

Arch-Duke Fifi le YipYap: Jim Cranna

Chicken Petite: Esther Hirsch

The Mockingbird: Jim Cranna

The Bull in the China Shop: Jarion Monroe

The Snake Oil Salesman: Roger Jackson

Treasure the China Bird: Maureen McVerry

Ersatz the Faux Shop Owner: Toby Gleason

Town Hall Door Guard: Simon Vance

Arresting Badger Guard: Simon Vance

The Magic Statuette: Ruth Kobart

Badgers of the Jury: Denny Delk,

Jim Cranna, Doug Boyd, Fred Barson

IN OOGA BOOGA LAND

The Coroner: Marcus Lewis

Ghoul Kid 1: Roger Jackson

Ghoul Kid 2: Yukiko Yamaguchi

The Gravedigger: Marcus Lewis

The Black Cat: Yukiko Yamaguchi

The Black Dog: Jesse Moises

Count Tsepish (The Headless Horseman):

Joe Paulino

Lady Tsepish (The Woman in Black):

Willow Wray

The Boogeyman: Don Robins

The Shrunk Heads: Denny Delk,

Jim Cranna, Doug Boyd

The Mummy: Fred Barson

Mr. Nibbler the Psycho Mouse: Joe Paulino

Mr. Bugbear (Dr. Cadaver's Patient):

Jeffrey O'Brien

IN ETHERIA

Lachesis: Willow Wray

Clotho: Carol Bach y Rita

Atropos: Yukiko Yamaguchi

Borasco: Don Robins

Gharbi: Willow Wray

Levanter: Toby Gleason

Oberon: Timothy White

Titania: Carol Bach y Rita

PAYMASTER

Talent Fund

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Lori Lucia

SPECIAL THANKS TO

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Al Lowe, Mie Salerno, Joni Williamson, Mom



Continue Old Game

Click on this button to continue a game you've already been playing. This will put you back in the same place you left off so you can continue right from there. This option will not appear until you have an old game to continue.

Watch Intro

Click on this button to watch the opening cartoon of the game.

About

Click on this button to get information about the game, hints on how to play, help with the interface, customer support questions, credits, etc.

Quit

Click on this button to quit the game. When you quit your game your place will be "Book Marked." The next time you start you will be able to continue this game by clicking on the "Continue Old Game" button and then selecting the game with the name you gave it.

THE INTERFACE

THE CURSOR

1. The KING'S QUEST VII interface is based on a single cursor. With this cursor, you can fully explore and interact with the game world. Pass your cursor over the screen. When there is something to interact with, the cursor will highlight. You can then click the cursor on the object highlighted by using your left mouse button, and find out what happens!

INVENTORY OBJECTS



1. Taking Inventory Objects

Sometimes when you click your cursor on an object on the screen, you will take that object and it will appear in your inventory at the bottom of the screen.

2. Examining Inventory Objects



You can examine your inventory objects more closely by clicking on that object in inventory and making it your cursor. Click the cursor on the "eye" located at the bottom of the game screen. This will allow you to see the inventory object in three dimensions. You can rotate the object by clicking and holding down the right mouse button and then moving the mouse in the direction you want the item to rotate.

3. Manipulating Inventory Objects

In some instances while closely examining an inventory object you can manipulate it by clicking on that object with your play cursor. Check each inventory item carefully. It may conceal something important!

4. Combining Inventory Objects

Some inventory objects can be combined with others to create a new inventory object. To do this, click on an inventory item. It will become your cursor. Now click that item on the inventory item with which you wish to combine it. If the two items can be combined, they will become a third item, which will now be located in your inventory.

THE CONTROLS ICON



Clicking on this icon with your game cursor will bring up the Options screen. In this screen, you will see what chapter you're currently playing and how far along in that chapter you are. You can set the VOLUME of the game by clicking on the increase/decrease volume control. QUIT allows you to quit the game. Your place in the game will automatically be saved, or "Book Marked." PLAY closes the options panel and allows you to continue with your game.

SCROLLER SLIDE CONTROL

Click and hold down the left mouse button on this icon when it's on the screen. Now move it left or right. The picture will scroll. This slider control will only be available on screens that scroll.

THE ">>" BUTTON

This button will appear during game play when you are in a cartoon scene. You can click on the ">>" button to fast forward to the end of the sequence. Be warned: if you've never played the game before you may miss something important!

GAME STRATEGY

The world of KING'S QUEST VII is a world of exploration and you wouldn't want to miss anything! Look at each new room carefully. Click on anything that causes your cursor to highlight. Think creatively: Sometimes there is more than one solution to a puzzle. If you feel you are "stuck," leave the room and explore others. You never know where you might find what you need. Relax, let your imagination run wild, and have fun!

KING'S QUEST CREDITS



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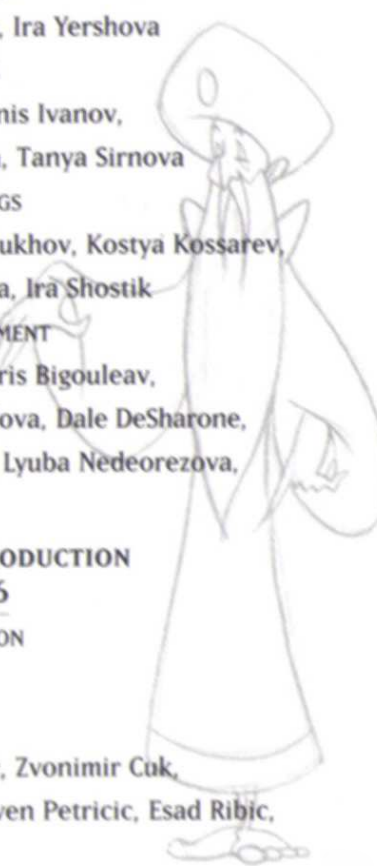
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Lord of the Trolls:** Denny Delk

Cuddles: Roger Jackson

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The Desert Spirit: Fred Barson

The Jackalope: Jeffry O'Brien

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Female Mud Bath Troll 1: Maureen McVerry

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Spike: Carol Bach y Rita

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IN THE WOODS

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Ceres: Carol Bach y Rita

The Hummingbird: Maureen McVerry

The Spider: Joe Paulino

The Rock Spirit: Tim White

IN THE SWAMP

The Three-Headed Carnivorous Plant:

Roger Jackson, Roger Jackson and

Roger Jackson. Wow!

IN THE FALDERAL

The Obnoxious Gate Guard: Doug Boyd

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