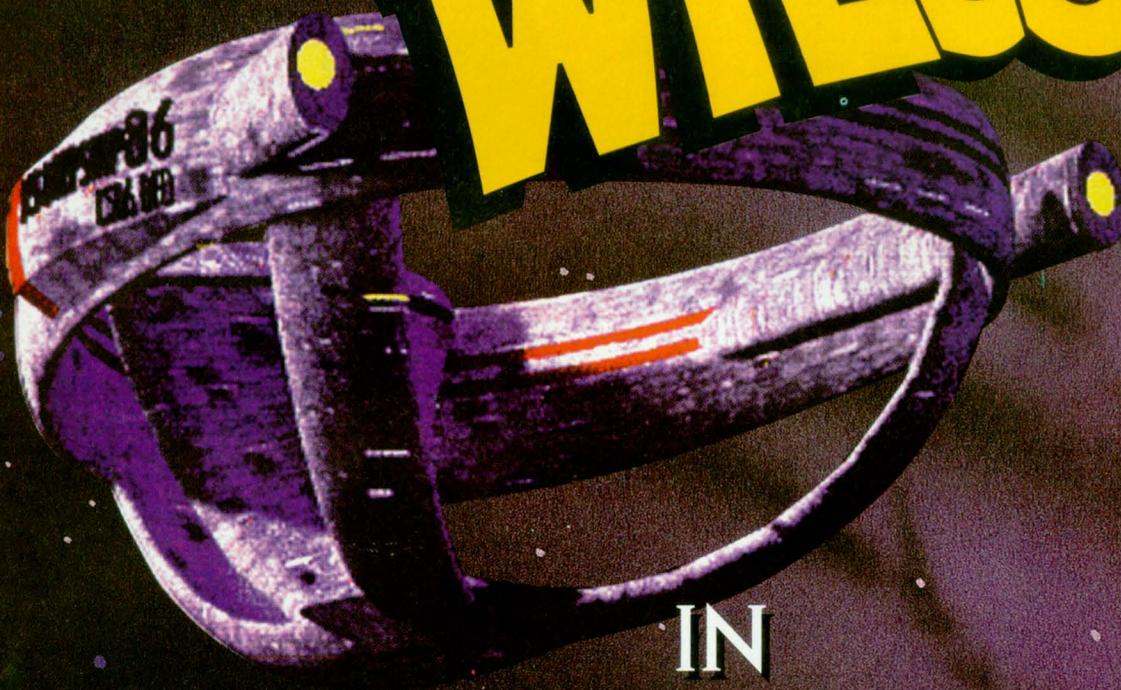


SPACE QUEST 6

ROGER WILCO



IN THE SPINAL FRONTIER

In the vast vacuum of space, Roger Wilco is merely a particle of matter, but on our home computer screens he's one of the biggest adventure game heroes that ever held a squeegee.

Gamers around the world have been flocking to the *Space Quest* series for over ten years. Now longtime *Space Quest* designer Scott Murphy and his alter ego, Space Janitor Roger Wilco, are back for more in the latest and greatest *Space Quest* adventure: *The Spinal Frontier*.

The *Spinal Frontier* begins where all great *Space Quest* adventures begin. Roger has screwed up big-time.

As the story opens, Roger Wilco stands for judgment before a court-martial tribunal. The list of charges against him range from flirting with a superior officer to perpetrating a sequel without authority and violating StarCon orders. Roger, convicted of clear StarCon policy violations, is stripped of his rank and assigned as a Sanitation Engineer on the SCS DeepShip 86 (a ship designed in the finest Calvin Klein tradition). What a demotion!

For lesser space heroes, this would be a major-league mess, but major-league messes have always been the key to Roger's successes, and this mess provides Roger with another chance to be the catalyst for a journey into satire, mayhem, and outrageous humor. Starting at the bottom and working his way up seems to be the only way Roger ever gets anything done. Early in the game, Roger turns a shore leave on the planet Polysorbate LX into an escapade where he becomes an alien bounty hunter on the trail of an evil cyborg. From there, he meets up with the likes of ET, cruises cyberspace, and winds up on an incredible voyage through the bloodstream and digestive track of a close friend and co-worker, Corpsman Santiago.

As in prior *Space Quest* stories, the spine-tingling plot meshes with science fiction parodies of everything from the granddaddy of them all, *2001: A Space Odyssey*, to more recent fare like the *Star Trek* spinoffs. Serious parodies of popular video games also make their way into the comedy equation. You'll be rolling on the floor in no time when you see jokes such as Wing Commander Kielbasa of the SCS DeepShip pondering his captain's log, or when Roger has to buy a *Stooge Fighter III* cheat sheet from the resident Polysorbate drunk (it's still cheaper than calling the *Stooge Fighter* 900 line). The computer geeks at Micro-slouch get a ribbing when Roger interfaces with the Windows operating system (the Micro-slouch motto: "We make your daily commute on the Info highway a living hell"). Even Sierra's own *Outpost* gets it right between the eyes in the form of the DeepShip's patented "COMPOST" information management system, which contains vital information that Roger will need to complete his comedy quest.



It's Roger Wilco In Innardspace!

Perhaps the most intriguing aspect of Sierra's latest science project is the fact that good old Roger will be miniaturized in order to be injected into the body of Stellar Santiago. The final climactic sequence will take you from glands to crevasses as Roger tries to rescue his friend and associate Stellar from the evil villian, Sarpei. In a subplot that plays off the sci-fi movie *Innerspace*, never before have we seen Roger so intimate with another StarCon crewmember, risking his life and sanity. Why does he do it? Besides fame and glory, the union pay scale for adventure heroes is on the rise as of late.



Space Quest 6 comes to life through state-of-the-art SVGA 3D rendered graphics with a cartoon edge.

Keeping in tune with the evolution of sights and sounds in computer games, *Space Quest 6* is much more cinematic than previous efforts, with animated clips and full speech leading the way. Gary Owens, the narrator of the *Space Quest 4* CD-ROM, is back for an encore journey as your smart but cynical narrator, making fun of your every mouse click. Chances are you will grow immune to his cracks, such as "That's an interesting idea. Not a good one, but interesting nonetheless."

Furthermore, state-of-the-art SVGA 3D rendered graphics with a cartoon edge

Roger will tickle your funny bone!

Laughter is the best medicine!

It's a belly laugh!

truly add to the multimedia value. Game players can experience the game under Windows or MS-DOS, and the updated icon bar allows for inventory items to constantly be on-screen for easy access.

As one of Sierra's flagship adventure game series, rejoice that Roger's back at it again! As fans of the series know, it's great that you can again sit at your monitor and laugh at Roger's true ineptness unfolding right before your eyes. Perilous action is the ticket to excitement as Roger not only travels through outer space, but also inner space.

Space Quest 6 provides immense comedic farce to players both young and old, novice and advanced. Loyal fans of

the series will be delighted with the references to the characters and storylines from previous games, such as the labion terror beast's mating whistle from *SQ2*, the PocketPal terminal from *SQ4*, and even Roger's Golden Mop award, which he won way back in *SQ1*. New fans will certainly get a good dose of what the doctor ordered: slapstick comedy, right on your screen. Welcome back, Roger.



***Stooge Fighter III* is just one of the many humorous satires of popular video games in the game.**

I'm an actual game graphic. Not bad, huh?

Space Quest 6 is available now on CD for Windows and Win 95! It's cheap at only \$59.95 so go get it today!