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SierraOriginals

SPACE QUEST IV

ROGER WILCO

AND THE TIME RIPPERS

A 3-D
ANIMATED
ADVENTURE
GAME

SIERRA

ADVENTURE

<u>IMPORTANT</u>

THIS MANUAL CONTAINS YOUR WARRANTY CARD!

In order to benefit fully from all our customer support services, you should return this card asap. We can't help or support you if we do not know who you are!

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- Technical Support

In order to provide you with the best possible service, we have two hintlines and a direct technical support hotline where our specially trained technical support team will be ready to take your call.

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- The free SierraOriginals catalogue

The SierraOriginals catalogue contains details of all the forthcoming titles in the range.

WE WOULD LIKE TO TAKE THIS OPPORTUNITY TO THANK YOU FOR PURCHASING A SIERRAORIGINALS TITLE. WE SINCERELY HOPE THAT YOU ARE COMPLETELY SATISFIED WITH YOUR PURCHASE AND HAVE FUN PLAYING IT.

How to send us your warranty card

1. Complete the details on the warranty card (found on the last page of the manual)

2. Cut along the dotted lines.

3. Send you warranty card (in a stamped envelope) to the following address :

Sierra on-Line Ltd
Customer Services
4 Brewery Court
Theale, Reading
Berks RG7 5AJ

Customer Services Hotline   01734 303 171
Customer Services Faxline   01734 303 362

Dear SierraOriginals Customer,

You hold in your hands a part of computer gaming history. All these titles have the original storyline and technological innovations that have helped define and create the PC-Gaming industry as it appears today. Consider these titles as pictures in a scrapbook - a snapshot of history that has helped to evolve the computer gaming industry. All of the SierraOriginals titles have been kept in their original form. No attempt to modernize or improve the game was made with these titles in order to maintain the sense of nostalgia.

Some of the CD's may contain a PATCH directory. To determine if your program has a PATCH program, go to your CD-ROM prompt in DOS (i.e., your D:\> assuming your CD-ROM drive is labeled D) and type: DIR (ENTER)If the directory listing has a [PATCH] option, then you will need to add these patch files into the game directory after installing the game to your computer. For example, if you installed King's Quest V, and you noticed a directory called [PATCH], you would use the following command to copy the patches into the KQ5 directory:COPY D: \PATCH*.*C: \SIERRA\KQ5 ((ENTER))

NOTE: the above example assumes that your CD-ROM is labeled as your D drive, and you installed the game to your C hard dive into the directory \SIERRA\KQ5. Please substitute the correct path information in the example above.

Windows '95 users may also have to play the game under DOS, since many of the titles are true DOS games and were created before Windows '95 was released. When using Windows '95, you can re-start your computer in a true DOS mode by clicking on the START button, selecting the SHUT DOWN option, and selecting the "Restart the computer in MS-DOS mode?" item.

Finally, many of these products were released before many of the high quality sound cards such as the AWE 32, Gravis Ultrasound and Ensoniq SoundScape have been released. When selecting an audio/music option for the game, your best bet is to select the AD-LIB option.

On behalf of Sierra On-Line, thank you for purchasing this SierraOriginals product. We appreciate the opportunity to share our history with you and your entire family!

Respectfully,

Quality Assurance Department.

MS-DOS INSTALLATION

There are two ways to play this game: You can play directly from the CD or you can create an install file on your hard disk or floppy disk. In order to save games, you must create an install file. Saving games is like using a bookmark; it allows you to stop playing without losing your place in the game. Next time you play the game, you can continue from where you left off. We recommend installing your game to allow you to do this.

Playing directly from the CD

To play the game directly from the CD, you will need to follow the instructions contained in a README file on the CD. To view the README file, insert the CD into your CD-ROM drive. Type the letter of the CD-ROM drive you have placed the disc into followed by a colon (for example : e:), and press [ENTER]. Type readme an press [ENTER].

Playing with an Install File (recommended).

This program will create an install file using either a hard disk or a floppy disk. Running the INSTALL program saves your sound configuration in the install file. Also, once you have installed the game, you will be able to save your game in progress on the floppy or hard disk containing the install file.

To run the INSTALL program:

1. Insert the CD into the CD-ROM drive.
2. Type the letter of the CD-ROM drive you have placed the disk into followed by a colon (for example: e:), and press [ENTER].
3. Type install and press [ENTER]

Follow the instructions of the INSTALL program.

To run the game using the install file:

1. Place your CD game disc into your CD-ROM drive.
2. Type the name of the drive you installed the game to (for example: c:) and press [ENTER]. Note: If you installed to a floppy disk, you will need to place that disk in the drive, before you type the name of the drive.
3. Type cd\sierra and press [ENTER.
4. Type sq4 and press [ENTER].

Installation Procedure for Multimedia Windows (MPC)

From the CD (if there is no SETUP floppy in your game package)
1. Insert the game CD into the CD-ROME drive
2. Invoke Windows in Standard mode or Extended mode. This is usually done by typing win /s or win /3, but may be different for your installation.

If you are unsure refer to your Windows documentation.
3. Select "Run" from the "File" menu.
4. Type e:setup where e is the drive letter of your CD-ROM drive. Press [ENTER] or click "OK".
5. The setup program will now run automatically. It will ask whether you wish to output background music for a base-level (i.e., Soundblaster, Pro Audio Spectrum, or Thunderboard) or for an extended synthesizer (i.e., Roland MT-32, LAPC-I, or CM-32L). It will then set up a program group and program icon so that you may play the game.

From the SETUP floppy (if is one in your game package)

1. Insert the game CD into the CD-ROM drive.
2. Insert the Setup diskette into the a:drive (or b:drive).
3. Invoke Windows in Standard or Extended mode. This is usually done by typing win/s or win/3 but may by different for your installation. If you are unsure refer to your Windows documentation.
4. Select "Run" from the "File" menu.
5. Type a:setup (or b:setyp) and press [ENTER]or click "OK".
6. The setup program will now run automatically. It will suggest a directory for installation but allow you to change it if you wish. It will ask you to enter the drive letter of your CD-ROM drive. It will ask whether you wish to output backround music for a base-level synthesizer (i.e., Soundblaster, Roland MT-32, LAPC-I, or CM-32L). It will then copy the required files to your hard disk and set up a program group and program icon so that you may play the game.

Note about synthesizers

Multimedia Windows defines two types of synthesizers: "base-level" which includes three melodic channels and one percussive channel, and "extended" which includes nine melodic channels and one percussive channel (only if you have selected the Extended synthesizer). Use the Index to find help on changing your MIDI setup. The channel assignments are 13 thru 16 for the former and 1 thru 10 for the latter. You may configure the system depending upon the type of sound equipment installed by using the MIDI Mapper in the control. Sierra's games can play music for either of these configurations. The installation procedure allows you to choose which is appropriate for your system. If you don't know what type of synthesezer you have, just click on "OK" to continue. If you have a Soundblaster, Pro Audio Spectrum, or Thunderboard; select the Base-level synthesizer. If you have a Roland MT-32, LAPC-I, or CM-32L, select the Extended synthesizer.

To run the game

1. Insert the game CD into the CD-ROM drive.
2. Invoke Windows in Standard or Extended mode. This is usually done by typing win/s or win/3, by may be different for your installation.
3. Double-click on the "Sierra" group if it is not already open.
4. Double-click on the game icon.

A BRIEF WELCOME FROM ROGER WILCO

Welcome
Roger Wilco, Space Hero
Ed. note: Roger Wilco, born and raised on Xenon, began his career as a lazy and unproductive janitor aboard the spaceship Arcada. The Arcada was unfortunately destroyed in an invasion by the Sariens, who were after its precious cargo, the Star Generator*. Roger managed to escape from the Arcada in the nick of time, tracked down the Sarien motership transporting the Star Generator, stowed away onboard, and set the Generator to self-destruct. This spine-tingling adventure is chronicled in **ROGER WILCO IN THE SARIEN ENCOUNTER.**

Having earned a substantial promotion, our intrepid hero went on to save the Universe from the evil maniac Sludge Vohaul (brother of the inventor of the Star Generatorp) and his race of hideous Insurance Salesmen, as told in Roger's second adventure, **VOHAU'S REVENGE.** Roger was understandably convinced that he had ended Vohaul's tyranny once and for all, but he failed to grasp the fundamental concept of science fiction : evil never dies, it simply waits for a sequel.

*The Star Generator was a device invented by the Xenonians which had the capability of turning a planet into a sun, thus creating the potential for life in an otherwise dead solar system. In the hands of Sariens, though, it was to be used as a weapon of mass destruction which could destroy not only a planet where life already thrived, but could in fact reduce an entire heathly solar system to molten slag within seconds. Bummer.

n the thrilling conclusion of **VOHAUL'S REVENGE,** Roger was placed in suspended animation. In the dramatic introduction to Roger's third quest, **THE PIRATES OF PESTULON**, Roger's escape craft was towed aboard a Space Junk Freighter. Using his legendary ingenuity and mostly dumb luck, he escaped in time to rescue the Two Guys From Andromeda (his chroniclers) from the clutches of the villainous ScumSoft Corporation. ScumSoft had captured the Two Guys with the malicious intent of squeezing more arcade hits out of them.

You hold in your sweaty little palm a silvery little disc containing the full particulars of Roger's newst journey, one that you're sure to find even more incredible and irrational than the last three.

ALL SYSTEMS

Using a Mouse to Play Space Quest IV

To position the onscreen cursor, move the mouse to the desired position. To move your character, position the cursor at the location to which you want the character to walk and click the mouse button. To exedute a command, click the mouse button (multi-button mouse users, click the left button). For more detailed mouse instructions, see below.
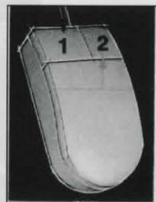
1 - Button Mouse

I. [ENTER]
[SHIFT-click] Cycle through available cursors. [Ctrl-Click] Toggle between WALK and last cursor chosen.
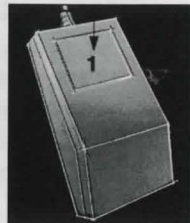
2 - Button Mouse

I. [ENTER]
2. Cycle through available cursors. [Ctrl-Click] Toggle between WALK and last cursor chosen.

3 - Button Mouse

I. [ENTER]
2. Cycle through available cursors. [Ctrl-Click] Toggle between WALK and last cursor chosen
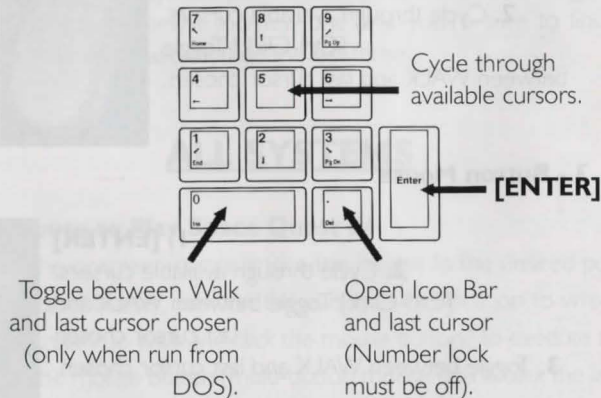**3.** Toggle between WALK and last cursor chosen.

For other commands, mouse users can use the numeric keyboard.

## Using a Keyboard to Play Space Quest IV

To position the onscreen cursor or move your game character using a keyboard, press a direction key (arrow keys) on the numeric keypad. To stop your character, press the same direction key again. To select an Icon or execute a command, press [ENTER]. For more detailed keypad instructions, see below.

Numeric keypad

Cycle through available cursors.

[ENTER]

Toggle between Walk and last cursor chosen (only when run from DOS).

Open Icon Bar and last cursor (Number lock must be off).

Using a Joystick to Play Space Quest IV

To position the onscreen cursor using a joystick, move the stick in the desired direction. To select an Icon or execute a command, press the FIRE button. For more detailed joystick instructions, see below.

[FIRE or ENTER]

Open Icon Bar

[FIRE or ENTER]
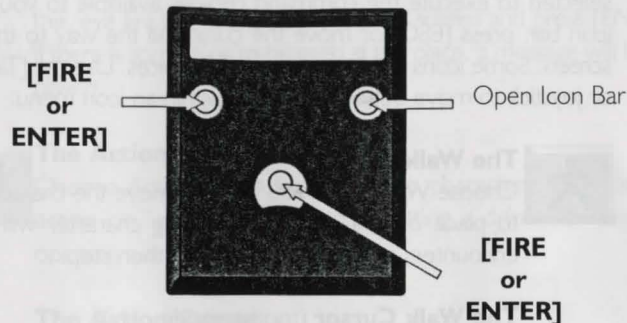
For other commands, joystick users can use the numeric keyboard.

ICONS AND CURSORS

At the top of the screen is an icon bar containing several icons that can be selected to execute the command choices available to you. To open the icon bar, press [ESC] or move the cursor all the way to the top of your screen. Some icons will have a menu of choices. Use the [Tab] key, mouse or joystick to move between choices within an icon menu.

The Walk Icon
Choose Walk when you want to move the character from place to place on the screen. A walking character will move until it encounters an obstacle in its path, then stop.

The Walk Cursor (mouse mode only)
When you choose Walk, the cursor will change to a walking figure. Placed the feet of the figure at the place where you want to move the charactere and click the mouse button. If possible, the character will move to that spot.
PLEASE NOTE: In Keyboard an Joystick mode, the character's destination will be assumed to be the edge of the screen in the direction of movement, and will walk off the screen if not stopped. There will not be a special cursor onscreen.

The Look Icon
Choose Look when you want to have the character look at something onscreen.

The Look Cursor
When you choose Look, the cursor will change to an eye. Place the eye ant the desired place on the screen and press [ENTER]. If there is something to be seen at this place, a message will be displayed.

The Action Icon
Choose Action when you want the character to perform an action on an object (Example: getting a drink from a pond, opening a door, etc).

The Action Cursor
When you choose Action, the cursor will change to a hand. Place the hand at the desired place on the screen and press [ENTER], click the mouse button or press the joystick fire button. The necessary action for this screen position will be performed.

The Talk Icon
Choose Talk when you want to initiate a conversation between game characters.

The Talk Cursor

When you choose Talk, the cursor will change to a talking head. Position the mouth on the person (or thing) and click the mouse button, press the joystick fire button or press [ENTER]. If conversation is possible, the character will talk, or a conversation will begin.

The Smell Icon

Choose Smell when you want to take a good, hearty whiff of something.

The Smell Cursor

When you choose Smell, the cursor will change to a nose. Position the nose on the person or thing you want to smell (pyew!) and click the mouse button, press the joystick fire button or press [ENTER]. If it smells, you'll get a complete and, no doubt, nauseating description.

The Taste Icon

Choose Taste when you want to try tasting something.

The Taste Cursor

When you choose Taste, the cursor will chage to a mouth-and-tongue. Position the tongue on the person or thing you want to lick and click the mouse button, press the joystick fire button or press [ENTER]. You'll get a description of the result - probably something in bad taste !

The Item Icon

The Item icon shows the last inventory item you selected. Choose Item when you want to see or use this item.

The Inventory Icon

Choose Inventory when you want to see and select from the items you are currently carrying.

The Controls Icon

This icon allows four game variables to be adjusted:

* **Speed**: Adjusts the speed of the game animation.
* **Volume**: Adjusts the sound volume.
* **Text/Speech Control**: Allows selection between displayed text and spoken text. If the button is marked as TEXT, clicking on it will restore speech mode. If the button is marked as SPEECH, clicking on it will restore speech mode.
* **Game Detail**: Adjusts the amount of non-essential animation in the game. If your game is running too slowly, you may want to adjust the Game Detail to lessen the amount of non-essential animation. **SAVE, RESTORE & QUIT** are also accesed via the *Controls* icon.

The Information Icon

Choose Information when you need to be reminded what the various icons do in the game. The cursor will change to a question mark. Pass the question mark over the other icons in the icon bar to see what they do.

Object Cursors

Each item in your inventory has a special **object** cursor associated with it. These can be used to perform game actions with your inventory items. Follow these steps:

1. You can choose the **Inventory** icon from the icon bar, or press the [Tab] key.

2. Move the **arrow** cursor the **inventory** item you want to use, and press [ENTER], the joystick fire button or click the mouse button. The cursor will change to look like the item you have selected.

3. Choose the **OK** icon. You will exit the inventory screen to the game.

4. Move the **Object** cursor to the place onscreen where you want to use the inventory item and press[ENTER], the joystick fire button or click the mouse button.

INTERNATIONAL TECHNICAL SUPPORT & CUSTOMER SERVICE

U.K. CUSTOMER SERVICE/TECHNICAL SUPPORT

Sierra On-Line Limited
Customer Support
4 Brewery Court
The Old Brewery
Theale, Reading, Berkshire
RG7 5AJ United Kingdom
Phone: (44) 1734-303-171
(M-F, 9:00 am - 5:00 pm)
Fax: (44) 1734-303-362
Modem: (44) 1734-304-227
(Disk/CD replacements in the UK are £6.00, or £7.00 outside the UK.

FRANCE CUSTOMER SERVICE/TECHNICAL SUPPORT

Coktel Vision
Parc Tertiaire de Meudon
Immeuble "Le Newton"
25 rue Jeanne Braconnier
92366 Meudon La Forêt
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Phone: 16 (1) 46-01-46-50
(7 jours sur 7 de 9h a 21h)
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GERMANY CUSTOMER SERVICE/TECHNICAL SUPPORT

Sierra Coktel Vision
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Germany

Hotline: (06103) 99 40 40
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Mailbox (49)6-103-99-4041

UK HINTS

New Sierra Hint Line:
For adventure games released after January 1, 1993.
Charged 39p/minute cheap rate, 49p/minute at other times. Maximum call length: 7.5 minutes. Maximum charge cheap rate: £2.92, £3.67 other times. Must have permission of the person who pays the phone bill before calling (line available UK only).
Old Sierra Hint Line:
For adventure games released up to December 31, 1992.
Calls are charged at normal telephone rates.
New Games Hint Line:
(within UK only)
(0) 891-660-660

Old Games Hint Line: (within UK): (0) 1734-304-004
Old Games Hint Line (outside UK): (44) 1734-304-004

FRANCE HINTS

Hint Line: (33) 1-36-68-46-50
Costs 2,19F la minute; tarif en vigueur au 20 mai 1994
(France métropolitaine seulement.)

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DATE OF PURCHASE: ⌇⌇⌇⌇⌇⌇⌇   Format: FLOPPY ❑   CD ROM ❑

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- SierraOriginals purchase programme schedule:
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- Which magazines do you read regulary ? (in order of preference)

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1———————	2———————	1———————	2———————
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