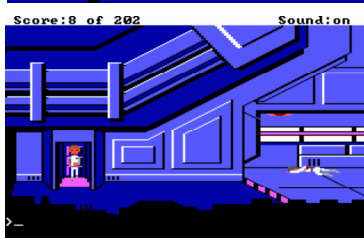




1. The Arcadia



Some say, this is the first easteregg in this game. Enter no name and your name will be Roger Wilco. Most think, this name was first released in Space Quest 3, so this might be an **Esteregg**. Ok, forget it. Go left, left, left and find a man on the floor. **Search Man, Take**



Keycard (1). Return to the biblary. Wait and a scientist will enter the room. His last word will be "astral body". Go to the computer, **Look at Screen**, type **astral body** and **take cardrige** (8). Save. Go left again and use the elevator. If you hear footsteps look to use an elevator or change to left or right. You can enter the room with the broken door, but there is nothing. Stand at the right of the dead men and type **Scott** or **Scott Murphy** and get a real Easteregg, a message from Scott. Go left and use the elevator. If a guard appears, back to the elevator. Left. Go to the panel and **Press Open** (10). Left to the elevator. At the panel **Use Card** (12) and the the elevator. In the next chamber press both buttons in the rear: **Press left, Press right**. **Take Gadget** on the left side and **Take Suit** on the right. Go to the panel in the front and **Press Airlock** (16). At the console **Press Platform**. Enter Pod, Close Door, Fasten Seatbelt, Press Power, Look at Screen, Press Autonav, Pull Throttle (19).

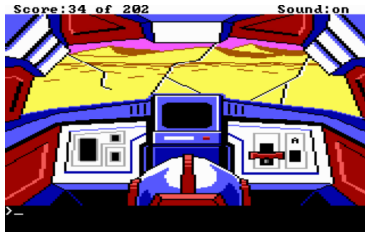




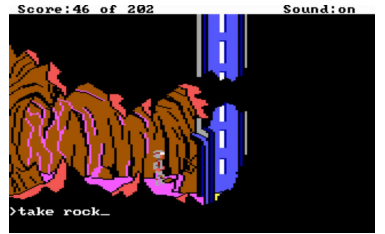
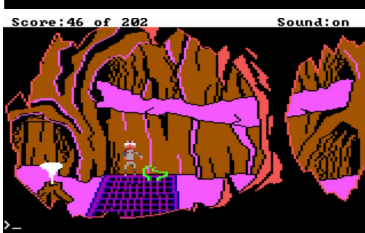
Being in the pot you have (34). Now a real Easteregg: as you sit in the shuttle, first **SAVE**. Then **Press Don't Touch** and you are in King's Quest I, and dead!



2. Kerona



You make a crash on the planet, what else. **Remove Belt, Take Kit and Exit**. Nothing but sand. Go on front of the shuttle and **Take Glass** (39). Leave to the right twice and take the plant on the edge, but it gives no point. Next picture right you can walk up and back left. On the bridge, which you cannot cross very often you find a rock. Stand behind the rock and type **Push rock**. Then wait until the spider bot is on the marked place and press enter. As this might go wrong, save before you push the rock (46). Now follow the path until you find the two horns. In the middle is an elevator to a cave. Down under you **Take Rock** and leave left. To avoid to be eaten press against the wall in the back and move over the grid. Then **Put Rock On Geyser** to open the door (50). You go to the back and leave the area left. At the laser barrier go near and **Use Glass** (55). Now go up and the way back right. Watch the acid drops and before you enter the next area right **Turn On Gadget** (58). Then you talk to a hologram and get the job to kill a creature and will be out again on the mountain. Go back to the end of the mountain pass and before you enter the cave type **Throw Water**. In the cave the Orat runs to you and you press enter to see the monster exploding (63). There is a red piece of the Orat left, **Take Part** (65). Back to the hologram and **Drop Part** (75). Enter the engine room. Go to the monitor and **Insert Cardridge** (80). You get the code **6858**. **Get Cardridge** (85). Go to the skimmer and save. You can also save in the following scene and do it, if you don't see any stones.



3. Ulence Flats

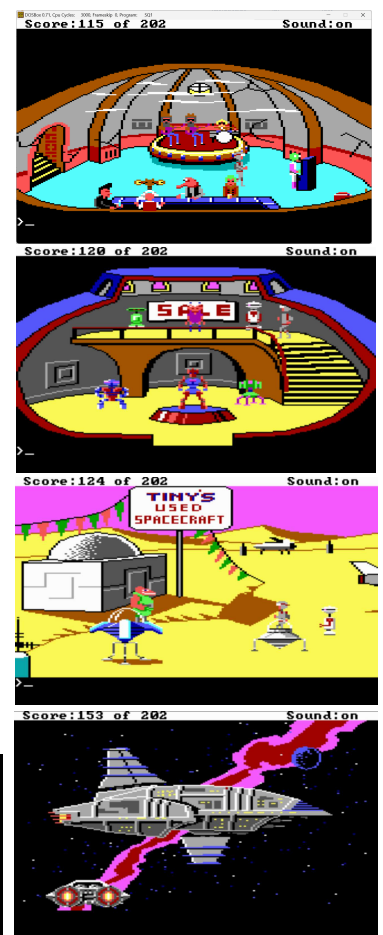


You **Take the Key** and **Exit Simmer** (110). Don't sell the skimmer at the first time to the guy. Enter the bar and return and he gives you also a jetpack (115). Go to the right end and order a beer. Drink it, order another, drink it and once more.

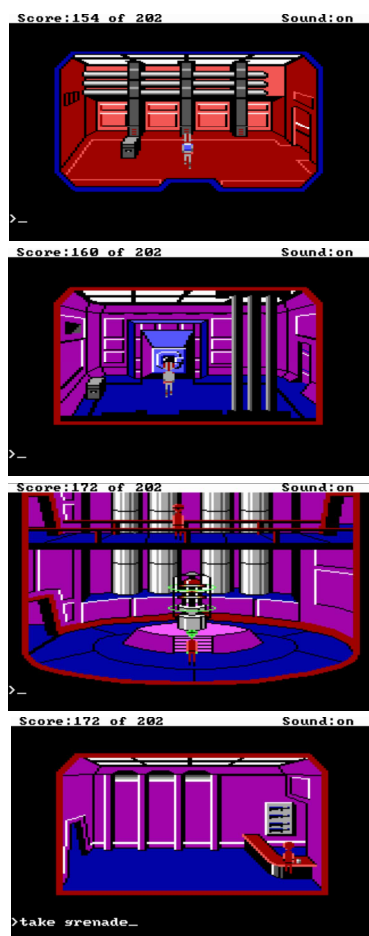




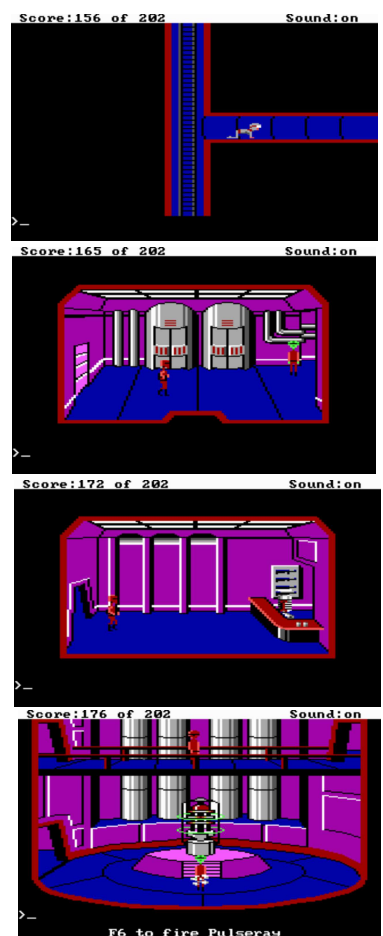
Now listen to the people at the bar and remember the sector **HH** (120). If you drink five beer, you are drunken and for the rest running plan-less around. So save first! You can see the Blues Brother and ZZ-Top (and some green guys) on the stage. Some call this an easter egg. Go to the slot machine and save. Play maximum (and save) until 250 buckazoids and the machine is ruined. You can save in the slot picture. Leave the bar and go north to the Droids-B-Us. Buy the white droid stairs up (124). Leave the shop. If you stand behind the shop like shown and typ **Take Leak** you can get some funny answers. Go from the bar left to Tiny's and then to the white ship in the back. **Buy Ship** (128), **Climb Ladder** and **Load**. Then type **HH** for the sector. You fly through an asteroid field and finally reach the Deltaur (153). **Put On Jetpack** and glide to the center of the shot. There you **Open the Door**. The next door is not impressed, as you want to open it. Wait, until a robot comes in and you slip out.



4. The Deltaur



Now you are in a closed room with no exit? **Push trunk, Open Trunk, Put Jetpack in trunk, Close Trunk, Climb Trunk** and **Open Vent** using the knife. **Climb in Vent** and climb up one time to find a closet vent. And get ... no points for that action. So you can skip it. Return, **Open Trunk** and **Climb in Trunk** (160). After some time you find yourself in a laundry. **Open trunk** and **Open machine**. **Enter Machine** and watch (165). Now you wear a sarian uniform and can leave. **Talk to Guard**, until he ask you about King's Quest II. Answer with **Yes** for five points (171). At last **Kiss Guard** (172). Take the left elevator and go left, use the elevator and go four times right. On the way you see the Star Generator and enter the weapon room. **Look in Suit** and find an ID Card. **SAVE!** The next action is time relevant. Go to the robot, **Show ID** and as the robot disappears go quickly to the south end of the counter. Enter **Take Grenade** before the robot returns (173) and get your weapon (176). Return to the Star Generator and **Drop Grenade** (181). Go back to the weapon room and take the second grenade



with the same method for another point (182). Now go back to the elevator, loose your helmet and since now you have to shoot on every guard with F6. Robots can't be shot, if, leave the area.



After the elevator go back to the Star Generator. After you examine the death guard **Take Remote** (185). **Press Button, Look At Panel** and enter the code **6858** (198). The detonation cycle starts and you have to leave. Save! Go left and use the first elevator to the bay. If a guard comes after you leaves the elevator, this is bad. Save! It is not easy to shoot him. Use the right elevator and enter the dock (199). **Enter the ship, Look panel, and Launch** (202). Enjoy your victory. As I want to get the last sequence again I had at the end **205 points** on the counter and that's a real easter egg for me. How to get it? As you are in the area with the two elevators (and survive) **save** and go to the exit in the south exit. Here shoot one guard and you have 201 points. Entering the bay are one point and launch are three points.

