

# Might & Magic III – Mots de passes et réponses

## Clues, notes and information found on walls

Où le trouver	Ce que ça dit
Personal note	The sunken isle is east of Baywatch
Castle Greywind	All that glitters may not be gold
Castle Greywind	Pay tribute to all the statues in Blackwind Dungeon
Castle Greywind	Search for fiery treasure in the remains of the five towers
Cursed Cold Cavern	If you take a pearl to the Pirate Queen she won't steal your gold
Cursed Cold Cavern	Princess Trueberry holds the Golden Alicorn
Swamp Town	All undead in the Tomb of Terror must be destroyed in order to discover it's hidden secrets

## Words for the mirror portals

Ce que vous dites	Où cela vous conduit
Home	Fountain Head
Seadog	Baywatch
Freeman	Wildabar
Doomed	Swamp Town
Red Hot	Blistering Heights
Air	Between Castle Dragon Tooth and Dragon Cavern (F1 - x=0 y=12)
Fire	Fire Island-west of Blistering Heights (C2 - x=12 y=0)
Water	South of Swamp Town (E3 - x=7 y=10)
Earth	Just west of Magic Cavern (E4 - x=3 y=3)
Arena	The Arena

## Guide for "Nature's Gate" (Druid/Ranger Spell)

Jour ou vous lancez le sort	Où cela vous conduit
0	Fountain Head
1	Bay Watch
2	Wildabar
3	Swamp Town
4	Blistering Heights
5	Castle Whiteshield
6	Castle Blood Reign
7	Castle Dragon Tooth
8	Castle Greywind
9	Fountain Head



## Guide for the 'Interspatial Transport Box'

1-Fountain Head	33-Blackwind Dungeon
2-Baywatch	34-Alpha Engine Sector (on 'earth' isle)
3-Wildabar	35-Main Engine Sector (in Swamp land)
4-Swamp Town	36-Beta Engine Sector (on 'air' isle)
5-Blistering Heights	37-Aft Storage Sector (no outside access)
6-Fountain Head Cavern	38-Central Control Sector (on Fire isle)
7-Baywatch Cavern	39-Forward Storage Sector (near Baywatch)
8-Wildabar Cavern	40-Can't go to (probably the Arena)
9-Swamp Town Cavern	41-1 space south of Fountain Head (A1)
10-Blistering Heights Cavern	42-1 space west of Baywatch (A2)
11-Cyclops Cavern	43-Southwest of Baywatch (A3)
12-Arachnoid Cavern	44-On path to Wildabar (A4)
13-Cursed Cold Cavern	45-East of Fountain Head (B1)
14-Dragon Cavern	46-West of the Fortress of Fear (B2)
15-The Magic Cavern	47-North of Castle Blood Reign (B3)
16-Ancient Temple of Moo	48-1 space north of Wildabar (B4)
17-Slithercult Stronghold	49-Cyclops Island (C1)
18-Fortress of Fear	50-West of Blistering Heights (C2)
19-Halls of Insanity	51-Fire Isle, south of Central Control Sector (C3)
20-Dark Warriors Keep	52-On Isle with Castle Greywind (C4)
21-Cathedral of Carnage	53-On Isle with Cursed Cold Cavern (D1)
22-Tomb of Terror	54-1 space north of Blistering Heights (D2)
23-The Maze From Hell	55-1 space west of Blistering Heights (D3)
24-Can't go to (probably Castle Whiteshield)	56-On Isle between Castle Greywind & Blackwind (D4)
25-Can't go to (probably Castle Blood Reign)	57-East of Castle Dragon Tooth (E1)
26-Can't go to (probably Castle Dragon Tooth)	58-2 spaces west of Swamp Town (E2)
27-Castle Greywind	59-3 spaces south of Swamp Town (E3)
28-Castle Blackwind	60-East of The Magic Cavern (E4)
29-Can't go to (probably Whiteshield Dungeon)	61-South of Beta Engine Sector & Dragon Cavern (F1)
30-Can't go to (probably Blood Reign Dungeon)	62-Most northeast parts of Swamp land (F2)
31-Can't go to (probably Dragon Tooth Dungeon)	63-Most southeast parts of Swamp land (F3)
32-Greywind Dungeon	64-North of Alpha Engine Sector-on 'earth' isle (F4)

### Where you find keys to dungeons and which dungeon each key opens up

What key it is	Where you find it	Location	Which dungeon that key opens up
<b>Green Eyeball Key</b>	Cyclops Cavern	x=23 y=23	Halls of Insanity
<b>Red Warriors Key</b>	Cyclops Cavern	x=14 y=17	Dark Warriors Keep
<b>Gold Master Key</b>	Magic Cavern	x=26 y=3	Maze From Hell
<b>Blue Unholy Key</b>	Arachnoid Cavern	x=9 y=21	Cathedral of Carnage
<b>Yellow Fortress Key</b>	Arachnoid Cavern	x=3 y=1	Fortress of Fear
<b>Black Terror Key</b>	Cursed Cold Cavern	x=2 y=24	Tomb of Terror

### Where you find 'Hologram Sequencing Card's

Which Card	Where	Location
<b>Hologram Sequencing Card #1</b>	Fortress of Fear	x=27 y=11
<b>Hologram Sequencing Card #2</b>	Halls of Insanity	x=8 y=28
<b>Hologram Sequencing Card #3</b>	Dark Warriors Keep	x=17 y=1
<b>Hologram Sequencing Card #4</b>	Cathedral of Carnage	x=1 y=26
<b>Hologram Sequencing Card #5</b>	Tomb of Terror	x=18 y=2
<b>Hologram Sequencing Card #6</b>	Maze From Hell	x=27 y=23



## Where you find other important items and achieve needed status'

What	Where	Location
Golden Pyramid Key Card	A4-West of Wildabar-on an isle	x=15 y=13
Interspatial Transport Box	Central Control Sector	x=14 y=14
Become an Ultimate Adventurer	Maze From Hell	x=14 y=19
Become a Crusader	Ancient Temple of Moo	x=29 y=15
Blue Priority Pass	You get it from the king you give 11 King's Ultimate Power Orbs to	
Become a Master of all skills*	Halls of Insanity	x=4 y=29

(\*becoming a master of all skills isn't required but it helps a lot and is very handy and neat.)

## Location of all of the 'King's Ultimate Power Orb's.

Halls of Insanity	Main Engine Sector	Maze From Hell
x=28 y=3	x=1 y=8	x=1 y=1
x=3 y=18	x=8 y=8	x=1 y=30
	x=11 y=8	x=30 y=31
	x=14 y=8	x=19 y=19
Dragon Cavern	Beta Engine Sector	Tomb of Terror
x=2 y=1	x=1 y=15	x=12 y=6
x=27 y=5	x=1 y=7	x=12 y=2
x=21 y=5	x=10 y=1	
x=13 y=3	x=14 y=7	Cathedral of Carnage
Dark Warrior Keep	Alpha Engine Sector	x=25 y=17
x=30 y=1	x=0 y=14	x=25 y=15
x=30 y=2	x=15 y=9	
Aft Storage Sector	x=0 y=4	
x=1 y=12	x=15 y=1	
x=1 y=14		
x=14 y=8		

## Locations of all the Greek Brothers

The Greek Brothers each give you information on where and how to get Sea Shells of Serenity. They will only talk to you if you talk to them in order.

Order	Name	Located at/in	Coordinates
1st	Alpha	Baywatch	x=11 y=14
2nd	Beta	Baywatch Cavern	x=15 y=9
3rd	Gamma	Wildabar	x=8 y=1
4th	Delta	Wildabar Cavern	x=15 y=12
5th	Zeta	Arachnoid Cavern	x=6 y=16

## Where the Pirate Queen is at/located

Zone	Coordinates
D2	x=14 y=10
D2	x=13 y=13
D2	x=9 y=14

## Passwords/Answers to questions and riddles

### Où en avez-vous besoin

Fountain Head Cavern  
open the chests in Castle Whiteshield  
Whiteshield Dungeon  
open the chests in Castle Blood Reign  
Blood Reign Dungeon  
open the chests in Castle Dragon Tooth  
Dragon Tooth Dungeon  
sunken isle  
Beta Engine Sector  
Alpha Engine Sector  
Main Engine Sector  
Central Control Sector  
Greywind Dungeon  
Blackwind Dungeon  
Blackwind was married  
Greywind was married  
Pirates' treasure will be real  
Dark Warriors Keep  
the eyes of eternity (in the Halls of Insanity)  
the blink of destruction (in the Halls of Insanity)  
the well of tears (in the Halls of Insanity)  
Slithercult Stronghold  
Arachnoid Cavern  
The field de-activation code/password in the Cathedral of Carnage  
The initialization sequence for the ships computer

### Mot de passe

rats  
smello  
joabary  
nortic  
ogre  
11  
20,000  
youth  
sublevel  
warp  
primary  
creators  
circle  
ten  
on day 60  
on day 50  
on Onesday.  
314  
blink  
tears  
eyes  
epsilon  
20301  
JVC  
645231



## Position des châteaux et des donjons

<u>Nom</u>	Zone	Position	Close to/Near
Ancient Temple of Moo	A1	x=6 y=5	Near Fountain head
Arachnoid Cavern	B4	x=3 y=7	Near Wildabar
Castle Dragon Tooth	E1	x=10 y=5	If you go to 'Air' through the mirror portal, it's a little to the west
Castle Blood Reign	B4	x=4 y=11	Near Wildabar
Castle Whiteshield	A2	x=4 y=15	Near Fountain Head
Cathedral of Carnage	B3	x=9 y=7	Near Wildabar
Cursed Cold Cavern	D1	x=9 y=5	On an island by itself, east of Dragon Cavern
Cyclops Cavern	B1	x=12 y=10	Near Fountain Head
Dark Warriors Keep	B3	x=0 y=6	Near the Hall of Insanity and Baywatch
Dragon Cavern	F1	x=10 y=10	East of Castle Dragon Tooth
Fortress of Fear	B2	x=10 y=13	East of Fountain Head
Halls of Insanity	A3	x=6 y=7	Near Baywatch
Magic Cavern	E4	x=7 y=7	If you go to 'Earth' through the mirror portal, it's a little to the west
Maze From Hell	F3	x=9 y=6	East or Southeast portion of the Swamplands
Slithercult Stronghold	B1	x=3 y=1	Near Fountain Head
Tomb of Terror	F2	x=0 y=0	East of Swamptown

### Location of Pyramids

Partie de la pyramide	Zone	Position	Close to/Near-Outside Access
Forward Storage Sector	A2	x=5 y=2	West of Baywatch
Alpha Engine Sector	F4	x=9 y=8	On 'earth' (mirror portal) isle
Beta Engine Sector	F1	x=4 y=9	East of Castle Dragon Tooth
Main Engine Sector	F2	x=3 y=4	East of Swamp Town
Central Control Sector	C2	x=15 y=0	SouthWest of Blistering Heights