



**Hint Book**

## Introduction

I welcome you to **King's Quest III: To Heir is Human!**

**King's Quest III** is the continuing saga of the King Graham family who reside in the Kingdom of Daventry, but it is not necessary to have solved *King's Quest I* or *King's Quest II* to be able to play or enjoy **King's Quest III**. This game is a bit more challenging than its two predecessors, so sharpen your adventurer's skills and journey along with Gwydion as he develops his resourcefulness, discovers his true self, and eventually becomes a real hero!

It is impossible to finish this game without the use of magic, so carefully study the magic spell formulas at the back of the **King's Quest III** booklet. Note the ingredients to gather and study the procedures for preparing the magic spells. *Make sure* you have all the ingredients and implements you need before endeavoring to do this.

To play an adventure game is to enter a world of fantasy where *you* are the main character. You will be Gwydion. You will guide him. You will think for him. Unfortunately if you are not careful, you will die with him. As Gwydion, throughout your quest, you will encounter obstacles and puzzles designed to thwart you. Many times you may feel that all you need is a little hint in the right direction to get going again. Other times a puzzle may have you so confounded that you require the answer! Hopefully, if you're stumped, this hint book will put you back on track again.

### How to use a hint book

If you feel you're stuck, look for a question that most resembles your problem. The hints usually progress, from top to bottom, from a mere hint or "nudge" to an outright answer to the problem. To uncover an answer to a question, simply draw a single line across the first box with your marker. Seemingly by magic the answer will appear! I feel it's best to solve adventure games without looking at too many answers. At first, try to get by on just a small hint. *Only* if you're *really* stumped should you go for the answer.

### How NOT to use a hint book

I have *not* created this book with the intention that you should sit down and read it through before playing the game. Rather, the opposite is true. I would feel most proud to have you use this book as little as possible. That would show great integrity and perseverance on your part. If you must have help, read only those hints pertaining to your particular problem. To be a bit sneaky, though, I've included some fake hints to throw you off the path. If you see a question regarding a white unicorn, don't necessarily assume that a white unicorn even exists in this game!

### If you've finished King's Quest III

If you've "won" the game and your score was not the maximum (210), I'm sure that we can entice you to play again to better your score. If you did not receive the maximum score, there are things you did not do or see. Start the game over from the beginning. Be more observant. Try to "get" everything you can. In some situations, try doing things differently than you did before.

I've included a section toward the end of this book called "After the End of the Game." Do *not* read this section unless you feel you've tried everything and cannot seem to obtain the maximum score of 210. This section will tell you which items you might not have gotten, things you might not have done, or alternate ways of doing things. Again, do *not* treat this section lightly. To see it too soon could ruin the game for you.

If you have enjoyed this game, I'm sure that you will like our other animated adventure games: **King's Quest III's** predecessors-the original *King's Quest* and *King's Quest II*, *The Black Cauldron*, *Space Quest* and coming soon, *Police Quest*.

Good luck on your adventure, and I sincerely hope you enjoy **King's Quest III**.

Roberta Williams

## General Questions

All I do is wander around! There must be more to an adventure game than this?!

This game is too fast! This game is too slow!

How do I "see" the items I'm carrying?

How do I “drop” items?

Am I the only one who keeps failing in my quest? I’m tired of starting all over again from the beginning of the game. What am I doing wrong?

Where does your character put all that stuff he’s carrying?

## The Wizard’s House

Characters you may encounter here:

1. The wizard Manannan

He controls your character. He doesn’t let you explore at will or carry items that bother him (the “starred” items). Sometimes, he gives you chores to do, may punish you, or even *kill* you! You must do away with him to be able to solve the game.

2. The black cat

This is Manannan’s pet cat. You may encounter him almost anywhere in the house. Normally, he’s no bother. He *can* be fatal on certain stairs. If he gets in your way, just “kick” him. You can catch him if you want to.

3. The chickens

The chickens just strut around in their coop. You cannot take them out of it. You can catch them if you want to. If you have the magic dough in your ears you can “hear” them “talk” to each other. They may reveal interesting information to you.

I found a pair of magic shoes! How do I use them?



The wizard keeps killing me! What am I doing wrong?!

The wizard keeps punishing me! How can I please him?

The wizard won't let me leave the house! How can I explore?!

The wizard takes my possessions and kills me! Can I hide them someplace?

I'm tired of the wizard giving me chores!

Sometimes the wizard journeys, or sleeps. How do I know when he'll leave? How do I know when he'll be back?

The wizard has eaten all the food and he's hungry again! Can I find some food?

Can I *ever* get away from the wizard for good?!

How can I get rid of the wizard? There *must* be a way!

Can I do anything with the black cat?

The black cat gets in my way. Can I move him?

Are the chickens of any use?

I suspect there's a hidden room in this house. Am I right?

There is a cabinet in the wizard's study, but it's locked! Is there a key somewhere?

Can I ride the magic broom?

I understand that there is a magic map in the wizard's house, but I can't find it!


I found the magic map! Problem is, it's full of empty squares. What do I do with it?


I know that I can perform magic, but am confused as to how to begin.


I found a magic spell book! How can I use it?




I can't seem to prepare the magic spells without dying! What am I doing wrong?!

I keep falling off the path leading up (or down) the wizard's mountain!

### The Countryside of Llewddor

Characters you may encounter here:

#### 1. Medusa

HIDEOUS old hag with live snakes for hair. She's so repulsive that you turn instantly to stone if you look her direction. She lives in the desert.

#### 2. Bandits

The bandits appear randomly in the woods. If you're not careful, you will be robbed of all your possessions. It *is* possible to find your stolen possessions, however. Sometimes you can see the bandits in the tavern of the town.

#### 3. Oracle

The oracle resides in the spider web covered cave. But first, obviously, you need to find a way *into* the cave. The oracle will tell you some interesting information and give you a useful item.

#### 4. The Three Bears

The Three Bears live in the woods. Sometimes they won't be home and you can enter their house and find some useful items. Be careful, though; Papa and Mama Bear can be surly when crossed!

#### 5. Friendly storekeeper

You'll encounter him, obviously, in the town's store. If you have money, you can buy useful items from him.

#### 6. Pretty barmaid

You can meet the barmaid in the tavern of the town. If you have money, you can buy drinks from her.

#### 7. Mariners

Eventually a ship comes to the seaside town. You can meet the seamen in the tavern. If you have money, you can hitch a ride across the ocean on their ship. Better hurry, though. They won't wait forever!

8. Big spider

A big spider guards the entrance to the oracle's cave. You need to get rid of the spider to be able to enter the cave. If you're not careful, you will become the spider's dinner!

9. An eagle

Sometimes you may notice an eagle flying across the sky. It may drop something that you need. Watch carefully.

10. Various creatures

Throughout Llewddor, you may notice pairs of creatures. They consist of lizards, birds, squirrels and fish. If you have the magic dough in your ears, you will be able to "hear" them "talk" to each other. They may reveal interesting information to you.

I saw Medusa in the desert! She turned me to stone! How can I deal with her?

A couple of bandits stole my possessions! Can I ever get them back?

How can I avoid the bandits?

I entered the tavern and saw the bandits. Am I supposed to do anything with them?

I found the bandits' hideout! Unfortunately, a bandit pushed me off the porch to my death!

Do I have anything to fear from the Three Bears? Can they help me?

I want to buy something at the store, but I need money! Help!

How do I know what to buy in the store?

I entered the tavern and saw sailors sitting there. Can they help me?

The sailors in the tavern want money. I don't have any! What do I do?



I see the ship, but I can't board it! An old sailor stops me.

How can I enter the cave with the spider web? A big spider wants to eat me!

I know I'm supposed to find an eagle tail feather, but where?  
How?

As I walk the countryside of Llewddor I notice little animals. Can I talk to them? Can I catch them?

Now that I have the fairy dust, how do I use it?

I get lost in a desert! Is there anything out there? Does it ever end?



How can I get the mud from the stream?

Okay, I'm stumped! Where do I find a thimbleful of dew?!

If I swim too far into the ocean I drown. Can I get across it?

I see acorns on the ground below a large oak tree, but I can't seem to find any dried ones.

I looked into the hole at the base of the large oak tree, but didn't see anything. Is there any significance to the hole?

I want to get a cactus in the desert, but they are all too thorny.

I can't find mistletoe *anywhere*!

Isn't there supposed to be a ship at the dock of the seaside town? I saw a picture of it on the **King's Quest III** box.

No matter where I go the wizard seems to find me. Can I get away from him by escaping on the ship?

### The Ship

Characters you may encounter here:

#### 1. Pirate captain

You can encounter the pirate captain only in his sleeping quarters. Sometimes he's there, sometimes he's not, and sometimes he'll walk in and surprise you! He's not very nice; it's best to avoid him.

#### 2. Various other pirates

You may run into other pirates on the ship. Be careful where you go and be prepared for a quick getaway. If they catch you, you may have to walk the plank!

#### 3. Mice

You will notice a couple of mice in the cargo hold of the ship. Hopefully you have the magic dough in your ears, for they'll give you some *very* important information. "Listen" to them.

The pirates stole my possessions! Where did they put them?

The pirate captain keeps catching me in his quarters! I want to explore it. Help!

The pirates threw me in the hold! How can I get out?

The pirates made me walk the plank! How can I avoid this?

I want to explore the crew's quarters, but a pirate keeps nabbing me!

Can I ever explore the galley?

Can I ever get into the crow's nest at the top of the mast?

I keep falling off the rope ladder!

I jumped off the ship and found myself in the middle of the ocean. Eventually I drowned. What did I do wrong?

The pirates make me mop the deck! I hate mopping decks!

How do I know when to leave the ship? Does it ever get to land?

How can I escape the pirate ship?

Can I do anything with the mice in the hold? Can I catch them?

### Small Beach and Mountain Range

Characters you may encounter here:

#### 1. Pirate on the beach

If you escaped the ship without putting the pirates to sleep first (using the magic sleep spell), then you will run into one of them on the beach. The only thing you can do is avoid him.

#### 2. Shark

You can't do anything with the shark. He's just a pest. I wouldn't go in the water, though, if I were you!

#### 3. Abominable snowman

You will meet him in the snowy reaches of the mountains. He will not be kind to you, to say the least! You need to figure out a way to get past him.

What does the magic crab do?



There is no magic out in the game! In fact, I've never heard of a magic spell!

I want to go swimming from the beach. Can I get rid of the shark?

I will not go!

I will not go!

I will not go!

I have a shovel and find that I can "dig" holes on the beach. What am I digging for, and where is it?

I will not dig!

I will not dig!

I will not dig!

A pirate is on the beach! Now what do I do?

I will not fight!

I will not fight!

I will not fight!

Help! I keep falling off the narrow path in the mountains!

I will not fall!

I will not fall!

Okay! I give up! How do I get past the abominable snowman?

I will not give up!

I will not give up!

I will not give up!

I will not give up!

I will not give up!

I keep falling off the cliff with the caves!

### The Kingdom of Daventry

Characters you may encounter here:

1. Gnome

This is our old friend, the gnome, from the original *King's Quest* game. You will find him friendly. He will tell you what's been happening in Daventry, and what you have to do.

2. Three-headed dragon

This is a *very* dangerous dragon. If you're not extremely careful you will be torched to death! He holds your sister, Princess Rosella, captive. You need to kill the dragon and rescue the girl.

3. Princess Rosella

She is really your long-lost sister. The dragon holds her captive. You need to rescue her from the dragon by killing him.

4. King Graham and Queen Valanice

You don't meet them until the *very* end of the game. You have a very happy reunion with your long-lost parents.

I'm at the foot of the mountains, by a cave entrance. Can I climb back up the mountains?

Does the old well serve any purpose?

I met an old gnome in a rocking chair. What do I do with him?

I've come all this way and now I can't get into the castle; it's locked!

I see the Princess tied to a stake, but I can't get to her! The dragon burns me to death!

Can the dragon be killed - yes or no?

Well, I figured out how to get around the dragon, but now I'm stuck. How do I free the Princess without him noticing?

Okay, I've got the Princess and she's following me. Now what?

## The Magic Spells

### 1. Understanding the language of creatures

Throughout this game you will encounter pairs of animals. If you have prepared this magic spell, then you will be able to understand their "talk." They will tell you important information about yourself and the game.

### 2. Flying like an eagle or a fly

You will encounter instances where it would be handy to be an eagle or a fly. It could be useful to avoid bad characters, or to escape from somewhere. Hint - did you know that eagles *hate* spiders? Beware - you only have enough magic essence for transforming three times!

### 3. Teleportation at random

Or, as it's known around Sierra, the "poofing spell." You can use this spell to escape quickly from a bad situation. It might help you get past the abominable snowman. NOTE: this spell will only "poof" you around the region you are currently in.

### 4. Causing a deep sleep

This spell will only work in one place, and it has to be a dank, dark place. Hint - the cargo hold of the pirate ship is a dank, dark place. When you perform this spell, you will put others around you to sleep.



### 5. Transforming another into a cat

To turn someone else into a cat, you need to get that individual to eat your "cat cookie." The only one who will do that in this game is the wizard. But first, you need to hide it in some other kind of food.

### 6. Brewing a storm

Be careful creating storms. It can be fatal if you do it in the wrong place! If you try to create a storm *inside*, you will die. If you try to create a storm on the ship, you will die. Anywhere *outside* should be okay. Use it to kill a formidable opponent.

### 7. Becoming invisible

This invisibility ointment only works in a place where there's both fire and mist. You only have enough for *one* application. If you use it in a wrong place, you will waste it.

## After the End of the Game

**CAUTION:** Do not read this section until you have actually solved the game and seen the very end. Reading this section too soon will spoil the game for you if you have not completed it on your own.

Did you...



## Number of points

## How and where earned

1	Obtaining the mission	1
2	Obtaining the first	2
3	Obtaining the blood	3
4	Obtaining the blood	4
5	Obtaining the fly	5
6	Obtaining the mother	6
7	Finding the crank key	7
8	Obtaining the first point marker	8
9	Finding the first point	9
10	Finding the first point	10
11	Obtaining the letter in the wizard's study	11
12	Obtaining the letter	12
13	Obtaining the letter from the wizard's study	13
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100	Obtaining the letter	100

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Maximum possible score is 210.

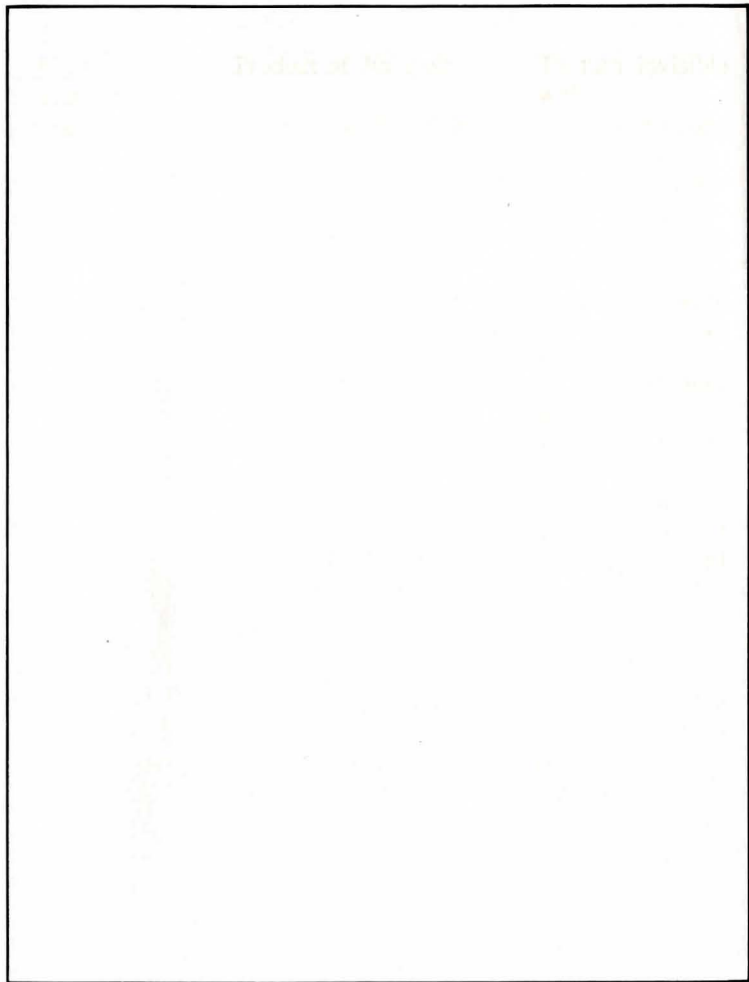
## Objects

### Where found

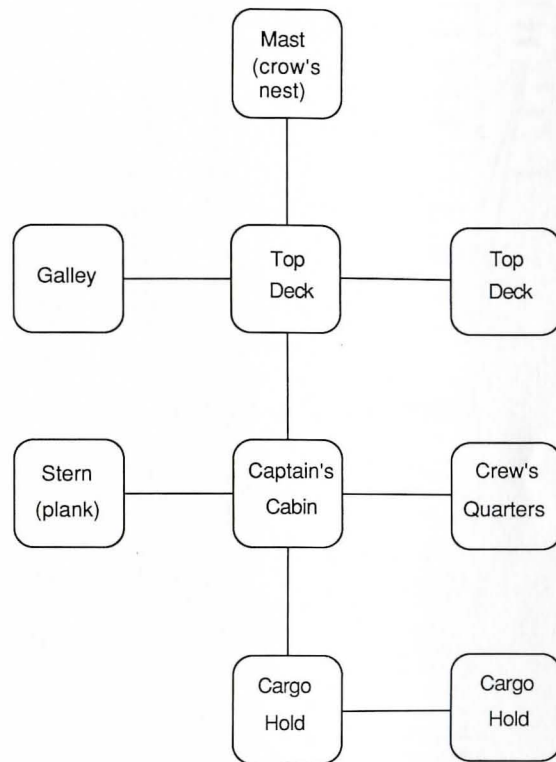
**Where used**

Chemical Name	Ingredient in 1st
Ammonium Chloride	Ammonium Chloride
Ammonium Sulfate	Ammonium Sulfate
Ammonium Nitrate	Ammonium Nitrate
Ammonium Phosphate	Ammonium Phosphate
Ammonium Bicarbonate	Ammonium Bicarbonate
Ammonium Acetate	Ammonium Acetate
Ammonium Oxide	Ammonium Oxide
Ammonium Hydroxide	Ammonium Hydroxide
Ammonium Fluoride	Ammonium Fluoride
Ammonium Iodide	Ammonium Iodide
Ammonium Bromide	Ammonium Bromide
Ammonium Cyanide	Ammonium Cyanide
Ammonium Selenide	Ammonium Selenide
Ammonium Telluride	Ammonium Telluride
Ammonium Arsenide	Ammonium Arsenide
Ammonium Antimonide	Ammonium Antimonide
Ammonium Bismuthide	Ammonium Bismuthide
Ammonium Vanadate	Ammonium Vanadate
Ammonium Molybdate	Ammonium Molybdate
Ammonium Chromate	Ammonium Chromate
Ammonium Dichromate	Ammonium Dichromate
Ammonium Perchlorate	Ammonium Perchlorate
Ammonium Chlorate	Ammonium Chlorate
Ammonium Nitrate	Ammonium Nitrate
Ammonium Sulfate	Ammonium Sulfate
Ammonium Phosphate	Ammonium Phosphate
Ammonium Bicarbonate	Ammonium Bicarbonate
Ammonium Acetate	Ammonium Acetate
Ammonium Oxide	Ammonium Oxide
Ammonium Hydroxide	Ammonium Hydroxide
Ammonium Fluoride	Ammonium Fluoride
Ammonium Iodide	Ammonium Iodide
Ammonium Bromide	Ammonium Bromide
Ammonium Cyanide	Ammonium Cyanide
Ammonium Selenide	Ammonium Selenide
Ammonium Telluride	Ammonium Telluride
Ammonium Arsenide	Ammonium Arsenide
Ammonium Antimonide	Ammonium Antimonide
Ammonium Bismuthide	Ammonium Bismuthide
Ammonium Vanadate	Ammonium Vanadate
Ammonium Molybdate	Ammonium Molybdate
Ammonium Chromate	Ammonium Chromate
Ammonium Dichromate	Ammonium Dichromate
Ammonium Perchlorate	Ammonium Perchlorate
Ammonium Chlorate	Ammonium Chlorate

This image shows a blank, aged, cream-colored page, likely an endpaper or flyleaf of a book. The paper has a slightly textured appearance with some minor discoloration and faint smudges, particularly along the right edge. There is no text or other markings on the page.



## Pirate Ship



```

graph LR
    DM[Desert Maze] --- D1[Desert]
    D1 --- FL1[Forest Land]
    FL1 --- FS1[Forest stream]
    FS1 --- OC[Oracle cave stream]
    OC --- B1[Beach]
    B1 --- O[Ocean]
    D1 --- D2[Desert]
    D2 --- FL2[Forest Land]
    FL2 --- BM[Bottom of Mountain]
    BM --- FS2[Forest stream]
    FS2 --- BS[Beach stream]
    D2 --- D3[Desert]
    D3 --- OT[Oak Tree hideout]
    OT --- FL3[Forest Land]
    FL3 --- TS[Town store tavern]
    TS --- D4[Dock ship]
    D3 --- D5[Desert]
    D5 --- FL4[Forest Land]
    FL4 --- TBH[Three Bears House]
    TBH --- B[Bluffs mistletoe]
    B --- B2[Beach]
    D5 --- D6[Desert]
    D6 --- FL5[Forest Land]
    FL5 --- TBH
    TBH --- B
    B2 --- B
    DM --- O
    O --- DM
    DM --- D1
    DM --- D2
    DM --- D3
    DM --- D5
    O --- B1
    O --- BS
    O --- D4
    O --- B2
  
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graph TD
    Summit1[Summit (Snowman)] --- Summit2[Summit (cave) (Snowman)]
    Summit2 --- Summit3[Summit (Snowman)]
    Summit3 --- Cliff[Cliff with Caves]
    Cliff --- MountainPath1[Mountain Path]
    MountainPath1 --- MountainPath2[Mountain Path]
    MountainPath2 --- MountainPath3[Mountain Path]
    MountainPath3 --- Davenport[Davenport]
    MountainPath1 --- MountainPathWaterfall[Mountain Path (waterfall)]
    MountainPathWaterfall --- Summit1
    BeachShip[Beach (ship)] --- BelowCliff1[Below Cliff (path)]
    BeachTreasure[Beach (treasure)] --- BelowCliff1
    BelowCliff1 --- MountainPath1
  
```

**Wizard's House**

Summit (Snowman) — Summit (cave) (Snowman) — Summit (Snowman) — Cliff with Caves — Mountain Path — Mountain Path — Mountain Path — Davenport

Mountain Path — Mountain Path (waterfall) — Summit (Snowman)

Beach (ship) — Below Cliff (path) — Below Cliff (path) — Mountain Path

Beach (treasure) — Below Cliff (path) — Mountain Path

Wizard's Tower





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