

Space Quest III

Start:

You are Roger Wilco, adrift in a podship in outer space, when a robot-driven garbage ship pulls you inside. Once inside, you leave the podship and start exploring the space junk. Your only possession is a glowing gem, relic of a previous adventure...

Junk Ship, lower level

- Outside your podship is a WARP MOTIVATOR. It's too heavy to lift. EXAMINE WARP to notice an 8-pronged plug on it.
- Inside a tunnel, east of your podship, are loose wires. TAKE WIRE. The leftmost wire is the one you want.
- At the northeast corner of this level is a Battlebot with a broken eye. If you go beside the eye and CLIMB, you can reach two other ships below. The larger of the two, is the "ALUMINUM MALLARD". (The entry hatch, on top, is out of reach.)
- To the east of the "Jupiter 2" is a mechanism of buckets hauling junk to an upper level. You can ride a bucket up simply by walking on top of it.

Junk Ship, upper level

- Quick! When you are dumped onto the conveyer belt, STAND, then JUMP. You must scramble onto the near rail before being chopped to li'l bits!
- The rail is a large oval that travels thru the entire upper level. Walk on the rail to the far left until you see the maintenance droid and machine hanging from the rail. Go the machine. ENTER MACHINE.
- To use the rail machine, use the right and left cursor keys to move it forward and backwards on the rail. The up and down keys will halt it. Traveling backwards on the machine emits a "backing up" noise; don't do this near the droid!
- The droid shoots you dead if he notices you. Don't give him an opportunity.
- The machine is equipped with a "grabber"; a button marked "CLAW" works it. The machine must be still before the grabber will operate. Ride the rail to the right and back of the second-from-left screen, stop the machine and PUSH BUTTON. The grabber grabs the warp motivator.
- Head backwards to the right and front of the right-end of the loop, stop the machine and PUSH BUTTON. If you've done it right, the grabber deposits the warp motivator into the hold of the "Aluminum Mallard".
- Head forwards to the platform and chute near the droid. Quick! LEAVE MACHINE and walk into the chute before the droid shoots you. You'll fall to the junk pit containing a LADDER.

Junk Pit

- there's a ladder, and several lights connected by a wire. EXAMINE WIRE to note that it goes off thru a hole to the left of screen. Go to where the hole is. LOOK IN HOLE. TAKE REACTOR. The lights go out. Go to the ladder. CLIMB. You'll be west of the "Jupiter 2". TAKE LADDER.
- If rats were watching you steal the reactor, you'll be mugged in the tunnel where you got the wire, and lose the reactor and wire. Return to the junk pit (DROP LADDER; CLIMB DOWN) and retrieve the wire and reactor from the hole again. If no rats are watching, you can take all back to the Mallard in peace.

Escaping the Junk Ship

- go to the right side of the Mallard and DROP LADDER. CLIMB.

- The hatch is the round bit on top. Use the mouse to carefully walk there; you die if you fall off. OPEN HATCH.
- the red button works the exit ramp; ignore it for now.
- PUT REACTOR IN CAVITY. USE WIRE. COMPUTER. You now have a working ship.
- SIT. COMPUTER. 7 (radar on). 1 (engines on). 3 (takeoff). You are warned of an obstruction.
- 8 (weapons). F (front shields up). [FIRE] (use spacebar). You're free. You may turn off the shields now.
- You may not turn off radar while the ship is active.

First Stop: Phleebhut

- COMPUTER. 2 (nav systems). 1 (scan offers Ortega). 1 (new scan offers Phleebhut). 2 (set course for Phleebhut). 5 (light speed).
- Uh oh, Terminator's bro-in-law is after you.
- when you reach Phleebhut, 3 (land). STAND. EXIT. SAVE GAME.

Phleebhut Dangers

- Don't go where the snake lives, just south of your ship. You'll die!
- Don't walk under those loathsome pods in the overhang. You'll die!
- Avoid the touch of those numerous scorpazoids. You'll die!
- Don't walk too close to the northern mountains. Zap! You'll die!
- oh, and watch out for the invisible Terminator guy who wants to kill you.

Outside World O' Wonders

- don't open the glass case; it may be a *cute* slime devil, but it'll still kill ya just the same.

Inside World O' Wonders

- Everything here costs 25 buckazoids; EXIT to leave the giftshop.
- LOOK AT CASE. LOOK AT ROCKS. Gee, just like my orium rock...
- SHOW ORIUM. Offered 350 buckazoids. NO. Offered 400. NO. Offered 425. YES. (If you hold out, he'll pass on the deal, and future deals will be for 100 buckazoids only).
- BUY ORAT. The orat-on-a-stick isn't useful, but buckazoids are cheap.
- BUY HAT. The Official Astro Chicken Hat isn't useful either. (Unfortunately, this is your only chance to actually wear the hat.)
- BUY UNDERWEAR. The thermal underwear will be needed when visiting Ortega.
- READ POSTCARD (there are six, and you can't buy them:)

Arrakis: A great spot for winter travel, Arrakis holds many delights for the adventurous vacationer. Nothing can compare with a blinding dust storm, or being crushed by a sandworm.

Black Hole Bertha: Like a giant interstellar vacuum, Black Hole Bertha comes sweeping through the galaxy. All travelers are advised to stay away from Bertha. Just buy the postcard, then tell everyone you went there.

Ortega: The volcanoes of Ortega are constantly reshaping its surface. Dressed in heat resistant underwear, the hardy traveler can find a lava lovers paradise in this starkly enjoyable planet.

RobertaLand: Come join the fun at the funpark of the future! See characters from your favorite stories come to life again and again. Recently revised, so don't miss a single thrilling scene.

Beta Alpha Starless Region: Looking for some real solitude? Come to a place that's so far from everything that you can't even see stars. Mind-numbing boredom greets you as you drift aimlessly through nothing. A must for the brain-dead!

Wish You Were Here! Instead of Me. Exit to Terminator:

The friendly creatures of Achoron are a delight for young and old alike. Tame enough to come right up and caress you, yet wild enough to slash you to shreds if provoked.

Roger vs. the Terminator

- as soon as you leave the giftshop, the Terminator will accost you, and offer this deal: if you can get back to your ship before he does with a ten-count head start, he'll let you go. Otherwise he'll "dust you like bundt cake." Of course, you can't win by his rules. (note, the sign on the W.O.W. door is now "Closed")
- don't head for the ship. Instead, go to Mog's Head Entrance, enter, and USE ELEVATOR.
- in Mog's Belly, head up the stairs to the upper platform, and position yourself to the left of the farthest back pulley. You won't wait long. [Careful! Don't walk off the platform or into the gears!]
- Terminator follows you up the elevator, then comes up the stairs. Once he's coming toward you, PUSH PULLEY. It'll knock into him, pulling him into the gears. The shredded terminator collects on the lower platform.
- go to the fallen terminator. EXAMINE TERMINATOR. TAKE BELT. The belt gave the robot the power of invisibility. Don't walk into the empty elevator shaft! Wait for Fester Blatz to arrive; ride down the elevator with him. (Oh, and the giftshop is now open again.)

Off to McDon--, er, Monolith Burgers

- the hatch auto-closed when you entered your ship.
- use the Scan feature of the Navigation Systems to plot a course to Monolith Burgers and fly there at light speed. Once there, you'll auto-dock; no need to "land".
- Monolith Burgers takes up two adjacent screens; go to the left screen while avoiding the lineup on the right screen. Go up to the counter. ORDER. 7 (Fun Meal). Q (quit menu). Click the rightmost unhighlighted "Yes" (which means "No") three times. Click "Okay". PAY. You take the bag.
- Go to an empty clean booth, SIT, EAT FOOD. You'll soon find a decoder ring in your food.
- Don't go into the leftmost airlock to someone else's ship. If you're persistent, you'll be killed for your impertinence.
- There's an Astro Chicken video game by ScumSoft here; each play costs a buckazoid. If you play often enough, eventually a coded message appears! USE DECODER. The uncoded message reads,

HELP US! WE ARE BEING HELD CAPTIVE BY SCUMSOFT ON THE SMALL MOON OF PESTULON. AN IMPENETRABLE FORCE FIELD SURROUNDS THE MOON. IT MUST FIRST BE DEACTIVATED. IT'S ORIGIN IS UNKNOWN TO US. SCUMSOFT SECURITY IS ARMED WITH JELLO PISTOLS. WE'RE COUNTING ON YOU WHOEVER YOU ARE.

TWO GUYS IN TROUBLE.

- enter right airlock, then ENTER SHIP to leave Monolith Burgers.

On Ortega, a Lava Lover's Delight

- get to Ortega the usual way (engines, nav, scan, light speed).
- WEAR UNDERWEAR before leaving ship.
- go a lil south of ship, then west to an unstable series of rocks. Move carefully across the middle of the unstable rocks, or you'll fall!
- you can spy on two ScumSoft pirates, but don't show yourself. Their ship is one screen ~~west~~ east of them. Wait a bit, and they'll take off in their skull ship, leaving their equipment.
- Go to telescope; USE TELESCOPE. While viewing moon, EXAMINE FORCE FIELD.
- Go to pole; TAKE POLE.
- Go to crate; LOOK IN IT; TAKE DETONATOR. Don't drop it! (Don't try to go back to the ship; the unstable rocks sets it off!)

- Head east from equipment to "near rim" where the pirate ship was.
- Head east from there between the rocks. Go north (up) from there and see edge of generator. Go up and around the right-fork shape to enter.
- Inside, go down the stairs, and staying on floor level, go back to the stairs screen. Go to ladder. CLIMB.
- At top of ladder, very carefully approach the circular hole.
- **PULL DETONATOR IN HOLE.** Boom! The generator beam is gone!
- Walk carefully back to ladder; CLIMB DOWN.
- Quickly retrace your steps back to the unstable rocks -- which are gone!
- **USE POLE** to vault over, losing the pole.
- Go back to your ship and takeoff.

On Pestulon

- once the force field is gone, the nav scan can find Pestulon.
- Go there in the ship as per normal and land.
- head away from the ship, and spy on the ScumSoft entrance.
- **TURN ON BELT.** ENTER SCUMSOFT. Well, go in already!
- Once inside, the belt fails and is useless.
- **PUSH BUTTON** to enter the elevator.

Inside ScumSoft

- the circular walkway isn't easy to use; get used to bumping into walls.
- Their are 4 doors, in counterclockwise order:
 - elevator (inner wall side)
 - accounting offices (outer wall side)
 - janitor's closet (inner wall side)
 - locked room (outer wall side; need a keycard)
- go to the janitor's closet and **SEARCH ROOM.** You'll find coveralls.
- **WEAR COVERALLS.** You'll discard everything else you're carrying, and find a trash vaporizer. Neat.
- go to accounting offices, **SAVE GAME**, and try to go past the upper edge of the screen. As a janitor, you must **ZAP** all trash in trash baskets that you see. If you miss one en route, it's jello for you!
- You aren't a real janitor, so don't feel you must zap all trash everywhere.
- north of accounting is Elmo Pug's office. He's 19 years old and the **BOSS.**
- **VAPORIZE** his trash too. If he's there, leave him and walk around his cubicle and off to the right to see the ship bay. When you return, he'll be gone and you can **TAKE KEYCARD** from his desk.
- back in the accounting offices, head for Elmo's picture near the lower side of the second offices' screen. **TAKE PICTURE**, head directly for the copying machine to the left of the picture, and **COPY PICTURE.**
- Go back to where you took the picture and **DROP PICTURE.** In short, only try to leave with a copy, not the original.
- go to locked door, **USE KEYCARD.** Then, **HOLD UP COPY.** Enter room.
- To get to the platform, **PUSH BUTTON.** Walk across bridge to jello-cubes and **ZAP.** The two guys are free! The bridge retracts; you are discovered!
- Elmo sends you to the Arena. **SAVE GAME** before you're fully inside your battledroid.
- To win the robot battle, the loser must use up more energy than the winner.
- Your robot needs more power to block and punch; but Elmo's robot needs more power to simply walk! So walk around Elmo's robot and avoid being hit as much as possible. Elmo'll wear out his robot first just trying to reach you. When you win, the two guys and you will race thru the new hole in the arena straight to your ship and you'll take off into space.

Shootout in Space

- **SAVE GAME**; they're not done with you yet. Navigation and Light Speed controls are not functional. Turn on **ATTACK SPEED** and activate **WEAPONS.**
- The battle is waged from the weapon display. Watch the radar indicator to tell if the attack is in front or in rear of ship. Immediately activate the appropriate front or rear shield in response. Only one shield at a time!
- Watch the central tracking display for green blips or flying crossbones.

Click the cursor on the blip/crossbones to try to target the enemy ship.
When target locked and in range, the FIRE button lights up yellow.
Naturally, click FIRE (or push spacebar) to massacre the bastards.

- If you can destroy enough ships before you are destroyed (the shields won't last forever), you'll win the engagement and they'll retreat.
- After the battle, one of the Two Guys repairs the Light Speed control, but it kicks in without navigation! The ship flies out of control into a black hole and into a parallel universe. The ship lands at Sierra On-Line on Earth, and the Two Guys are hired to write the Space Quest series of games while Roger flies out into space.

THE END. (final score was 6/8 of 738)