

# King's Quest III

## To Heir is Human

**I**n this episode you assume the role of Gwydion, a lad unaware that his parents are the King and Queen of previous games in this series. Your initial goal is to round up the ingredients for seven magic spells so you can escape the evil wizard Manannan and make your way back to the land of Daventry. Meanwhile you discover another goal to accomplish when you get home. This is the first game in the series to incorporate elaborate magic spells that help to solve many of the subtly interlocked puzzles. You can teleport around to save time, and the auto-mapping feature is convenient. There are a few joystick-oriented sequences, mainly walking along narrow mountain paths. The one-of-a-kind graphics and animation scheme (described in the *Space Quest* review, with other technical comments) provides a solid structure for some inventive visuals and an unusual two-stage story.

### The Walkthrough

#### Staying Alive and Getting Around

To avoid being zapped when the wizard catches you with magic items, complete spells only when he is asleep or on a trip. At other times you can store things in your room by saying `ijef bmm`. Once you've got the map, save time by teleporting to locations you've previously visited. Collect as many items as possible on each trip, for you have to off the Wizard before you run out of food for him.

When he is hungry, give him any of the food from the kitchen. (This solution will get you through the game with 186 of the possible 210 points).

#### The Wizard's House

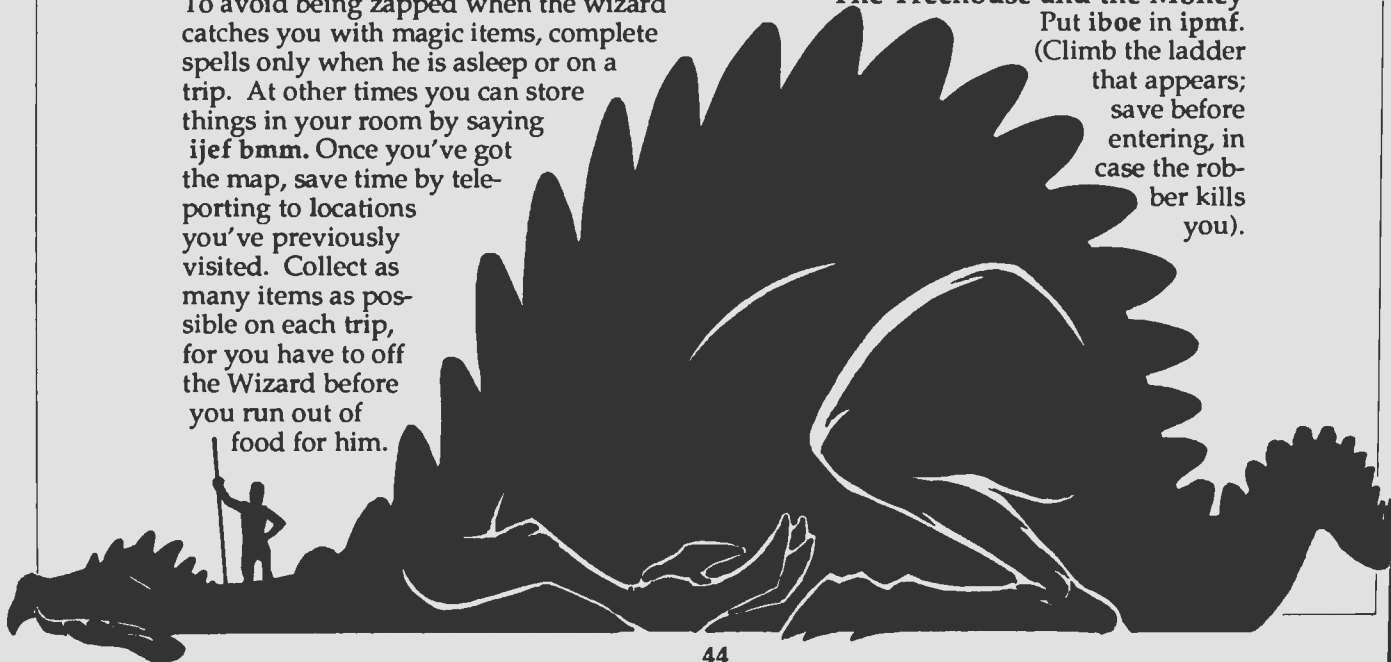
Wait until the wizard takes a nap or a trip, then enter his bedroom. Open `esbxfs` (under `njssps` to get magic mirror). Close `esbxfs`. Open `esbxfs` (of `esfttf` for `sptf fttfodf`). Close `esbxfs`. Open `dmptfu`. Move `dmpuift` (to get `nbq`). Look over `dmptfu` (to get `lfz`). Get `gmz` (in tower). Get knife, spoon, and bowl (in kitchen). Get cup (on dining room table).

#### Learning and Casting Spells

Vompdl the `dbcjofu` in the study and get the `xboe`. Npwf `cppl`. `qvti mfwfs`. Enter the cellar. You must have all the ingredient's for the spell, some of which may be found on the shelf here. Open the book on the table to the corresponding page in the manual and follow instructions. Afterwards, close the trapdoor by pushing the lever, replace the book and put the wand back. Each section below tells where to find the ingredients.

#### The Treehouse and the Money

Put `iboe` in `ipmf`. (Climb the ladder that appears; save before entering, in case the robber kills you).



Get purse (on table). If the robbers steal anything from you, it will be found in the **dpggjo** in the **dpsofs** of the **usffipvtf**. Go to the store and buy fish oil, salt, lard and a pouch. Pet the dog to get fur.

### **The Understanding the Language of Creatures Spell**

Get **nbhjd njssps**. Catch chicken (beside house). Take feather. (Go to the desert and type "**Tipx njssps up Nfevtb**," but don't hit return. Enter the desert and face right. When Medusa is close, hit return to kill her with the mirror). Get **sfqujmf tljo** (may be in another desert area). Get **uijncmf** (in drawer on top floor of bear's house; get **qpssjehf** while you're here. If not on table, exit house and reenter). Take **efx** (in middle of **cfbs't hbsefo**). Get fish bone (in cellar).

### **✧ The Flying Like an Eagle Spell**

Wait for **fbhmf** to appear at bottom of mountain, then wait for **gfbuifs** to fall. If it doesn't, go to another screen and return. Get **gfbuifs**. (Eagle may also appear in other areas). You already have the rose essence and fly wings, and the saffron is in the cellar.

### **The Teleportation at Random Spell**

Get mistletoe (in forest east of **cfbs't house**). To get **tupof**, go to cave covered with web and **dibohf** to an **fbhmf**. Fly toward the cave. Now go to the cave to get the stone. (The ship also appears in the harbor now).

### **The Causing a Deep Sleep Spell**

Get **bdpsot** (on the ground near the treehouse). Nightshade juice is in cellar.

### **The Transforming Another into a Cat Spell**

Catch **dbu** (you must be near it). Take hair. Mandrake root powder is in cellar.

### **The Brewing a Storm Spell**

Fill cup with water (from **pdfbo**). Fill spoon with mud (in stream due east of the **dbwf**). Toadstool powder is in cellar, and you will have an empty jar left over from a previous spell.

### **The Becoming Invisible Spell**

Get cactus (in desert by large **spdl**). Toad spittle is on cellar shelf, and you get cactus juice during completion of spell.

### **Killing the Wizard**

**Dsvncmf dppljf** into **qpssjehf**. When wizard asks for food, give him the **qpjtpofe qpssjehf**.

### **The Pirate Ship**

Talk men (at tavern). Give **qvstf** to men. Enter ship. To escape the ship's hold, get the **mjuumf cpy** and drop beside **cjh pof**. **Kvnq** on **cpy** (twice). Jump to ladder. Get all your gear from the **diftu** in the Captain's quarters. Get shovel (by the lifeboat). Climb the mast but don't enter crow's nest. Wait until you hear someone **tipvujoh** from the **oftu**. Change to an eagle and fly **sjhiu** until you reach the beach.

### **On the Beach, Into the Woods**

You can dig up a treasure on the beach by digging five or six steps **fbtu** of the **qbm n usff**. Follow the mountain path until you see a tiny stream crossing it. Walk upstream. To avoid the snowman, **dibohf** to a **gmz** and move east two screens. Walk down, climb the wall (see map of Steep Cliff) and follow path to Daventry.

### **In Daventry**

Climb up to the Land of the Clouds. Outside the cave, make **zpvstfmg jowjtjcmf**. Go west and defeat dragon with the **tupsn tqfmm**. Untie girl. Take her to the castle.



# The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a  
c = b  
d = c  
e = d  
f = e  
g = f  
h = g

i = h  
j = i  
k = j  
l = k  
m = l  
n = m  
o = n

p = o  
q = p  
r = q  
s = r  
t = s  
u = t  
v = u

w = v  
x = w  
y = x  
z = y  
a = z

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