

Wizards & Warriors III: Kuros: Visions of Power Treasure Completion FAQ

by slartifer

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WIZARDS & WARRIORS III

Treasure Completion FAQ

by Slartifer

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v 1.2

September 7, 2012

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This FAQ catalogues the treasure available in Wizards & Warriors III, and plots the path to the end game involving the fewest and cheapest keys. There is a bewildering amount of treasure available. You can use this guide as a checklist to make sure you have found everything in an area before you move on.

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TREASURE LISTING

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Amnt.	Total	Location
420	420	Town -- lower area
110	530	Town -- lower area -- hidden room at east edge scaffolding
-450	80	Town -- lower area -- inn (buy 5 keys)
--	80	Town -- lower area -- 1st Thief's Statue (use key)
1000	1080	Town -- lower area -- 1st Thief's Guild (use key)
		(use 1st Thief outfit to access part of dungeon -- use key)
30	1110	Dungeon -- upper level -- east area
--	1110	Dungeon -- upper level -- 1st Wizard's Statue (use key)
1000	2110	Dungeon -- upper level -- 1st Wizard's Guild (use key)
		(use 1st Wizard outfit to access upper half of town)
320	2430	Town -- upper area
220	2650	Castle -- exterior -- gray area
-170	2480	Castle -- main hall -- lower area -- inn (buy 2 keys)
420	2900	Castle -- main hall -- lower area

-- 2900 Castle -- main hall -- lower area -- 1st Knight's Statue(use key)
1000 3900 Castle -- main hall -- lower area -- 1st Knight's Guild (use key)

(use 1st Knight outfit to access main part of dungeon)

110 4010 Dungeon -- upper level
110 4120 Dungeon -- middle level (including pink zone)
80 4200 Dungeon -- middle level -- two rooms in connecting open caves
70 4270 Dungeon -- middle level -- hidden room near connecting caves
290 4560 Dungeon -- lower level (including blue zone)
-490 4070 Dungeon -- lower level -- inn (buy 7 keys)
170 4240 Dungeon -- middle level -- 2nd Wizard's Statue (use key)
1000 5240 Dungeon -- middle level -- 2nd Wizard's Guild (use key)

(use 2nd Wizard outfit to access far left areas)

790 5930 Castle -- main hall -- upper area
160 6090 Castle -- exterior -- brown area
-- 6090 Castle -- exterior -- brown area -- 2nd Knight's Statue (use key)
100 6190 Castle -- exterior -- gray area -- upper left
-- 6190 Town -- upper area -- 2nd Thief's Statue (use key)
130 6320 Town/Castle -- far left area
1000 7320 Town/Castle -- far left area -- 2nd Knight's Guild (use key)
10 7330 Castle -- exterior -- gray area -- upper right
20 7350 Town/Castle -- far right area
1000 8350 Town -- upper area -- 2nd Thief's Guild (use key)

(use 2nd Thief outfit to access window to 3rd Thief's Statue)
(use 2nd Knight outfit to access 3rd Thief's Guild)

-- 8350 Town -- upper area -- 3rd Thief's Statue
1000 9350 Town -- upper area -- 3rd Thief's Guild (use key)

(use 3rd Thief outfit to open doors & chests everywhere!)

4090 13440 Town -- all areas -- treasure inside doors/windows/chests
150 13590 Town -- upper area -- hidden room in NW of house with 2 beehives

(deliver 2 treasures to wise man before leaving)

1520 15110 Dungeon -- middle level -- treasure inside rooms/chests/etc.
1810 16920 Dungeon -- lower level -- treasure inside rooms/chests/etc.
300 17220 Dungeon -- lower level -- secret room inside middle passage
170 17390 Dungeon -- lower level -- 3rd Wizard's Statue
1000 18390 Dungeon -- lower level -- 3rd Wizard's Guild

(use 3rd Wizard outfit to access various out-of-reach spots)

70 18460 Dungeon -- lower level -- far west vertical shaft
210 18670 Dungeon -- upper level -- far left area

(deliver 2 treasures to wise man before leaving)

30 18700 Town -- two buildings -- previously unreachable treasures
30 18730 Castle -- exterior -- far right -- door
810 19540 Castle -- exterior -- gray area -- previously unreachable spots
-- 19540 Castle -- exterior -- gray area -- 3rd Knight's Statue
1000 20540 Castle -- main hall -- lower area -- door in NE
60 20600 Castle -- exterior -- brown area -- right tower
40 20640 Castle -- exterior -- blue area -- hidden room by center tower

360 21000 Castle -- exterior -- blue area -- left tower
1000 22000 Castle -- exterior -- blue area -- left tower -- 3rd Knight's G.
1570 23570 Castle -- exterior -- blue area -- center tower
200 23770 Castle -- exterior -- blue area -- right tower -- free princess
590 24360 Castle -- exterior -- blue area -- right tower
40 24400 Castle -- exterior -- blue area -- right tower -- SE hidden room
130 24530 Castle -- main hall -- center left -- hidden doors at far left

(deliver 2 treasures to wise man before leaving)

400 24930 Free 2 remaining princesses (in town and dungeon)
2000 26930 Defeat three-headed dragon
1430 28360 Passage to Malkil
5000 33360 Defeat Malkil

This guide lists all known treasure. As far as I know, 33,360 points is the maximum treasure score you can reach. However, it is possible that there is some very obscure treasure that has escaped detection by myself and others. If you encounter any such situation (especially if you push your treasure score past 33,360) please contact me (via GameFAQs) and let me know -- you will be credited with the information.

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ACKNOWLEDGEMENTS & HISTORY
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Acknowledgements:

MI4 REAL and toritoritori247 contributed 2 secret areas in the dungeon.
Thanks guys!

Thanks to KingKuros for his maps on the Video Game Atlas, which were very useful -- a highly recommended resource.

Thanks to JMLee for his walkthrough, which was a useful reference as well.

History:

1.0 - September 2012 - Initial release
1.1 - September 2012 - Added more secret areas, made all secret areas explicit
1.2 - September 2012 - Added more secret areas

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