

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

DOCUMENTATION DESIGN

Lori Lucia

SPECIAL THANKS TO

Tammy Dargan, Casey Jones, Robin Kleeman,

Al Lowe, Mie Salerno, Joni Williamson, Mom



TABLE OF CONTENTS

GAME INSTALLATION	3
PLAYING <u>KING'S QUEST VII</u>	3
THE INTERFACE	4
The Cursor	4
Inventory Objects	5
Controls Icon.....	6
Scroller Slide Control	6
The ">>" Button	6
GAME STRATEGY	6
TECHNICAL SUPPORT & CUSTOMER SERVICE	7
NO-RISK GUARANTEE.....	9
CREDITS.....	11

©1994, SIERRA ON-LINE, INC. BELLEVUE, WA 98007. ALL RIGHTS RESERVED.
PRINTED IN USA. DEVELOPED BY SIERRA ON-LINE, INC. KING'S QUEST AND
SIERRA ARE REGISTERED TRADEMARKS OF SIERRA ON-LINE, INC.



GAME INSTALLATION

WINDOWS™ INSTALLATION

1. Place the KING'S QUEST VII CD disk into your computer's CD drive.
2. Start Windows.
3. Click on [File].
4. Select [Run].
5. At the Command bar, type the letter of your CD drive, followed by ":\\SETUP.EXE" and click on OK or press [ENTER]. For example, if the letter of your CD drive is "D", type "D:\\SETUP.EXE" and click on OK or press [ENTER].
6. Follow the on-screen installation instructions.
7. Check the "README.TXT" file for the latest information.

Windows is a trademark of Microsoft Corporation.

PLAYING KING'S QUEST VII

THE FIRST SCREEN

I. Start New Game

Click on this button to start a new game. You will be prompted to name your game. You must give it a unique name that is not already being used. For example: if you already have a game named "SIERRA" you will not be able to start a new game and name it "SIERRA" also. You will have to name it something else.

2. 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.

3. Watch Intro

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

4. 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.

5. Quit

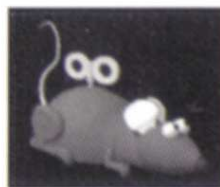
Click on this button to quit the game. When you quit your game your place will be "Book Marked." The next time you start you will be able to continue this game by clicking on the "Continue Old Game" button and then selecting the game with the name you gave it.

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!

TECHNICAL SUPPORT AND CUSTOMER SERVICE

U.S. CUSTOMER SERVICE

Direct any inquiries to the Customer Service department for issues pertaining to returned or defective merchandise, back orders, company policy, and general game information. Call (800) 743-7725 (800-Sierra-5).

U.S. TECHNICAL SUPPORT

Direct your inquiries to the Technical Support department if your question is about hardware and software compatibility specific to Sierra games (i.e., sound card configuration and memory management). Technical assistance is only a phone call away. Dial (206) 644-4343. For our 24-hour automated Tech Support, call (206) 746-8100. If you prefer, you may request assistance by facsimile; the US fax number is (206) 644-7697.

Hint Number:

1-900-370-5583

\$.75 per minute

If under 18, must have parent's permission

For On-Line Support and Hints:

Access Sierra's BBS through Compuserve by typing GO SIERRA. Access the Sierra Forum on America Online with the keyword: SIERRA

European Technical Support and Customer Service:

Customer Support UK
Sierra On-Line Limited
4 Brewery Court
The Old Brewery
Theale, Reading, Berkshire
RG7 5AJ United Kingdom

Customer Service/Technical Support France:

Coktel Vision
Parc Tertiaire de Meudon
Immeuble "Le Newton"
25 rue Jeanne Braconnier
92366 Meudon La Forêt Cedex
France

For Telephone or Fax Inquiries, Call:

UK

44-734-30-3171
44-734-30-3201 (fax)
44-734-304-004 (old game hints)
44-891-660-660 (new game hints)

FRANCE

33-1-46-01-4650
33-1-46-31-7172 (fax)
33-1-36-68-4650 (hint line)



THE SIERRA NO-RISK GUARANTEE

The Promise: We want you to be happy with every Sierra product you purchase from us. Period. If for any reason you're unhappy with the product, return it within 30 days for an exchange or a full refund...EVEN IF YOU BOUGHT IT RETAIL. (Hardware ordered direct must be returned within ten days.)

THE ONLY CATCH: You've got to tell us why you don't like the game. Otherwise, we'll never get better. Send it back to us and we promise we'll make things right. (If you bought it at a retail outlet, please send your original sales receipt.)

If you find that you need to send for a replacement compact disk, send the original disk to:

US

Sierra On-Line
Attn: Returns
P.O. Box 485
Coarsegold, CA 93614-0485

EUROPE

Sierra On-Line Limited
Attn: Returns
4 Brewery Court
The Old Brewery,
Theale, Reading, Berkshire
RG7 5AJ United Kingdom

Be sure to include a note stating your computer type. We will gladly replace your program free of charge during the first 90 days of ownership. (Please enclose a copy of your dated sales receipt with your request.) After 90 days there is a \$10.00 (£6.00) charge for a replacement compact disk.

WRITE IN TO SIERRA SERVICES

To enjoy prompt and efficient service, direct your requests to the appropriate department:

Customer Service:

In the US:

Sierra On-Line

Customer Support

PO Box 3404

Salinas, CA 93912

(800) 743-7725 (800-Sierra-5)

(408) 644-2018 (fax)

Direct Telesales:

Sierra On-Line

Direct Sales

PO Box 3404

Salinas, CA 93912

(800) 757-7707

24 hours a day, every day

(408) 644-2018 (fax)

Technical Service:

Technical Support

Sierra On-Line

PO Box 85006

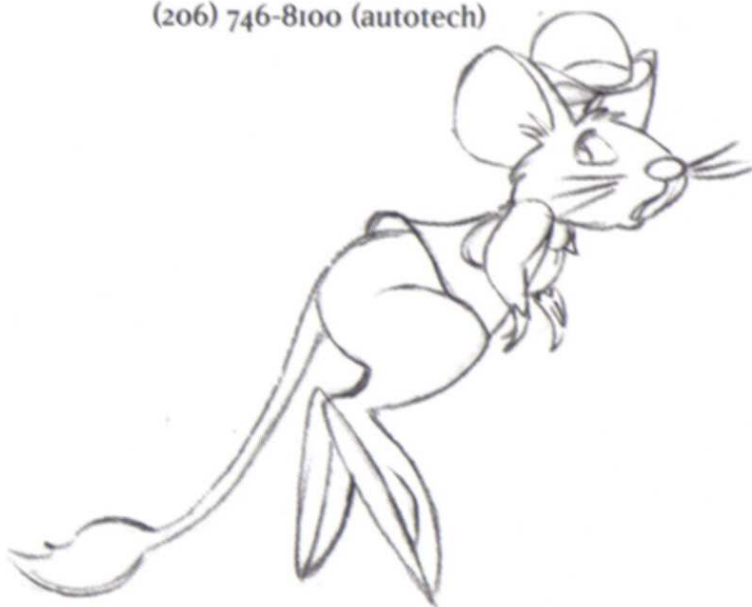
Bellevue, WA 98015-8506

Monday-Friday 8:15 AM-4:45 PM PST

(206) 644-4343

(206) 644-7697 (fax)

(206) 746-8100 (autotech)



KING'S QUEST CREDITS



DESIGNED BY

Lorelei Shannon
Roberta Williams

WRITTEN BY

Lorelei Shannon

DIRECTORS

Andy Hoyos
Lorelei Shannon
Roberta Williams

PRODUCER

Mark Seibert

ART DIRECTOR

Andy Hoyos

DIRECTOR OF ANIMATION

Marc Hudgins

LEAD PROGRAMMERS

Oliver Brelsford
Tom DeSalvo

MUSICIANS

Neal Grandstaf
Dan Kehler
Mark Seibert
Jay Usher

VOICE DIRECTOR

Lorelei Shannon

QUALITY ASSURANCE LEAD

Dan Woolard

IN-HOUSE ANIMATION - CHAPTER 6

Steven Gregory
Sherry Wheeler
Jason Zayas

IN-HOUSE COMPUTER INK & PAINT

Darvin Atkeson
Maria Fruehe
Desi Hartman
Frankie Powell
Donovan Skirvin
Donald Waller
Phy Williams
Deanna Yhalkee
Karin Nestor
Chris Willis

BACKGROUND LAYOUT

Darlou Gams, Terry Robinson

BACKGROUND ILLUSTRATION

Darlou Gams, Darrin Fuller,
Dennis Durrell, Terry Robinson

BACKGROUND STYLING

Dennis Durrell

BACKGROUND COLOR KEYS

Darlou Gams, Terry Robinson

CHARACTER DESIGNS

Marc Hudgins

SUMMER INTERNS

Nicole Berg, Steven Gregory, Karena Kliefoth,
Neil Krivoski, Tracy Wagner

3D INVENTORY OBJECTS

Jon Bock, Richard Powell, Donald Waller

SGI ANIMATION & EFFECTS

Kim White

PROGRAMMERS

Dave Artis, Vana Baker, Carlos Escobar,
Robert Lindsley, Randy MacNeill,
Sean Mooney, Doug Oldfield, Kevin Ray,
Henry Yu, Michael Litton, Arijit De, Jerry Shaw

SYSTEM PROGRAMMERS

Ed Critchlow, Dan Foy, J. Mark Hood,
Ken Koch, Terry McHenry, Larry Scott,
Chris Smith, Greg Tomko-Pavia

ADDITIONAL QA

Robin Bradley, Jon Meek
Leonard Salas, Judy Crites, Mike Brosius,
Joe Carper

MUSIC FOR MOVIE SEQUENCES SCORED BY

Mark Seibert, Jay Usher

CONFIGURATION GROUP

Roger Clendenning, Dave Clingman,
John Cunney, Bill Davis Jr., Lynne Dayton,
Mike Pickhinke, John Ratcliffe,
Sharon Simmons, John Trauger, Doug Wheeler
Mike Jones, Ken Eaton

SOUND EFFECTS AND AUDIO WORK

Neal Grandstaff, Rick Spurgeon,
Kelli Spurgeon, Jay Usher

VOICE AUDITIONS

Taylor Korobow
Casting Works

VOICES RECORDED AT

Fantasy Studios

STUDIO ENGINEER

Eric Thompson

DREAMS SOFTWARE OPERATOR

Dan Kehler

ANIMATION MAGIC INC. CHAPTER 1 AND GLOBAL ANIMATION

ANIMATION

Kostya Biryukov, Anton Chizhov,
Tanya Demidova, Ksana Giotova,
Katya Gorelova, Katya Kruglova,
Ilya Maximov, Marina Mikheeva,
Sasha Naoumova, Andrey Pugachev,
Oksana Romanova, Lena Rummyantseva,
Lena Savik, Katya Vassilyeva, Alice Vizirova,
Natasha Yakovleva, Masha Yakushina,
Ira Zheleznova

DIGITAL INK & PAINT

Marina Aksenova, Oksana Bilan,
Tanya Fedotova, Denis Goroshkov,
Kristina Kim, Alexey Konkin,
Vera Korolova, Tanya Krasavina,
Alina Kudryashova, Sasha Myala,
Sasha Sakov, Olga Sumenko,
Tanya Tavrueva, Ira Yershova

TECHNICAL ASSISTANTS

Tom Faiano, Denis Ivanov,
Tanya Shalygina, Tanya Sirnova

BACKGROUND PAINTINGS

Volodya Karnaoukhov, Kostya Kossarev,
Nadya Obedkova, Ira Shostik

PRODUCTION MANAGEMENT

Igor Razboff, Boris Bigouleav,
Lena Beloborodova, Dale DeSharone,
Sasha Makarov, Lyuba Nedezrezova,
Alesy Yeseyev

LA WEST FILM PRODUCTION CHAPTERS 4 AND 6

DIRECTOR OF ANIMATION

Ivan Tomicic

ANIMATORS

Stjepan Bartolic, Zvonimir Cuk,
Darko Krec, Neven Petricic, Esad Ribic,
Goran Sudzuka

INBETWEENING & CLEANING

Marina Hruskar, Damir Jurisic,
Maja Surjak, Vlasta Zubcevic

ANIMATION CHECKING

Esad Ribic

SCANNING

Nenad Baljak, Rikard Blazicko,
Bojan Hrabar, Jadran Zdunic

DIGITAL INK & PAINT

Jadranka Brecak, Andreas Cogelja,
Sandra Grgec, Marija Ivsic, Denis Lepur,
Sinisa Matijasic, Lovorka Ostovic,
Rober Seruga, Suncica Spriovan,
Timomir Vljajic, Tatjana Trgovec, Zelko Vljajic

DUNGEON INK AND PAINT CHAPTERS 2, 3 AND 5

ANIMATORS

Frank Barnhill, John Beam, Kellie Dover,
Chad Frye, Preston Jones, Mike Knobl,
Bill Morris, David E. Rogers, Stan White

INBETWEENERS/CLEANUP ARTISTS

Tracy J. Blackwell, Kevin E. Davis,
Jason Gammon, Jeffrey D. Hayes

DUNGEON INK & PAINT - DIGITAL INK & PAINT UNIT

Lisa Ellis, David Ellis, Mary Fulton,
Tony Lavender, Lori Pinera,
Angelique Ruff, Traci Scruggs, Paula Stacy

PRODUCTION ASSISTANTS

Michael L. Honeycutt, Jr., Beth A. Hopping,
Shane White, Kristi Wood

THANKS

Beth Hopping

ANIMATION

CHAPTERS 5 - OPENING & CLOSING MOVIES

DIRECTOR OF ANIMATION

David Hicock

PRODUCTION SUPERVISOR

Larry Royer

CREATIVE SUPERVISION

David Hicock, Larry Royer, Bob Switalski

KEY ANIMATION

David Gilbert, David Hicock, Larry Royer,
Apyrl Knobbe Young

ASSISTANT ANIMATION

David Bleich, Jim Burns, Donna Campbell,
Mike Carter, Mike Feather, Marcus Gregory,
Leslie Jaye, Joseph Larkin, Aaron McDowell,
Alan Nash, Jennifer Robin, Johnny Robinson

ADDITIONAL ANIMATION

Dennis Kennedy

TECHNICAL CONSULTANTS

Steve Bogdonovich, Dick Moody

DIGITAL INK AND PAINT

Steve Bogdonovich, Ron Cleveland,
Chip G. Hartford, Jonathan C. Parker,
Robert Leonard, Aaron Moody,
Dick Moody, Michele Moody

PAINT COORDINATOR

Dick Moody

VOICE TALENT

OUR HEROINES, HEROES AND VILLAINS

Rosella: Maureen McVerry

Valanice: Carol Bach y Rita

Malicia: Ruth Kobart

Edgar/False Troll King: Jesse Moises

**King Otar Fenris III,
Lord of the Trolls:** Denny Delk

Cuddles: Roger Jackson

IN THE DESERT

The Kangaroo Rat: Roger Jackson

The Desert Spirit: Fred Barson

The Jackalope: Jeffry O'Brien

IN THE VULCANIX UNDERGROUND

Mathilde: Esther Hirsch

The Rude Forging Troll: Jeffry O'Brien

The Jeweler Troll: Joe Paulino

The Troll Cook: Jim Cranna

Brutus the Bridge Troll: Don Robins

The Crystal Dragon: Ruth Kobart

Male Mud Bath Troll 1: Greg Walsh

Male Mud Bath Troll 2: Marcus Lewis

Female Mud Bath Troll 1: Maureen McVerry

Female Mud Bath Troll 2: Esther Hirsch

The Dragon Toad: Greg Walsh

Spike: Carol Bach y Rita

Spike's Mother: Jeffry O'Brien

IN THE WOODS

Attis/Attis the Stag: Toby Gleason

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