

Space Quest II: Vohaul's Revenge

Sludge Vohaul, the mad scientist you stopped from destroying an entire planet in *Space Quest I*, has come up with an insidiously original means of wreaking revenge—by scattering thousands of obnoxious, door-to-door insurance salesmen across Xenon, your home planet. And since he took your previous deeds so personally, he's out to get you too. As Roger Wilco, you'll be captured almost immediately and sent to a prison planet to work in the mines. From there you'll (hopefully) escape and eventually make your way to Vohaul's asteroid fortress. Besides Sierra's clever logical puzzles, you'll find several arcade-style challenges (none too tricky) and plenty of the off-the-wall humor for which the *Space Quest* series is so well-known. The artwork, parser and other elements are top-notch, though the program was produced with Sierra's previous game system, so it lacks the double-resolution graphics and complex musical scores of those that followed *King's Quest IV*.



Type: Animated Adventure

Skill Level: Intermediate

Systems: IBM (256K), Amiga, IIGS, Apple (128K), Macintosh, ST

Company: Sierra On-Line

The Solution

This solution starts at the crash site on the planet, since the first part of the game is automated. Some words are to be typed in; other orders are conducted via stick, mouse or keyboard.

Crash Site and Deep Forest

Walk to hovercraft. Look in hovercraft. Push button. Walk to guard. Tfbdsi hvbse. Hfu lfzdbse. N. E. Walk to creature. Untie rope. W. W. Get spore. N. Move through roots maze without touching them. Get berries. Return to clearing.

Clearing

E. W. (Upper Passage) When aerial attack occurs, hide behind bush and wait for enemy to leave. Walk to mailbox. Qvu gpsn jn nbjmcpy. Get whistle. E.

Woods and the Cave

E. (Upper Passage) Svc cfssjft on vojgpsn. E. Walk to deep spot (center-right, towards top; you'll be swimming). Ipme csfbui. D. W. U (into cave). Get gem. Enter pool. Ipme csfbui. E. U. E. E. Climb tree. E. E. (You get caught in snare.) Wait till you pass out. Wait.

The Oaf's Camp

Talk to oaf (twice). Wait for him to move beside cage door. Throw tqpsf at oaf. Get key. Unlock cage. Open door. Get rope. N. W. W. (Stay close to bottom of screen to avoid getting shot.) [Save] Climb on log. Tie rope to log. Climb rope.

Chasm, on Rope

Move to end of rope. Swing on rope. Wait till you have good

momentum, then Let go as you swing toward left side. W. Enter darkness. Hold gem. W. (You will fall.)

Bottom of Chasm

Get gem. Follow pink guys (S). Listen to chief. Say the word. [Save] Enter hole.

The Maze

Put hfn in npvui. Follow map to exit the maze, avoiding part marked "Avoid." E. N (take right exit). E. (Stay in water.) Cmpx xijtumf. Wait for beast. Get out of water when beast is at opposite side of screen. Throw qvaamf at beast. Walk to hole in rock. Get rock.

Base of Tower

If you have the keycard: Sneak under platform (hide behind

bushes, etc., when guard goes right after stopping). Throw rock. (If you didn't get keycard earlier: Throw spdl at guard with supporter. Walk to guard. Tfbsdi hvbse. Hfu lfzdbse.) Walk to elevator. Take elevator to top of pad.

Top of Tower

Move behind shuttle. Open door. Push power button. Set dial to WBD. Push thruster button. Pull throttle. Wait till you leave the atmosphere. Set dial to IBD. Push throttle. Wait for Vohaul to contact you. Wait to enter Fortress.

Dock

(If a waxer approaches at any time in the Fortress, turn around, leave the level and return.) Wait to land. E. Foufs fmfwbups. Look. Push three. Wait. Exit elevator. E. (3). Push button. Enter closet. Look.

Get plunger. Get out. E (3). Enter elevator. Push four.

Level Four

W (2). Push button. Enter closet. Look. Get cutter. Leave closet. W. Go to door on left. Push button. N. Walk to third stall. Open door. Enter stall. Hfu upjmfu qbqfs. Exit stall. S. W (3). Enter elevator. Push five.

Level Five

E (3). Push button. Enter closet. Look. Get basket. Get overalls. Get lighter. Put paper in basket. W (3). Enter elevator. Push one. W. S.

South Tube and the Wallbots

Walk down stairs. W. (Barrier appears.) E. (Barrier appears.) Wait till floor opens uisff-rvbsufst of the way, revealing acid pit, then stick qmvoahfs to barrier. Wait for

floor to close. Let go. Drop basket. Cvso qbqfs (must be in basket). Wait for sprinklers to start. E. E.

Vohaul's Chamber

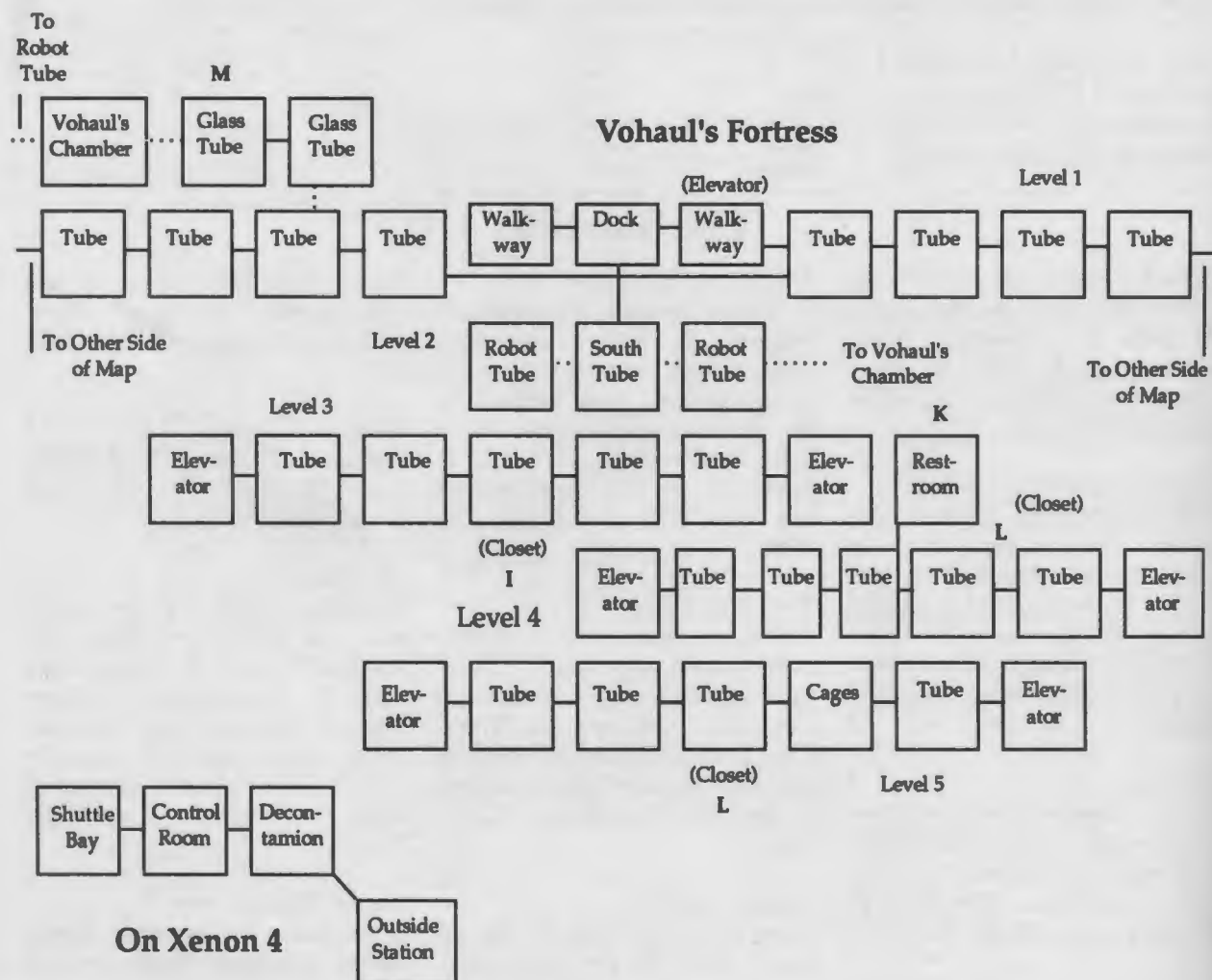
Climb stairs. (You get zapped.) Dvu hmbtt. Walk to vent. Enter vent. Push button. Exit vent. W. Walk to switch. Pull switch. Type fombshf. E. Enter glass. Tfbsdi Vohaul. Look at screen. Type TTTS (aborts salesman launch.) Return to normal view.

Glass Tube

Look at box. Open box. Wear nbtI. E. S. W (2). Type "push button" but don't press enter yet. W. Move to button and press enter. E. (Robot will follow.) E (5). (Robot stops following.) Return to shuttle tube. Get in pod. Push button. Wait

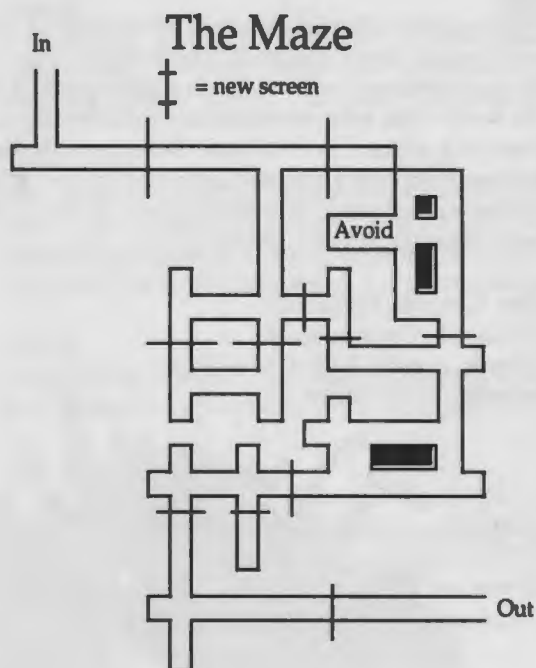
Pod

Look. Walk to chamber. Open chamber. Get in chamber.

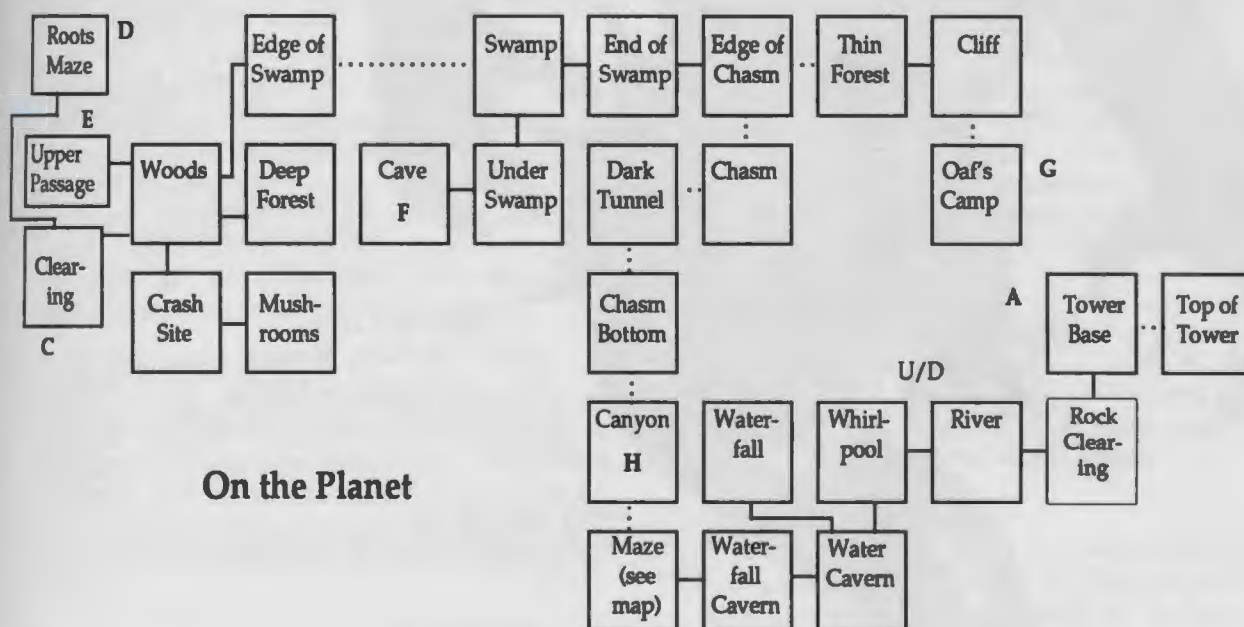


Map Key: Space Quest II

- A: Keycard
- B: Creature. rope
- C: Spore
- D: Berries
- E: Mailbox, whistle
- F: Gem
- G: Key, rope
- H: Chief
- I: Plunger
- J: Glass cutter
- K: Toilet paper
- L: Basket, overalls, lighter
- M: Mask



On the Planet



The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)