

# Space Quest III: The Pirates of Pestulon

## The Solution

At the close of *Space Quest II*, our hero Roger Wilco, was floating through space after escaping from the fortress of Sludge Vohaul. At the start of *Space Quest III*, his ship is mistaken for a piece of space garbage and beamed aboard a robotic garbage transport ship. You must figure out how to help Roger escape from the garbage ship. You also have to rescue "Those Two Guys from Andromeda" (the game's authors, Mark Crowe and Scott Murphy), who have been kidnapped by Scumsoft and forced to write inferior computer games like *Astro Chicken*. Along the way you'll find many hilarious moments, as well as some pretty tense situations as you battle those creeps from Scumsoft. While there are plenty of logical puzzles to solve, this game contains several mini-arcade challenges, such as fighting robots, blasting space ships and, yes, playing *Astro Chicken*.

As with most of Sierra's 3-D adventures, *Space Quest III* uses spectacular graphics and animation to create a world that, though it's nothing like you or I will ever set eyes on in real life, is realistic nevertheless. This is because the designers know how to employ perspective, light, and shadow to duplicate on the computer screen the way we see things

everyday. Similarly, the sound in *Space Quest III* is nothing short of superb. Whether you use the Ad Lib card, Roland's MT-32 sound module, or IBM's own sound board, the sound track will draw you into the game as it plays without interruption from scene to scene. If there were academy awards for computer adventures, Sierra's *Space Quest III* would have surely taken home its share.

**Type:**  
Animated Adventure

**Difficulty:**  
Intermediate

**Systems:**  
MS-DOS (Requires 512K, 640K on PCjr and Tandy, 8 mhz or faster and hard disk recommended, joystick/mouse optional, CGA/EGA/VGA/MCGA, Roland MT-32/Ad Lib); Apple (128K); Apple IIGS; Macintosh; Amiga (512K); Atari ST (512K)

**Company:**  
Sierra, Inc.

### Rescue Pod

S. E. (Go to belt and stand where bucket ascends to ride it up.)

### On Conveyor Belt

Stand. Kvnq. W.

### Maintenance Room

Enter Grabber. E.

### Rails

Press claw. (If you don't get the Warpmotivator, try riding east all the way around until you're on the far side of the rails and about to re-enter the Maintenance area.)

### Huge Machine

When you're on the front rail, stop Grabber. Press claw. (The Warpmotivator will now be in the space ship.) Drive back to Maintenance Room.



### **Maintenance Room**

(Stop Grabber beneath platform.) Get out. (Enter chute.)

### **Enclosed Hollow**

Climb ladder.

### **Junkyard**

Get ladder. N. E. E.

### **In Spacetanker**

Get wire (single wire in left panel).

### **Robot-Head**

Climb head (stand near left eye and orange steps).

### **Space Ship**

Drop ladder on right side of ship and climb it.  
Open hatch.

### **In Space Ship**

Dpoofdu xjsf. Exit. Get ladder. Climb head.  
(Return to Enclosed Hollow).

### **Enclosed Hollow**

(Go to hole in west wall.) Get reactor. (Head for the Space Ship. When you get mugged *en route*, return to ladder, climb down, and get reactor from same place in Hollow, then go to Space Ship—taking ladder with you.)

### **In Space Ship**

Put sfbdups in compartment. Enter seat. Look at screen. (Start engines. Turn on radar. Take off. When ship stops, use weapons to blast your way out; don't forget the front shields.)

### **In Space**

Look screen. Use your navigation system and set course for Phleebut (the one with the one known settlement). Go to light speed. Land and exit ship.

### **On Phleebut**

Follow map to shop. Offer hfn. (Accept offer of 425.) Buy voefsxfs. Leave. After encounter with Terminator, go west and enter Mog's leg.

### **Mog's Leg and Belly**

Enter elevator. Press up. [Belly] Climb stairs. Position yourself in front of motor and to the left of the hook. When Terminator is approaching from the right, push hook. Descend stairs and take cfmu from Terminator. Go down with elevator.

### **West Side of Mog**

Return to ship. Sit. Start and take off.

### **In Space Ship**

Set course for Monolith Burgers.

### **Space Ship (Monolith Burgers)**

Go to counter on left side of restaurant (the second screen). Order item seven. Pay. Sit at table and eat. When you find prize, get up. Look at game. Play Astro Chicken until the message appears. Use sjoh. (Read message.) Return to ship.

### **In Space Ship**

Start engines. Set course for Ortega. Take off. Land. Wear voefsxfs. Exit ship.

### **Space Ship (Ortega)**

S. W. S. Wait until Scumsoft lackeys leave. Get detonator (from crate). Follow map to machine.

### **Top of Generator**

Walk to edge of machine. Drop detonator. Return to place where the two men were, go to anemometer. Get qpmf. N. Use qpmf. Return to ship.

### **In Space Ship**

Set course for Pestulon. Land.

### **Space Ship (Pestulon)**

Leave (any direction).

### **Hiding**

Wear belt. Use cfmu. Enter Scumsoft. Enter building. Press button.

### **Inside Scumsoft**

Go north, take first door on left.

### **Janitor's Closet**

Search closet. Get coveralls. Leave.

### **Inside Scumsoft**

Walk south. Enter first door on the right.

### **Accounting Department 1**

On your way through this room, use wbqpsjafs on every wastebasket. Follow map to Accounting Department 2.

### **Accounting Department 2 and 1**

Leave room through right corner. Go to platform. Look at ship. Go to desk of Boss. Get keycard from his desk. Return to Accounting Department 1. Follow map to picture. Get picture. Go to copy machine. Copy picture. Put picture back on wall. Leave.

### Inside Scumsoft

Walk north, stop at first door on right. Insert lfzdbse. Show dpqz. Enter.

### The Two Guys

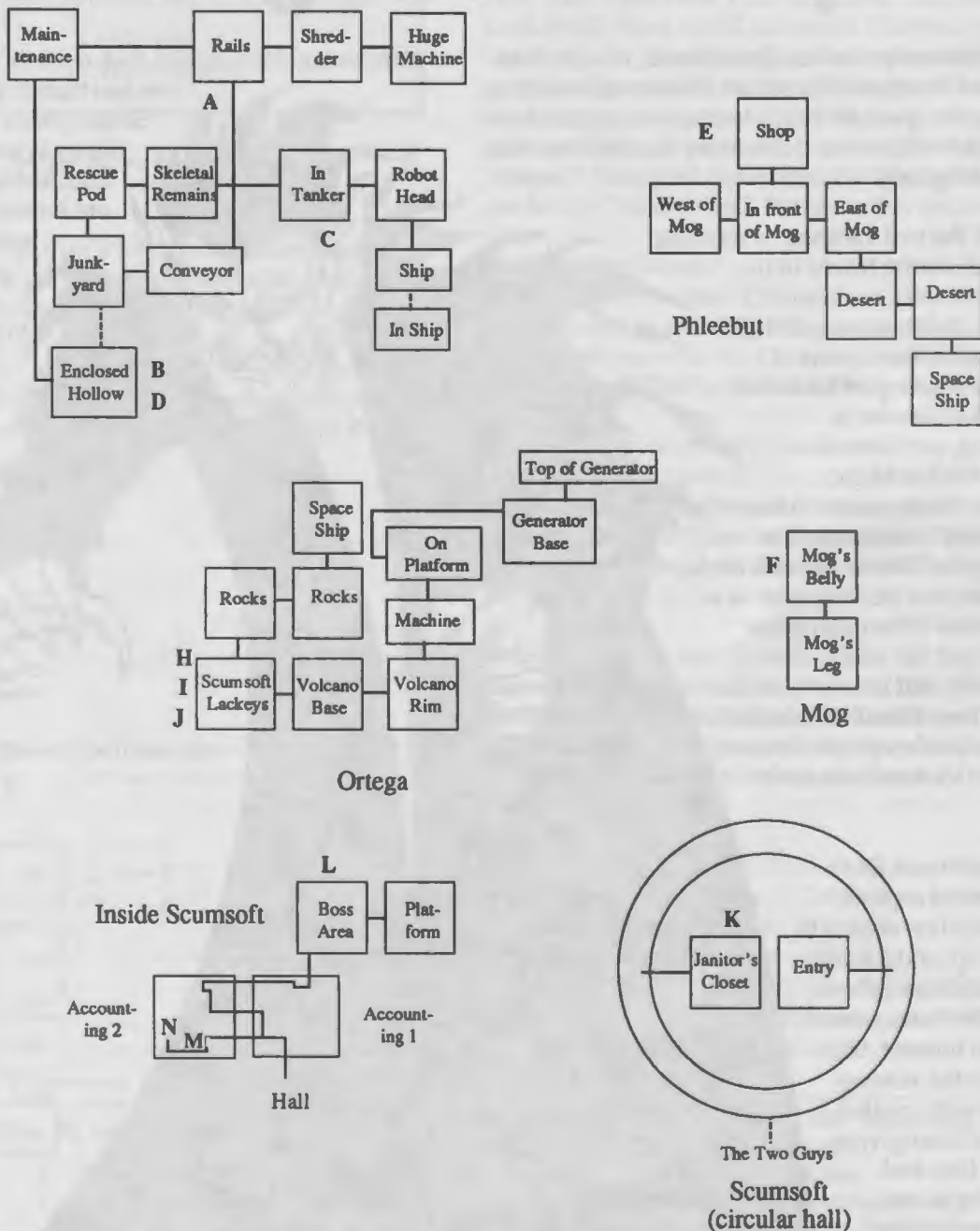
Press button. Use vaporizer. Save game.

### Arena

Fight. (Maneuver the enemy against a wall, so he's facing it, then hit him from the side.)

### In Space Ship

Look at screen (after being attacked). Go to attack speed and use weapons. You must destroy five ships.



#### Map Key: Space Quest III

A: WarpMotivator

B: Ladder

C: Wire

D: Reactor

E: Underwear

F: Belt

G: Message

H: Detonator

I: Anemometer

J: Pole

K: Coveralls

L: Keycard

M: Picture

N: Copy machine

# The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)