

# SPACE QUEST IV

## ROGER WILCO AND THE TIME RIPPERS

**Type:** Science Fiction/Comedy Animated Adventure

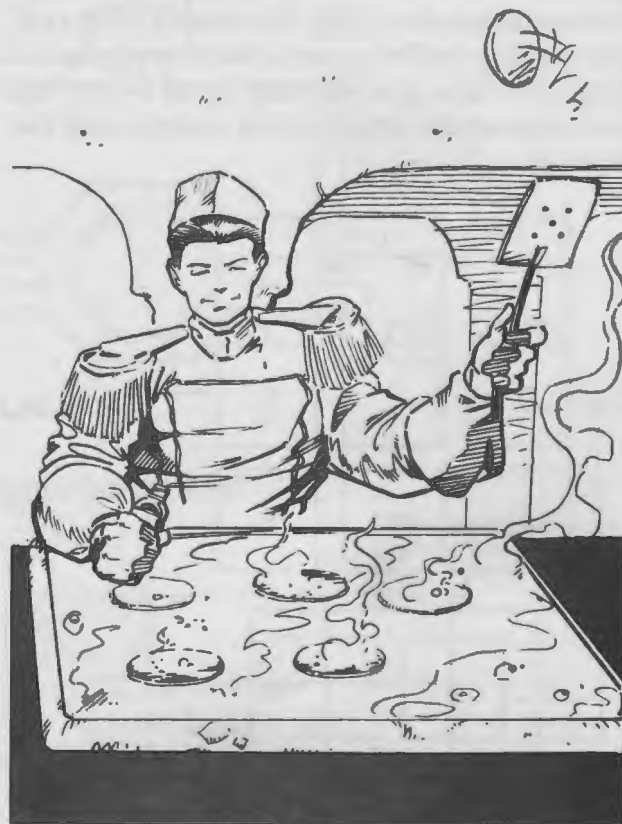
**Difficulty:** Intermediate

**Systems:** Amiga (one megabyte), MSDOS (640K, 286 performance & hard disk required, mouse or joystick recommended; 256-color VGA/MCGA, EGA, CGA, Tandy 16-color; Ad Lib, Roland, Sound Blaster, PS/1, Game Blaster)

**Company:** Sierra

Once again Roger Wilco is rocketing through space, but in this quest he also travels through time. The story commences with a lengthy cinematic-style introduction that shows some of Vohaul Sludge's henchmen abducting Roger outside a bar. Vohaul, who managed to escape death in *Space Quest III*, is preparing to exact his revenge, when suddenly a pair of time travellers rescue Roger. Sent flying through a "rip in time," he finds himself in *Space Quest XII: Vohaul's Revenge II*, where discovery of a time machine permits him to hop between several

more installments in the series, always one step ahead of the Sequel Police who are out to nail him. It's a hilarious parody of sequels and science fiction that employs Sierra's first scrolling graphics. Instead of seeing the current picture replaced with a fresh one when Roger moves from some locations to adjacent ones, you witness a smooth transition that gives the same effect as a movie camera pan. *Space Quest IV* also benefits from Sierra's new "cinemagraphics" presentation style, offering scanned-in, hand-drawn background art and the smoothest animation ever. The *King's Quest V* "all icons" interface was effectively harnessed for the second time, and clearly points the way to the future of animated adventuring. This game was also Sierra's first that detects and allows you to use extra memory in an IBM-compatible. Puzzles are just hard enough for a veteran, but not too difficult for novices. Recommended.



### Walkthrough

#### Xenon

If at any time the cyborg enters the room, leave before he notices you; return by a different route. W.

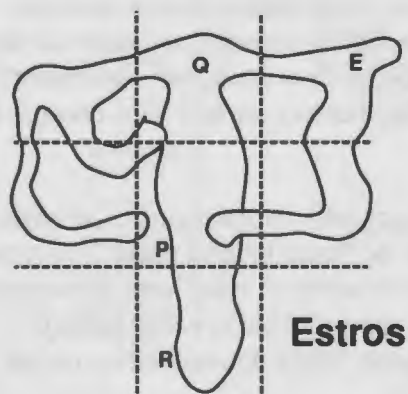
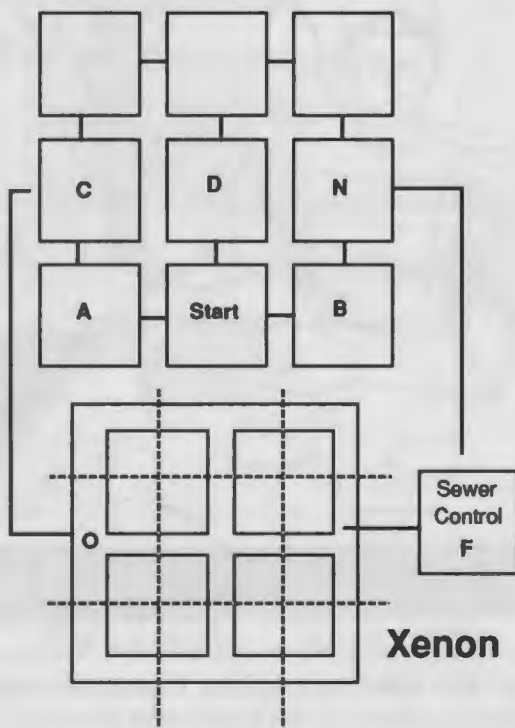
Examine car. Open glove compartment. Get terminal. E E. Get rope. N. Stand behind pillar. Use rope on ground. Wait for rabbit to enter loop, then grab rabbit. Examine rabbit. Get battery. Put battery in terminal. Open grate. (Only one of the two on the screen will open.)

## Sewer

Get jar (acid). Lift blotter. Open hatch. Enter hatch. **W S**. Before you leave the screen, green slime will ooze out of the vent. Wait until it's close, then use the **j17** on it. Continue **S** before it eats you. **W**. Use ladder. Exit sewer. **E**. Enter **l1n83ng g217**.

## Vohaul's Fortress

**W**. Use time pod before the guards notice you. Write down the symbols on the display: these are the coordinates for Xenon. Press any sequence of six buttons followed by **[Enter]**. If it doesn't work, or if you wind up on Ortega, try another sequence. After a few tries, you will wind up on Estros. Press the button on the left side of the cockpit to exit the time pod.



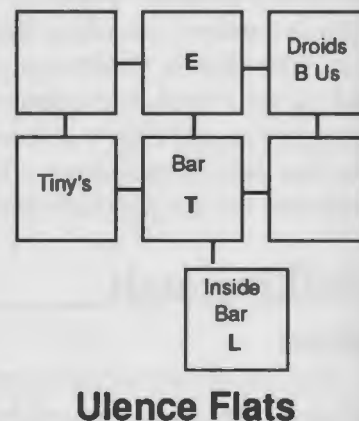
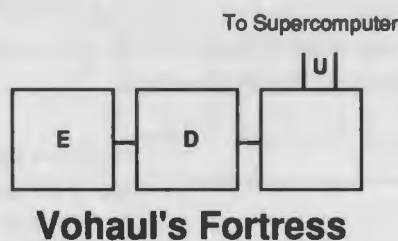
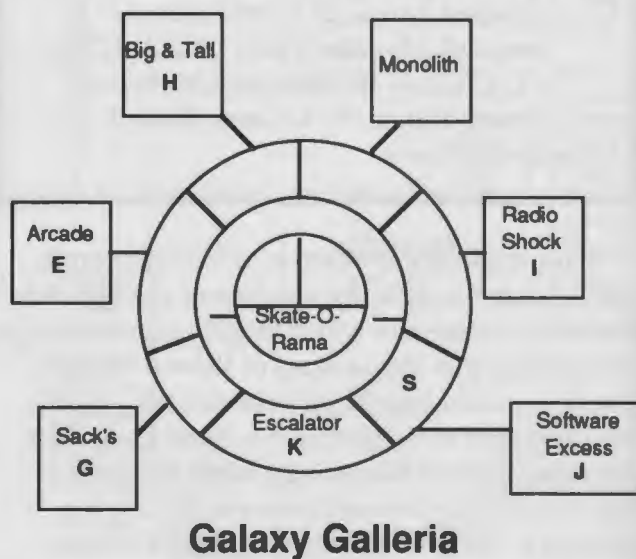
## Estros

You can't get any farther until the inhabitants notice you. Going **W S N E S** should be enough to make the pterodactyl take you back to its nest. If not, wander around until it does. Once there, search guard. Exit via gap in southeast wall. Enter submarine.

## Sea Slug

As soon as your hand has been released, press the button on the armrest. (If you don't have a mouse, you may need to slow down the animation speed in order to move the cursor there in time.) Grab oxygen tank. Throw it into the slug's mouth.

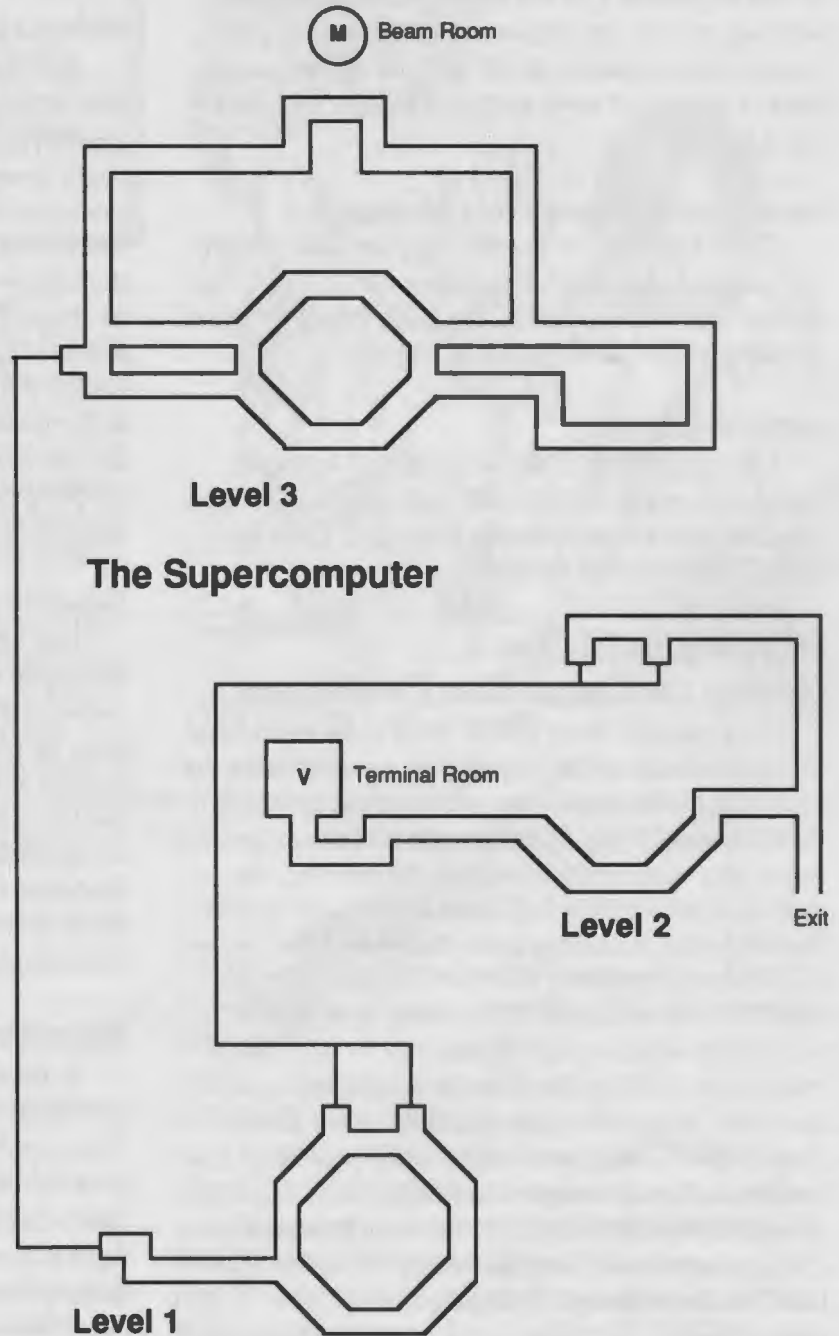
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## Map Key

The areas marked with dotted lines on maps of Xenon and Estros indicate borders of individual locations.

- A Wrecked car, PocketPal Portable Terminal
- B Rope
- C Tank, unstable ordnance
- D Shuttle
- E Time pod
- F Glass jar
- G Dress
- H New boots & trousers
- I PocketPal adaptor plug
- J *Space Quest IV* hint book
- K ATM card, cigar
- L Matchbook
- M Diskette
- N Loose grate
- O Ladder
- P Latex Babes of Estros
- Q Pterodactyl
- R Submarine
- S Automatic teller machine
- T Bikes
- U Invisible beams, keypad
- V Programming screen



## Galaxy Galleria

Get cashcard. Go to ATM. Use card in machine. (It won't work, but you have to try.) Go to Big & Tall. Talk to clerk. Give money to clerk. Go to Monolith Burger.

## Monolith Burger

Talk to clerk (twice). Accept job. Choose the arcade sequence. Use the keyboard to play; by pressing return, up, return, right repeatedly, you should be able to earn about \$20-\$30 before you're fired. If you don't have a total of \$65, go back and try again.

## Using the Automatic Teller Machine

Go to Sack's. Talk to clerk. Give **m4n26** to clerk. Go to the escalators. Pick up cigar. Go to ATM. Put card in ATM. Clean house. Go back to Sack's. Enter dressing room. Go to Software Excess.

## Software Excess

Use bargain bin. Use the hand icon to move games around in the bin until you uncover the *Space Quest IV* hint book. Examine it. Keep it. Click on DONE. Give money to clerk.

## Escaping the Mall and Getting the Ulence Flats Coordinates

Go to arcade. Save game. Walk to far right-hand corner. As soon as the Sequel Police arrive, leave via right exit. Go to escalator room. To avoid the laser shots, keep moving. Don't just stand on the conveyor belt; walk in the direction it's moving. As soon as you're off the belt, turn around and get on the belt going in the opposite direction. Enter Skate-O-Rama, still avoiding the lasers. **9w3m 5p** to the **84m2**. When the Sequel Police have both fired at you and gone spinning off into the distance, **f141t b1ck** to the **f1447**, go back to the arcade and steal the time pod. Write down the symbols on the display: they are the coordinates for the Galaxy Galleria. Use hint book. Reveal answers to the question about the time pods for the first half of the coordinates of Ulence Flats. Open the **g5m w71pp27** for the other half. Punch in these coordinates and press **[Enter]**.

## Ulence Flats and the Bikers

Exit pod. S. Enter bar. Talk to aliens. When they throw you out, kick their bikes. Whenever a biker tries to run you down (from this point until you leave Ulence Flats), jump aside immediately before impact. Do not jump too soon. Go back to the bar. Get matchbook. Go to time pod. Enter the coordinates for Xenon. Press **[Enter]**.

## Vohaul's Fortress (Again)

Exit pod. E. E. Use **1c38** on lock. Enter tunnel. Use **m1tch29** on **c3g17**. **B14w 9m4k2 84wn t5nn2l**. Use keypad. Entering three-digit numbers (you can begin them with 0) will cause the beams to rotate clockwise by the number of degrees you indicate. Each row controls a different pair of beams. Make the beams vertical. N. Examine socket. Remember its shape. Go back to the time pod. Enter the coordinates for Galaxy Galleria. Go to Radio Shock. Buy Pocket Pal adaptor plug (under Electronic Gadgets in the menu.) Choose the shape that matches the sockets in the supercomputer. Plug it into terminal. Go back to the time pod, and from there back to the supercomputer.

## Supercomputer

Use hint book. Read answers to question about the supercomputer. Go to terminal room, avoiding the security droids. If necessary, check their positions by plugging your terminal into any of the sockets along the way. Once in the terminal room, use the combination from the hint book to gain access to the screen. Drag the security droid icon to the toilet. Drag the brain icon to the toilet. Go to the beam room. On the way over, plug your terminal into one of the sockets.

## Beam Room

In the fight scene here, you have some control over your actions with the arrow keys. However, you don't seem to have much control over the outcome. Just advance whenever Roger Jr. does, and you won't fall off the edge. When the fight is over, go down the ladder. Put disk in drive. Disk upload. Beam upload. Select Roger. Beam download.

Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	=	a	6	=	y
2	=	e	7	=	r
3	=	i	8	=	d
4	=	o	9	=	s
5	=	u			