

"Holy Space Waste, intrepid adventurers. Sierra's top adventure writers, 'Those Two Guys from Andromeda', have disappeared into thin oxygen. Can 'Roger Wilco', the intergalactic garbageman, save them?"

SPACE QUEST III

SIERRA-ON-LINE (£24.95)

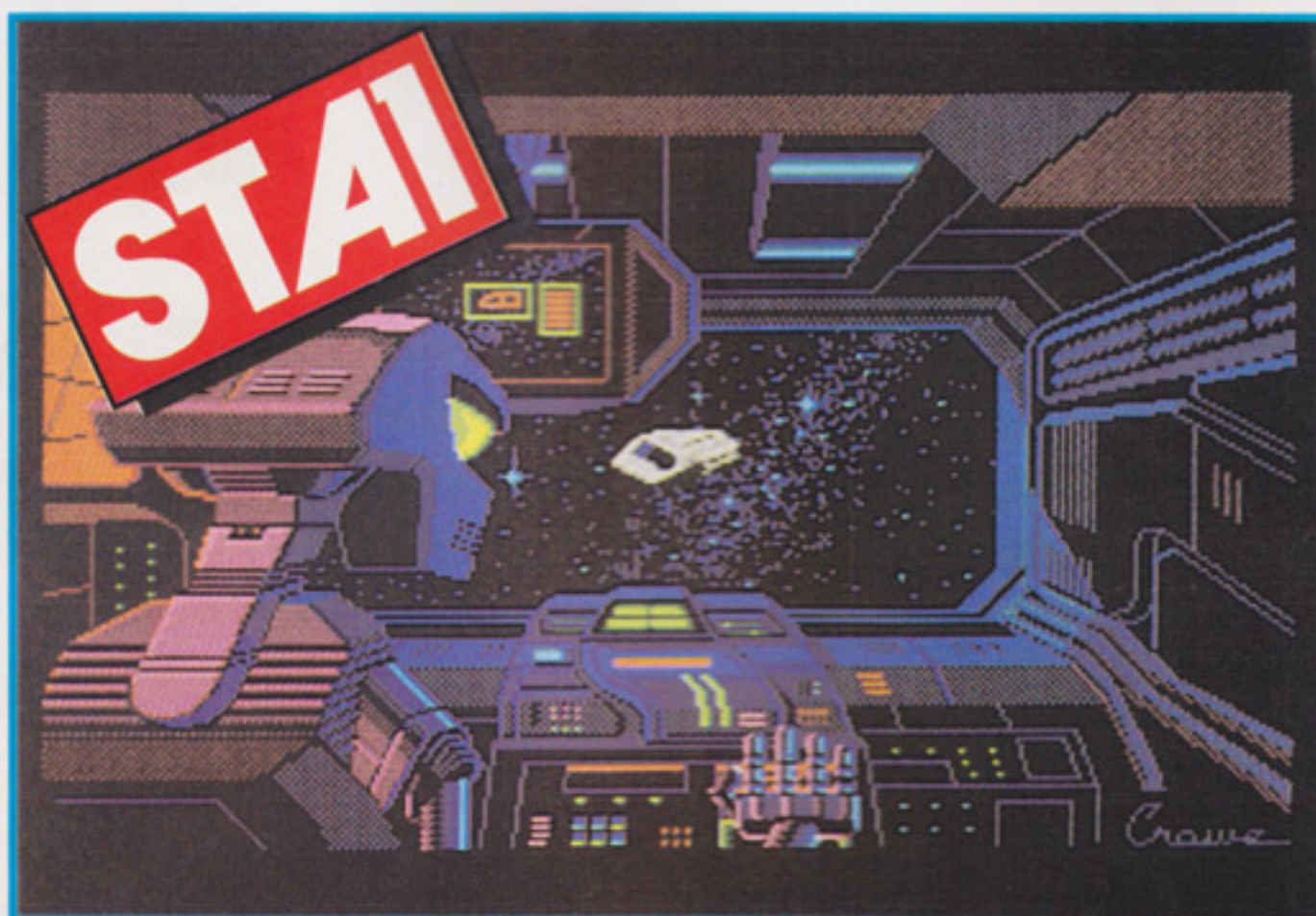
Having foiled the evil plans of 'Slime Volhaul' to enslave the Earth in SPACE QUEST II, our hero made his escape by sealing himself into a suspended animation capsule and blasting off into space. With luck, and a following space wind, Roger hoped that his tiny ship would drift across the vast reaches of space to be picked up by a passing ship.

Unfortunately, luck is as rare as rocking-horse manure around this neck of the galaxy, and it's into the vast maw of a gigantic garbage collector that our hero's ship has been vacuumed.

Having been rudely awakened from your snooze in the deep freeze, your first task is to find a way to build a working ship from the tangled, metal remains which are to be found in the bowels of this junk yard. Here, in the surrounding heaps of space debris, you will trip over the first indications of the mad humour which has been shoe-horned into this animated adventure. The ship's hold contains the unmistakable remains of Darth Vader's Tie Fighter, Jupiter II from Lost in Space, the Acme Rocket used in countless Bugs

Listen carefully. I will say this only once. THIS IS AN ABSOLUTELY MEGA-BRILLIANT GAME! Words fail me. Sierra have just wiped out the opposition. The graphics and humour surpass anything I've seen so far. I am totally sold on it and would recommend it to all game-players. This is without doubt the best graphic adventure on the market, and will probably remain so for a long time to come. Mortgage your granny and sell your sister into white-slavery to obtain your copy.

AM

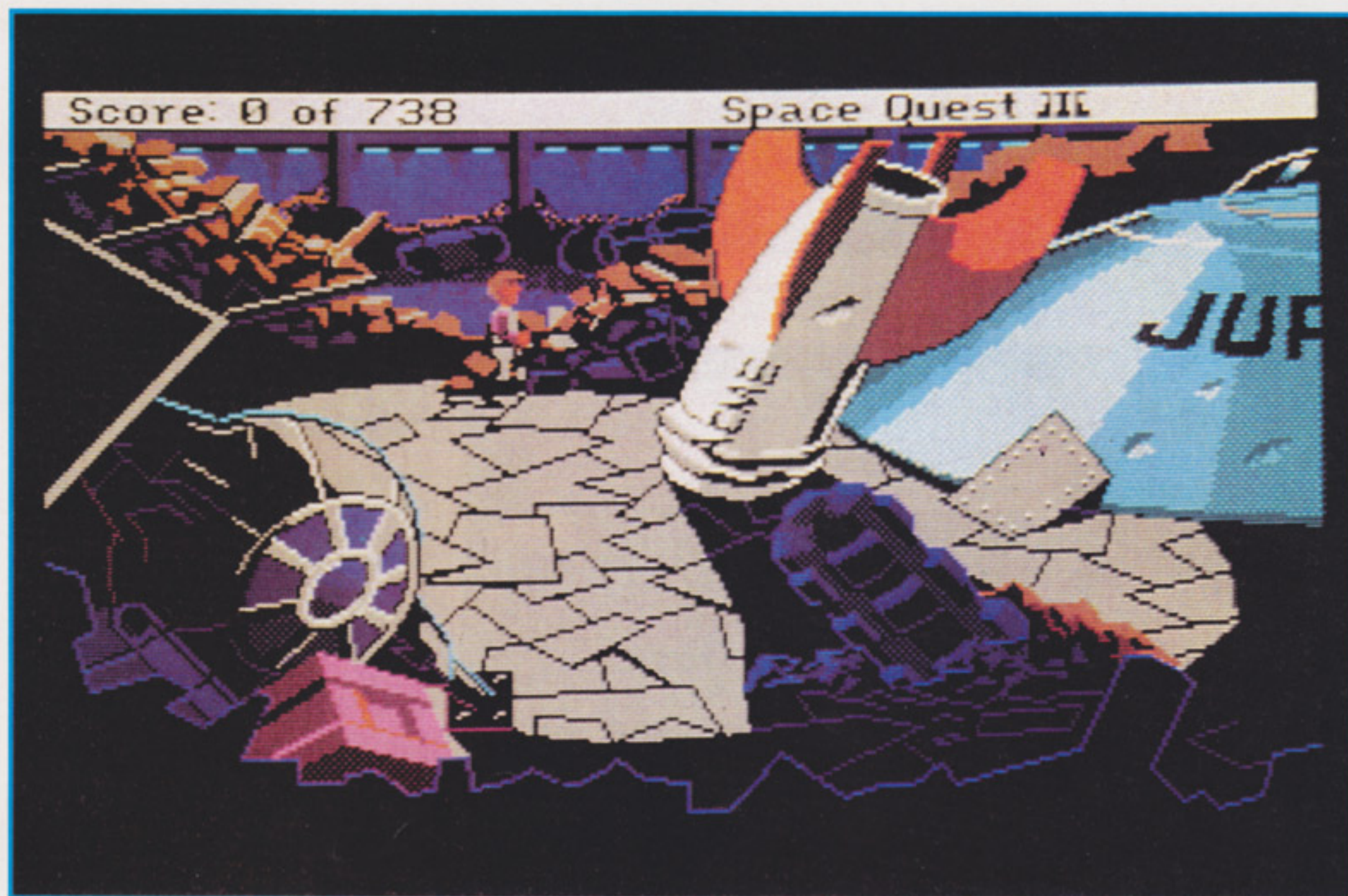


To some beings, space junk is a valuable commodity. Still in his sleepy state, swashbuckling space hero, Roger Wilco, knows nothing of his imminent fate.



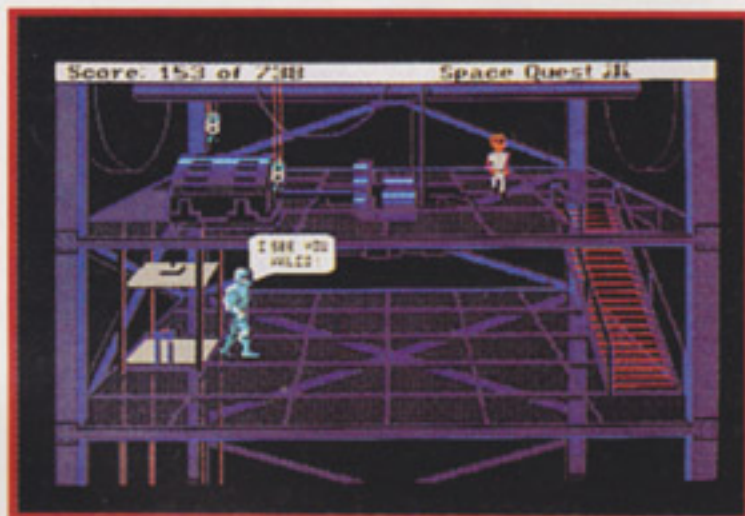
Monolith burgers, the intergalactic fast-food chain gets everywhere. Roger meanwhile, hungry for action, stops off in search of clues.

Having been swallowed up by an intergalactic scrap metal merchant, Roger searches the insides of the huge freighter. Just look at all those lost craft- Darth Vader's tie-fighter, Bugs Bunny's acme moonrocket and even the Robinson's Jupiter space ship from Lost in Space.

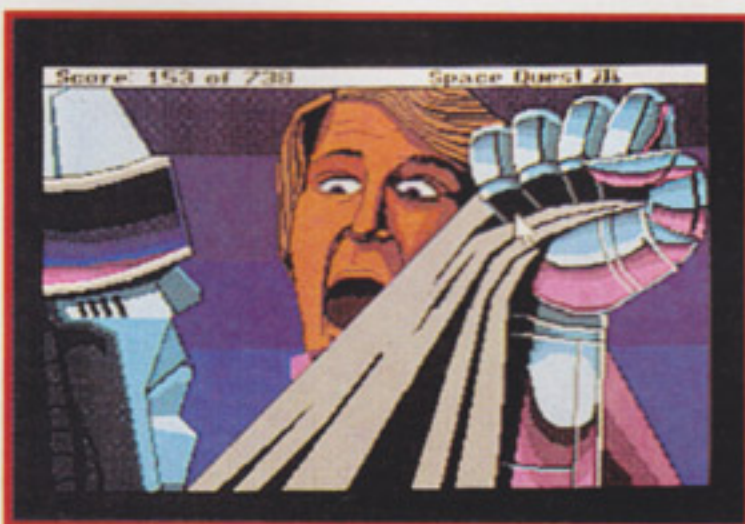


Bunny cartoons and the Emergency Capsule used in 2001 Space Odyssey. Zap-happy droids patrol the upper deck, junk-yard wolves lurk in the shadows and a hilariously funny space-rat waits to beat you up and steal your goodies if you try to tip-toe past his hiding place.

The game writers have set out to



It seems Roger has made one or two enemies during his travels.



The Terminator has been sent to exterminate our hero - can you escape his metallic clutches?

create a game which flows like an animated cartoon. The background graphics are more detailed than any previous Sierra game and they would do justice to a top-quality, television cartoon film. You will have read many reviews in the past which claim that the game in question is rich in humour - this invariably means it has had a few gags added. The humour in this game permeates every part of the text and graphics, making it a joy to play. Like other recent Sierra offerings, this game has some animated, hands-off sequences, but unlike its predecessors these interludes are, quite correctly, shorter and to the point.

Using the factory's machinery and recycled spares, you can rebuild a small cruiser and escape back into space where you can plot a course for any nearby planet. The on-board computer bristles with a wealth of systems for you to play with and they are all beautifully illustrated and satisfying to both eye and intellect. A quick scan by the Navigation System will reveal 3 possible avenues of investigation. Perhaps you should try the nearby desert planet, it might hold clues to the whereabouts of the Dastardly Duo. Or you could chance your arm (and probably the rest of your scrawny torso!) on that adjacent volcanic planet. However, before you shoot off anywhere I suggest that your first stop should be at the

Monolithic Burger Space Station for a bag of the nastiest fast-food in the galaxy. Join the queue of assorted monsters and weirdos for a Jumbo Burger and fries - with added grease! And while you're there, don't forget to waste a spare buckazoid on having a go at the 'Astro-Chicken' arcade game that is sweeping the galaxy.

Having bulked up your cholesterol level you're now ready to begin your search for the creators of the Space Quest Trilogy who have been kidnapped and held to ransom by the notorious Pirates of Pestulon. Some would say that it serves them right for all the mind-numbing hours of agony they have put us through in the past, but we never could resist a quest, could we? The Pirates are

I make this the sixth Sierra game reviewed this year. So what's left to say? Well, brilliant, great, stupendous, magnificent, superb, terrific, marvellous, all spring to mind. It will come as no surprise therefore, when I say I liked this game. As with all Sierra games the graphics are very good, with great attention paid to detail. What makes this game something special is the humour. I'd say that I enjoyed this game more than any other Sierra game to date - in fact more than most of the games I've played.

SK

Easy! What have Sierra done now? They've obviously cut down on the problem solving and increased the humour. Only the first part of Space Quest III had me guessing and, after I'd sussed out what was going on, the rest was just plain sailing. Undoubtedly, Space Quest III features the best level of graphics Sierra have yet attained; attention to detail being second-to-none. But, should they ease up on the difficulty level? I finished the whole game in under two hours. And must therefore report that the game is very easy. Still, it's also very funny and I'll be returning to it in an attempt to obtain a maximum score.

NC

World O' Wonders' charismatic sales assistant tries very hard to sell you various useless artifacts - who'd wear a silly hat like that?



none other than a front for Scumsoft Software who wish to steal the brilliant ideas of Sierra's ace writers. And it's you who must find and penetrate their secret headquarters!

Selecting Light Speed hurtles your ship forward into hyper-space and off to the nearby planetary system. Into the still-reverberating space

you so recently occupied, slinks a needle-shaped craft piloted by a character out of your nightmares. The Terminator is back! Complete with steel muscles capable of tying an Acturian Swamp Crocodile into knots, he has lined you up as his next victim. The race is now on. Can you rescue the two heroes of the space-

ways before Arnie Schwarzenegger's alter-ego turns you into a raspberry smear on the heel of his steel boot? I doubt it, but at least you'll die laughing.

The only note of caution that must be voiced regarding this game is that it is not at all difficult to complete. The game designers have elected to keep the fun and the action flowing at breakneck speed, and for this reason the problems tend to be easier than any so far encountered in a Sierra adventure. Points are awarded for carrying out certain actions which may not be essential to the completion of the game and it is therefore possible to complete the game with a very low score. There has obviously been a policy decision to go for all-out enjoyment and to tone down the brain-ache. This policy will certainly make the game more appealing to the mainstream game-player and time will tell if it is a wise decision.

STA

Yahoo! Roger has managed to successfully find the two guys from Andromina. But, Scumsoft's boss, Elmo Pug, has foiled his heroic actions. What does the future hold in store?

