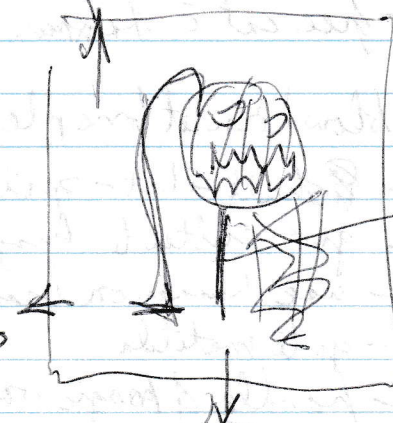
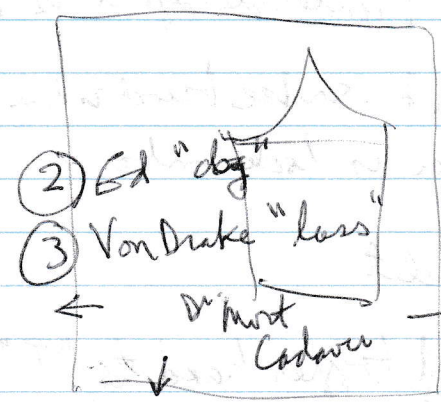
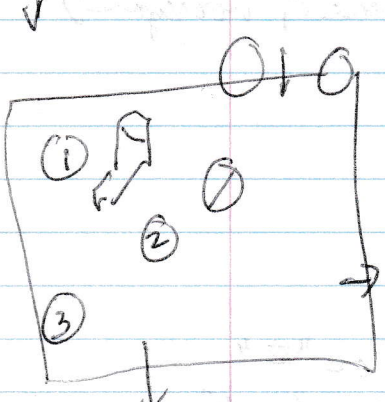
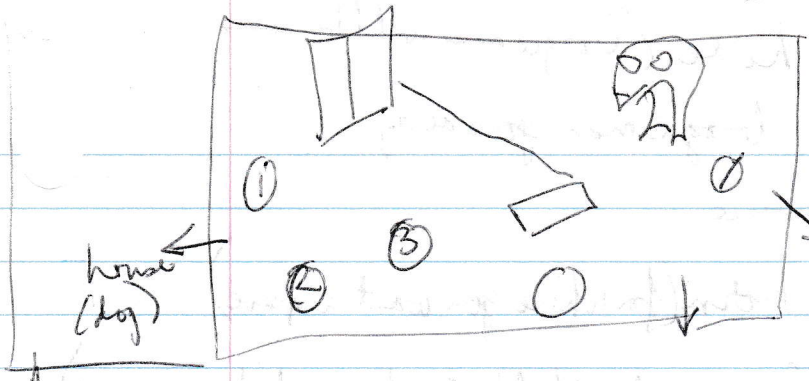


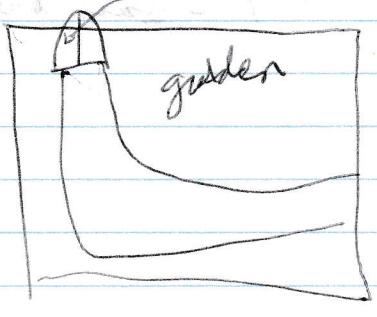
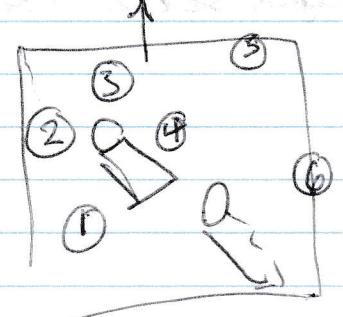
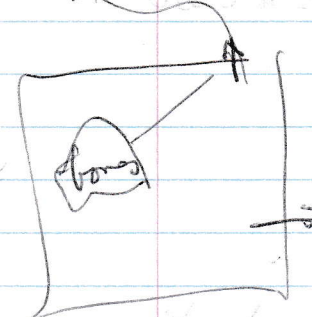
KINGS QUEST VII

- gravedigger needs rat
- ① "monsters" - doctor needs spine
- ② "cat" - town needs Count
- ③ "tord" - spine → pet



- spine +
- put in bag

use rope!
(not web)
- then mouth to
petal?



- ① "hare" / "bear"
- ② "goat" / "dog"
- ③ blossom / possum
- ④ blew up
- ⑤ elephant

skeleton
bat
spines

"When snake ^{branch} up - hide (boogymen will be inside)
down - boogie man gone away

give pet to boys" ⇒ mouse
mouse to graveyard ⇒ horn (for where you want a grave)

- free cat & hammer (under deadfell is home of boogymen)
- blow horn at bone pile when snake branch is done
- skull - bat - spider is lock combo
- give cutter to king
- use hammer on bracelet
- go to matilda
- handle of magic word toggles head to "T" or "P"
"T" - word will transform scrub back to troll

- ride wings of a heaver
- weaver of dreams
top of mt
king of limbs

L 2
← L R ⇒
M
d3

~~2564~~ 64
1564
harp

