

"Bigger and bolder than ever."
-Compute Magazine

A First Look

"The magic is back."
-PC Magazine

KING'S QUEST VII



Rosella's Mom
Valanice



Millions of people have already worn the King's Quest Adventurer's cap at least once before. If you're one of them, you're probably wondering how "King's Quest VII" compares to the six previous episodes. You'll be happy to hear that all the traditional components are present and accounted for. You'll find a compelling story, intriguing puzzles, and responsive game play, as once again everyone's favorite royal family of Daventry is tested and found to be true.

Valanice's Daughter
Rosella



THE CHALLENGE

According to Designer Roberta Williams, the *King's Quest VII* adventure game will be one that players will not want to tackle alone. They should bring their whole family along. The challenges and puzzles of the game are designed in such a way that kids may have an easier time understanding some quests because of their references to children's stories, while others are more complex and will probably require the input of mom or dad.

Even the plot of *King's Quest VII*, (it deals with a runaway daughter, an over-protective mom, and a disagreement within the family),

is designed in such a way that both parents and offspring will see events from their own perspectives. Single players may be advised to call their moms whenever they get stuck on a game puzzle.

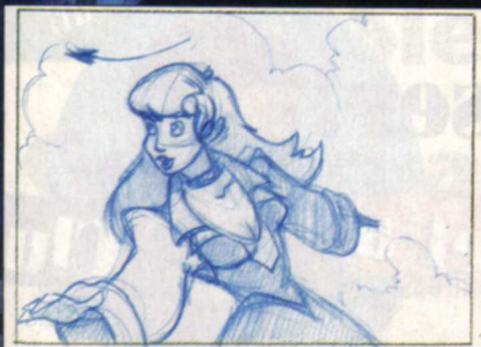


The Royal Mom.

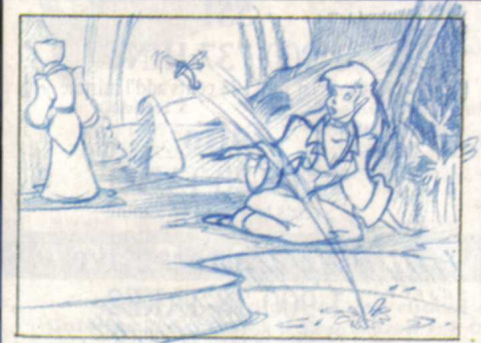


The Petulant Princess.

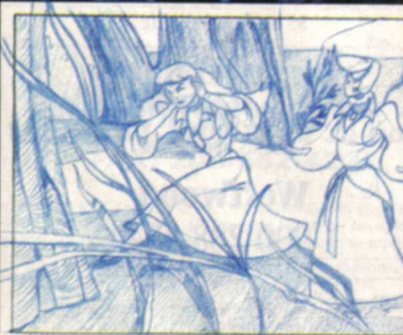
"It's easy to see why this series is the best-selling game series of all time."
-Compute Game Review



CUT TO CU
 ROSELLA STARTS TO FACE CAMERA
 "DELIGHTED!"



CUT TO MS - RST.
 DRAGONETTE FLIES OUT OF THE
 WATER, STARTLING ROSELLA. VAL DOES NOT
 SEE IT.



ROSELLA COVERS HER EARS AND
 RUNS OUT OF FRAME
 "OH HONOR!"

THE SOUNDTRACK

King's Quest VII utilizes the talents of professional voice actresses and actors, adding personality and depth to the characters. An elaborate opening animation sequence features a fully orchestrated song warbled by the princess herself, Rosella.

The motion picture styled score resounds with over 120 musical themes, each representing a different character or land.

The composer, Jay Usher, says "The score is an original composition utilizing a full complement of strings, brass, woodwinds, and percussion as well as the traditional flutes and guitars from previous *King's Quest* games. Along with creating a mood or emotional context to carry the player dramatically from scene to scene, I feel that it's equally important to include memorable melodies and themes."



THE CAST AND STORY

The Princess Bride continues the adventures of Rosella, the daughter of King Graham, whose exploits were last featured in *King's Quest IV*. Several other favorite characters play major supporting roles. You may recognize such familiar faces as Queen Valanice and Edgar the ???.

In *King's Quest VII*, the player will travel to six lands, including Nonsense Land, the Rubber Jungle, Cloud Land, and Ooga Booga Land (home of the dreaded Boogeyman). You will meet (and in some cases, defeat) such strange and wondrous creatures as the Headless Horseman, the evil witch Malicia, the Three Fates, the Lady of Dreams, and the Troll King.



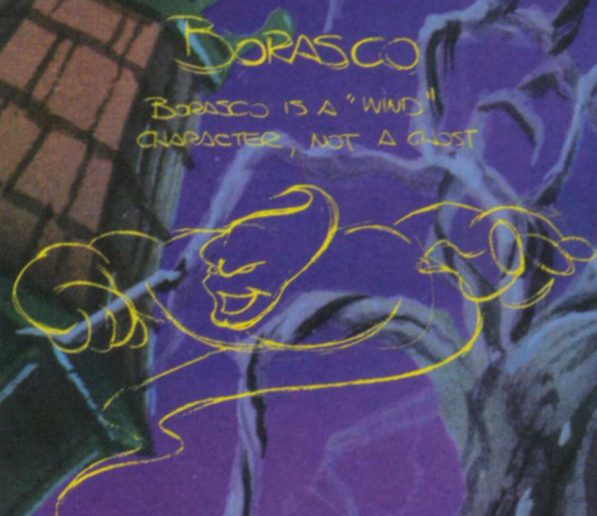
ART + ANIMATION = AWESOME!

The *King's Quest VII* artists made full use of SVGA capabilities (creating stunning visuals that will absolutely take your breath away). They used a palette of rich, high-key (saturated) colors to paint the vibrant backgrounds and characters that seem to leap right off your screen.

And that was just the beginning. *King's Quest VII* was made using true film quality animation techniques. The characters now move their entire bodies (not just one part at a time), creating a more realistic effect. Comparing the animation from previous episodes with "*King's Quest VII*" is like comparing a Saturday morning cartoon to a full-length animated movie.

High-quality animation requires a mind-boggling number of people-hours devoted to generating a mountain of cels (individual paintings shown in rapid succession to create the appearance of motion). To assist the in-house artists and animators with this immense task, Sierra On-Line contracted four professional animation houses, including facilities from as far away as Russia and Bosnia.

Jackalope



BORASCO
BORASCO IS A "WIND"
CHARACTER, NOT A GHOST



THE CREATORS

Roberta Williams and her co-designer Lorelei Shannon have dreamed up a kaleidoscope of visually stunning fantasy lands in *King's Quest VII: The Princeless Bride*. Delightful characters guaranteed to dazzle and amuse the entire family are found throughout the game.

Lorelei says that, "I think *King's Quest VII* is so special because of its quirky, lively characters. We had an incredible amount of fun creating them, and Mark Huggins' animation brought them fully to life. Roberta and I were actually sad when the plotting process for the game was over. We were on a roll, and I think we could have dreamed things up for another year or two."

IN SUMMATION

Beloved characters, exciting new adventures, dazzling colors, vibrant animation, and stirring music, is *King's Quest VII: The Princeless Bride*. Who could ask for anything more (in the way of classic computer entertainment designed for the enjoyment of the entire family)? "*King's Quest VII: The Princeless Bride*" will be on the shelves this Holiday season.