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KINGS QUEST

Kings Quest 7 Walkthrough.

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CHAPTER 1: WHERE IN BLAZES AM I?

First click on the piece of petticoat caught on the cactus to pick it up. Walk left and click on the stick then the sparkling salt crystals to pick them up. Click on the base of the statue once. Then again to look at the pictures. Walk up onto the next screen and use the stick on the prickly fruit on the cactus to knock it on the ground. The click it to pick it up. Now walk a bit to the right and go up into the cave. In the cave click on the little basket and each one of the jars, one by one, until you can pick one up. Now examine the basket and click it to open it. Spin it around and look carefully inside to find a corn kernel. Walk outside and click the wall with paintings on it. Click it again to look at the picture. Now walk a bit left and click the corn kernel on the small spot of damp sand where water is dripping onto. Now click on the corn to take one. Now walk down and to the left until you come to the statue again. Click the jar on the water to fill it with the salty water. Then click the jar (filled with salty water) on the bowl in the statue's hand. Click Rosella's Comb on Valance to make her cry. Now click the comb on the bowl to make her cry in it. Now put the corn in the statue's other open hand. The bowl will glow. (Note: Make sure that the statue's head doesn't have beams coming out of it like the sun. If it does, click the head to change it.) Now click the jar on the bowl to fill it with the fresh water there. Now walk to the left or down to enter the desert. (Warning: don't wander around too much in the desert or you will die) If you see a man totally white, quickly click on him before he walks away. If you do not, walk back right or up to the statue then back to the desert until you see him appear. If you click him you'll carry on a somewhat long conversation with him. When the conversation ends he will walk away. Now go

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RESOLVED

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back to the statue and repeat until you see him appear again. Click him quickly, and when he asks you what you want, click the jar on him. He will take you to a place where there is a whirlwind and he will make the whirlwind go away. Now he will open a bag and give you choice to 2 things, a rope or a jar of bug-reducing powder. Your choice will determine how you will solve future puzzles. If you picked up the bug-reducing powder, there should be a horn on the ground when the ghost disappears. Click to pick it up. Now walk up 2 screens and you will find your self back where you were. If you picked up the rope walk up then to the right until you come to the little door. Knock and click on the mouse to talk to him. After the jack-a-lope goes back into his hole go down and a bit to the right and use the rope on the cacti by the path. After the the jack-a-lope gets what he deserves, take the fur from the cactus and pick up the glasses from the ground. The walk up and right until you come to the little door. If you picked the jar of bug-reducing powder, walk up and right until you come to the little door. Knock, and click on the mouse to talk to him. After the jack-a-lope returns to his hole, use the horn on Valance. Then use the horn on the hole. Now pick up the fur from the cactus and the glasses from the ground. Now walk left past the cave and the corn to find several gourds. Click on the one that looks "open" to get a gourd seed. Now walk right back to the little door. Knock, and click the glasses on the mouse. Then click the gourd seed on the mouse to get a turquoise bead. Now walk down and left until you come back to the statue. Then click on the wrist of the statue's arm holding the bowl to turn it upside-down. Then click on the statue's head until beams come out of it like the sun. Then click on the statue's neck and line up the beads in the third hole from the left. The water will drain from the pool. Now go down the well and look at the statue there. Click on it to look at what in it. Click again and Valance will say "It looks like an offering bowl". Then click the turquoise bead on the altar. When the head nods, click on the V-shaped piece. Then come out of the well and click the stick on the petticoat to make a flag. Now walk right until you come to the entrance to the temple. Enter it and a giant scorpion will come at you. Click the flag on the scorpion to get it stuck. OR you may find it more humorous to click the bug-reducing powder on it if you took it. Now move over to the altar with the little statue ion it and click on it. Then click on the tile that looks like a raindrop to open the light. Now place the red crystal on the spot with a circle around it (on the right side of the statue). Then put the yellow and blue crystals in the statue's two hands. When the arrow-piece comes up, click it to take it. Then exit the temple. Now use the V-shaped piece and arrow piece on each other to form one big arrow. Walk up and to the left until you find a hole in a statue that's shaped like the arrow you have. Click on it once. Then again to see an up close view of it. Now use the the arrow in the hole and simply walk through the newly-formed opening.

CHAPTER 2: A TROLL IS A TROLL DOES

As Rosella as a troll in the Troll kingdom, walk outside the room (after the cartoon sequence) and click on the wind-up mouse when the boy troll drops it. Click on the shield on the back wall to pick it up. Walk right (the upper right) and into the kitchen. When you are thrown out go back in and click the wind-up mouse on the chef. Now you can explore the kitchen. Go over to the machine on the counter and click on it to get some nice baked beetles (Yum!). If you look at the shelf you'll be able to spot gold-looking bowls. But one's gold and one's not. You'll know one from the other by examining them. They're marked either 14k Gold or Bronze. Take the gold bowl. Now head out of the kitchen and through mid-left passage (after you've seen Malicia with the other trolls). Head down the passage that leads a cave with "green water" and a "rotten egg" smell.. Fill the bowl with this "water of emerald". Then click on the lantern to take it. Click on the green-blue stuff on the wall on the top-left corner of the screen. Keep clicking on it until Rosella thinks "...maybe it is sulfur". Now walk Rosella down by the lower path. Then click on the first piece of land to make Rosella jump to it. Now click the ledge and she'll jump there. Now click on the sulfur to take some. Jump back across the way you came and walk back up the path. Walk near the fire and click the lantern on it when the troll lights it. Now go up the stairs and up into the lava pool room. Listen to the women trolls talk about how to wake up and put to sleep trolls. Then go back down the stairs. And click the sulfur on the fire to put the troll to sleep. Now take the clamps on the wall and click them on the little box on the table. Then click that on the bucket of water to cool it. This will get you a shiny, new silver spoon. Now walk up the stairs and this time take the lower-right path. Try and walk across the bridge. When the troll stops you, examine the shield and take the point off of it. Walk up to the cart and click on it. Then click the shield on the empty wheel place and click the point back on. Now click the "ride" button in the top right-hand corner. Now walk all the way to the right until you come to the crystal dragon. Click on the dragon to talk to her. Then click the lantern on the dragon. The dragon will be so happy he'll give you a big jewel and go off for a flight. Now walk all the way left over the bridge, past Matilda, and into the room with the sleeping troll. Walk over to the troll working on the right with a hammer and chisel and click him to talk. Then click the jewel on him. He'll give you his hammer and chisel. Now walk all the way back to where the dragon was to find her sleeping. Since you can't wake her up, just click the hammer and chisel on her tail to get one of her scales. Now walk back to Matilda and give her the gold bowl, the baked beetles, the scale and the spoon. POOF! You're now a human again and you're left with a silver pellet. When you get locked in your room, pick up the furniture and stack it underneath the picture frame (you'll need 3 things) then climb it and take off the picture frame to enter the tunnel. Inside you'll find info

about Malicia and her plans. When you fall out of the hole, pick up the little creature that falls out with you. Try to go back in your room and when Matilda returns to her chair, show her the frog creature. She'll tell you the way out and give you a magic rope. Try to walk through the lower-right path and when Malicia appears blocking the way out, click the wind-up mouse on her to give her a good scare. Now take the lower right path out. And click the magic rope on the elevator and your on your way to Ooga Booga.

CHAPTER 3 THE SKY IS FALLING

Valanice is confronted by a lizard-like creature! Click the Prickly fruit on the lizard to satisfy him. Walk up out of the cave and into the garden. Now walk left and further left past the deer. On the next screen walk up. Click on the stone by the dried river to jump onto it. Now click the next stone to jump to it. Then the next. You'll see a little birdie trapped in a spider's web. Click the little basket on the spider to save the bird. Now walk up through the woods. You'll find yourself at a large gate. Click on the little door in the gate to enter the town. When the mayor (the poodle) tells you to leave, click the comb on the him. Click on the first door to go in and talk to the Bull there. Now leave the building and walk right until you come to a little booth with a sales...uh fish? in it. Click the covered cage by the booth and talk to the bird in it. Click the bird on the bull (in the china shop) and you'll get a mask. Walk outside and wear the mask after you watch some animals enter the party. At the party, walk through the upper door and into the weird stairway room. Walk up the stairs and follow the paths until you make your way to the upside-down door. Enter it. Inside, open the drawer in the desk to see a statuette fall to the ceiling?. Now, go back out the door and make your way to the entrance where you started. Then take the lower path and follow it until you come to the right-side-up door. Enter it. Click on the mirrors until your reflection gets the best of you and pulls you into the other room. Now you can pick up the statuette. If you use it on Valanice, you can see where Rosella is. Now walk back out of the room and make your way back to the entrance. Walk down into the party and out the front door. Now walk over to the Faux Shop. Click the salt grains on Valanice and go into the shop. Inside click the mask on the turtle there to get a book. Now walk outside. Now look in the bird's nest to find a Falderal dime. Get it. Now you'll have to go all the way back to the desert, so...go out of the city, down through the woods, hop across the river, down some more and right, right, right, past the deer, down out of the garden, through the little tunnel, into the desert, right, right, right, right, back to the little door in the wall. Knock, when the mouse opens, give him a book and you get a hook! Now, go all the way back through the garden and into the town. Click the hook on the cheese (better known as the moon) in the pool. And Wala! You're under arrest!!!

CHAPTER 4: WILL THE REAL TROLL KING STAND UP

Now back to Rosella... When you see the zombie-like man standing above you with the shovel, quickly click the head of his shovel. Then click on him to talk to him. Keep clicking until he says he needs to get back to his work. Then walk right to the screen with the little brats. Now walk left and click on Dr. Cadaver's door. When he comes out click on him to be invited inside. Inside, click on Dr. Cadaver several times to learn clues about Ooga Booga and what's been going on. And once you know about his backbone, leave the house and go back to the right (with the pumpkin house). Look behind the spider web. Do you see something? If you see a rope and elevator going up into the clubhouse click it. Inside the clubhouse, click on the pile of donuts by the elevator to reveal a backbone! Look a bit to the left of the elevator, see any feet? Well, I foot might be useful, so click it. Go back to Dr. Cadaver's house and click the backbone on him. He'll give you a weird creature. Now head back to the clubhouse and click on the boys. After finding out they want a pet, click the weird creature on them to get the rat. Now go up back to the gravedigger and click the rat on him. He'll give you a horn. Walk left then come back on the same screen and you will find a shovel left behind. Click it. Now go right and after the "ceremony" click the hammer and chisel on the little casket. The cat will then give you an extra life. Now walk a screen left, another screen left, and a screen down. Look at the tree next to you. If the easternmost branch is pointing up, go back up a screen and come down again. If it is pointing down, click the horn on Rosella. When the gravedigger digs you a hole, click it to go in. Inside, click the lock. Now push the skull symbol, the bat symbol, and the spider symbol in that order....Inside the casket click the frog-creature on the Troll King. Then click the hammer and chisel on him. Now, when you come out and transform the king in a scarab with his magic wand, click the cloak and put it on. Now walk up and go into Dr. Cadaver's house. Talk to him and he'll give you some defoliant. Exit Dr. Cadaver's house and walk a screen right and a screen down. When the plant monster appears, quickly click the defoliant on him. After talking with the plants, click the foot on them, and while they're munching, click the flower beneath them. Now walk right and walk behind Malicia's house. Listen, do you hear her dog barking? If so, walk back up, and right a screen. Then go back behind her house. Keep doing it until you don't hear the dog barking. Now click the vines by the bottom of her house to find a crevice. Click the shovel there to dig it bigger. Then click to go under. When Rosella pops up her head, quickly click the cursor on where she is to go down into the floor. When her dog comes sniffing at you click the defoliant in his nose. When Malicia leaves, comes out of the floor and open her drawers. Keep clicking on the drawers as Rosella pulls out her clothes one by one. When she finally gets the strange device, click on the clothing to put it away.

Now click the sock to take it. Now exit the way you came. Put the cloak back on by clicking it. Now walk up to the next screen, then right to the Were-woods. Now click the silver pellet on the sock to make a sling. As you walk continue walking right, a were-beast will come out at you. Quickly click the sling on him to make your escape. In the garden, walk up a screen, and jump across the stones by clicking them like Valanice did in Chapter 3. Then walk up into the wood to find the gate of Falderal. Click the little door on the gate to go in. In Falderal, walk to the door to the City Hall and click it to go into the City Hall. Inside, enter the top door. Now take the lower passage of steps and follow the path until you come to the right-hand door. Go inside. Now click on the base of the Angel statue to reveal writing. Click the sock on it to read it. Now use the hammer and chisel on the golden grapes on the right side of the room to get a golden grape. Click the golden grape on the Angel statue to open the fountain. Click the magic wand on the scarab to completely open the fountain. Then click on the fountain to uh...fall! When you hit bottom, walk northwest and continue up until you find double trouble!

CHAPTER 5: NIGHTMARE IN ETHERIA

Ok, now Valanice has to put the "moon" (cheese) back into the sky. Go into the Faux Shop once again. Now click the dime (found in the mocking bird's nest) on the turtle. You will get a rubber chicken! (Just what you always wanted!) Examine the rubber chicken to find it has a single feather on it. Click the feather to take it. Now go outside by the tree by the pool and click the rubber chicken on the low brach of the tree. Now click the "moon" on the rubber chicken. You are now free to move about as you please. First, walk over to the booth with the uh...eel-fish guy and click the statuette on him to get some salve. Leave Falderal and head down into the forest. Continue down and hop across the stones. Now walk a screen down and a screen right. Talk to the deer by clicking him. And again. And again. And again. Keep clicking until Valanice thinks "noble Atas" or something like that... You should now know about all the problems in the Land (if you listened). Now walk a screen left, a screen up, and hop across the stones again. Now walk left, and left again until you come to a big sleeping boulder. Click the feather on the boulder's nostril to awaken it. When the boulder falls asleep, walk a screen left, another screen left, down, and hop across the stones (yet again). Now walk a screen down, right, right, to the screen where the statue's are. Click on the flower nearest the bottom while a bird is there and he will ask you if you have something to carry it in. Click the jar on the flower. Now your jar will be filled with nectar. Now click the jar on the hole in the statue's jar and watch what happens! Now walk a screen left and click the jack-a-lope fur on the salve. Now click the salve on Valanice. WHOOSH! Now in Ooga Booga, walk left and up. Then walk left to Dr. Cadaver's house and back right again.

Click the elevator to sneak into the kids clubhouse. Inside click on the bone in the mummy's hand. Now click again on the bone to get it. Get out of the clubhouse (try the window on the right for fun) and walk left a screen, past Dr. Cadaver's house and to where the crying woman is. Now walk up from there. When the dog comes out click the bone on the dog to give to him. Then click the dog to talk to him. Keep clicking the dog until you get the medal. Now walk a screen down and click the medal on the crying woman. Now walk right, right, right, to the clubhouse again and pick up the firecracker the kid drops. Now back left, left left, to where the woman was crying and click the fire cracker on the door to the crypt. Walk inside and click on the sepulcher to open it. Then click inside to get the horseman's head. Walk outside and when you see the horseman flying in the air quickly click the head on him. You will get a fife and passage to Etheria. Once there. Walk right and up. You will see a harp. If the strings were numbered 1-6 from left to right, you would click 1, 5, 6, and 4 to meet the fates (Thanks to Kevin Reckinger). Click them to talk to them. Now go right and up the mountain. At the top, click the little tree to climb it. Then click on the grape-like fruit to get the ambrosia. Now walk back down the mountain and right and right again. Click on the rainbow in the southwest and go to Dr.Cadaver's house. Knock on his door and talk to him until he lets you sleep in his...coffin! Click on the coffin to sleep there. Sweet Dreams! When you awake, go outside and play the fife to go back to Etheria. Now walk right and up and see the fates. Talk to them and they'll tell you that you need to talk to Ceres. Walk down and left when you come out from the fates. Now click on the rainbow in the southeast to go back into the garden. Click the ambrosia on the statue's cornucopia on the other side of the river. Now click the cornucopia to get a pomegranate. Now walk left and click the pomegranate on the tree to restore Ceres. Click her to talk to her and keep doing it until you find out how to unfreeze Mab. Now click the fife on Valance to go to Etheria and take the southwest rainbow again. Walk behind Malicia's house and go underneath (if you don't hear the dog barking). If you do hear him barking walk to the Were-woods and then back until he stops barking. In Malicia's house click on the place where Valance is when you hear Malicia coming. When the dog starts sniffing at you, click the ambrosia on him. When Malicia leaves, come out of the floor and click on her lamp to take one of the crystals from it. Now go back out the way you came. Use the fife to go to Etheria and take the top rainbow to the desert. From here walk up 2 screens and right. Enter the temple and click the crystal on the light beam. Now go outside and use the fife to go back to Etheria. Go see the fates again, and you'll get the Dream Catcher. Now go down, right, and up the mountain. At the top, click the dream catcher on the cave. When the nightmare comes out, click the dream catcher on it. Walk inside the cave and talk to the dream weaver. Then click the dream catcher on the dream weaver. He will give you a

carpet. Click the carpet on Valanice. When the nightmare comes at you, click the dream catcher on it. Now walk down. Walk inside the temple, and click the crystal on Mab. She'll give you a bridle and send you back to Etheria. Now climb the mountain once more and click the spot on the other side of the cave (Valanice should say "Hmm..."). Then click the bridle on the wind (horse) when he appears....and to the last chapter...

CHAPTER 6: READY... SET... BOOM!

To stop the fighting, examine the magic wand and click on the base of the wand. Then click the wand on the troll when he is thrown away from the other one. The next thing you'll have to do is click the shovel on Rosella when she's trapped in the volcano. After that you walk northwest and click the machine face's right eye (your left), left eye (your right), and nose in that order. (Also if you didn't get the flower before use the shovel on the rock to get it here) Next take the strange device and plug it into the outlet. Now wait, don't do anything until you see the strange device start flashing. When it does, click it to take it. Now click the flower on King Otar (the Troll) to wake him up. Finally, when Malicia zaps ...uh, the Troll impostor, click the strange device on her. The very last thing you can do is click the extra life (Thanks to Stephanie Carvin) on the "impostor"or if you're feeling cruel...don't and get a sadder ending.

The End!

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