

SPACE QUEST III: THE PIRATES OF PESTULON

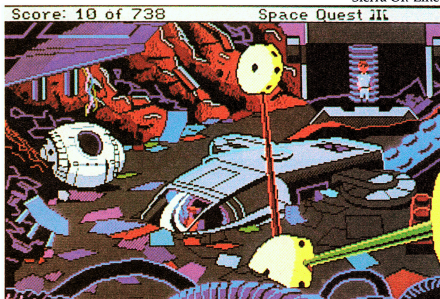
Roger Wilco, galactic custodian, takes off on his third adventure in the highly entertaining *Space Quest III: The Pirates of Pestulon*. Sierra's interactive games (including *Gold Rush!*; the *King's Quest*, *Police Quest*, and *Space Quest* series) boast top-notch graphics and an involving — if unlikely — plot.

At the conclusion of *Space Quest II*, Roger's ship crashed into a junk freighter. As the *Pirates of Pestulon* starts, Roger must search the freighter for a ship to fix up before he can escape.

His new space adventures take him to planet Phleebhut, where he trades with the natives and is almost ground into Salisbury steak by the Terminator. He risks intergalactic indigestion with the cuisine at Monolith Burgers, where he also drops a few buckazoids into the universe's favorite video game, Astro Chicken. And Roger goes to Pestulon, where he tries to rescue the Two Guys from Andromeda, game designers extraordinaire.

Interactive game lovers won't be disappointed by *Space Quest III*. Arcade fans will also be pleasantly surprised by the video game Astro Chicken; by the robot slaughter Nuke 'em, Duke 'em; and by the space ship shoot-em-up that ends the game.

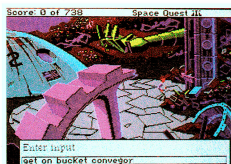
Sierra On-Line



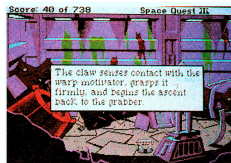
ECA screens shown

Don't bother checking out the assorted flying saucers and crushed space modules on the freighter. What you're looking for is a sleek, modern model. Something, maybe, that only needs a little fixing up.

HINT You'll never be able to get your pod working again, so spend your time on the junk freighter finding and repairing a new ship. The only supplies you'll need are the warp motivator, the reactor, and a piece of wire. Blasting off is a breeze — unless you've forgotten to turn on your radar (to maneuver in the small room), or your front shield (to protect your ship as you blow a hole in the freighter to escape).



The only way to get to the second level of the junk freighter is to climb aboard the bucket conveyor. But be ready to stand and jump fast because the bucket will dump you all too close to a shredder. Not a pretty sight.

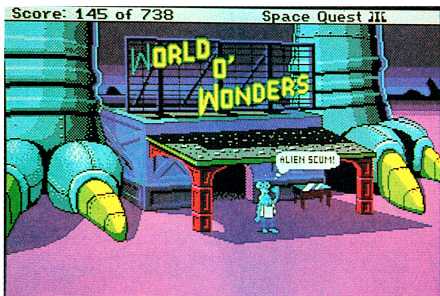


If you've mapped the first level of the junk freighter, you'll have an easier time on the second level. You'll have to find the room with your pod and use the grabber's claw to pick up the dense warp motivator.

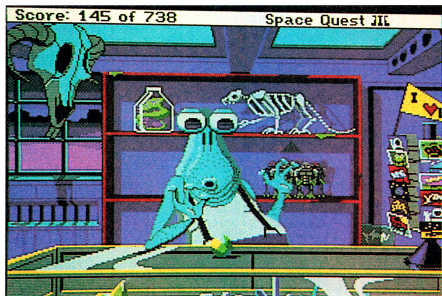


You don't really have to worry about rats attacking you (at least, in *this room*) while you search for the reactor. The exit is to the right over by the ladder. Climb up, then pull the ladder up behind you.

HINT Once you've reduced the Terminator to so much scrap metal, don't leave Mog without grabbing his invisibility belt. But don't get too close to him. Use the orat on a stick to hook the belt. As cool as it is to be invisible, don't try the belt out. The power is *very* low, and you'll need every bit of that power later in the game.



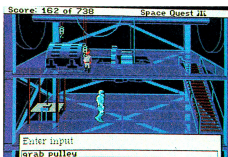
Once you've left the freighter, you're not going to get far without money. Head over to the planet Phleebhut. There's a guy there who trades with all the weird aliens in the universe.



Fester will be glad to buy your gem for 350 buckazoids. Take a look at what he's got to sell. You'll need the orat on a stick and the underwear, but don't hurt his feelings by refusing to buy the Astro Chicken hat.

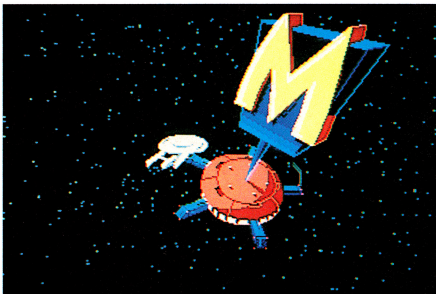


The Terminator will grab you right after you leave the World of Wonders. This is *definitely* a good place to save your game. You'll also want to adjust the speed option so you can run for Mog as fast as you can.

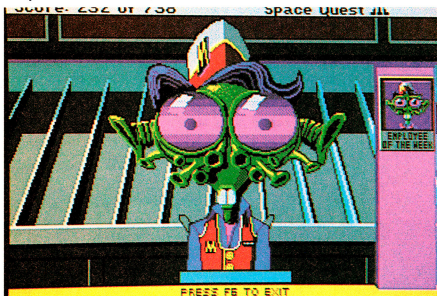


Get into position near one of the two pulleys inside Mog and wait for the Terminator to appear. Don't grab the pulley or swing it until he's close, then let it rip. The Terminator will be recycled in the machinery wheels.

HINT There aren't any random deaths on Ortega, as there were with Phleebhut's scorpizoids. However, you do have to watch your step or you'll end up a permanent, fried piece of the lava landscape. When the generator starts self-destructing, there will be gigantic earthquakes, and parts of the planet will disintegrate. If you get caught on one side of a wide chasm, cast your mind back to your days on the track team and pull out your handy pole.



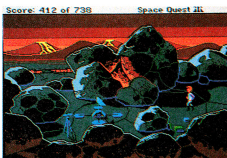
All that fighting on Phleebhut has given you an appetite. Grab some nosh at Monolith Burgers. You know they have good food (at least for this part of the galaxy) because as you pull up, the starship *Enterprise* is just pulling away.



Look at the menu carefully before you order. You have unlimited funds, so price isn't a concern. However, you need a meal with a little something extra — like a prize, for example. Then give the nice lady your order.

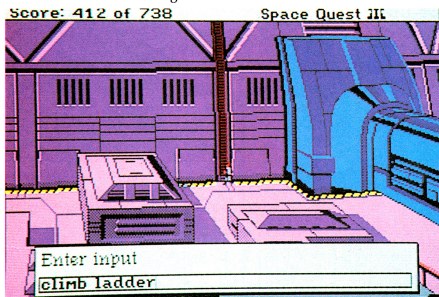


You should spend a lot of time playing *Astro Chicken*. Once you've landed enough fowl, you'll get a secret message that's vital to the plot of the game. Slow down the game speed to make landing the chickens easier.

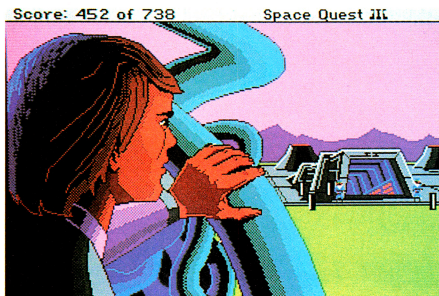


As you explore Ortega (Are you wearing your thermal underwear?), you'll run across a surveyor's site. Wait for the workmen to leave, then pick up a pole and a detonator. Take a peek through the telescope as well.

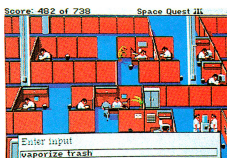
HINT You don't have time to explore Pestulon. Enter the base quickly and take the elevator to a corridor with two doors on each side. On the left is the elevator and the closet where you'll find the janitor's disguise. On the right is the accounting department and the holding cell for the Two Guys (it has a identification scanner outside the door). The accounting department is more tedious than complicated. Just make sure you go into the office in the upper right corner, and the photocopying area in the lower right.



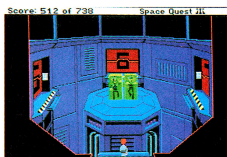
Climb the ladder to the top of the generator, then drop in your detonator. You've only got a few minutes to get back to your ship, so remember the quickest route.



By the time you reach the base on Pestulon, the pirates have already been alerted about your arrival. With guards posted at the doors, it would take an *invisible man* to get through the entrance.



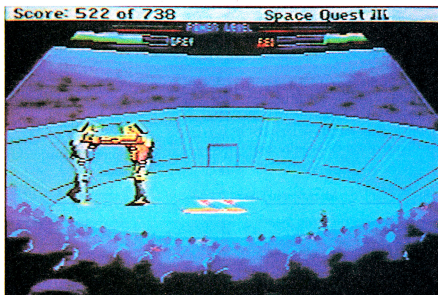
In your disguise as a space janitor, you should destroy all the trash with your vapor gun. The accounting department is huge, but you can't pass by any trash cans, or you'll blow your cover.



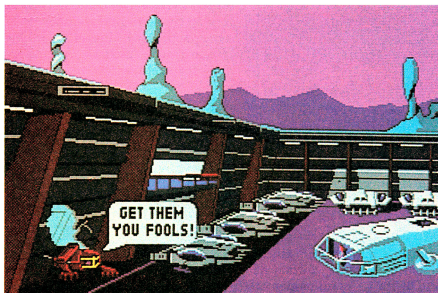
With the keycard and photo you've found, you'll be able to get past the scanner and into the cell of the Two Guys from Andromeda. Use your vapor gun to let them out of their imprisoning towers of lime jello.

HINT

In Nuke 'em, Duke 'em, it's best to stand still and let Elmo's robot come toward you, rather than meeting in the middle of the arena. If you're playing with a keyboard, there's a time lag between when you push the J or M key (to punch or block) and then see the moves on screen. Adjust your timing to make allowances. Remember that throwing a punch uses energy whether it lands or not. Don't punch blindly.



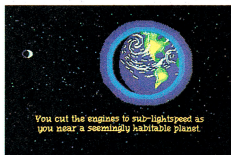
Just when you think you've won *Space Quest*, you'll get captured and end up in a game of Nuke 'em, Duke 'em. You and Elmo will be at the controls of giant robots. Your goal is the total destruction of Elmo's robot.



Once you've defeated Elmo's robot, the computer will take over your escape from the arena and blast off from Pestulon. Don't breathe too easily, though, because the game's not over yet.



You're followed by Pestulon ships that are trying to blast you into space particles. The minute a plane drops from your screen, switch from front to back shield (or from back to front). You'll have to destroy five ships.



The computer finishes the adventure after you've defeated the spaceships. After landing on a suspiciously earth-like planet, Roger will find himself without a job and looking for another adventure.

Hardware requirements: IBM, Tandy, and compatibles; 512K minimum memory; VGA, EGA, MCGA, CGA, Tandy 16-color, or Hercules graphics; joystick or mouse optional; supports Roland MT-32, Ad Lib, or IBM music cards.