



I'm not robot



Continue

Quest for glory 3 walkthrough

Quest for Glory III: The Wages of War - Walkthrough in TARNA go to money changer try to catch thief - at some point you will be called to testify against him. GO BACK TO THE MONEY CHANGER AND CHANGE YOUR MONEY THE BETTER YOUR COMMUNICATION SKILLS (COMM) THE BETTER YOU WILL NEGOTIATE. AT THE MARKET, GO TO THE VARIOUS GROCERY STORE AND BUY A FINE SPEAR, A FINE DAGGER, 5 ZEBRA SKINS, OIL (IF YOU ARE A THIEF), ROPE (IF YOU ARE A THIEF). AS A THIEF YOU SHOULD ALSO LEARN AROBATICS FROM THE ROPE SELLER. GIVE HIM THEIF SIGN AND BUY LESSONS FROM HIM. HONEY (IF YOU WANT TO CATCH HONEY BIRD – I HAVEN'T FIGURED OUT HOW TO DO THIS, BUT I THINK YOU NEED HONEY). TINDER BOX WIDE SUPPLY OF FISH OR MEAT RATIONS (ABOUT 15) FINE ROBE GIVE NOTE TO KATTA BUY LEOPARD VISIT TEMPLE VISIT PHARMACIES HE WILL TELL YOU TO GET WATER FROM POOL OF RADIANCE (POR) GIFT FROM THE HEART OF THE WORLD FRUIT FROM POISON WINES ALSO BUY POISON CURE (IF YOU ARE A FIGHTER) HEALING PILL MANA (IF YOU ARE A FIGHTER) VISIT INN FOR FOOD FLIRT IF YOU WANT TO WITH WELCOME GIRL GO TO SLEEP VISIT SAVANNA (WILDERNESS) EXPLORE IF YOU WANT, YOU WILL AUTOMATICALLY GO TO YOUR ROOM WHEN IT'S TIME TO BED THIS FIRST TIME (YOU WON'T AUTOMATICALLY GO HOME AT THE SECOND TIME). HALL OF DOM SWEARS ED YOU WILL MAKE THE JOURNEY TO SIMBANI AUTOMATICALLY IN SIMBANA YOU WILL BE TAKEN TO LAIBON TALK TO YOUR FRIENDS UNTIL BEDTIME PLAY YESUFU AWARI IF YOU ARE A WARRIOR, PRACTICE ON THE BRIDGE AND THROW SPEARS, IF YOU ARE A THIEF, PRACTICE ON THE BRIDGE A LITTLE. IF YOU ARE A MAGICIAN, I DO NOT THINK YOU NEED TO PRACTICE ON BRIDGE OR SPEARS. AS A WARRIOR PRACTICE UNTIL UHURA CHALLENGES YOU ON THE BRIDGE AND IN SPEARS. A LEOPARD MAN WILL BE IN CAGE SOMETIME DURING THE GAME, THIS IS AT VARIOUS EVENTS DEPENDING ON YOUR CHARACTER. THIEF MUST EXPLORE TO WATERFALL WARRIOR MUST PRACTICE UNTIL UHURA CHALLENGES ON THE BRIDGE AND SPEARS MAGICIAN MUST LEARN SOME MAGIC FROM THE SORCERESS IN TARNA. AFTER LEOPARD MAN SHOWS UP IN CAGE, YOU MUST EXPLORE. GO TO POR (WATER ONLY ON SHORT) AND FILL WATER SKINS. GO TO GIANT TREE AND GET GEM FROM THE GUARDIAN. GO UP HIGHER IN THE TREE AND POUR WATER ON THE STAND WHILE STANDING ON IT. GET FRUIT. VISIT POR AND REPLENISH WATER SKINS. GO TO THE MOUND THAT HAS POSION WINES (BETWEEN TARNA AND POR) ON THE MOUND, IF YOU HAVE MAGIC, USE FETCH TO GET FRUIT. IF YOU'RE A WARRIOR, WAIT UNTIL THE BAT GETS CAUGHT AND HELP IT OUT. GO AND COME BACK. THE BAT WILL HAVE LEFT AN OPAL AND SOME FRUIT FOR THE WARRIOR. AS A MAGICAL USER, YOU WILL HAVE TO GET OPAL NEAR THE END OF THE GAME. IF THE WINES GET YOU, TAKE POISON CURES. GO BACK TO TARNA VISIT TEMPLE YOU WILL BE JUDGED, AS FAR AS I CAN TELL, IT DOESN'T MATTER WHAT YOU CHOOSE. VISIT MARKET IT IS UP TO YOU IF YOU WANT TO HELP THE THIEF, PALADINE SHOULD HELP HIM. VISIT PHARMACIES GIVE HIM FRUIT FROM GIANT TREE GIVE HIM FRUIT FROM WINES GIVE HIM FROM POR VISIT INN TALK WITH WITH IF YOU HAVEN'T ALREADY DONE IT. GO TO SLEEP AND EAT IF YOU WANT. VISIT PHARMACIES IN MORNING AND BUY 2 DISPEL POTIONS. VISIT SIMBIANA GIVE DAGGER, PEARLS AND LEOPARD STATUE TO GIRL VISIT LAIBAN ASK ABOUT THE BRIDE PRICE, IF YOU ARE A WARRIOR, YOU MUST COMPLETE THE INITIATION BEFORE YOU CAN MARRY THE GIRL. GO AND KILL THE DINOSAUR AND GET HIS HORN AND GIVE IT TOLIABON IF YOU ARE A WARRIOR BEFORE YOU CAN CONTINUE THE INITIATION. DURING INITIATION CLIMB TREE TO GET RING USE LOG TO CROSS THORNS HELP YOUR FRIEND WHEN HE GETS LEGS CAUGHT IN THE TRAP ASK LIABON FOR PEACE CONFERENCE OR DRUM. FINISH AND COME BACK AND GIVE 5 ZEBRA SKINS, FINE SKEWERS AND FINE ROBES. GIVE DAGGER, PEARLS AND LEOPARD STATUE TO GIRL OPEN CAGE AND GIRL WILL ESCAPE. VISIT SAVANNA WHEN SOMEONE FOLLOWS YOU, YD YOU. TALK TO THE GIRL AND TELL HER ABOUT DRUM. TALK TO GIRL AND TELL HER ABOUT ROMANCE AT LEOPARD MAN VILLAGE. IF YOU ARE A THIEF, USE ROPE TO GET TO THE CABIN AND STEALSPEAR AND SET MONKEY FREE. IF YOU'RE A WARRIOR, YOUR WIFE WILL TAKE YOU TO MEET CHEIF RIGHT AWAY. IF YOU ARE A THIEF, YOU WILL MEET THE CHIEF WHEN YOU STEAL THE DRUM. GIVE THE DRUM TO CHIEF. AFTER CONFERENCE, VISIT SAVANNA FOLLOW MANU TO THE VILLAGE. LEVITATE, CLIMB OR ASK FOR HELP TO GET UP THE TREE. PERSUADE MANU TO TAKE YOU TO LOST CITY. TO CROSS WATERFALLS, ASK MANU ON BRIDGE, OR USE ROPES TO WALK ACROSS, DEPENDING ON YOUR CHARACTER. AT LOST CITY USE OPAL BAT ALLOWED YOU TO OPEN THE DOOR, OR RETRIEVE IT FROM THE STATUE NEAR THE DOOR. SNEAK PAST THE DEMON IF YOU CAN OR FIGHT IT IF YOU HAVE TO. WHEN YOU BEAT THE DEMON, IT'S A VERY GOOD TIME TO HEAL UP AND TAKE MANA AND HEALING PILLS. OPEN THE DOOR, LOCK OR USE OPEN SPELL. USE REMOVE ELIXIR TO SAVE YOURSELF FROM A FIGHT. IF YOU ARE A THIEF, USE ROPE TO CROSS THE GORGE ON THE OTHER SIDE OF THE SCEN AND GET TO THE LEDGE TO THE RIGHT. THROW THE KNIFE AND DESTROY THE ORB. IF YOU ARE A FIGHTER, KILL THE DEMON, USE THE SPEAR OF DEATH AGAINST THE WIZARD, CROSS GORGE USING STATUE AND USE SHEILD ON ORB. GAME BOOMERS hints, cheats, and walkthroughs Fighter Tips – add more points to strength, vitality, weapon use and Parry skills. Practice spear-throwing and wrestling daily. Fight monsters in the savannah to build skills. Magic User Tips - add more points to your intelligence, Agility and Magic skills. Talk to Kreesha for information about magic. Open the gift Sultan gives you, use the hand icon on wrapping paper when you open the gift. Get magic wood from giant wood in the jungle. You can also get a spell from wooing to another magical user later in the game. Thief Tips - add more points to your Agility, Vitality, Luck, Stealth and Lock Picking skills. Click thief log on about all (click talk about yourself). Buy lessons from rope seller. Paladin Tips - you need to import a paladin character from QFG2. You get magical skills that you honorable deeds. The more good deeds you do, the more skills you will acquire. How to become a one You have to become one through your actions. Only a Fighter can become a Paladin, and to do that you need to concentrate on making things honorable. Talk to Rakeesh about Paladins. Do good deeds where and when you can, and be polite. Always choose the most honorable way to do something. Your actions will eventually be rewarded. Tarna the thief - catch him. Run after him (most honorable), topple fruit (fighter), use magic, or throw daggers (thief). When you encounter him again (marketplace at night), talk to him, give him food. Offer him money. Welcome Inn - Get meals. sleep here. Talk and flirt with Janna, talk to the survivor as he enters, look at the bulletin board. The pharmacist- Talk to him, buy pills from him. Get him things he needs to remove the potion (water from the Pool of Peace, fruit from magic wood and fruit from poisonous vines) and then negotiate the elixir. Magic users need 3 remove potions, others need 2 remove potions. Tell him about your past. Kreesha's House - Get information. Magic Users: She will teach you magic if you bring her magic tree from the big tree. Hall of Judgment & King's Chambers - only have to go there when asked to do so (automatically). Act honourably and politely. Sekhmet Temple - Talk to priestess. Get pearl from magic tree and return to judgment. Answer questions honestly. Bazaar - There are four screens in the bazaar. Talk to all merchants and tell them about your past. You have to change your money first. Bargain fruit, 5 zebra skins, waterskins, fine dagger, fine skewers, throw daggers (thief), tinderbox, honey, oil (thief), pearls, fish, rope, meat, robe. Give Katta the merchant note from Sheema, tell him about Shapier. Buy leopard sculpture from him. Leave the drummer a tip. To buy goods, spend money at the grocery store or talk about yourself and choose buy item. Bargain for items by choosing make deals on the purchase window. Thieves have to show the thieves' badge to merchants. The city gates - east of Kreesha's House. Talk to the guards. The gates are always open, except in wartime. Once they are closed, they will not open until you stop the war at its source. Simbani Village The Laibon - Talk to him. When fighter skills are high enough, give him dino tusks (fight one in savannah) to go through the lead to become a Simbani Warrior. Pay his price for a bride (5 zebra skins, fine skewers and robes). The thief can steal here. Uhura - she's in her cabin at night, talking to her. She will help you with the bridge and javelin throw. Spear Throwing - Magic users don't have to do anything here. Thieves can practice dagger throws. Fighters and Paladins practice spear throwing. Wrestling Bridge - Magic users don't have to do anything here. Thieves can practice acrobatic skills. Fighters and Paladins practice the bridge alone and with Uhura. The Cage Area - Play Awari with Yesufu. Talk to him. Make friends with Talk to the storyteller here. The prisoner will arrive after: learning magical staff magic (magical user), exploring jungle up to waterfalls (thief), being challenged by Uhura on spear throwing (fighter/paladin). Prisoner in the cage - Use remove potion on him. Tell Laibon about her. Buy her for the bride. Give her pearls, leopard statue and fine dagger. Open cage so she can escape. Wander around the jungle, and when you have someone after you, call out. Talk to her, tell her about drum, romance, yourself. Warrior Introduction - For warriors / paladins. Build skills on spear throwing and wrestling bridge. Talk to Laibon about initiation, give him dino shock. Ring Capture: Use a variation of what he does, climb tree. Thorns: Use log. When Yesufu falls, help him. Throwing spears, throwing before the middle on moving targets. Bro: Use Counter Hopper Uhura taught you. Savannah and Jungle The Savannah - Fight monsters to improve skills. Can make campfires and sleep. Honeybird - When you see honeybird, follow it to the screen with the hive. Place honey on the ground, leave and return to the screen, go near bird, get feathers. Give feathers to pharmacies. Toxic Vines - in the rock mound southeast of Tarna. Make sure you have poison cures. Let and return to the screen until the meerbat gets caught by the vines. Magic User: Use force bolt on vines, pick up fruit. Thief: Use fighting hook, maybe have to fight vines. Fighter: Fight the vines with swords. Leave the screen and return, get fruit and opal. Use poison cure pill. Give fruit to pharmacies. Pool of Peace - can sleep here safely. Fill water skins. Magic user - cast discover, dip blue flower in the pool when the moon shines on it. Jungle - can fight monsters to build skills. Can make campfires and sleep. Magic user can find blue flower. The Giant Tree - Go up path, take first road to the right. Talk to the device, take a gem only. Device will tell magical users how to get magic wood. Leave and continue higher. Refills mana, endurance and health completely. Can sleep here. Stand on the platform and pour water from the pool of peace on the platform. Leopardman Village To find - Walk through the jungle. When you get a message that you're being watched, call me. Show her magic drum (fighter/paladin), others talk to her. She can teach magic user and thief with wizard skills a new magic. Enter the conductor's cabin (thief) - Attach rope to grappling hook. Feed black leopard. Use a grappling hook on the cabin, cross. Feed monkey, open monkey cage. Get spears, go and cross back. Leader and Magic User - Cast summon staff, turn, calm, force bolt, juggling light, lightning ball, levitate in the competition. Use remove the elixir on him when he is occupied. The Lost City To find - after the peace conference, go to the jungle and talk to Manu. Follow him to his village. Magic uses, use levitate, thief use fighting hook or climb, fighter: climb or with Manu on swingline swingline ask him to send one down. Persuade Manu to take you to the Lost City. Waterfall - Talk to Manu about passage. Tell him about the passage (all topics, but hi & bye). Thief use fighting hook, fighter use ropes or vines and has Manu help you, magic user use vines or ropes, levitate and manu. Entering the Lost City - Use opal in jackal eye. Magic user - retrieve opal from the statue. Demon guards - fight, sneak past or calm guards and open the door. Take healing pills/mana pills before opening the door. Occupied Reeshaka - use remove elixir. Demon counterpart - fight. Endgame Magic User - Cast reversal. Cast calm when inflamed. Throw in magic staff and shoot the demon, throw the trigger when he has staff. Cast force bolt on orb. Thief - Climb left pillar. Use grapnel hook on pillar right across the gap (back). Use grapnel on the front column (far right). Use grapnel on the demon wizard. Fighter - Fight gargoyle, knock it over, throw the spear of death at the Wizard. Use shield on gate orb. Paladin - Fight gargoyle, knock it over. Throw flaming swords at the wizard. Hit statue with shield, hit orb with shield. You can help keep Sierra Help pages alive by helping to meet some of the costs of hosting this site. If it's been helpful to you, consider helping keep it online. Thanks. Top Home | Sierra Games Help | Reviews | Tips, Tips & Spoilers | Utilities | Links | Forums | Search © 2006 to present Sierra Help Pages. All rights reserved. All Sierra games, art and music © Sierra. Sierra.