SPACE QUEST
III ™

THE
MANUAL

SPACE QUEST III

Designed by
Two Guys from Andromeda
(Mark Crowe and Scott Murphy)

Programmed by
Mark Crowe, Scott Murphy,
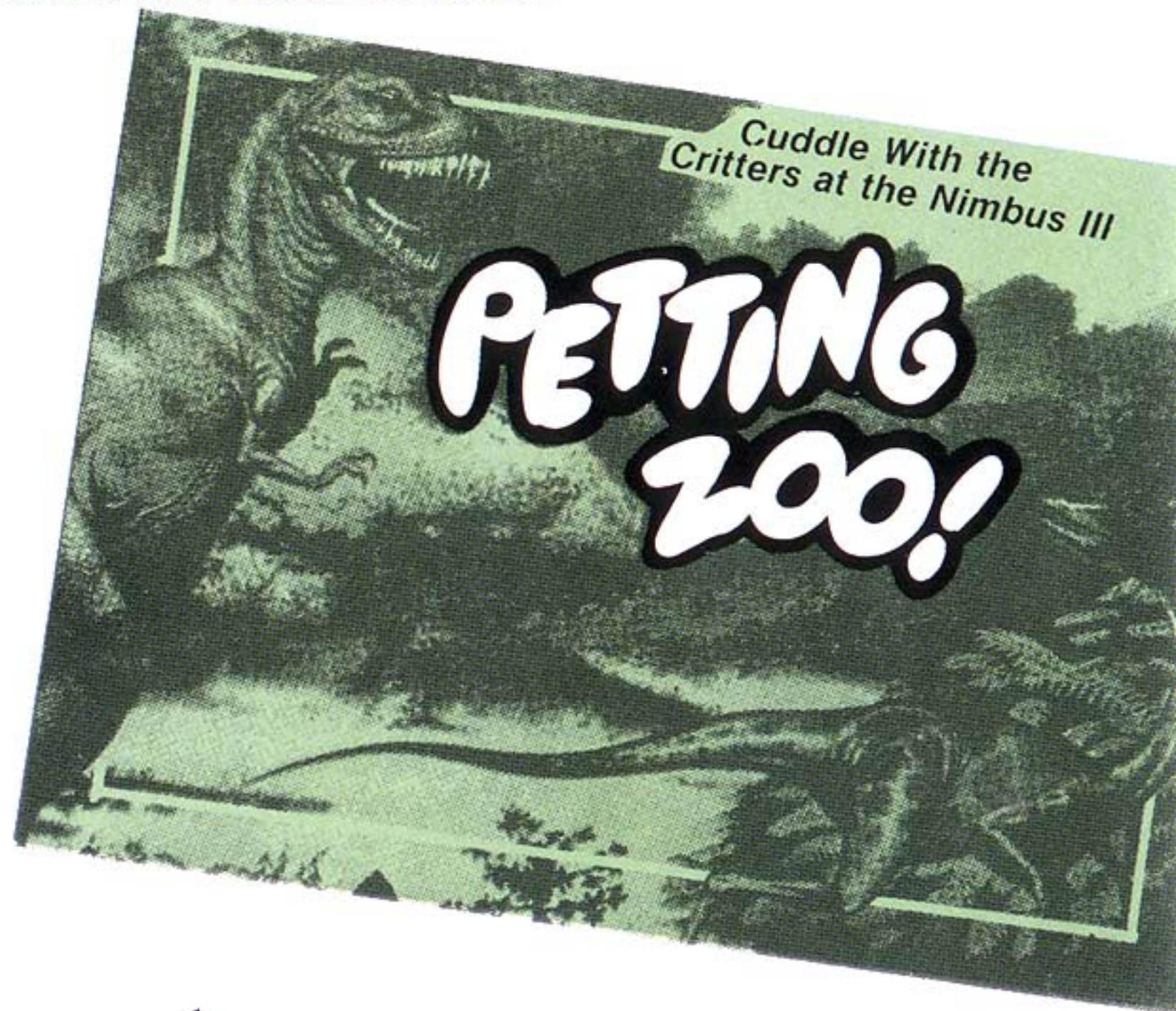Doug Oldfield, Ken Koch and Chris Smith

Game Development System by
Jeff Stephenson, Bob Heitman
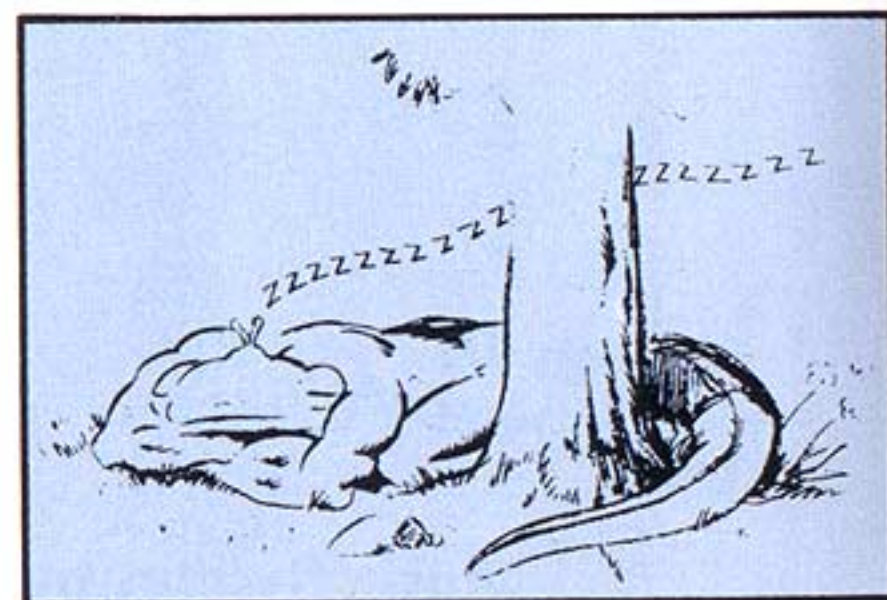Pablo Ghenis and Stuart Goldstein

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Bob Siebenberg

Music System by
Stuart Goldstein

Sound Effects by
Mark Siebert

Documentation by
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Cuddle With the
Critters at the Nimbus III

PETTING ZOO!

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SPACE QUEST III

At the end of Roger's adventure in Space Quest II, he had narrowly escaped death aboard Sludge Vohaul's asteroid fortress. Entering an escape pod, he rocketed away seconds before it burned up in the Labionian atmosphere.

Shortly after blasting away, he discovered his oxygen supply near depletion. Making a last ditch effort to survive, he climbed into the hibernatic sleep chamber with the hope that someone would find him soon.

Now, an indeterminate amount of time has passed, and the small pod drifts aimlessly through deep space. Time stands still for our hero in suspended animation.

GETTING STARTED: FLOPPY DRIVES

It is always advisable to make back-up copies of your master program disks, to increase the life of the masters and guard against accidents. Follow your computer's instructions to make copies of all game disks.

If you will be playing from floppy disks, rather than a hard disk, you will also want to format a blank disk for saving games. Follow your computer's instructions to format a blank disk and keep it handy for saving your game as you play.

MS-DOS

INSTALL THE GAME

Place your disk 1 (or its back-up) into your floppy disk drive. Type the letter of the disk drive you just placed the disk into followed by a colon and press ENTER (eg. A:). Type INSTALL and press ENTER. Answer the onscreen questions using the up and down arrow keys to highlight your selections. You will be asked if you wish to install the game on your hard disk. If you do not wish the game to be installed on your hard disk, then press ESC (to skip this step). Otherwise enter the letter designation of your hard disk (usually C) and follow the prompts.

Please Note: The install procedure will write a file named RESOURCE.CFG to disk 1. For the installation to be completed correctly, DISK 1 MUST NOT BE WRITE PROTECTED. No other files on disk 1 are written or changed by the INSTALL command.

LOADING INSTRUCTIONS

1. If you are starting the game from floppy disk: Place disk 1 into the drive, type SIERRA and press ENTER.

ATARI ST

LOADING INSTRUCTIONS

Please Note: If you are using an Atari 520 ST without memory expansion, you should not run your Sierra game with any desk accessories installed.

1. If you are playing the game from floppy disk: Place disk 1 in drive A, open the disk by double-clicking on its icon, then start the game by double-clicking on SIERRA.PRG.
2. If you are playing the game from a hard disk: Open the disk by double-clicking on its icon, then open the game folder by double-clicking on the game folder icon. Start the game by double-clicking on SIERRA.PRG.

HARD DISK INSTALLATION

1. If you are playing from a hard disk, first make sure you have enough space on the hard disk for the game -- single-click on the disk icon, then select Show Info.. from the File menu. Bytes Available should be at least 800,000 times the number of floppy disks included with the game.
2. Open the hard disk by double-clicking on its icon.
3. Create a game folder by choosing New Folder... from the File menu. Open the new folder by double-clicking on its icon.
4. Place the first game disk in drive A.
5. Copy the game disk into the new folder by dragging the drive A icon into the window you opened in Step 3. (Click on the drive A icon, while holding the mouse button down, move the mouse arrow over the open window, then release the button.)
6. Repeat steps 4 and 5 for each of the other game disks.
7. Put the master disks away in a safe place.

CHOOSE A MUSIC DEVICE (Optional)

Your Sierra game is initially set up to play music and sounds through the Atari ST's internal speaker. If you have one of the supported MIDI synthesizers, you may run the MUSIC program to have the game play music through the synthesizer.

1. Open the game disk/folder by double-clicking on its icon.
2. Run the MUSIC program by double-clicking on the MUSIC.PRG icon.
3. Select ''Music Device' from the Options menu.
4. Select your synthesizer (or ''Atari ST Internal Sound'') by clicking on the appropriate button. Then click on OK.
5. Select ''Install Game'' from the File menu. This will replace the RESOURCE.CFG file on your disk.

Please Note: It is important to turn your synthesizer on before playing the game.

AMIGA

LOADING INSTRUCTIONS
From Floppy Disks:

1. Boot your system with Workbench, then insert the game disk in any drive.
2. Position the mouse pointer over the game disk icon and double click.

Please Note: If your game has more than one disk, RENAME your copies of all game disks to remove the words ''COPY OF'' from the disk name. If the words ''COPY OF'' are not removed from the disk names of *all* the copies, the system will continue to ask for the original disk and will not run the game.

From Hard Disk:

1. Load Workbench and double click on your hard disk icon.
2. Double click on the SIERRA drawer.
3. Click on the drawer for the desired Sierra game.
4. Click on the game icon.

MOVING YOUR CHARACTER

You may move your character on the screen with the arrow keys, the numeric keypad, or the mouse. To halt your character's steps with the keypad, press the number 5, or press the last used direction key again. Using the mouse, start movement by clicking the left mouse button where you want the character to move.
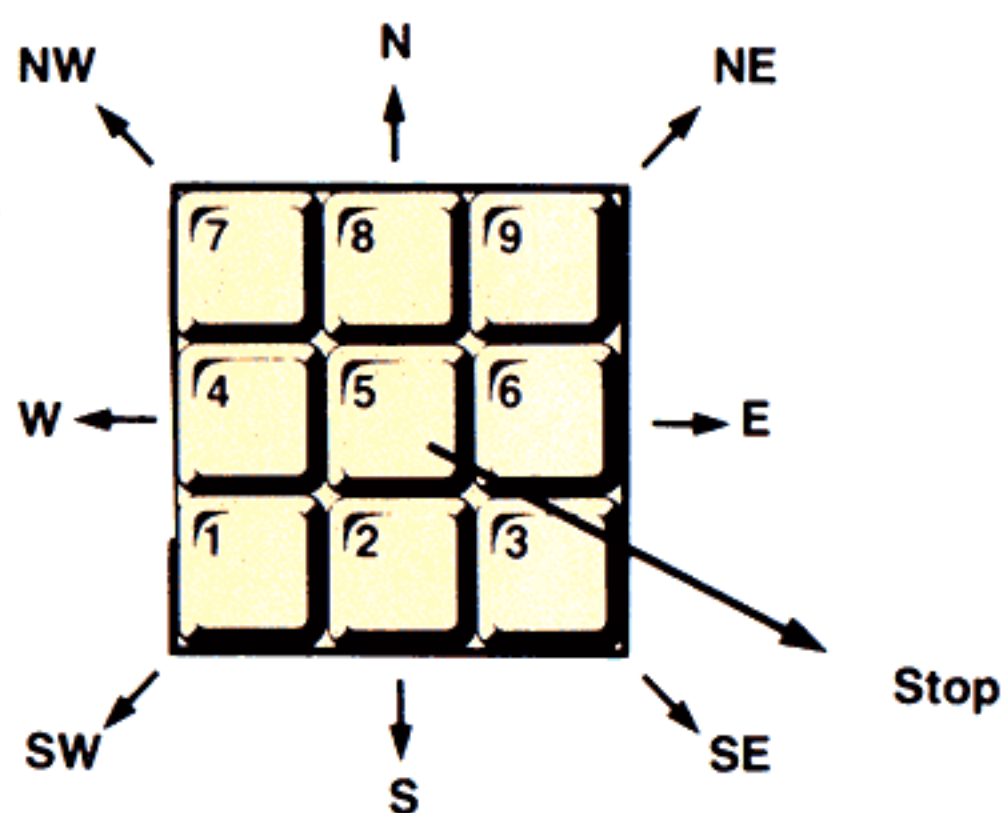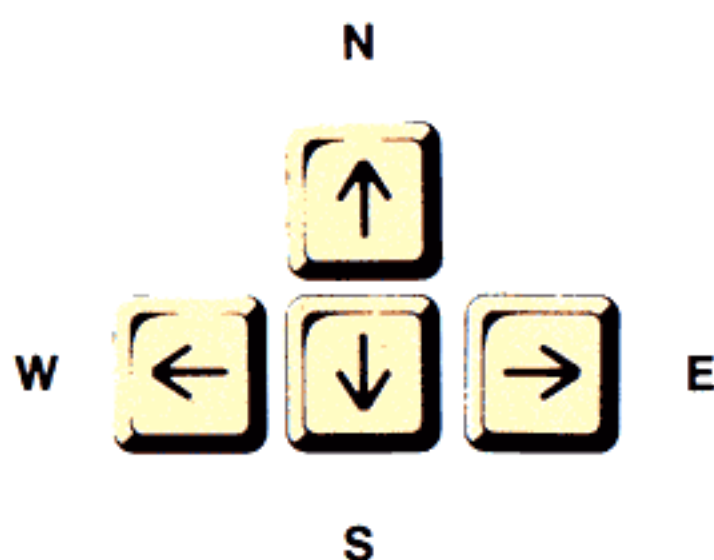
GAME SPEED CONTROL

At times it may be useful to slow down the speed of the game animation in order to negotiate a tricky section, or observe something more carefully. In Space Quest III, speed is controlled by the + and − keys, or by selecting a choice from the Speed menu, using the mouse or arrow keys.
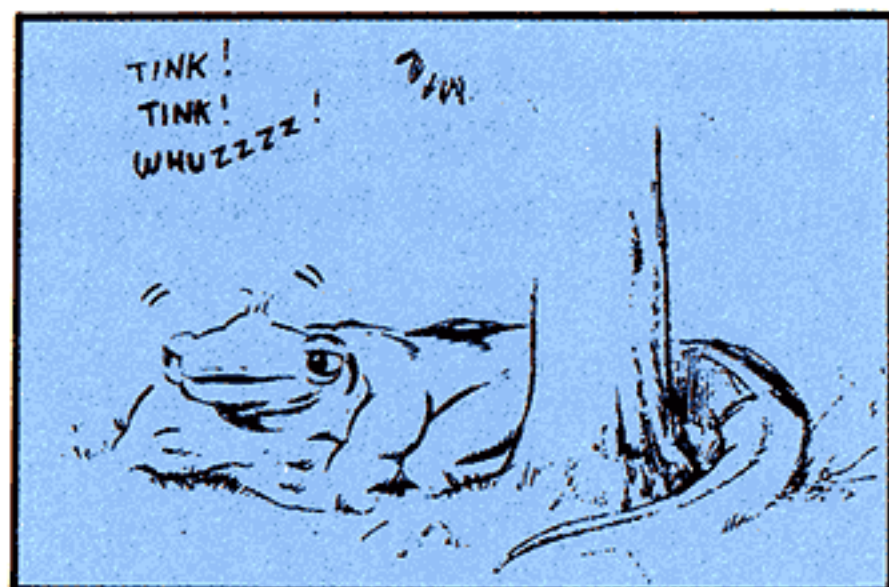
SHORT CUTS FOR COMMON COMMANDS
You can use function and control keys to short cut many common commands.

F1	Help
F2	Toggle sound on/off
F3	Repeat previous command
F5	Save Game
F7	Restore (saved) Game
F9	Restart Game (from beginning)
CTRL-C	Cancel typed command line
CTRL-I	Inventory
CTRL-J	Reset Joystick
CTRL-P	Pause Game
CTRL-Q	Quit Game
CTRL-R	Toggle RGB/Composite graphics mode
CTRL-S	Change Speed
CTRL-V	Change Volume
+	Increase Volume
−	Decrease Volume
=	Normal Volume

MENUS
When you press ESC, a menu bar will appear at the top of your screen with several menus which can be opened to show the command choices available to you.

USING KEYS IN THE MENUS
Use the left and right arrow keys to open a menu, and the up and down arrow keys to highlight items within a menu.

Press ENTER to select a highlighted command.

Press ESC to return to the game without choosing a command.

INTERACTING WITH THE GAME
You interact with the game by typing in commands of one or two words, or in complete sentences. Unless otherwise instructed, follow all commands with ENTER.

EXAMPLES OF COMMON COMMANDS
You may meet characters who have messages for you. Start a conversation with them. Type: TALK TO (whoever you wish to talk to). For example, TALK TO THE PIRATE.

You may encounter objects you need along the way. To take an object type: TAKE (the object you want to take). For example, TAKE THE SILVER CHALICE.

Pay close attention to details. Take a close look at objects. Type: LOOK (the object you wish to examine). For example, LOOK AT THE TREASURE CHEST.

You will need to use the objects you acquire on your journey. Type: GIVE THE (object) to (the person or thing you wish to have the object). For example, GIVE THE BONE TO THE HUNGRY TIGER.

RETYPING COMMANDS
If you wish to repeat a command select RETYPE from the ACTION menu or press the SPACEBAR.

INVENTORY
If you wish to see the items you are carrying, select INVENTORY from the ACTION menu or press the TAB key. A list of the items you are carrying will be displayed. To view an object, click on its name with the mouse, or use the arrow keys to highlight the name and press ENTER. Select OK or press ESC to resume play.

PAUSING YOUR GAME
If you wish to pause the game, select PAUSE from the ACTION menu. Press ESC or ENTER to continue play.

SAVING YOUR GAMES
If you wish to save your game, select SAVE from the FILE menu. To allow for errors in judgment and creative exploration, it is recommended that you frequently save your game in progress. You will always want to save your game before encountering dangerous situations. You should also save your game after you have made significant progress in the game.

Please Note: If you're playing from floppy disks, you must have a formatted save game disk before you can save a game.

You may name your saved games using standard English phrases. For example, if you are standing on a sandy beach, call your saved game "STANDING ON A SANDY BEACH", or whatever seems appropriate.

RESTORING YOUR GAME
Select RESTORE from the FILE menu. You will be prompted to select the game you wish to restore. (On a single drive system, you will be prompted to insert your save game disk.) Highlight the desired game and select RESTORE.* If the game you wish to restore is on a different directory, select CHANGE DIRECTORY.

QUITTING YOUR GAME
If you wish to stop playing, select QUIT from the FILE menu.

*If you do not have a mouse, use the TAB key to highlight games.

TIPS FOR THE BEGINNING ADVENTURER

If you've never played one of Sierra's adventure games before, here are a few suggestions to get you started.

INTERACTING WITH SPACE QUEST III

You can interact with the game by typing in simple commands consisting of as little as a verb and an object. For instance, the command ''get into the rail grabber'' can be shortened to ''get in grabber.'' The command ''give six buckazoids to the clerk'' could be expressed as ''give money to clerk.''

Space Quest III will understand many common verbs. Here is a list of some you might want to try:

LOOK	DROP	EXAMINE	USE
CLIMB	GET	READ	TALK
HIT	PICK UP	PLAY	KICK
PUNCH	PUSH	PULL	MOVE
OPEN	CLOSE	JUMP	SIT
STAND	GIVE	PUT ON	TAKE
TAKE OFF			

LOOK everywhere. When you go somewhere you haven't been before, or where you think you may have missed something the first time, the first thing you should do is look around. When you type ''look'' on entering an area, you will receive a description of the general area. Read this description carefully -- often there is a clue to the game or an indication that something in the scene bears further investigation.

If you are standing close enough to a particular object you can take a closer look at that specific thing. EXAMPLE: ''look at spaceship.'' Press ENTER each time you type a command to enter that command.

A comment window will appear each time you enter a command, and at other times during the game. When you have read the comment, press ENTER to remove the window and resume play.

EXPLORE each area of the game very carefully. Search every area of the garbage freighter for a way to escape. Search each area of each planet you voyage to, but carefully! There are a lot of hazards out here in space.

DRAW A MAP that includes each place you visit, objects found, dangerous areas, any and every landmark you see along the way. If you miss an area, you may miss an important item or clue you will need to complete your quest.

TALK to almost everyone you meet, but use discretion! Some characters will be friendly and helpful. They will give you valuable information and advice. Others may mislead, capture, or even kill you. At times it may be necessary to fight, at others to run away, hide or try to outwit your opponent.

PICK UP anything that isn't nailed down. You'll come across a number of objects that will be of use later in the game. Some of these can be picked up, others may have to be bought or traded for. You can see an inventory of items on hand by pressing the TAB key at any time.

USE the items you have picked up to solve problems in the game. Some problems have obvious solutions; if you're thirsty, take a drink of water. To purchase an item, you'll need some buckazoids. Other problems require more imagination to solve.

BE CAREFUL. Remain alert at all times -- disaster may strike in the most unlikely of places.

SAVE YOUR GAME often, especially when you are about to try something new or potentially dangerous. That way, if the worst should happen, you won't have to start all over again from the beginning. (See your reference card for instructions on saving your game.)

DON'T GET DISCOURAGED. If you come to an obstacle that seems insurmountable, don't despair. Explore the game some more, then come back later. Every problem in the game has at least one solution, and some have more than one. Sometimes solving a problem one way will make it harder to solve the next, and sometimes it will make it easier. If you get stuck, you might try backtracking to an earlier point in the game, then choosing a different path. If all else fails, you can buy a Space Quest III Hint Book from the dealer who sold you the game.
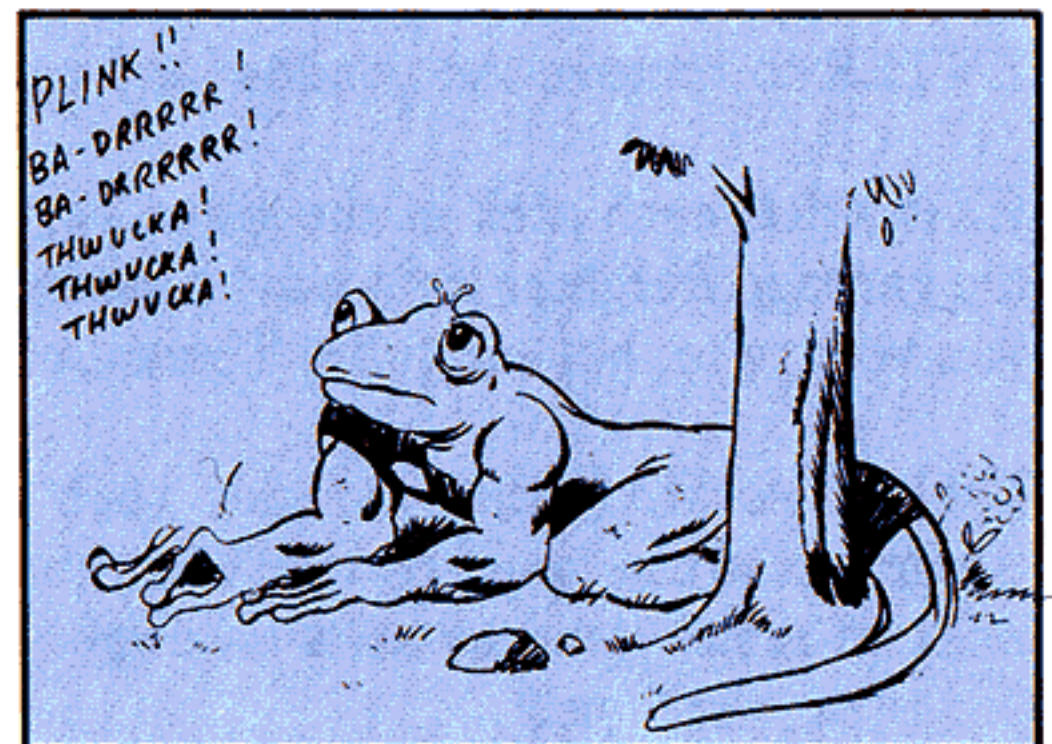
(WALKTHROUGH)

WARNING

The following documentation is for *beginning* adventure game players only. The contents include answers to some game puzzles and hints that experienced adventurers may not wish to see. Continue reading *only* if you are having difficulty getting started with Space Quest III.
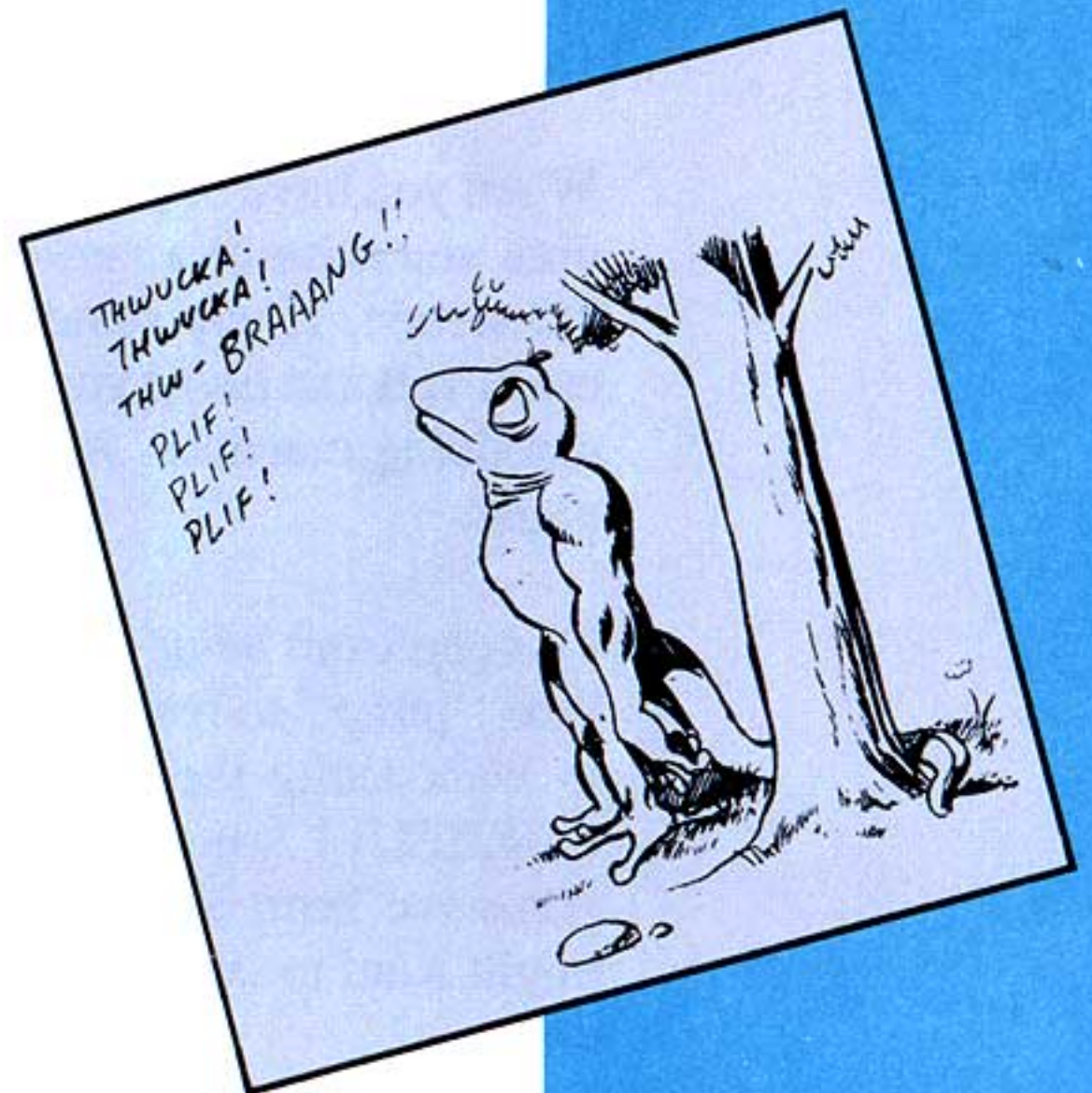
When the character has stepped out of the escape pod and the door closes, you will have control of the character and the game will begin.

Press ENTER to remove the comment screen that appears after the pod door closes.

Use mouse, keyboard or joystick to walk south (down) to the next area, where several junk spaceships are stored.

While you are here, try looking around at your surroundings:
Type "look"
Walk to the spaceships.
Type "look at ship" at each one.
Walk to a pile of junk.
Type "look at junk"
Walk to the crate in the left foreground.
Type "look at crate"

From this area, walk east (right) to the next room.
Walk to the large gear in the left foreground.
Type "look at gear"
Walk to the giant arm in the background.
Type "look at arm"

When you have explored all you want, walk to the right side of the room until you come to a vertical conveyer that is lifting buckets up and out of the screen. If you stand close enough, in front of the conveyer, it will catch you and carry you to a horizontal conveyer belt which leads to the shredding machine. At this point it would be a good idea to save your game.

To keep from being thrown in the shredder, type "stand". Immediately type "jump" to reach the rail above the conveyer. Now you will be able to walk along the rail to begin your exploration of the ship, but BE CAREFUL! It is still possible to slip and fall to your death. NOTE: If you have been using a mouse or joystick to move the character, you might want to switch to the ARROW keys for tricky sequences like this one.

When you are up on the rail, walk west (left) until you come to an opening in the ship's bulkhead. On the other side, hanging from the rail, is a rail-grabber car. Walk close to it and type "get in grabber". You are now on your way to exploring your new environment.

Good luck, and remember, those Two Guys are counting on *you*!

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INJUNCTION: Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY: You agree to indemnify, defend and hold Activision, its partners, affiliates, licensors, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.