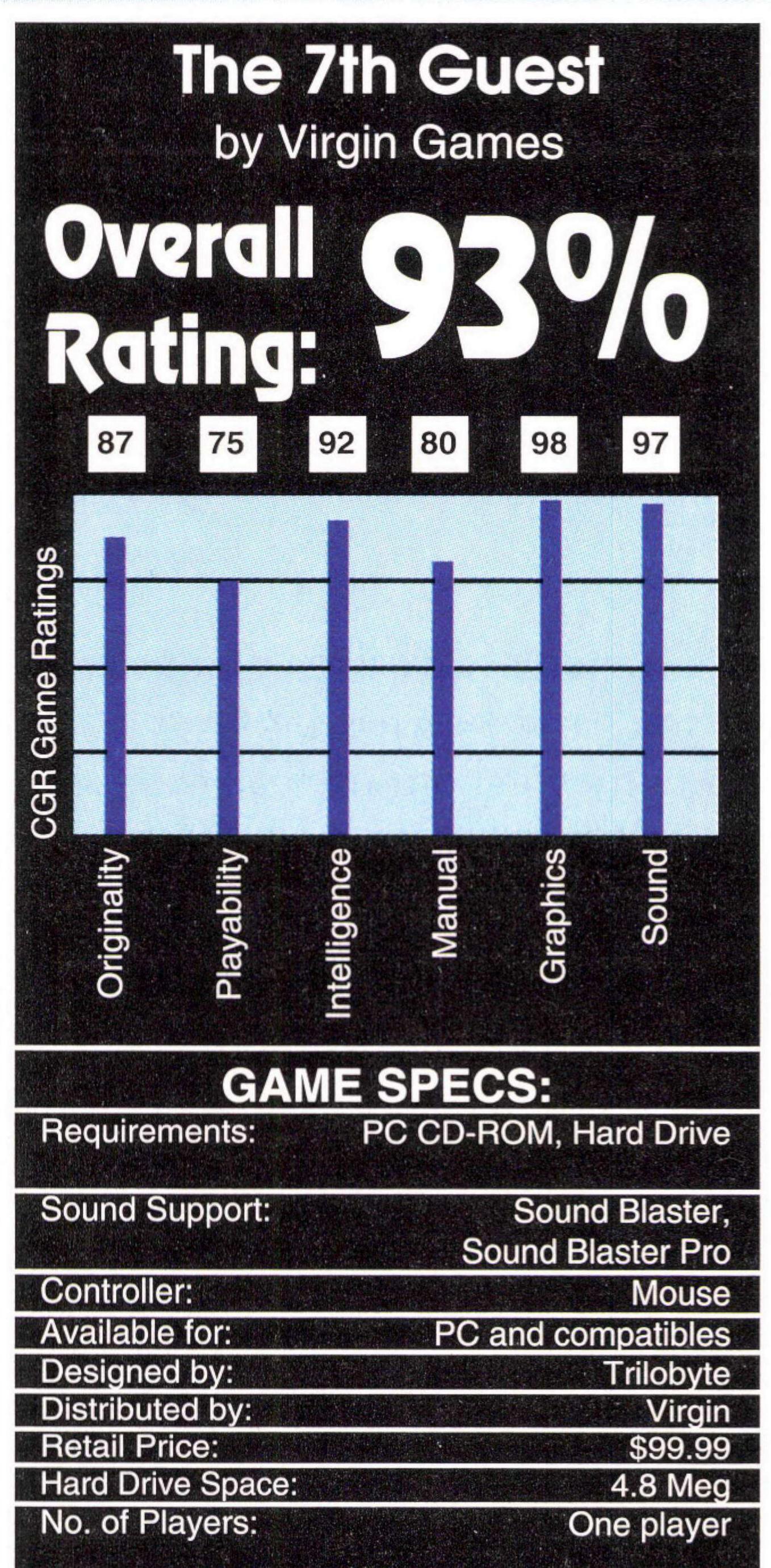
## C CEREVIEWS





What is the secret behind the eerie house on the hill? Do the shades of the dead truly roam its



Do you dare enter the haunted house on the hill to discover its horrible secret?

halls? Or are the rumors simply the products of overactive imaginations? What happened to old man Stauf and the group of people that were invited to his house that dark night? These questions are for you to investigate.

Once there was a man named Henry Stauf. He had nothing to call



A haunting dream changed the life of the homeless and wicked Henry Stauf.

his own; no home, no money and no hope. He lived his life from day to day stealing to survive, not caring about those he harmed. Then, one day he was visited by a vision of a marvelous doll. Keeping the image fresh in his mind, he carved the doll. This was just the beginning; more dreams followed and soon his toys became known and desired throughout the area.



His new-found toy-making abilities soon made him rich and famous.

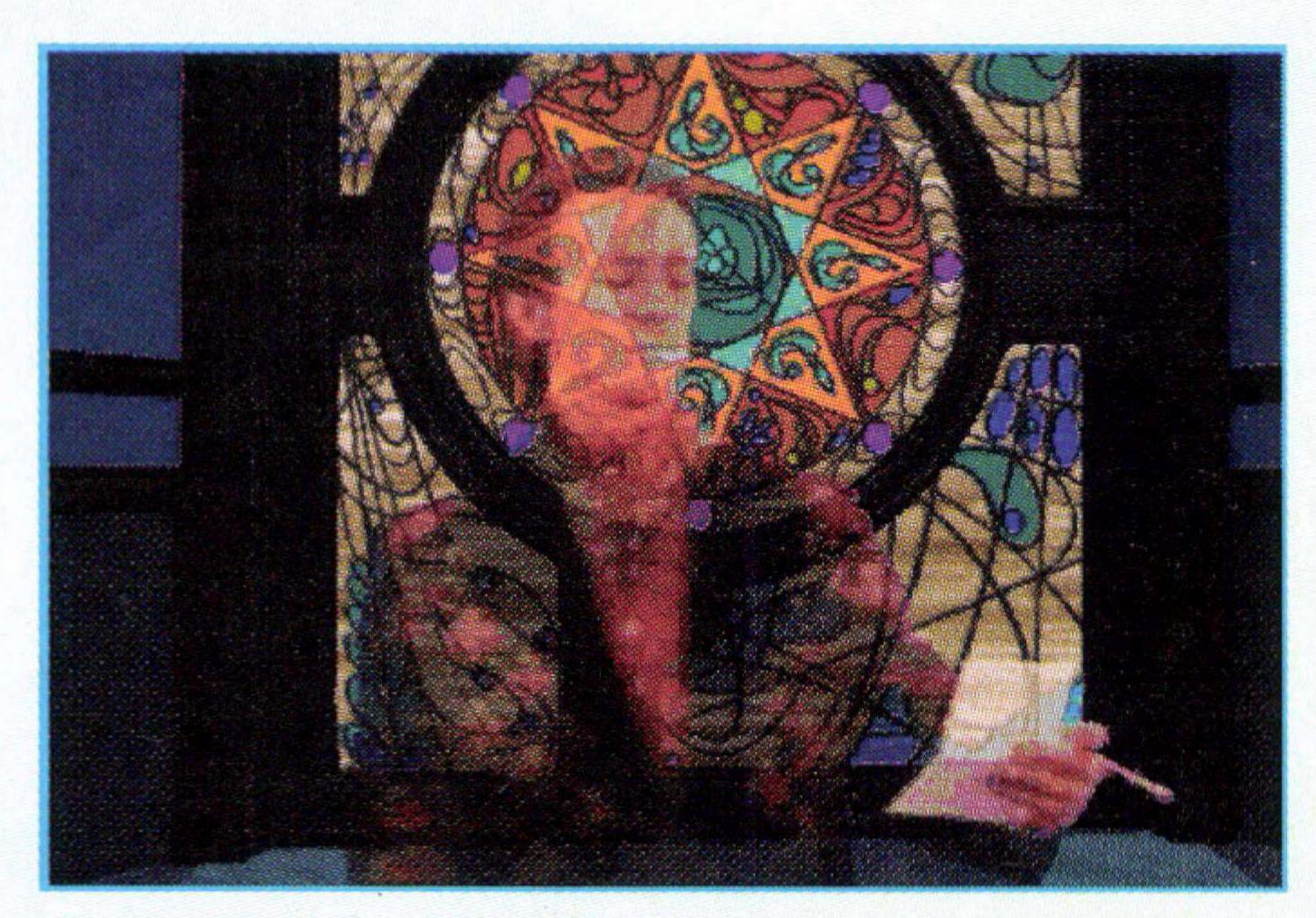
He who was once penniless was now wealthy beyond his wildest dreams. With his money, he built a huge house on a desolate hilltop—an ominous looking house, one that frightened people. His success was not without price, however. Those privileged children who had been fortunate enough to own one of his toys were stricken with a unknown disease and began to die. Henry



However, before long, a mysterious plague began to kill the children.

Stauf no longer cared. Through a deal with some dark force, he had made his fortune and was content to remain in his house forever.

Then, one day, six guests arrived with invitations to visit his home. Each had a secret dark desire and they came with the promise that Stauf could fulfill these dreams for them. Some came searching for power, others wanted money or success, the rest desired something...



A cast of six characters have come to seek out their darkest desires.

else. There was a catch. In order to get their fondest wishes brought to life, they had to perform a task for their host. Clues of what they were to do were placed around the house. Whoever solved the mystery would be rewarded, but when morning came, only one would leave.

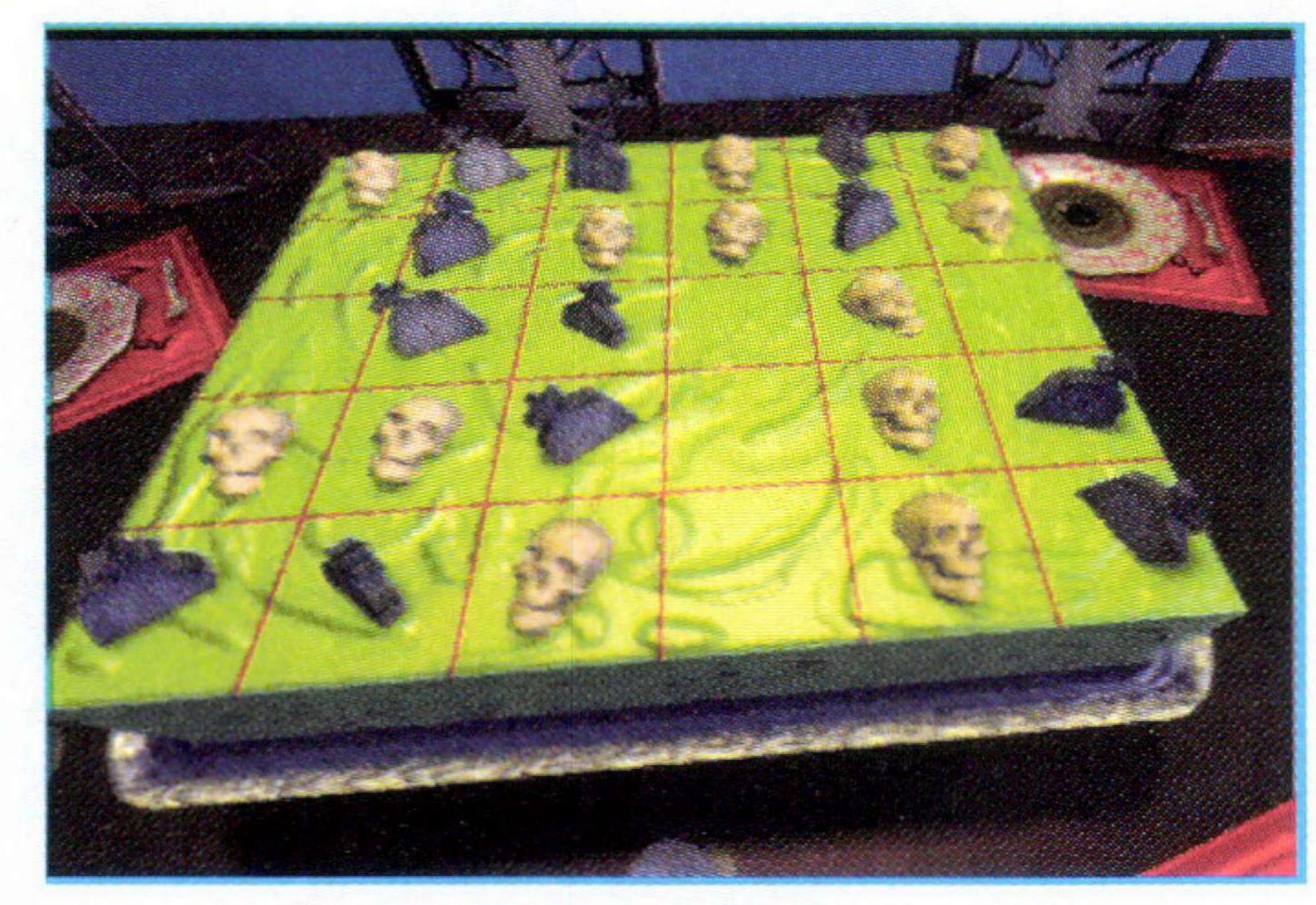
You are the seventh guest, and you must succeed where the others



Beautiful imagery and detailed graphics bring the many rooms to life-or unlife.

failed. To fail may cost you more than your life; it may cost you your very soul. For you see, the Stauf mansion is indeed haunted by the dead. Appalling apparitions and frightening phantasms wander the rooms and halls searching for their chance to obtain their eternal rest.

Wander through all twenty-two chambers of Stauf's domain and view his guests replaying the actions that they had performed in life. If you



Every room contains a puzzle to solve. Each one brings you closer to your goal.

can solve the complex and ghostly puzzles, you may be able to set them free and defeat the evil of the house and the demonic toys. Some rooms will not be open to you until certain puzzles are completed. Unscramble the words on the cans in the kitchen cabinet. Try to pass the test of the coffins in the crypt. Or, attempt to divide the cake in the dining room into equal portions.



Seek out puzzles and clues in twenty-two different rooms of the mansion.

These and many other tests will challenge your wit and wisdom. Thus, you will be able to advance, collecting clues as you go that will eventually allow you to unravel the hidden truths that have been obscured from prying eyes within the shadowed halls. Unless you wish to join the six before you, endlessly wandering the halls, you must accomplish that which they could not: beat Stauf at his own game.



The ghostly images of the Stauf household invite you to join their eternal vigil.

CD-ROMers, look out! With games like this, the CD drive may have a chance to survive after all. The 7th Guest has the distinction of not only presenting a veritable visual feast of tantalizing images for the consumer, but also possessing a playable game. I find myself amazed again and again by the wonderful graphics and sound effects. I would say that the actors breath "life" into the game with the excellent storyline, if they were not portraying the dead. There are a variety of challenging (and occasionally frustrating) puzzles for you to attempt, each done with the same feel as the rest of the game in mind. The whole horror theme to

the game is shown superbly without becoming overstated or excessively gory. Despite all of the good things about the game, I did find one thing that I did not like. With all of the beautiful detail shown of the house and its contents, I feel a little cheated that you are able to interact with so little of it. I realize that making everything active would have taken a lot more effort to accomplish, but it would have been nice. The actual game is kind of limited, with only a one puzzle in each of the 22 rooms. With all of the animations and extras thrown into the game, though, I had a hard time feeling cheated by the limited gameplay. -Alex

The 7th Guest has probably been the most awaited game of the year. I have seen it at two CES shows, and I couldn't wait to see the finished product. This is the first CD-based game that actually takes full advantage of the CD. This game will set the standards for every other CD game to come! Yes, it is a bold statement to make, but I am sure of it! The animation is perfect, and real actors and actresses are used throughout the game. The story behind the game is simple-stay one night in the house and solve the mystery! The game is all puzzles, some of which are rather easy, but others can be very hard to figure out.

There is only one thing that could have been added to make this game better. Allowing you to solve the puzzles in any order would be nice, but this doesn't detract form the game. When you listen to the soundtrack, it is like listening to a movie. In fact, playing the game is exactly like watching a movie. This is no small game by any means; it uses two CDs, and that is equivalent to about 1200 Megs of disk space. That would be approximately 3000 3 1/2" HD diskettes! I cannot say enough for this game. If you have a CD ROM, buy it. If you don't, go to a friend who has one, and you will soon be playing a great game! -Rick

Everyone has sort of expected The 7th Guest to more or less rewrite what computer software, especially CD-based software, is and will be. It does a pretty good job of fostering that opinion. The game is possibly the most visually intricate and beautiful I've ever seen. The images of the rooms, complete with reflections in the mirrors and exquisite shading are of almost photographic quality. Moving through the house is slow, due to the speed of the CD access and the level of the graphics. At times, it gets frustrating, since a simple turn-around takes several slow moves to get to where you want. Sometimes, I wished the game

had sacrificed a little of the niceties for a bit more speed, but this was not frequent. The meat of the game is in the stories and the puzzles. The puzzles range from the incredibly easy to the mind-bendingly difficult, which is good. The story is gripping and fun, as well as a bit creepy. What I really like is how you get new pieces of the story after you solve each puzzle. It becomes sort of an interactive movie, although it's in many ways more entertaining than a movie. 7th Guest has problems in its speed and its linear nature, but anyone who boots it up will forgive these drawbacks for the beauty of the graphics and the story. -Steve