

## KING'S QUEST III - TO HEIR IS HUMAN!!!!

You have been captured by the evil wizard Manannan, who if you can't tell by the name, probably lives in Greenwich Village and skips to work wearing a pink flowing gown. You must escape from Manannan, rescue your sister, and take her back to Daventry in time, or the kingdom will suffer further ruin and be destroyed, which we would not want to happen! Because King's Quest III is so large (actually smaller than King's Quest II), but difficult to map, it makes it very hard to explain step-by-step how to solve it, so I am going to help you solve this adventure, but not really: I will provide the information necessary to do so, but for those of you who do not want to take the cheaters way out, you will only get the hints that you need. Here we go.....:

The following maps are the most "conceptual" maps that there are: You may be at a point and go south, when you go north to return to the beginning, you will not return to the point you started at, but instead be to the left or right of the starting point. There is a wrap-around effect in the game and it applies only to the north/south borders.

- \* - Magical item which you may not possess while Manannan is still in the house, unless you enjoy being killed!
- O - Ocean, which you can not swim across completely or defend yourself against sharks!
- # - Non-accessible area which is between/in the cliffs, chasms, walls, mountains, etc.

You have exactly 30 minutes on the game clock in which to either gather your stuff together and solve the adventure or return to the house, stash the stuff under your bed (pay attention, clue number 1) and then wait for Manannan to blow off.

Remember: to ALWAYS put the wand back when you return home.  
Remember: to ALWAYS shut the trap door & move the book back.  
If you do not do this then Manannan will blow you into cocaine dust.

### MANANNAN'S HOUSE - 1ST LEVEL

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8 6
  2 | |
\1 -- 7
|
5
|
11
|
12
|
13
```

MANANNAN'S HOUSE - 2ND LEVEL

3 4  
|/  
2 -- 10

MANANNAN'S LABORATORY

8  
|  
|  
9

"THE WORLD BELOW THE CASTLE" GREENWITCH VILLAGE !

    / \  
E D 26 -- 25 12 24/23 -- 19 00000000000  
N E | | ##### | | | 00000000000  
D S 27 -- 31 ##### 21 --- 20 00000000000  
L E | | ##### | | | 00000000000  
E R 28-- 30 -- 13 ---- 14 --- 15 -- 16 -- 17 O  
S T | | | | | 00000000000  
S 29 -- 32 -- 33 ---- 22 --- 18 00000000000

Pirate Ship(U.S.S. Five O)

42 -- 41 -- 43  
|  
44 -- 39 -- 40  
|  
37 -- 38

LADDER TREE(ROBBER'S HOME)

34 -- Outside The House  
|  
30

BEAR'S HOUSE

36  
|  
35

DAVENTRY! - THE BEACH/MOUNTAIN SCENARIO

54  
|  
51 -- 52 -- 53  
| |

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49 -- 50    55 -- 56
||          |
47-48      57
||          |
45-46      |
           V
           Down Only to #58

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DAVENTRY! - THE RETURN HOME.....

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68 -- 67 -- 66 -- 65
| | \
  61 -- 62 ##### 64
| ##### /
60 ##### 63
| /
  59 -- 58

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Just as a brief note, the majority, 99%, of these maps have been drawn as an overhead/cross-section view, but I guess by now you have seen that!

In the following pages you will have the numeric key to the above maps. To understand them you must be at least 10 years in age and be able to read 3 syllable words. I will list the number of the map location followed by the description of the location, and then all the things that should be done on the screen. Now bear in mind that you may have to complete certain conditions in order to perform certain commands.

Example : 666 - Satan's Party Hole

- [1] Sacrifice virgin
- [2] Get pitchfork

Extra Hints: [\*][\*][\*][\*]

1. To poison the porridge, place the cookie in it.
2. To get the cat fur:
  - a. Hold cat
  - b. Get fur
3. To stay safe during the journey to Daventry while on the Pirate's ship, remain at the rear of the ship until you reach land. You have to figure it out from there.
4. SAVE YOUR GAME FREQUENTLY!!!!!!
5. The eagle will drop the feather randomly, so GET IT!

Before we continue let me just say I finished King's Quest III, but did NOT have all the points, which I don't give a crap about. I attribute the loss in points to the following:

Failure to complete the following spells:

1. Understanding the Language of creatures Causing a deep sleep
2. Failure to gain the following objects:

Reptile skins

Acorns

I needed the above two objects to complete the above two spells, simple, isn't it! If you could leave e-mail to me, I would appreciate it to soothe my desire for knowledge.

Leaving the pirate ship and making it to Daventry

Evading abominable snowman

\* Cat fur

\* Eagle feather

Dropping fish powder

Poisoning Manannan with porridge

IMPORTANT: When Manannan first appears, he will ask you to go do something, DO IT, you get now points, but then you won't get turned to cocaine either!!

Numerical key to the maps in the above:

1. Starting place
2. Top of staircase
3. Manannan's bedroom
  1. Get pot (To humor Manannan)
  2. Open drawer (by mirror)
    - a. Given mirror
  3. Open dresser (right hand side)
    - a. Given Rose essence
  4. Move clothes
    - a. Given map
  5. Look top cabinet
    - a. Given key
4. Observatory
  1. Get fly
5. Feed chickens (To humor Manannan)
  1. Get chicken
  2. Get feather
6. Get broom (To humor Manannan)
  1. Get bowl
  2. Get spoon
  3. Get knife
  4. Get bread
  5. Get fruit
  6. Get mutton
7. Manannan's dinner room
  1. Get cup
8. Manannan's study
  1. Unlock cabinet
    - a. Gives you wand
  2. Move book
  3. Pull lever
  - \*. The stairs lead down into the lab.

9. Manannan's laboratory
  1. Get powdered fish bone
  2. Get nightshade juice
  3. Get mandrake root powder
  4. Get saffron
  5. Get toad spittle
  6. Get toadstool powder
  - \*. To cast spells, you must "Turn to page 'x'"
    - a. Where 'x' is the page the spell is located on.
    - b. Spells are at the end of the tutorial.
    - c. You gain ten points for every spell done.
10. Your bedroom
  1. Hide all
11. Winding Path (SAVE GAME FREQUENTLY)
12. Bottom of Path
13. End of path
14. Stores
  1. General Store
    - a. Buy leather pouch
    - b. Buy salt
    - c. Buy fish oil
    - d. Buy lard
    - e. Pet Dog
      - Gives you dog hair
  2. Tavern
    - a. Talk man
    - b. Give coin
15. Docks
  1. Get water
16. Extension of docks
  1. Get on ship
17. End of docks
18. Beach at the docks
19. Beach
20. Stream
21. White trees with stream leading north
22. Trees on beach
  1. Get mistletoe
23. Cave
  1. Dip feather in essence
  2. Fly towards cave entrance
  3. Enter cave
  4. Get stone
24. Waterfall
  1. Get mud
25. Forest/desert
26. Medusa
  1. Enter the screen and face away from the way you entered
  2. Wave mirror when Medusa is VERY close to you
27. Curved desert basin

28. Desert with cattle bones
  1. Get cactus
29. Cracked desert floor
30. Ladder Tree(Robbers Hideout)
  1. Place hand in tree
  2. Climb ladder
  3. Get off ladder
31. Large rock with trees
32. Tall tree
33. Bear's house
  1. Knock on door
  2. Walk over flowers
  3. Open door
34. Robber's house
  1. Get purse
35. Bear's main room
  1. Get porridge
36. Bear's bedroom
  1. Open drawer
  2. Get thimble
  - \*. Leave house and go into garden and fill thimble
37. Holding pen
  1. Drop crate
  2. Jump crate
  3. Jump crate
  4. Jump
38. Storage room
  1. Get crate
39. Captain's room
  1. Open chest
  2. Get all
40. Store room
  1. Get shovel
41. Main Deck
42. Galley
43. Front of ship
  1. Dip feather in essence
44. Back of ship
45. Beach
46. Beach
47. Foot of mountain
48. Foot of mountain
49. Path to mountain
50. Path with waterfall
51. Mountain caps with snow
52. Path with cave at right
53. End of path and mountain
54. Abominable snowman's house
55. Cliff and caves
56. Cliff path

57. Cliff path down
58. Old house
59. Old well
60. Gnome's house
61. Castle(left half)
  1. Open doors
62. Castle(right half)
63. Stairs
64. Stairs
65. Stairs
66. Cave entrance
67. Dragon
  1. Screen before(number 66) rub ointment on body
  2. Stir brew with finger
  3. Cast storm spell
  4. Untie girl
  - \*. Take girl back to castle and you will win!

I have only provided you with 80% of the solution. What I mean by this is that you must perform certain actions before others can obviously take place. i.e.: you must have the key in order to open the wizard's safe.

### **KINGS QUEST III MAGIC SPELLS**

UNDERSTANDING THE LANGUAGE OF CREATURES:

INGREDIENTS: 1. ONE SMALL FEATHER FROM A BIRD

2. ONE TUFT OF FUR FROM ANY ANIMAL
3. ONE DRIED REPTILE SKIN
4. ONE ROUNDED SPOONFUL OF POWDERED FISH BONE
5. ONE THIMBLE FULL OF DEW
6. ONE MAGIC WAND

DIRECTIONS : 1. PUT THE SMALL FEATHER IN A BOWL

2. PUT THE FUR IN THE BOWL
3. PUT THE REPTILE SKIN IN THE BOWL
4. ADD A SPOONFUL OF POWDERED FISH BONE
5. PUT THE THIMBLE FULL OF DEW IN THE BOWL
6. MIX WITH HANDS (MIXTURE WILL BE DOUGHY)
7. SEPARATE MIXTURE INTO TWO PIECES
8. PUT DOUGH PIECES INTO YOUR EARS
9. RECITE THIS VERSE :
  - a. FEATHER OF FOWL AND BONE OF FISH,
  - b. MOLDED TOGETHER IN THIS DISH,
  - c. GIVE ME WISDOM TO UNDERSTAND
  - d. CREATURES OF AIR, SEA AND LAND
10. WAVE THE MAGIC WAND

YOU WILL NOW BE ABLE TO UNDERSTAND THE SPEECH OF ANIMALS, BIRDS AND FISH. YOU WILL NOT, HOWEVER, BE ABLE TO SPEAK TO THEM. THE SPELL WILL LAST AS LONG AS THE DOUGH IS IN YOUR EARS.

FLYING LIKE AN EAGLE OR A FLY:

INGREDIENTS: 1. ONE TAIL FEATHER OF ANY EAGLE  
2. ONE PAIR OF FLY WINGS (TO BECOME A FLY)  
3. ONE PINCH OF SAFFRON  
4. ROSE PETAL ESSENCE  
5. ONE MAGIC WAND

DIRECTIONS: 1. PUT A PINCH OF SAFFRON IN ESSENCE  
2. RECITE THIS VERSE:  
OH WINGED SPIRITS,  
SET ME FREE OF EARTHLY BINDINGS,  
JUST LIKE THEE IN THIS ESSENCE,  
BEHOLD THE MIGHT TO GRANT  
THE PRECIOUS GIFT OF FLIGHT  
3. WAVE THE MAGIC WAND

YOU NOW HAVE A POTION WHICH WILL ALLOW YOU TO CAST THE TRANSFORMATION SPELL. TO CAST THE SPELL ANY TIME LATER: DIP THE EAGLE FEATHER IN THE ESSENCE (IF YOU WANT TO BECOME AN EAGLE) OR DIP THE FLY WINGS IN THE ESSENCE (IF YOU WANT TO BECOME A FLY). YOU WILL TURN INTO AN EAGLE OR A FLY. IF YOU DO NOT TRANSFORM BACK INTO YOURSELF, THE SPELL WILL WEAR OFF AFTER SOME TIME HAS PASSED. YOU CAN USE THIS SPELL UNTIL YOUR ROSE PETAL/SAFFRON POTION IS GONE. TO RETURN TO YOUR OWN FORM BEFORE THE SPELL WEARS OFF, RECITE THIS VERSE:

EAGLE BEGONE!

MYSELF, RETURN!

OR

FLY BEGONE!

MYSELF, RETURN!

TELEPORTATION AT RANDOM:

INGREDIENTS: 1. ONE SPOONFUL OF SALT GRAINS  
2. ONE SPRIG OF DRIED MISTLETOE  
3. ONE SMOOTH ROUNDED STONE OF UNUSUAL COLOR  
4. ONE MAGIC WAND

DIRECTIONS: 1. GRIND A SPOONFUL SALT IN A MORTAR  
2. GRIND THE MISTLETOE IN THE MORTAR  
3. RUB THE STONE IN THE MIXTURE  
4. KISS THE STONE  
5. RECITE THIS VERSE:  
WITH THIS KISS, I THEE IMPART,  
POWER MOST DEAR TO MY HEART.  
TAKE ME NOW FROM THIS PLACE HITHER,  
TO ANOTHER PLACE FAR THITHER.  
6. WAVE MAGIC WAND

YOU NOW OWN A CHARM WHICH WILL ALLOW YOU TO CAST THE RANDOM TELEPORTATION SPELL. TO CAST THE SPELL, RUB THE STONE. IT WILL INSTANTLY WHISK YOU AWAY FROM WHERE YOU ARE. REMAIN ALERT, HOWEVER, EVEN THOUGH YOU USE THE SPELL TO RUN AWAY FROM



DANGER, NOTHING GUARANTEES THAT YOU WILL NOT ARRIVE IN A MORE PRECARIOUS SITUATION THAN THE ONE YOU LEFT. THE POWER OF THE CHARM REMAINS FOR AS LONG AS YOU CAN RETAIN THE STONE.

CAUSING A DEEP SLEEP:

INGREDIENTS: 1. THREE DRIED ACORNS

2. 1 CUP NIGHTSHADE JUICE
3. 1 MAGIC WAND
4. 1 EMPTY POUCH

DIRECTIONS: 1. GRIND THE ACORNS IN A MORTAR (WITH A PESTLE)

2. PUT THE ACORN POWDER IN A BOWL
3. PUT THE NIGHTSHADE JUICE IN THE BOWL
4. STIR THE MIXTURE WITH A SPOON
5. LIGHT A CHARCOAL BRAZIER
6. HEAT THE MIXTURE ON THE BRAZIER (BOIL THE MIXTURE UNTIL THE NIGHTSHADE JUICE IS ALMOST GONE, THEN REMOVE FROM HEAT)
7. SPREAD THE MIXTURE ON A TABLE (WAIT UNTIL DRY)
8. RECITE THIS VERSE:  
ACORN POWDER GROUND SO FINE  
NIGHTSHADE JUICE LIKE BITTER WINE,  
SILENTLY IN DARKNESS YOU CREEP  
TO BRING A SOPORIFIC SLEEP
9. WAVE THE MAGIC WAND
10. PUT THE SLEEP POWDER IN THE POUCH (FOR SAFEKEEPING)

YOU HAVE NOW MIXED A POWDER FOR CASTING A SLEEP SPELL OVER WHOEVER IS NEARBY. TO CAST THE SPELL, POUR THE SLEEP POWDER ON THE GROUND (OR FLOOR) IN A DANK, DARK PLACE. THEN RECITE :  
SLUMBER, HENCEFORTH!

TRANSFORMING ANOTHER INTO A CAT:

INGREDIENTS: 1. 1/2 CUP MANDRAKE ROOT POWDER

2. 1 SMALL BALL OF CAT HAIR
3. 2 SPOONFULS OF FISH OIL
4. 1 MAGIC WAND

DIRECTIONS: 1. PUT MANDRAKE ROOT POWDER IN A BOWL

2. PUT THE CAT HAIR IN THE BOWL
3. PUT 2 SPOONS OF FISH OIL IN BOWL
4. STIR MIXTURE WITH A SPOON (DOUGH WILL BE OILY)
5. PUT THE DOUGH ON THE TABLE
6. PAT DOUGH INTO A COOKIE (LET HARDEN ON TABLE)
7. RECITE THIS VERSE:  
MANDRAKE ROOT AND HAIR OF CAT  
MIX OIL OF FISH AND GIVE A PAT  
A FELINE FROM THE ONE WHO EATS  
THIS APPETIZING MAGIC TREAT

## 8. WAVE THE MAGIC WAND

YOU HAVE JUST CREATED A COOKIE THAT, WHEN EATEN, WILL TURN THE VICTIM INTO A CAT. FOREVER! BREWING A STORM

INGREDIENTS: 1. 1 CUP OF OCEAN WATER  
2. 1 SPOONFUL OF MUD  
3. 1 PINCH OF TOADSTOOL POWDER  
4. 1 MAGIC WAND  
5. 1 EMPTY JAR

DIRECTIONS: 1. PUT A CUP OF OCEAN WATER IN BOWL  
2. LIGHT A CHARCOAL BRAZIER  
3. HEAT THE BOWL ON THE BRAZIER (HEAT SLOWLY, BUT NOT TO BOILING, THEN REMOVE FROM HEAT)  
4. PUT A SPOON OF MUD IN THE BOWL  
5. ADD A PINCH OF TOADSTOOL POWDER  
6. BLOW INTO THE HOT BREW  
7. RECITE THIS VERSE:  
ELEMENTS FROM THE EARTH AND SEA,  
COMBINE TO SET THE HEAVENS FREE.  
WHEN I STIR THIS MAGIC BREW,  
GREAT GOD THOR, I CALL ON YOU.  
8. WAVE THE MAGIC WAND  
9. POUR THE STORM BREW INTO THE JAR (TO STORE)

YOU HAVE MIXED A POTION THAT YOU CAN USE TO BREW A STORM. TO ACTIVATE THE SPELL, STIR THE STORM BREW WITH YOUR FINGER AND RECITE : BREW OF STORMS, CHURN IT UP! OUTDOORS, A RAINSTORM COMPLETE WITH THUNDER AND LIGHTNING WILL OCCUR. IT WILL LAST FOR SOME TIME, BUT WILL EVENTUALLY RAIN IT SELF OUT. IF YOU WISH IT TO SUBSIDE EARLIER, RECITE: BREW OF STORMS, CLEAR IT UP!

BECOMING INVISIBLE:

INGREDIENTS: 1. 1 JAR OF LARD  
2. 1 CACTUS  
3. 1 SPOONFUL OF CACTUS JUICE  
4. 2 DROPS OF TOAD SPITTLE  
5. 1 MAGIC WAND

DIRECTIONS: 1. CUT THE CACTUS WITH A KNIFE  
2. SQUEEZE THE CACTUS JUICE ON SPOON  
3. PUT THE CACTUS JUICE IN A BOWL  
4. PUT THE LARD IN THE BOWL  
5. ADD 2 DROPS OF TOAD SPITTLE  
6. STIR THE MIXTURE WITH A SPOON  
7. RECITE THIS VERSE:  
CACTUS PLANT AND HORNY TOAD  
I NOW START DOWN A DANGEROUS ROAD  
COMBINE WITH FIRE AND MIST TO MAKE  
ME DISAPPEAR WITHOUT A TRACE  
8. WAVE MAGIC WAND

## 9. PUT OINTMENT IN THE EMPTY LARD JAR

YOU NOW HAVE A MAGIC OINTMENT THAT WILL ALLOW YOU TO TURN INVISIBLE (BUT BEWARE, THE OINTMENT ONLY WORKS IN A PLACE WHERE THERE IS BOTH FIRE AND MIST). TO CAST THE INVISIBILITY SPELL, RUB THE OINTMENT ON YOUR BODY. YOU WILL BE INVISIBLE FOR A SHORT WHILE. YOU HAVE ENOUGH FOR ONE APPLICATION.