

SPACE QUEST™ 3

The Pirates of Pestulon

HINT BOOK

Introduction

Hello! And welcome to the world of Space Quest III: The Pirates of Pestulon. The authors, Mark and Scott, sincerely hope you enjoy the wacky universe that they've created just for you.

It is not necessary to have played Space Quest I or II in order to successfully play Space Quest III.

How this book works

The object of Space Quest III is to discover its puzzles and then find the solutions to them. However, some puzzles may be obscure or so well hidden that you don't even know where to begin. Or, perhaps this is your first attempt at playing an adventure game. Either way, this book is designed to help you through those frustrating times when you are unable to find the solution to a problem.

Although we have tried to out-think you, you may come up with some questions which we did not think of. If, after looking through this hint book you cannot find the appropriate question which corresponds to your problem, feel free to contact Sierra's 24 Hour Hintline at (209) 683-6858.

How to use this Hint Book

As you stumble along throughout the game, you may come to a point where you don't know what to do next or how to solve a problem or situation. Look through this hint book for the question or statement that best resembles your problem. Then, hold the red window card up to the top of the box just below the question and read each clue, one at a time. Hints usually progress from mildly helpful, to strong clues, to "here's the answer!" Read each hint individually and in sequence. Most importantly, only read the clues that you really need!

How NOT to use this Hint Book

You will be spoiling all of the fun (not to mention wasting your hard-earned buckazoids) if you just scan through this book and read all of the answers. Instead, read only those hints which are absolutely necessary, and as few of those as possible. If the first clue is enough to enable you to continue on in the game, don't read the rest of the answers. You can always go back and read them later. We've also thrown in some trick questions to discourage you from cheating. Just because a question refers to a red furry creature doesn't necessarily mean there is one in the game. So, beware!

If you've finished Space Quest III

Once you have "won" the game and the Two Guys from Andromeda have been rescued, I hope we can interest you in playing again. If you received less than the maximum score possible, start again from the beginning and try to find different solutions to the puzzles. To help you along, we've included a section in the back of the hint book called "After The End of the Game." This is a just-for-fun list of things you may have missed along the way. Be very cautious using this section, though. It will literally ruin the game for you if you see it too soon. You will find a list telling how every point is earned and where every object is found and used, a step-by-step walk-thru, and a complete set of maps of the different areas throughout the game.

If this is the first Space Quest adventure game you have ever played, we hope you will consider playing Space Quest I: The Sarien Encounter and Space Quest II: Vohaul's Revenge.

Thank you for purchasing Space Quest III. We hope you enjoy playing it and wish you good luck in your adventure!

Mark and Sandy Crowe

GENERAL

All I do is wander around. Is this it?

What's the point of this game, anyway?

If I die and have to start this game over one more time, I'm going to throw it out the window!

Roger goes too fast! Roger goes too slow!

How do I look at the objects in my inventory?

TRASH FREIGHTER

This junkyard is boring. Will I ever get out of here?

I'm standing near a large robot head and I can't seem to go anywhere except back the way I came.

When I try to walk south from where the giant robot head is sitting, I always fall off of a cliff.

How do I get inside the large ship in the trash pit?

I've discovered the Vorillian Orb. What should I do with it?

I see a vertical conveyor with buckets carrying trash somewhere. Should I be doing anything with it?

Help! The trash bucket dumped me onto a conveyor belt and I'm headed for the grinder.

I'm walking on the rail, but fall off every time I try to make it around the corner on either end. How can I walk all the way around?

I've found a jet pack. What should I do with it?

While on the rail, I've walked into a room where a robot is closely watching several monitors. How do I get off this rail and on with the game?

I've located the grabber, but a robot keeps zapping me.

How do I make the grabber move?

I rode the grabber all the way around the rail, where should I get off?

I've fallen down a chute and there are several large, fierce rats looking down at me . . . what now?

I've found the time door key, but it needs batteries. Where can I find them?

How do I move about once I'm inside the large spaceship?

I'm inside the spaceship. How come I can't sit in the passenger seats?

What do I do once I'm in the pilot's seat?

I'm inside the large ship, but it's as dead as a door nail.

I've looked everywhere but I can't find a power supply for the ship.

No matter what I try, I can't get into the little round space pod in the trash pit.

A big rat mugged me in the tunnel of a space tanker. How come?

Every time I enter the tunnel, I get zapped by the death beam.


Golly gee whiz! Do I have to go all the way back up to the grabber again to get back to the rat's lair?

I've installed the reactor but the cable is too short to hook it up.

I've restored power to the ship but I still can't get it to fly.

I need to find a warp motivator before I can take off, but I can't seem to find it.


I found a motivator, but it's too heavy to pick up.



Thanks to the Orwellian spies, I'm now scattered from dawn to dusk.




I'm on the grabber but I can't get it to pick up anything.



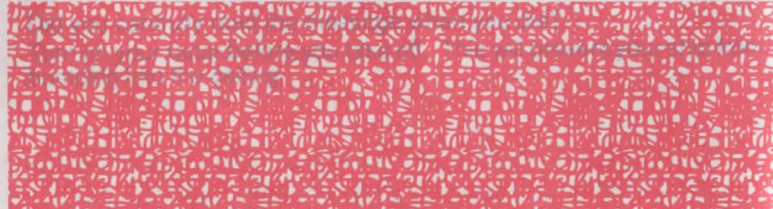
How do I know where to lower the claw once I've located the motivator?




Hey! How do you fly this ship anyway?




When I finally take off in the ship, I always collide with the ceiling of the freighter.




I finally take off but the ship stops in mid-air, and I can't find a way out of the freighter.




I always blow up while trying to blast out of the freighter .



I'm flying through space with the rocket belt, but I keep getting space bugs in my teeth.




Right after I go into light speed, a spaceship, piloted by a mean looking Android, materialized. Words appeared across his optic scanner, but the only thing I could make out was the word "terminate." Who is this clown anyway?



MONOLITH BURGER

Oh no! Space slugs have attached themselves to my forehead. What now?



I'm inside Monolith Burger, but I don't have any money to buy food.



Astro Chicken is too hard to play.



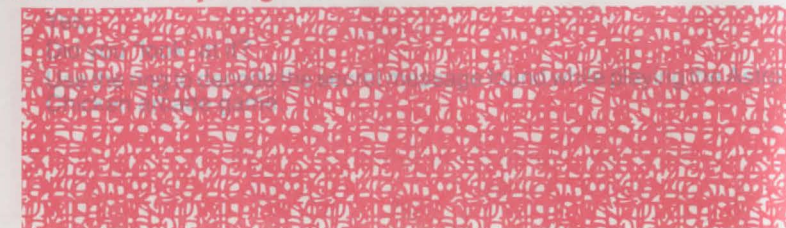
Do I really need to play this stupid game?



After playing Astro Chicken for awhile, some symbols resembling words appear on the screen.



Hey! While I was eating my hamburger, I bit into a prize. Should I do anything with it?

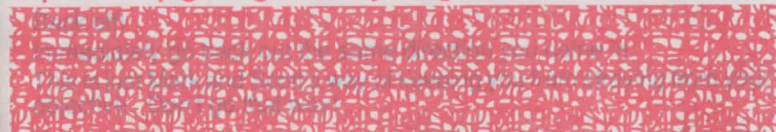


I've been playing Astro Chicken, but I haven't seen a message.



PHLEEBHUT

Help!!! I keep getting eaten by a big snake!



Every time I try to throw the bridle on the snake, it eats me.



How do I keep from getting killed by the scorpazoid?



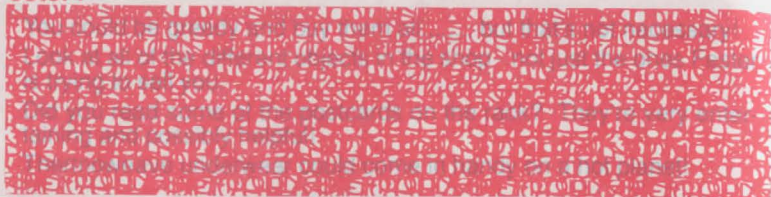
Oh no! The Anterean Slime Devil imploded when I tried to eat it!



Darn it! I don't have any money to buy souvenirs at World O' Wonders.



Now that I have money, which souvenir(s) should I buy from Fester?



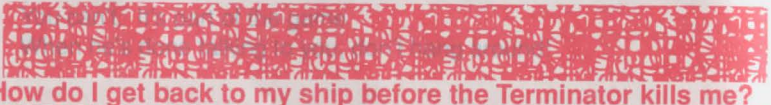
Every time I open the display case in front of World O' Wonders the Anterean Slime Devil kills me.



Help! The rock beasts have stolen my anti-gravity boots!



Arnoid the Terminator has caught up with me outside of World O' Wonders. How can I avoid this?



How do I get back to my ship before the Terminator kills me?



I keep getting sucked under the sand by the Grell. What gives?



Every time I get too close to the mountains I get struck by lightning.



How do I get the invisibility belt without getting eaten by the pulsating pods?

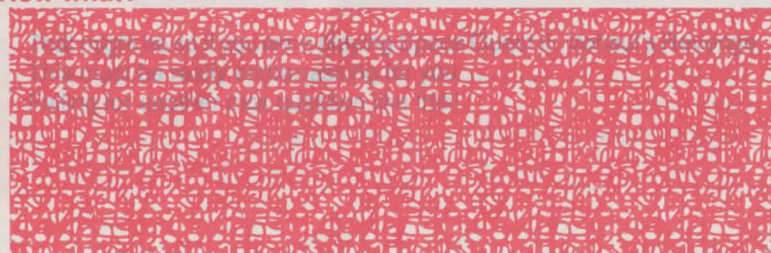


ORTEGA

How do I keep from melting on the planet Ortega?



Sludge Vohaul's apes have taken me away in their hovercraft. Now what?



I've stumbled across someone's spaceship. What should I do?



Whenever I walk up to the ScumSoft lackeys they zap me with a jello ray.



I saw the ScumSoft lackeys fly away in their spaceship. Should I do anything with the equipment they left behind?



While searching the research camp, I've discovered gold! Is there any use for it?



I'm at the top of the volcano. How do I get to the large machine in the middle of the crater?



Is there anything I should be doing while I'm inside the crater at the base of the generator?



I'm at the top of the generator. What do I do now?



On the way back to my ship the shakey lava rock bridge has disappeared and I cannot get across.




Ortega blows up before I can get off of it.




PESTULON

I know there's a planet Pestulon somewhere, but I can't find it on my navigation system. Where is it?







I've encountered a strange alien in a white, polyester leisure suit. Is he dangerous?



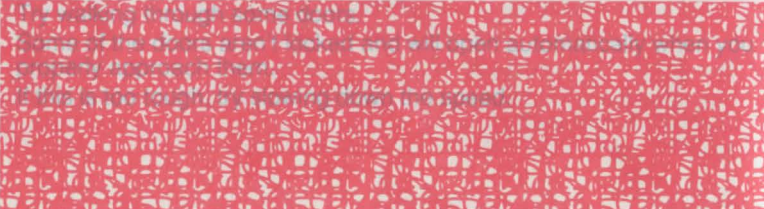
The ScumSoft guards shoot me every time I try to enter the building. How do I avoid this?




I'm wearing the invisibility belt, but for some reason I'm not invisible. What's the deal?




I've managed to make my way inside a circular hallway, but I'm not sure where to go from here.




Now that I've opened the door, I can't get the Zanti misfits to crawl into the jar.




How do I get into the Accounting Department without getting caught?



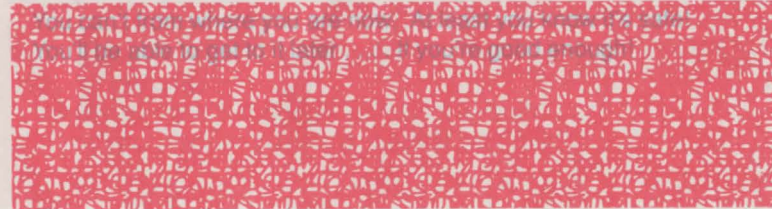
How come I still can't walk through the Accounting Department even though I'm wearing a disguise?



I've wandered around the Accounting Department but I keep hitting a dead end. Where should I go?



I see my ship sitting in ScumSoft's vehicle bay. How do I get to it?



While walking in the hallway, I came upon a locked door with a keycard slot and facial scanner. Do I need to get inside?

I've inserted the jelly sandwich into the keycard slot, but nothing happens.

I can't find a keycard to open the door in the hallway.

I've got the keycard, but I can't pass the facial scan test.

How do I get the picture of Elmo out of the Accounting office?

How do I pass the facial scan once I have the photocopy?

How do I get to the middle platform where the Two Guys are being held captive?

How do I free the Two Guys from Andromeda from the jello?

Oh No! The bridge retracted and now I can't get back to the outer platform!

I just can't get the hang of the Nukem Dukem Robot. What have I got to do to punch Elmo Pug's lights out?

I've rescued the Two Guys, but while flying away from Pestulon, the pirates blast my ship and we're all doomed!

I can't figure out how to shoot down the skull fighters with the weapons system.



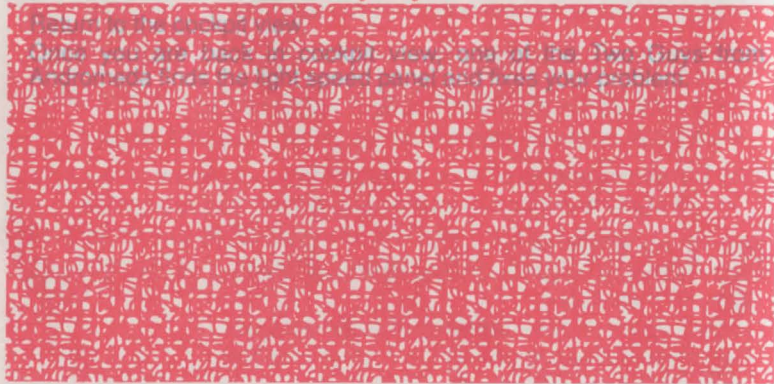
I'm trying to shoot the skull fighters, but they keep blasting me into oblivion.



I'm finding it impossible to "lock on" to a skull fighter while in combat.



I've managed to fight off the pirates, but the ship's light speed is non-functional so I can't fly anywhere. Now what?

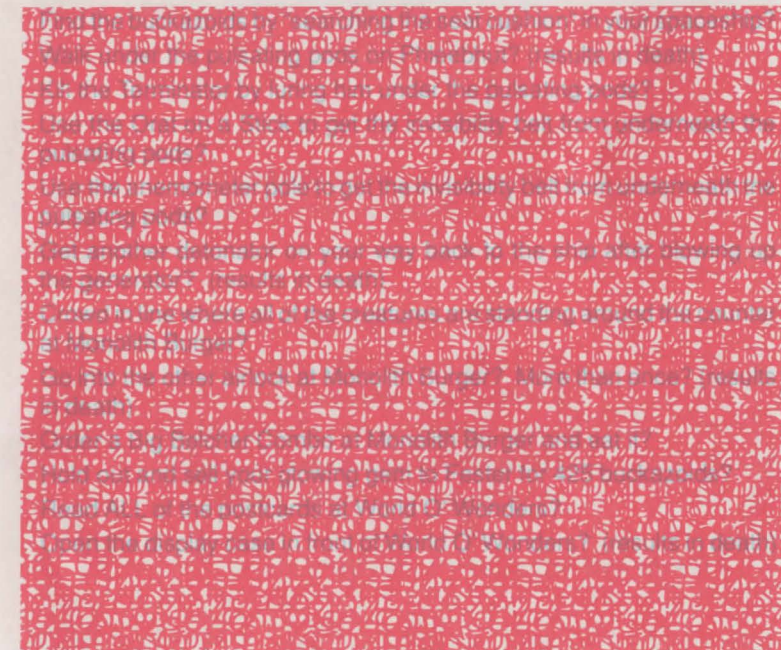


After the End of the Game

CAUTION!!! Do not read this section of the Hint Book unless you have completed the entire game and have actually seen the words "The End" on your screen. It will literally spoil the game for you if you see it too soon.

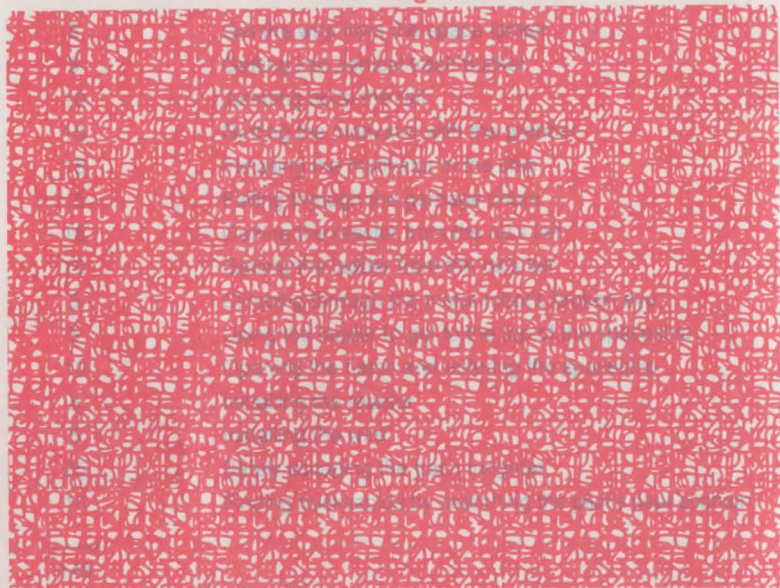
This section reveals some of the little extras you may have missed. Be careful, though, and save your game before attempting some of them. Many of these suggestions will result in death.

Did you



POINTS

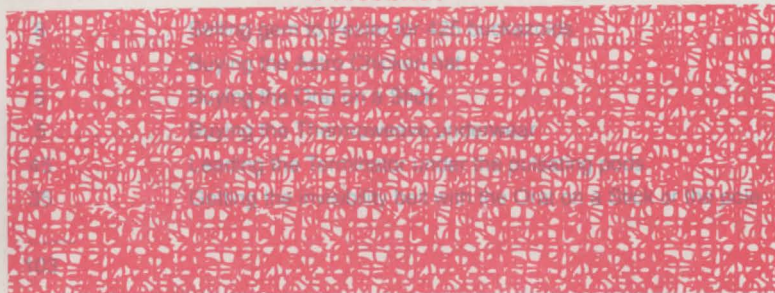
Trash Freighter



Monolith Burger



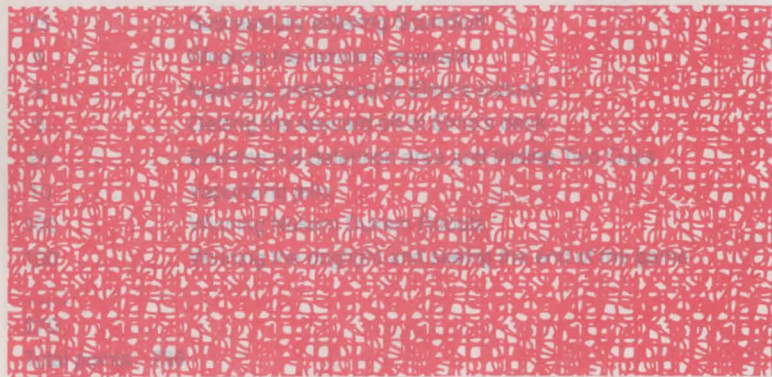
Phleebhut



Ortega

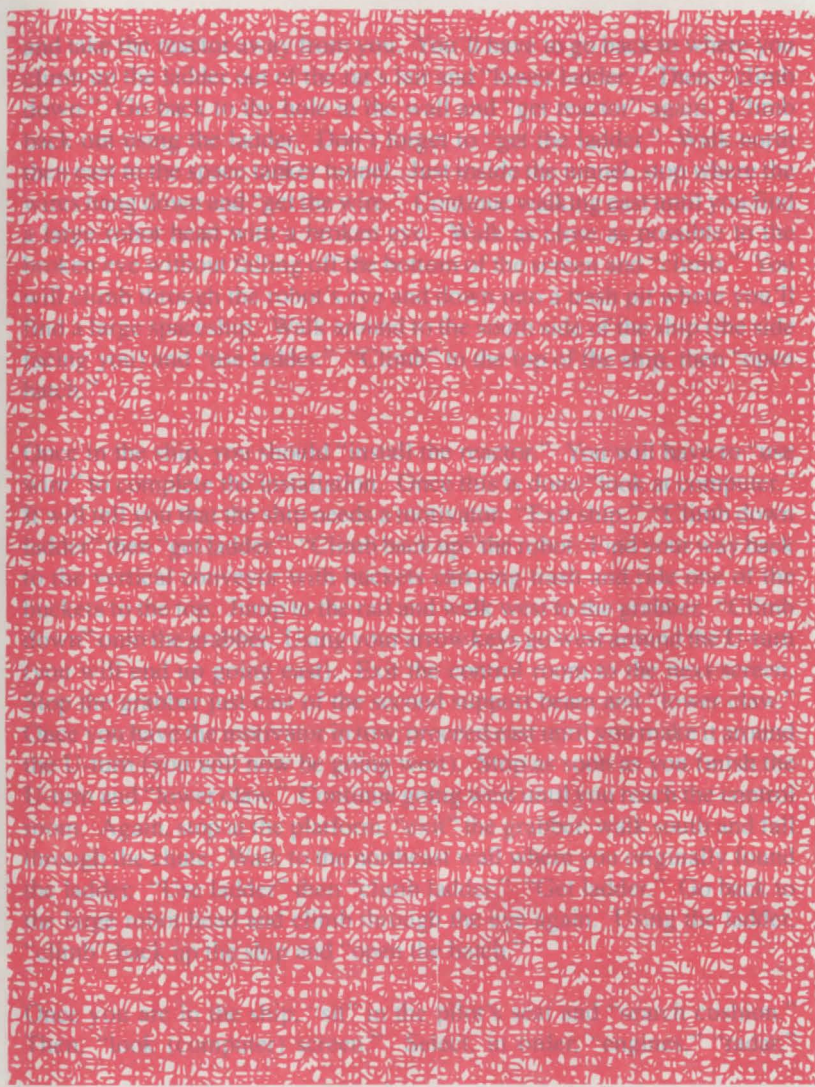
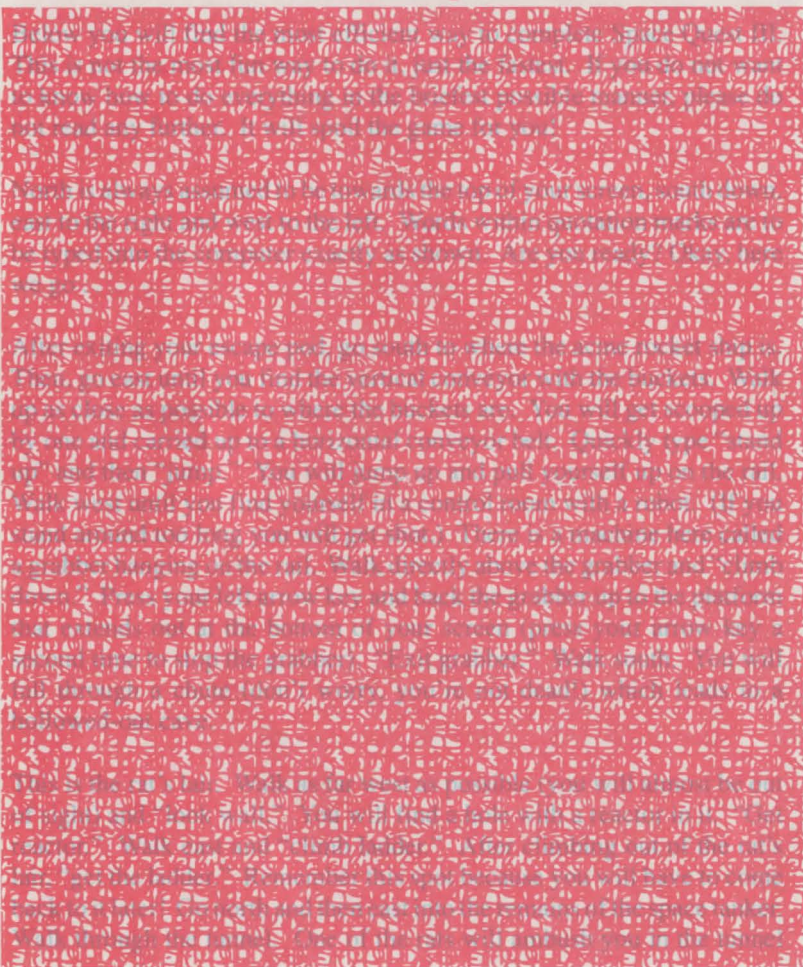


Pestulon



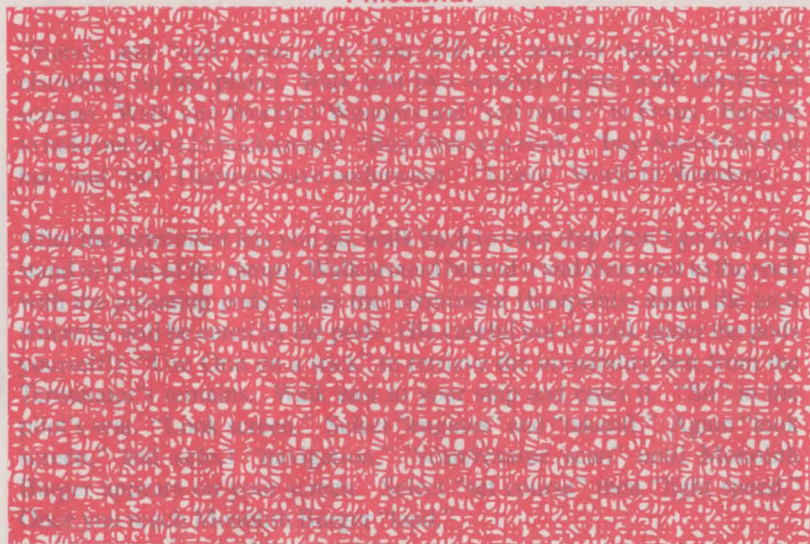
WALK THROUGH

WARNING: DO NOT read this section unless you have finished the game!





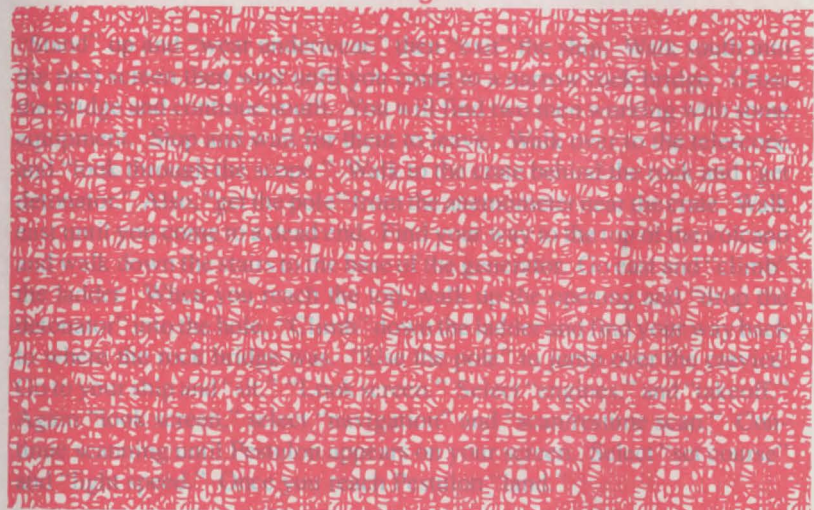
Phleebhut



Monolith Burger

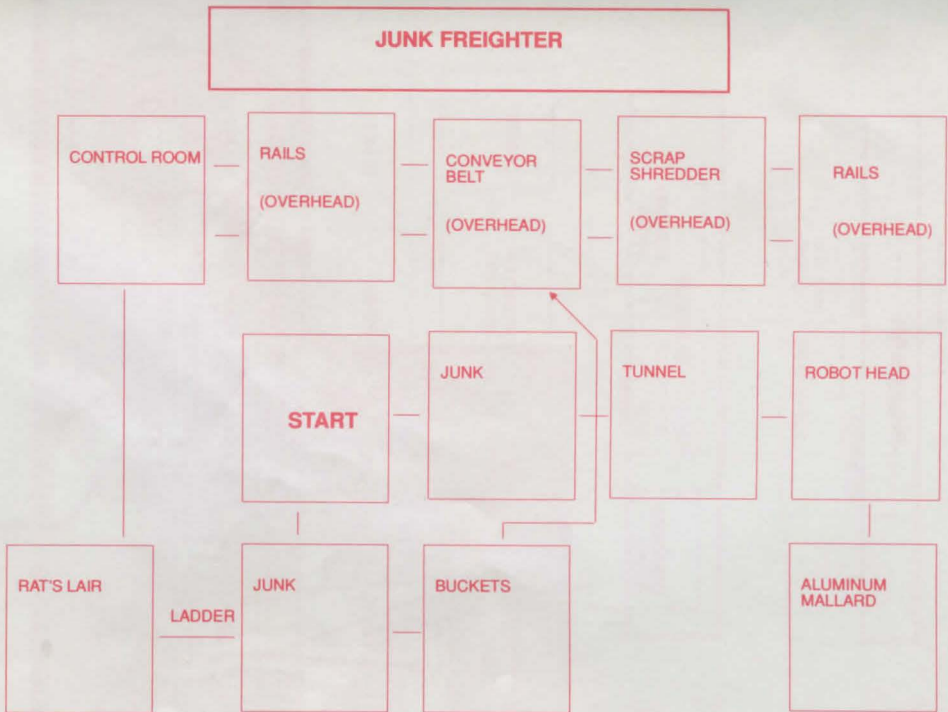
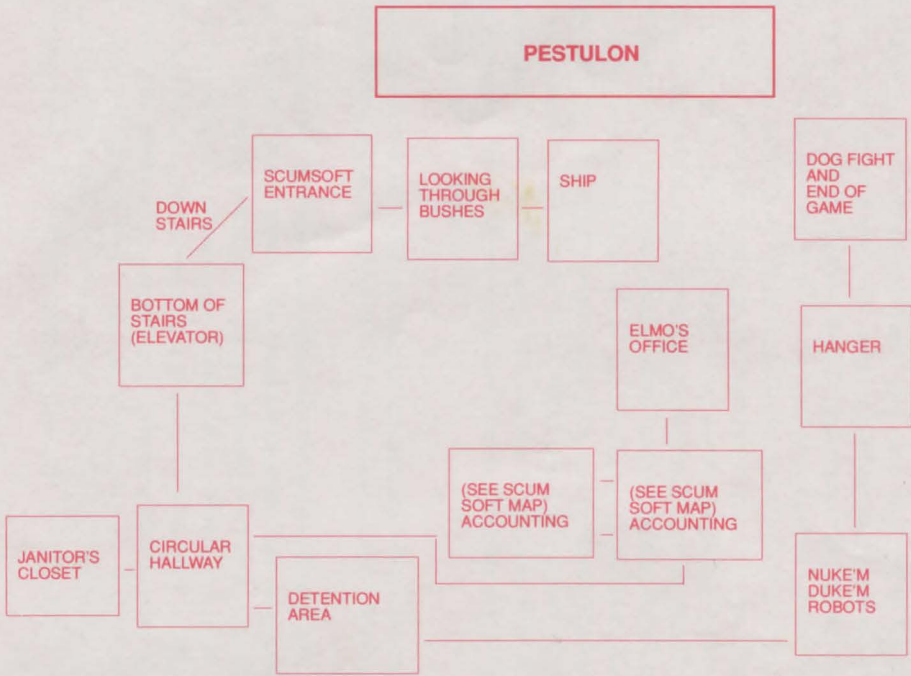


Ortega



Pestulon





2018



SIERRA ON-LINE, INC. • COARSEGOLD, CA 93614 • (209) 683-6858

TM designates trademark of Sierra On-Line, Inc. ® is a registered trademark of Sierra On-Line, Inc.

© 1989 Sierra On-Line, Inc. Printed in the U.S.A.

002941800