SPACE QUEST I!!!!!

Problem: How do I keep the Arcada from blowing up?
Hint   : You cannot prevent the Arcada from blowing up. You need to
             figure out how to escape before she blows.

Problem: There is an elevator that I can't seem to open!
Hint   : You will need a key card to use the shuttle bay elevator. There's
             one on a dead crew member by the name of Jerry. Go right
             from the closet you came out of at the beginning of the game
             and enter the next elevator you see. When you exit the
             elevator, go to the right and enter the next elevator. After you
             exit that elevator, go to the left until you find the body. If you
             have the icon version, click the hand icon on the body to take
             the keycard. In the text version, type: "search body", then type
             "get keycard".

Problem: I keep getting shot by Sariens. How can I avoid them?
Hint   : When you see a message that says "You hear footsteps", duck
             inside the nearest door or hide around a corner. The Sariens
             will go away when they don't see anyone. If you have the icon
             version of the game and you are in the central control area,
             the only way to survive is to hide behind the big joystick or the
             giant mouse. If you remain completely hidden the Sariens
             won't see you.

Problem: How do I open the bay doors?
Hint   : Once you have the keycard and can use the special elevator, go to
             the lower level and walk east into the central control area. If
             you have the icon version then hide behind the big joystick or
             the giant mouse until the Sariens go away. Go to the window in
             the upper part of the next room to the east. With the icon
             version, click the eye cursor on the control panel to see the
             bay door button, click the hand cursor on the panel to push the
             open button. If you have the text version, type: "look panel".
             Then type: "push open bay door button".

Problem: How do I get the cartridge?
Hint   : The room west of the broom closet where you started the game is
             the data archive room. You will need to go into this room
             twice. The second time you enter a scientist will stumble in
             and fall down. If you have the icon version of the game, click
             the talk cursor on the man. If you have the text version,
             approach the man and type: "Help man". He will give you the
             name of the cartridge you need. Walk to the cartridge retrieval
             unit and type: "look screen" or, if you have the icon version of
             the game, click the hand cursor on the console. In the icon
             version, a keypad will appear. Look in your documentation for
             the code symbols. Click on the correct symbols and enter
             them. With the text version when you are asked the name of

the cartridge to retrieve, type: "astral body", then type: "get cartridge".

Problem: Where do I play the Astral Body cartridge?
Hint   : You won't be able to play the cartridge aboard the Arcada. Take it down to the planet Kerona. You will be able to play it in the Keronian generator chamber.
Problem: Can I do anything in the Star Generator room?
Hint   : Not unless you have the icon version of the game. If you do, then you may take the magnetic device found on the left-hand side of the large broken object on the floor. It will help you later in the game.

Problem: How do I open the two doors in the control room with the airlock?
Hint   : Stand between the two doors and type: "push left button" or in the icon version use the hand icon to click on the button. Open the door to the right by either clicking on the button in the icon version or in the text version type: "push right button". You will find your dialect translator and your space suit.

Problem: I made it to the escape pod. How do I lift off?
Hint   : Stand next to the open pod door. In the text version, type: "get in pod" or, if you have the icon version, click on the pod doorway. Then click on the right hand button and then the throttle. With the text version type: "look panel". Next, type: "push power button", then type: "pull throttle", then type: "push autonav button". Autonav is one word. If you haven't done so already, you will be prompted to close the door and buckle your seat belt.

Problem: What should I do at the crash site?
Hint   : You need to get your survival kit. It's located inside the pod at the crash site. In the text version type: "get survival kit". In the icon version, exit the pod and click the hand cursor on the survival kit in the open doorway.

Problem: How do I keep from dying of thirst?
Hint   : You need your survival kit. If you get very thirsty and have the text version, type: "open survival kit", then type: "drink water". In the icon version, open the survival kit, then take the water canister from your inventory and click it on yourself.

Problem: How do I avoid the sand worms?
Hint   : After you have crash landed and are through with the pod, walk south toward the bottom of the screen. As you approach the bottom of the screen turn right and walk toward the east.

Problem: How do I avoid the spider droid?

Hint   : You need to find a trail that will lead to the top of the cliffs or with some versions, the skeleton. Once on the trail you are safe. As you approach the cliffs or skeleton after leaving your pod, stay toward the bottom of the screen and continue walking to the right until you reach the trail.

Problem: How do I get rid of the spider droid?
Hint   : You can stand on the natural bridge and in the text version, push the rock on it. Type "push rock". In the icon version, you can drop a piece of vertebra on it. It's best to wait until the spider droid is in the right spot before you push the rock or drop the vertebra on him.

Problem: What can I do with the plant?
Hint   : In the icon version you can use a piece of it to get past a monster later in the game. In the text version, you can eat the plant but that is all.

Problem: How do I get underground?
Hint   : Walk across the spine (or cliff) until you come to two spikes. Walk between the two spikes and a section will give way and you will fall into the underground cavern.

Problem: How do I open the door once I get underground?
Hint   : You need to put a rock in the geyser. In the text version, the rock is near the point where you exited the elevator. Type: "put rock in geyser" or "put rock in steam". In the icon version there is a pointed rock near the elevator. Break the top off of it and use it.

Problem: How do I get past the grate with the tentacles?
Hint   : In the text version, you need to position yourself as close to the cliff wall as possible. Try to walk along the edge of the grate as close to the cliff wall as you can get. If you have the icon version, you can subdue the monster with a piece of sticky purple plant.

Problem: How do I get out of the room with the pool of acid?
Hint   : This is a very minor maze. Walk through the cave near the left center of your screen. After you exit the cave turn left.

Problem: How do I get past the beams of light?
Hint   : You need a highly reflective piece of glass. You will find it outside of the pod where you crashed. Walk to the rear of the pod and face the pod. In the text version, Type: "look at pod". Then type: "get glass". Get as close to the light beams as possible and type: "use glass". In the icon version just click on it to pick it up.

Problem: How do I get through the drips of acid?

Hint   : Timing is critical. It is also largely trial and error. It might be easier
             in slow mode.

Problem: What the heck is this holograph image saying?
Hint   : You need your dialect translator and you need to turn it on. Make
             sure you turn it on as soon as you get past the acid drips. In
             the text version, type: "turn translator on". In the icon version,
             click the hand cursor on it in your inventory.

Problem: Where is Orat's cave?
Hint   : Once you reach the bottom of the trail go one screen to the north.
             Orat's cave is to your right. In the icon version the Orat lives in
             a giant skull.

Problem: How do I kill Orat?
Hint   : Two ways. One is to let the spider droid follow you into Orat's
             cave. The other way is to throw the canister of water at the
             Orat. In the text version you would enter the cave and hide
             behind the rocks. Type: "open survival kit". Then type: "throw
             water".

Problem: Where is the piece of Orat I need?
Hint   : In the text version, stand in the right center portion of the cave
             and type: "get part". In the icon version, click the hand cursor
             on the part.

Problem: How do I give the Orat body part to the holograph image?
Hint   : In the text version, type: "Drop Orat part".

Problem: How do I use the astral body cartridge?
Hint   : After you have delivered Orat's body part to the holograph image,
             you will be admitted into the steam generator chamber. There
             is a console with a monitor on the far wall. Below the monitor
             is a slot. In the text version, type: "insert cartridge in slot". In
             the icon version, select the cartridge from inventory and click
             it on the console. Read the message paying close attention to
             the self-destruct code. Remember to take the cartridge when
             you leave.

Problem: How do I ride the skimmer?
Hint   : In the text version, type: "get in skimmer. Then type: "turn key".
             Riding the skimmer is an arcade sequence. Arriving safely at
             Ulence Flats depends on how skillfully you can avoid the rocks.
             Slow mode is easiest. After you have successfully avoided a
             few rocks save your game. Continue this method until you
             arrive at Ulence Flats.

Problem: What do I do in the bar?
Hint   : Listen to the band. Go to the bar and order a beer. You'll never be
             able to order another beer until you drink the one you have. If

you limit yourself to 3 beers you may overhear an important
conversation. Try playing the slot machine.
Hint   : Chances of making an ash of yourself (drum fill) are pretty good
here. Save your game before you start. Each time you win,
save. Each time you lose, restore to the last save game. If you
have the icon version of the game, you might try the magnetic
device to improve your luck!

Problem: Which droid should I buy?
Hint   : You need the pilot droid (the NAV-201). Enter Droids B Us and
walk upstairs. Buy the droid on the right side of the screen.

Problem: Which ship do I buy?
Hint   : The ship you want has a ladder leading from the ground to the
cockpit. It is located one screen north of Tinys. In the icon
version, avoid the fuzzy little brown alien.

Problem: How do I get enough money to buy the ship and the droid?
Hint   : First, you need to sell your skimmer. Shortly after you get off your
skimmer you will be approached by a gentleman offering 30
buckazoids. You can take his offer, if you feel comfortable with
it, or decline his offer. If you decline his offer, stay by the
skimmer and wait for him to return with a better offer. Then go
play the slot machine at the bar. Play the slot machine until
you bankrupt it.

Problem: The droid asks, "what sector, sir?" What do I do?
Hint   : While in the bar you need to order and drink 3 beers. While
drinking the 3rd beer you will overhear a conversation
describing the sector you need to go to.

Problem: How do I get to the Deltaur?
Hint   : You need a jet pack. You need to sell your skimmer back at Ulence
Flats. Don't accept the first offer. Say no to the first offer. The
man will walk away and then return. His second offer will
include 30 buckazoids and a jet pack. Once you have the jet
pack and the Deltaur is in view, type: "wear jet pack". Use your
cursor keys or joystick to maneuver him toward the Deltaur.

Problem: How do I get into the Deltaur?
Hint   : There is a door on the Deltaur with a small rectangular window
and a handle. Position Roger as close to the door as possible.
Move him until his head is even with the window, or until he is
perfectly centered within the door area. In the text version,
type: "turn handle".

Problem: How do I get out of the room with the box on the floor?
Hint   : The box is actually a trunk. In the text version, type: "open trunk",
then type: "get in trunk". In the icon version, you must use

your knife to open the trunk. Someone will take the trunk to the Sarien laundry room. There is a washing machine here.

Problem: How do I proceed from the laundry room?
Hint   : After you find yourself in the laundry room walk up to the washing machine. In the text version, type: "open door". Then type: "get in machine". You will find yourself wearing the latest in Sarien fashions. This will enable you to walk freely about the ship.

Problem: My helmet fell off. Can I prevent this?
Hint   : No.

Problem: How do I keep from getting shot?
Hint   : It might be easier if you put your game in slow mode. In the text version, press F6 to fire your pulse ray as soon as you enter a new screen. In the icon version, click the pulseray icon on your targets.

Problem: How do I get past the guardian droid?
Hint   : To avoid the guardian droid, exit and re-enter the screen until it is not there.

Problem: How do I kill the guard guarding the star generator?
Hint   : You need a gas grenade. The gas grenades are at the end of the counter in the weapons room. When you are directly above the guard drop the grenade on him. In the text version you must type: "drop grenade".

Problem: The droid in the weapons room wants an ID card. Where is it?
Hint   : After you are wearing the Sarien uniform and you have the text version, type: "look pockets". In the icon version, search the floor where you obtained your disguise.

Problem: How do I get the gas grenade?
Hint   : Before you show your ID, make sure you are in slow mode. This is the easiest way. While the droid is getting your pulse ray, walk to the end of the counter. In the text version, type: "get grenade".

Problem: What is the code to destroy the star generator?
Hint   : The code is revealed by playing the Astral Body cartridge back on Kerona.

Problem: How do I turn off the force field?
Hint   : You need to kill the guard. Stand in the middle of the ramp directly above the star generator. In the text version, type: "drop grenade". Then approach his body and type: "search body" to obtain a remote control device. Next, type: "push

button". In the icon version, get the remote control device and use it to click on the force field emitters.

Problem: How do I get off the Deltaur?
Hint   : You may have noticed that one of the elevators did not work. Once you set the destruct mode on the star generator the elevator will work. Take this elevator to an escape vehicle. In the text version, type: "push button" to start the ship.