

The Adventures of *Roger Wilco* in



>>SPACE PIKTON<<

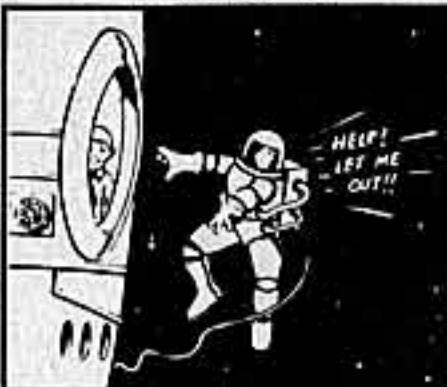
APPROVED
BY THE
INTERGALACTIC
COMIX
CODE
AUTHORITY

5 BUCKAZOIDS



VOHAUL'S REVENGE

PROPEL YOUR VOICE!



Into compartments, under your sleep chamber, through outer space! Make aliens talk and other great tricks! Fools the whole gang! This tiny instrument fits in mouth completely out of sight. Do amazing terror beast and swamp creature imitations easily! It's a humdinger! Comes with complete instructions. Kit 3 buckazoids

FAKE SPACE BARF

Looks and smells like the genuine thing! Gross out teachers, stewardesses, and waitresses! A great gag for all occasions. A variety of flavors, including pizza, meat loaf, and orange Twang (the dwink that went to the moon).

Postpaid . . . 7 buckazoids

NUCLEAR EXPLOSIVE CIGAR LOADS!



Box, postpaid 5 buckazoids

2001 THINGS YOU CAN GET FOR FREE!

(COMPLETE LIST FOR ONLY 2 BUCKAZOIDS)

Available free by transmitting to different manufacturers, organizations, associations, etc. List tells you where to get BIG BUCKAZOIDS worth of free samples, gifts, foreign coins, maps, etc. Also tells you how to write a "2001 Things You Can Get for Free" ad that you can



Ask for FREE THINGS 2 buckazoids



ANTAREAN SLIME DEVIL

IRK YOUR PARENTS!

Wear on your lapel!

are very affectionate and will leave only a minimal amount of droppings. Pour sodium crystals on them and watch them implode! Their acidic entrails will burn through anything. Outstanding educational and scientific value. Great for young naturalists. Antarean Slime Devils, 1 pair 6 buckazoids

INCREDIBLE SHRINKING TABLETS!!

Amazing scientific principle! Simply mix these flavorful little tablets in your friends soda pop and watch as they shrink down to practically nothing! Make your friends eat out of your hand. You can squash them, trap them in jars, etc. Perform magic tricks. Stage wrestling matches between your shrunken buddies and your pet mice. You can even make the neighborhood bully look up to you --

ORDER NOW!!

REALLY WORKS!

One package of 12 8 buckazoids



DEATH RAY SPECS!

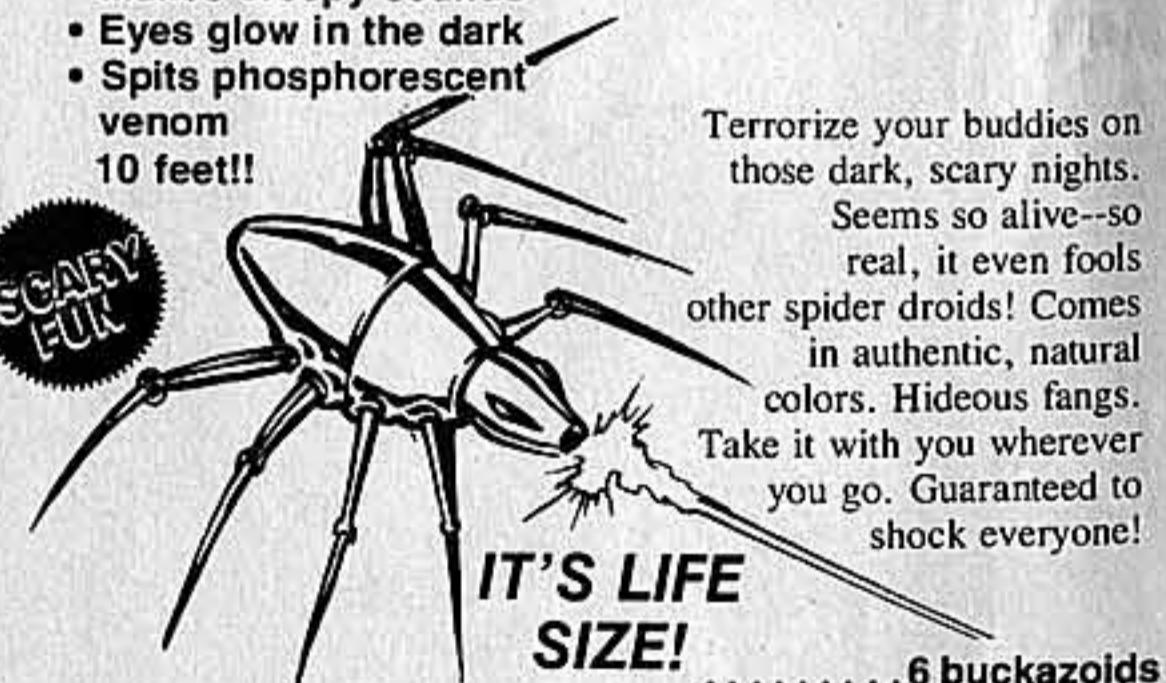


Death ray specs dissolve skin and bones, disintegrate clothes, even pulverizes punks. The girls will never trust you with these, but let them look for themselves...watch them evaporate their boyfriends! A great way to "break-up" relationships. Amaze your friends...scare the living daylights out of your enemies! Regular size glasses with built-in laser device.

One size fits all 3 buckazoids

BLOOD CURDLING SPIDER DROID

- Climbs, crawls, dances, taunts you in mid-air
- Makes creepy sounds
- Eyes glow in the dark
- Spits phosphorescent venom 10 feet!!



Terrorize your buddies on those dark, scary nights. Seems so alive--so real, it even fools other spider droids! Comes in authentic, natural colors. Hideous fangs. Take it with you wherever you go. Guaranteed to shock everyone!

----- SUPER SPEEDY ORDER FORM -----

MAIL TO: JIPPAZOID NOVELTY CO.
UBESUCKA WEBEE6 HOHOHO

Name _____
Address _____
Planet _____ Galaxy _____

NO C.O.D.'S EVER!!

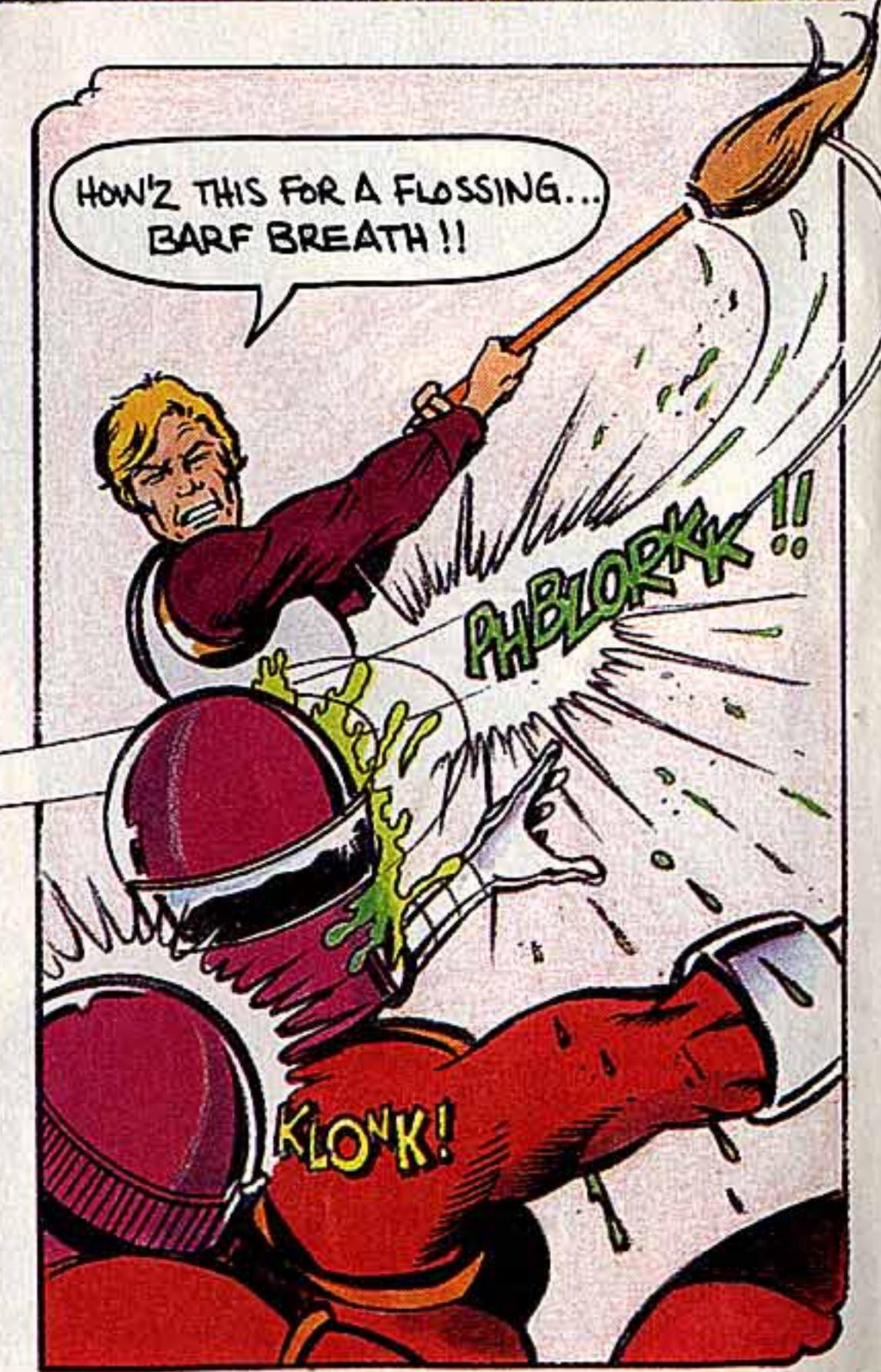
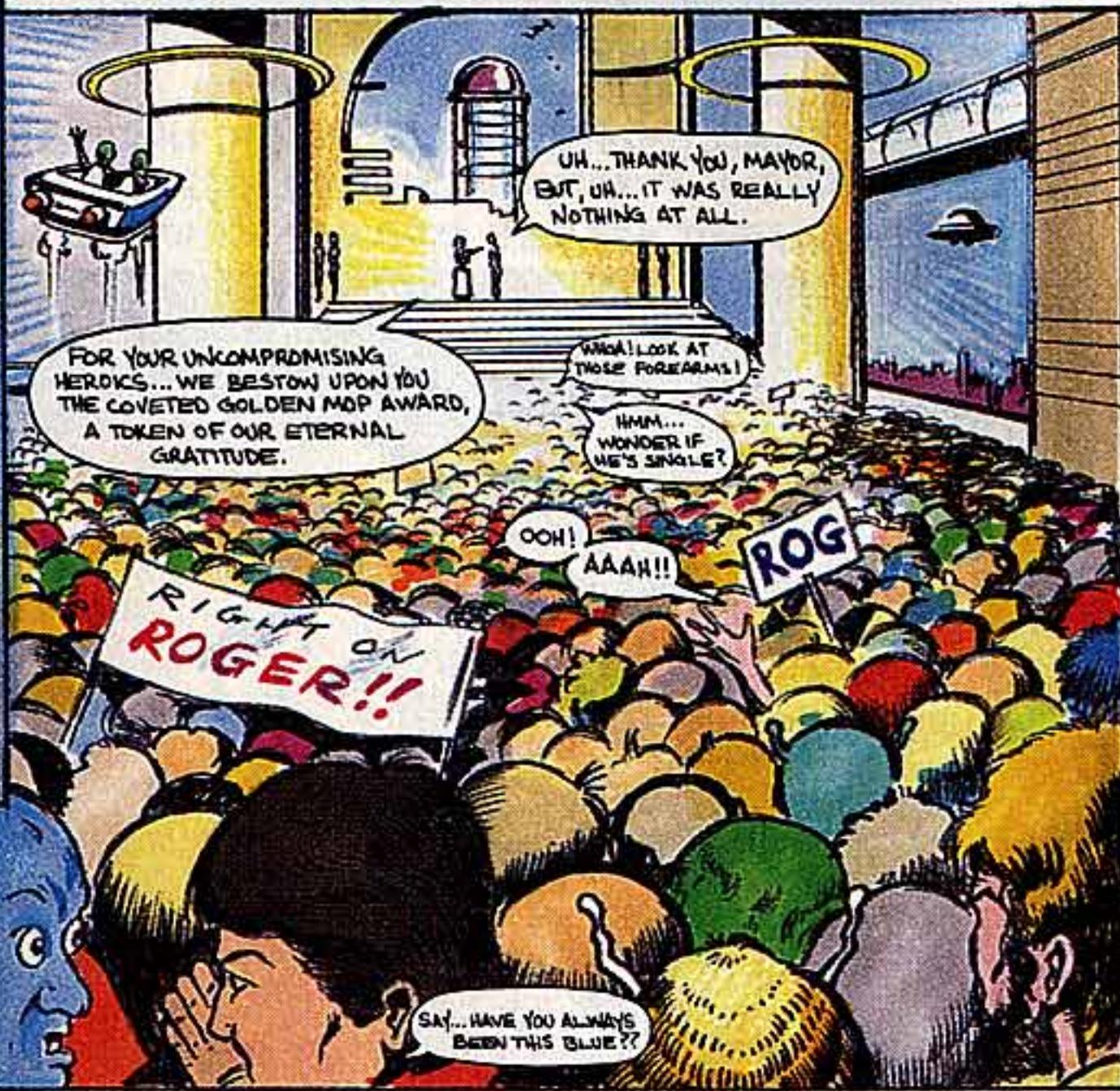
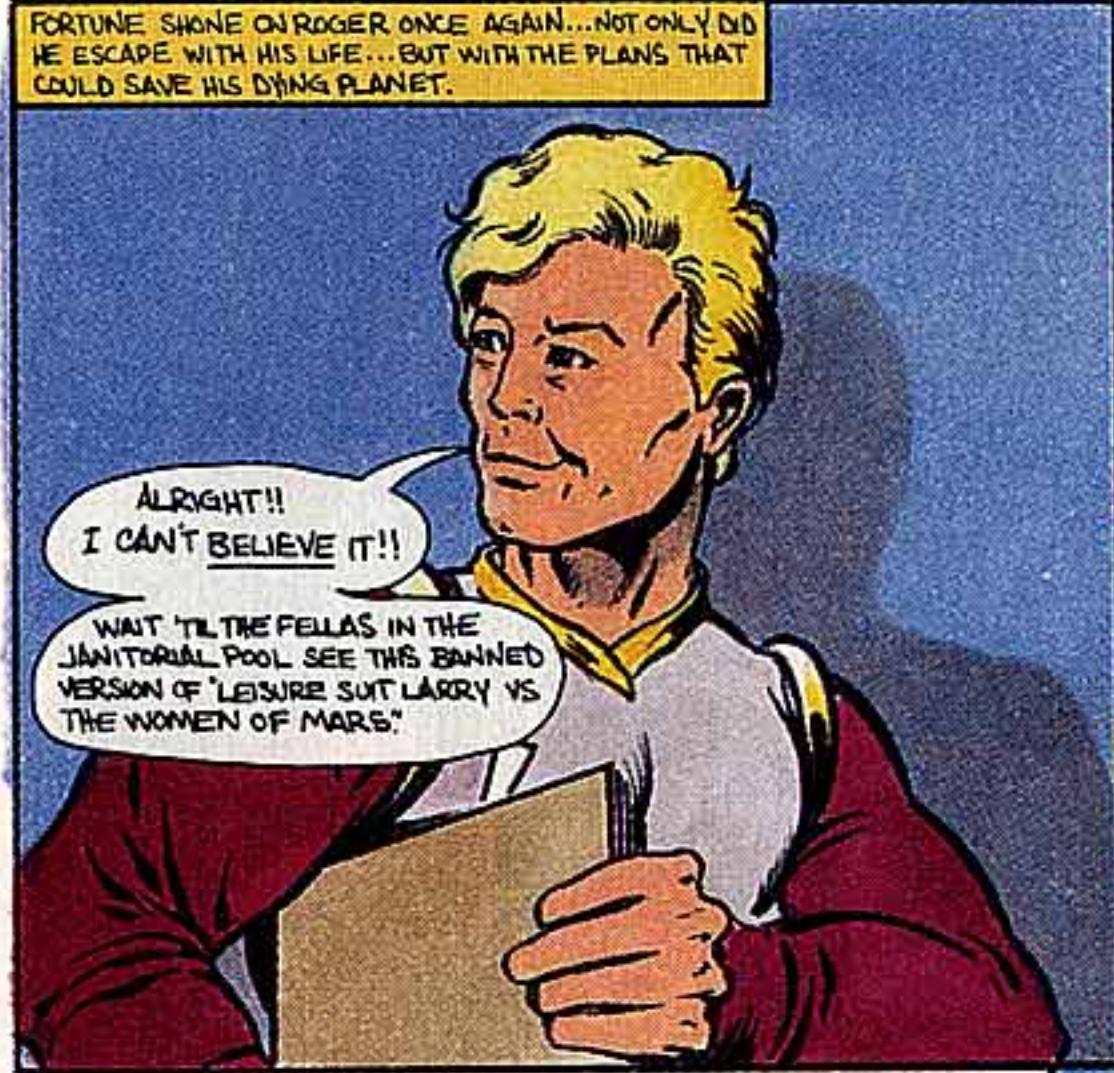
How Many	Number or Name	Price Each	Total
_____	_____	_____	_____

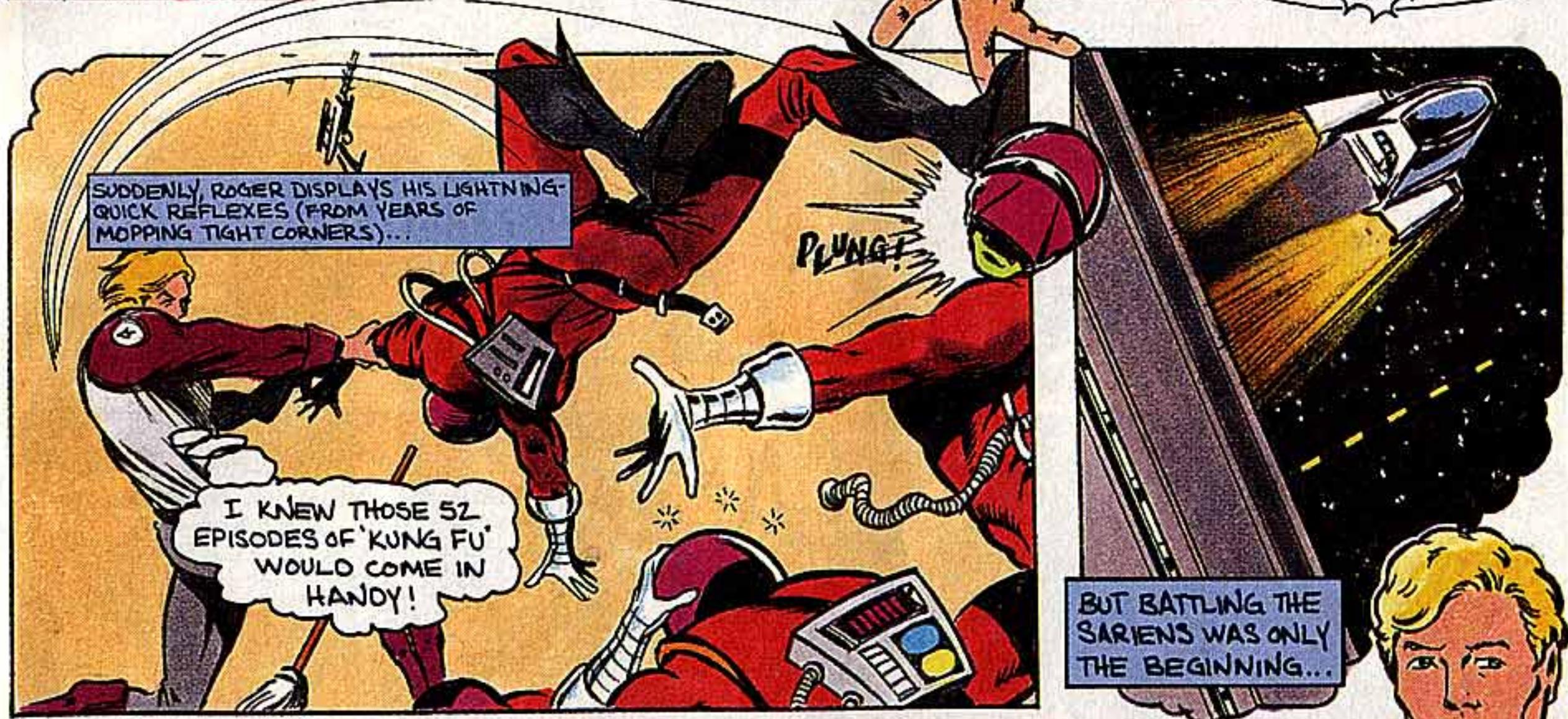
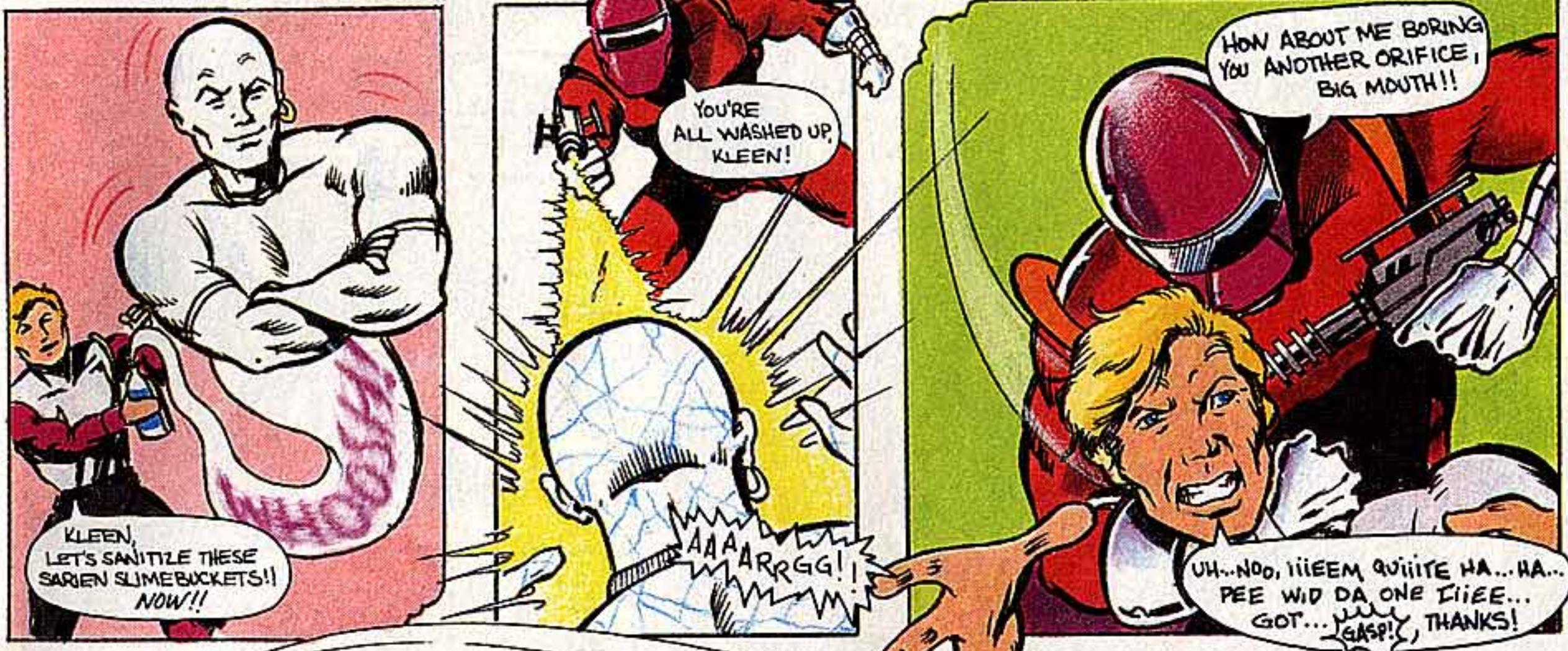
PLEASE ALLOW 4 TO 6 WEEKS FOR DELIVERY. IF MERCHANDISE NOT RECEIVED WITHIN ALLOTTED TIME, PLEASE SEND ADDITIONAL 25 BUCKAZOIDS PER ORDER TO INSURE SAFE DELIVERY. NOTHING GUARANTEED!

AS YOU RECALL FROM OUR LAST EPISODE,
OUR HERO, SANITATION ENGINEER ROGER WILCO HAD FOILED
THE DASTARDLY PLANS OF THE EVIL SARIENS BY
DESTROYING THE SECRET STAR GENERATOR...



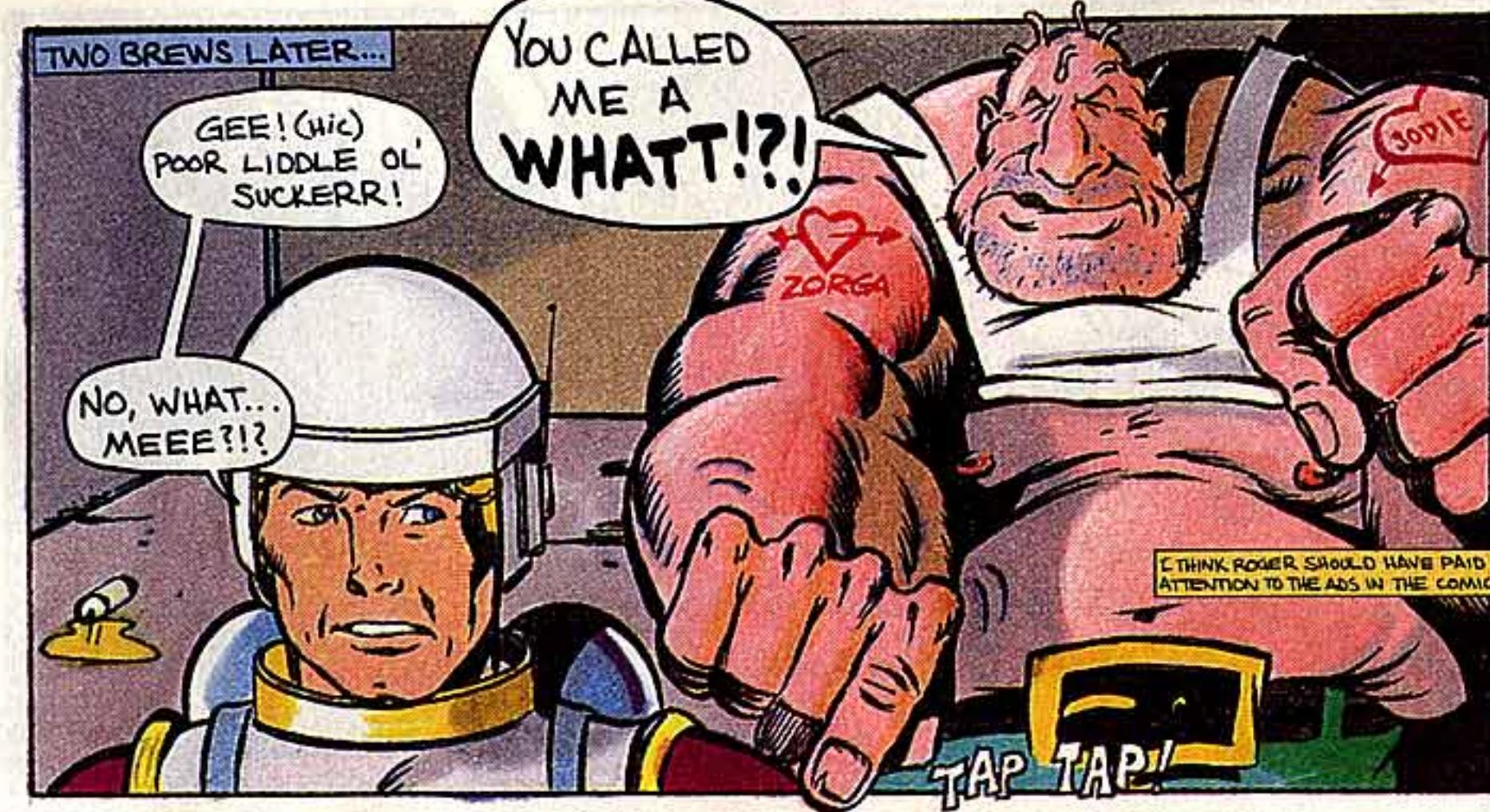
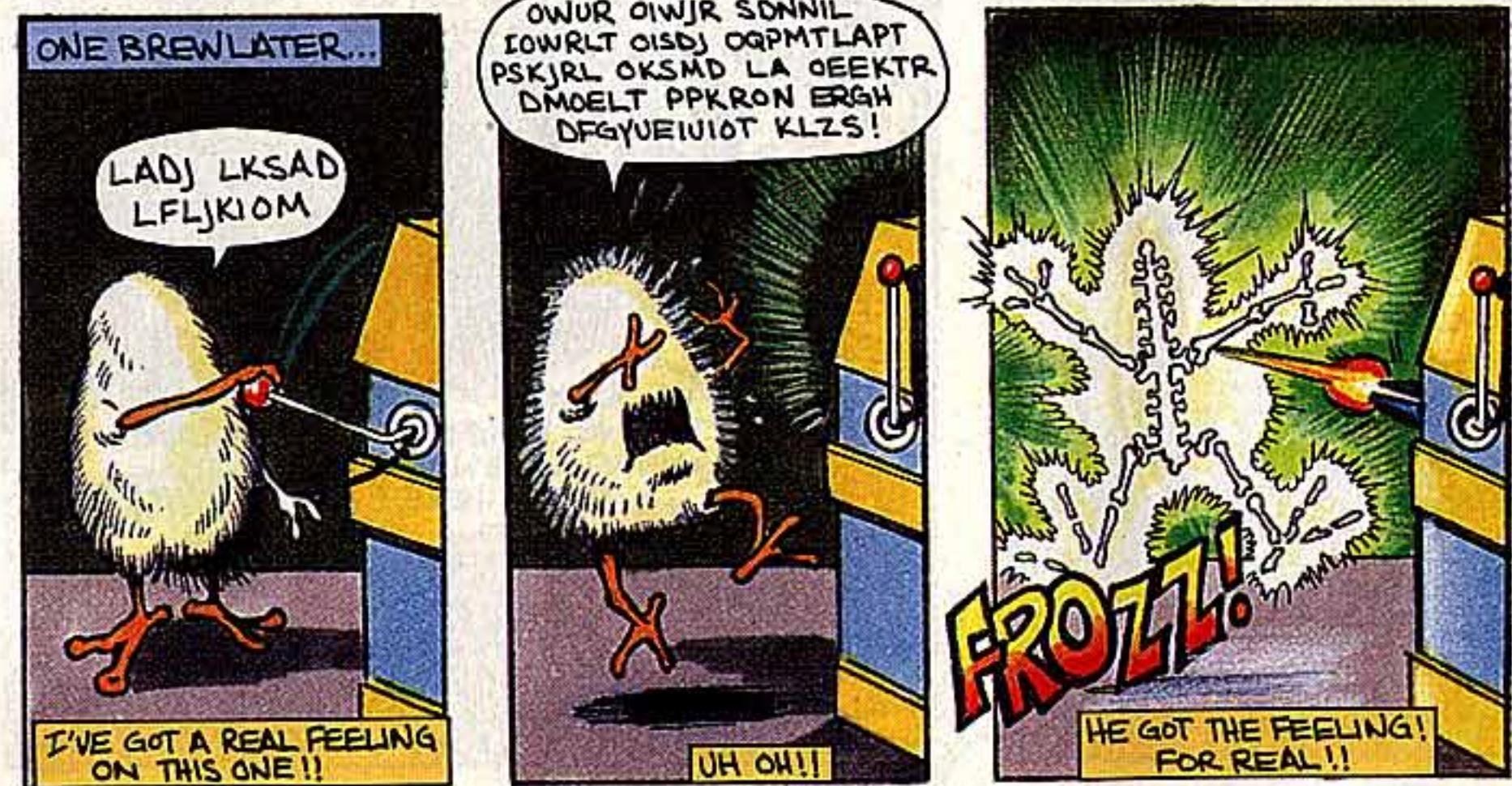
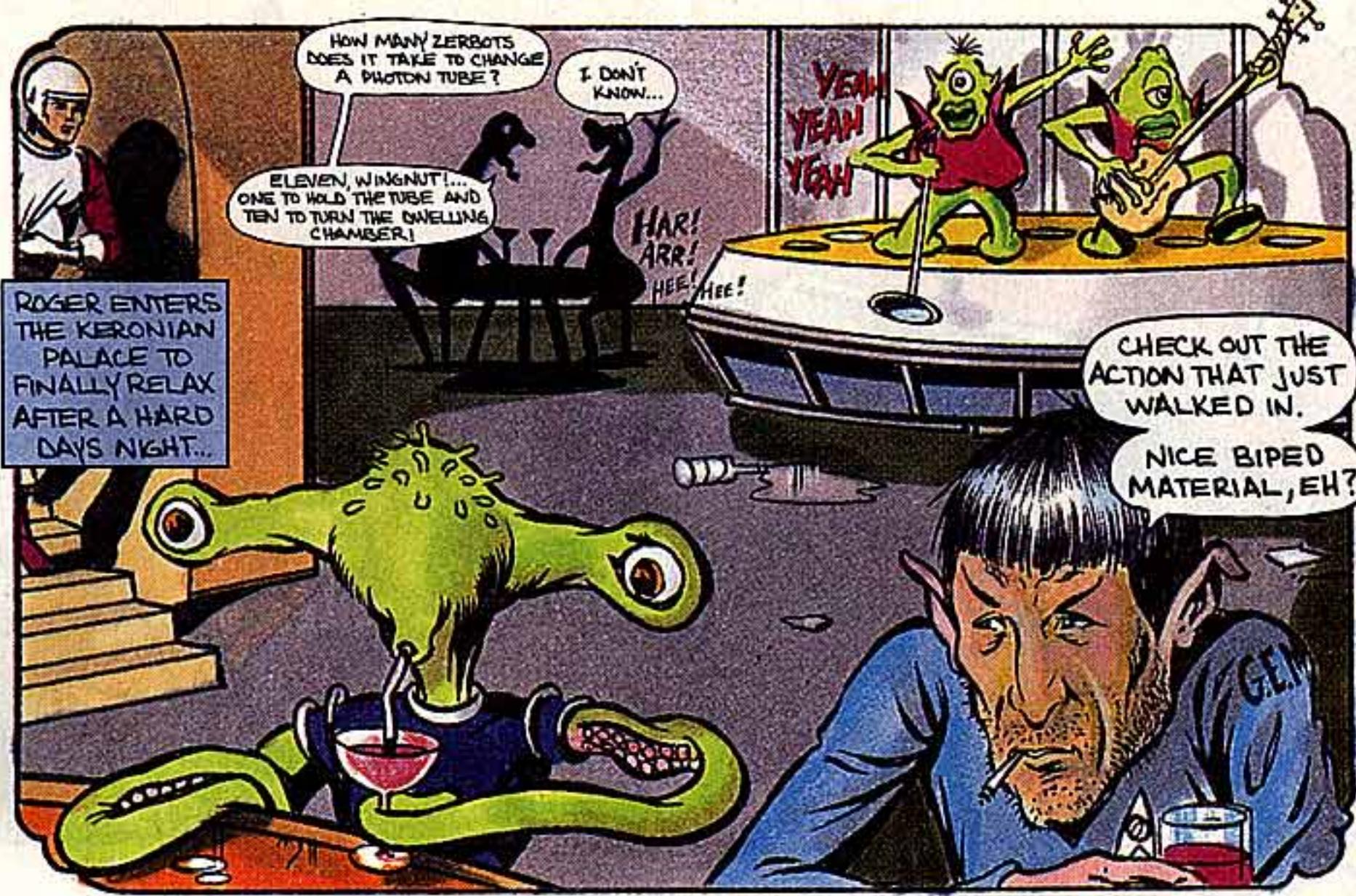
FORTUNE SHONE ON ROGER ONCE AGAIN... NOT ONLY DID HE ESCAPE WITH HIS LIFE... BUT WITH THE PLANS THAT COULD SAVE HIS DYING PLANET.

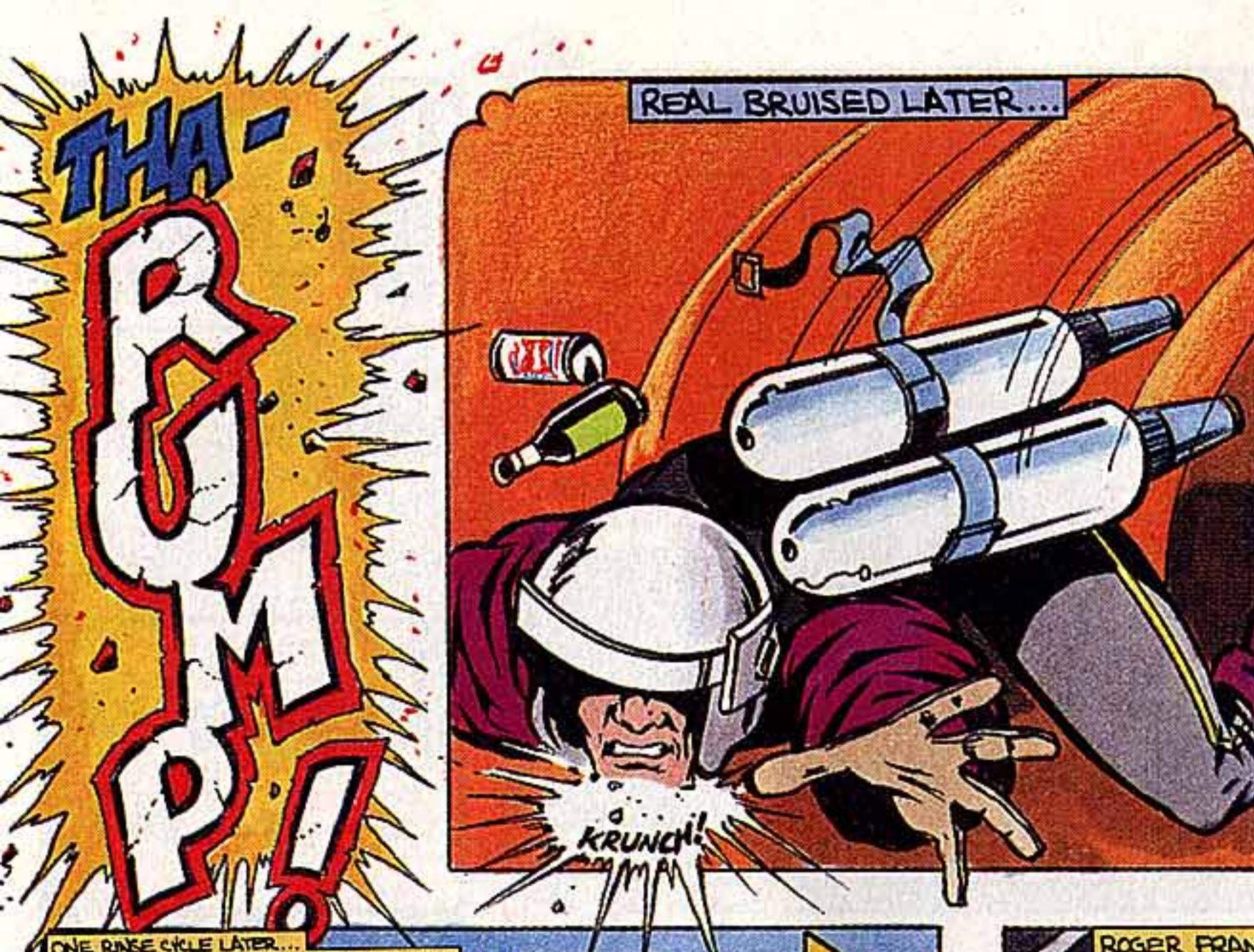






THE INSULT THAT MADE A HUMANOID OUT OF 'BOYD'





SPACE QUEST™

II

VOHAUL'S REVENGE

**Designed and Programmed
by Scott Murphy and Mark Crowe**

LIMITED WARRANTY NOTICE

Sierra On-Line, Inc. wants your continued business. If you fill out the enclosed product registration card and return it to us, you are covered by our warranty. If your software should fail within 90 days of purchase, return it to your dealer or directly to us, and we will replace it free. After 90 days, enclose \$5 and return the software directly to us. Sorry, without the registration card you are not covered by the warranty. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

COPYRIGHT NOTICE

Unauthorized copying of this program disk and the documentation may be a violation of Federal Criminal Laws (Title 17 USC Section 506). Violation may carry a fine of \$25,000 or imprisonment or both.

WELCOME TO THE WORLDS OF 3-D ANIMATED ADVENTURES

A Sierra 3-D animated adventure game, simply stated, is an interactive movie where you become the main character. In this game, the main character is Roger Wilco (or any name you choose), the head (and only) janitor on Xenon Orbital Station 4.

Each 3-D animated adventure game has a main goal, and yours in Space Quest - Chapter Two is to escape the clutches of the evil Sludge Vohaul and foil his despicable plans to destroy your planet. You will need to survive many perilous escapades in order to thwart the nasty Vohaul. Your goal: to restore peace and safety to the universe once again.

It's a jungle out there, and it will take raw courage, quick wits and sheer fortitude in order to survive. So why even try? Because your planet depends on you, that's why...so get going! And good luck. The universe knows you will need it.

TIPS FOR FLEDGLING SPACE CADETS

NOTE: If you have played an animated adventure before, this section can be skipped.

If you haven't played one of Sierra's 3-D animated adventure games before, here are a few suggestions to help you get on the right track.

MOVE AROUND. Go from place to place and investigate your surroundings. Basic instructions on how to interact with this game are included on the reference card enclosed. For those who are not sure of what to do, there is a WALK THRU included at the end of this manual.

LOOK everywhere. When you travel to a new location, the first thing you should do is look around. Get a description of the general area. Often you will find clues to the game or information about objects in the scene that merit further investigation.

EXPLORE each location of the game very carefully. Search the jungles of the planet Labion, and examine the various creatures you will meet there. Probe the asteroid fortress of the vile Sludge Vohaul. Leave no space rock unturned.

DRAW A MAP that includes each place you visit, objects found, dangerous areas, and any other interesting things you may see along the way. Don't forget to revisit places from time to time. The creatures of Space Quest get around almost as much as you do.

COMMUNICATE with the various beings you meet. Some are friendly and some are wicked, but most are bound to have valuable information or objects that will help you out.

TAKE OBJECTS that you find during your voyage. Most will have a use (either good or bad) during the course of the game. It's up to you to decide which ones might be beneficial.

USE the items in your possession to solve the various obstacles you will encounter. Some problems have obvious solutions. Others will require a good imagination to unravel.

WATCH OUT. This is an extremely dangerous mission and you are an extremely klutzy janitor. Be sure to remain on your toes at all times--you don't want to end up as breakfast for a Labion terror beast.

GET WARPED! Try all kinds of actions--even crazy ones! No one ever caught a space squirrel without being a little nuts! Besides, if you do encounter trouble you can always resort back to your RESTORE GAME function.

TWO HEADS ARE BETTER THAN ONE. A space janitor's life can get lonely...so why not play Space Quest with a friend? It's loads of fun, and different people often come up with different ways to use items and interpret clues. Besides, two heads are better than one -- just look at the Bicranial Crudsnoter.

SAVE YOUR GAME often. In case of misfortune (such as sudden death), you won't have to start over from the beginning if you've saved your game. See your reference card for instructions on saving games.

DUMBSTRUCK? Space Quest understands a wide variety of words such as:

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

DON'T DESPAIR. If you come to an obstacle that has left you with cold feet, don't fret. Explore different areas in the game, then come back later and try again. If you're stuck, you might try backtracking to an earlier point in the game--you might have forgotten to do something important.

If you think you've tried everything and you're still going nowhere fast...don't yank out your hair! Hint books for all of Sierra's 3-D animated adventures are available (including this one!). You can order the hint book for this game using the order form in this package. You can also get hints by calling the Sierra Customer Support Line at (209) 683-6858 or the Sierra Bulletin Board Service at (209) 683-4463. Don't feel bad, it happens to us all sometimes (just some of us more often than others).

WARNING! THE FOLLOWING DOCUMENTATION IS FOR BEGINNING ADVENTURE GAME PLAYERS ONLY. THE CONTENTS INCLUDE ANSWERS TO SOME OF THE GAME'S PUZZLES AND HINTS THAT EXPERIENCED ADVENTURERS MAY NOT WISH TO SEE. CONTINUE READING ONLY IF YOU ARE HAVING DIFFICULTY GETTING STARTED WITH 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 Earnon system.

Press Enter.

As we begin this chapter of our story, we find you, (name), ace janitor, doing what you do best. You are currently sweeping up the decks of XOS 4.

Press Enter.

A beep emanates from your wrist watch. You release your grip on the broom.

Press Enter.

The broom floats away, never to be used again. That makes the third one this week. Wait 'til your boss finds out.

Press Enter.

Type:

LOOK AT THE WATCH

(A close-up shot of a wrist watch will appear.)

Type:
PRESS H

Your horoscope for today: Keep up the good work! Today could bring that big promotion you think you deserve! Don't take any wooden buckazoids!

Press Enter.

Type:
PRESS T

(The watch will display the current time and temperature.)

Type:
PRESS C

"(Name)! Get in here on the double! You've got a mess to clean up in the shuttle which just returned. One of the passengers got space sick on the way down. Besides, you should have been done out there an hour ago. Get a move on!"

Press F10 to exit the close-up wrist watch.

Type:
LOOK

You are working outside Xenon Orbital Station 4. This area hasn't been completed yet. You have been sent out here to remove construction debris and space dust.

Press Enter.

Now walk around with your character. Notice how your character walks upside down. Move your character to the round object at the center of the ceiling. Stand there. After a few moments, you will be transported.

You are whisked away to the airlock chamber.

Stand by for decontamination.

Press Enter.

Type:

LOOK AT THE ROOM

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

Type:

LOOK IN THE LOCKER

You bravely peer into the locker to find a cubix cube puzzle and your athletic supporter.

Press Enter.

Type:

TAKE EVERYTHING

Type:

CLOSE THE LOCKER

Walk over to the spacesuits against the back wall.

Type:

TAKE A UNIFORM

Type:

LOOK AT THE UNIFORM

You are attired in the smart-looking uniform of a Xenon Orbital Station employee.

Press Enter.

Walk out the door at the left side of the screen. You will be approached by a man.

"It's about time you got in here, (Name). Head for the shuttle bay on the double. I'm warning you. You're on your last leg around here, bud. One more screw-up and you're history."

Press Enter.

(He then orders the transportation officer to send you directly to the shuttle bay and nowhere else until the job has been completed.)

Press Enter.

Type:

LOOK AT THE ROOM

You are in the transportation control room of the orbital station. The room is abuzz with activity as technicians monitor XOS 4 operations. A pneumatic transport tube is accessible from the walkway above.

Press Enter.

Walk over to the men working on the consoles.

Type:

TALK TO THE MAN

"The chief's not happy with you, (Name)" the man says. "You'd better get over to the shuttle bay soon."

Press Enter.

"By the way. You still owe me 20 buckazoids. You'd best cough it up soon."

Press Enter.

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

You are in the Orbital Station's shuttle bay. A shuttle, fresh from a passenger drop-off on Xenon, is refueling for its next trip. A pneumatic transport tube is accessible from the walkway. A refueler replenishes the shuttle's supply.

Press Enter.

Walk along the corridor to your right and go down the stairs.

Type:

LOOK AT THE SHUTTLE

The shuttle craft is your standard 10 passenger short commute vehicle. It was primarily designed to ferry people and supplies between Orbital Stations, Xenon, and other orbiting spacecraft.

Press Enter.

Walk to the shuttle craft and climb up the stairs.

You 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.

"Hey! What the (your favorite expletive here)..."

POW!! THACK!! BINCK!! THUD!!!

Your protest is cut short as two interstellar ruffians proceed to thump you unconscious. Everything fades.

Time passes...

More time passes...

A strange dream turns into the realization that you are being shaken and talked to by a voice unfamiliar to you. A dull ache triggers a distant memory of a scuffle in which you were the focal point.

Upon awakening from your forced rest, it becomes quite apparent that you aren't in Kansas, er Xenon, anymore. You find that you are being held upright and under physical restraint from both sides by, you guess, the galactic goons you met on the shuttle.

As you try to struggle free you notice that your hands are tied behind your back.

As the eyes dial into focus you make out an oddly disfigured being seated before you.

A sagging mass of flesh that appears to have been human at one time, tubes and wires extend from his body leading to machines which keep him alive. Suddenly, his visage stirs and he begins to speak.

Press Enter.

"Well, well. Did we have a nice nap? I thought we would have to resort to drastic measures to wake you. (Sigh) Oh, well."

Press Enter.

"Welcome to my humble fortress, (Name). The name's Vohaul, Sludge Vohaul. I was the genius behind the Star Generator when it was still in the concept stages."

Press Enter.

"It was to be my ultimate war weapon until some sissy pants scientists decided it would be better used saving lives rather than destroying them. What a waste of technology! Excuse me if I sound bitter."

Press Enter.

"Anyway, you ruined my Sarien operation. I was going to use the Star Generator to make Xenon pay for what they did to me. They were going to know my wrath in a big way. You somehow managed to change all that."

Press Enter.

"Oh, I suppose I should have known better than to use those mental midget Sariens. That's not the point, however. You are responsible and you shall pay. Besides, I have another plan. And you'll not be around to foil it."

Press Enter.

"I have devised a plan so horrible, so frightening, so diabolical, that no one will be able to stop me. Observe my latest creation."

Press Enter.

"I intend to infest your planet with thousands of these genetically engineered door-to-door life insurance salesmen. I will at last reap sweet revenge from the scientific community that mocked me."

Press Enter.

"My plan was to kill you but I've had a change of heart. Ha, ha, ha... Get it?" He peers down at the hoses protruding from his chest and connected to a life support system. "Forgive me. I'm a kidder."

Press Enter.

I've decided I would get much more enjoyment watching you suffer. My associates will escort you to the surface of Labion where you will perform many hours of manual labor in my mines. Be seeing you."

Press Enter.

You are injected with something which renders you unconscious and carried away to a shuttle. When you awake you look through the viewing port and see Vohaul's massive asteroid fortress.

After touching down on a giant landing platform, you are ushered to a hovercraft waiting to transport you to the mining site. Utter despair sets in.

Press Enter.

You will travel for some time on the hovercraft. After a while, a message appears.

"Uh Oh."

Press Enter.

"Oh great. I suppose we're out of fuel. Way to go, Gorf breath!"

Press Enter.

"Don't blame me. It was your turn to fill up. You're always forgetting to do it! Wait 'til the Master finds out. You're in big trouble."

Press Enter.

"Hey! Don't talk to me that way, you slime bucket! I filled it last time, dip..." The argument between the two guards is cut short as gravity reasserts itself.

Press Enter.

CRASH!

Good thing that guard broke your fall. He doesn't look too happy about it, though.

Press Enter.

Type:

LOOK AROUND

You seem to be in a rather exotic forest. The growth here is unlike anything you are used to. On the ground lies the wreckage of the hovercraft you crashed in. Nearby are the bodies of your former captors.

What a fine mess you've gotten yourself into! You'd better devise a plan and clear out of here before you end up like your flattened foes! Time is wasting...so hurry. Good luck, brave janitor.



SIERRA®

SIERRA ON-LINE, INC. • COARSEGOLD, CA 93614 • (209) 683-6858

Space Quest is a trademark of Sierra On-Line, Inc. Sierra is a registered trademark
of Sierra On-Line, Inc. © 1987 Sierra On-Line, Inc. Printed in the U.S.A.

NOT MUCH LATER...

ROGER'S MEGAhit EPIC BECOMES A MULTIBUCKAZOID MULTIVISION...

LET'S GET ON WITH IT!
I'M SWEATING LIKE A PORK BEAST!!

WELL, UH...
HOW'D I DO,
MR. WILCO, SIR?

WELL, BUCKO, NOT
BAD FOR ONE WHO'S NEVER
REALLY FACED THE FISTS OF FURY,
THE JAWS OF DEATH, THE BLAAF
OF ORAT...

A LITTLE MORE POLISH
AND YOU MIGHT BE OKAY!

NOW CHARGE
HIM WITH PASSION,
BUCK!!
ACTION!



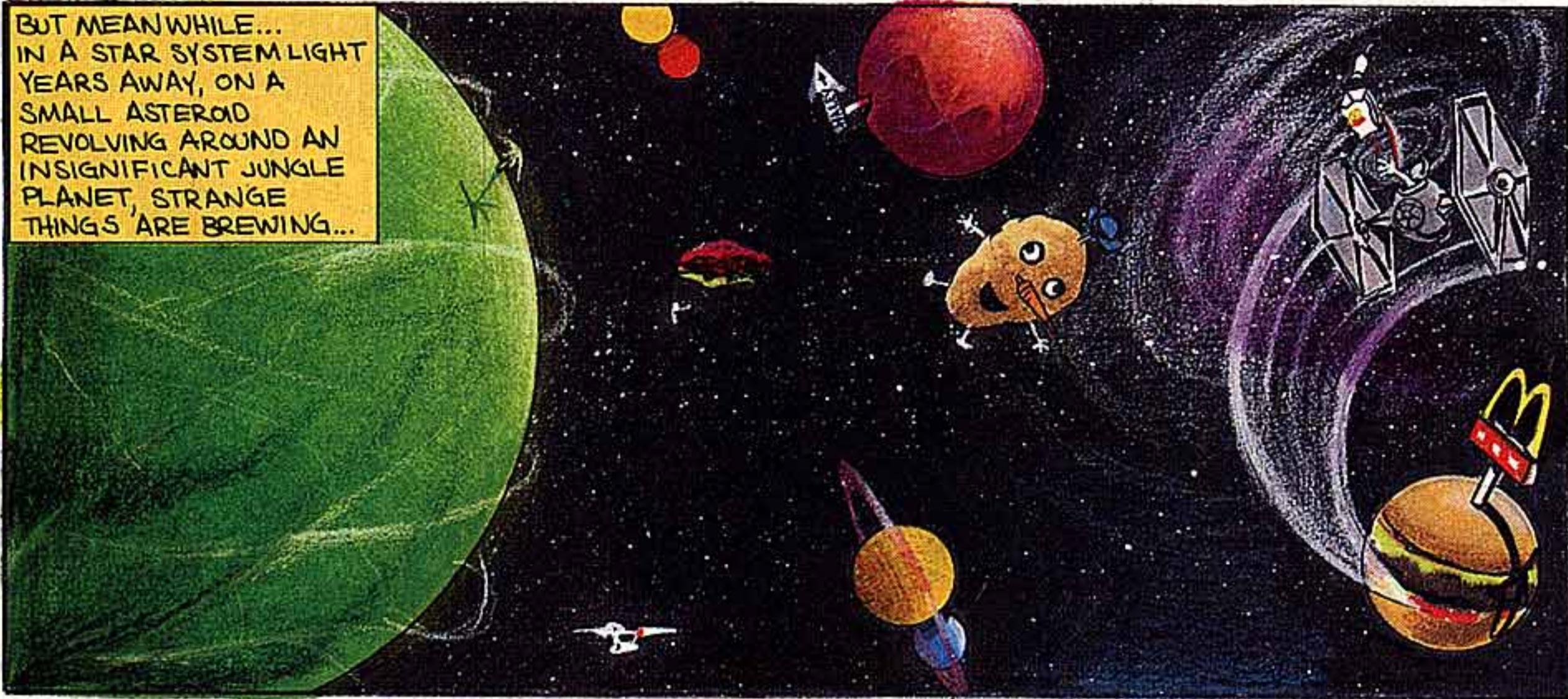
IN THE FUTURE, IT WAS SAID, THAT EVERYONE
WOULD BE FAMOUS FOR 853,000,073,000
NANOSECONDS. IT SEEMS THAT ROGER'S
TIME HAS COME TO AN END...

EVERYONE WOULD
BE IN LOVE
WITH MEEEEE-POP-



HE IS LIGHT YEARS AWAY FROM THE FAME HE ONCE ACHIEVED.
AND NOW HIS MEMORIES AND HIS GOLDEN MOP ARE THE
ONLY MOMENTOS OF THE HERO HE ONCE WAS...

BUT MEANWHILE...
IN A STAR SYSTEM LIGHT
YEARS AWAY, ON A
SMALL ASTEROID
REVOLVING AROUND AN
INSIGNIFICANT JUNGLE
PLANET, STRANGE
THINGS ARE BREWING...



AS WE APPROACH,
WE OBSERVE WHAT
APPEARS TO BE A
MASSIVE, HIDDEN
FORTRESS.

ON CLOSER INSPECTION,
WE OBSERVE WHAT...



YEP, JUST AS WE THOUGHT,
A MASSIVE, HIDDEN FORTRESS.

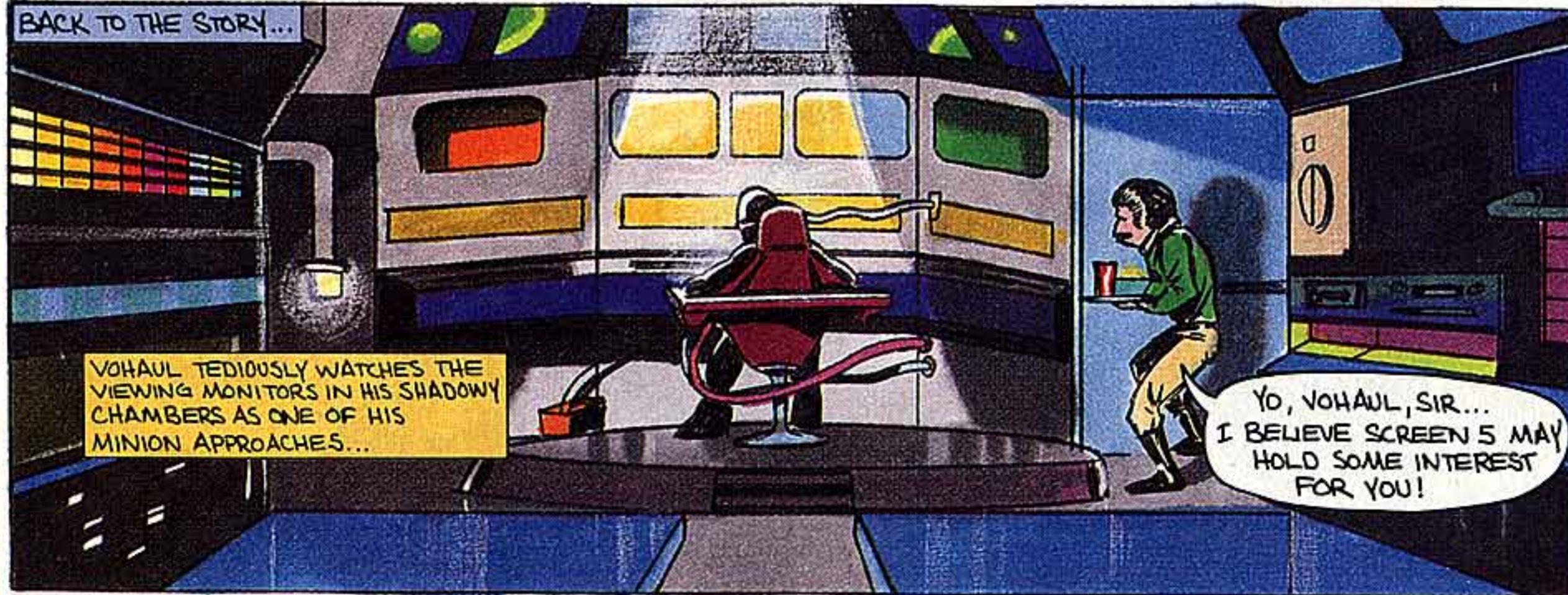
EVEN CLOSER STILL...



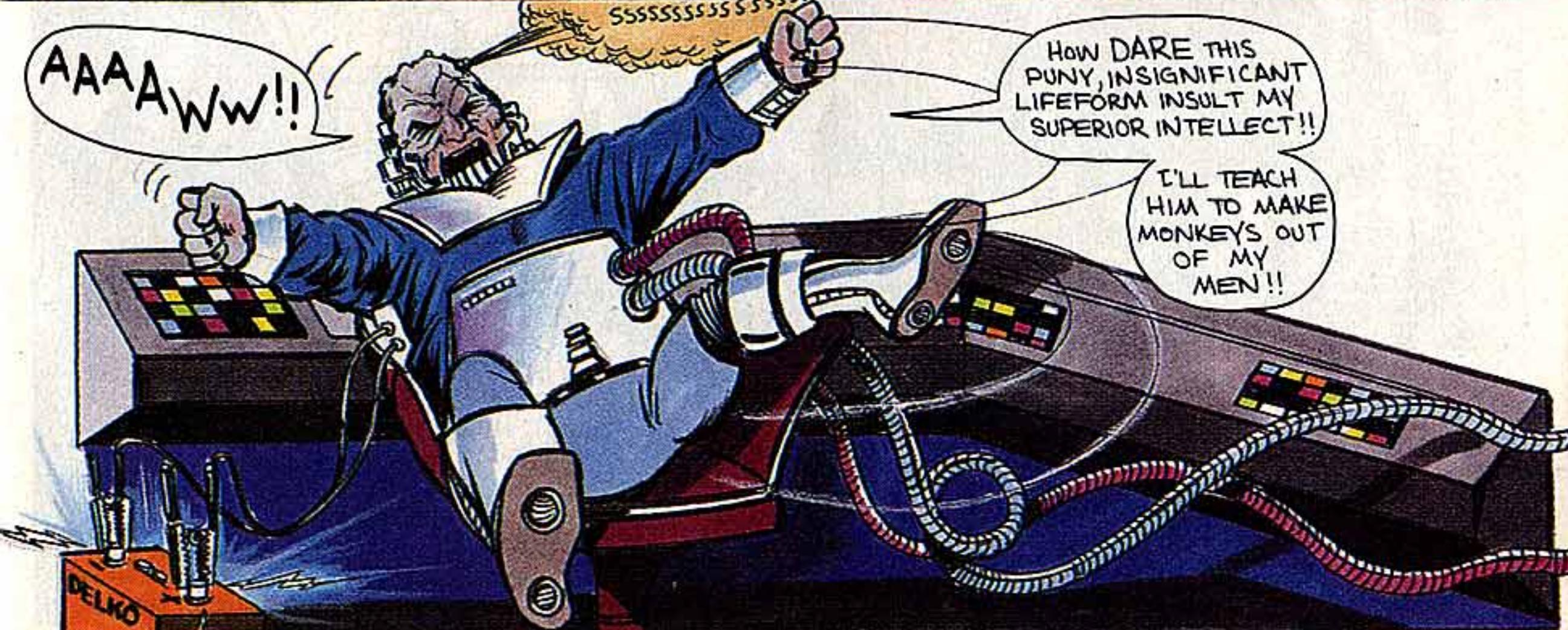
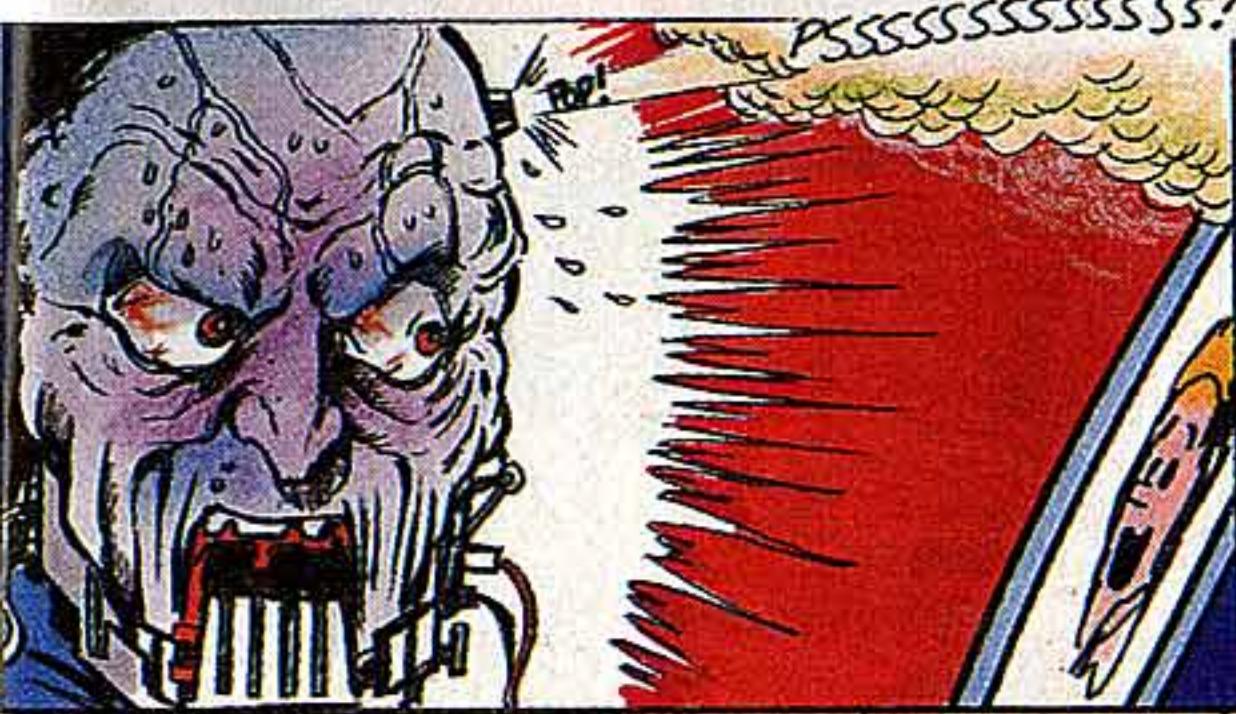
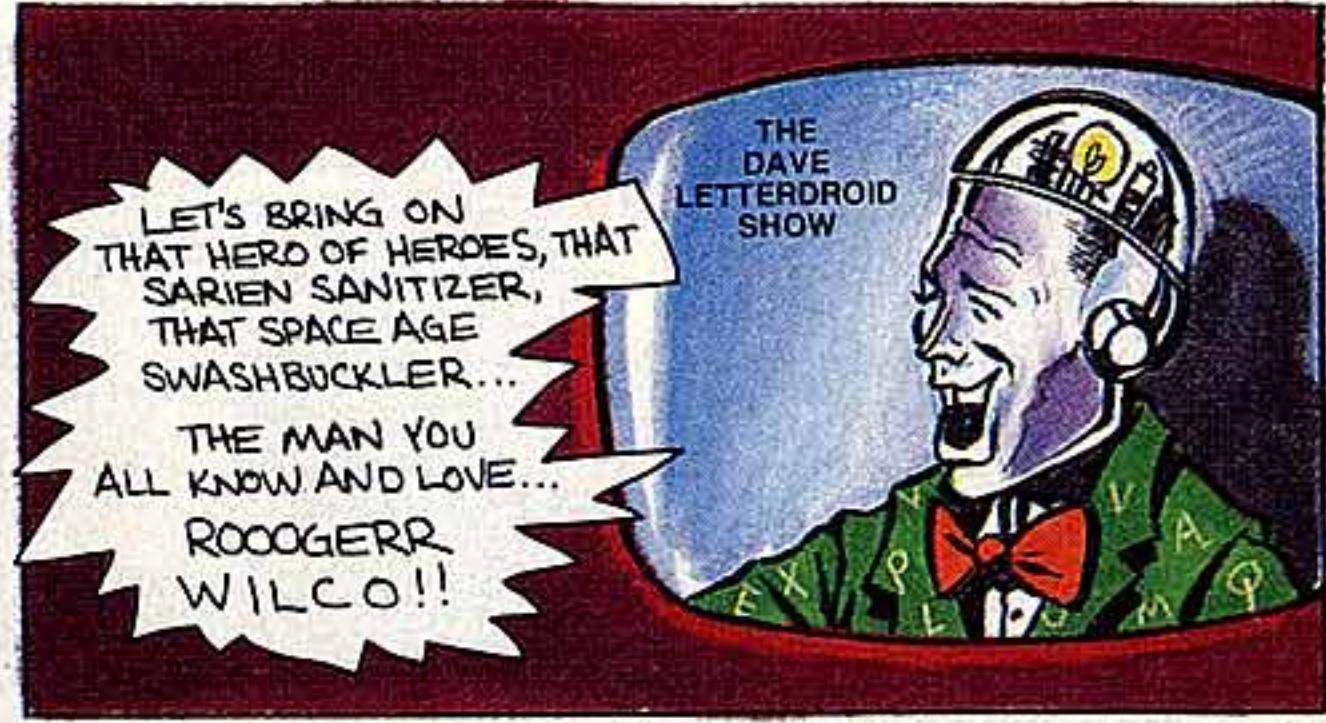
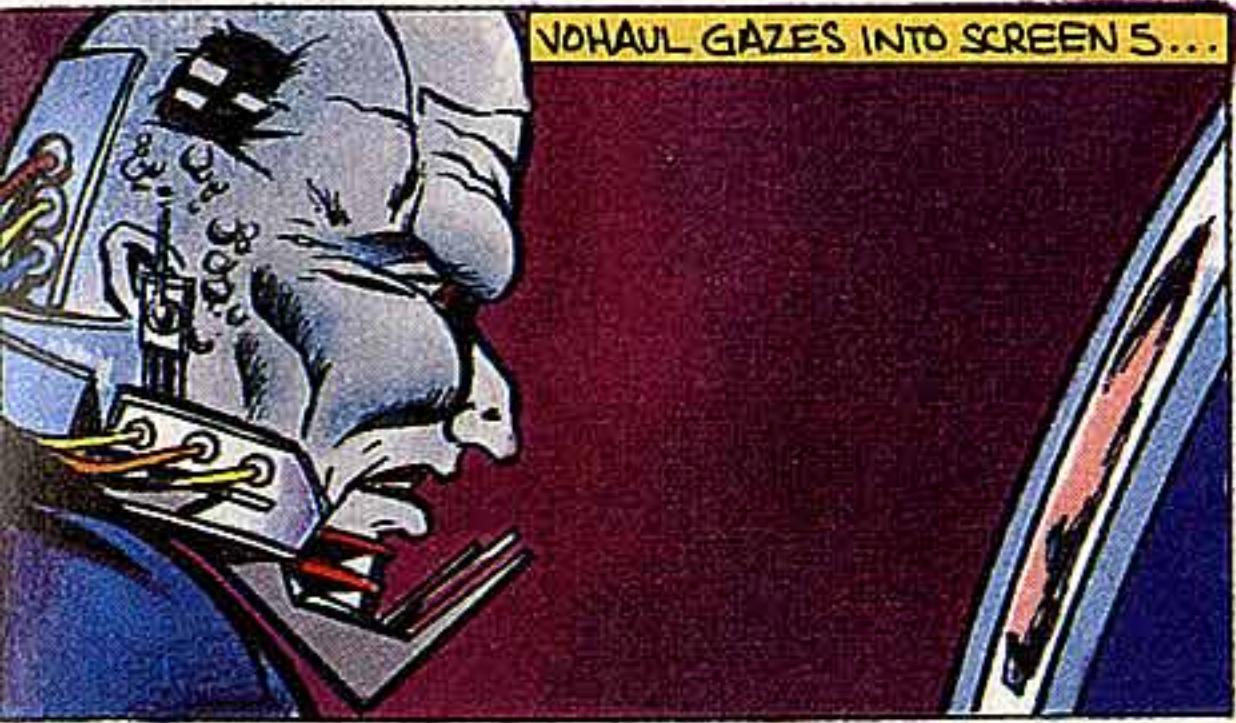
OOPS! WRONG PANEL!
QUIT MESSIN' AROUND GUYS...
GET US BACK TO THE STORY.

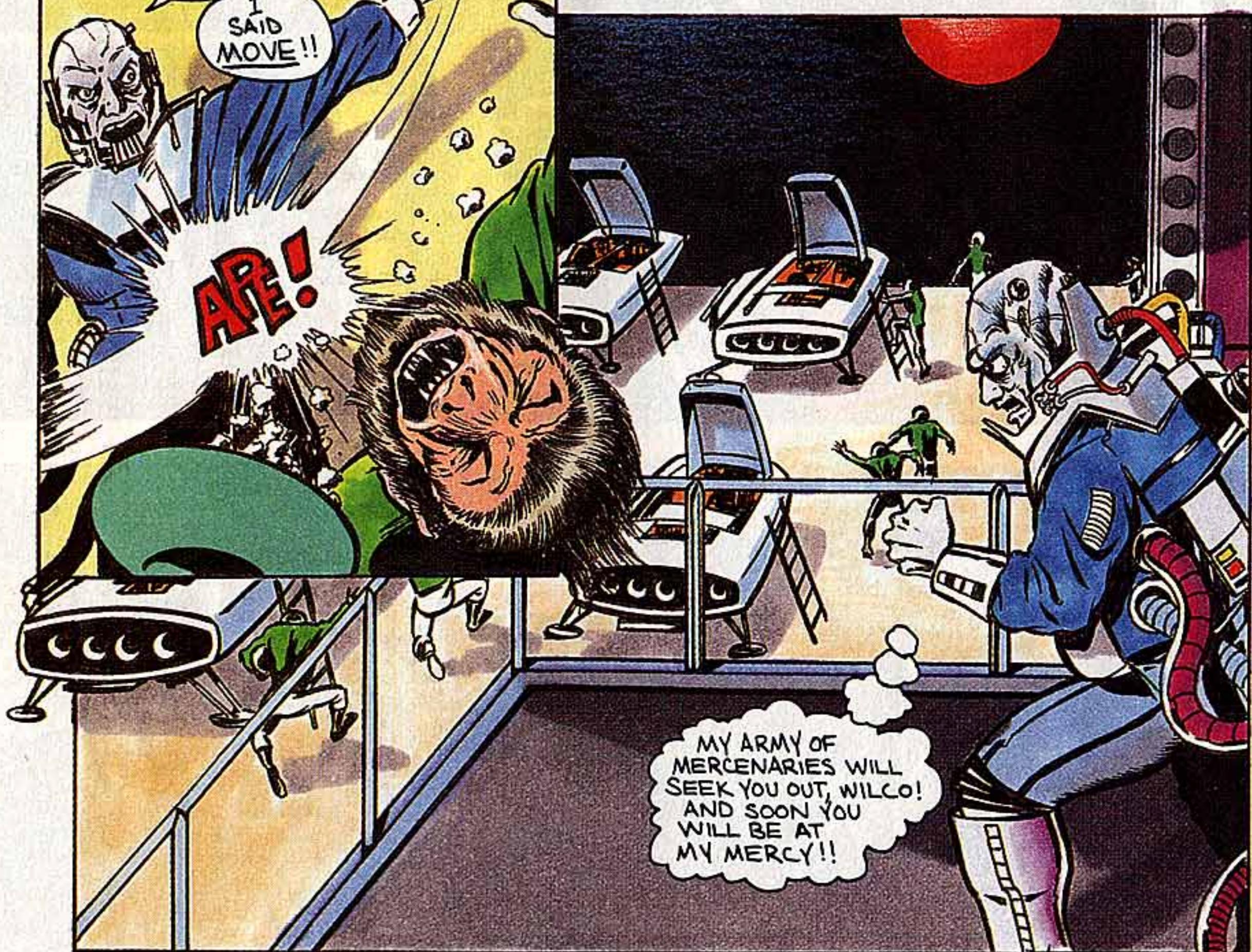
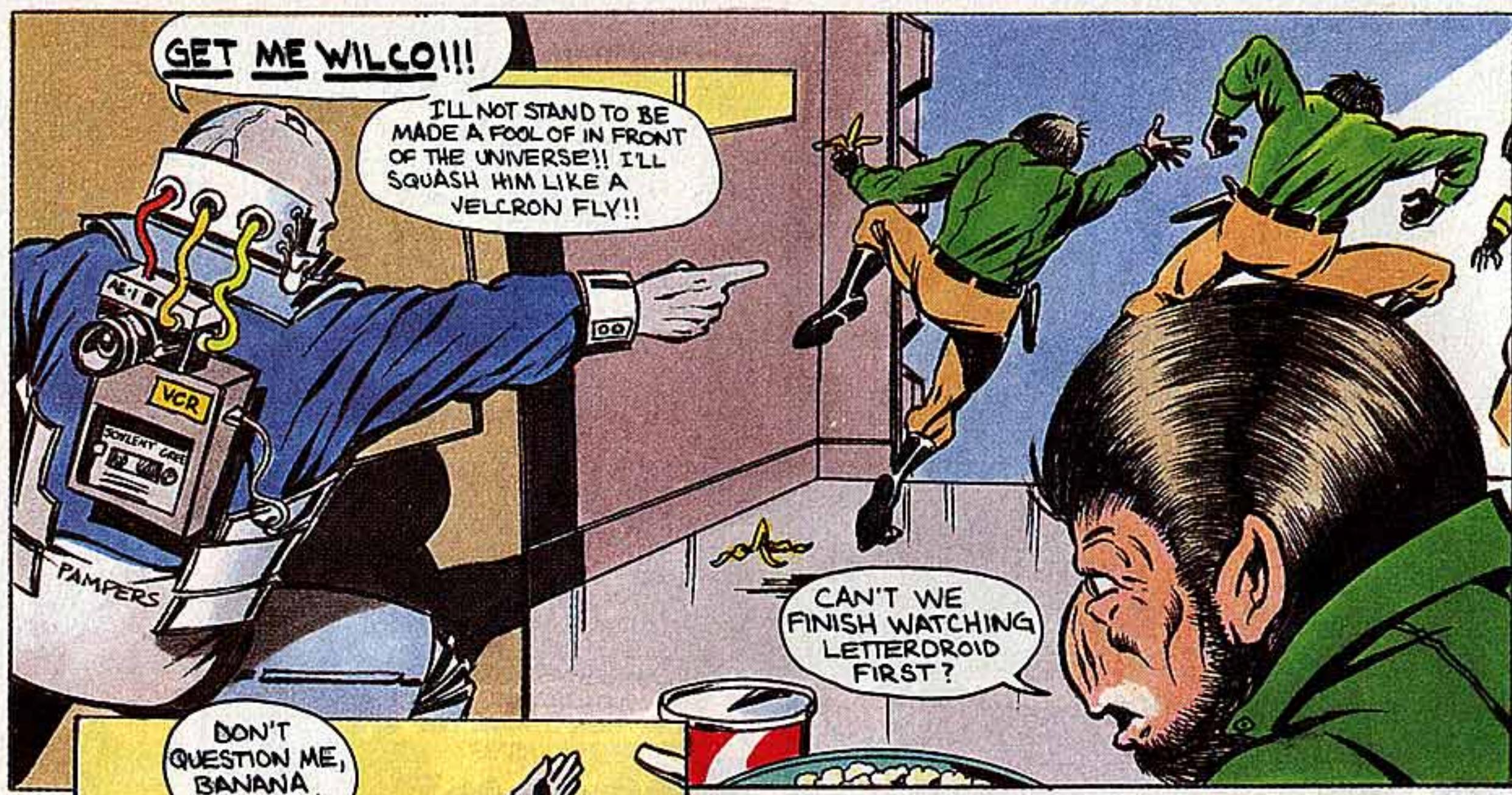
BACK TO THE STORY...

VOHUAL TEDIOUSLY WATCHES THE
VIEWING MONITORS IN HIS SHADY
CHAMBERS AS ONE OF HIS
MINION APPROACHES...



Yo, Vohaul, sir...
I believe screen 5 may
hold some interest
for you!





BA-ROOOOMM!!

WITH YEARS OF HATRED EMBEDDED WITHIN HIM, VOHAUL VOWS TO ENACT HIS INSIDIOUS REVENGE UPON THE INNOCENT THRONGS INHABITING THE UNIVERSE. SILENTLY, HE CURSES THE SCIENTIFIC COMMUNITY WHICH OSTRACIZED HIM EONS AGO...

LITTLE DO YOU REALIZE, WILCO, THAT THE PLAN YOU ACCIDENTALLY FOILED WAS NOTHING COMPARED TO WHAT I AM ABOUT TO UNLEASH!!



AND THEY
WON'T TAKE
NO
FOR AN
ANSWER!!

HA!
HA HA!
HA HA!

SOON THOUSANDS
UPON THOUSANDS OF MY
GENETICALLY ENGINEERED
LIFE INSURANCE SALESMEN
WILL BE PROJECTED
AGAINST YOUR GALAXY
AND ITS PEOPLES...

NOTHING
YOU OR THEY CAN
DO WILL STOP MY
CLONES FROM
KNOCKING ON
YOUR DOORS!!



MYSTERIOUS
PRICES

THE UNIVERSAL BOOK CLUB



A questionable??! OFFER?

(You may be right, but...)

BUY NOW...receive whenever.

Your guess is as good as ours!!

UNKNOWN
SAVINGS

IAMSIC ASADOG

The Puzzling Mysteries
of the

LA BION
TERROR
BEAST

YOURS
ABSOLUTELY
FREE!*

Select from our cryptic
catalog of incomprehensible
titles!!

They include:

- The Undivulgeable Obscurities of the Golanian Gutter Rat.
- The Questionable Quandary of the Boerthnic Boulder Beaver.
- The Ambiguous Secret Dilemmas of the Antarean Slime Devil.
- The Cryptic Conendum of the Keronian Killer Mammal.
- The Inexplicable Enigmas of the Earnon Sea Urchin.

And many more titillating titles!

Send cash, check, money order or first born to:
MYSTERY BOOK CLUB, 1313??? Lois Lane
c/o Sherlock Homes Estates, Baskerville, Planet X
Send an additional arm or a leg for your advance copy
of "The Amazing Oddities of Orat."

ORDER TODAY!!!



**Look
for other
exciting Sierra
titles at an
Earth Dealer
near you.**

The names and/or faces of any characters herein have been produced solely for the entertainment of our readers. Any resemblance without satiric purpose to a living person is a coincidence. © 1987 Sierra On-Line, Inc.