneath the floorboards, the coast seems clear, and she's ready to walk into Malicia's bedroom. Too bad Malicia picks this particular moment to come back into the room. Maybe Rosella should lay low for a while, and really be sure that Malicia's gone.

*Ah, what a relief. You finally make it into the house, but now you have a new problem: Cuddles.*



*Figure 10-4. Cuddles peeks down the hole in the floorboards. This nasty little dog will sniff Rosella out every time she tries to enter the house. She has to do something fast, or Malicia will find her cowering under the floor.*



inally, Rosella hears Malicia return. She thinks she's safe under the floor, but Cuddles comes in and starts sniffing around her again! Ack! That big sensitive nose of his is staring Rosella in the face. You know that you'll be caught if you don't act quickly. Do you remember what Dr. Cadaver said? Do you remember what happened when Rosella walked into the swamp?

*There's a clue in what Malicia calls Rosella.*

### LEAVING THAT DREADFUL WOMAN'S LAIR

After Rosella makes it safely into Malicia's house, she can explore for a little while. There are all sorts of interesting-looking things here. Finally, she finds what she was looking for: the mysterious device that can destroy Malicia.

Unfortunately, every time Rosella tries to leave, Malicia appears and zaps her! Wait a minute. What did that evil fairy say to her? There's a clue in what Malicia calls Rosella. Maybe you should do something about the scene of your crime. Remember that good criminals don't get caught.

Okay, you've figured that part out, but every time Rosella tries to leave the yard, the boogeyman gets her! If only she had a way to disguise herself from his watchful, hungry eyes.

### GETTING OUT OF THE WOODS

Whew! Rosella is finally out of Malicia's house. She wants to head east out of the swamps so she can search for an alternate entrance to Vulcanix. But how can she get past the Wood of the Werefolk (Figure 10-5)?

If you haven't yet, go back and talk to the carnivorous plants; they have some clues to offer on this dilemma. Once you know what you need to use on the were-beast, how can Rosella fling the item at him so that it packs a little punch? Maybe she found something recently that will give her were-beast antidote a little flair.



*Figure 10-5. How will Rosella get through these woods? If she doesn't do something quickly, a were-beast will appear and kill her.*

## FINDING THE OTHER ENTRANCE TO THE UNDERGROUND

King Otar's memory isn't what it used to be, but he does tell Rosella the general place to look for the other entrance to the Vulcanix Underground. Once you go there, spend some time talking to the locals to get the rest of the information you need.

Rosella will eventually find herself in a locked room, which can mean only one thing: there's another exit! Check out the local decor, do a little housecleaning, maybe even resort to a little vandalism, and eventually you'll find the way out, sort of.



Here's still one teeny problem. The exit is only partially open. Rosella may be in good shape, but she's not strong enough to open the exit all the way. There must be something or someone who can help her get out of that room and back into Vulcanix.

If you get stuck, think about what happened in the graveyard after you freed King Otar.

## WHAT ABOUT THE OTHER STUFF?

What about the weeping woman, the barking dog, the graveyard, the burned-out house, etc.? Well, let's just say this: what's life without a little mystery? In any event, sometimes there isn't a darn thing you can do about certain events.

## A BRIEF WALK-THROUGH OF CHAPTER 4

The following steps may help give you a little push if you get stuck somewhere in chapter 4. Remember, we're trying not to give anything away with these walk-throughs. Just use this checklist to make sure you've gone everywhere you can.

- Escape from the elevator shaft.
- Talk to the gravedigger (a lot) and study your surroundings.
- Head south and see the tree house.

*King Otar's memory isn't what it used to be, but he does tell Rosella the general place to look for the other entrance to the Vulcanix Underground.*



- Head west and look at the spooky-looking mansion. Knock on the door, talk to Dr. Cadaver, and follow him inside.
- Inside Dr. Cadaver's house, talk to the doctor and study your surroundings.
- Head east and enter the tree house (if you can). You may need to walk back and forth between scenes a few times before you can do this.
- Search the tree house carefully and take anything that isn't nailed down.
- Go back to the doctor and help him out.
- Return to the area of the tree house and talk to the kids. Save the rat.
- Return the rat to the gravedigger.
- Head south again, watch the funeral, and save the cat.
- Go back to the gravedigger's area and look around.
- Explore Ooga Booga Land more fully, find a suitable time and place to dig, and blow the gravedigger's horn.
- Enter the grave and unlock King Otar's coffin.
- Escape from the coffin with King Otar.
- Go north one scene and visit Dr. Cadaver one last time.
- Head south one scene from the tree house and get past the swamp creature.
- Talk to the carnivorous plants and pick the flower (optional).
- Head east to Malicia's house, find a way inside, and steal the mysterious device.
- Leave Malicia's house and walk east through the Wood of the Were-folk.
- Head to Falderal and find the entrance to Vulcanix.
- Follow King Otar into the entrance.

### ON TO ETHEREAL THINGS

With Rosella and King Otar back in Vulcanix, we can safely leave them to their struggles and turn our attention back to the arrest of Lady Valanice. The trial has begun! Turn the page and let's see how our lady is faring.



## CHAPTER 11

### HINTS FOR ETHERIA AND DREAMLAND



our best bet for solving the puzzles in this chapter is to ask everyone you see for help—repeatedly, if necessary. The objects you find will have interesting uses, and you'll discover, as your adventures lead you further into the story, that Valanice must often retread old ground to find the answers to the problems she faces.



### LIST OF PUZZLES

The puzzles discussed in this chapter are listed in order below, so that you can find the help you need quickly and easily.

- How to return the moon to the sky
- How to wake up the sleeping boulder
- How to restore the River of Life
- How to pass through the Wood of the Were-folk; what to do if Valanice keeps getting killed by the swamp monster
- What to do about the barking dog
- How to unlock the tomb door
- How to return the horseman's head to the horseman
- How to play the harp and visit the Three Fates
- How to climb up the mountain in Etheria
- How to get the fruit hanging from the tree on the plateau
- How to visit the Land of Dreams
- How to help Ceres
- How to enter Malicia's house without dying
- How to get the crystal shaft and the sunlight
- What to do about the nightmares
- How and where to harness the wind, Sirocco

*It may do Valanice good to stop by the Faux Shop again and make a trade with the proprietor.*

### THE MOON, THE MOON

After Valanice stands trial for stealing the moon, the Archduke passes his sentence: she must return the moon to the sky before she can leave Falderal. It may do her good to stop by the Faux Shop again and make a trade with the proprietor. Some objects have interesting possibilities, especially if you stretch your imagination. Maybe Valanice should study the local ecology before she leaves.

## THE STAG, THE BOULDER, AND THE RIVER OF LIFE

Before Valanice can pass through the Wood of the Were-folk, she must get some help. But before she can get some help, she must assist the stag and partially restore the River of Life. If Valanice hasn't spoken to the stag again, now would be a good time to do so. Afterward, she'll have to find a way to awaken the sleeping rock spirit. That restful, snoring boulder looks so peaceful, but Valanice will get nowhere by tiptoeing around this ticklish situation. She must have something in her inventory that will catch the boulder's attention.



After Valanice learns what she must do to restore the River of Life, she can seek help from her old friend the hummingbird, whom she freed from the spider web in chapter 3.

## RESTORING THE RIVER OF LIFE

From her conversation with Feldspar, Valanice knows that she must restore the River of Life to its original splendor. To accomplish this, she needs to place sacred drink in the River Maiden's pitcher and sacred food in the other River Maiden's cornucopia. To find the sacred drink, Valanice should seek help from the hummingbird she saved in chapter 3. To find the sacred food, she may have to travel far. Such wondrous things can be found only in heavenly places.

## THROUGH THE WOODS

Valanice knows Rosella was last seen in Ooga Booga Land, so obviously, she must find a way to get there. Of course, this will require a walk through the Wood of the Were-folk.

To cross these treacherous woods safely, Valanice must do business with the oily vendor in Falderal. After she talks to him, she may have to revisit the desert briefly—it all depends on how hairy things get for her. Finally, and especially if that swamp creature keeps killing her every time she enters the forest, she should spend some time talking to the stag. She may have left some unfinished business in the Bountiful Woods.

*From her conversation with Feldspar, Valanice knows that she must restore the River of Life to its original splendor.*

*To cross the treacherous woods safely, Valanice must do business with the oily vendor in Falderal.*



### THE BARKING DOG

When Valanice walks past the burned-out mansion in Ooga Booga Land, a shadowy dog appears on the wall. It's the same dog Rosella encountered, but he sure doesn't seem like the same harmless hound. This time, he actually materializes and barks at Valanice!

What would you do to calm a barking dog? Where do you think you might look for what you need? Where have you found similar items in the past?

*It may be wise for Valanice to explore Ooga Booga Land a little longer. Who knows what she might pick up on her travels?*

### THE TOMB

Valanice finally has access to Count Tsepish's tomb. She must enter it to get something she needs. Unfortunately, the door is locked (Figure 11-1).



**Figure 11-1.** A locked tomb. Valanice must find a way to get inside before she can do anything else in this chapter.

It may be wise for Valanice to explore Ooga Booga Land a little longer. Who knows what she might pick up on her travels?

## LET'S PUT OUR HEADS TOGETHER

Both the black cat and the back dog say you must help rid the headless horseman of his curse. You should search for the item you need in the horseman's tomb. Finally, consider trying a direct approach.

## MAKING HEAVENLY MUSIC

The only way Valanice can visit the Three Fates is if she learns to play a harp. The harp she must play is in Etheria. But what's the tune? Those singing birds may be able to help you here. First, however, maybe you should offer them something sweet in exchange for their sweet music.

*The only way Valanice can visit the Three Fates is if she learns to play a harp.*

## CLIMBING THE PATH

East of the garden with the lovely birds and flowers is a long path—the path to the Mountain of Winds. How will Valanice ever reach the top of this path? There's only one way: one step at a time.

## PICKING FRUIT

When Valanice finally makes her way up the long path on the Mountain of Winds, she'll find herself on a gusty plateau. The plateau has a cave and some luscious-looking fruit hanging just out of reach (Figure 11-2).

Too bad the fruit is dangling just out of reach. Jumping doesn't seem to do the trick. But there's another way to get to the top of a tree.



*Figure 11-2. How will Valanice reach that fruit? She'd better find a way, or she'll never accomplish some of the important goals in this chapter.*



## TRAVELING TO DREAMLAND

From her conversation with the Three Fates, Valanice knows that she must visit Mab in the Land of Dreams. This place cannot (usually) be reached in the waking reality. So Valanice must find a comfortable spot to take a nice, long nap. For this, she may wish to consult someone wise whose doors are often open.

*From her conversation with the Three Fates, Valanice knows that she must visit Mab in the Land of Dreams.*

## FREEING CERES

When Valanice finally visits the Land of Dreams, she finds Mab encased in a solid block of ice! Valanice can't get Mab to help her until she frees her from this ice.

The Fates have told Valanice that only the Lady of Spring, Ceres, can help thaw the frozen Mab. But Ceres can help no one in her current wooden state (Figure 11-3).



*Figure 11-3. There must be some way to help Lady Ceres. Without Ceres, Valanice will never be able to free Mab.*

From the Fates, Valanice can learn that there is, indeed, a way to restore wood to flesh, but how! No one seems to know. For this, she's left mostly to her own devices. Perhaps she should visit the source of life in the Bountiful Woods. Then she may want to ask Attis about something she found.

## NOT THAT DOG AGAIN!

At some point in chapter 4, Valanice may wish to enter Malicia's house. Unfortunately, the evil fairy still isn't taking visitors, and Valanice may find herself getting killed several times as Malicia discovers her wandering around the premises.

You must look for the same conditions to enter the house as you did in chapter 4. Silence is golden, and barking dogs are sometimes quieted by tasty treats.

### SHINING SOME LIGHT ON A DELICATE PROBLEM

A shaft of crystal filled with purest sunlight—this is what Ceres told Valanice she must find or make to help thaw Mab. But where to find the crystal? Valanice would do well to examine the home furnishings of some of the wealthier inhabitants of Eldritch.

To find the sunlight, Valanice should think far back to where she first saw a stunning ray of light.

### DEALING WITH NIGHTMARES

As if losing her daughter weren't nightmare enough, Valanice encounters two more nightmares in this chapter—of the deadly variety. Both must be dealt with in slightly different ways.

The first one catches Valanice off-guard, while she's on the high plateau in Etheria. To deal with it, she must visit the Fates.

**A** shaft of crystal filled with purest sunlight—this is what Ceres told Valanice she must find or make to help thaw Mab.



The second nightmare haunts the Land of Dreams (Figure 11-4). Valanice would do well to remember the words of the Dreamweaver as she encounters this second night terror.

### HARNESSING THE WIND

After Valanice thaws Mab, the Lady of Dreams tells her how she can find Oberon and Titania. Mab gives Valanice a magic bridle with which to harness the wind, Sirocco. Once harnessed, the wind will carry Valanice to the top of the Mountain of Winds, and the winds there may help her find the Lord and Lady of Etheria.

Valanice must find some way to get the magic bridle on the wild wind. Sirocco will never get close enough to her, however, if it can see her. She may have to find a quiet hiding place from



*Figure 11-4. Valanice terrorized by a wild nightmare! If she doesn't do something quickly, it will kill her.*



which to surprise the wind and slip on the magic bridle. If you aren't sure where Valanice should try to harness Sirocco, remember that there are two particularly windy regions in Etheria.

### A BRIEF WALK-THROUGH OF CHAPTER 5

The steps for getting through chapter 5 are listed below. If you get stuck somewhere, you may want to check to see whether you've completed the actions preceding it on this list.

*Once you complete this section, with Valanice stranded at the top of the mountain, you're ready to begin the final chapter of the game.*

- Return the moon to the sky. You may need to visit the Faux Shop first. Be careful to examine your inventory items carefully before you return the moon.
- Talk and trade with the snake oil salesman.
- Leave Falderal; you may need to revisit the desert at this time.
- Talk to the stag and then the boulder (if you didn't do this in chapter 3).
- Restore the River of Life (if you didn't do this in chapter 3).
- Head west through the Wood of the Were-folk.
- Enter Ooga Booga Land.
- Visit the burned-out mansion.
- Find a way to help the barking dog; talk to the dog as much as possible.
- Go south to the deadfall and talk to the black cat.
- Help the weeping woman.
- Visit the tree house area.
- Open the tomb door, enter the tomb, and search carefully.
- Return the horseman's head to the count.
- Go to Etheria.
- Head east and listen to the birds.
- Head east and climb up the steep path.
- Visit the plateau at the end of the long path. Study the surroundings and take what you can.

- Go back and talk to the birds in the garden, if you can.
- Head north from the garden and play the harp.
- Visit the Three Fates and speak with them.
- Return to the Realm of Eldritch and find a place to take a nap. Visit the Land of Dreams.
- Go back to the Three Fates for advice.
- Go back to Eldritch and heal Lady Ceres. Talk to her and find out what you should do to save Mab.
- Wander around the Realm of Eldritch until you have what you need to free Mab.
- Visit the Three Fates.
- Go to the plateau at the top of the long path and enter the Dreamweaver's cave.
- Talk to the Dreamweaver.
- Visit the Land of Dreams and help Mab.
- Go back to Etheria and find a quiet place where you can catch Sirocco.
- Harness the wind and ride to the top of the Mountain of Winds.
- Watch the end of the chapter play out.

***Many of the characters in Eldritch are too frightened by the impending doom to be of much help. But persevere you must, or Valanice will never get back her daughter.***

### FINAL HINTS

As you will learn, adventuring through chapter 5 is time-consuming and sometimes even a bit frustrating. Many of the characters in Eldritch are too frightened by the impending doom to be of much help. But persevere you must, or Valanice will never get back her daughter.

Once you complete this section, with Valanice stranded at the top of the mountain, you're ready to begin the final chapter of the game. If you get stuck, you would do well to turn the page and familiarize yourself with all the challenges yet to be met.





## CHAPTER 12

# HINTS FOR IN THE HEART OF THE VOLCANO

**M**ost of the puzzles in this short chapter can be mastered with skillful timing and the clever use of any objects you find. As Rosella and Valanice reach the culmination of their adventure, this is one time that talking to people won't help them.



**A**t the beginning of chapter 6, Rosella is watching the two Troll Kings fight in the volcano control room.

**M**alicia zaps Rosella onto a narrow, precarious ledge in the core of the steaming volcano.

## LIST OF PUZZLES

The puzzles presented in chapter 6 are listed in order below, so that you can find the help you need quickly and easily.

- How to transform the false Troll King into his true form
- How to escape from the cone of the volcano
- How to get the flower on the windowsill (if you don't already have one)
- How to open the door to the volcano control room
- How to wake up the unconscious King Otar
- How to deal with Malicia once and for all
- How to revive Edgar

## THE FALSE TROLL KING

At the beginning of chapter 6, Rosella is watching the two Troll Kings fight in the volcano control room. During this brawl, Rosella must find some way to turn the false Troll King back into his true form. This is the only way she can help free the real Troll King so that he can stop the volcano from erupting. There are a few clues to help Rosella do this. Look each king in the eye; study the magic wand; and for heaven's sake, don't zap the real king!

## ESCAPING THE VOLCANO'S CORE

Malicia zaps Rosella onto a narrow, precarious ledge in the core of the steaming volcano. With no time to lose, she must find some way to escape—and get to the real Troll King before it blows. It may help if Rosella looks around a bit and stands close to the wall.

## GRABBING A FLOWER

If Rosella didn't pick the flower under the carnivorous trio in the swamps in chapter 4, she'll find another flower growing near a window by the door leading to the volcano control room (Figure 12-1).



*Figure 12-1. A beautiful flower adorns the window ledge. Rosella may want to find a way to reach this flower if she is to successfully complete chapter 6.*

**S**omehow Rosella must reach the flower. It may help if she examines the stone protruding from the wall under the window.

### OPENING THE DOOR

Rosella reaches the locked door that leads to the volcano control room. Unfortunately, a puff of steam blows in her face every time she tries the wrong combination (Figure 12-2).

If you get stuck here, keep trying different combinations. Don't worry if you get steamed—just come back and try again. Remember that some things need only be done once—and, if your



*Figure 12-2. Rosella gets blown away. This is a clue that the combination she tried was wrong.*

*If Rosella didn't pick the flower under the carnivorous trio in the swamps in chapter 4, she'll find another flower growing near a window by the door leading to the volcano control room.*



memory serves you well, it might help to recall something that happened at the end of chapter 4. That was when Rosella followed King Otar into the control room.

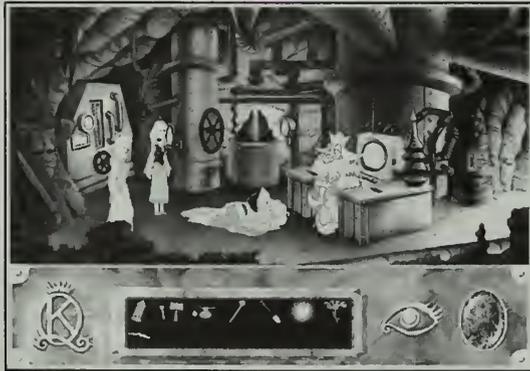
### WAKING THE TROLL KING

When Rosella gets back to the control room, she'll find the real Troll King lying unconscious on the floor. She must wake him up in time for him to stop the volcano from blowing. Thinking back to some things Rosella heard in Vulcanix may help you here.

**R**emember what King Otar told you when you were by Malicia's house?

### HOW DO YOU SOLVE A PROBLEM LIKE MALICIA?

That rotten witch keeps coming back to the control room and killing Edgar and the rest of you. There must be some way to stop this evil wench. Remember what King Otar told you when you were by Malicia's house? Something about the one thing that can destroy her! Remember, too, that timing is everything in this chapter. That includes the timing and the order of the things you do.



*Figure 12-3. Edgar lies dead on the floor. Rosella must find some way to help the poor prince.*

### POOR EDGAR!

Malicia has been dealt with, but poor Edgar is lying dead on the control room floor (Figure 12-3).

This story must have a happy ending. Doesn't anyone have something that could breathe some life into the poor fellow?

### A BRIEF WALK-THROUGH OF CHAPTER 6

The steps for getting through chapter 6 (which, incidentally, are the same as the puzzles for this chapter) are listed below. Remember that the walk-throughs are meant only to provide you with a sense of direction, and not to give away answers to the puzzles.

- Transform the false Troll King into his true form.
- Escape from the volcano (don't jump off the ledge!).
- Walk west one scene and get the flower by the window. You may already have a flower, in which case no flower will be here.
- Open the volcano control room door.
- Enter the volcano control room and prepare for Malicia's return.
- Wake up the Troll King.
- Destroy Malicia.
- Save Edgar (optional).

### MORE HINTS TO COME

As we conclude our general hints for successfully navigating King's Quest VII, we open another chapter. In the following pages, you'll find detailed hints to all of the puzzles in this game. So if you're really stuck somewhere, look for the answers there.

*In the following pages, you'll find detailed hints to all of the puzzles in this game.*



# SECTION III



DETAILED SOLUTIONS  
& MORE!





## CHAPTER 13

# COMPLETE SOLUTIONS TO THE PUZZLES



As you can tell from the title, this is not a chapter to peak at unless you get hopelessly stuck. Try not to look at any of the answers that are unrelated to your sticking point, so as not to spoil the rest of the game. The discussions of the puzzles are listed more or less in sequential order and on a chapter-by-chapter basis. This should help you readily find the answers that you need.



## SOLUTIONS TO THE PUZZLES IN CHAPTER 1

There are several puzzles in Chapter 1, and you can find most of the answers by looking at various drawings on walls and caves. Remember that your only objective in this chapter is to get out of the desert.



*Figure 13-1. The scorpion will charge at the waving flag and get his stinger stuck in the wall, pinning him there.*

### THE SCORPION'S STING

The scorpion will kill you if you don't distract him. Take the piece of ripped petticoat that was hanging from the cactus in the opening scene and attach it to the stick you found by the pool. This will create a flag that you can use to attract the attention of the scorpion. Thus goaded, the scorpion will charge at the flag and pin it (and his tail) to the cave wall. You will be left with the stick. See Figure 13-1.

Any time you need to reenter the scorpion's lair, you can distract him in this way. Pick the piece of petticoat off the wall from where the scorpion skewered it, reattach it to your stick, and wave the little arachnid into another charging frenzy.

*The scorpion will kill you if you don't distract him.*



here's also another way to deal with the nasty scorpion. If you help the wandering ghost (see the later section), he'll offer you two items. You may take only one, but if you choose the bug-reducing powder, you can throw this on the scorpion and get rid of him permanently.

### A FRUITY DILEMMA: GETTING THE PRICKLY PEAR

To get the prickly pear from the bush, knock it to the ground with your stick. Note: you don't have to get the prickly pear in chapter 1. You will, however, need it at the very beginning of chapter 2, so you may as well grab it now.

## THE GEMSTONES: THE PUZZLE IN THE SCORPION'S LAIR

The game offers no clues for solving this one. After you've tied up the scorpion, take a close look at the puzzle. If you click on the upside-down water droplet in the center of the altar base, three gemstones will appear, along with a shaft of light (Figure 13-2).

Your goal here is to place the gemstones in each of three locations: the statue's hands and the small depression to the right of the statue (near the back of the altar).

Place the yellow and blue gemstones in the hands and the pink one in the depression. When you do this, the shaft of light will turn green. The light will shine on part of the altar, and a turquoise piece will appear. Take the turquoise piece (it looks like an arrowhead) and head out of the cave.



*Figure 13-2. When you click on the water droplet, three gems and a shaft of light appear. The gems must be placed in different locations on the altar. Pay attention to what happens with the shaft of light as you do this.*

## A DRY AND DUSTY PLACE: WANDERING IN THE DESERT

If you've been wandering in the desert, know this: there's nothing to find there, except for the skeleton and horn that rest two scenes south from the opening scene (the one with all the cacti).

### GRABBING THE HORN

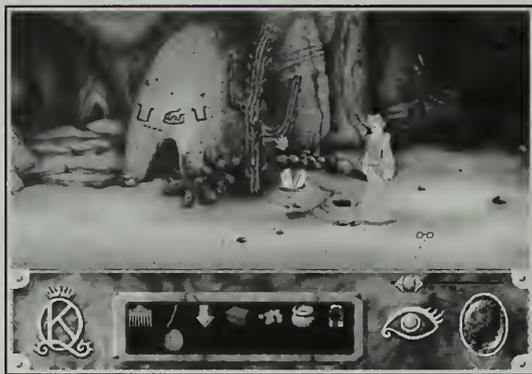
To get the horn from the desert, wait until the dust devil moves toward the southeast corner of the screen. Then pick up the horn. Alternatively, wait for the ghost to help you (after you help him). If you choose the bug-reducing powder from the pair of items he offers you, the horn will remain in the sand for you to pick up. Otherwise, the horn will disappear. Note: you do not need the horn to complete chapter 1. Finally, if you already took the horn before helping the ghost, he'll offer you only one item: the bug reducing powder.

*To get the horn from the desert, wait until the dust devil moves toward the southeast corner of the screen. Then pick up the horn.*



### FUR GOD'S SAKE! OR TRIPPING UP THE JACKALOPE

The poor proprietor of the Rare Curiosities shop has had his glasses stolen by the mischievous jackalope. Before the desert rat can do business with you, you must retrieve his glasses.



*Figure 13-3. After a noisy awakening, the jackalope sinks back into his hole. Note the items he lost when you frightened him.*

There are two paths Valanice can take here. You'll need either the horn (see the earlier section) or the rope. You can get the rope from the wandering ghost if you help him.

If you have the horn, use it to blow the jackalope out of his hole! He'll come flying out, losing the glasses and a tuft of fur (Figure 13-3).

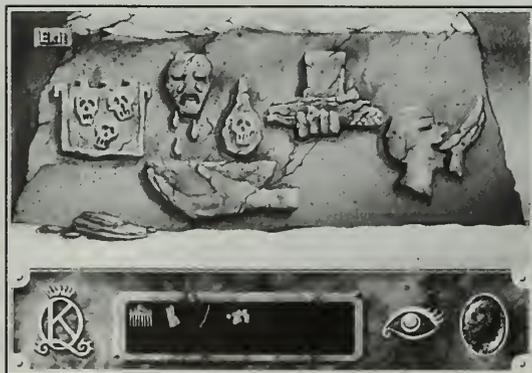
If you have the rope, use it on the two cacti in the opening scene—the ones the jackalope keeps racing between. By tying the rope to the cacti, you'll trip the jackalope the next time he runs between them. In the commotion, he'll lose his glasses and some fur.

### THE ETERNAL WANDERER: AIDING THE GHOST

Helping the ghostly wanderer is purely optional—and, in fact, is quite an involved process. You'll need to go to the base of the ancient statue by the pool so the statue can show you how to make fresh water (Figure 13-4). (You

must look at the statue's base before you can make the water.) Then you must bring the water to the thirsty ghost.

Before you can make the water, however, you must get an ear of corn. Get the basket from the small cave by the cave drawings. Look at the basket, click on it, turn it around, and take out the



*Figure 13-4. The ancient statue's base provides a refreshing recipe. Study the base carefully; it holds the answer to how Valanice can make fresh water.*

corn kernel. Note, if you've already traded the kernel to the desert rat, a new one will be in the basket.

Plant the kernel in the damp ground just outside the small cave. It will quickly sprout into a large, healthy plant (Figure 13-5). Pluck the ear of corn from this plant.



*Figure 13-5. Farmer Valanice. The corn plant sprouts a beautiful ear of corn. Valanice needs this item to make fresh water for the ghost.*

Use the clay pot from the small cave at the pool of water by the ancient statue. Pour the salt water into the ancient statue's bowl. Use the golden comb on the statue's bowl to cry into it. Note: Valanice must have used the golden comb once on herself before she can use the comb on the bowl to make Valanice cry into it.

**P**lant the corn kernel in the damp ground just outside the small cave. It will quickly sprout into a large, healthy plant.



**S** Study the drawing near the small cave. It gives you all but one clue for how to drain the pool.

Place the ear of corn in the statue's left hand. The statue will eat the corn, and its bowl will glow. Use your clay pot to scoop out the fresh water.

Note: the statue must be in its original state for you to make fresh water. So if you've followed these steps and no fresh water appears (taste the water in the bowl), click on the statue's head so that rays disappear. Then make sure the neckband has the blue stones in the third, fourth, and second positions, from left to right and top to bottom (Figure 13-7). Note: the beads on the neckband may be in a slightly different position at the beginning of different games. For example, one variation is that the blue beads are in the first, fourth, and second positions, from top to bottom.

Find the ghost in the desert and click on him so you can stop him. Give him the pot of fresh water. The grateful ghost will thank you and offer you something in return. You can take either gift offered to you.

### DRAINAGE PROBLEMS

Hmmm, that pool of water has something at the bottom. But how do you get down there? For clues, study the drawing near the small cave (see Figure 13-6). It gives you all but one clue for how to drain the pool.



Figure 13-6. Interesting cave drawings hold the answer to how Valanice can drain the pool of salt water.



Go to the ancient statue near the pool. Use your clay pot to empty any water from its bowl. Touch the statue's head so that rays emanate from it. Then touch the statue's neckband and study it (Figure 13-7).



*In the offering bowl at the bottom of the pool, you'll find the missing piece you need to unlock the mountain door.*

*Figure 13-7. The ancient statue's necklace, with all the beads in their original placements. Valanice must line the blue beads up correctly before she can drain the salt water pool.*

Line up the blue beads in the neckband so that they're all in the third position of their respective rows.

Touch the statue's right wrist to tip the bowl and empty the pool!

### OFFERING UP AN ANSWER: THE OFFERING BOWL PUZZLE

In the offering bowl at the bottom of the pool, you'll find the missing piece you need to unlock the mountain door. To solve this puzzle, you must be sure that there are always at least two turquoise objects in the offering bowl.



*If you take the wrong piece from the offering bowl, that is not a problem. Just return the wrong piece to the bowl and take the one you need.*

You must also get a turquoise bead from the desert rat. Take the gourd seed that you find near the dripping water and trade this to the rat for the bead. Or, trade the corn kernel from the basket for the bead.

Place the turquoise bead in the offering bowl (you can do this only after you've "looked" at the bowl by clicking on it) and then remove the L-shaped turquoise piece.

If you take the wrong piece from the offering bowl, that is not a problem. Just return the wrong piece to the bowl and take the one you need.

### GETTING OUT OF THERE!

To leave the desert, you need to open the locked mountain door. Before you can do this, you must solve the puzzle in the scorpion's cave and take the correct piece from the offering bowl at the bottom of the pool.



Attach the arrowhead-shaped turquoise piece to the L-shaped one to form a new item called "puzzle." This piece is the key to the locked door, allowing you to exit chapter 1.

## SOLUTIONS TO THE PUZZLES IN CHAPTER 2

Rosella finds herself in a lot of trouble in chapter 2. Not only does she have to change back into a human, but she must find some way out of the Vulcanix Underground. Most of the puzzles in this section involve straightforward object manipulation. Try different combinations to see what you come up with. Chances are you'll find the solutions by yourself.

### STIRRING THINGS UP: THE COOK IN THE KITCHEN

When Rosella peeks into the kitchen for the first time, the gourmet cook promptly tosses her out on her behind. But not before she hears that he'd like a juicy rat for his appalling stew!

Pick up the toy rat left on the throne room floor by the spoiled troll child, Spike. Then use it to distract the cook and get him out of the kitchen (Figure 13-8).



*When Rosella peeks into the kitchen for the first time, the gourmet cook promptly tosses her out on her behind.*

*Figure 13-8. The cook finds his juicy rat. Rosella must distract him so she can explore the kitchen.*

### TROLL PROBLEMS: THE CART WHEEL AND THE BRIDGE

Rosella needs to do something about that pesky troll blocking the bridge over the lava river. Clearly, she'll not be getting him what he asks for: a thousand pieces of lead and a rat-on-a-stick. What can she do instead?

Well, there's that funny-looking, three-wheeled cart in the corner. You have to replace the missing wheel before you can do anything else.



Get the shield from the throne room (to the left of the throne, on the wall). Look at the shield and click on the shield spike to remove it. Now go place the shield on the cart's axle. Use the shield spike to



secure the new "wheel." Then ride the cart into the troll, knocking him off the bridge and into the lava (Figure 13-9). Well, what did you expect? Sometimes you have to break eggs to make an omelet.

Note: you cannot use the cart until you've run into the bridge troll.



Figure 13-9. Troll Fricassee. Rosella must knock the troll off the bridge so she can cross it.

**G**o back to the crystal dragon and use the lantern with the spark on her to get her all "fired up."

## THE CRYSTAL DRAGON

The poor crystal dragon is so sad. She's lost her spark, her will to live. Take that problem literally, and you'll be off to a glowing start on solving her problem.

Get the lantern from the sulfur cave and light it with the forge's fire. The fire has to be flaming up so that it's hot enough to light the lantern. Go back to the crystal dragon and use the lantern with the spark on her to get her all "fired up."

Note: depending on what you've done before you get to this point, you may need to operate the bellows in front of the fire, to get it to flame up enough to light the lantern.

### THE POOR JEWELER

The only polite troll in all of Vulcanix (besides Mathilde) is the jeweler. He'd like to have enough money to buy himself a fine set of tools so that he can work as the Court Jeweler of Etheria.

Before you can help him, you must help the crystal dragon. In her gratitude, she'll give you a big gem from her huge collection. Take this to the jeweler troll to help him out.

### THE SULFUR CAVE

Getting the sulfur is a tricky and risky business. There is a surefire way across the chasm, though.

To get the wet sulfur from the sulfur cave, you must first look at the sulfur. Then, from the lowest point that juts into the huge chasm from the right, jump to the lowest island in the center of the chasm (Figure 13-10). From here, jump to the northwest corner of the cave, grab the sulfur, and head back.

**G**etting the sulfur is a tricky and risky business. There is a surefire way across the chasm, though.



*Figure 13-10. Rosella teeters on a small protrusion in the center of the chasm. She must jump to this jutting rock before she can get to the sulfur.*



**R**osella can find the baked beetles in the small oven to the right of the kitchen shelves. She must get rid of the cook in the kitchen first, though.

**O**btaining the silver spoon is a lengthy affair. You must first get some wet sulfur from the sulfur caves.

## THE POTION

Before Rosella can become human again, she must collect a set of ingredients for Mathilde's potion. If you forget the list, you can always click on Mathilde again to have her repeat it to you.

### BAKED BEETLES

Rosella can find the baked beetles in the small oven to the right of the kitchen shelves. She must get rid of the cook in the kitchen first, though.

### CRYSTAL DRAGON SCALE

The crystal dragon scale can be obtained from the dragon only after you've helped her and the jeweler troll. Give the big gem to the jeweler to get his hammer and chisel. Use the hammer and chisel on the crystal dragon's tail when the tail flips down to the ground. (If Rosella tries to take the scale while the tail is curled around the pile of gems, it will flop down and squash her.)

### WATER OF EMERALD

Water of emerald is the green water in the sulfur cave. Get a bowl from the kitchen shelves and fill it with this liquid.

### SILVER SPOON

Obtaining the silver spoon is a lengthy affair. You must first get some wet sulfur from the sulfur caves. Remember what the troll ladies said in the mud bath? If you didn't go back to the mud bath after you saw Malicia there, you must do this now. You can't take the next step without listening to what they have to say.

Throw the wet sulfur into the forge's fire. This will put the forging troll to sleep (Figure 13-11).



*Throw the wet sulfur into the forge's fire. This will put the forging troll to sleep.*

*Figure 13-11. The rude troll takes an unexpected nap. Rosella cannot get the silver spoon until she puts the forging troll to sleep.*

Take the tongs from the back wall near the forge and use them to pick up the mold on the table. Thrust the hot mold into the bucket of dirty water that sits to the right of the anvil. This will cool and crack the mold, giving you a silver spoon. You must return the tongs to the tool rack.

### **GOLD BOWL**

Finally, you need a gold bowl. Actually, although it's last on Mathilde's list, you really need it earlier. The only gold bowl in this area is the lower bowl on the kitchen shelves. The higher bowl is made of brass, and Mathilde won't be able to use it. When she gets rid of your brass bowl, just go back, grab the other bowl from the kitchen, and fill it with the green water from the sulfur cave.



### VOILA!

When you've collected all the ingredients for the potion, return to Mathilde and click on her to start the process of returning Rosella to human form. Of course, this doesn't happen easily; Mathilde forgot to tell Rosella about one of the vital ingredients. Fortunately, she happens to have some on her person. Eventually, the happy Rosella will be herself again.

### THE LOCKED ROOM

Malicia locks the human Rosella in her bedroom. To get out, pile the three stools under the king's portrait. They have to be stacked in an orderly way, though, with the largest one on the bottom and the smallest on top (Figure 13-12).

*When you've collected all the ingredients for the potion, return to Mathilde and click on her to start the process of returning Rosella to human form.*



*Figure 13-12. Lessons in tower construction. Rosella must pile the stools from largest to smallest before she can climb up and out of the bedroom.*



nce the stools are piled high, Rosella will automatically climb up, remove the portrait, and crawl into the duct.

### AFTER ESCAPING FROM THE DUCT

After she escapes from the bedroom, Rosella falls into the throne room. For now, there's nothing left to do but to go back toward the bedroom. (Kind of crazy, huh!)

After the next sequence, go up and talk to Mathilde. Show her the dragon toad you found as you fell from the duct.

### REVENGE ON MALICIA

As you try to leave Vulcanix, Malicia will appear to stop you. Remember her aversion to vermin! Use the toy rat on her before she zaps you into oblivion.

### LEAVING VULCANIX

After speaking to Mathilde and getting the enchanted rope from her, use this handy object on the "dangerous" bucket by the bridge. Then board the elevator for Ooga Booga Land.

## SOLUTIONS TO THE PUZZLES IN CHAPTER 3

In this chapter, pay close attention to everything you hear. Also remember that all of the desert scenes are accessible to you.

### LIZARDLY OBSTACLES

The chapter opens with a hungry lizard blocking your way. Since you don't want to be his lunch, you'd best feed him something else.

If you don't already have the prickly pear, run outside the door, to the right, and knock it off the bush. Grab the pear and feed it to the lizard. This should quiet him down, and he'll leave the tunnel for good.

*As you try to leave Vulcanix, Malicia will appear to stop you.*

*In chapter 3, pay close attention to everything you hear. Also remember that all of the desert scenes are accessible to you.*



### TO CROSS A RIVER

To cross the river, go to the scene just west of the stag and oak. Head north and click on the nearest stepping stone, then the next, etc., until you're safely on the other side (Figure 13-13).

*The best way to deal with a poisonous spider that isn't crawling on the ground is to catch it in something.*



Figure 13-13. Crossing the river. Valanice should tread these stones carefully, or she'll fall into the river.

### DOWN CAME A SPIDER

How can you free the poor hummingbird caught in the spider's deadly web? The best way to deal with a poisonous spider that isn't crawling on the ground is to catch it in something.



Use your basket to catch the spider and remove it from the web. Then free the hummingbird and watch the web disappear.

## ENTERING FALDERAL AND PASSING INSPECTION

To enter the town, just remember this: the guard is a rat (at least he looks like one). Don't believe a word he says; the small door is by far the best way in.

To get that silly, drooling Archduke Fifi le YipYap out of your way, use your golden comb on him. Your story will touch him, and he'll let you roam Falderal at your leisure.

## FREEING TREASURE

Poor Fernando has lost his "Treasure." Finding his lovely bird is simple enough. There's a covered bird cage next to the snake oil salesman's wagon. Guess who's inside (Figure 13-14)?

*To enter Falderal, just remember this: the guard is a rat.*



*Figure 13-14. Discovering the lost "Treasure": Valanice must find Fernando's lost china bird before she can continue in this chapter.*



### THE MOCKINGBIRD

The mockingbird will jeer at you until it flies away. And it won't fly away until the green cheese lands in the pond. Sorry, there's nothing you can do about it.

### ENTERING THE FAUX SHOP

Fifi mentioned that you have to take this shop with a grain of salt, and so you do. If you don't have any salt crystals from chapter 1, go back to the desert pool. Pick up the crystals, eat them, and the doors to the shop will open for you.

**B**efore you can go the Archduke's birthday party and masquerade ball, you need a mask.

### PARTY CRASHING

Before you can go the Archduke's birthday party and masquerade ball, you need a mask. If you return the china bird to Fernando, he'll give you a nice red one. To enter the Town Hall, use the mask while standing outside to put it on (Figure 13-15). Then knock on the door.



Figure 13-15. Valanice can only enter the Archduke's party in disguise.

## RETRIEVING THE STATUETTE

To get the salve that will let you pass unharmed through the Wood of the Were-folk, you must do some dirty dealings with the snake oil salesman. First, show him the golden comb to get him to talk about his salve (if you haven't shown the comb yet to the stag). In exchange for his salve, he wants a magic statuette of a nymph gazing into a pond. Unfortunately, the Archduke owns the statuette, so Valanice must engage in a little thievery to retrieve it. Ask him exhaustively about this piece of art to learn what it can do for you.



After crashing Fifi's party, click on the hanging tapestry at the back of the room. This will take you to a huge maze of stairs.

The stairs are also a bit of a puzzle. The trick is this: once you start on a path, just keep heading in that direction. First, head down the stairs, to the southeast. Next, head southwest, south, and finally north. This takes you to the small door on the east side of the scene. Enter that door.

Once inside the mirror room, click on the center mirror. This will pull you out of the mirror room and land you in the right-side-up Archduke's study (Figure 13-16).

Open the desk drawer, remove the statuette, and leave the room. Note: you can enter the study before you enter the mirror room, but everything will be upside-down then, and you won't be able to retrieve the statuette.

To get back to the landing from the upside-down-room, travel northwest and then west. Voila! You're back on the landing. Travel south to get back to the party.

Note: you will not be able to return the magic statuette to the salesman in this chapter.

*Once inside the mirror room, click on the center mirror.*



*Figure 13-16. The Archduke's study looks a little better from this angle. Valanice must find a way to enter it so that it is right-side-up, or she won't be able to retrieve the statuette.*



### REACHING FOR THE MOON

A big lump of green cheese falls into the pond in Falderal's Town Square. No matter how hard you try, you cannot reach it (why you would want it is another question).

To get the cheese, you must first enter the Faux Shop. Trade the wooden nickel you found in the mockingbird's nest for a rare book, **The Wisdom of Falderal**.



With this book in hand, go to the only dealer in rare goods that you know. That's right, go back to the desert rat. Trade him the book for a crook.

Go back to the pond in Falderal and use the crook to pull out the soggy cheese. This signals the end of chapter 3.

*To get the cheese, you must first enter the Faux Shop.*

### SOLUTIONS TO THE PUZZLES IN CHAPTER 4

Traveling in Ooga Booga Land and the neighboring swamps is a dangerous business. Prepare to die a lot, but know this: explore everything multiple times and talk to everyone you can as often as possible. By doing so, you'll obtain all the information you need to solve this chapter's puzzles.

#### APPEARANCES CAN BE DECEIVING: ESCAPING FROM THE ELEVATOR SHAFT

As scary as that man looks, leaning over with a shovel like that, he's quite harmless and friendly. Click on his shovel to escape from the elevator shaft before you fall to your death.

#### GETTING INTO THE JACK-O'-LANTERN

There's only one safe way up here (you can't climb that spider web). Every time you walk into this scene, pay attention to the area below the house. Every once in a while, you'll see a rope dangling from the jack-o'-lantern (Figure 13-17). Click on the rope to get inside the house.



*Figure 13-17. A surer approach than climbing up the web. Rosella must wait until she sees a rope hanging from the house before she can safely get inside.*

### GET SOME BACKBONE!

To help Dr. Mort Cadaver get back his spine (or at least someone's spine), you must search the jack-o'-lantern house. Who else but the rotten kids would be so macabre as to have a pile of bones lying on the floor? You'll find them to the left of the elevator shaft. Click on the pile to pick up the backbone.

### VERMINOUS PROBLEMS: FINDING THE GRAVEDIGGER'S RAT

If you talk to the gravedigger often enough, he'll tell you that those rotten kids have stolen the only power source for his grave-digging machine: a rat named Iggy. Afterward, you'll find the kids playing catch on their porch with what looks like an awfully reluctant ball. It's Iggy! Pay special attention to what they're singing before you talk to them. They have important observations to make about the boogeyman.

*To help Dr. Mort Cadaver get back his spine (or at least someone's spine), you must search the jack-o'-lantern house.*



**B**efore you can rescue Iggy, you must give the boys something to distract them. Something cool.

**B**efore you can rescue Iggy, you must give the boys something to distract them. Something cool. Offer them the weird pet you got from Dr. Cadaver as thanks for getting him a spine.

After you send the pet up the elevator (don't you dare go up there yourself!), the kids will start playing with it. In the commotion, Iggy will fall out of the house and into your arms. Then return the rat to his rightful owner.

### FREEING THE CAT

Those lousy kids are busy in this chapter. After you return Iggy to the gravedigger, you find them holding a memorial service for a cat. There's only one thing wrong with this picture: the cat is alive! As the boys run off to find a shovel, you have a golden opportunity to open the poor thing's coffin.

Use your hammer and chisel to pry off the lid and release the black cat.

### DIG THIS! OR WHERE TO BLOW THE HORN

After the gravedigger gives you his horn—a small thank-you present for returning Iggy—you have to decide on a grave site. If you pay attention to what the grateful black cat tells you after you free her from the coffin, you'll have some idea where to dig. Note: you must free the cat before you can dig anywhere.

**A**fter the gravedigger gives you his horn—a small thank-you present for returning Iggy—you have to decide on a grave site.

There's only one good place to dig, where the ground is flat and where there aren't any tombstones, and that's under the deadfall (that pile of rotten bony-looking branches). Go to the deadfall, stand near it (or you may have other problems), and blow the horn to call the gravedigger. He'll dig the grave for you right under the pile. When he leaves, climb down the hole.

Note: you can't dig if the boogeyman is home (he lives under the deadfall). If you paid attention to the nasty kids' song earlier, you'll know how to tell when that is. There's a huge tree near the deadfall with a long branch on the right. If this snaky limb is pointing up, then the boogeyman is home. Leave the scene and walk back in. If the branch is bent and pointing down, then he's not home, and it's safe to start digging.

## A COMBINATION LOCK

When you climb down into the hole, you'll see a coffin that is chained and locked. Opening it will be easy if you paid attention to the drawings on the shed and the burned-out house (Figure 13-18).

If pictures aren't enough, the correct combination is to press on the skull, bat, and spider.

*You can't dig if the boogeyman is home (he lives under the deadfall).*

## ESCAPING THE COFFIN

Once you're locked inside the coffin with King Otar, you don't have long to get out before the local dead folk kill you and eat you. You can hear them licking their chops now.

First, use the dragon toad on King Otar. This is his own personal guardian and, as such, can help rescue him. Unfortunately, the dragon toad needs the jewel on the king's armband to awaken.

Use your hammer and chisel to release the jewel on King Otar's armband, restoring the dragon toad to his impressive power. The tiny creature will dig and dig and dig until you're both out of there.

## PASSING THE SWAMP THING

After you rescue the Troll King (who travels with Rosella as a scarab), you can leave Ooga Booga Land. Unfortunately, a nasty swamp creature rudely blocks your path. Pay a visit to the doctor again (in your disguise). He'll give you some defoliant to help make your crossing more hospitable.



Figure 13-18. Drawings on the side of the burned-out house reveal the combination to the lock on the coffin where King Otar is imprisoned.



Go back to the swamps and use the defoliant on the swamp creature before it attacks Rosella (Figure 13-19).

### THOSE GREEDY PLANTS

This part is completely optional. But if you'd like to grab that pretty flower resting beneath the hungry heads of the carnivorous plant, you need to get something from the kids' house.



*Figure 13-19. Spray away your troubles. You must spray defoliant on the leafy swamp creature to kill him.*

One of the items in the kids' home (the small coffin) was a revolting foot-in-a-bag. If you throw the foot (blech!) at the hungry plants, they'll squabble over it. You can then reach down and grab the flower.

The fragrant flower serves no function in this chapter. If you choose not to take it now, it will reappear later in a new location—when you will need it.

### ENTERING MALICIA'S HOUSE

King Otar told you that you must retrieve a device from Malicia's house. But to do that, you have to get in the house! Well, you've probably figured

out by now that the front door is out. Slip around to the back and click on the vines by the hole.



Use your shovel to widen the hole a bit (Figure 13-20). If you haven't gotten the shovel yet, go back to the gravedigger's shed and look for it there.



**A**fter you rescue the Troll King (who travels with Rosella as a scarab), you can leave Ooga Booga Land.

*Figure 13-20. Widening the crawl space by Malicia's house. Rosella must make the hole bigger, or she won't be able to get in.*



After widening the hole, you'll have to crawl into it. Unfortunately, you will be sniffed out often by that disgusting dog, and Malicia will look down the hole and kill you. If this happens, try walking around for a while, come back, and then enter the hole again. Keep doing this. Eventually, you won't hear the dog barking as you go around to the back of the house. Then it will be safe to crawl down the hole. And remember: no matter how frustrating things get, eventually you'll be able to do something about that pesky dog.



When you do get a chance to do something about the dog (finally!), don't leave the hole yet. Go back down and hide (Malicia's coming back). Then wait until Cuddles noses over to that hole in the floorboards again, and aim your defoliant squarely at his big, sensitive nose (Figure 13-21).

**You can leave Malicia's house only if you've found the mysterious device, put her clothes back, and closed the dresser drawers.**



*Figure 13-21. Spray that big sensitive nose with something really nasty! This is the only way to avoid being discovered by Malicia.*

The dog will start sneezing, and Malicia will scoop him up and take him out for a walk. Now you can go back up into the house and complete your search at your leisure.

### **WHY CAN'T I LEAVE THIS PLACE?!**

Uh, oh. How do you leave Malicia's house once you're done rifling through her belongings? You can leave only if you've found the mysterious device, put her clothes back, and closed the dresser drawers. Neatness counts, you know.

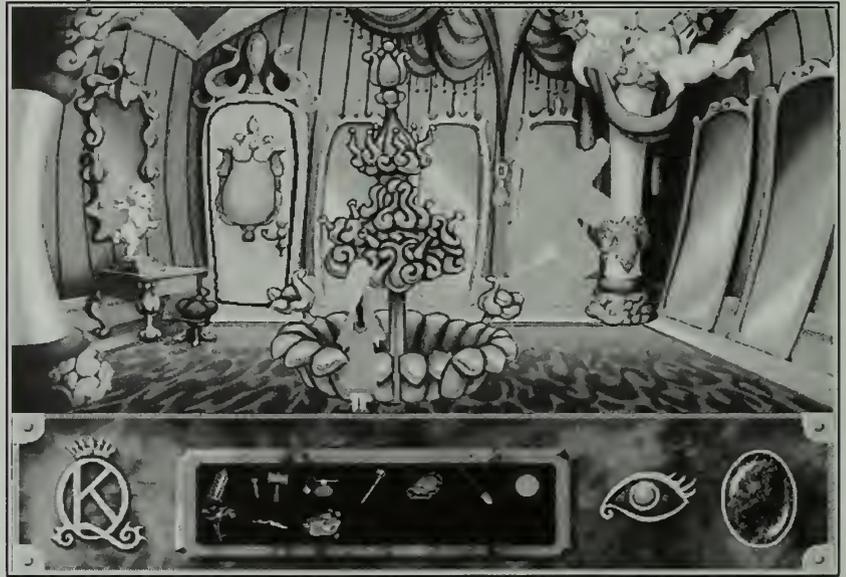




Use the grape on the statue, and the huge basin in the center will rise to reveal an entrance beneath it. This leads to Vulcanix.

Unfortunately, you can't enter because the passageway is too narrow (Figure 13-23). The basin got stuck on its way up.

**U**se the grape on the statue, and the huge basin in the center will rise to reveal an entrance beneath it. This leads to Vulcanix.



*Figure 13-23. The entrance to Vulcanix is stuck. Rosella must find some way to open it all the way, so she and King Otar can return to the Underground.*

Rosella can try to crank the basin up with her shovel, but she isn't strong enough to do this.

She's carrying someone, however, who's more than strong enough to handle this job! Use the magic wand on the scarab to restore King Otar to his true form. (Make sure the wand's head shows the letter "T." If not, rotate the wand upright and touch its lower tip to change the "F" to a "T.")

King Otar will raise the basin up the rest of the way, and then you both can descend into Vulcanix. There isn't much you can do now except follow the king. Just pay close attention to what he does. You'll need that information in a later chapter.

## SOLUTIONS TO THE PUZZLES IN CHAPTER 5

In this chapter, you'll find Valance wandering all over Etheria and Eldritch. Just remember that there's a reason she can go everywhere: she must eventually do something in each of those areas. Keep going back and forth talking to people and revisiting locations (especially in Etheria) to get the information or items you need to solve each puzzle.

### MAKE HER RETURN THE MOON!

The first thing you have to do in this chapter is return the moon to the sky. First, however, you must visit the Faux Shop and buy a rubber chicken (if you didn't already do this in chapter 3). Pluck the feather from the chicken—you'll need it for something else.

The tree in the Town Square has a Y-shaped branch on its left side (Figure 13-24).

*The first thing you have to do in chapter 5 is return the moon to the sky. First, however, you must visit the Faux Shop and buy a rubber chicken.*



Figure 13-24. Notice the branch on the left side of the tree. Now imagine that it's a giant slingshot.



Hang the rubber chicken from this branch to form a stretchy sling. Insert the moon into this sling-like device to shoot it back into the sky. Now you can leave Falderal and move on in the story. Be sure to pick up any new objects that you find. Note: if you didn't remove the feather from the rubber chicken before you shot the moon into the sky, a feather will remain on the tree's branch. Pick it up before you go on.

### A ROCKY SITUATION: WAKING THE SLEEPING BOULDER

At some point in this chapter (you can also do this in chapter 3), you must speak with the giant, snoring boulder. Talk to Attis (the stag) until he mentions Feldspar, the ancient rock spirit.



When return to the boulder and tickle his nose with the feather you plucked from your rubber chicken. (If you didn't pluck the feather before you returned the moon to the sky, a feather will remain on the tree branch in Falderal. Take the feather.) He will sneeze, wake up, and tell you how to restore Ceres and the bountiful woods.

### HEADING WEST: CROSSING THE WOOD OF THE WERE-FOLK

Before you can cross the Wood of the Were-folk, you must get that salve from the snake oil salesman. First, however, be sure you find out from him how to use the magic statue you stole for him; then use the statue yourself.

Trade the magic statuette for the salve, and the salesman will tell you how to use it properly. If you never picked up the jackalope fur in chapter 1, head back to the desert and grab it from the cactus above the jackalope's hole (if you blew him out of the ground) or from the cactus in the opening scene (if you used the rope to trip him).

Combine the fur with the salve and head toward the forest. Once in the Wood of the Were-folk, use the salve (Figure 13-25).

*If you didn't remove the feather from the rubber chicken before you shot the moon into the sky, a feather will remain on the tree's branch. Pick it up before you go on.*



**A**s soon as you're out of the woods, you'll be attacked by the swamp thing. To get past it, you must have helped Attis first.

*Figure 13-25. Valanice races through the woods! She must cross the Wood of the Were-folk in this unusual disguise, or she'll be killed by the Were-beast.*

Note: if Valanice has not helped Attis by the time she tries to pass the Wood of the Were-folk, she will be unable to survive the menace that awaits her on the other side.

### OH, NO! IT'S THE SWAMP THING AGAIN!

As soon as you're out of the woods, you'll be attacked by the swamp thing. To get past it, you must have helped Attis first. To show his appreciation, he'll run in and kill the creature for you. If you haven't helped Attis yet, you're history.

### THE SHADOW DOG

To do something about the barking dog, you must first get into the kids' house. Their gruesome bone collection will prove useful yet again. Inside their home you will find a femur bone on their mummy (who else would have a mummy!), and use it to appease the barking hound. Then click on the dog to get him to speak to you. Talk with him until he has nothing more to say.



### THE WEeping WOMAN

Talk to the dog and get the medal from him. Give this medal to the crying Lady Tsepish. She will start weeping anew and run away.

*Talk to the dog and get the medal from him. Give this medal to the crying Lady Tsepish. She will start weeping anew and run away.*

### OPENING THE TOMB

After you examine the tomb where the lady was crying, you'll notice that it's locked. You must find some way to open it. Now would be a good time to revisit the scenes available to you.



As you pass by the kids' house, you'll see one of them chasing a cat with a string of lit firecrackers (Figure 13-26). One of the firecrackers will fall to the ground. Pick it up and use it to blow open the tomb door.



*Figure 13-26. Once again, the kids save the day! Valanice should pick up one of the lit firecrackers they drop. Be careful, though. If Valanice doesn't move quickly, the firecracker will explode in her hands!*

## THE HEADLESS HORSEMAN

After you talk to the dog, deal with the weeping woman, and open the tomb door, you're almost ready to help the headless Count Tsepish.

Enter the tomb, open the crypt, and remove the head. Leave the tomb.

**S**tand on the road (Figure 13-27). Only by blocking the horseman's path can you offer him his head.



**A**s soon as you see the horseman, while he's still in the air, click his head onto his body.

*Figure 13-27. When you're ready to help the headless horseman, stand on the road, directly in his path. Then get ready to hand over the missing appendage.*

As soon as you see the horseman, while he's still in the air, click his head onto his body. He'll stop, reattach his head, and thank you. Then he'll let you use his horse, Necromancer, to travel to Etheria.



*There's only one place to get a good rest, and that's at Dr. Cadaver's. You must visit him, talk to him, and sleep in his coffin to visit Dreamland.*

*Before you can safely pass beyond the Wood of the Were-folk, you must help Attis return to his true form.*

## GETTING AROUND ETHERIA AND ELDRITCH

Once Count Tsepish gives you his fife, you can travel back and forth between Eldritch and Etheria with ease. Whenever you wish to go to Etheria, just play something on the instrument (as long as you're not in an enclosed space). When you wish to return to Eldritch, you can ride the rainbows (see chapter 5).

## PLAYING THE HARP AND VISITING THE FATES

For the tone-deaf among us, that harp in Etheria presents a big problem. For the rest, just listen carefully to the birds' song in the scene just south of the harp. To start their chirping, give them some ambrosia (see the section "Restoring Attis, Ceres, and the River of Life," below). Listen to the song as often as you need to. You must duplicate the first four notes of it on the harp.



The strings to pluck on the harp (reading from left, or nearest, to right, or farthest) are one-five-six-four. The harp will play a few additional tones, and then the globe at its end will light up.

Touch the globe to visit the Three Fates. Note: you have to repeat this sequence each time you want to visit them.

## NIGHTY NIGHT

The Fates say you must visit Mab in the Land of Dreams. You can reach this land only through sleep. But where to sleep?

There's only one place to get a good rest, and that's at Dr. Cadaver's. You must visit him, talk to him, and sleep in his coffin to visit Dreamland.

To find out what you must do after you wake from your dream, visit the Three Fates again.

## RESTORING ATTIS, CERES, AND THE RIVER OF LIFE

Before you can safely pass beyond the Wood of the Were-folk, you must help Attis return to his true form. Speak with him and then with Feldspar, the rock spirit.

## ATTIS, THE RIVER OF LIFE, AND THE SACRED DRINK

To restore the River of Life and Attis, you must pour sacred drink into the River Maiden's pitcher.

To get the sacred drink, click on the heavenly smelling flowers near the River Maiden statues. The grateful hummingbird will help you get some nectar. Use your clay pot to collect the nectar and pour this into the River Maiden's pitcher. This will restore Attis to his true form. Note: you can finish this part of restoring the River of Life in chapter 3.

**B**efore you can restore Mab, later in chapter 5, you must return Ceres to her true form.

## GETTING THE SACRED FOOD

Before you can restore Mab, later in chapter 5, you must return Ceres to her true form. Feldspar, the rock spirit, has told you what you must do to restore the River of Life. You must do everything he said before you can heal Ceres.

The sacred food is in Etheria, at the end of the long path. This food is hanging just out of reach. Click on the tree trunk to climb up to it (Figure 13-28).

Take some of the ambrosia and place it in the River Maiden's cornucopia. The River of Life is now restored, and you're ready to help Ceres.

## RESTORING CERES

To heal Ceres, reach into the cornucopia after you've already placed ambrosia in it. You will pull out a pomegranate. Show the pomegranate to Attis to find out more about it. Use the pomegranate on Ceres to restore her to her true form. You can then speak with her to learn what you must do to melt the frozen Mab.



**Figure 13-28.** *Grabbing the ambrosia. Valanice must climb up the tree in order to reach the fruit.*



### FINDING A CRYSTAL FILLED WITH LIGHT

To get the crystal, you must visit Malicia's house. You may have noticed the beautiful crystal lamp in her window. Go around to the back of the house and don't try to enter if Cuddles is barking. When you do manage to enter the house, stay under the floorboards until Malicia has reentered with her-dog and then left again. (If you get into trouble from that dog, try feeding him some tasty ambrosia.) Climb up and pull a piece of crystal from the lamp.

**B**efore you can use the crystal to free Mab, however, it must be filled with sunlight. Think back to anywhere you remember seeing a pure shaft of light (Figure 13-29).

*Before you can use the crystal to free Mab, it must be filled with sunlight.*



Figure 13-29. Some light! This is just what Valanice needs to fill the crystal shaft.

Go to the scorpion's lair (he's gone now) and hold the crystal up to the light. Now you have a crystal shaft full of sunlight, ready to use on Mab.

## THE WAKING WAY TO DREAMLAND

Ceres explained that you can take only physical objects to the Land of Dreams if you go there while awake, so you must find a way to do this. Return to the Three Fates for some advice.

**U**se the dreamcatcher they give you on the nightmare guarding the cave at the top of the long path in Etheria. With the nightmare captured, go in and talk to the Dreamweaver repeatedly. Show him the dreamcatcher. Eventually, he'll give you a tapestry of dreams, that you can use to travel to the Land of Dreams while you're awake.

*To capture Sirocco (who looks like a white horse), click on the far side of the nightmare's cave at the top of the long path in Etheria.*

## A NIGHTMARE OF A TIME

Once you get to the Land of Dreams (while awake), you will be attacked by a nightmare. Remember what the Dreamweaver told you about nightmares: they attack each other on sight.

Use the dreamcatcher on the nightmare to release the one you captured. The two nightmares will immediately engage in a fierce battle, while you escape unnoticed.

## RIDING THE WINDS

After you free Mab from her block of ice, talk to her. She'll tell you that you must harness the wind Sirocco with a magic bridle, that she gives you. On that wind, you can travel to the heights of Etheria and ask the winds there to find Oberon and Titania.

To capture Sirocco (who looks like a white horse), click on the far side of the nightmare's cave at the top of the long path in Etheria. You can then hide behind the cave until Sirocco comes along (Figure 13-30).



*Figure 13-30. Hide behind the cave so you can catch Sirocco by surprise.*



Use the magic bridle on Sirocco to harness her and ride her to the top of the Mountain of Winds.

**U**se the magic wand on the troll who lands against the pillar.

## SOLUTIONS TO THE PUZZLES IN CHAPTER 6

All of the scenes in this short, final chapter are timed. With every problem you face, you'll have just a short amount of time to take the appropriate action, or you'll die. The only way to get through this is to try everything you can think of until you succeed.

### DON'T POINT THAT THING AT ME!

The two Troll Kings are fighting in the volcano control room. You must return the false king to his true form.

**L**ook carefully at the eyes of the Troll Kings. The true king has purple eyes (royal blood, you know), while the false one has green eyes. Next, examine the magic wand (Figure 13-31).



**Figure 13-31.** An important tip: if the magic wand isn't working, you must touch its tip, while the wand is straight. This will change the letter on top of the wand from "T" to "F." Only the "F" setting will work on the false Troll King.

Use the magic wand on the troll who lands against the pillar. If the wand doesn't work, look at it. Its head will show a "T," which means that it will alter only the true Troll King!

Turn the wand on end and touch its lower tip. This will change the "T" to an "F." Now you can zap the false Troll King as he lands against that column (Figure 13-32).



***R**osella can also use a shovel to dig out of the volcano.*

*Figure 13-32. Rosella zaps the false Troll King back to his true form. You must use the magic wand on him when he falls against the pillar.*

Be careful not to zap the true Troll King, or he'll turn back into a helpless scarab!

### **SHE'S READY TO BLOW!**

Rosella is stuck inside the cone of the volcano, and she must get out. Touch the side of the volcano to your right (her left), and she'll dig her way out (Figure 13-33).

Note: Rosella can also use a shovel to dig out of the volcano. This approach is a little faster than digging with her hands, but both methods work.



*Figure 13-33. Rosella must dig her way out of this problem.*



### REACHING FOR THE FLOWER

If you didn't grab the fragrant flower in chapter 4, you'll find another one here. Use the shovel on the stone under the window to move it. Then climb onto the stone and grab the flower (Figure 13-34).

*The end of chapter 4 shows how the door should be opened. If you don't remember, here's the trick: you must first click on the left eye, then the right eye, and finally the nose.*

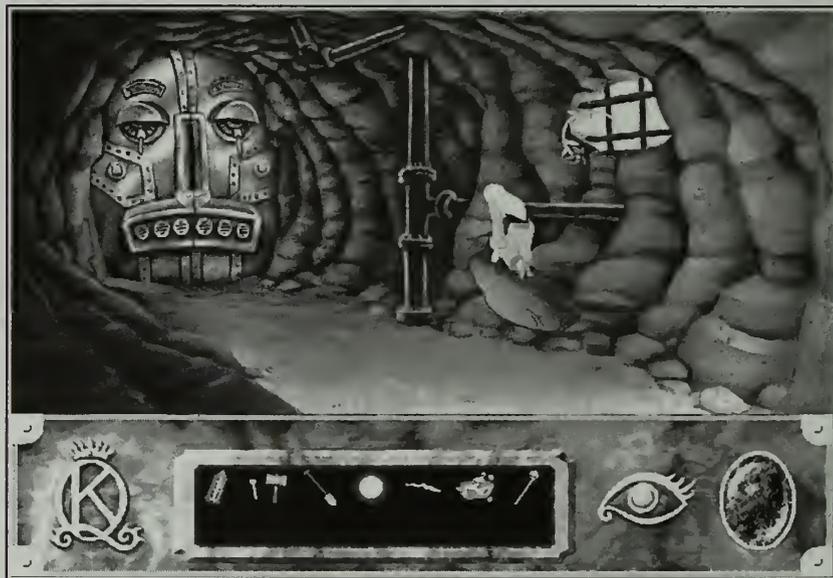


Figure 13-34. Rosella must climb up on the stone to reach the flower.

### OPENING THE DOOR

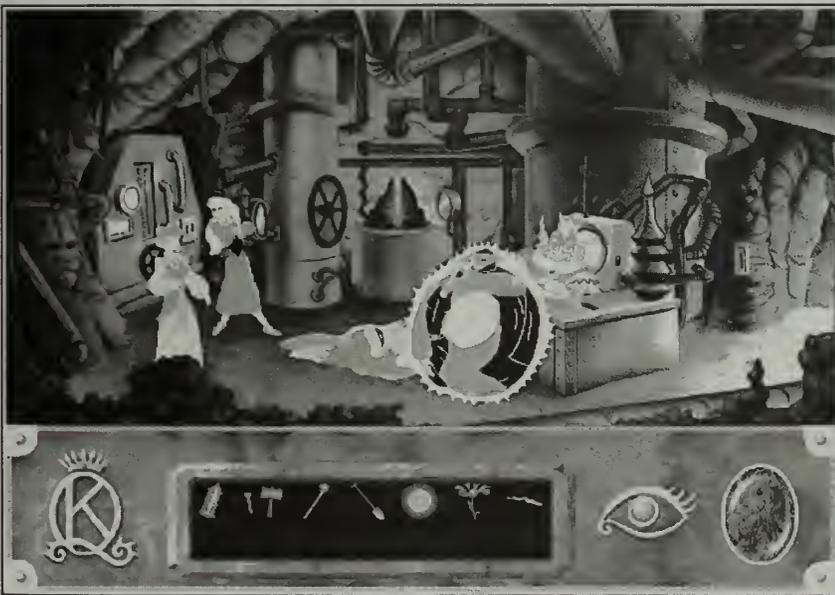
The end of chapter 4 shows how this door should be opened. If you don't remember, here's the trick: you must first click on the left eye, then the right eye, and finally the nose.

### AWAKE!

To awaken the sleeping Troll King, think back to what the two ladies in the mud bath said in chapter 2. Then just wave the fragrant flower under his nose. If you take too long, the volcano will erupt, and all of Eldritch and Etheria will be destroyed.

## MALICIA'S DEMISE

Before you awaken the Troll King, you must have a plan for dealing with Malicia. Plug the mysterious device that you took from her house into the socket on the left side of the room. It will start to glow. Note: be sure to plug in the device before you wake up King Otar! Otherwise, it won't have time to recharge properly. When Malicia enters, after she's killed Edgar, take the device out of the socket and use it on her (Figure 13-35).



*Figure 13-35. Zapping Malicia (Ah! Sweet victory!). Rosella must use the recharged device on the evil fairy in order to bring her down to size.*

## SAVING EDGAR

After you've dealt with Malicia, you must help Edgar. Remember that you have an extra life from that cat you rescued in chapter 4. Use this on Edgar to revive him and to prepare for the final sequences of the game. If you don't save Edgar, the game will still end, but on a far sadder note than it might have.

*Before you awaken the Troll King, you must have a plan for dealing with Malicia.*



### **FROM HELP TO HINDRANCE**

Now that we've given away all the solutions (you didn't read this section first, did you!), we'd like to move on to more colorful—and, well, gruesome—matters. In the final chapter, we'll explore all the ways Rosella and Valanice can come to an early demise in this game.



## CHAPTER 14

# THIRTY-NINE WAYS TO EXPIRE



Valanice and Rosella will encounter all sorts of unforeseen obstacles and hidden dangers lurking in the Realm of Eldritch and in Etheria. In this chapter, you'll find detailed descriptions of many of the ways our valiant heroines can die, along with hints on how you can avoid such fatal mishaps. The death scenes are listed by chapter, so don't look too far ahead!

### **CHAPTER 1: DEATH BY DRYNESS AND MORE**

There are a few ways Valanice could succumb in the desert. To prevent her from suffering such an unfortunate fatality, pay careful attention.



### DYING OF THIRST

The desert, obviously, is hot and dry. If Valanice walks too long (more than eight or nine scenes), she'll expire from thirst (Figure 14-1). Even if you're careful and bring along some fresh water, she still won't make it very far. Fortunately, Valanice doesn't have to travel far to find this area's only place of interest.



Figure 14-1. Valanice collapses under the hot desert sun.

### THE POISON STING

When Valanice enters the cave just to the east of the opening scene, she'll be threatened by an angry scorpion. If she doesn't beat a hasty retreat, or if she waits too long to confront it, the scorpion will sting her to death (Figure 14-2).



*Figure 14-2. A poisonous end for Valanice. There must have been some way she could have fought that scorpion!*

### WASHED AWAY

When Valanice finally makes it down into the pool near the ancient statue, she'll see a small statue with an offering bowl. If she's too greedy when she takes things from this offering bowl, water will burst through the side of the pool and wash her away (Figure 14-3).



*Figure 14-3. Valanice drowns in the pool's flooding waters. Maybe she shouldn't have just taken things from the offering bowl.*



## CHAPTER 2: A DANGEROUS RIDE

Rosella will spend some time in Vulcanix in chapter 2. Of course, this place isn't without its dangers. She should be careful about what she does there.

### DON'T STUFF YOURSELF!

In the troll's kitchen, Rosella will find a pile of baked beetles. She needs them for Mathilde's potion, but she can taste them if she really wants to. Of course, if she feasts on baked beetles too often, she'll die from this disgusting practice (Figure 14-4).

*If Rosella feasts on baked beetles too often, she'll die from this disgusting practice.*



*Figure 14-4. Rosella overdoses on hors d'oeuvres. She should be more careful about what she eats!*

## THAT MEAN OLD TROLL!

If Rosella keeps trying to walk past the troll guarding the bridge, he's going to get pretty peeved (Figure 14-5)—so much so that he'll pick her up and toss her into the boiling lava stream.



*Figure 14-5. This guy means business. Rosella should find some other way to cross the bridge.*

## A WILD RIDE

A small, broken-down cart sits in one corner near the bridge. If Rosella chooses to ride it, she may find that her path isn't quite as straight as she would like (Figure 14-6).



*Figure 14-6. A quick ride into a hot spot. Rosella should think about fixing the cart before she takes a ride.*



### WATCH THAT UPDRAFT!

When Rosella tries to cross the yawning chasm in the sulfur cave, she can easily miss her mark (Figure 14-7). Be careful how you lead her over this divide; it can be a long way down!

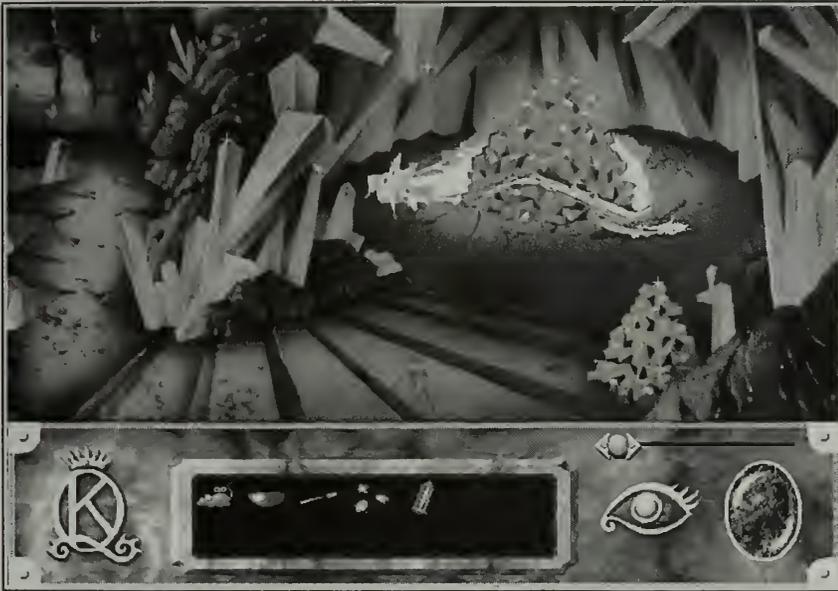
***B**e careful how you lead her over this divide; it can be a long way down!*



*Figure 14-7 One leap over the edge. Rosella should watch where she walks.*

## DEATH BY DRAGON

After Rosella helps the crystal dragon, she still needs to get one of its scales for Malicia's potion. If she isn't careful about when she tries to remove this exquisite object from the giant beast's tail, it may quite inadvertently squash her (Figure 14-8).



*If Rosella isn't careful about when she tries to remove one of the dragon's scales, it may quite inadvertently squash her.*

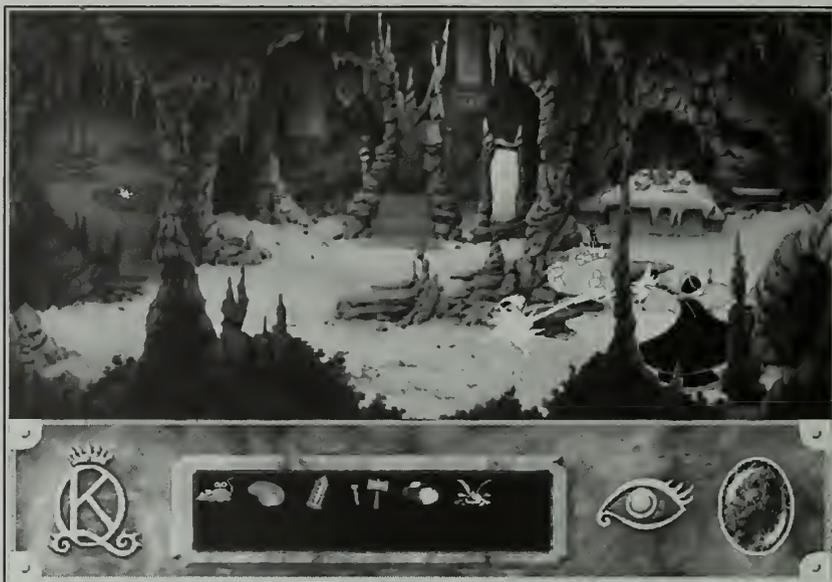
*Figure 14-8. A sad end to this tail. Rosella should pay attention to where the tail is lying before she tries to remove a scale.*



### THIS ISN'T THE LAST OF HER

When Rosella tries to escape from Vulcanix, Malicia appears and blocks her way. If Rosella isn't quick to act, this witch will quickly zap her into oblivion (Figure 14-9).

*If Rosella isn't quick to act, Malicia will quickly zap her into oblivion.*



*Figure 14-9. Malicia puts an end to Rosella. Rosella should think quickly here; there must be some way to frighten Malicia out of the room.*

## CHAPTER 3: THE WINDING RIVER

In chapter 3, the entire desert is again accessible to Valanice. In addition to all the familiar hazards there, she now has a whole new crop of death traps to avoid—in the Bountiful Woods, the Wood of the Were-folk, and Falderal.

### A LIZARD'S LUNCH

If Valance doesn't find a way to calm the hungry lizard, he'll quickly have her for lunch (Figure 14-10). Of course, she could always run away, but that wouldn't get her any closer to her daughter.



*Figure 14-10. The lizard eats well today. Valance should offer him something to eat—besides herself!*

### A DRENCHING DEATH

The river that runs through the Bountiful Woods looks lovely, but it's deadly. If Valance falls in, she'll drown (Figure 14-11).



*Figure 14-11. Valance soaks to death. She should be a little more careful, especially since she doesn't know how to swim!*



### BEARLY A MEAL

If Valanice enters the Wood of the Were-folk and tries to head west, a giant beast will appear. If she doesn't run away as fast as she can, the beast will eat her up (Figure 14-12).

*If Valanice doesn't run away as fast as she can, the beast will eat her up.*



Figure 14-12. The Were-beast has a light midday snack. Valanice would do well to avoid these woods for now.

### SPIDER BITES

The spider web that blocks Valanice's way to Falderal is a deadly trap. If she tries to free the hummingbird or break the web, the spider will bite and kill her (Figure 14-13).



*If Valanice tries to free the hummingbird or break the web, the spider will bite and kill her.*

*Figure 14-13. Valanice meets a sticky end. She should find some way to take care of the spider before she tries to free the hummingbird.*

## CHAPTER 4: THE BOOGEYMAN LIVES!

Ooga Booga Land and the swamps pose one peril after another for Rosella (and, later, for Valanice). Indeed, this area boasts more fatal traps than anywhere else in the Realm of Eldritch.



### DON'T BE FRIGHTENED, CHILD

At the very beginning of chapter 4, if Rosella doesn't trust the man leaning over the elevator shaft, she'll fall to her death (Figure 14-14).

*If Rosella doesn't trust the man leaning over the elevator shaft, she'll fall to her death.*



*Figure 14-14. It's a long way down. Rosella should take the help that's offered. After all, she can't hang on to the elevator shaft forever.*

### HE'LL GET YOU ANYWHERE

The boogeyman can pop up anytime and anywhere in Ooga Booga Land and the swamps (Figure 14-15). The longer you stay somewhere, the greater the risk.



*The boogeyman can pop up anytime and anywhere in Ooga Booga Land and the swamps.*

*Figure 14-15. The boogeyman gets Rosella again. She should probably run—fast—when she sees him.*

There are only two ways to handle this creep. The first is to run away. Get out of that scene as fast as you can. The other, well, let's just say the boogeyman has a thing for the lady in black.

### **DYING OF FRIGHT**

The weeping woman by the tomb is a frightful sight to behold (Figure 14-16).



**W**henever Rosella tries to talk to this woman, she dies of fright the instant the woman turns to gaze at her.



*Figure 14-16. Go ahead and look at her. We dare you. But Rosella should probably avoid striking up a conversation with this woman.*



Whenever Rosella tries to talk to this woman, she dies of fright the instant the woman turns to gaze at her. You'll find out why she's so scary-looking later, from Dr. Mort Cadaver.

### YES, ROSELLA, THAT REALLY IS A SPIDER WEB

A huge net stretches from the kids' jack-o'-lantern home to the ground. Well, it's not exactly a net. If Rosella tries to climb it (as she saw one of the kids do), it's not a pretty sight (Figure 14-17).



*A huge net stretches from the kids' jack-o'-lantern home to the ground. Well, it's not exactly a net.*

*Figure 14-17. Rosella never did like spiders much. She should find another way into that house.*



### THOSE DARN KIDS!

If Rosella stays inside the rotten kids' house too long, they'll return. Worse, they'll gladly destroy her (Figure 14-18). In fact, they'll destroy her any time she's in the house with them (something to remember later).

*Those rotten kids will destroy Rosella any time she's in the house with them (something to remember later).*



*Figure 14-18. Caught breaking and entering. When Rosella hears the kids coming, she should leave as fast as she can. The elevator is probably not a good exit route.*

 Rosella can try to leave the kids' house through the jack-o'-lantern's smile. If she does, she'll end up on the porch with no way down. The kids will appear and gladly help her out (Figure 14-19).



Figure 14-19. Maybe you should try using the elevator next time.

### SURPRISE!

Amidst all the strange and stomach-turning items in the kids' home is a harmless-looking jack-in-the-box. If Rosella touches this, it will kill her (Figure 14-20).



Figure 14-20. Some toys are meant to be seen and not touched.



### SWAMP SCUM

A giant, green swamp creature guards the swamps near Ooga Booga Land. This monster will destroy Rosella if she doesn't leave fast enough—or if she doesn't find a way to get past him (Figure 14-21).



*Figure 14-21. Slimed to death. Rosella should leave unless she has a plan to get rid of this creature.*



### A GRAVE PROBLEM

The graveyard is a dangerous place. Among its many features is an open, ready grave (Figure 14-22).

*Figure 14-22. R.I.P. A misstep here could cost you your life.*

There's also a raised grave in the graveyard. Rosella would do well to read the headstones before walking over people's plots (Figure 14-23).



*Rosella would do well to read the headstones in the graveyard before walking over people's plots.*

*Figure 14-23. A greedy grave in Ooga Booga Land. In the future, Rosella might want to avoid tramping over people's resting places.*

### DEADLY DEADFALL

If Rosella touches the deadfall too often, it will turn into a creature and kill her (Figure 14-24).



*Figure 14-24. That deadfall looks a little dangerous. Rosella should leave those rotten branches alone.*



### WAKING THE DEAD

If Rosella blows the gravedigger's horn over some poor sleeping souls... Well, see for yourself (Figure 14-25).



Figure 14-25. Who dares disturb my slumber? Rosella should take care not to wake the dead.



### CAUGHT IN A COFFIN

When Rosella finally finds King Otar (in the boogeyman's lair, no less!), Malicia promptly traps the two of them inside a coffin. Rosella has just a short amount of time to devise a way out before the dead claim her and Otar for their own (Figure 14-26).

Figure 14-26. Caught in a coffin. Rosella should have worked a little faster on getting out of this place.

## HARMLESS LITTLE PLANTS

In the swamps, Rosella will find some lovely-looking carnivorous plants. If she gets too close to these treacherous characters, they'll quickly make a meal of her (Figure 14-27).



*Figure 14-27. The vegetation lives. Rosella should avoid these plants unless she has a useful distraction to offer them.*

## GARGOYLE GETS GIRL

On the other side of the swamp, Rosella finds a dark, nasty-looking house with a red-eyed gargoyle guarding its entrance. If Rosella gets too friendly with this gargoyle, he'll call for help (Figure 14-28).



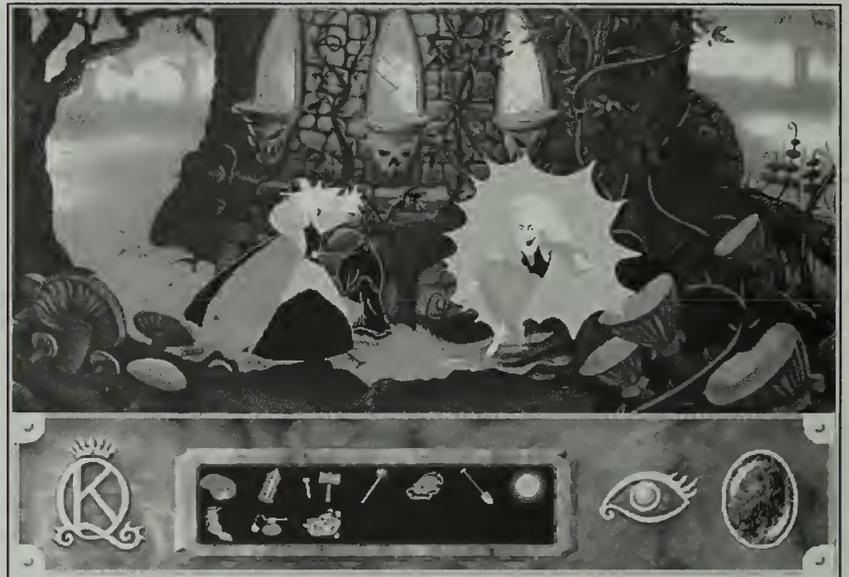
*Figure 14-28. Some statues just want to be left alone. Rosella would do well to avoid touching this gargoyle.*



### ZAPPED TO DEATH

Rosella will find many ways to die by Malicia's hand in chapter 4 (Figure 14-29).

**R**osella can die trying to get into Malicia's house (by the front door or the back), by staying inside too long, or by trying to leave.



*Figure 14-29. Rosella gets fried in a fiery blast of pastel magic. She'll have to be extra careful around Malicia's house if she wants to avoid an untimely end.*

**R**osella can die trying to get into Malicia's house (by the front door or the back), by staying inside too long, or by trying to leave. It all depends on timing, luck, and trouble. Malicia is only too happy to hasten Rosella's retreat from this world.

## CHAPTER 5: GUSTY WINDS

There are many ways Valance could die in chapter 5, most of them the same as in earlier chapters. This time, however, our heroine will have to watch out for new dangers in that most heavenly of places, Etheria.

### THE GARGOYLE STRIKES AGAIN

Occasionally, the gargoyle outside Malicia's house gets the urge to take down his own prey (Figure 14-30).



*Valance would do well to stay out of the gargoyle's way.*

*Figure 14-30. The gargoyle lands like a ten-ton brick on Valance. She should stay as far away from this jumpy creature as she can.*

Valance would do well to stay out of the gargoyle's way. When he starts sniffing, it's time to leave the scene—fast!



### THE HEADLESS HORSEMAN

If Valanice stands in the way of the headless horseman as he flies by the weeping woman, she'll be killed (Figure 14-31).



*Figure 14-31. The dark rider can be dangerous. Valanice had better have a way to stop him before she gets in his way.*



Valanice should stay out of the rider's way until or unless she has something to stop him.

**DYNAMITE**

Wandering around Ooga Booga Land, Valanice will eventually find a lit firecracker. If she doesn't make some reasonable use of this item quickly, it will explode (Figure 14-32). (They do that, you know).



*If Valanice doesn't make some reasonable use of the firecracker quickly, it will explode.*

*Figure 14-32. Uh, oh. Don't hang on to lit firecrackers for long.*



### THIS IS A NIGHTMARE!

If Valanice walks into the nightmare's cave in Etheria, she will be met by a certain amount of deadly hostility (Figure 14-33).



*Figure 14-33. Nightmares can be touchy. Valanice should leave them alone unless she has something to stop them.*

Valanice may wish to avoid that cave until she's acquired an item to help her ward off those bad dreams.

## BORASCO THE BLACK WIND

A dark and mischievous wind has been known to frequent Etheria (Figure 14-34). His name is Borasco, and he can be just a bit difficult to get along with at times.



***B**orasco, a dark and mischievous wind, can be just a bit difficult to get along with at times.*

*Figure 14-34. The dark wind destroys Valanice. She should try not to stand anywhere on the Mountain of Winds for too long.*



To avoid being killed by the black wind, Valanice should stay away from open spaces.



### DANGER IN DREAMLAND

When Valanice finally travels to Dreamland on her own, she's attacked by an angry nightmare (Figure 14-35).



*Figure 14-35. A nightmare tries to stop Valanice. She needs something to distract it, or it will kill her.*

If she doesn't do something about the nightmare fast, he'll quickly finish her off. It might help if Valanice remembers what the Dreamweaver told her about these hostile creatures.

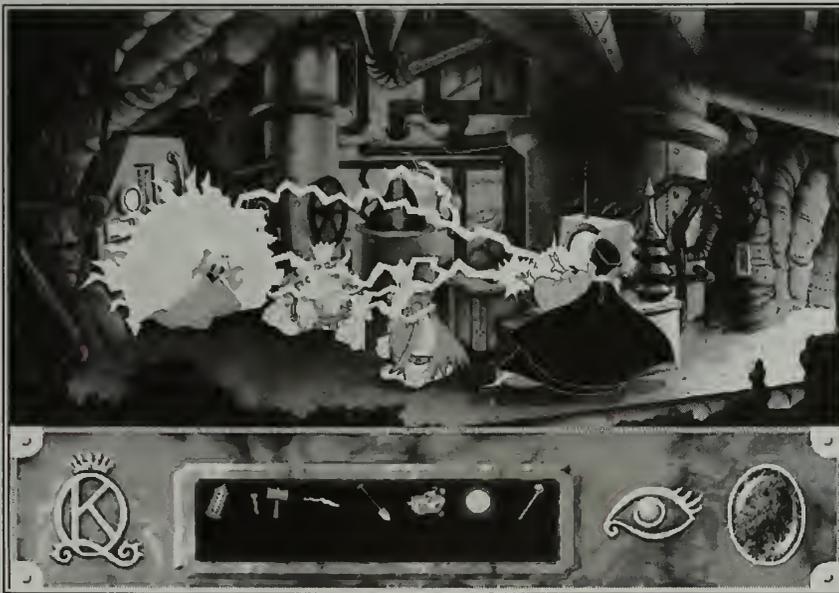
## CHAPTER 6: LOADS OF LAVA

As our adventure reaches its culmination, so do the dangers for our heroines. Rosella can come to a grim end in chapter 6 in a variety of ways. In most cases, timing is of the utmost importance. If she doesn't act quickly, she will most certainly perish.

### MALICIA COMES AGAIN

If Rosella isn't quick to return the false Troll King to his true form, Malicia will appear and end her quandary (Figure 14-36).

**R**osella can come to a grim end in chapter 6 in a variety of ways.



*Figure 14-36. Not her again! Rosella should have worked more quickly to return the false Troll King to his true form.*



### A TOAST!

Rosella has a limited amount of time to get out of the volcano's cone before it blows her—and everything else in the realm—away. (Figure 14-37). She can also die this way if she steps too close to the edge.

*Rosella can die if she steps too close to the edge of the volcano.*



*Figure 14-37. Rosella gets fired up. Next time, she'll have to work more quickly to get out of this predicament. Straying too close to the edge is also a bad idea.*

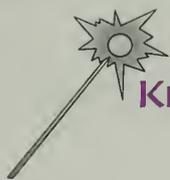
## FLOWN AWAY

When Rosella escapes the volcano's core, she still must get to the control room before it erupts. If she's not fast enough, the volcano will blow, and molten lava will gush into the tunnel, killing her (Figure 14-38).



*If Rosella is not fast enough, the volcano will blow, and molten lava will gush into the tunnel, killing her.*

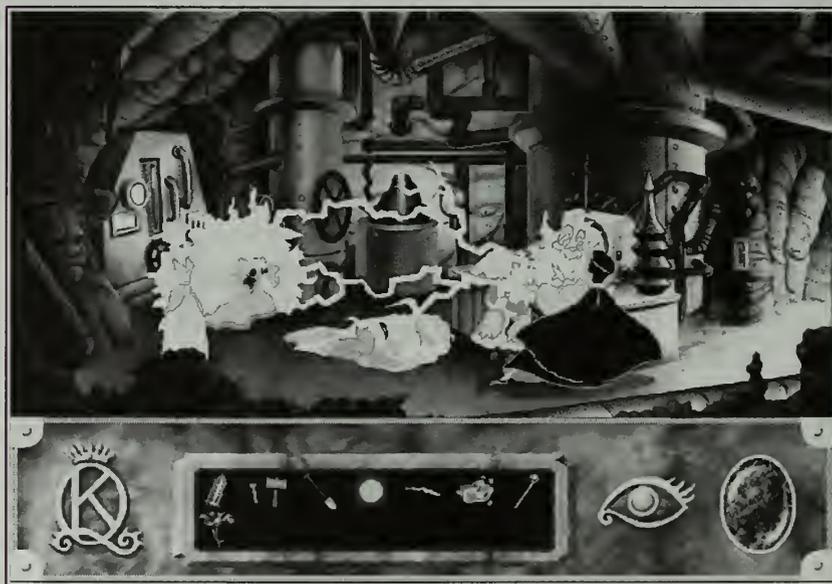
*Figure 14-38. Rosella washes away. She should try to get the control room door open a little faster next time.*



### ONE FINAL DEATH

Of course, we can't end this chapter without seeing Malicia again. True to form, she reappears after Rosella makes it back into the volcano control room. If Rosella doesn't stop this malicious fairy quickly, she'll be zapped to death one final time (Figure 14-39).

*If Rosella doesn't stop the malicious fairy Malicia quickly, she'll be zapped to death one final time.*



*Figure 14-39. Malicia has the last zap. Next time, Rosella should remember what King Otar told her about the device she's been carrying around.*

## A LOOK BACK

And so ends our catalog of ways to die in Eldritch, Etheria, and the surrounding places that Valanice and Rosella traverse. Of course, we've shown you only the most representative death scenes, and not the various permutations. There are many ways that Valanice and Rosella can die in the swamps and Ooga Booga Land, for instance. And Malicia has infinitely creative methods of snuffing out our hapless heroines. If you were fortunate, however, you made it through the story with a minimum of blood and gore. But if not, well, remember this: it's just a game! You'll have infinite opportunities to try again, and that's always half the fun anyway.

***T**here are many ways that Valanice and Rosella can die in the swamps and Ooga Booga Land.*



# APPENDIX A

## OBJECT LIST



ere we've listed all of the items you can find or make in King's Quest VII, in the chapters where they can be found or made.

We've tried to avoid giving you clues about the game, although a certain amount of this is unavoidable. This list is really to help you get an idea of what you may have missed in each chapter, or what you may still be missing (if you're stuck somewhere). Remember that some items are mutually exclusive, and others can be found in several chapters.

### CHAPTER 1

Basket	in small cave.
Bug Reducing Powder	from the ghost if you help him; you will not get the rope if you take this item.
Clay Pot	in small cave.
Corn Kernel	in basket.
Ear of Corn	from corn plant.
Flag	must be made from available items.
Fresh Water	must complete puzzle.
Glasses	from jackalope.
Golden Comb	in Valanice's possession at the beginning of the game.
Gourd Seed	near corn plant.
Horn	in desert.
Jackalope Fur	from jackalope.



## CHAPTER 1, CONTINUED

Prickly Pear	near door in mountain.
Puzzle	by putting 2 of the turquoise pieces together.
Ripped Petticoat	In opening scene.
Rope	from ghost if you help him; you cannot get this item if you already have the horn; you can also not get it if you choose the bug reducing powder.
Salt Crystals	by pool of water.
Salt Water	in pool of water.
Stick	by pool of water.
Turquoise Bead	from desert rat.
Turquoise Piece (Arrowhead)	solve puzzle in scorpion's cave to get.
Turquoise Piece (L-shaped)	from offering bowl.
Turquoise Shape	from offering bowl.

## CHAPTER 2

Baked Beetles	from kitchen.
Big Gem	from crystal dragon.
Bowl	from kitchen.
Bowl with Green Water	Emerald Water, see below.
Dragon Scale	from crystal dragon's tail.
Dragon Toad	in throne room.
Emerald Water	in sulfur cave.
Enchanted Rope	from Mathilde.
Gold Bowl	from kitchen.
Hammer and Chisel	from jeweler troll.
Lantern	in sulfur cave.
Lantern with Spark	have to make this item.

Mold	from table behind forging troll.
Shield	in throne room.
Shield Spike	from shield.
Silver Pellet	from silver spoon after Rosella returns to human form.
Silver Spoon	from mold.
Stools	in Rosella's bedroom.
Tongs	from wall behind forging troll.
Toy Rat	in throne room.
Wet Sulfur	on far wall of sulfur cave.

### CHAPTER 3

China Bird	by snake oil salesman.
Crook	from desert rat.
Feather	from rubber chicken.
Jackalope Fur	from jackalope (look at cacti in desert).
Magic Statuette	from Town Hall.
Mask	from China shop.
Moon	from pond.
Nectar in Pot	from hummingbird.
Prickly Pear	near door in mountain.
Rare Book	from Faux shop.
Rubber Chicken	from Faux shop.
Salt Crystals	by pool of water.
Wooden Nickel	from mockingbird's nest.



#### CHAPTER 4

Back Bone	from kids' house.
Black Cloak	in graveyard.
Defoliant	from Dr. Cadaver.
Extra Life	from black cat.
Foot-In-A-Bag	from kids' house.
Fragrant Flower	from underneath carnivorous plant or in Chapter 6.
Golden Grape	from mirror room in Falderal's Town Hall.
Gravedigger's Horn	from gravedigger.
Gravedigger's Rat	from kids.
Magic Wand	from King Otar.
Mysterious Device	from Malicia's house.
Shovel	by Gravedigger's shed.
Sling	must make this from available items.
Troll King as Scarab	King Otar.
Weird Pet	from Dr. Cadaver.
Woolen Stocking	from Malicia's house.

#### CHAPTER 5

Ambrosia	in Etheria by nightmare's cave.
Crystal Shaft	from Malicia's house.
Crystal Shaft with Sunlight	(no hints for this one!)
Dream Catcher	from the Fates.
Feather	from rubber chicken.
Femur Bone	from kids' house.
Horseman's Fife	from Count Tsepish.
Horseman's Head	from Count Tsepish's tomb.

Horseman's Medal	from black dog.
Jackalope Fur	from jackalope (look at cacti in desert).
Lit Firecracker	by kids' house.
Magic Bridle	from Mab.
Nectar in Pot	from hummingbird.
Pomegranate	from River Maiden's cornucopia.
Rubber Chicken	from Faux shop.
Tapestry of Dreams	from Dreamweaver.
Were-beast Salve	from snake oil salesman.
Were-beast Salve with Fur	make from available items.

## CHAPTER 6

Fragrant Flower	from underneath carnivorous plant in Chapter 4 or by window near volcano room door.
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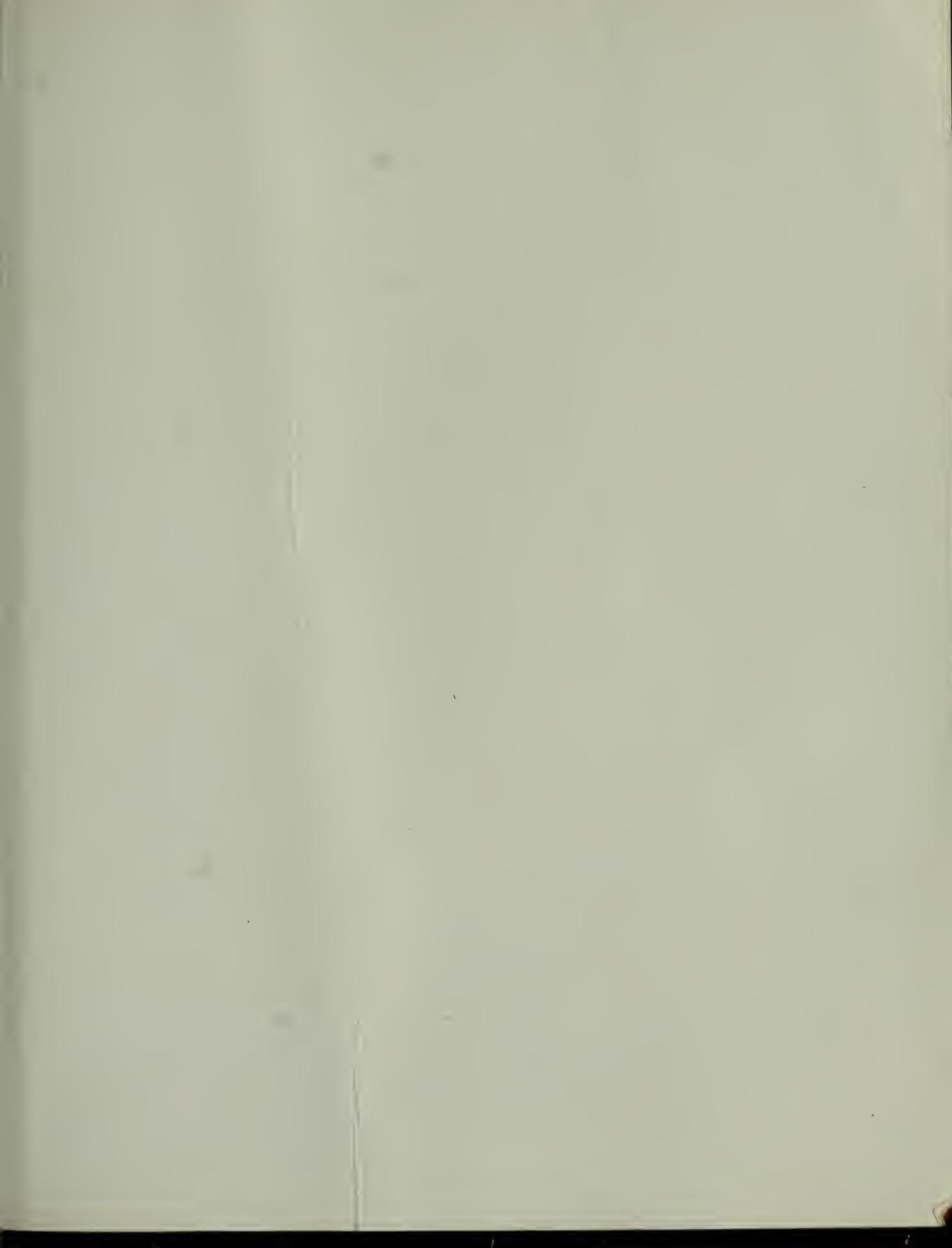
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