

*King's
Quest*



TO HEIR IS HUMAN

King's Quest III

TO HEIR IS HUMAN

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"To the IA team who have worked very hard over the last two years to create this game, we appreciate your hard work and dedication. We've done it! We made a game! Steffi, Cain, Aaron and Broomie, without you guys (for all different reasons) we wouldn't have had as much fun or had some great sounding boards for our strange thoughts. To Roberta and the team of the original KQ3, you guys made an awesome game which we still love to play twenty years later. Thanks for a great game and we hope our version does your work justice. And to the fans who post on the forums, thanks for your patience!"

- Klytos and Blackthorne



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2006 INFAMOUS-ADVENTURES



TO HEIR IS HUMAN



Long ago, when magic was the only science known to man there dwelt in the land of Lledwor a wizard named Manannan. He was very learned in all the matters of the heavens and earth. Of great age, Manannan presented a frail appearance, as meant, Manannan's impression of fragility lasted only until one looked into his coal-black eyes, which burned with a strange fire. This was, indeed, a powerful wizard.

Although he was powerful, and capable of conjuring up vast armies of spirit servants to sweep his hearth, prepare his meals, and other menial tasks with which he would not soil his hands, this solution to his everyday needs was not satisfactory to him. For he liked his solitude, and didn't want a lot of spirits cluttering up his house. Instead, he apprenticed a very young boy to do his bidding, taking the lad when he was only a year old, so that the boy would have no memories to tug at him in the years to come.



Unfortunately for Manannan, boys grow up and become adventuresome young men. As his slave grew in stature and in strength, Manannan was irritated to find him poking around in areas of the house where he didn't belong. Or he would climb down the narrow path leading to Manannan's mountaintop retreat to explore the surrounding countryside. Even punishment did not stop him for long.

One day, when his slave was 18 years of age, the wizard found him practicing magic spells. This was the last straw!

"YOU!" Manannan screamed. "You have read my books of spells and plundered my supplies of powders and potions. You have even ventured into Lledwor again, against my expressed command, for nowhere else could you have gathered some of these ingredients!"

"You think you will win your freedom with these tricks?" the wizard sneered. "You shall see your mistake! You have earned only your own demise!" And with that, Manannan raised his hands menacingly.

Suddenly the earth began to shake and his slave was no more. Only a small pile of ashes remained where he had stood.

"Next time, I won't make the same mistake," Manannan snarled. "I'll never let any of my slaves reach manhood. I'll have no more accidents."

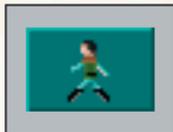




ICONS AND CURSORS

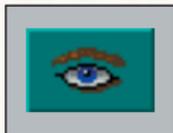
At the top of the screen is a bar containing eight icons that can be selected to execute the command choices available to you.

To open the Icon bar, drag your mouse cursor to the top of the screen.



The *Walk* Icon

Choose Walk when you want to move the character from place to place. The Character will follow a direct path until it reaches its goal.



The *Look* Icon

Choose Look when you want to have the character look at something on screen. This will give you a description of the object or area.



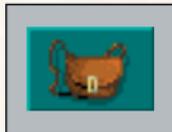
The *Action* Icon

Choose Action when you want the character to interact or perform an action on an object. (Getting a tin cup from on a table, getting on top of a box, etc.)



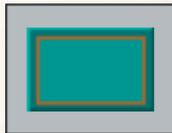
The *Talk* Icon

Choose Talk when you want to initiate a conversation between characters. (Talk to man on boat, talk to woman, etc.)



The *Inventory* Icon

Choose Inventory when you want to see and select from the items you are currently carrying.



The *Item* Icon

Choose Item icon and it will show the last inventory item you selected. Choose Item when you want to see or use this item quickly.



The *Control* Icon

Choose Control when you want to access the game's options. You can also access the save, restore and exit GUIs.



The *About* Icon

Choose About to see specific information about the game.



The *Walk* Cursor

The Walk Cursor appears after you select the Walk Icon. You can use this on the screen to move around it. The green dot indicates the precise action spot for the cursor.



The *Look* Cursor

The Look Cursor appears after you select the Look Icon. You can use this on the screen to obtain descriptions of objects, or what the character sees. The green dot indicates the precise action spot of the cursor.



The *Action* Cursor

The Action Cursor appears after you select the Action icon. You can use this on the screen to interact with objects or locations. The green dot indicates the precise action spot of the cursor.



The *Talk* Cursor

The Talk Cursor appears after you select the Action Icon. You can use this on the screen to start a conversation with other characters. The green dot indicates the precise action spot of the cursor.



The *Wait* Cursor

The Wait Cursor appears while the character is doing an action or the game has started a cutscene.



The *Special Action* Cursor

The Special Action Cursor appears in several places in the game. It will indicate that a special action can be done in that particular place. (Climb up or down, put all, etc.)



THE INVENTORY SYSTEM

While playing King's Quest III "To Heir Is Human", you'll be forced to hide and retrieve items on many occasions. Gwydion's safe spot is his room, and he can keep items under his bed.

Clicking on an inventory item and "using" it on the bed will place that particular item under the bed (for safe keeping).



You can also rotate the action icons in this room by right clicking the mouse. A Teal Arrow will show up. This means you can put all the "BAD" items under the bed at once.

Using the "Hand", or Interact Icon, on the bed will retrieve all items from under the bed.

Manannan keeps a sharp eye on Gwydion, checking up on him every once in a while. Manannan has sharp eyes and can see what items Gwydion is currently carrying. Manannan can determine if these are normal "GOOD" items or improper "BAD" items.

GOOD items will not draw the evil wizards attention, but BAD items will provoke the unmeasured wrath of Manannan - and sure end of Gwydion.



GOOD, BAD AND SPECIAL ITEMS

It is important for Gwydion's survival to know what items are GOOD and what items are BAD. And, in some cases, to understand which items are special.

Inventory Window



Each inventory item has an action hotspot. The hotspot is a little yellow dot on the item sprite (graphic). That dot is your reference on how to point your item (when using it on something or someone).

You'll notice that the hotspot has a coloured outline. These outlines tell you if an item is "GOOD", "BAD", or "SPECIAL".

Green Outline: Means the item is GOOD and ok to carry around.

Red Outline: Means the item is BAD and you must hide it from Manannan.

Blue Outline: Means the item is magical, but draws no attention from Manannan.



CASTING MAGIC SPELLS



UNDERSTANDING THE LANGUAGE OF CREATURES

Ingredients: One small feather from a bird; One tuft of fur from any animal; One dried reptile skin; One rounded spoonful of powdered fish bone; One thimbleful of dew and a magic wand.

FLYING LIKE AN EAGLE OR A FLY

Ingredients: One tail feather from any eagle; One pair of fly wings; One pinch of saffron; Rose petal essence and a magic wand.

TELEPORTATION AT RANDOM

Ingredients: One spoonful of salt grains; One sprig of dried mistletoe; One smooth rounded stone of unusual colour and a magic wand.

CAUSING DEEP SLEEP

Ingredients: Three dried acorns; One cup of nightshade juice; One empty pouch and a magic wand.



TRANSFORMING INTO A CAT

Ingredients: One half cup mandrake root powder; One small ball of cat hair; Two spoonfuls of fish oil and a magic wand.

BECOMING INVISIBLE

Ingredients: One jar of lard; One cactus; Two drops of toad spittle and a magic wand.

STORM BREW

Ingredients: One cup of ocean water; One spoon of swamp mud; A pinch of toadstool powder; One empty jar and a magic wand.

To make a spell once you have the ingredients, open the spellbook and “cast” the desired spell. (Cycle the cursors by right clicking to get the “cast” icon).

HOW TO USE MAGIC SPELLS

Understanding the Language of Creatures: Put the dough into your ears.

Flying like an Eagle or a Fly: Pick a place where you want to transform and then dip the eagle feather or fly wings into the rose essence.

Teleportation at Random: Use the stone by using it in the inventory, or by using the item on Gwydion.

Causing Deep Sleep: Pick the lowest place possible to set the powder on, like a floor - and use the item on it.

Transform into Cat: Eat the cookie, or have someone else eat it.

Becoming Invisible: Use the ointment jar on Gwydion.

Storm Brew: Use the jar on Gwydion or someone else.

Credits

Programming

Shawn Mills

Art Department

Steve Alexander
Vladislav Nachev
Mike Galusha
Elissa Ng
Jeroen Warmerdam
Chris Muhar
Charlie Shields
Chris Page
"Maggott"

Animation Department

Jamie Broom
AJ Alegria
Sean Tilley
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Allister Howe

Quality Assurance

Lucas "Brainiac" McClain
Mike Lavoie
AJ Prime
Arclite
Gabbahey
Jürgen
Nitecrawler
Music Head
Ponderer

Music & Voice Departments

Cris Skelton
Peter Rocker

"My Way Home"

Song written and performed by 'Steve Nani'
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CAST

Narrator - Jon Stoll
Gwydion/Alexander - Cris Skelton
Manannan - Andy Hoyos
Mordack - Andy Hoyos
Storekeeper - Alex Taylor
Gnome - Steve Alexander
Rosella - Hope Kodman
Guard - AJ Alegria
Queen Valanice - Lilian Tang
King Graham - Josh Mandel
Cat - Jamie Broom
Rat 1 - Chase Wooldridge
Rat 2 - Alex McDonald
Dog - Jon Stoll
Chipmunk 1 - AJ Alegria
Chipmunk 2 - AJ Alegria
Bird 1 - Chris Cornwell
Bird 2 - F.J. Riley
Reptile 1 - Alex McDonald
Reptile 2 - Steve Alexander
Mugger 1 - F.J. Riley
Mugger 2 - Chase Wooldridge
Pirate Captain - Cris Skelton
Pirate Chef - Chase Wooldridge
Pirate Red - Chris Cornwell
Pirate Ug - F.J. Riley
Oracle - Lilian Tang
Maid - Lilian Tang
Guy - Cris Skelton
Medusa - Lilian Tang
Buxom Barmaid - Laine Skelton
Chicken 1 - Forest Van Dyke
Chicken 2 - Laine Skelton
Baby Bear - Forest Van Dyke
Mama Bear - Laine Skelton
Papa Bear - Forest Van Dyke

KING'S QUEST III SYSTEM REQUIREMENTS

Minimum System Requirements:

- Pentium or higher processor, at least 166 Mhz
- SVGA display
- 1 MB Video RAM
- 32 MB RAM
- Windows 95/98/ME, Windows 2000, or Windows XP.
- DirectX 7 or higher.
- About 50 MB free disk space (without voice pack)
- Sound card

Recommended System Requirements:

- Pentium II processor, above 200 Mhz
- SVGA display
- 2 MB Video RAM
- 64 MB RAM
- Windows 95/98/ME, Windows 2000, or Windows XP.
- DirectX 7 or higher
- About 300 MB free disk space (with voice pack)
- Sound card

Important: Under minimum requirements the game may experience slowness and possible risk of crashes, especially if background applications are running.

We advise you to uninstall any previous version of King's Quest III before you proceed to reinstall.

Original King's Quest Games

King's Quest I: Quest For The Crown (1984)

King's Quest II: Romancing The Throne (1985)

King's Quest III: To Heir Is Human (1986)

King's Quest IV: The Perils Of Rosella (1988)

King's Quest V: Absence Makes The Heart Go Yonder (1990)

King's Quest VI: Heir Today, Gone Tomorrow (1992)

King's Quest VII: The Princeless Bride (1994)

King's Quest VIII: Mask of Eternity (1998)

KING'S QUEST III DISCLAIMER

This game was created with AGS, an
adventure game scripting program.
This version of King's Quest III is not
affiliated with Sierra Entertainment.
Please do not contact Sierra with bug
reports or questions about the game.

This game is a non-profit production
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circumstances whatsoever.



INFAMOUS ADVENTURES
Project King's Quest III Remake

KING'S QUEST III "TO HEIR IS HUMAN" Version 1.0

Thanks for downloading KQIII. We hope you have fun experiencing
the land of Llewddor in the Sierra "VGA" style with digital sound,
enhanced music and an icon-based mouse interface.

Important: Make sure you uninstall any previous versions of King's
Quest III from your system before installing this version.

Please read the included readme.txt file carefully before running this
game, as it contains additional information which you should be aware
of before playing the game. It also contains a full list of fixed bugs and
issues.

Post all comments on our forums at:
www.infamous-adventures.com/forum





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King's Quest III - 2006