

## SPACE QUEST !!!!!

This is a walkthrough of Space Quest. It is NOT a hint file, and will tell you exactly how to solve the game for the maximum point total. As with other adventure games, be sure to save your game frequently, so that you won't find yourself having to start over from scratch, or from a long ways before. In this game, you are a janitor on the Starship Arcada. You're not a very good janitor, and you're famous for getting caught taking naps in the storage closets. When you wake from your latest nap, you find yourself in the midst of carnage from a Sarien attack. There are still Sariens on board the ship, so you'll need to be careful.

### STARTING OFF: THE ARCADA:

First, go to your right and down the elevator. Move right to the next elevator, back upstairs, and go left. Search the body and you'll find a keycard. Don't bother with any of the other bodies you see lying around. Go back to the right and down the elevator, and check out the lab. Look at the screen and you'll see how much time you have left before the ship blows up. Go out of the lab, go left, upstairs, and right, till you're at the cartridge library. Wait for the wounded scientist, go over and look at him, and he'll tell you which cartridge to get. Look at the screen, type in the name, and the machine will retrieve it. Take the cart, but DON'T put it in the slot or you'll get shot. When you've gotten the cart and the card, go to the bottom level, and find the only elevator going down (to the right of the lab door). Go down the elevator, then right to the control panel. Push the open button to open the bay doors. Move one screen right, and insert the keycard in the slot just left of the elevator. Now go down the elevator, move to the console inside the rail, and open the airlock. Move back to the buttons on the back wall to the left of the elevator, and push left and right. Take the suit and the gadget. Look at the gadget, and turn the dial. Once you've got those, exit left through the airlock. In the bay, go to the console, and push the button. The platform will rise, bringing up the escape pod. Go to the left side of the pod, and enter the pod. Once inside, close the door, fasten your seat belt, and look at the console. Push the power button, pull the throttle, and you're off, just in time! Once you're in space, push the AutoNav button, and the pod will pick up the planet Kerona, and bring you in for a landing (of sorts).

### SAND THERE'S MORE TO COME: KERONA, PART 1:

After you've crash-landed, look at the pod, and you'll see that a survival kit has broken loose. Take it, unfasten the belt, and exit the pod. Come around to the front, face the pod, and look at it again. You'll see a piece of glass from the shield. Take this, as you'll need it later. Move right (the only way you can go without getting eaten or smashed), and on into the rocks for some exploring. On the third screen to the right you'll see a path leading up to the left. Move up this path, and follow it until you're on the bridge. Move behind the rock, and prepare to push it off the edge. Wait for the Spider Droid to show up, and push the rock off on top of it. (This may take several tries, so save your game before you push the rock!). You might have noticed the broken arch on top of one of the

distant cliffs as you were looking for the path to the bridge. This is now our target. With the Spider taken care of, just head to the left, up, and then right until you walk under the arch. As you do so, you'll step onto an elevator platform, which will carry you down to the caves below the surface. When you look at the first cave, you'll see a rock on the right side, just to the left of the elevator. Take it, and proceed to the left. In the second cave, there's a grate on the floor (with a nasty underneath), so move to the back wall of the cave, and sidle along the edge of the grating. Put the rock on top of the geyser, and the steam pressure will open the door on the left. Go up through the door. Cave 3 has a beautiful pool, but just try taking a drink (save first!). The exit here is in the middle at the back, then to the left. In cave 4, you have to deal with the laser beams before you do anything else. Take the glass from the pod, and put it in the beams. This will short out the units, and you'll be able to go up the ramp and behind to the right. Watch for the dripping acid at the top of cave 3, and proceed on to the right through caves 2 and 1. After you exit from cave 1, you'll be held in a force field, and since you've turned the dial on the gadget, you'll be able to understand what the hologram says (you did turn the dial like I told you to didn't you?). You are offered transportation in return for eliminating a nasty, omnivorous beast named Orat, and sent back to the surface to find him. You'll be back on top of the cliffs, so go back over the bridge (watch those cracks), and back down the path. Go up one screen from the end of the path, and Orat's cave is on the right. Enter the cave, and throw your dehydrated water bottle at him (you might take time to read the label, but not here!). Orat will eat the bottle, and explode, leaving only one little part behind. Take the part and go back up the path, over the bridge, and back down through the caves. When you're back in the alien presence, drop the Orat part when told to, and proceed through the door that opens in front of you. Listen to the aliens, and you'll be provided with a sand skimmer, programmed to take you to your next destination.

BUT, before you mount the skimmer, look at the machinery in the room. Does anything look familiar? There's a screen and a slot there, hmmm... Put the cartridge into the slot, and you'll see a little history about the Star Generator, plus some very important information for future use. Take the cartridge back, enter the skimmer, turn the key, and you're off!

#### DODGE 'EM AND RUN: KERONA, PART 2:

Save the game as soon as you can, because you're in for a little arcade action now. Your skimmer can only take so much damage, so you'll need to avoid the rocks as you head toward Ulence Flats. When you arrive in town, a gentleman will offer to buy the skimmer. Refuse his first offer, and wait until he comes back. Take the second offer, as there won't be a third. Enter the bar and have a drink, in fact, have three of them, and you'll find out where to find the Sariens. While you're drinking, watch the alien at the video game, and look at the band(s). Then get up and go play the slots. Start by saving your game, and save it every time you get a big win. Start off by betting \$ 1, then raise your bets to \$ 2 after you hit \$ 50 or \$ 60. When you accumulate about \$ 150, you can start placing \$ 3

bets fairly safely. When you break the bank (literally), you should have a total of \$ 250, which will be just enough to get the things you need, a ship, and a droid to pilot it. Exit from the bar, go left to the Used Ship lot, wait until the owner starts to move toward you, then go up. "Tiny" will follow you, and tell you about the "steal of the day". Buy the ship, at a cost of \$ 214, then go right, right, and into the "Droids R Us" store. Follow the owner up the stairs, and purchase the droid that costs \$ 36 (discounted). When you buy the droid, it will follow you, so go back to the ship, enter it, push the Load button, and tell the droid where you want to go, Sector HH. You're now on your way to the final showdown, and the Sarien ship.

#### BOMBS AWAY (OR WHO'S SARIEN NOW): THE FINAL ENCOUNTER:

There are several challenges left in this part of the game, so be careful and save it frequently. Your first task is to get into the Sarien ship. Put on your jetpack, and exit your ship. You'll find yourself at the airlock, so position yourself carefully, and open the airlock. Enter the ship, go up to the internal door, and wait for the little robot to appear. Quickly move through the door as soon as he enters, or when he exits (you don't have much time until the door shuts). Once in the ship, quickly open the trunk, put the jetpack in the trunk, and close it. Move to the right side of the trunk, and push the trunk to the left wall. Climb up on the trunk, open the vent, and enter it.

Once in the vent, crawl over to the vertical shaft, and climb up to the next horizontal section. Crawl to the right, and kick the grate to loosen it, then open it, and exit to the right. Here, you'd best come clean, so before someone comes in, open the washer and climb in. After your bath, exit the washer, and you'll find yourself in a Sarien uniform. Exit the room through the door on the right, and enter the elevator at the top of the screen (the one on the right is out of order). When you exit the elevator, go left two screens to another elevator, and go up to the top level. Go back to the right until you come to the weapons room. Show the droid your ID card, and while he's getting your weapon, quickly grab one of the grenades sitting on the end of the counter. When the droid comes back, he'll give you your Pulseray, which you will need later on. Exit the weapons room to the left, the way you came, and move to the center of the balcony over the Star Generator. Drop the grenade, and proceed on back the way you came. (If you want an extra point, go back and steal the other grenade now). As you walk back to the elevator, you'll trip, losing your helmet, and the Sariens will now attempt to shoot you on sight. Put the game on Slow just before you enter a room, and be quick on the trigger if you see any aliens. Watch out for the guardian droids, as they'll attempt to bump into you, and if they do, bye, bye! Instead of going back up the elevator to the laundry, keep going to the right, to the Star Generator room. Search the dead guard, and you'll find a remote control. Pressing the button will turn off the force field that surrounds the Generator, and allow you to approach it. When you look at the Generator, you'll notice a small panel. Looking at the panel shows you a keypad.

Here, you'll enter the self-destruct code you learned when you played the cartridge on Kerona. Press the keys for the code, press the enter button, and get ready to run for safety. Exit the generator room to the left, go up the elevator there, and switch to the right elevator when the first one stops. Watch out for aliens along the way, and again save the game frequently and put the speed to Slow just before you enter any room. This last elevator will take you to the shuttle launch bay in the Sarien ship, where your last task will be to enter the shuttle, find and press the Launch button, and enjoy the fireworks to come. Congratulations! You have just solved Space Quest.