

COLLECTION

SERIES

6  
FULL GAMES

# SPACE QUEST®



Starring Roger Wilco™



Includes Space Quest® 6: The Spinal Frontier™



SIERRA®

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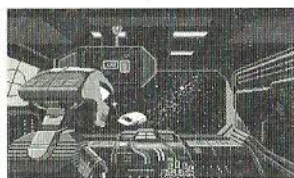


(Or, See Roger. See EGA. See Technology Run.)

Back when Scott Murphy and Mark Crowe thought it might be neat to create a funny science fiction game, Sierra On-Line's technology was state-of-the-art. No other computer game company had a programming language with the capabilities of Sierra's AGI. When *Space Quest I: The Sarien Encounter* hit the marketplace, customers and competitors alike were speechless. If they had spoken, however, they would

have said something like "Wow! This parser interface is the best I've ever seen. Are there 16 colors in this game? And look at Roger! He's got to be at least four pixels big!"

Times — and technological capabilities — change. The result of Sierra blazing the technology trail is that the old stuff doesn't look as good as the new stuff. Now the EGA version of *Space Quest I* seems sort of primitive, in a 20th Century kind of way. Likewise, *SQ III* looks better than *SQ II*. And would you believe that in one of the later games, *SQ IV* or *SQ V*, I think, the characters even talk? Incredible. Yes, Sierra has the technology. We could even have imposed that new-fangled technology on these classics, just as a certain Atlanta mogul "colorizes" old black and white pictures.



But we think we know our fans. You wouldn't have wanted us to update the classics, would you? We didn't think so. This collection contains the games in all their glory. We haven't altered a single pixel, because we knew you wouldn't want us to. (Also, we weren't budgeted for something that major.)

Sierra's software technology was a product of the times. On the next page we've listed the limitations of the hardware when each game was released. When you play the EGA version of *Space Quest I*, you might think to yourself: "No sound. Bummer." The fact is that sound cards weren't even invented when the Two Guys from Andromeda were designing *Space Quest I*. And since the Two Guys didn't dabble in time travel until *Space Quest IV*, back in 1986 they were unable to design any sounds beyond the beeps and boops made by a sleek, new, shiny, state-of-the-art... IBM personal computer with 256K on board? Woo-woo!

As the hardware changed, so did the software. As the software evolved, so did Roger Wilco. Roger became stronger, and yet tender. He grew taller, and more Nordic somehow. He turned into a '90s kind of guy, able to express his true feelings. He's a good friend to men, and he's sensitive to the needs of women. No, really. So sit back and enjoy this wonderful retrospective of the most amazing space janitor anyone's ever seen.

(Or, Stick Tab A in Opening B)

### WINDOWS INSTALLATION

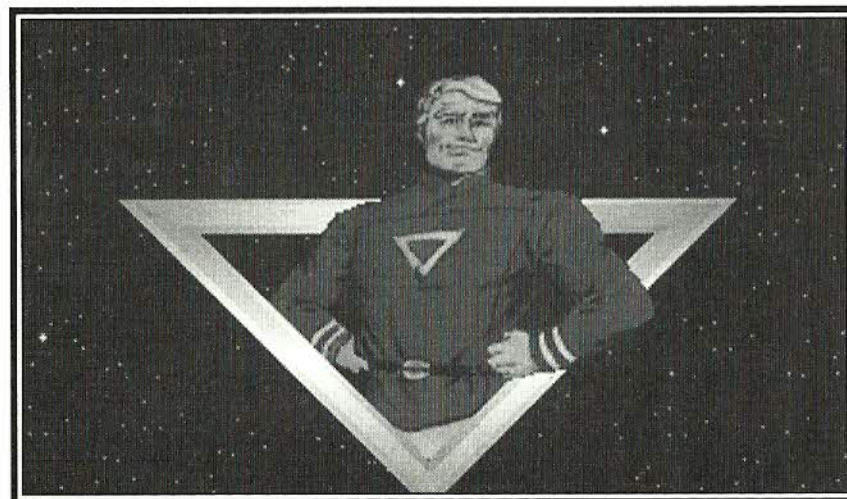
- ① Place the *Space Quest* CD into your computer's CD drive.
- ② Start Windows.
- ③ Click on [File] and select [RUN].
- ④ Win 95 click on [START] and then select [RUN].
- ⑤ At the Command bar, type the letter of your CD drive, followed by "\SETUP.EXE", press "OK". For example, if the letter of your CD drive is "D," type "D:\SETUP.EXE", press "OK".
- ⑥ Follow the on-screen installation instructions.

### MS-DOS INSTALLATION

- ① Place the *Space Quest* CD into your computer's CD drive.
- ② At the prompt, type the letter of your CD drive, followed by a colon. For example, if the letter of your CD drive is "D," type "D:", and hit [RETURN].
- ③ Type "INSTALL" and hit [RETURN].
- ④ Follow the on-screen installation instructions.

### README FILE

If you want to look at the readme file, type "README" from the DOS prompt. The file will appear on screen.





## PARSER VS. POINT-AND-CLICK

(Or, Smiling Interfaces)

### THE PARSER INTERFACE: SPACE QUEST I THROUGH SPACE QUEST III

The Space Quest series began with what is known as a "parser interface." With this kind of interface, the player types instructions at a cursor on the screen. If, for example, Roger finds a giant Feldarian pit crab while he is starving to death, the player types EAT CRAB. If the parser recognizes the words, Roger will comply by eating the crab. The result of Roger's actions, however, may be either good or bad. Maybe Roger's hunger is satisfied, and now he can proceed with the game. On the other hand, maybe the crab pinches him, hard, on the nose, and he gets gangrene and dies. The player must live by — and die by — his decisions; that's what the save and restore features are for.

The parser was the Official Interface of the Space Quest series until Space Quest IV: Roger Wilco and the Time Rippers. At that time, technology had advanced to such an extent that a "point-and-click interface" was developed. Now no typing was required; rather, the player used something called an icon bar.

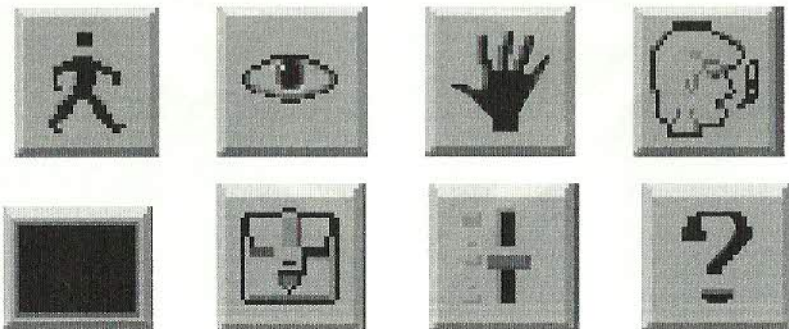
### ICONS AND CURSORS: SPACE QUEST IV AND SPACE QUEST V

#### USING ICONS

At the top of the screen of every point-and-click game is an icon bar containing several icons that can be selected to execute the command choices available to you.

To open the icon bar, press [ESC] or move the mouse cursor all the way to the top of your screen.

Some icons will have a menu of choices. Use the [TAB] key, arrow keys or mouse cursor to move between choices within an icon menu.



## OTHER TECHNOLOGICAL ISSUES

(Or, Moving Around in Several Time Zones)

### USING A KEYBOARD

To position the on-screen cursor or move your game character using a keyboard, press a direction key on the numeric keypad.

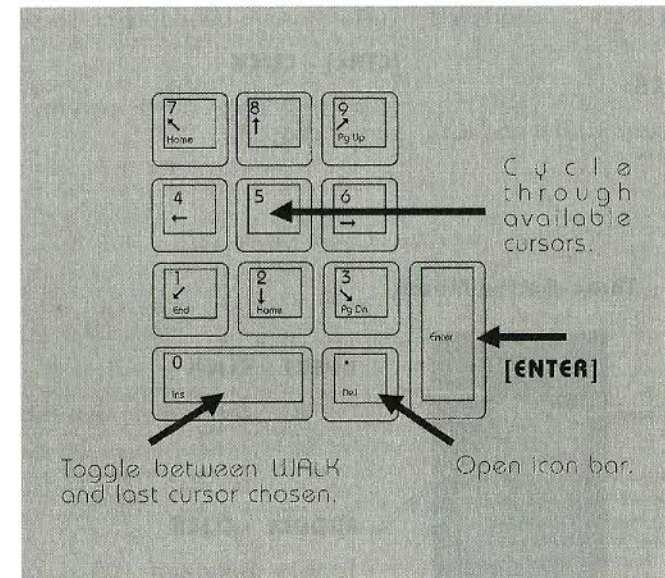
To stop your character, press the same direction key again.

To execute a command, press [ENTER].

To move the on-screen cursor or game character in smaller increments for exact positioning, hold down the [SHIFT] key and use the arrow keys.

For more detailed keypad instructions, see the picture.

The menu bar is accessible by hitting the [ESCAPE] key. When the menu bar appears, you can move through the different menu selections by using the arrow keys.



## USING A MOUSE

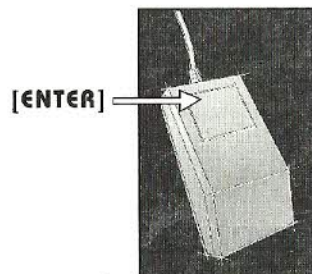
To activate the icon bar, move the cursor to the top of the screen.

To position the on-screen cursor, move the mouse to the desired position.

To move your character, position the WALK icon at the desired screen location and click the mouse button.

To execute a command, click the left mouse button.

### One-Button Mouse



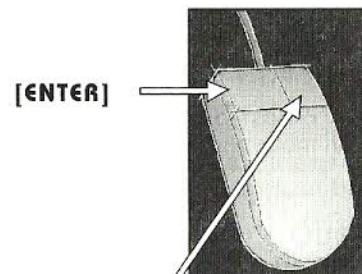
#### [SHIFT] - CLICK

Cycle through available cursors.

#### [CTRL] - CLICK

Toggle between WALK and last cursor chosen.

### Two-Button Mouse



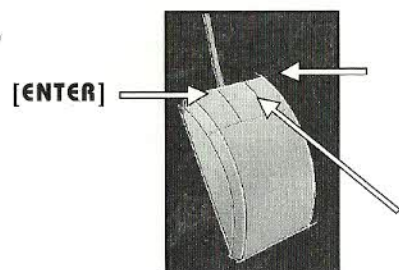
#### RIGHT - CLICK

Cycle through available cursors.

#### [CTRL] - CLICK

Toggle between WALK and last cursor chosen.

### Three-Button Mouse



#### RIGHT - CLICK

Cycle through available cursors.

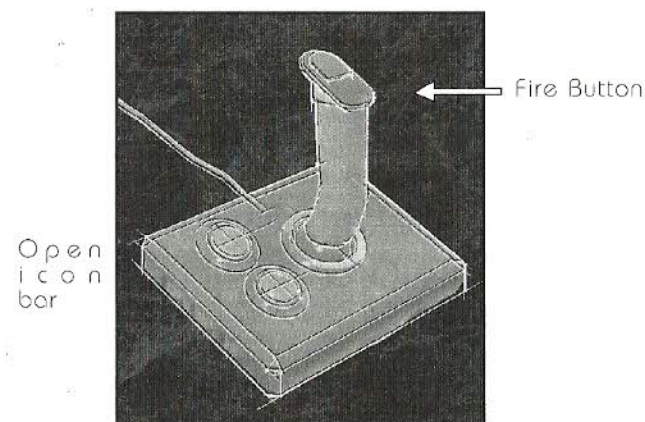
#### MIDDLE - CLICK

Toggle between WALK and last cursor chosen.

## USING A JOYSTICK

To position the on-screen cursor using a joystick, move the stick in the desired direction.

To execute a command, press the FIRE button.





## SPACE QUEST OF FUTURE PASTS

(Or, A Retrospective of this Truly Important Work)



### SPACE QUEST 1:

#### Roger Wilco in the Sarien Encounter

Light-years from this solar system exists a galaxy known as Earnon (ear-non). Though the inhabitants of this galaxy have lived in peace and prosperity for many decades, events have been observed recently which indicate that life won't be so rosy in the future. The galactic government has become corrupt and unresponsive. Young Earnonians have grown rebellious and

hostile. Lunatics and sub-Delta morons have taken control of the TV networks (actually, this happened centuries ago, but nobody noticed until just recently). Worst of all the sun, on which the earthlike planet Xenon (zee-non) relies for the building blocks of life, is dying. Xenon's very basics of life are threatened. Xenon scientists predict that only certain insect species and most human resource professionals will survive the resulting ice age.

So with what amounted to a do-or-die dilemma, the most talented minds on the planet went to work. The result was a radical design for something called the Star Generator (not to be confused with the William Morris Agency), a device capable of turning a lifeless planet into a raging ball of fire. Or the other way around. Nobody was quite sure, since it had never actually been tested.

The development team for the Star Generator project was stationed aboard the spacelab Arcada (Ar-kaw-da) and sent to the outer edge of Earnon to further its research. (Here's where you come in.) You serve as a member of the crew of the Arcada...as a janitor. That's right, a janitor – and not a very good one. You'd certainly have been sacked and replaced were the Arcada not millions of kilometers from Xenon. Anyway, after months of development and testing, the mission has been completed. Although still in the experimental stages, the Star Generator appears to be fully operational. The good news is flashed back to Xenon as the crew of the Arcada prepares for the trip home.

But the news does not travel far before it reaches unintended ears. Monitoring the Arcada's transmissions are Sariens (Sair-ree-ins), space thugs who cruise the galaxies wreaking havoc by exposing aerosol cans to open flame or fire. The Sariens' immediate intent is to capture the Star Generator and bring it aboard their battle cruiser Deltaur (Del-tar). With the Star Generator in their possession, the Sariens would have the ultimate weapon with which to terrorize the universe and gain sweet revenge against a civilization which ostracized them so long ago. They'd also get invited to better parties.

As your adventure begins, you are currently conducting one of your famous on-shift naps in the janitorial storage closet. You arise slightly annoyed at the commotion which has awakened you so rudely. This does not amuse you as you had just drifted off to sleep. The alarm system is activated, indicating that the Arcada is under attack.

When the commotion dies down you take a look outside. Your eyes fall upon a grisly sight. Several of your fellow crew members' bodies lie strewn about the ship, their posture indicating a total unwillingness to get up and keep living.

Although you aren't used to doing a lot of thinking, your brain cells kick into high gear. What a mess! How am I gonna get those blood stains off the floor? In the midst of this intensely deep thought (well, deep for YOU) you are startled into serious reality when you hear a laser blast followed quite closely by a sickening scream. You briefly consider taking another nap, but it finally occurs to you that YOU might be in danger as well. This will never do.

### WELCOME ABOARD THE SPACELAB ARCADA

#### A BRIEF WALKTHROUGH

**-WARNING-** The following information is for beginning adventurers only. The contents include hints and answers to puzzles that experienced adventurers may not wish to see. Continue reading only if you are having trouble getting started in Space Quest I.

Once Roger is standing in the hallway, it's time to look around. If you are playing the VGA version, select the LOOK icon from the Icon Bar. Click the EYE icon on your character to find out who you are. Click the WALK icon from the icon bar. Click on the far left of the upper floor. Roger will now walk to the edge of the screen and disappear into another room.

You are now in the Data Archive of the Arcada. LOOK around. In fact, try selecting the SMELL and TASTE icons and click those around different features of the picture. You never know what might yield a clue. Now that you've tried that, select the WALK icon and click it on the left door. Roger will once again walk to the edge of the screen and disappear through the door.

Walk to the left edge of the screen and into the next room. Once there you will notice that you've come to a dead end, not to mention a dead guy. After you've taken a look at him select the HAND icon and click on the wasted crewman. Roger will bend down to frisk the body, finding a key card in the process. It is now part of your inventory. To see it, click on the INVENTORY icon. You will see two items: a keycard and two buckazoids. You'll need both items later in the game.

It's time for you to head out and explore the rest of the ship. Watch out for unwanted visitors roaming about. They certainly aren't friendly. Good luck and happy adventuring!





## SPACE QUEST II: Vohaul's Revenge

*Space Quest II* understands a wide variety of words like:

CALL	EXAMINE	OPEN	SEARCH
CLIMB	GET	PLAY	TAKE
DIVE	HIDE	PRESS	THROW
DRINK	HOLD	PUT	TIE
EAT	LOOK	RUB	USE

### A BRIEF WALKTHROUGH

**-WARNING-** The following information is for beginning adventurers only. The contents include hints and answers to puzzles that experienced adventurers may not wish to see. Continue reading only if you are having trouble getting started in *Space Quest II*.

### MASTERING THE UNIVERSE...A BEGINNER'S GUIDE TO SPACE QUEST

#### CHAPTER TWO

(Press the space bar to bypass the title screen.)

You begin aboard the Xenon Orbital Station 4. The computer will prompt you to enter your name (up to 18 characters). Type in your name and press [Enter.] Orbital Station 4 is one of many orbiting Xenon, your home planet. It is a transfer point for travelers seeking transportation to the various planets in the Earon system. As we begin this chapter of our story, we find you, Roger Wilco, ace janitor, doing what you do best. You are currently sweeping up the decks of XOS 4.

A beep emanates from your wrist watch. You release your grip on the broom. The broom floats away, never to be used again. That makes the third one this week. Wait 'til your boss finds out.

**Type:** LOOK AT THE WATCH. [Press Enter] A close-up shot of a wrist watch appears.

**Type:** PRESS H. [Press Enter] Read what appears on the screen.

**Type:** PRESS T. [Press Enter] Read what appears on the screen.

**Type:** PRESS C. [Press Enter] Your boss will address you.

**Type:** LOOK. [Press Enter] You are working outside Xenon Orbital Station 4. Using your arrow keys, walk Roger to the round object in the center of the ceiling. After a moment, you'll be whisked away to the airlock chamber.

**Type:** LOOK AT THE ROOM. [Press Enter] This is the airlock chamber. From here you can gain extra-vehicular access. Spare suits hang on the back wall. Some lockers are mounted on the side wall. Walk to the lockers at the right side of the screen.

**Type:** OPEN THE LOCKER. [Press Enter]

**Type:** LOOK IN THE LOCKER. [Press Enter] You bravely peer into the locker to find a cubix rube puzzle and your athletic supporter.

**Type:** TAKE EVERYTHING. [Press Enter]

**Type:** CLOSE THE LOCKER. [Press Enter] Walk over to the spacesuits against the back wall.

**Type:** TAKE A UNIFORM. [Press Enter]

**Type:** LOOK AT THE UNIFORM. [Press Enter] You are attired in the smart-looking uniform of a Xenon Orbital Station employee. Walk out the door at the left side of the screen. You will be addressed by a man.

**Type:** LOOK AT THE ROOM. [Press Enter] The room will be described. Walk over to the men working on the consoles.

**Type:** TALK TO THE MAN. [Press Enter] He will tell you what to do. Walk to the center of the platform at the left side of the room. It will transport you up to the second floor. Walk along the corridor to your right and enter the transport. It will transport you to another room.

**Type:** LOOK AT THE ROOM. [Press Enter] The room will be described. Walk along the corridor to your right and go down the stairs.

**Type:** LOOK AT THE SHUTTLE. [Press Enter] The room will be described. Walk to the shuttle craft and climb up the stairs. Enter the shuttle and start sniffing around for the mess you must clean. You are surprised to find that the shuttle is not empty. There are two extremely ugly suckers walking toward you. POW!! THACK!! BINCK!! THUD!!! Your protest is cut short as two interstellar ruffians proceed to thump you unconscious. Everything fades.

Thus begins your adventure in *Space Quest II*.

Try not to get killed too much.

**Remember:** Save early and save often. Good luck, brave janitor.





### **SPACE QUEST III - The Pirates of Pestulon**

Roger's escape craft was towed aboard a Space Junk Freighter. Using his legendary ingenuity and mostly dumb luck, he escapes to try and the Two Guys From Andromeda from the clutches of the villainous ScumSoft Corporation.

When Roger has stepped out of the escape pod and the door closes, the game will begin. Press ENTER to remove the comment screen that appears after the pod door closes. Use your 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.

#### **A BRIEF WALKTHROUGH**

**-WARNING-** The following information is for beginning adventurers only. The contents include hints and answers to puzzles that experienced adventurers may not wish to see. Continue reading only if you are having trouble getting started in Space Quest III.

**Type:** LOOK. [Press Enter]  
Walk to the spaceships.

**Type:** look at ship. [Press Enter]  
Walk to a pile of junk.

**Type:** look at junk. [Press Enter]  
Walk to the crate in the left foreground.

**Type:** look at crate. [Press Enter]  
From this area, walk east (right) to the next room, and walk to the large gear in the left foreground.

**Type:** look at gear. [Press Enter]  
Walk to the giant arm in the background.

**Type:** look at arm. [Press Enter]

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. [Press Enter]

**Immediately Type:** jump [Press Enter] (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 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. [Press Enter]

You are now on your way to exploring your new environment. Good luck, and remember, those Two Guys are counting on you!



### **SPACE QUEST IV**

#### **Roger Wilco and the Time Rippers**

Time travellers everywhere are flocking to futuristic Xenon to view and photograph the amazing post-apocalyptic landscape. If you and your family plan to visit this bleak yet fascinating vacation getaway, this walking tour will help you get the most from your stay. Here's a Safety Tip: AVOID THE CYBORGS!

#### **COPY PROTECTION:**

There is in fact no copy protection included on the CD-ROM version of Space Quest IV because it is not wholly necessary with the size of CD-ROM games. When you need to enter the UIVPPP code to start the timepod, the CD version will accept any random 6 character input (on the third try). But, you must still write them down if they expect to get back to Xenon.

#### **A BRIEF WALKTHROUGH**

**-WARNING-** The following section includes hints that experienced game players may not want to see. Continue reading ONLY if you have trouble getting started playing Space Quest IV.

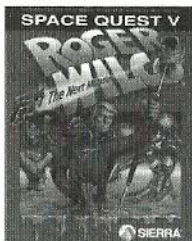
As you arrive on the streets of Xenon, click the EYE cursor on various locations on the screen to learn about your surroundings. Walk one screen East and click the HAND cursor on the rope in the lower right side of the screen. Avoid the cyborg if he should appear. Walk between the red columns on the upper right side of the screen. Select the rope from your inventory window and click the ROPE cursor on the ground. Wait for the bunny to walk into the noose, and click the HAND cursor on the rope.

Walk two screens west. A skimmer is parked on the street. Click the EYE cursor on the skimmer. Click the HAND cursor on the skimmer to search it. Click the HAND cursor on the glove box to open it, and again to take the PocketPal inside.

Walk one screen north. Click the EYE cursor on the large object on the street corner. Click the EYE cursor on the hole in the side of the tank. Now would be a real good time to SAVE YOUR GAME. Click the HAND on the unstable ordnance to take it.

Walk two screens west, to the opposite street corner. Click the Hand cursor on the sewer grates, until you find one you can climb into. After you explode, restore your game and DON'T take the unstable ordnance. Return to the sewer grate, descend below the city, and enjoy the rest of the game!





## SPACE QUEST V - The Next Mutation

### A BRIEF WALKTHROUGH

**-WARNING-** The following information is for beginning adventurers only. The contents include hints and answers to puzzles that experienced adventurers may not wish to see. Continue reading only if you are having trouble getting started in Space Quest V.

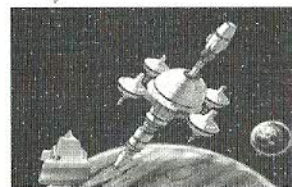
After Roger gets ejected from the academy bridge simulator, he must get to class quickly to avoid being expelled from the StarCon Academy. Use the walk icon to move Roger north until the door to the classroom is visible. (It has a locker next to it.) Click on the door with the hand icon to enter the room. TRANSLATION: After the Roginator gets hosed in the sim he needs to beat feet to class—so he can scan for babes.

Surprise! The StarCon Aptitude Test is today. Of course Roger hasn't studied for it, so he's going to have to cheat. Click the eye icon on the student's desk to your left when the proctor droid is facing the back of the classroom. The miniature version of the test question you are on will pop up over the cadet's shoulder. You can tell the answer he marked by its position on the screen (i.e. the top one is "A", the next one down is "B", etc.). TRANSLATION: Oh shoot! The SAT is today and it's been "party-hearty" for the Rog-meister. Eyeball the nerd-herd chieftain's console to scam the hot top!

After the test, you need to clean the Academy crest as part of your punishment for being late to class. Get the cleaning supplies from the closet located one screen south of the classroom. Make sure you get the Scrubomatic™ floor scrubber AND the orange safety cones from the closet. TRANSLATION: Bummin', the Rog-man has to spic-and-span the academy crest 'cause he got busted. Snag the Scrubomatic and the orange party hats from the closet.

Next move Roger south until you find the only hallway leading to the right. Take it to the rotunda area. In the rotunda hallway you find a burly security guard (don't bother him!) and the anti-gravity personnel lift. Click the hand icon on the lift to ride it down to the floor of the rotunda. TRANSLATION: Rotate the Roginator southward 'til you scope the right hallway. Jam down it to Rotunda then hitch a ride on the a-grav lift. Don't cut on the rent-a-cop, he's a real jerk!

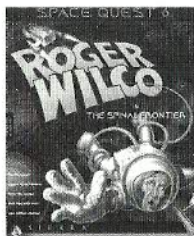
Place the safety cones at the corners of the crest on the floor of the main rotunda (if you don't, people will walk all over it and spoil your work). Next, take the Scrubomatic out of your inventory and place it on the floor. Click on it with the hand icon to clean activate it. Use the scrub brush icon to move Roger around on the scrubber. TRANSLATION: Toss the cones around the crest and snag a ride on the Scrubomatic. Shred the duffers if they get in your way! When you have finished cleaning the crest it will sparkle and Captain Quirk will walk in with a woman of your acquaintance (pay attention to their dialogue exchange). Then go back and put your cleaning supplies away...and watch the nifty "meanwhile" sequence. TRANSLATION: Chill, scope the babe, and let the fresh artwork slide by your eyeballs...



After the meanwhile sequence Roger can go back and pick up his test scores. Results are posted on the bulletin board next to the classroom. If Roger scored well on his test, he should be on his way toward commanding his own ship. Give yourself a pat on the head, you've earned it!

TRANSLATION: Scan the scores, and see if Rog busted a move or got '86ed. If the Rog-man scores some new duds, pop a cold one! You scored a bonus!





## SPACE QUEST VI:

### Roger Wilco in the Spinal Frontier

We join our hero as he is being stripped of the rank of Captain. Fortunately for Roger, he is too valuable a janitor to be jettisoned with the rest of the non-recyclable waste. That's right; Roger once again finds himself a janitor.

**-WARNING-** The following information offers solutions to some of the game's opening puzzles. Unless you need help getting started, or you want to see the ridiculous hints we give beginners, don't read any further.

Greetings, Janitor Second Class Roger Wilco. Some shore leave, huh? You're waist deep in asphite on the lovely (cough) Polysorbate LX. You lamely attempt to pull yourself out, but are too weak from all those replicator doughnuts and skipped trips to the weight room. No, it's obvious that a little ingenuity will be required. Maybe one of those robots passing by will be of assistance.

Click on the HAND icon below the action window. Your cursor will turn into a hand. Now you're ready to grab hold of help. When the robot with legs walks in from the east, click on him while he's in touching distance. He'll supply the power necessary to extract you from your predicament. (It may take some players a couple of tries, and for you, it might take even more.)

Once you're on your feet, you've got some checking around to do. On the very right side of the screen is a rusted-out bi-pedal device known as a bicycle. Something's there that you can acquire by once again using the HAND cursor on the bike. If you then click on the POCKET icon, you'll see that an ID badge is now one of your possessions.

Somewhere along the main streets of Polysorbate LX a mobile photo booth will appear. Click the buckazoid from your pocket on the booth entrance and enjoy a quickie photo shoot. After emerging from the booth, you can take a look into your POCKET once again and now you'll see an incredibly bad photo of yourself (as Roger, of course).

The two items you've just acquired can be used together to make a new or altered item. Open your POCKET and CHOOSE the photo. Now click it on the alien ID. Your not-so-lovely photo now replaces the photo of the alien individual. Go upstairs in the colorful establishment of Orion's Belt and have some fun with the nitro loadies in the back booth. This same ID will also give you an extra privilege or two at the bar. You'll have to check around a bit and talk to some of the locals before its use will become apparent.

Check around town and find your lodgings, talk to a few folks and just generally get the lay of the place. And what a slice-o-heaven it is!

## THE INTERFACE

### THE ICON BAR

The icon bar appears across the bottom of the screen. Your cursor choices appear as words, and consist of the following:

FEET		Walk
EYES		Look
HANDS		Take, give, or otherwise manipulate
MOUTH		Talk
HELP		If you don't know, push this button

### POCKETS

These are also available from the icon bar.

### CONTROL

### GAME CONTROLS

At the far right your score will appear. The rectangle in the bottom right corner of the screen is your inventory box; your most recently selected inventory item will appear here.

### THE CURSOR

The cursor is what enables you to effect an action on-screen. With the cursor you can pick an item up, walk over to something, examine an object, or talk to someone. The sensitive part of the cursor is at the top point. If you wish to look at an object, for example, click the cursor on the eye which appears on the icon bar. The eye will now appear in the cursor. Position the cursor with the top point on the object you wish to examine. Now click on the object. Voilà!

## **INVENTORY**

Experienced players know that adding objects to their inventory is the secret to ... having a big inventory. Be sure to lift everything that isn't nailed down. In order to pull up your inventory box, click on the pockets icon.

### **Taking Inventory Objects.**

If, in the course of playing the game, you come across an object you would like to acquire, click on the HAND icon and then on the object. If it is available to you, it will move to your inventory.

### **Examining Inventory Objects.**

You can examine inventory objects by clicking on the pockets icon on the icon bar. When the inventory box appears, click your cursor on the eye, then click on the object you're interested in. You will now be given more information about the object.

### **Manipulating Inventory Objects.**

If you wish to manipulate an item in your inventory, click on the HAND cursor and then the item you wish to manipulate. If the object can be manipulated, it will now reflect that change.

### **Combining Inventory Objects.**

Some inventory items can be combined with others to create a new inventory object. To do this, click on the CHOOSE icon and then on an inventory item. The cursor will change to resemble that item. Now click that cursor on the inventory item you wish to combine it with. If the two objects can be combined, they will become a new item, which will appear in your inventory.

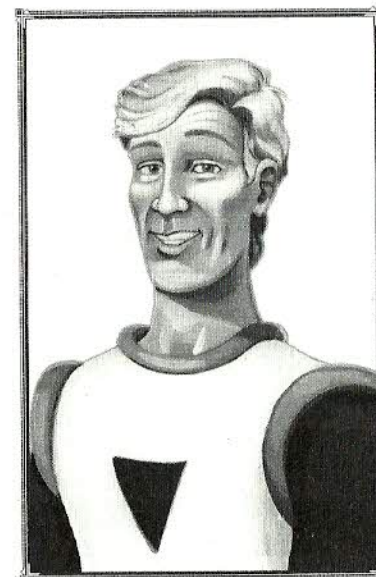
## **GAME CONTROLS**

Traditionally, Sierra has provided a controls icon to give players that oh-so-comforting illusion of control. Space Quest 6 offers a new concept in controls icons: we actually give you control. From the game controls you can do the following:

- \* Save a game
- \* Continue a saved game
- \* Find out about Space Quest 6
- \* Get help ON THE OTHER CONTROLS
- \* Switch to speech, text, or both
- \* Turn the scroller on or off
- \* Quit the game
- \* Adjust the speed, detail, or volume of the game
- \* Change the speed THAT the text messages clear

## **SCROLLING**

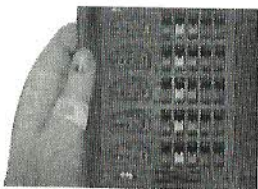
As you travel through the exciting worlds of Space Quest 6, you'll notice that when Roger walks off the edge of one screen, a new screen appears with Roger in it. Some screen shifts, however, are handled differently. In the Orion's Belt bar on Polysorbate LX, for example, when Roger walks to the edge of the screen, you will see him continue to walk as the background screen moves, or "scrolls," behind him. When SCROLLing is turned off, the screen will change in the usual way. If yours is a less powerful computer, you may find that switching off SCROLLing on the Control Panel will speed up the game.





## HOMING BEACON PUZZLE

Opening up the datacorder (and who doesn't have one by now) displays a grid of 5 squares. There are five subcircuit "plates" that can be moved from square to square. Each of the five subcircuit plates has a jumper that can be moved to any of five IRK settings—IRK1, IRK3, IRK5, IRK7, and IRK9—and a socket to accept any of five chips: the Spentium, the Dentium, the Repentium, the Fermentium, and the Dimtel. The squares that the plates fit into are called the Sensor Arrays A to E.



### PLAYER MUST:

- ① Figure out which plate goes into which Sensor Array square (A-E).
- ② Insert the correct chips into each plate's socket.
- ③ Assign the correct IRK jumper number to each plate.

PLATES	IRKS	SENSOR ARRAYS	CHIPS
Tachyon Transmitter	1	A	Dentium
Particle Shield	3	B	Repentium
Subspace Emitter	5	C	Fermentium
Recalibrating Fluctuator	7	D	Dimtel
Feedback Cutter-Off	9	E	Spentium

All five plates are needed to create the homing beacon. We know that the Feedback Cutter-Off and Tachyon Transmitter plates need to follow certain configuration rules explained herein. But some confusion about the remaining plates (Recalibrating Fluctuator, Subspace Emitter and Particle Shield) still exists.

Of these three, we know that:

- a. One must be placed at Sensor Array E
- b. One of the others must be set at IRK1
- c. The remaining one uses the Spentium chip

We do know for sure that:

- ① The Tachyon Transmitter should use the Dentium chip and should not be placed at Sensor Array C.
- ② The Particle Shield should not be placed at Sensor Array E.
- ③ The Subspace Emitter should not use IRK7.
- ④ The Recalibrating Fluctuator should be placed at Sensor Array A and be set to IRK9.
- ⑤ The Feedback Cutter-Off won't work with the Fermentium chip and should not go in Sensor Array B or C.
- ⑥ The plate that uses IRK3 also uses the Dimtel chip.
- ⑦ The plate in Sensor Array D must be set to IRK5.

### SOLUTION FOR HOMING BEACON IN SQ6 - THE SPINAL FRONTIER

Sensor Arrays	Plate	Chip	Irks
A	RF	SPN	9
B	TT	DEN	7
C	PS	FER	1
D	FC	REP	5
E	SE	DIM	3



**SPACE QUEST I - *The Sarien Encounter***

Originally Released-1986  
State-Of-The-Art-System-IBM PC  
XT (4Mhz); 256K memory; EGA

**SPACE QUEST II - *Vohaul's Revenge***

Originally Released-1987  
State-Of-The-Art-System-IBM PC  
XT (4Mhz); 256K memory; EGA

**SPACE QUEST III - *Pirates of Pestulon***

Originally Released-1989  
State-Of-The-Art-System-286 PC-  
Compatible; 1 meg memory;  
EGA; Hard Drive; Adlib Card

**SPACE QUEST IV - *Roger Wilco and the Time Rippers***

Originally Released-1991  
State-Of-The-Art-System-386 PC  
Compatible; 1Mg. memory; VGA  
CD-ROM Drive; DAC compatible  
soundcard

**SPACE QUEST V - *The Next Mutation***

Originally Released-1993  
State-Of-The-Art-System-386 PC  
Compatible; 1 Meg memory;  
VGA; 16-bit soundcard

**SPACE QUEST VI - *Roger Wilco in The Spinal Frontier***

Originally Released-1995  
State-Of-The-Art-System-486 PC  
Compatible; 8 Meg memory;  
SVGA; Dual Speed CD-ROM  
Drive; 16-bit soundcard

***Blasting onto your computer in  
late 1998...***



***Space Quest 7!***

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## COPY PROTECTION

### (Or, What Irritates You More Than Anything Else?)

You know about that pesky copy protection. It's what keeps those who haven't bought games from playing them. Or not. Anyway, in an effort to thwart pirates, copy protection has gotten pretty elaborate over the years.

The fact is, the best way to thwart pirates (at least, until they figure out a way to get around this too) is to put games on CD. Plus, CDs can accommodate a lot more code and graphics, which means better games. Would you have thought even five years ago that Sierra would ever be able to squeeze five Space Quest games on one disk?

Sure, we could have left off the copy protection. But we knew you wanted the whole Space Quest experience, which of course includes trying to find out how to get around the copy protection. We've included documentation-based protection for Space Quest I and Space Quest V. So enjoy this aspect of the Collection as you enjoy all the others, and as you key in those ridiculous codes, keep in mind that Space Quest has been vacuum-sealed for your protection.

#### SPACE QUEST I VGA COPY PROTECTION

The following charts are the copy protection for Space Quest I VGA.

**Arcada Planetary Reference Library Catalog:** Data Cards are filed and retrieved automatically by code sequence, not by alpha order. To request a data card, please enter the code sequence corresponding to the topic of your choice. There's a one buckazoid per day charge for overdue cards.

TOPIC	CODE SEQUENCE	TOPIC	CODE SEQUENCE
Asteroids	U	Orbits	HCE
Astral Bodies	H	Planetary Formations	ET
Binary Systems	==UT	Pulsars	HH
Black Holes	UH	Quadrants	UT
Constellations	UC	Quasars	ET
Galaxies	CH	Solar Flores	ET
Gravity	ET	Solar Systems	T
Magnetic	U	Fields Stars	HU
Meteors	THU	Van Allen Belts	TH
Moons	E	Warp Fields	CUU

## NAVIGATIONAL GRID CODES FOR SPACE QUEST I VGA

Per the recent contract provision enacted by the United Federation of Jargon Writers, the following code system is now mandatory "in order to facilitate droid-assist navigational system standardization." Use the following obscure codes when telling your droid where to go.

SECTOR	CODE	SECTOR	CODE
AA	HCE	BF	ET
BB	HU	BG	UC
CC	E	CH	CH
DD	==CE	CI	U
EE	U	DG	CH
FF	ET	EG	CU
GG	U	HA	ET
HH	UT	HD	HCE
II	HU	IB	U
AD	CE	IC	UT

During your interplanetary journeys, you'll save light years if you know the coordinates of your destinations. Please refer to the handy in-flight Planetary Coordinates Chart below.

ENGLISH	GERMAN	FRENCH
Thrakus . . . . . #53284	Thrakus . . . . . #53284	Thrakus . . . . . #53284
K U . . . . . #20011	Kiz Urazgubi . . . . . #20011	K U . . . . . #20011
Lukaszuk II . . . . . #91001	Inkubus . . . . . #91001	Lukaszuk II . . . . . #91001
Gingivitis . . . . . #81100	Kokoloros . . . . . #81100	Gingivitis . . . . . #81100
Monostadt VII . . . #54671	Furunkel IV . . . . . #54671	Monostadt VII . . . #54671
Klorox . . . . . #90210	Ohmo II . . . . . #90210	Omo II . . . . . #90210
Gangularis . . . . . #71552	Influenzaris . . . . . #71552	Gangularis . . . . . #71552
Commodore LXIV . #01015	Ratzbaut LXIV . . . #01015	Commodore LXIV . #01015
Spacebar . . . . . #69869	Allibar . . . . . #69869	Bar de L'Space . . #69869
Peezy . . . . . #92767	Limburgis . . . . . #92767	Peezy . . . . . #92767
Spittoonie . . . . . #44091	Saliva . . . . . #44091	Spittoonie . . . . . #44091

## Space Quest VI Copy Protection

# Space Quest VI Copy Protection

Zero

IA

IA		IIA										Zero	
1	H											2	He
Hydrogen												Helium	
3	Li	4	Be									9	F
Lithium		Beryllium										Fluorine	
11	Na	12	Mg									16	S
Sodium		Magnesium										Sulfur	
19	K	20	Ca									33	As
Potassium		Calcium										Arsenic	
37	Rb	38	Sr	39	Y								
Rubidium		Strontium		Yttrium									
55	Cs	56	Ba	57	*La								
Cesium		Barium		Lanthanum									
87	Fr	88	Ra	89	#Ac								
Francium		Radium		Actinium									

\*57-71: LANTHANIDE SERIES

58	Ce	59	Pr	60	Nd	61	Pm	62	Sm	63	Eu	64	Gd	65	Tb	66	Dy	67	Ho	68	Er	69	Tm	70	Yb	71	Lu
Cerium		Praseodymium		Neodymium		Promethium		Samarium		Europium		Gadolinium		Terbium		Dysprosium		Holmium		Erbium		Thulium		Ytterbium		Lutetium	

#89-103: ACTINIDE SERIES

90	Th	91	Pa	92	U	93	Np	94	Pu	95	Am	96	Cm	97	Bk	98	Cf	99	Es	100	Fm	101	Md	102	No	103	Lw
Thorium		Protactinium		Uranium		Neptunium		Plutonium		Americium		Curium		Berkelium		Californium		Einsteinium		Fermium		Mendelevium		Nobelium		Lawrencium	



## WARRANTY

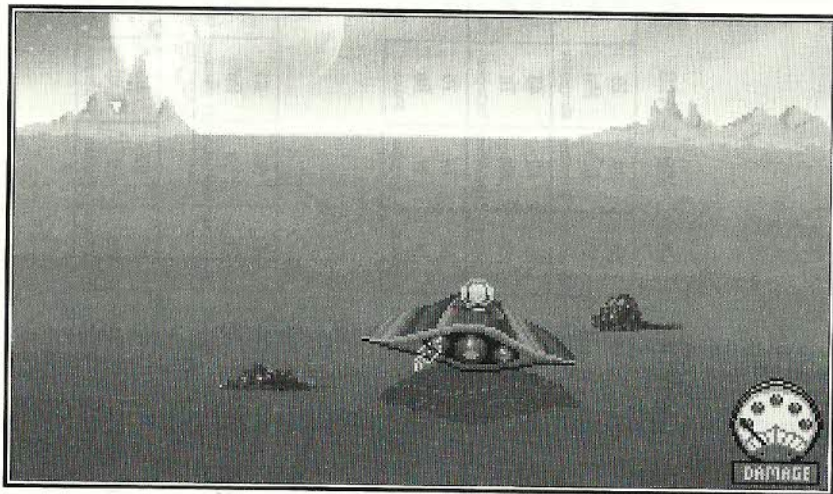
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Lori Lucia  
Cyndi Wharton and..

to all the Space Quest  
veterans, both convicted and acquitted,  
whose contributions have made the series possible.

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Narrator ..... Gary Owens  
Roger Wilco ..... William Hall  
Stellar Santiago ..... Carol Bach & Rita  
Sharpei ..... Lucille Bliss  
Doctor Beleaux ..... Roger Jackson  
Commander Kielbasa ..... Denny Delk  
Djurkwhad ..... Joe Paulino  
Manuel Auxveride ..... Joe Paulino  
Dorff ..... Doug Boyd  
Endodroid ..... Tom Chantler  
Blaine Rohmer ..... Jarion Monroe  
Pa Conshohocken ..... Charles Martinet  
Elmo Pug ..... Doug Boyd  
Fester Blatz ..... Jarion Monroe  
Circuit Sydney ..... Doug Boyd  
Sysinny ..... Carol Bach & Rita  
Singent Flembukit ..... Tom Chantler  
Nigel Rancid ..... Tom Chantler  
Ray Trace ..... Charles Martinet  
PiTooie ..... Charles Martinet  
Hotel Manager ..... Roger Jackson  
Jebba the Hop ..... Denny Delk  
Waitron ..... Lucille Bliss  
Director ..... Joe Paulino  
Intro voice over ..... Roger Jackson

# NOTES

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**Lines open 24 hrs, 365 days a year**, using our automated technical support attendant. This system includes answers to all commonly posed questions and problems with our new and major titles. It is set up in a friendly and easy to use menu system that you navigate through using a touch tone telephone. This service will also allow

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2: A, B, C	3: D, E, F	4: G, H, I	5: J, K, L	6: M, N, O	7: P, R, S	8: T, U, V	9: W, X, Y	0: Q, Z
---------------	---------------	---------------	---------------	---------------	---------------	---------------	---------------	------------

Before you call our technical support lines, please check that you have read the Readme file included on the game disk #1. You may well find a very quick answer to the problem that you are facing as these files contain answers to most common problems. If the answer is not here, make sure you have precise details of any error message that you receive, and details regarding the specifications of your computer before you call us, as this will help us in giving you a faster and more efficient service.

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### **CUC Software International Ltd**

*Customer Services / Mail Order / Tech Support Department*  
2 Beacontree Plaza Gillette Way  
Reading • Berkshire  
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