SPACE QUEST I

ROGER WILCO IN THE SARIEN ENCOUNTER

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

An old system whose cosmic fountain now flows weakly, Earnon faces its own extinction - Xenon's population of organics ap-parently destined to stand witness to its own demise.

As the sun of Xenon slowly dies, the planet grows cold. The very basics of life are threatened. Food is no longer plentiful. The resulting atmospheric cataclysms alone could quickly lay waste to a civilization spanning thousands of generations. Xenon scientists predict that only certain insect species and most lawyers will survive the resulting ice age.

When the governing body of Xenon was made aware of these facts, steps were taken almost immediately (something quite un-precedented in government). After coming to the unanimous (even more unprecedented) conclusion that they didn't want to die, the most talented minds on the planet, along with the rest of

their bodies, were charged with the task of saving their world. (No, this isn't where you come in.)

With what amounted to a do-or-die dilemma, they went to work. The result was a radical design for something called the Star Generator (not to be confused with the William Morris Agency). The Star Generator was 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 set 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. (Not that distance was a prime factor. They'd have chucked you out in a second, only nobody really wanted your job. Otherwise, you'd be touring the cosmos up close and personal. Besides, nobody expects the Arcada to return safely to Xenon anyway.)

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 and exposing aerosol cans to open flame or fire. Once citizens of Earnon, the Sariens were banished long ago for their warlike ways, not to mention crude table manners (one would think they would have gotten over it by now, but apparently they still hold a grudge).

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 the 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. Immediately, the alarm system is activated and an announcement comes over the intercom that the Arcada is under attack.

From your hiding place...er...work room, you hear laser blasts mingled with the screams of your crewmates. With a well-developed sense of self-preservation and an interesting set of priorities, you turn around and attempt to go back to sleep. The

commotion makes this impossible, so you just know you're going to be cranky later on.

Soon, the commotion dies down and you are brave enough to take a look outside. You step out of the closet and peer down the corridor. 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 job doesn't usually require much), your brain cells kick into high gear. What a mess! How am I gonna get those blood stains off of 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 well-timed nap, but it finally occurs to you that YOU might be in danger as well.

This will never do.

ARCADA PLANETARY REFERENCE LIBRARY CATALOG

Please note: Data Carts are filed and retrieved automatically by code sequence, not by alpha order. To request a data cart, please enter the code sequence corresponding to the topic of your choice.

There is a 1 buckazoid/day charge for overdue data carts.

TOPIC	CODE SEQUENCE	TOPIC	CODE SEQUENCE
Asteroids		Orbits	
Astral Bodies		Planetary Formations	
Binary Systems		Pulsars	
Black Holes		Quadrants	
Constellations		Quasars	
Galaxies		Solar Flares	
Gravity		Solar Systems	
Magnetic Fields		Stars	
Meteors		Van Allen Belts	
Moons		Warp Fields	

NAVIGATIONAL GRID CODES

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." In other words, please use the following obscure codes when telling your droid where to steer your ship.

SECTOR	CODE	SECTOR	CODE
AA		BF	
BB		BG	
CC		CH	
DD		CI	
EE		DG	
FF		EG	
GG		HA	
HH		HD	
II		IB	
AD		IC	

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 at the beginning of the game, it's time to look around to find out what's happening on this heap.

Let's start by selecting the LOOK icon from the Icon Bar. (Note: Information on the use of the Icon Bar with mouse, keyboard, and joystick is contained in the Sierra Game Manual included in your game box.) Click the EYE icon on your character to find out who you are. Click the LOOK icon on the flashing sign, the body on the floor below, and then just on the wall.

Now that we've scanned this location, let's try another area. Select 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.

Once again, 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 keycard 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 2 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. One word of caution: watch out for unwanted visitors roaming about. They certainly aren't friendly. Good luck and happy adventuring!

Lost In Space?

Don't panic. **The Official Guide to Roger Wilco's Space Adventures** is here! Within the colorful covers of this brand-new book you'll find complete hints for *Space Quest I, II, III,* and *IV.* Get a full walk-through of all four games, presented as a humorous running narrative by Roger! This whopping 266-page book also has terrific behind-the-scenes stuff and an official interview with the wonderous Wilco himself.

$14.95

Wanna get to know Roger better?
Check out these other spaced-out games from Sierra.

Space Quest II: Vohaul's Revenge

Just when you thought it was safe to go back into space, Sludge Vohaul's back...and the revenge he's cooked up is diabolical! Hordes of obnoxious, genetically engineered insurance salesmen are about to be dumped on your home planet. Only you can save the world from these terrifying creatures, but you have to go through Sludge first...and you don't even have a pump! Available for MS-DOS VGA, MS-DOS EGA/Tandy, (5.25" or 3.5"), Amiga, and Atari ST. **$49.95**

Space Quest III: The Pirates of Pestulon

Holy hog snouts! The Two Guys from Andromeda, designers of the sensational Space Quest series, have been kidnapped! (Or is that pignapped?) The guileless Guys are being held by Scumsoft, the sleaziest computer cartrige software company in the universe! It's up to you to save them before they're forced to crank out silly, second-rate arcade games. Don't miss out on the 1989 Software Publishers of America Best Adventure Game award winner! Great 3-D animation and a sensational rock `n roll soundrack by Supertramp's Bob Seibenberg make this one screamin' space opera. Available for MS-DOS VGA, MS-DOS EGA/Tandy, (5.25" or 3.5"), Amiga, Atari ST, and Apple Macintosh. **$59.95**

Space Quest IV: Roger Wilco and the Time Rippers

Join Roger in a rollicking romp through time, space, and reality! From a nostalgic peek at Space Quest I to a terrifying vision of the future in Space Quest XII, Roger's on the run from the dreaded Sequel Police. They're doing their best to make sure this is the last Space Quest game ever! Complete with hand-painted, digitized color graphics, fantastic animation, an all-new point-and-click interface, (no typing!) and brand-new scrolling screens! Another sizzling soundtrack by Bob Seibenberg in music-card supported stereo will put the boost in your blasters. Hard disk required, mouse recommended. Available in MS-DOS VGA, MS-DOS EGA/Tandy, (5.25" or 3.5"), Amiga, Apple Macintosh, and Multimedia CD ROM! **$59.95**

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