

Quest for Glory 3 – walkthrough

Taken from:

<http://www.thecomputershow.com/computershow/walkthroughs/questforglory3walk.htm>

TARNA:

1. GO TO MONEY CHANGER
2. TRY TO CATCH THIEF - AT SOME POINT YOU WILL BE CALLED TO TESTIFY AGAINST HIM.
3. GO BACK TO MONEY CHANGER AND CHANGE YOUR MONEY
4. THE BETTER YOUR COMMUNICATION SKILLS (COMM) THE BETTER YOU WILL BARGAIN.
5. IN THE MARKET, GO TO THE DIFFERENT MERCHANT AND BUY ONE FINE SPEAR, ONE FINE DAGGER, 5 ZEBRA SKINS, OIL (IF YOU ARE A THIEF), ROPE (IF YOU ARE A THIEF)
6. AS A THIEF YOU SHOULD ALSO LEARN AROBATICS FROM THE ROPE SELLER
7. GIVE HIM THE THEIF SIGN AND BUY LESSONS FROM HIM
8. HONEY (IF YOU WANT TO CATCH THE HONEY BIRD - I HAVEN'T FIGURED OUT HOW TO DO THIS, BUT I THINK YOU NEED THE HONEY).
9. TINDER BOX
10. LARGE SUPPLY OF FISH OR MEAT RATIONS (ABOUT 15)
11. BEADS
12. FINE ROBE
13. GIVE NOTE TO KATTA
14. BUY LEOPARD
15. VISIT TEMPLE
16. VISIT APOTHECARY
17. HE WILL TELL YOU TO GET WATER FROM POOL OF RADIANCE (POR)
18. GIFT FROM THE HEART OF THE WORLD
19. FRUIT FROM POISION VINE
20. ALSO BUY POISION CURE (IF YOU ARE A FIGHTER)
21. HEALING PILL
22. MANA (IF YOU ARE A FIGHTER)
23. VISIT INN
24. ORDER FOOD
25. FLIRT IF YOU WANT TO WITH THE WELCOME GIRL
26. GO TO SLEEP
27. VISIT SAVANNA (WILDERNESS)
28. EXPLORE IF YOU WANT, YOU WILL AUTOMATICALLY GO TO YOUR ROOM
29. WHEN IT IS TIME FOR BED THIS FIRST TIME (YOU WILL NOT AUTOMATICALLY GO HOME ANY OTHER TIME).

HALL OF JUDGEMENT

30. SWEAR OATH
31. YOU WILL MAKE JOURNEY TO SIMBANI AUTOMATICALLY.
32. IN SIMIBANA
33. YOU WILL BE TAKEN TO LAIBON
34. TALK TO YOUR FRIENDS UNTIL BEDTIME
35. PLAY YESUFU AWARI
36. IF YOU ARE A WARRIOR, PRACTICE ON BRIDGE AND THROW SPEARS
37. IF YOU ARE A THIEF, PRACTICE ON BRIDGE A LITTLE
38. IF YOU ARE A MAGICIAN, I DON'T THINK YOU NEED TO PRACTICE ON BRIDGE OR SPEARS.
39. AS A WARRIOR PRACTICE UNTIL UHURA CHALLENGES YOU ON BRIDGE AND IN SPEARS.
40. A LEOPARD MAN WILL BE IN CAGE SOMETIME DURING GAME, THIS IS BY DIFFERENT EVENTS DEPENDING ON YOUR CHARACTER.
41. THIEF MUST EXPLORE TO WATERFALL
42. WARRIOR MUST PRACTICE UNTIL UHURA CHALLENGES ON BRIDGE AND AND SPEARS
43. MAGICIAN MUST LEARN SOME SPELL FROM SORCERESS IN TARNA.
44. AFTER LEOPARD MAN SHOWS UP IN CAGE, YOU MUST GO EXPLORING.
45. GO TO POR (ONLY WATER ON MAP) AND FILL WATERSKIN.
46. GO TO GIANT TREE AND AND GET GEM FROM GUARDIAN.
47. GO UP HIGHER IN TREE AND POUR WATER ON STAND WHILE STANDING ON IT. GET FRUIT.
48. VISIT POR AND REFILL WATERSKIN.
49. GO TO MOUND THAT HAS POSION VINES (BETWEEN TARNA AND POR)

AT THE MOUND

50. IF YOU HAVE MAGIC, USE FETCH TO GET FRUIT.
51. IF YOU ARE WARRIOR, WAIT UNTIL BAT GETS CAUGHT AND HELP IT OUT. LEAVE AND COME BACK. THE BAT WILL HAVE LEFT AN OPAL AND SOME FRUIT FOR THE WARRIOR.
52. AS A MAGIC USER, YOU WILL HAVE TO GET OPAL NEAR THE END OF THE GAME.
53. IF THE VINES GET YOU, TAKE POISON CURE PILLS.
54. GO BACK TO TARNA
55. VISIT TEMPLE
56. YOU WILL BE JUDGED, AS FAR AS I CAN TELL, IT DON'T MATTER WHAT YOU PICK.
57. VISIT MARKET
58. IT IS UP TO YOU IF YOU WANT TO HELP THE THIEF, THE PALADINE SHOULD HELP HIM.
59. VISIT APOTHECARY
60. GIVE HIM FRUIT FROM GIANT TREE
61. GIVE HIM FRUIT FROM VINES
62. GIVE HIM WATER FROM POR
63. VISIT INN
64. TALK TO SURVIVOR IF YOU HAVE NOT ALREADY DONE SO.
65. GO TO SLEEP AND EAT IF YOU WANT.
66. VISIT APOTHECARY IN THE MORNING AND BUY 2 DISPEL POTIONS.
67. VISIT SIMBIANA
68. GIVE DAGGER, BEADS AND LEOPARD STATUE TO GIRL
69. VISIT LAIBAN
70. ASK ABOUT BRIDE PRICE
71. IF YOU ARE A WARRIOR, YOU MUST COMPLETE INITIATION BEFORE YOU CAN MARRY THE GIRL.
72. GO OUT AND KILL THE DINOSAUR AND GET HIS HORN AND GIVE IT TO LIABON IF YOU ARE A WARRIOR BEFORE YOU CAN CONTINUE INITIATION.
73. DURING THE INITIATION
74. CLIMB TREE TO GET RING
75. USE LOG TO CROSS THORNS
76. HELP YOUR FRIEND WHEN HE GETS LEG CAUGHT IN TRAP
77. ASK LIABON FOR PEACE CONFERENCE OR DRUM.
78. EXIT AND COME BACK AND GIVE 5 ZEBRA SKINS, FINE SPEAR AND FINE ROBE.
79. GIVE DAGGER, BEADS AND LEOPARD STATUE TO GIRL
80. OPEN CAGE AND GIRL WILL ESCAPE.
81. VISIT SAVANNA

Savanna

82. WHEN SOMEONE IS FOLLOWING YOU, CALL OUT.
83. TALK TO GIRL AND TELL HER ABOUT DRUM.
84. TALK TO GIRL AND TELL HER ABOUT ROMANCE AT LEOPARD MAN VILLAGE.
85. IF YOU ARE A THIEF, YOU MUST USE ROPE TO GET TO HUT AND STEAL SPEAR AND SET MONKEY FREE.
86. IF YOU ARE A WARRIOR, YOUR "WIFE" WILL TAKE YOU TO MEET CHEIF RIGHT AWAY.
87. IF YOU ARE A THIEF, YOU WILL MEET CHEIF AFTER YOU STEAL DRUM.
88. GIVE DRUM TO CHEIF.
89. AFTER CONFERENCE, VISIT SAVANNA
90. FOLLOW MANU TO VILLAGE.
91. LEVITATE, CLIMB OR ASK FOR HELP TO GET UP TREE.
92. PERSUADE MANU TO TAKE YOU TO LOST CITY.
93. TO CROSS WATERFALL, ASK MANU ABOUT BRIDGE, OR USE ROPE TO WALK ACROSS, DEPENDING ON YOUR CHARACTER.

AT LOST CITY

94. USE OPAL BAT GAVE YOU TO OPEN DOOR, OR FETCH IT FROM STATUE NEAR THE DOOR.
95. SNEAK PAST DEMON IF YOU CAN OR FIGHT IT IF YOU HAVE TO.
96. AFTER YOU BEAT DEMON, IT IS A VERY GOOD TIME TO HEAL UP AND TAKE MANA AND HEALING PILLS.
97. OPEN DOOR, PICK LOCK OR USE OPEN SPELL.
98. USE DISPEL POTION TO SAVE YOURSELF FROM A FIGHT.
99. IF YOU ARE A THIEF, USE ROPES TO CROSS CHASM ON FAR SIDE OF SCENE AND GET TO LEDGE ON RIGHT. THROW KNIFE A WIZARD AND DESTROY THE ORB.
100. IF YOU ARE A FIGHTER, KILL DEMON, USE SPEAR OF DEATH AGAINST WIZARD, CROSS CHASM USING STATUE AND USE SHEILD ON ORB.