Quick Reference Troubleshooting for
Quest for Glory 3: Wages of War

Problem: If you are experiencing the following problems: (A) problems importing characters from QFG2; (B) fighter/Peace Conference Loop; (C) fighter turned Wizard: Peace conference never occurs; (D) paladins without throwing skills (which are necessary) now automatically get 50 points at the beginning of the game; (E) the ability to cheat and give your character unlimited points in the character stat screen has been removed; (F) blue orchid icon stays on screen, then OOPS error; (G) giving 1 dispel potion to Shaman and program shows 2 gone from inventory; (H) giving 1 dagger to Johari in cage and program shows 2 gone from inventory; (I) unable to enter Labion hut (may have to restore to a point prior to ever entering the Labion hut with a Dino horn); (J) popping noise using ADL.DRV or PROAUDIO.DRV; (K) Other looping, OOPS, and strange problems.

Solution: Install the patch enclosed in this package. NOTE: Once the patch is installed, the game must be started over (saved games prior to installing the patch will not work).

Problem: Can't Find the Blue Orchid
Solution: This is a game play issue. Go to the tree and ask the Guardian about "wood". After that, the blue orchid will show randomly in the jungle.

Problem: Can't levitate in Shaman duel
Solution: The customer (playing a Wizard) is able to reach the point in the Shaman duel where the Shaman creates a pit under Hero. Hero will fall into the pit. If you have the SKILL and DETAIL settings turned up, you will have less time to cast the levitate spell that allows you to counter the Shaman's spell. On a slow computer (or even a half way slow computer), this time can be reduced to zero, so that the magic icon is grayed out by the time you get your mouse to the menu bar. The chief then says that you lost the duel, and you end up outside the village again. Turning the DETAIL and SKILL levels all the way down fixed the problem, but on a REALLY slow computer, even this might not help.

Problem: Locked-Up talking to Arne the Aardvark
Solution: Just click the talk icon on ego and say "Good-bye".

Problem: Thief can't cross chasm
Solution: Click hand icon on the pillar in front of the chasm first.

Problem: Shaman waves his arms endlessly
Solution: This is due to the INSTALL routine assuming that all IBM PS/1's have PS/1 Audio/Joystick cards installed. Many don't. The solution is to re-run INSTALL and choose PC Speaker for music, and No Audio/Voice Card for speech.

Problem: Can't obtain the Juggling Lights Spell
Solution: The Wizard must open the gift they start the game with. It will explode in their face. Then they must click the hand icon on the wrapping (not the eye icon).