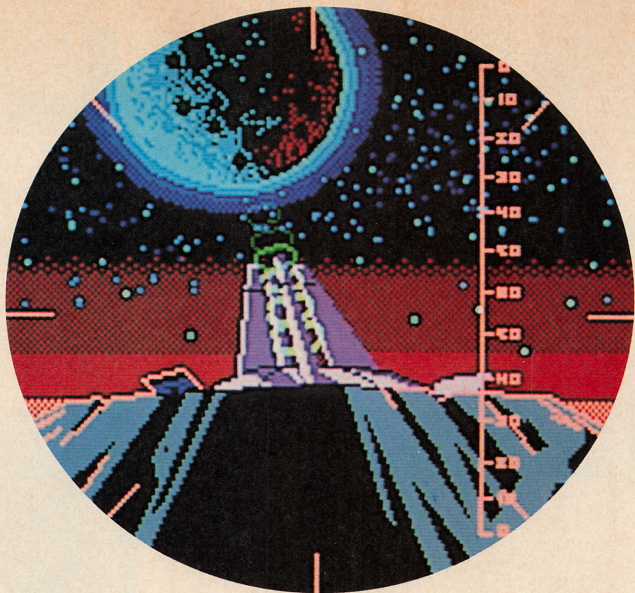




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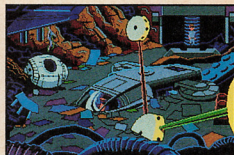
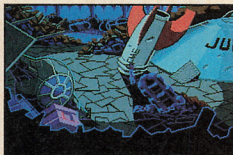
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MONTH

SPACE QUEST III: THE PIRATES OF PESTULON

LESLIE MIZELL

Version reviewed: IBM, Tandy, and compatibles; 512K minimum memory; CGA, EGA, MCGA, VGA, Tandy 16-color, or Hercules graphics; mouse and joystick optional; Roland MT-32, Ad Lib, or IBM music cards optional. Sierra On-Line, P.O. Box 495, Coarsegold, CA 93614.

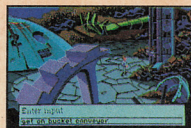


As the game begins, you've crash-landed into a junk freighter. Don't waste time trying to fix your pod — it's beyond repair.

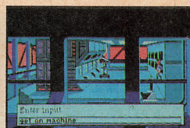
You don't want a spaceship that's a pile of junk, or one that's too unwieldy. Look for a streamlined model in fairly good repair.

Though it may seem like this room is a dead end, there's an exit staring you in the face. Just use your eyes. Or the statue's.

Aha! A sporty little spaceship that doesn't look like it needs too many repairs. Look around the freighter for additional supplies.



Be ready to jump off the bucket conveyor—there's a shredder at the end of its path.



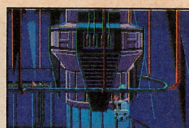
Follow the rail to the right into a computer room. Get on the machine quickly or the robot will zap you.



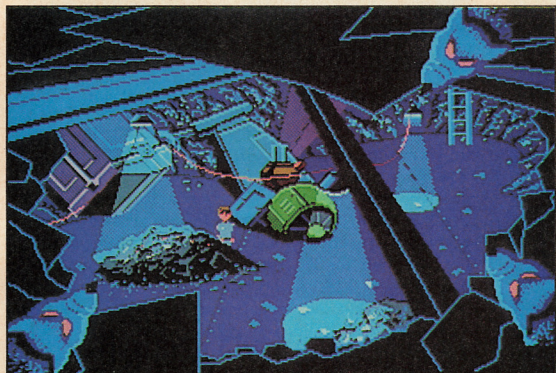
The upper area corresponds to the rooms below, so try to form a mental map of the floor's layout.



When using your claw to grab the generator, you might have to try two or three times before you find the right spot.



Once you have the generator, install it in your ship. It's easily done with your machine in this position.

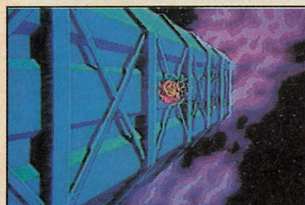


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You don't have to feel threatened when you reach the rats' lair. Calmly go about your business, and the rats will leave you alone. Maybe it's the bright lights that keep them at bay. If you want electricity in your spaceship, you'd better find that light's source.



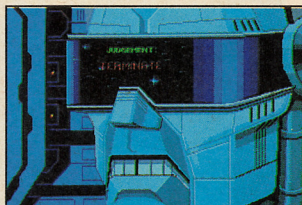
You suffer a certain amount of indignity when you get mugged by a rat, even when it's almost as big as you are. But there's no way to avoid it, and the only way to recover your stuff is to traipse back to the rat's lair. You'd better remember where that hole is.



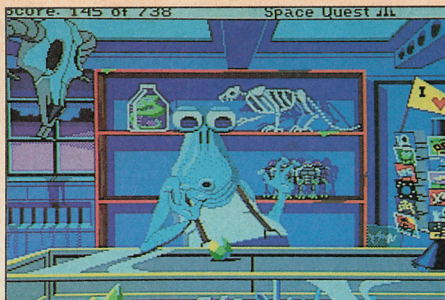
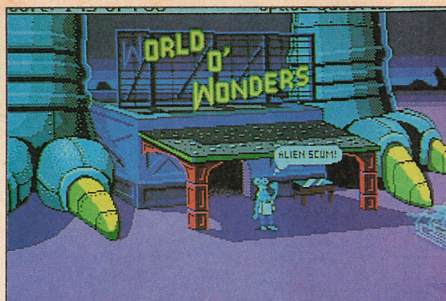
When you're ready to take off, be sure to switch on your radar so you can avoid hitting the ceiling. And before you blast your way to freedom, activate your front shield so you won't pulverize yourself or the hull of the freighter.



Even space explorers need cash, so you'll need some money. The seven buckazoids you can find by rummaging around in the cockpit aren't enough to get by on. Maybe someone on the planet Phleebutt will be interested in buying your gem.

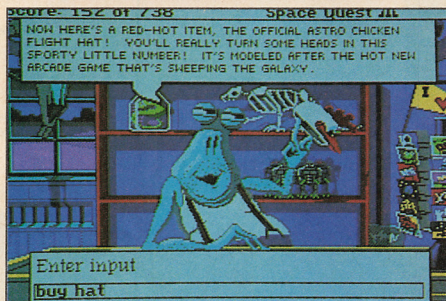


You may think you've left your past sins behind you, but robots rarely forget. The Terminator is hot on your trail, and the purple sands of Phleebutt aren't going to hide you. Prepare yourself for a major confrontation. He's out for blood—yours.



Fester Blatz: Alien Trader

Once you reach Phleebhut, you shouldn't have too much trouble finding Mog or the World of Wonders. Just don't go too far back toward the horizon (where you'll be struck by lightning), or too far forward (where you'll be bitten by snakes). After meeting Fester — who trades with practically everyone in the universe — sell him your gem for 350 buckazoids. Then buy any items he offers you. Most will prove handy. Others, like the *Astro Chicken* hat, will never be used, but you don't want to hurt Fester's feelings by turning him down. Don't worry about money in *Space Quest III* — unless you're incredibly free with your cash, you'll never run short.



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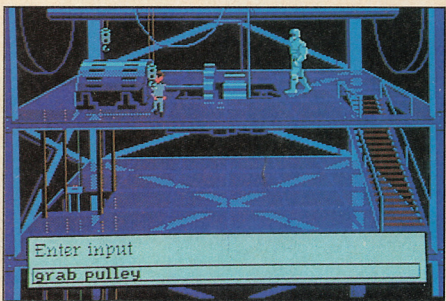
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The scenic planet Phleebhut is the least of your *Space Quest* challenges. It's a good place to get used to the game's commands, to search for clues and items, and just to move around. The scorpazoids are random killers. If you spot one, head for another screen — it won't follow you (unlike the Terminator).

If there still doesn't seem to be a definite *plot* to the game, don't worry. Remember, it takes a long time for things to travel through space.



After leaving Fester's, you can't avoid being captured by the Terminator. But the Terminator is a surprisingly fair guy, and he'll give you a chance to escape. Adjust your speed control to make a fast getaway to Mog.

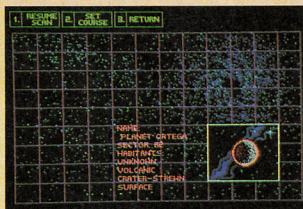


As the Terminator makes his approach, position yourself by one of the two pulleys. Get close, but don't touch it yet. When the Terminator is about to grab you, swing the pulley and recycle that big bag of bolts. Then head back to your spaceship.

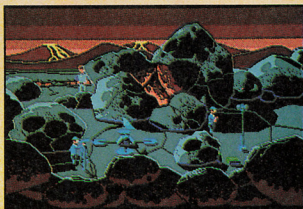
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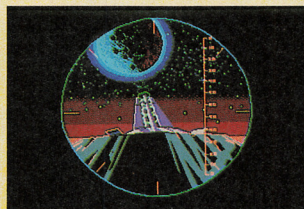
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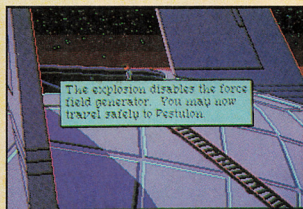
The scanner shows there's only one more stop after Monolith Burgers, so it doesn't take a genius to know that you should set your course for Omega.



Don't barge into the surveying site; wait for the workers to leave. Not much of their equipment will be of use, but look it over. And take a peek through their telescope.



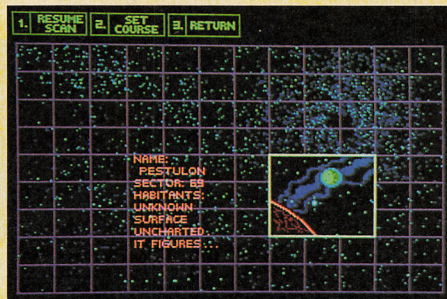
To release planet Pestulon from the shielding ray, you have to blow up the generator. Funny, you didn't pack any explosives. But look around the surveying site.



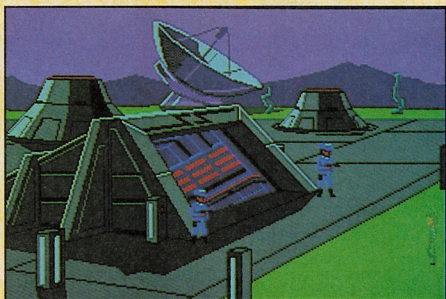
Take careful notice of the path to the generator. Blowing up the machinery is going to upset the balance of this volcanic planet, and you'll need to make a fast getaway.

Once you've set out on your mission to rescue the Two Guys from Andromeda, the action in *Space Quest* really takes off. If you save your game often, you won't run the risk of having to retrace your steps. Hint: There are many random deaths ahead for players who don't wear their temperature-controlled underwear; practice the correct track-and-field moves; develop a good sense of direction; or learn the proper custodian traits.

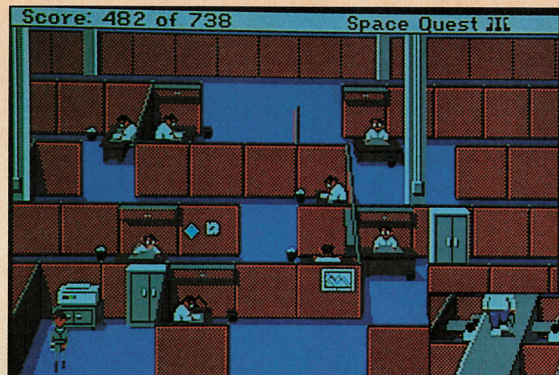
As obvious as it sounds, you should also remember all entrances and exits. Sometimes you can end up wandering around, desperately trying to figure out how you got into a room, a building, or even your own spaceship.



After you've taken off from Omega, you'll find a new area on your scanner. Naturally, your game should end on Pestulon, fighting those pirates — whoever they are.



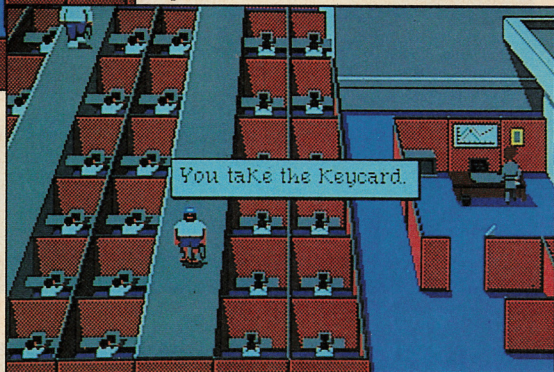
Remember that the power supply of your invisibility belt is *extremely* low. Don't turn it on until you're ready to high-tail it to the Pestulon base.



Inside the Pestulon Base

The accounting area is a huge maze that repeats itself endlessly to the left and right. There are only two items you need inside, but you can't neglect your trash-vaporizing duties while you look. For the most part, the slave-driven workers will ignore you, but they won't hesitate to report a suspected spy. Remember that you're looking for items which will allow you to get past the cell-door scanner. So work your way over to the photocopying area at the bottom of the screen, and Elmo's office at the top.

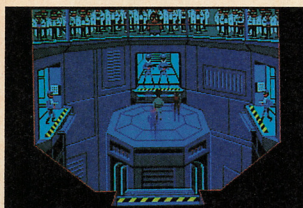
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One of the nastier tricks in *Space Quest* is its false ending. Just after you've rescued the Two Guys, your score will shoot up to just one point shy of the required total. As you're celebrating and calling your friends, Elmo sweeps in with his troops, and your score plunges by 200 points. Great.

But the primary game is over, and you don't really have to use your brain anymore. You *will* need to dust off your best arcade moves, however. The last two sections of *Space Quest* are similar to those action-filled shoot-and-punch games.

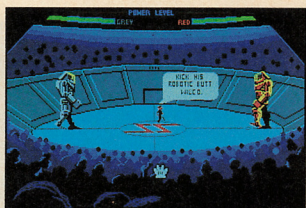
First, in *Nukem Dukem*, you must punch out Elmo's robot. Then you have to defeat the Pestulon air fleet that follows you into outer space.



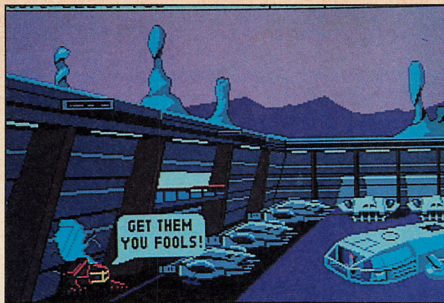
Just when you thought your troubles were over, Elmo captures you and the Two Guys. Don't expect any help from those two airheads, either. As usual, your survival — and that of the Two Guys — depends solely on you.



It's important in *Nukem Dukem* to remember that *any* move on your part saps your energy (unless it's a direct hit on your opponent, which gives you energy). So let Elmo's robot come to you, and make each punch count.



If you're using the keyboard, there might be a slight delay between entering a command and seeing the action. Time your punches and blocks accordingly. And watch Elmo — he follows a pattern.



When you try to escape from Pestulon, you'll find that the pirates have sabotaged your ship. Before you can fix your light-speed warp drive, you must fight off the forces of the Pestulon fleet.



Make sure you're at attack speed before checking your weapons system. Then prepare to blow some pirates into space dust. You'll have to destroy at least five of their ships before the rest of the fleet will give up.

There's a knack to destroying the enemy ships. Actually, it's easier to blow them up than it is to control your own ship's shields. A box in the bottom-left corner of the screen indicates if an attack is coming from the front or rear, so you can adjust your shield accordingly. Then, *immediately* after a ship has left the screen, switch the shield to the second setting (from back to front, or from front to back). Just don't press the same button twice in a row — or the shield will turn off. Don't leave yourself unprotected.

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Afterward

Once you've defeated the Pestulon spaceships, your part in *Space Quest III* is finished. So sit back, relax, and watch the rest of the action unfold. All that's left is to wait for the next *Space Quest* adventure.

