

KING'S QUEST IV: THE PERILS OF ROSELLA

Dust off your knowledge of mythology and fairy tales — you'll need it to help a princess in *The Perils of Rosella*, the most recent installment in Sierra's *King's Quest* series.

Great adventurer King Graham lies near death, and his daughter Rosella resolves to save him. The powerful fairy Genesta would help, but Genesta's magic talisman (and life blood) has been stolen by Lolotte, an evil fairy. Rosella, disguised as a peasant, is left alone in faraway Tamir.

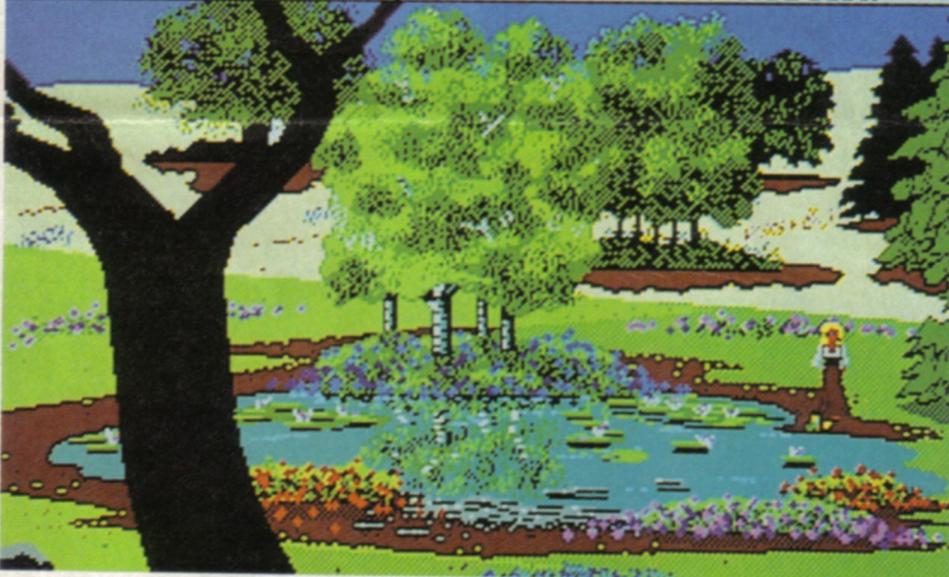
Rosella actually includes five separate quests. The princess must find three items for Lolotte: a unicorn, the hen that lays golden eggs, and Pandora's box. Then Rosella has to steal the talisman within the 24 hours before Genesta dies. And unless she can find the magic fruit that grows somewhere in Tamir, King Graham will also perish.

But a princess such as Rosella can use her wits to outsmart evil fairies. When threatened by angry dogs, she throws bones. And when faced with frogs, she knows how to pucker up.

Rosella is a charming blend of old myths, legends, and *The Wizard of Oz*. The lovely graphics and musical score (by award-winning composer William Goldstein) guarantee many happy hours for game players.

Sierra On-Line

Score: 2 of 230 KQIV The Perils of Rosella

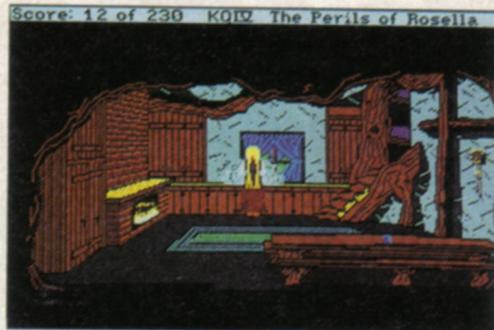


EGA screens shown

Once you've found the golden ball, it's a small matter to meet the frog over by the pond. He's not exactly the prince of your dreams, but he does give you something — and it's not warts.

HINT

It's an old saw to adventure game players, but you need to save your game progress often. There are many, many random deaths ahead for the poor girl, and you don't want falls, ogres, dogs, mummies, sharks, trees, or drownings to undo all her hard work. Saving games also prevents a lot of backtracking if you get into a scenario without the necessary items to complete it. You only get one chance in some scenes.



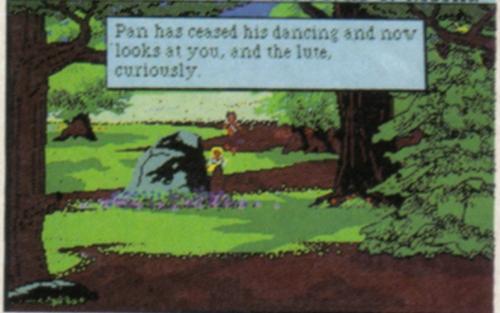
Like any well-bred girl, Rosella's task while visiting the seven dwarfs is to tidy their little house. Her only payment should be a hearty bowl of soup, so return any item of value to the dwarfs in their mine.

Score: 17 of 230 KQIV The Perils of Rosella



Lolotte's goons will give you a quick trip to the fairy's dark castle. Then Lolotte makes her first request, a unicorn. You'll also meet Lolotte's son, Edgar, whose complexion is the envy of toads everywhere.

Score: 33 of 230 KQIV The Perils of Rosella



Pan has ceased his dancing and now looks at you, and the lute, curiously.

There is an exchange of gifts to be made early in the game. The minstrel should find another career, and Pan seems less than enchanted with his flute. Find a gift to make the minstrel happy, then give his lute to Pan.

HINT

There's another round of gift-giving involving the fisherman and his wife. You need something from which he makes his livelihood, but you must make sure he can retire in comfort. Your inventory should contain some pretty valuable things, along with some grubby ones. Anything you *can* pick up you should, no matter if it crawls in the dirt or shines from the walls of mines.

Score: 31 of 230 KQIV The Perils of Rosella



You may have to visit the pool more than once before Cupid shows up. Once he begins bathing, you should come out of hiding. He'll be so flustered he'll leave behind his bow and love-tipped arrows.

Score: 36 of 230 KQIV The Perils of Rosella



Genesta's fairy abode is on an island west of Tamir. There's no need to disturb the dying fairy, but this lovely peacock will give you a gift you'll need before too long.

Score: 43 of 230 KQIV The Perils of Rosella



The whale only appears once in the game, but you'll need to find him — or let him find you. It's a little tricky climbing his slippery tongue. Try walking diagonally right to left, then use your feather to tickle his tonsils.

Score: 54 of 230 KQIV The Perils of Rosella



For a deserted island, there is a lot of activity here. A feathered friend will leave you a whistle if you treat him well, and blowing the whistle will provide you with transportation back to Tamir. But explore first!

HINT

You don't think the waterfall's just there for show, do you? Though you lack the strength to swim behind it in *human* form, you've got something in your inventory that will help you transform. Behind the waterfall is a long cavern. Your lantern doesn't throw much light, but persevere. There's a light at the end of the tunnel.

Score: 63 of 230 KQIV The Perils of Rosella



Once you've befriended the unicorn, ride him using the golden bridle (sidesaddle, of course). When you deliver the unicorn to Lolotte, she'll give you a second task, finding the hen that lays golden eggs.

Score: 77 of 230 KQIV The Perils of Rosella



As everyone knows, a giant stole the hen. Tamir doesn't have a giant, exactly, so try the ogre's house. Approach the house from the side, and enter after the ogre's wife. Be sure to check upstairs for a valuable tool.

Score: 99 of 230 KQIV The Perils of Rosella



That's not a stick near the magic fruit—it's a deadly snake. Hypnotize it with your flute. But move quickly after you've stopped playing. The spell won't last long. Then leave the swamp.

Score: 120 of 230 KQIV The Perils of Rosella



Lolotte promises you a reward if you bring her Pandora's box, but don't hold your breath waiting for treasure. Edgar's looking at you with soulful eyes. But even though he seems like a nice guy, he's more of a curse than a reward.

HINT

The scenario after dark in the haunted house really disrupts the continuity and basic logic of *Rosella*. It's bad enough that few people would think of grave robbing to appease ghosts, but Rosella also lacks a shovel with which to dig. You don't have to worry that you've missed getting the shovel somewhere else — it's in the mansion, in a secret room. To find the hidden chamber, search each room thoroughly. You'll see the latch to the room only after a series of carefully worded examinations.

Score: 123 of 230 KQIV The Perils of Rosella



Like the Graiae in Homer's *Odyssey*, the witches who live here share a single eye that they pass between them. You need to grab the eye without ending up in hot water — the stewpot. Return later for a bribe.

Score: 123 of 230 KQIV The Perils of Rosella



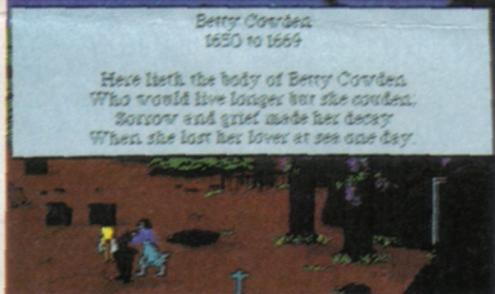
Remember these trees from *The Wizard of Oz*? They'll tear you limb from limb and keep you from the witches' lair unless you can threaten them with something they fear. You don't have any fire. How about an axe?

Score: 144 of 230 KQIV The Perils of Rosella



Return to the mansion after dark, and you'll find it inhabited by ghosts. Go out to the graveyard, find the tombstone that matches the ghosts, and dig up an item to give them.

Score: 144 of 230 KQIV The Perils of Rosella

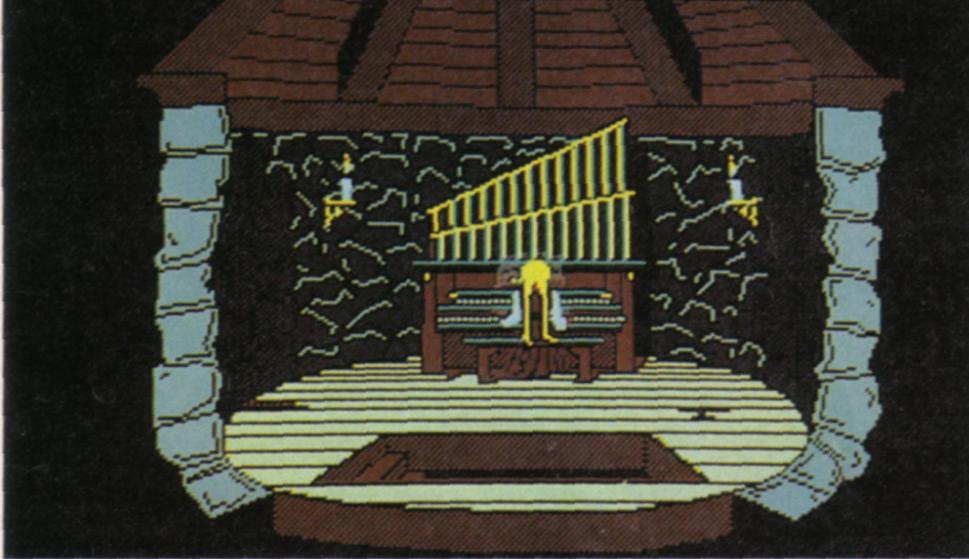


The correct tombstones aren't difficult to find, but don't try to dig up more than one gift at once. The grave will be empty, and your shovel might break. And you don't need to worry about the zombies if you have your scarab.

HINT

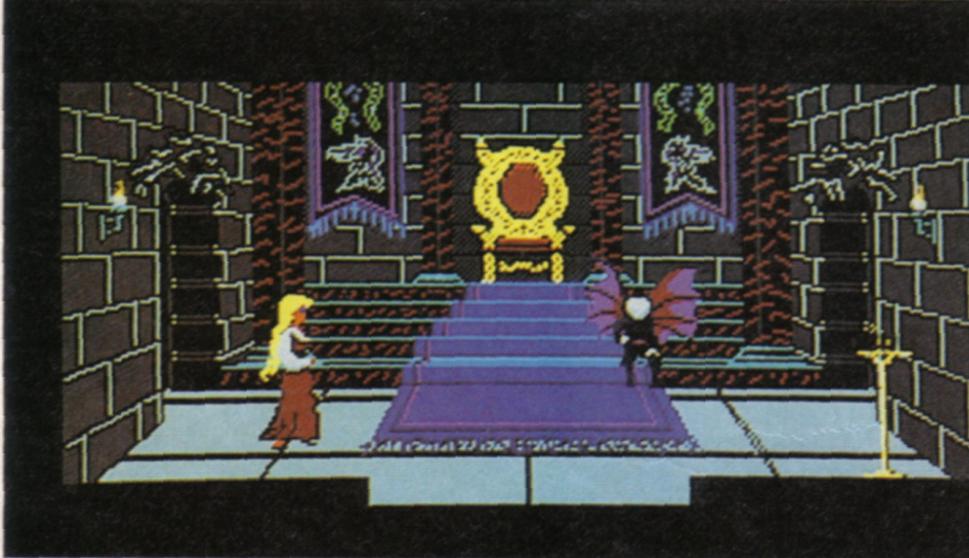
OK, Lolotte's dead, and you only have few minutes to get to Genesta. But since you won't be coming back to the castle, you must get the magic fruit and the items you found for Lolotte (*all of them*) before you leave. Search the castle freely. The henchmen are glad Lolotte's dead, and Edgar's not shedding tears either.

Score: 161 of 230 KQIV The Perils of Rosella



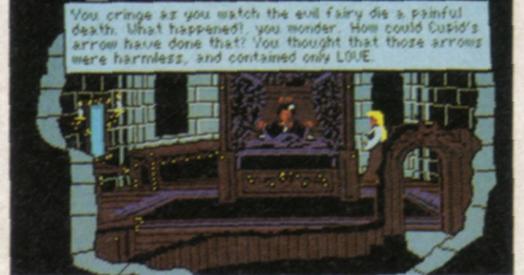
The last ghost will lead you into an attic. Search the trunks for sheet music. Then go up the stairs of the secret room to play it on the organ. The music will dislodge the key to the crypt. Pandora's box is inside the crypt.

Score: 187 of 230 KQIV The Perils of Rosella



Don't despair when you're locked in the castle. Lolotte's son has a good heart (if an ugly face). Escape when he gives you the key, and go to the second tower. The henchmen sleep soundly, but don't step on this rug.

Score: 189 of 230 KQIV The Perils of Rosella



Sneak into Lolotte's bedroom in the early hours of the morning. Cupid's love-tipped arrows have an unfortunate effect on the evil fairy, but there's no other way to grab the talisman she is wearing around her neck.

Score: 214 of 230 KQIV The Perils of Rosella



With time running out, you need to beat a hasty retreat to Genesta's bedside. Her strength will return quickly, and she'll be able to transport you back to your father's bedside.

Hardware requirements: IBM, Tandy, and compatibles; 512K minimum memory; VGA, EGA, MCGA, or CGA graphics; mouse or joystick optional; supports AdLib, Roland MT-32, and IBM music cards.