

All-New Format!

SPACE QUEST™ 3

The Pirates of Pestulon

INCLUDES COMPLETE WALK-THRU

INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

HIDDEN ROOMS, LOCATIONS AND
CHARACTERS YOU MAY NOT
HAVE ENCOUNTERED

THE PERFECT GAME ACCESSORY



SPACE QUEST™3

The Pirates of Pestulon

HINT BOOK



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Introduction

Hello! And welcome to the world of Space Quest III: The Pirates of Pestulon. The authors, Mark and Scott, sincerely hope you enjoy the wacky universe that they've created just for you.

It is not necessary to have played Space Quest I or II in order to successfully play Space Quest III.

How this book works

The object of Space Quest III is to discover its puzzles and then find the solutions to them. However, some puzzles may be obscure or so well hidden that you don't even know where to begin. Or, perhaps this is your first attempt at playing an adventure game. Either way, this book is designed to help you through those frustrating times when you are unable to find the solution to a problem.

Although we have tried to out-think you, you may come up with some questions which we did not think of. If, after looking through this hint book you cannot find the appropriate question which corresponds to your problem, feel free to contact Sierra's 24 Hour Hintline at (209) 683-6858.

How to use this Hint Book

As you stumble along throughout the game, you may come to a point where you don't know what to do next or how to solve a problem or situation. Look through this hint book for the question or statement that best resembles your problem. Then, hold the red window card up to the top of the box just below the question and read each clue, one at a time. Hints usually progress from mildly helpful, to strong clues, to "here's the answer!" Read each hint individually and in sequence. Most importantly, only read the clues that you really need!

How NOT to use this Hint Book

You will be spoiling all of the fun (not to mention wasting your hard-earned buckazoids) if you just scan through this book and read all of the answers. Instead, read only those hints which are absolutely necessary, and as few of those as possible. If the first clue is enough to enable you to continue on in the game, don't read the rest of the answers. You can always go back and read them later. We've also thrown in some trick questions to discourage you from cheating. Just because a question refers to a red furry creature doesn't necessarily mean there is one in the game. So, beware!

If you've finished Space Quest III

Once you have "won" the game and the Two Guys from Andromeda have been rescued, I hope we can interest you in playing again. If you received less than the maximum score possible, start again from the beginning and try to find different solutions to the puzzles. To help you along, we've included a section in the back of the hint book called "After The End of the Game." This is a just-for-fun list of things you may have missed along the way. Be very cautious using this section, though. It will literally ruin the game for you if you see it too soon. You will find a list telling how every point is earned and where every object is found and used, a step-by-step walk-thru, and a complete set of maps of the different areas throughout the game.

If this is the first Space Quest adventure game you have ever played, we hope you will consider playing Space Quest I: The Sarien Encounter and Space Quest II: Vohaul's Revenge.

Thank you for purchasing Space Quest III. We hope you enjoy playing it and wish you good luck in your adventure!

Mark and Sandy Crowe

The most important part of playing an adventure game is to "look" at everything.

Every time you walk into a new area "look". You will always get a general description of the area where you are currently standing and sometimes an important clue. Read the text windows carefully.

Map your progress on a piece of paper in case you need to go back to a specific area.

Didn't you read the documentation that came with this game?

Universally famous software designers, those Two Guys from Andromeda, have been kidnapped and are being held captive by software pirates.

It is up to you, Roger Wilco, to rescue them from a fate worse than death: . . . churning out mindless arcade games for a disreputable software company known as ScumSoft.

Make sure you "save" your game a lot! Go to the menu bar at the top of your screen and choose "Save" from the "File" menu.

If you make a mistake and die, "Restore" your game rather than starting over from the beginning.

Before doing something in the game that looks potentially dangerous, save your game.

You are not limited to the 12 slots shown. You can create as many subdirectories as you wish, and save games there. You can even save games on multiple disks.

Use the "Speed" menu to select a new speed.

On some computers, you can use the plus (+) or minus (-) keys on your numeric keypad to move faster or slower.

Choose "Inventory" from the "Action" menu.

If you want to "look" at a particular object, type "look" and the name of the object you want to see.

Or, you can highlight the object in the inventory window by using your mouse or the the tab key.

I don't know!

You'll have to find a ship that's in pretty good shape to fly out of here.

Climb through the robot's eye to find a suitable spaceship.

"Look" around the room.

You will need to use your climbing abilities.

Climb up the side of the large robot head where the eye is broken.

Be careful, though. If you walk too close to the edge you will fall off and die.

Don't walk that way.

Maybe there's a safer way of going down.

Try climbing through the robot's eye where it is broken.

You'll need something to assist you in climbing the ship.

Gosh, if you only had a ladder!

Find the rat's lair and get the ladder.

Ah ha! Gotcha!

This is a perfect example of a trick question. This book is chock-full of them.

Now slap your hand and repeat after me. . . . I will not use this book to cheat ever again!

It might be a good way to get a lift!

Stand in the spot where the trash buckets come up. One will pick you up and take you somewhere.

You'd better get up and fast!

Stand up.

You could try walking the opposite direction of the conveyor belt while you think this through.

Are you getting tired of walking yet?

The rails above you could be helpful.

Jump up and grab the rail.

You can't.

You're a good acrobat but not that good!

You'll need to catch a ride with whatever uses this rail.

The only jet pack in the Space Quest series is in Space Quest I: The Sarien Encounter.

If you haven't purchased a copy of it yet, we strongly suggest you do so!

This is a trick question!

It doesn't look like you can go "up" any higher.

You need to find a good place to climb down.

Take a ride on a grabber.

Climb down where the grabber connects to the rail.

I guess the robot just doesn't like you snooping around his ship.

You'll have to be a little faster about getting on the grabber.

Don't waste so much time in this area.

Did you "look" at the controls?

Use your arrow keys.

You'll have to park it where there's a place to step out.

Go back to where you found the grabber.

Stop at the place where the floor sticks out towards the rail and exit the grabber.

Don't worry about the rats . . . at least not now anyway.

Hey, there's a ladder here!

Whatever is powering those lights might come in handy later.

Cheater! Cheater!

Another trick question. There is NO time door key.

Ha! Ha! Ha!

About all you can do here is look at the computer and sit in the pilot seat.

Type "look computer" and "sit down."

You need to figure out how to get this bird off the ground.

Because you are the pilot.

It's not like I can't walk with the ship. I can't.
The woman from the other ship is in the tunnel of the
space ship. She's dead.

What do I do once I'm in the pilot's seat?

Remember, you're in the pilot's seat.
You need to be in the pilot's seat. You need to be in the pilot's seat.
You need to be in the pilot's seat. You need to be in the pilot's seat.
You need to be in the pilot's seat. You need to be in the pilot's seat.

I'm inside the large ship, but it's as dead as a door nail.

You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.

I've looked everywhere but I can't find a power supply for the ship.

You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.

No matter what I try, I can't get into the little round space pod in the trash pit.

You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.

A big rat mugged me in the tunnel of a space tanker. How come?

You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.

Every time I enter the tunnel, I get zapped by the death beam.

You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.

Golly gee whiz! Do I have to go all the way back up to the grabber again to get back to the rat's lair?

You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.

I've installed the reactor but the cable is too short to hook it up.

You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.

I've restored power to the ship but I still can't get it to fly.

You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.

I need to find a warp motivator before I can take off, but I can't seem to find it.

You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.

I found a motivator, but it's too heavy to pick up.

You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.
You're in the pilot's seat. You're in the pilot's seat.

Those passenger seats will come in handy later.
The Two Guys from Andromeda will be sitting there if you'll hurry up and rescue them. Get moving!

Have you "looked" at everything?
You won't be able to do anything here until you've made some necessary repairs to this ship.
Look at your computer screen. Pay close attention. It will tell you what needs to be repaired.

The ship's computer might have a clue.
A spaceship needs power to operate.
You need to find a power supply (reactor) and install it in the compartment on the floor.

Rats! If only you could find a place where electricity was in use.
Non-UL approved wires will lead the way to a portable power supply.
Follow the wires in the pack rat's underground lair (where you fell from the chute).
Go all the way to the left of the picture, then down. If you "look at the wall" you'll find a hole with the reactor in it.

You can't get in it.
You don't need to. It's just for looks.

Because you stole his reactor.
He just stole the reactor back from you.
Go back to where you found the reactor and you'll find all of your belongings. Don't worry, he won't bother you again.

Yeah - right! Give me a break.
Quit cheating.
In case you haven't guessed by now, this is another trick question.

No.
Remember where you came out of the lair and how?
Go back to where you crawled out of the lair, just in front of the Bow-Tie fighter, and lower the ladder.
Climb down the ladder.

Obviously, you need more cable.
Some old wire would probably work great.
Inside of an old space tanker (tunnel) might be a good place to look.
Hanging from a panel in the wall of the stripped-down space tanker are some frayed wires. Get them.

There must still be something wrong with the ship.
Check the diagnostic computer for information on the ship's condition.
Apparently, the warp motivator is missing.
The diagnostic computer will show you what a motivator looks like.

The diagnostic computer shows you what one looks like.
You're sure to find one laying around on the ground somewhere.
Look around the other rooms for a round object resembling a small flying saucer half buried. That's it!

It would take some heavy machinery to move the motivator to the ship.
A grabber would sure come in handy right about now.

The red scanner beam is stuck on the wall. You've got to move it.

Thanks to the Orwellian spies, I'm now scattered from dawn to dusk.

See no one. That's reasonable, but not now.
That's stupid.

I'm on the grabber but I can't get it to pick up anything.

Did you see it? Be careful!

There's a red button on the control panel.

Lower the claw to pick up the motivator.

How do I know where to lower the claw once I've located the motivator?

Just keep flying. Eventually you'll sink the correct area.
The claw will pick up anything else except the motivator.

There's more to flying in space than just the standard gravity. You'll see that you need to fly a map of the room. Also, remember that you need to fly to the exact place where you need to lower the claw to pick up the motivator.

Hey! How do you fly this ship anyway?

Right? Wrong? The ship is real?

Look at the controls. A hand of you.

Look at the controls. Use your sense of touch to feel the ship.

When I finally take off in the ship, I always collide with the ceiling of the freighter.

Did you see it? That's the reason why you die.

Turn on your red button and fly. Yes, it's possible to fly without knowing the ship.

I finally take off but the ship stops in mid-air, and I can't find a way out of the freighter.

You're flying too high. You're not.

Your ship is surrounded by metal on all sides.

You have to find a way out.

Activate your weapons system.

And blow a hole in the side of the freighter.

I always blow up while trying to blast out of the freighter.

You need to protect your ship from the explosion.

Activate your shield.

Turn on your weapon system and shoot out of the shield to escape.

I'm flying through space with the rocket belt, but I keep getting space bugs in my teeth.

Flying through space is not easy. There are a lot of space bugs and space flying is not easy.

Right after I go into light speed, a spaceship, piloted by a mean looking Android, materialized. Words appeared across his optic scanner, but the only thing I could make out was the word "terminate." Who is this clown anyway?

The name is Android. You're a mean name.

And you're not a clown. You're a Space Clown!

You're not a clown. You're not a clown.

Scarf!

You're not a clown.

MONOLITH BURGER

Oh no! Space slugs have attached themselves to my forehead. What now?

Space slugs?

Right? Wrong?

You need to have your eyes scanned.

Could you be wrong?

Use the grabber found overhead on the rail to pick up and move the motivator.

No, no, no. That's Manhunter you ninney!
Trick question.

Did you look at the controls?
There's a claw button on the control panel.
Lower the claw to pick up and lower the motivator.

Just keep trying. Eventually you will find the correct area.
The claw will not pick up anything else except the motivator.
If you make a map of the upper area (where the grabber goes around the rail) and match it to a map of the lower area (on the ground) you should be able to see exactly where you need to lower the claw to pick up the motivator.

Are you sitting in the pilot's seat?
Look at the controls in front of you.
Look at the computer. Use your mouse or number keys to select buttons.

Did you carefully read the message when you die?
Turn on your radar before you take off. This will prevent your ship from bumping into the ceiling.

Good thing you had the radar on.
Your ship is surrounded by metal on all sides.
You'll have to blast your way out.
Activate your weapons system . . .
And shoot a hole in the side of the freighter.

You need to protect your ship from the explosion.
Activate your shield.
Turn on your weapon system and select one of the shield buttons.

Sorry, but there is no rocket belt, there are no space bugs and you're cheating again, aren't you?

His name is Arnoid and he's a terminator unit.
He's after you for something you did in Space Quest II.
You'll more than likely run into him again. . . .Soon!
Worried?
You should be!

Space slugs?
I don't think so.
You need to have your eyes examined!
Caught you cheating again!

I'm inside Monolith Burger, but I don't have any money to buy food.

You need to find some money.
You have something of value to sell to someone. But not here!
Go to Monolith and sell your glowing gem to Hester at World O' Wonders.

Astro Chicken is too hard to play.

Slow down.
Put yourself in slow mode until you get the hang of it and are good enough to play at normal speed.
See your reference card for details on how to slow down.
Don't make the mistake of holding down the up arrow (up) key. Push it down every so often to stop.

Do I really need to play this stupid game?

No.
However, it might provide you with some clues that will make playing Space Quest II easier.

After playing Astro Chicken for awhile, some symbols resembling words appear on the screen.

It's a secret coded message.
You need the decoder ring to decode the secret message.
Buy a Monolith for clues. You'll find the ring while you are eating your food.
Use the ring to decode the message while it is on the screen.

Hey! While I was eating my hamburger, I bit into a prize. Should I do anything with it?

Yes.
Did you look at it?
Use the ring to decode the secret message found while playing the Astro Chicken arcade game.

I've been playing Astro Chicken, but I haven't seen a message.

Keep trying you sill!
The message will come up after 10 successful landings or after you have tried to play the game 10 times.

PHLEEBHUT

Help!!! I keep getting eaten by a big snake!

Quit it!
Immediately go back in the same direction you came in.
This is not Mark and Scott's way of keeping you from straying from your objective. Don't do that way.

Every time I try to throw the bridle on the snake, it eats me.

Well, stop doing it.
There is no bridle in the game.
Don't bother me with questions.

How do I keep from getting killed by the scorpazoid?

Don't let him catch you!
Avoid it.
Stay close to the edge of your screen. If the scorpazoid appears, move the right joystick to the far right edge. Change the way it won't be there when you come back.

Oh no! The Anterean Slime Devil imploded when I tried to eat it!

How embarrassing for you!
I told you there were a lot of look-alikes out there.
This is one of them!

Darn it! I don't have any money to buy souvenirs at World O' Wonders.

Maybe you have something I might want like
Take a nice look at Fast'n' Loud collection.
See him your glowing gem (onion). But hold up for a fair price.
If you're really greedy and want to get the most buckazoids for your money, take Hester's hand offer.

You need to find some money.

You have something of value to sell to someone. But not here!

Go to Phleebhut and sell your glowing gem to Fester at World O' Wonders.

Slow down

Put yourself in slow mode until you get the hang of it and are good enough to play at normal speed.

See your reference card for details on how to slow down.

Don't make the mistake of holding down the up arrow (flap) key. Push to flap, push again to stop.

No.

However, it might provide you with some clues that will make playing Space Quest III easier.

It's a secret coded message.

You need the decoder ring to decode the secret message.

Buy a Monolith fun meal. You'll find the ring while you are eating your food.

"Use the ring" to decode the message while it is on the screen.

Yes.

Did you "look" at it?

Use the ring to decode the secret message found while playing the Astro Chicken arcade game.

Keep trying, you will!

The message will come up after 10 successful landings or after you have tried to play the game 10 times.

Back off!

Immediately go back out the same direction you came in.

This is just Mark and Scott's way of keeping you from straying from your objective. Don't go that way!

Well, stop doing it!

There is no bridle in this game.

Darn! Another trick question.

Don't let him catch you!

Avoid it.

Stay close to the edge of your screen. If the scorpazoid appears, leave the room immediately and then return again. Chances are, it won't be there when you come back.

How embarrassing for you.

I told you there were a lot of trick questions in here.

This is one of them.

Maybe you have something Fester would like.

Take a close look at Fester's rock collection.

Sell him your glowing gem (orium). But, hold out for a fair price.

If you're really greedy and want to get the most buckazoids for your orium, take Fester's third offer.

Now that I have money, which souvenir(s) should I buy from Fester?

Don't look so greedy, and don't even ask. You know his motto: "I don't want no freebies, I want no freebies, I want no freebies, I want no freebies, I want no freebies."

And you need to ask if the souvenirs are for you? Fester's only offer is the "Anti-Gravity Boots".

It's a good idea to ask if you'll have to pay for it, or if it's a gift.

Every time I open the display case in front of World O' Wonders the Anterean Slime Devil kills me.

Don't open the display case. Don't touch anything. Don't look at it. Don't breathe on it. Don't breathe in it. Don't breathe out it.

Don't you should breathe in it, or if you don't, you should.

Help! The rock beasts have stolen my anti-gravity boots!

Don't panic. The rock beasts are just trying to scare you. They're not really stealing anything.

Just stay calm and they'll go away. Don't breathe on them. Don't breathe in them. Don't breathe out them.

Arnoid the Terminator has caught up with me outside of World O' Wonders. How can I avoid this?

Don't panic. The Terminator is just trying to scare you. He's not really catching up with you.

Just stay calm and he'll go away. Don't breathe on him. Don't breathe in him. Don't breathe out him.

How do I get back to my ship before the Terminator kills me?

Don't panic. The Terminator is just trying to scare you. He's not really killing you.

Just stay calm and he'll go away. Don't breathe on him. Don't breathe in him. Don't breathe out him.

Don't you should breathe in it, or if you don't, you should.

Don't panic. The Terminator is just trying to scare you. He's not really killing you.

I keep getting sucked under the sand by the Grell. What gives?

Don't panic. The Grell is just trying to scare you. He's not really sucking you under the sand.

Every time I get too close to the mountains I get struck by lightning.

Don't panic. The lightning is just trying to scare you. It's not really striking you.

How do I get the invisibility belt without getting eaten by the pulsating pods?

Don't panic. The pulsating pods are just trying to scare you. They're not really eating you.

ORTEGA

How do I keep from melting on the planet Ortega?

Don't panic. The planet Ortega is just trying to scare you. It's not really melting you.

Sludge Vohaul's apes have taken me away in their hovercraft. Now what?

Don't panic. The apes are just trying to scare you. They're not really taking you away.

You could be greedy and buy them all..... but that's not necessary!
Look at all of the different objects in the shop - not just the ones Fester is trying to sell you.

Did you read some of the postcards on the rack? They're very entertaining and possibly helpful!

Thermoweave underwear could come in handy on a hot planet!

Don't open the display case - stupid!

I told you the answer, so why are you reading this?

Fine! If you want to continue getting killed by the Slime Devil that's your business.

Nice try, pal!

You've become the victim of another trick question.

Cheater!

You can't. It's part of the game

When he's done talking to you, don't hang around!

You'll have to find a way to terminate the Terminator.

Find the elevator in Mog's foot.

Go up the elevator and climb the stairs to the second level.

Swing the pulley at the Terminator once he gets close enough to the gears.

Or

Lure the Terminator under the pulsating pods hanging from the rock in the desert (this will earn you more points).

You're playing the wrong game!

That was in Space Quest I

What a sucker!

You're getting too close to the lightning storm.

Don't you get it? Mark and Scott don't want you to go any farther north than this!

You need something else besides your hands to grab the belt.

A pole or stick might do the trick.

Hey! An Orat on a Stick could come in real handy!

"Use Orat on a Stick" to "grab the belt". You'll have to buy one at World O' Wonders.

You need something to keep your body cool.

Some thermoweave underwear would do the trick.

Buy the thermoweave underwear from Fester on Phleebut.

Don't forget to "wear" them.

That might be so if you were playing Space Quest II: Vohaul's Revenge.

This must be really embarrassing for you

Falling for another trick question like this!

I've stumbled across someone's spaceship. What should I do?

Get out of the ship as fast as you can. You may be able to reach the ship alone. It's a ScumSoft ship and you're not supposed to be there. The ship is only an indication that you are not alone.

Whenever I walk up to the ScumSoft lackeys they zap me with a jello ray.

They probably don't know you. So calm down, maybe they'll let you go. What will they do to their boss and his body before you walk into their secret lab?

I saw the ScumSoft lackeys fly away in their spaceship. Should I do anything with the equipment they left behind?

Don't touch it. Look through the laboratory windows and try to find out what that stuff is. That sure is a nice job.

While searching the research camp, I've discovered gold! Is there any use for it?

Yes, you can use it to buy the stuff you need. It's a good thing. You can use it to buy the stuff you need.

I'm at the top of the volcano. How do I get to the large machine in the middle of the crater?

You'll have to find a way to get down the volcano. The large machine is in the middle of the crater. When you see the stars, you'll know where it is.

Is there anything I should be doing while I'm inside the crater at the base of the generator?

Don't forget to check the message in the Astro Chicken game at Woodville. You'll need to find a way to get out of the crater. You'll need to find a way to get out of the crater. You'll need to find a way to get out of the crater.

I'm at the top of the generator. What do I do now?

You'll need to find a way to get out of the crater. You'll need to find a way to get out of the crater. You'll need to find a way to get out of the crater. You'll need to find a way to get out of the crater.

On the way back to my ship the shakey lava rock bridge has disappeared and I cannot get across.

The bridge is gone. You'll need to find a way to get across. You'll need to find a way to get across. You'll need to find a way to get across. You'll need to find a way to get across.

Ortega blows up before I can get off of it.

Don't worry. You'll be able to get off. You'll be able to get off. You'll be able to get off. You'll be able to get off.

PESTULON

I know there's a planet Pestulon somewhere, but I can't find it on my navigation system. Where is it?

The planet of Pestulon is not where you think it is. You'll need to find a way to get to it. You'll need to find a way to get to it. You'll need to find a way to get to it.

You can't get to the ship from where you are.
It might be best to leave the ship alone.
It's a ScumSoft pirate ship.
There might be some ScumSoft lackeys nearby.
The ship is only an indication that you are not alone.

They probably don't like you.
Be patient, maybe they'll go away.
Wait until they go to their spaceship and fly away before you walk into their research site.

Sure! Check it out!
Look through the telescope.
Look in the crate.
That sure is a nice pole.

Maybe if you were playing Gold Rush, but not here in the Space Quest Universe.
Gotcha again! Sorry!

You'll have to find a space between the lava rocks to squeeze through.
Walk towards the machine where the large gap is, on the right side of your screen.
When you find the stairs, walk down them.

Did you decode the message in the Astro Chicken game at Monolith Burger?

Climb up the ladder.

You need to blow up the force field created by the generator without killing yourself in the process.

Have you decoded the secret message at Monolith Burger?

You need to find a way to blow up the generator.

You will need to use the detonator you took from the crate at the seismic research sight.

Drop the detonator into the hole. This will blow up the generator and turn off the beam.

It's narrow enough that you could possibly pole vault over it.

Let's see, wasn't there a pole around here somewhere?

Go back south of here to the seismic research site and get the pole with the anemometer on it.

"Use the pole" to jump to the other side.

Don't waste time wandering around.

After blowing up the generator, immediately go back to your ship and take off.

The Pirates of Pestulon do not want to be found!

Have you decoded the secret message in the Astro Chicken game at Monolith Burger yet?

Excuse me, I'm a ScumSoft employee. Where's the ScumSoft Accounting Department? I have an appointment with the ScumSoft Accounting Department.

That's not how you get in here. You have to get in through the back door.

I've encountered a strange alien in a white, polyester leisure suit. Is he dangerous?

Don't worry, you're safe. He's just a ScumSoft employee.

It's a white alien in a white suit. Is he dangerous?

Right after you from the back.

The ScumSoft guards shoot me every time I try to enter the building. How do I avoid this?

ScumSoft guards don't shoot you. They just look at you.

Why? I'm invisible. You can't see me.

Yes, you're invisible. But you're not wearing the invisibility belt.

I'm wearing the invisibility belt, but for some reason I'm not invisible. What's the deal?

Turn off your belt. ScumSoft guards don't shoot you.

ScumSoft guards don't shoot you. They just look at you.

I've managed to make my way inside a circular hallway, but I'm not sure where to go from here.

Go walking through the door.

There's a door at the end of the hallway. It's the only way out.

It's a door. It's a door. It's a door.

Now that I've opened the door, I can't get the Zanti misfits to crawl into the jar.

Thank you, problem solved.

Sorry, we're having trouble with the jar.

That's just another one of those questions we made up for you.

How do I get into the Accounting Department without getting caught?

Wearing a disguise as a ScumSoft employee would be a great idea.

Can't you think of a better disguise than you?

Find the jar in a closet in the hallway.

How come I still can't walk through the Accounting Department even though I'm wearing a disguise?

You look like a jar, but you're not acting like one.

Walk into the trash with the vaporizer.

I've wandered around the Accounting Department but I keep hitting a dead end. Where should I go?

You need to work your way through the maze in the back of the room.

It would help to draw a map of the maze. It's in the back of the room.

I see my ship sitting in ScumSoft's vehicle bay. How do I get to it?

Walk out from where you are now. At least you know it's yours.

You'll be able to get to it later. If you're good enough.

Pestulon is a small moon revolving around Ortega. A force field generated on Ortega prevents it from being detected by your navigation scanner.

After you blow up the generator and take off, do another navigation scan.

Only if you're playing Leisure Suit Larry in the Land of the Lounge Lizards.

It's a great game and you should rush right down to your dealer and buy one

Right after you finish this game.

Somehow you need to get by without letting the guards see you.

Wouldn't it be neat if you could become invisible?

Hey, wait a minute! Didn't that Terminator back on Phleebhut have an invisibility belt?

If you don't already have it, go back and get it!

Try turning it on, nit wit!

Turn on your belt before leaving your hiding place overlooking the ScumSoft entrance.

You don't have very much power so don't dilly dally!

Try walking through some doors.

Some of the doors aren't locked and will open automatically when you properly approach them.

If this is too tough, try slowing down the speed.

I have that problem all the time.

Shame on you for reading all the answers!

And you call yourself an adventurer!

This is just another one of those questions we made up to trick you.

Disguising yourself as a ScumSoft employee would be a great idea, don't you think?

If you ask me, no one makes a better janitor than you.

Find the janitor's closet in the hallway.

Get the coveralls.

You look like a janitor but you're not acting like one.

Vaporize the trash with the vaporizer.

You must vaporize the trash in each waste basket you pass by. Failure to do so will result in someone calling security.

You need to work your way through the maze to the back of the room. It would help to draw a map of the partition maze as you go through it. See the back of this hint book for a map of the ScumSoft accounting maze.

You can't from where you are now. At least you know it's safe!

You'll be able to get to it later If you're good enough!

While walking in the hallway, I came upon a locked door with a keycard slot and facial scanner. Do I need to get inside?

Maybe
Yes
But you'll have to get a few items first

I've inserted the jelly sandwich into the keycard slot, but nothing happens.

What were you expecting?
You're sick
Can I help you? You're holding the
Gordon again, hold the gun!

I can't find a keycard to open the door in the hallway.

The office is probably the only one with a keycard in this floor.
The main office in the Accounting Department.
Go into the office when the coast is clear. Get the keycard off the
top of the desk.

I've got the keycard, but I can't pass the facial scan test.

Since this is Elmo's keycard, it's probably scanning for Elmo's face.
There's got to be a picture of Elmo Pug somewhere.
Look for a picture of Elmo's head in a picture of the desk area in the
Accounting Department.
Get the picture and make a copy of it on the photocopy machine.
Make sure you hang the picture back up when you're done!

How do I get the picture of Elmo out of the Accounting office?

Only you, as an employee of Nesputul, want to steal a picture of Elmo.
You will have to find another way of getting a picture of Elmo.
Look for Elmo's photocopy machine near Elmo's picture.
Grab Elmo's picture. Make a photocopy of Elmo's picture. Don't forget
to put the picture back.

How do I pass the facial scan once I have the photocopy?

Hold the sandwich
Then hold up the copy below the scanner, as if it's your face. Go
back.

How do I get to the middle platform where the Two Guys are being held captive?

Put the sandwich
Use the button near the side rail.
Use the "Back" button from where you are standing near

How do I free the Two Guys from Andromeda from the jello?

You need to remove or destroy the jello.
Use your voice key.
Type "wubba wubba"

Oh No! The bridge retracted and now I can't get back to the outer platform!

You're in a creek, huh?
It's sort of like jello.
Don't worry or panic. You aren't gonna get

I just can't get the hang of the Nukem Dukem Robot. What have I got to do to punch Elmo Pug's lights out?

Don't forget to use the "Hold" movement and use up your energy. If you
only punch once!
Don't walk around too much. Let Elmo control you.
Block her punches (I say) and let her punch his own lights out!

I've rescued the Two Guys, but while flying away from Nesputul, the pirates blast my ship and we're all doomed!

You'll have to fight back.
You need to use your weapons to fight back when you get the incoming
pirate messages.
Look at your computer screen and select weapons.
Turn on your shield to protect the back of your ship.

Maybe.

Yes.

But, you'll have to get a few items first.

Well, what did you expect?

You're sick.

I can't believe you're reading this.

Gotcha again. Isn't this fun?

The boss is probably the only one with a keycard to this door.

The boss' office is in the Accounting Department.

Go into the boss' office when the boss is away. Get the keycard off the top of his desk.

Since this is Elmo's keycard, it's probably scanning for Elmo's face.

There's got to be a picture of Elmo Pug somewhere.

Find the picture of Elmo hanging on a partition in the west wing of the Accounting Department.

Get the picture and make a copy of it on the photocopy machine.

Make sure you hang the picture back up when you're done!

Why would an employee of ScumSoft want to steal a picture of Elmo?

You will have to find another way of securing a picture of Elmo.

Hey, isn't that a photocopy machine near Elmo's picture?

Get Elmo's picture. Make a photocopy of it in the machine. Don't forget to put the picture back!

Insert the keycard first

Then, hold up the copy before the monitor performs the facial scan. Be quick!

You need a bridge.

Push the button near the side wall.

Just say "push button" from where you are standing now.

You need to somehow dissolve the jello.

Use your vaporizer.

Type "vaporize jello".

You're up a creek, sorry!

It's part of the game.

Don't worry, be happy! You aren't dead yet.

Don't forget, every wasted movement will use up your energy. Make every punch count.

Don't walk around too much. Let Elmo come to you.

Block his punches (M key) and let him punch his own lights out!

You'll have to fight back.

You need to use your weapons to fight back when you get the "incoming fighters" message.

Look at your computer screen and select weapons.

Turn on your shield to protect the back of your ship.

Select attack speed on the main computer screen.
Using the mouse or arrow keys, try to line up the cross-hairs with the moving ship.
When you achieve a "lock on," press the space bar to fire.

You need to adjust your shield.
Watch your radar
If it indicates targets coming from the rear, set your shield to "back" and vice versa.

Are you in "attack speed?"
Try slowing down the speed of the game.
Instead of just following the ship with the cross hairs, try to anticipate its movement.

Return to the cockpit view.
Once you are back in cockpit view, one of the Two Guys from Andromeda finds the light speed panel and fixes your problem.

After the End of the Game

CAUTION!!! Do not read this section of the Hint Book unless you have completed the entire game and have actually seen the words "The End" on your screen. It will literally spoil the game for you if you see it too soon.

This section reveals some of the little extras you may have missed. Be careful, though, and don't rush. Some below attempting some of them. Many of these suggestions will result in death.

- Find the buckazoids by "searching the seat cushion" in your spaceship?
- Walk under the pulsating pods on Phleebhut? (results in death)
- Kill the Terminator by luring him under the pulsating pods?
- Use the Orat on a Stick to get the invisibility belt from underneath the pulsating pods?
- Use the anemometer pole to get the invisibility belt from underneath the pulsating pods?
- Get another detonator on your way back to the ship after blowing up the generator? (results in death)
- Crowd in line where all of the creatures are standing around the counter at Monolith Burger?
- Go into the other airlock at Monolith Burger? More than once? (results in death)
- Order a Big Belcher Combo at Monolith Burger and eat it?
- Hold out and sell your glowing gem to Feéster for 425 buckazoids?
- Read ALL of the postcards at World O' Wonders?
- Open the display case in front of World O' Wonders? (results in death)

POINTS

Trash Freighter

- 10 Get the wire from the upper hull
- 15 Getting into perfect trash bucket
- 15 Sneaking up to the top
- 15 Getting the microwave with the grapes
- 100 Installing the microwave in the ship
- 15 Falling through the garbage chute
- 15 Getting the reactor from the rats' lair
- 10 Getting the water from the rat's jar
- 15 Climbing through the vent's rot's broken air
- 10 Using the ladder to get to the top of the spaceship
- 15 Operating the hatch and entering the spaceship
- 15 Installing the reactor
- 15 Installing the wire
- 100 Getting the ship to leave the planet
- 15 Finding the reactor by watching the plant's last explosion

Monolith Burger

- 10 Saving a Flat Man
- 10 Getting the decoder ring
- 15 Getting the 10 crackers in Astro Chicken
- 10 Discovering the secret of the message
- 15 Using the ring to decode the message

Phleebhut

- 15 Getting into the room with the air vents
- 15 Buying the Astro Chicken Hat
- 10 Buying the hat on a stick
- 15 Entering the Thrombocyte Archipelago
- 15 Looking for the microwave under the duckling door
- 15 Getting the microwave with the Octopus & Stick in the room

Ortega

- 10 Wearing the Thrombocyte Archipelago
- 10 Looking for the microwave
- 15 Getting the wire from the lower level
- 10 Getting the decoder from the crate
- 15 Hopping the decoder into the decoder
- 10 Using the code to turn the decoder

Pestulon

- 15 Successfully entering GrandSoft
- 15 Wearing the jacket's covers
- 15 Making a reservation of Yami's phone
- 15 Getting the second off of Yami's deck
- 10 Entering the decoder area and finding the code
- 10 Responding to it
- 100 Wearing the Astro Chicken Hat
- 100 Wearing the decoder and using the code to turn the decoder

- 5 Get the wire from the space tanker
- 5 Getting into vertical trash bucket
- 10 Jumping up to the rail
- 15 Getting the motivator with the grabber
- 15 Installing the motivator in the ship
- 5 Falling through the garbage chute
- 15 Getting the reactor from the rat's lair
- 10 Getting the ladder from the rat's lair
- 5 Climbing through the metal robot's broken eye
- 5 Using the ladder to get to the top of the spaceship
- 10 Opening the hatch and entering the spaceship
- 5 Installing the reactor
- 5 Installing the wire
- 25 Safely escaping the trash freighter
- 10 Finding buckazoids by searching the pilot's seat cushion

145

- 10 Buying a Fun Meal
- 10 Getting the decoder ring
- 50 Safely landing 10 chickens in Astro Chicken
- 50 Discovering the secret coded message
- 20 Using the ring to decode the message

140

- 8 Selling gem to Fester for 425 buckazoids
- 5 Buying the Astro Chicken hat
- 5 Buying the Orat on a Stick
- 5 Buying the Thermoweave underwear
- 45 Leading the Terminator under the pulsating pods
- 35 Getting the invisibility belt with the Orat on a Stick or the pole

103

- 10 Wearing the Thermoweave underwear
- 10 Looking through the telescope
- 10 Getting the pole from the anemometer
- 10 Getting the detonator from the crate
- 20 Dropping the detonator into the generator
- 20 Using the pole to cross the crevice

80

- 25 Successfully entering ScumSoft
- 5 Wearing the janitor's coveralls
- 5 Making a photocopy of Elmo's picture
- 5 Getting the keycard off of Elmo's desk
- 20 Entering the detention area and finding Two Guys
- 10 Vaporizing jello
- 100 Winning Nukem Dukem Robots
- 100 Winning the dogfight and seeing the end of the game

270

Total points: 738

Glowing Gem	Already have it	Sell to Fester
Wire	Space Tanker Tunnel	Inside spaceship
Reactor	Wall of Rat's lair	Inside spaceship
Warp Motivator	On ground in random places of junk yard	Inside spaceship
Ladder	Rat's lair	To climb to top of spaceship
Decoder Ring	Monolith Fun Meal	Decode message in Astro Chicken
Orat on a Stick	Buy at World O'Wonders	To get invisibility belt underneath pods
Astro Chicken Hat	Buy at World O'Wonders	Nowhere
Thermoweave Underwear	Buy at World O'Wonders	Wear on Ortega
Invisibility Belt	On dead Terminator	To enter ScumSoft
Buckazoids	World O' Wonders or in seat cushion of ship	To buy items at World O'Wonders and to play Astro Chicken
Detonator	Research site on Ortega	Blow up generator on Ortega
Pole	Research site on Ortega	To cross crevice
Coveralls	Inside janitor's closet	ScumSoft
Vaporizer	In pocket of coveralls	ScumSoft—to free Two Guys from jello & vapor. trash
Keycard	On Elmo's desk	To open locked door in hallway

Elmo's picture
Copy of Elmo

On wall partition
In your pocket

In photocopy machine
To pass facial scan

Below you will find the most efficient way to complete Space Quest III. This is not the most fun way to do it, just the fastest. If you do not want to know how to do everything in the briefest possible manner, please do not read any further. It will spoil the game for you!

North is always assumed to be towards the top of your screen, south down, east to the right and west to the left. Words within quotation marks are to be typed into the computer exactly as shown. Are you ready? Okay, here we go . . .

After exiting your escape pod, go south to where the acme rocket ship is. Then, go east until you find the vertical conveyor with the buckets. Walk up as close as possible to where the buckets are. You will get scooped up by one and carried up to a horizontal conveyor belt. Quickly type "stand up" and then "jump." You will jump up and pull yourself up on the rail. Walk west until you find yourself in a control room with a robot. (If you stand around too long you will get shot.) There is a machine here called a grabber hanging on the rail. Walk directly above the grabber and "climb down." Press your left arrow key and back the grabber up to the platform that extends out at the bottom of your screen (press your arrow key a second time to stop the grabber). "Exit grabber." Walk south. You will fall through a chute (don't worry, you're not dead!) which leads to a hollowed-out cave.

This is the rat's lair. Walk as far west as possible (you will almost be out of sight) and "look wall." You will find a hole with a reactor in it. "Get reactor." Walk east and "climb ladder." After climbing out of the rat's lair, "get the ladder." Remember this spot because you will have to come back to it later! Go north and then east into the remains of the space tanker. Walk through the tunnel. One of the rats will ambush you in the tunnel

and take the reactor away from you. You'll have to go back to where you climb up the ladder out of the rat's lair and "lower ladder." Then, "climb down." Go back to the hole in the wall and "get reactor" again. Climb back out using the ladder. Don't forget to "get the ladder." Walk north then east to the space tanker tunnel. Just inside the tunnel, stop where the wires hang down and "get the wire." Continue walking east until you find a large robot head with a broken eye. Walk as close as possible to the broken eye without falling off the bottom of the screen and "climb." You will climb through the robot's eye and down into a trash pit where you'll find a large spaceship. Walk around to the south side of the ship (the side facing you) and "use ladder." "Climb" to the top of the ship, then "open hatch."

Once in the ship, you should "install the reactor." You will have to "use wire" to complete the installation. Once this is done "look at computer." It will tell you that the ship needs a motivator. "Exit ship." "Climb down ladder" then "get ladder." "Climb back up" the robot. Find your way back to the vertical conveyor with buckets carrying trash and ride one of the buckets to the top. Jump to the rail and walk west to the grabber. "Climb down" onto the grabber. Using your arrow keys go west around the U-turn (you will end up going east). Exit the control room to the next screen. Stop the grabber just east of the second support beam and "lower claw." Once you have the motivator in tow, proceed east until you make it around the U-turn (you will now be going west). Stop as soon as you finish the U-turn and "lower claw." Continue going west until you reach the control room. Again, stop at the platform, "exit" the grabber, walk south and fall through the chute. Walk to the northeast wall where you originally found the ladder. "Use ladder" then "climb ladder." "Get ladder." Go back to the large robot head and climb through the eye again. Using the ladder, "climb" back up the ship and "open the hatch."

Once you are in the ship, "sit" in the pilot's seat and "search cushion." Then, "look (computer) screen." Select, in order, "engines," "radar,"

"takeoff." When the ship stops in midair, select "weapons" and turn on your front shield (F). Select "fire."

After you exit the junk freighter, "look screen" again and select "navigation," "scan," and "resume scan" until Phleebhut appears. Select "set course" then "light speed." Once you reach Phleebhut, "land."

"Stand" and "exit" your ship. You will see another space craft land elsewhere on the planet. Walk east two screens. Then, walk north two screens. Walk into World O' Wonders and "sell orium" to Fester. Be sure to hold out for 425 buckazoids! "Buy Orat on a stick," "buy Astro Chicken hat" and "buy Thermoweave underwear." "Leave" World O' Wonders.

After the terminator lets you go, walk back to your ship (don't go into it or stand in front of the ramp). Walk around behind it and then west to the rock with the pulsating pods. Lure the Terminator (footprints) under the arch where he will be eaten by the pods. (Be careful not to walk under the pods yourself!) "Use Orat on a stick" to retrieve the invisibility belt from the Terminator's remains. Walk east to your ship and enter it. "Sit" in the pilot's seat. "Look screen." Select "engines" and "takeoff." Again "look screen," and select "navigation," "scan/resume scan" until Monolith Burger appears on your screen. Select "set course" then "light speed." Once you reach Monolith Burger "land."

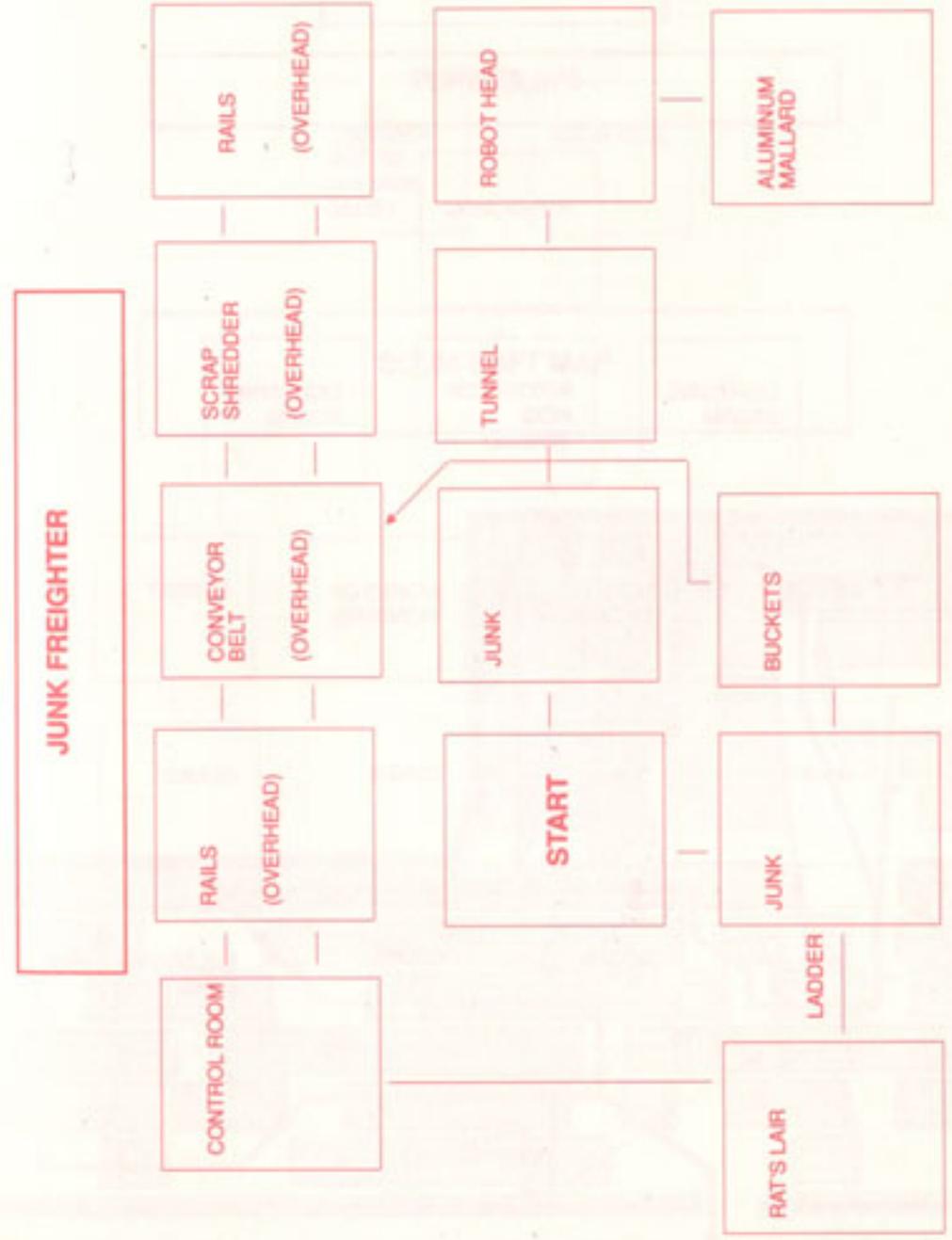
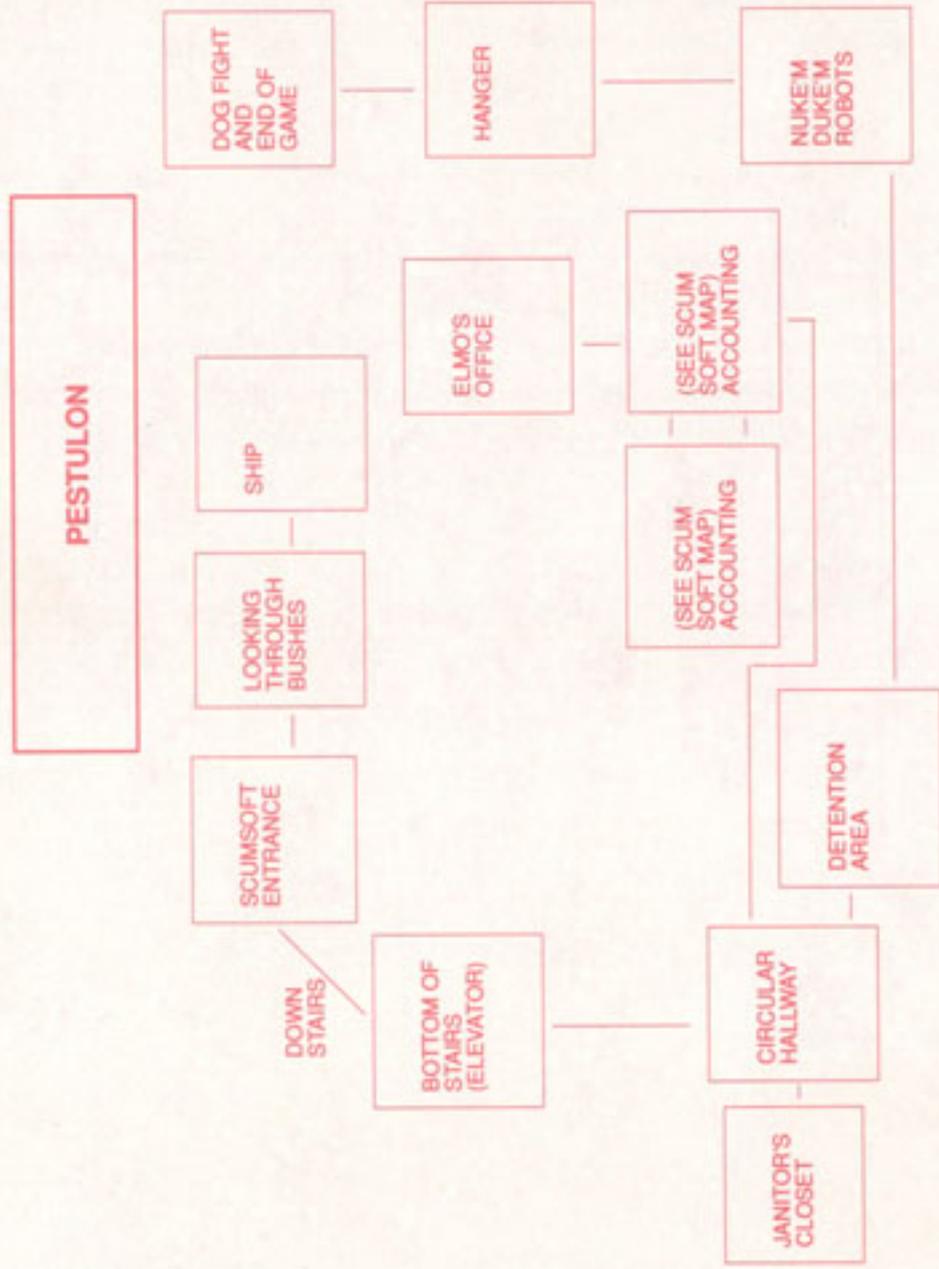
Walk west to the other side of the restaurant and up to the clerk behind the counter. "Order" food. When the menu appears, press "7" to order a Monolith Fun Meal, then "Q" to quit. Once you "pay" the clerk, "sit" down at the empty table behind you and "eat" your food. You will find a prize (the decoder ring) in your food. "Stand" and walk over to the Astro Chicken arcade game. "Look at the game." You will either have to

successfully land 10 chickens or play the game 10 times to get a secret message. "Use the ring" to decode the message.

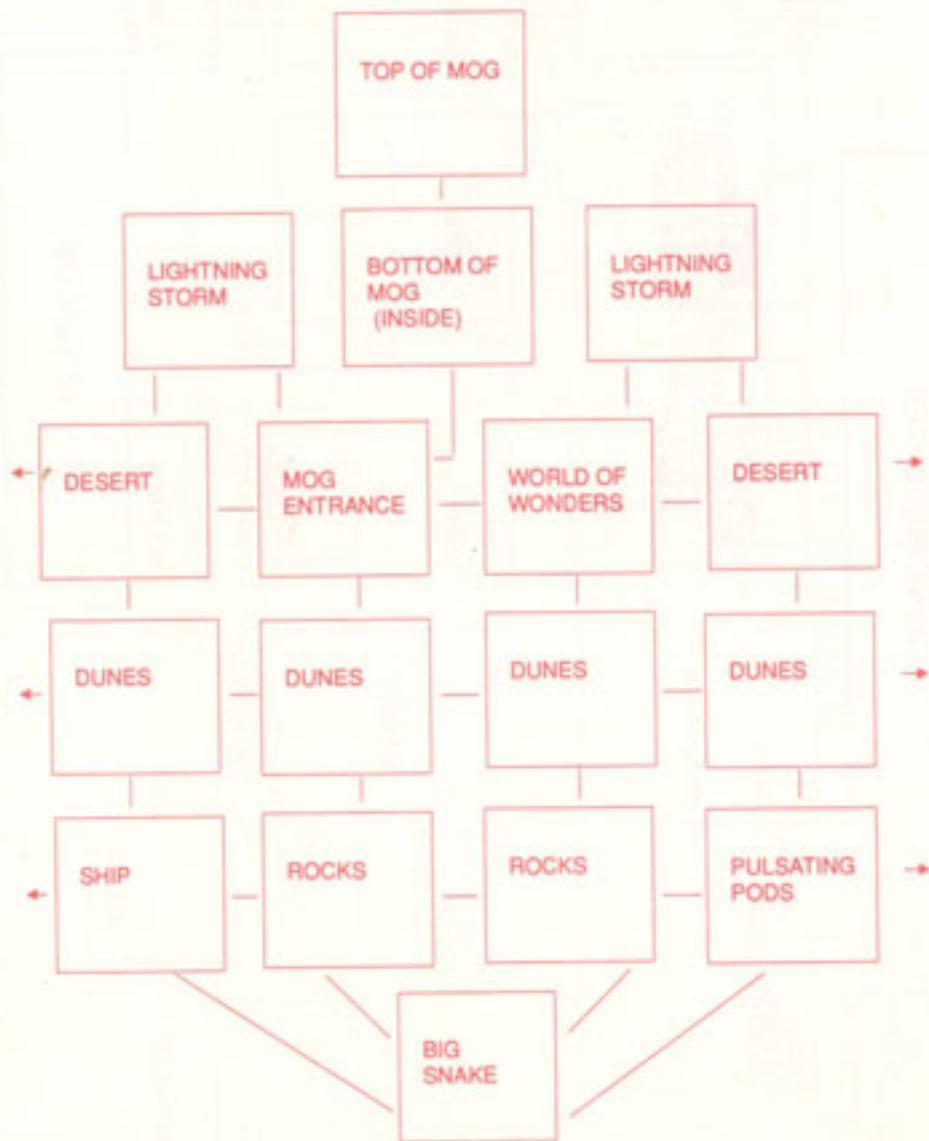
Walk back to your ship through the airlock door and "enter ship." "Look screen." Select "engines," "navigation" and "scan/resume scan" until Ortega appears on your screen. Select "set course" then "light speed." Once you reach Ortega "land."

"Stand" up and "wear underwear," then "exit" the ship. Walk south into the next screen then west until you come to a narrow rock bridge. Cross the bridge and continue south. You will find two men working with some equipment. Stop and wait for them to leave. Walk over to the telescope and "look through the scope." Walk to the crate behind the rock and "get detonator." Also, "get the pole" from the anemometer near the crate. Walk east until you come to a dead end. Find your way to the top of the volcano and walk down the stairs to the base of the generator. Go east and "climb" the ladder. When you reach the top, walk up the opening and "drop the detonator" into the hole. "Climb" down the ladder and find your way back to where the rock bridge was. "Use the pole" to jump over the crevice. Go to your ship and "sit." "Look screen." Select "engines," and "takeoff." Again "look screen," select "navigation" and "scan/resume scan." Continue scanning until Pestulon appears on your screen. Select "set course" and "light speed." Once you reach Pestulon "land."

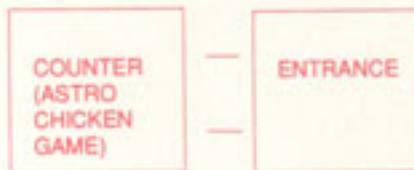
"Stand up" and "exit" the ship. Walk off the screen in any direction. You will see ScumSoft in the distance. "Wear the belt" then "turn on belt." "Enter ScumSoft." Walk past the guards into the large doorway and down the stairs. "Press the button" and enter the elevator.



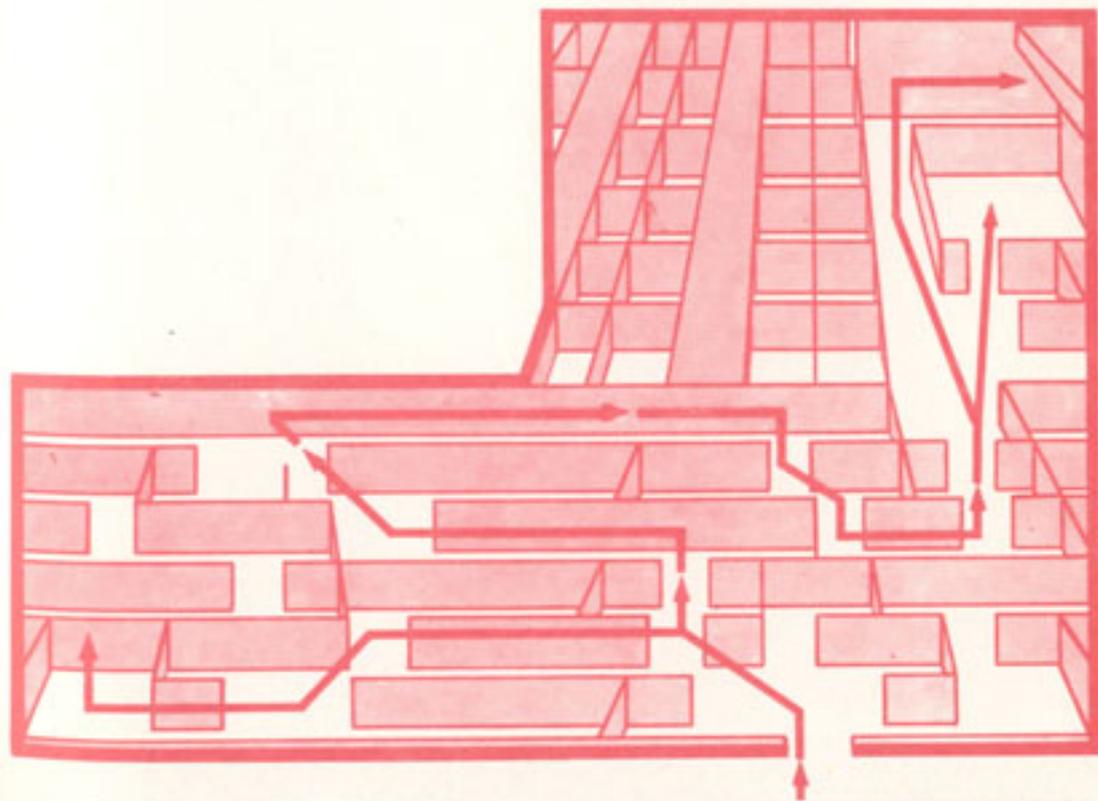
PHLEEBHUT



MONOLITH BURGER



SCUM SOFT MAP



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NOV 10 1964

1964





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ADVENTURE WINDOW
HIDDEN CLUES

Place the red ADVENTURE WINDOW
over the red patterned areas in your
hint book to reveal the HIDDEN clues.