

# SPACE QUEST IV

HINT BOOK



 SIERRA



# SPACE QUEST IV

# ROGER WILCO

AND THE  
TIME RIPPERS



## About this Hint Book



his book was designed to help you into and out of dozens of frustrating situations while playing *Space Quest IV*. We've attempted to cover every possible obstacle you might encounter, and even a few you probably won't, to make this book your complete guide to the game.

## How to Use this Book



ow you use this book is entirely up to you. Maybe you want to dive in now and read the whole darned thing. Go ahead, see if we care. We know your kind — you probably read the last page of a book first, too, don't you?

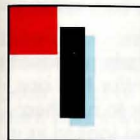
Ahem. Those of you who *don't* read the last page first understand that an adventure game, like a good book, is meant to be explored, to be experienced, to unfold for the player one page (or screen) at a time. Unlike a book, the progress of an adventure game depends on your actions and reactions to characters and situations. Problems will arise, and you'll have to solve them. Sometimes the answers will be crystal clear, other times you'll find yourself yanking your hair out or abusing your pets in utter frustration. Then, and only then, should you peek at the contents of these pages. Find the question that best describes your problem, and use your Adventure Window to reveal one hint at a time until you're able to solve it. Hints progress from a nudge in the right direction, to a shove in the right direction, to an all-out, bash you on the head solution.

## After the Game



he last section of this book contains a detailed walk-through and points list. When you've finished the game, take a look at this section to see what you might have missed. **WARNING:** Reading this section before playing the game is right up there with reading the last page of a book, and is highly frowned upon.

## Note to Beginning Adventurers



f this is your first time playing a Sierra 3-D Animated Adventure Game, the following tips may help you get started.

\* Remember to save your game frequently — see your Sierra Game Manual for details.

\* Examine your surroundings carefully. Look at everything, and talk to everyone. Clues can be found in the most unlikely places.

\* When in doubt, try everything. You can never tell just what will help you out of a given situation.

Thanks for playing Space Quest IV.

## Interview with the Two Guys From Andromeda A.K.A. Scott Murphy and Mark Crowe



he misadventures of Roger Wilco have been coming at you since 1986, driven by Sierra's craziest design team, the Two Guys from Andromeda. Here to tell you a little bit about themselves are their alter-egos, Scott Murphy and Mark Crowe.

### You guys have been at it for a heck of a long time. How did you team up?

Scott: Mark and I teamed up working on the Black Cauldron project. I begged Ken to let me work on it; I wanted to be more creative. I was interested in programming, but I didn't really have any background. I bugged Ken, and he finally said, "Okay, we're working on it out at my house. Come on out, and we'll see what you can learn."

Mark: I had been working in the Marketing Department as an illustrator and layout artist, and had been transferred into the computer graphics division. During the Black Cauldron project, which was my second "medieval" fantasy, we decided to put our heads together and develop a space adventure.

Scott: In other games, you always played this very *noble* hero. We wanted to do something different. What if this guy was just your average Joe, forced into the hero role? He gets lucky sometimes, and does the right thing, but he's nobody special.

We knew that space games didn't really excite Ken, because I'd already proposed one, but it had just been an idea; no art, no storyline or anything. For this one, Mark whipped up four rooms of graphics, and I put together the code to run them. It was basically the first four rooms of Space Quest I. Ken came and looked at it and said, "That looks like fun." So, we went ahead and did it, and darned if people didn't seem to like it!

### So it was an idea whose time had come?

Scott: Well, it was an idea anyway. A lot of people seem to like it, which tells me that there are a lot of people out there who are quite deranged, and I'm happy to have almost known them. At least, they've known me a bit.

Mark: We can't really say that it was the first space adventure, but certainly the first funny one!

Scott: One of the really fun things about making Space Quest I was that we were so ignorant.

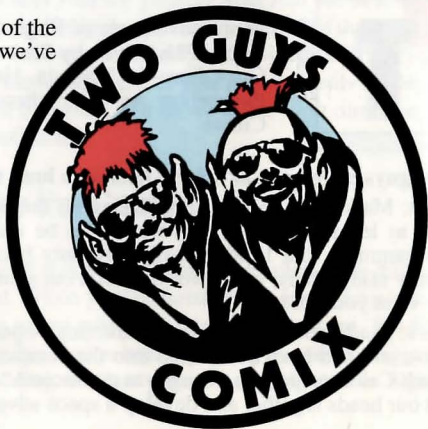
Mark: Hey, speak for yourself!

Scott: We didn't know what we were getting into. We really had no idea how much goes into creating a game, and how much it takes out of you. It seems simple from the outside, but it all has to work together, and I don't think everybody can make that happen.

### Do you get a lot of fan mail?

Scott: Yeah, we do get a lot. One of the most interesting pieces of mail we've gotten recently was from Russia.

They don't sell the games there, so obviously it had to be smuggled in somehow, but there's a computer club there. It's very exciting to get mail from people all over the world, and seeing how we've affected them, made them forget their problems, or just given them a laugh — it's one of the best parts of the business.



Mark: We also, on occasion, get letters on cassette tapes from some very imaginative people. Those are the most fun. But it's becoming harder and harder to answer all of the mail. We're trying, folks!

### How does game design happen for you? Do you know exactly where it's going from day one, or is it more spontaneous?

Scott: A lot of our design starts with a basic idea: "Here's where we're going to start, here's where we're going to end, and I think we want to go here, and here, and here in between." Then we get bored with talking about it, and we just start doing it. I think we've done some of our best work that way — Seat-of-the-Pants game design. There were a lot of brainstorming sessions where we'd be working, and one of us would turn around and say "Hey, what if we did this?" and the other one would say, "Yeah, and then we could do this!" There were times when we didn't have any idea what was going to happen next. It was really fun for us. It was almost like a game, *making* a game. If it isn't fun for us, we can't feel like it will be fun for people who buy it.

Mark: Yeah, we're our own toughest critics. We have to make a game that we would enjoy playing. If we don't, it's like, why bother? Oh yeah, the money. I forget about that.

### What kinds of projects do you want to be involved with in the future? What's your dream game?

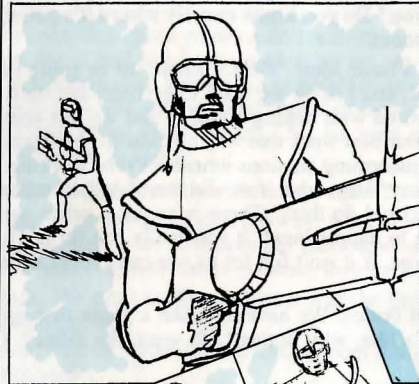
Scott: My dream game is a game that has much more depth of story and character. Space Quest is kind of a fluffy game, which is fine, but I want to do something a bit more hard-edged. Actually, right now I'd like to do absolutely nothing. I'm going to be brain-dead for a while.

Mark: Well . . . I'd really love to design something for the new "Brain Boy" game system. It's a brain-implanted micro-game card that . . .

Scott: Shut up, Mark!

Mark: Oops! I guess I let the cat out of the bag on that one. Sorry, Ken!

## SQ IV CHARACTER SHEET



NAME: TIME RIPPER

PERSONALITY: MEN OF FEW WORDS.  
THE LEADER IS ROGER'S SON.  
(SEE ROGER JR.)  
COURAGEOUS FIGHTERS BUT NOT  
MURDEROUS

ROLE: RESCUE ROGER FROM  
THE SECURITY POLICE AT  
THE BEGINNING OF SQ IV.  
ROGER INTO THE FUTURE (SQ12).

CHARACTERISTICS: REBELIOUS TO VONHUL'S TAKE OVER  
THEY WILL FIGHT TO THE END TO  
TAKE BACK THEIR PLANET FROM  
THE INFECTED SUPER COMPUTER



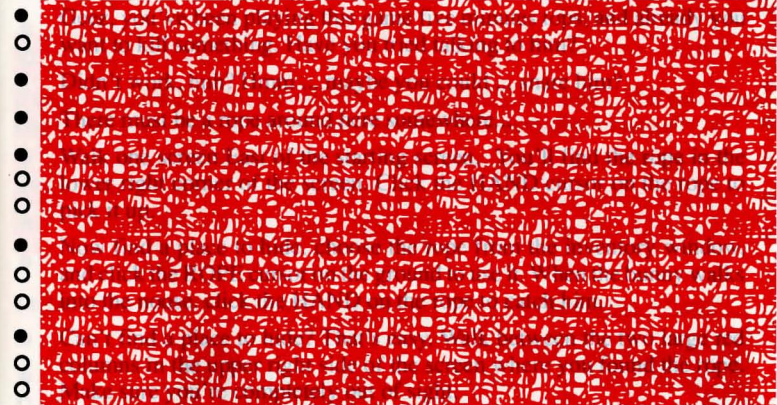
Timeripper—early concept and character description. Each Space Quest IV character began with a similar fact sheet.

**H**ow to use the Adventure Window for hints:

- Each hint starts with a solid circle.
  - A hollow circle indicates that the hint is longer than one line.
- Line up the circle to show through the hole in your Adventure Card.

## ON THE STREETS OF XENON

I keep seeing this really annoying rabbit with a bass drum. Can I kill him?



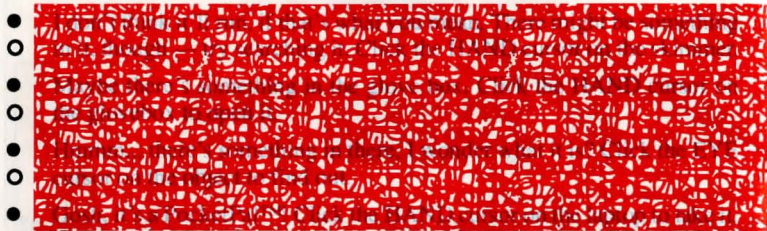
I'm being stalked by a shrieking zombie. Every time he gets near me, I get zapped by a Security Droid. Is there a way to get rid of him?



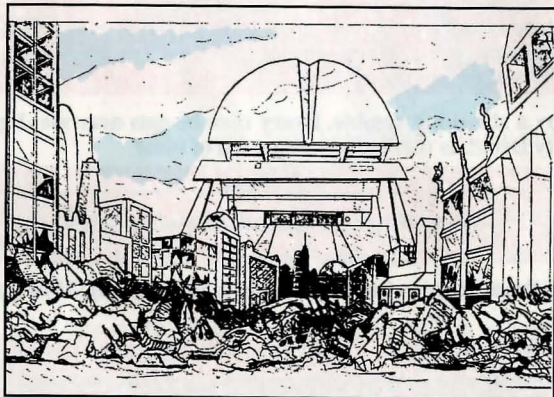
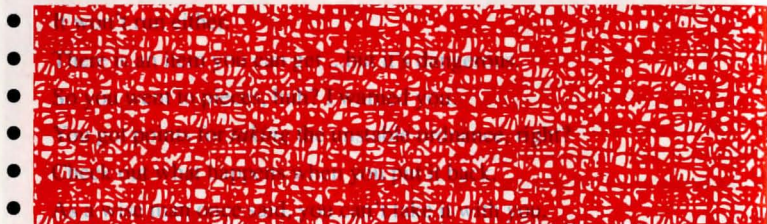
I killed the Security Droid, but his homing beacon is still flashing. How do I turn it off?



I've found a skimmer parked on the street. Can I use it?



What about the tank?



Vohaul's Super Computer—this early design was later changed to fit the 'bio-mechanical' concept of the Super Computer.

How do I get into the bank?



I can't get into any of the buildings around here. Can I get into that big ugly dome thing?



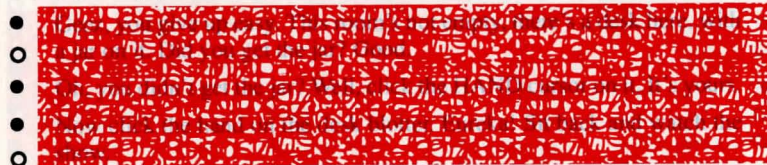
I've been wandering the streets of post-war Xenon for hours, and this zombie guy is *really* starting to annoy me. Is there anywhere else I can go?



I tried to go underground and I exploded! Did I do something wrong?




I'm in an empty room under Xenon. Now what?



The movie's over, and I'm stuck in this room. How do I get out?

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I'm in a sewer pipe. It's not bad, really, but there's not much going on (except for the green slime that keeps following me around). Any suggestions?

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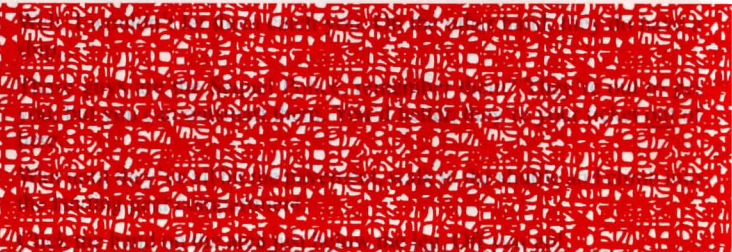
How do I get out of the sewer?

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A ship landed on the street, and a lot of mean looking guys with guns got out. Should I hide?

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## IN THE DOME

Can I get back down to the street?

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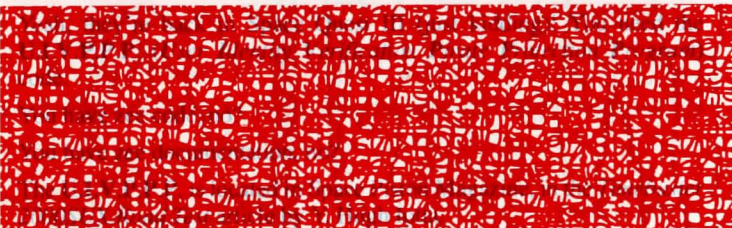
I'm still in the landing bay, and I keep getting shot. What the heck am I supposed to do here?

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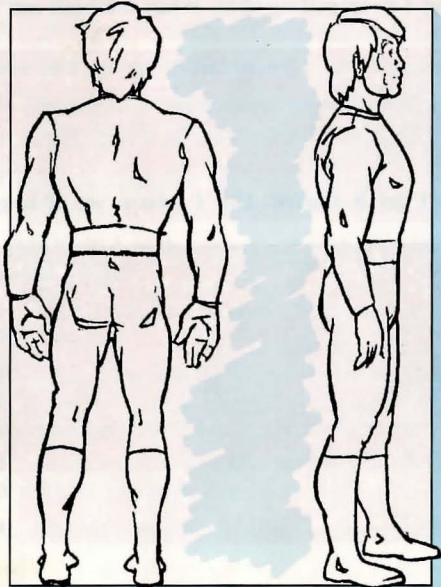
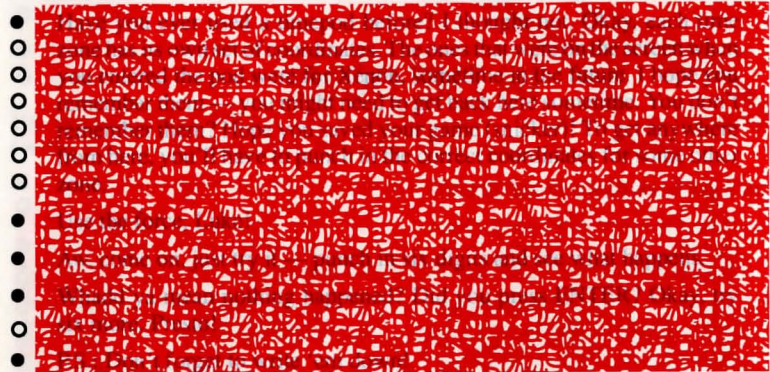


I'm in the timepod, but I can't get it started. Did I miss a set of keys somewhere?

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I entered the U.I.V.P.P.P., but the pod still won't go anywhere. What's the deal, guys?



First character study for the new and improved, VGA Roger.

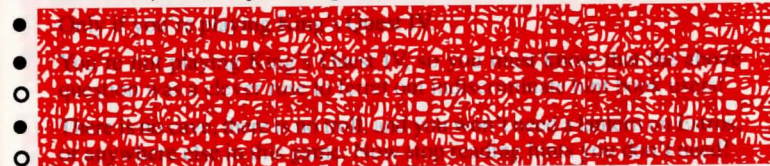


# ESTROS BUTTES

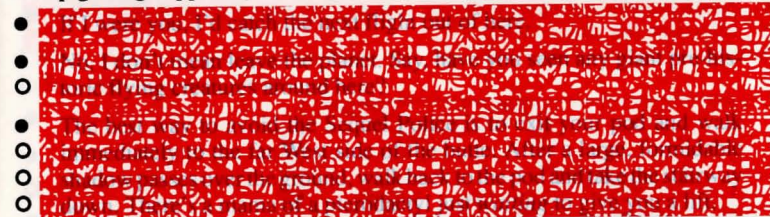
I've landed the timepod, now how do I get out?



I found a cave, but every time I go in, a troll eats me. Do I need a lantern?



I keep getting zapped by the Sequel Police. How can I avoid them?



I've fallen into a giant bird's nest. How do I get out before I'm lunch?





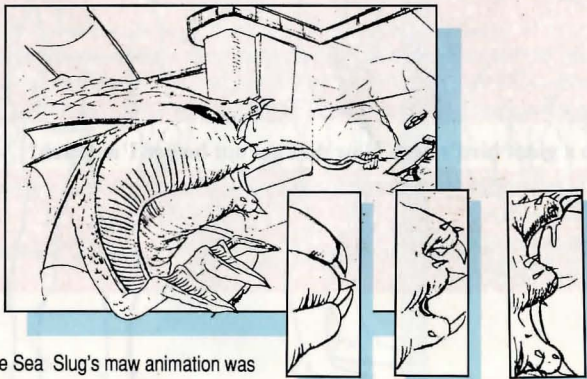
I've escaped the pterodactyl nest, only to be captured by a bunch of scorned women. Is there any way out of this?



The Latex Babes have fled, and I'm about to become a slug snack. Is this the end?



I zapped the slug, but it just made him mad. How do I finish him off?



The Sea Slug's maw animation was worked out in early pencil drawings.

# THE GALAXY GALLERIA MALL

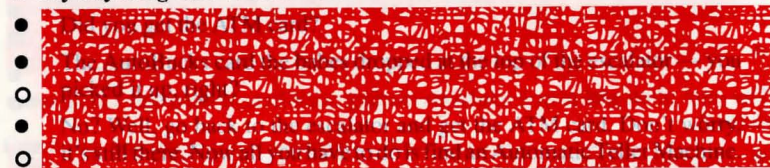
The Latex Babes have gone shopping, and I'm wandering around the mall. It's a cool enough place, but I'm not feeling very heroic. Is there something I should be doing?



This automatic walkway is too slow. Can I make it go faster?

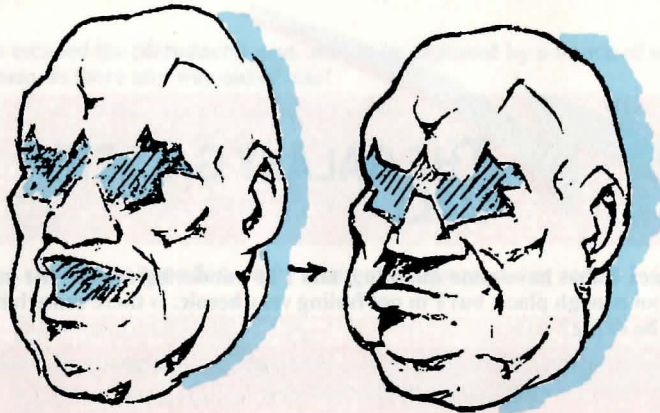


I'm wearing my Generic Space Hero suit, but I don't have enough Buckazoids to buy anything else. What's next?



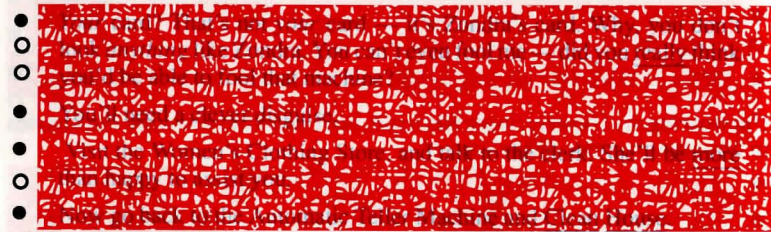
Excuse me, is there an Automatic Teller Machine around here anywhere?





These early sketches showed how

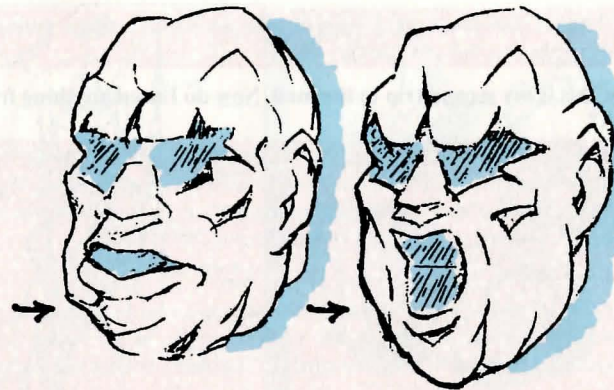
I found the Automatic Teller Machine, but it won't let me use my card. How do I make it work?



The cute alien girl asked me to go skating with her. Where can I rent some skates?



I know I need to buy some things, but I don't have enough money. Where can I pick up a few quick Buckazoids?



Vohaul's speech would be animated.



How am I supposed to earn money when I keep getting fired?



Can I buy anything at the software store?



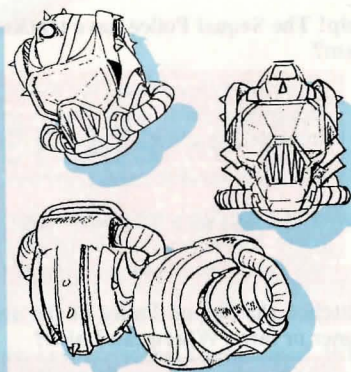
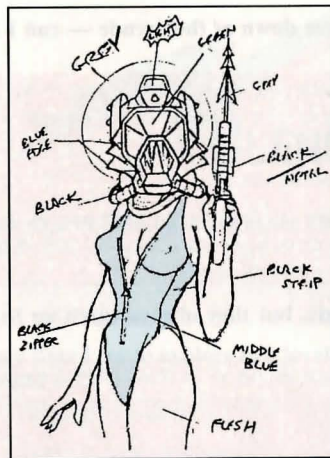
Do I need anything from Radio Shock?



Okay, this is my second trip to the mall. Now do I need anything from Radio Shock?

I've been reading the Space Quest IV hint book. It's been very entertaining, but it hasn't helped me yet. Is there any useful information in it?

I'm at the Women's Clothing store. The clerk seems eager to help me — is there something I need here?



Original design called for Zondra to wear an 'aqua helmet'.

I'd really like to waste some time and Buckazoids at the arcade. Can I do that without getting shot?

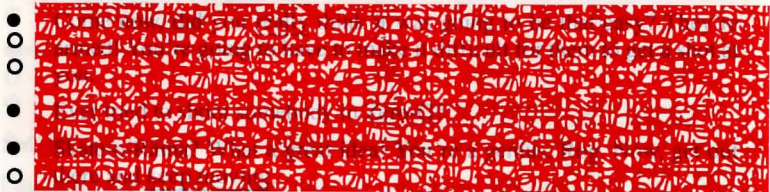
Where can I change out of this ... uh ... disguise?

I've done and seen everything I can at the Galaxy Galleria Mall. How do I get out of here?

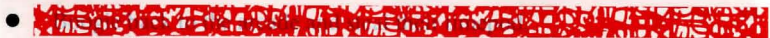
Help! The Sequel Police have tracked me down at the arcade — can I lose them?



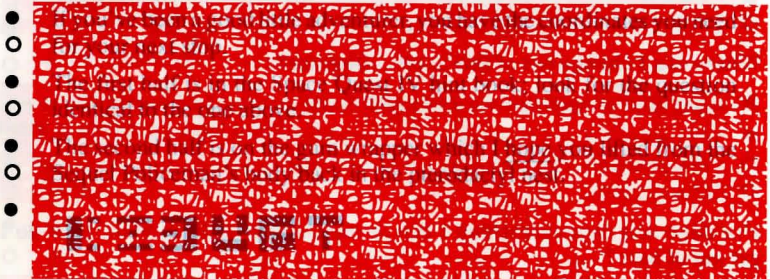
I ditched the Sequel Police at the arcade, but they always catch up to me sooner or later. Where can I hide?



I've out-foxed the Sequel Police once again, but now I'm at a loss. What should I do?



I'm in the stupid timepod. Where else can I go?



# ULENCE FLATS

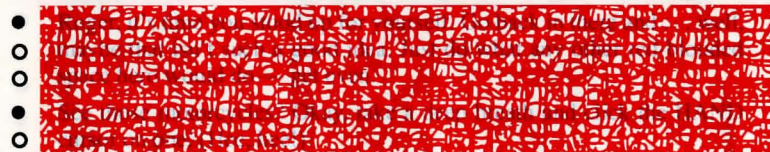
Wow, déjà vu! I'm back at Ulence Flats, and it's in AGI! Can I get into Droids B Us?



Every time I try to explore this lovely low-res landscape, I get zapped. What should I do?



I went to the bar, but I got tossed out on my ear (so to speak) by the Monochrome Boys. Am I here for a reason?



I got rid of the Monochrome Boys, but there's nothing much else going on around here. If I hang around too long, they're bound to come back, right? What do I need to do before I can get the heck out of here?



I think I'm done at Ulence Flats. Where do I go from here?



I can't get back to my timepod—the Monochrome Boys keep killing me!

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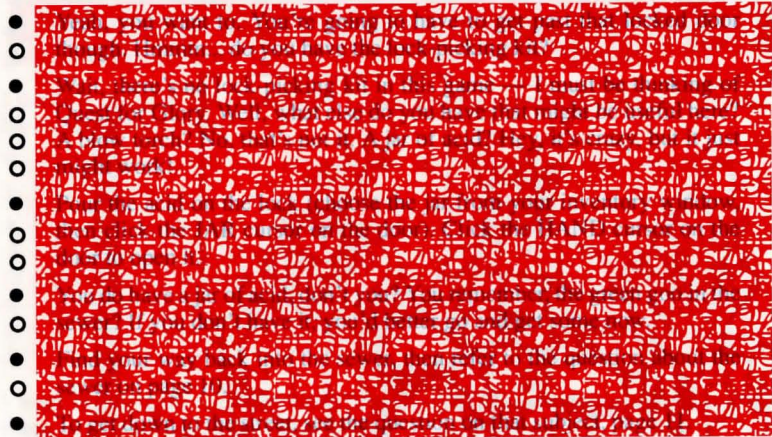


Artist's concepts of Roger's future wife.

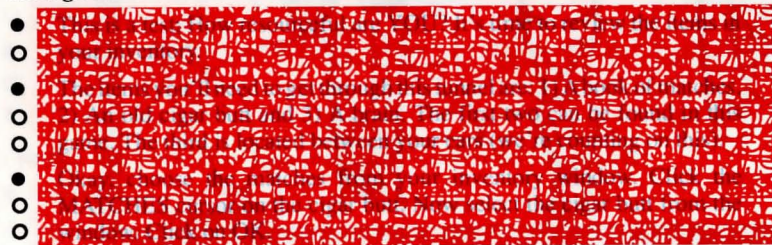


## BACK ON XENON AGAIN

I've landed back on Xenon. Can I get inside the dome? Do I even want to?



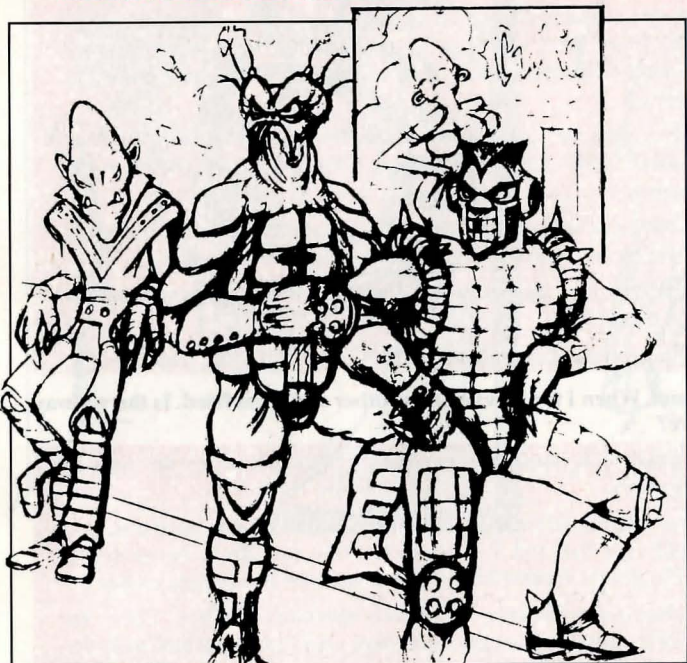
I'm in a tunnel. When I try to walk to the other end, I get fried. Is there a way through here?



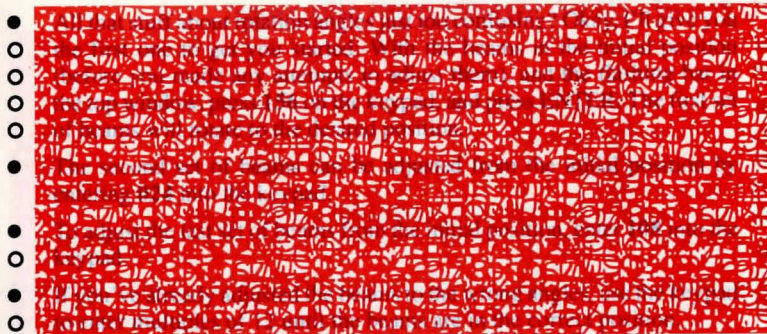
Uh . . . I don't want to sound like a dork, but where do I get the cigar butt?



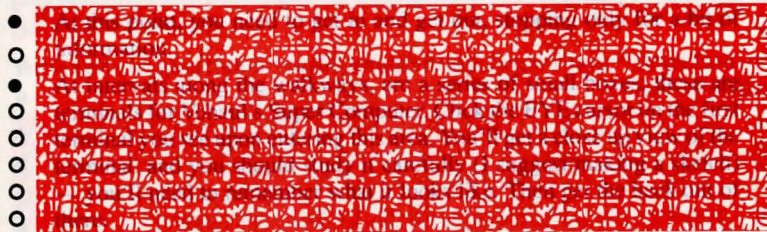
I can see the laser beams, but I still can't walk through them without killing myself. Is this a trick?



Later color versions of the Monochrome Boys stayed true to the original sketches shown here.



I made it through the tunnel, but I keep getting zapped by Security Droids. How can I avoid them?



I went through the tunnel, looked at the terminal, and got back out alive. Is there anything else I need to do here?



I bought this PocketPal™ adaptor thing — what do I do with it?

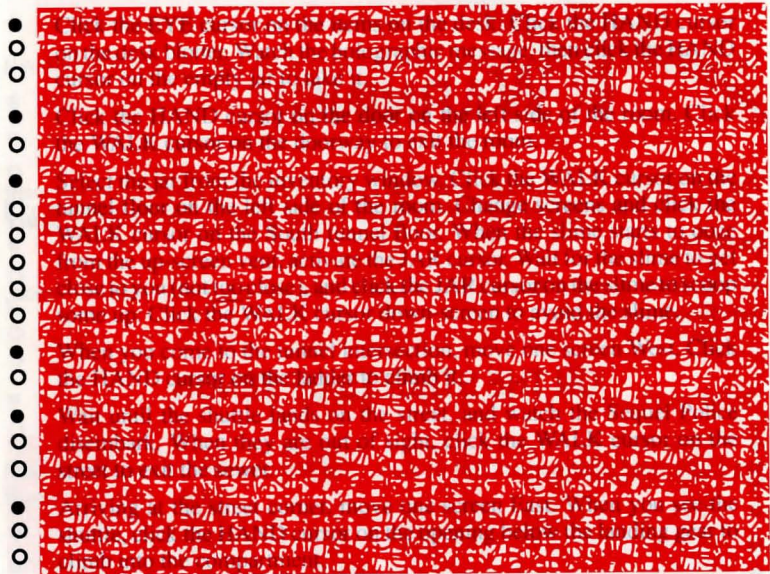




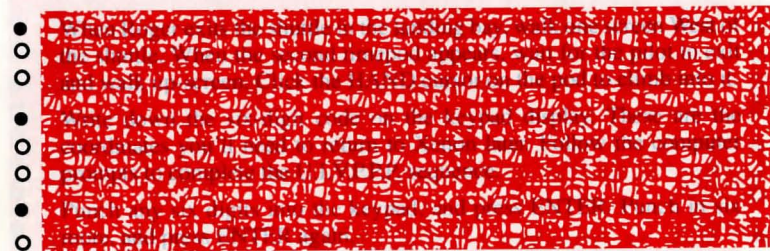




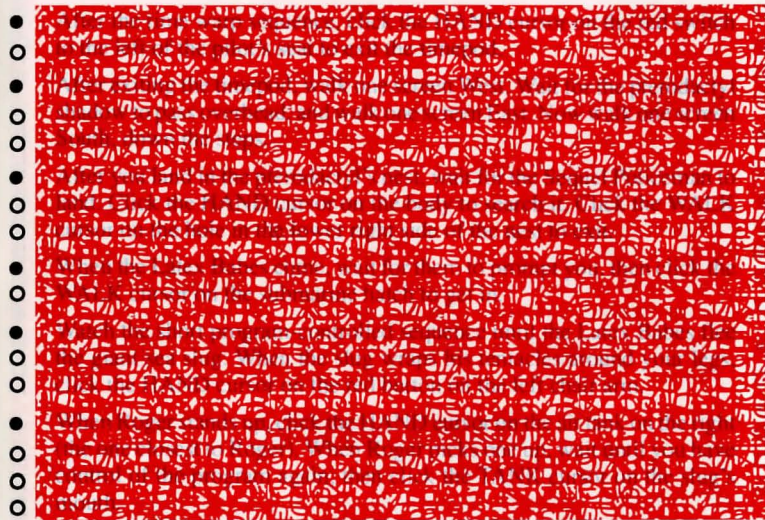
**IN THE SEWER**



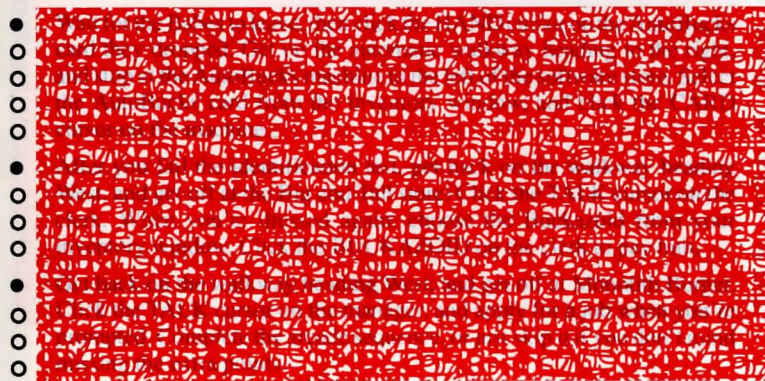
**IN THE LANDING BAY**

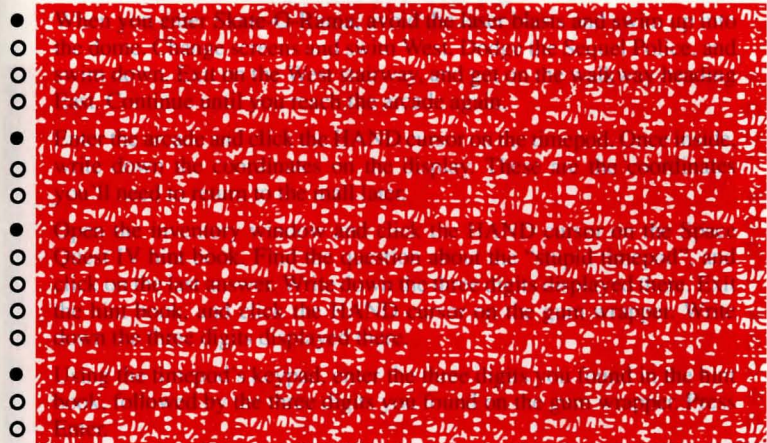
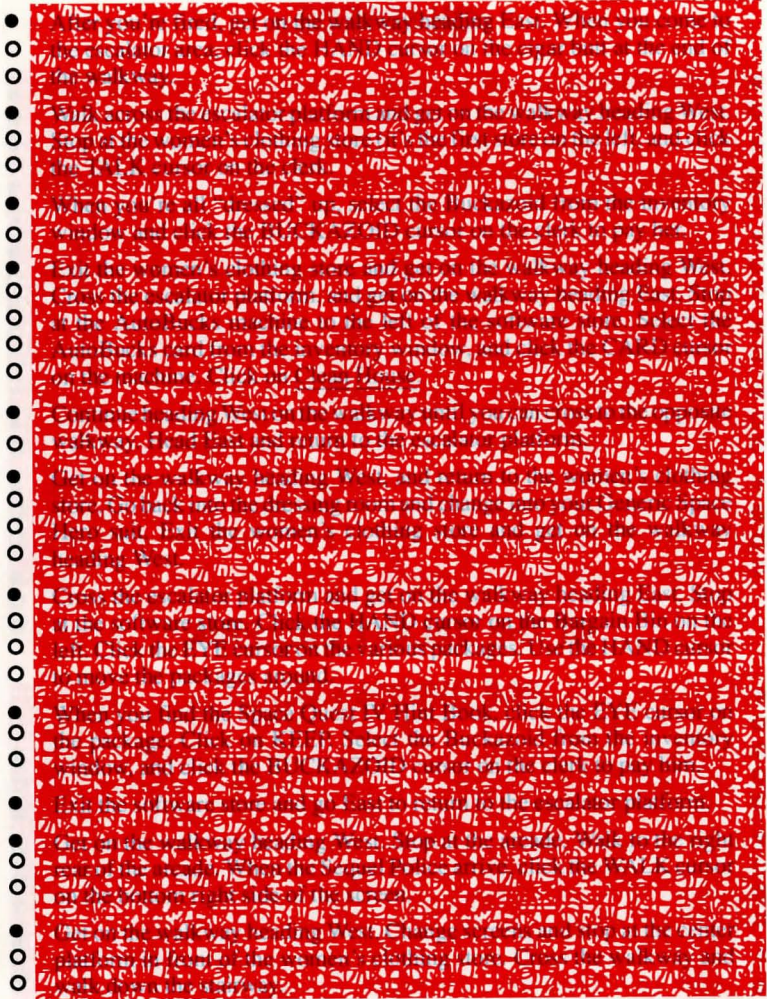


**ON ESTROS**

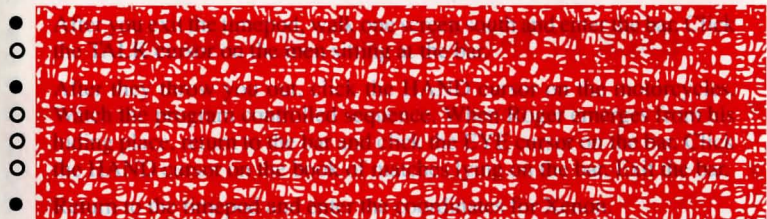


**AT THE GALAXY GALLERIA**

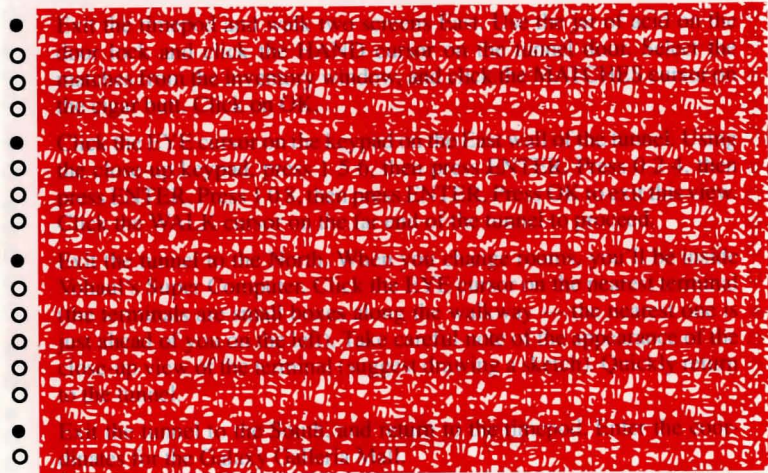




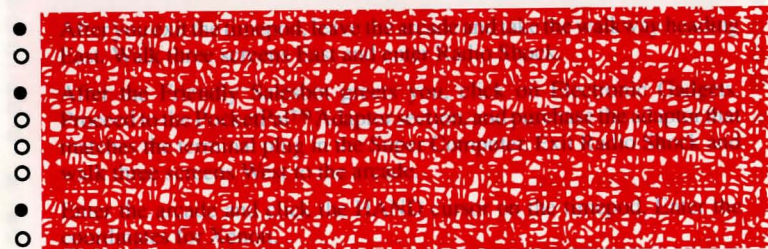
**ON ULENCE FLATS**



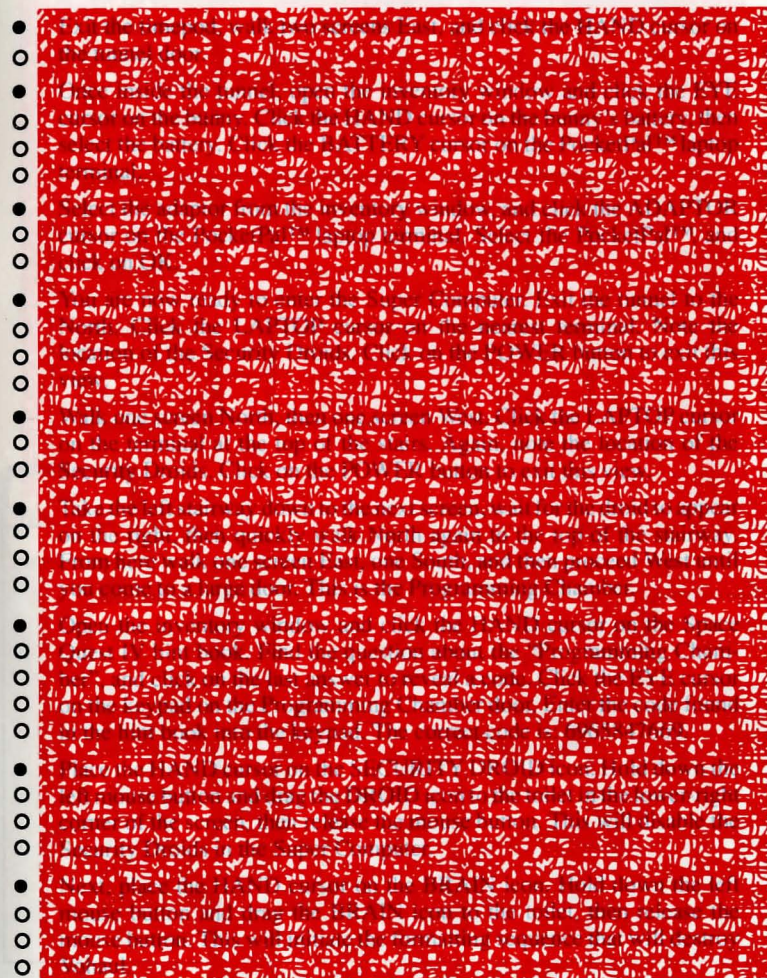
**BACK ON XENON**

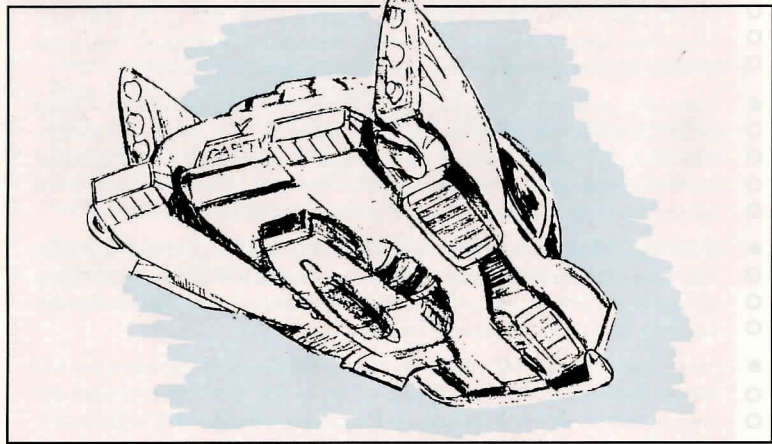
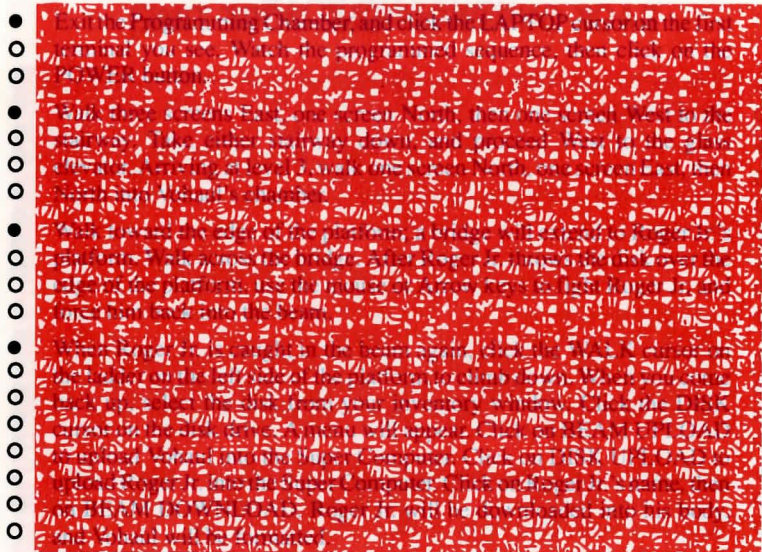


**BACK AT THE GALAXY GALLERIA MALL**



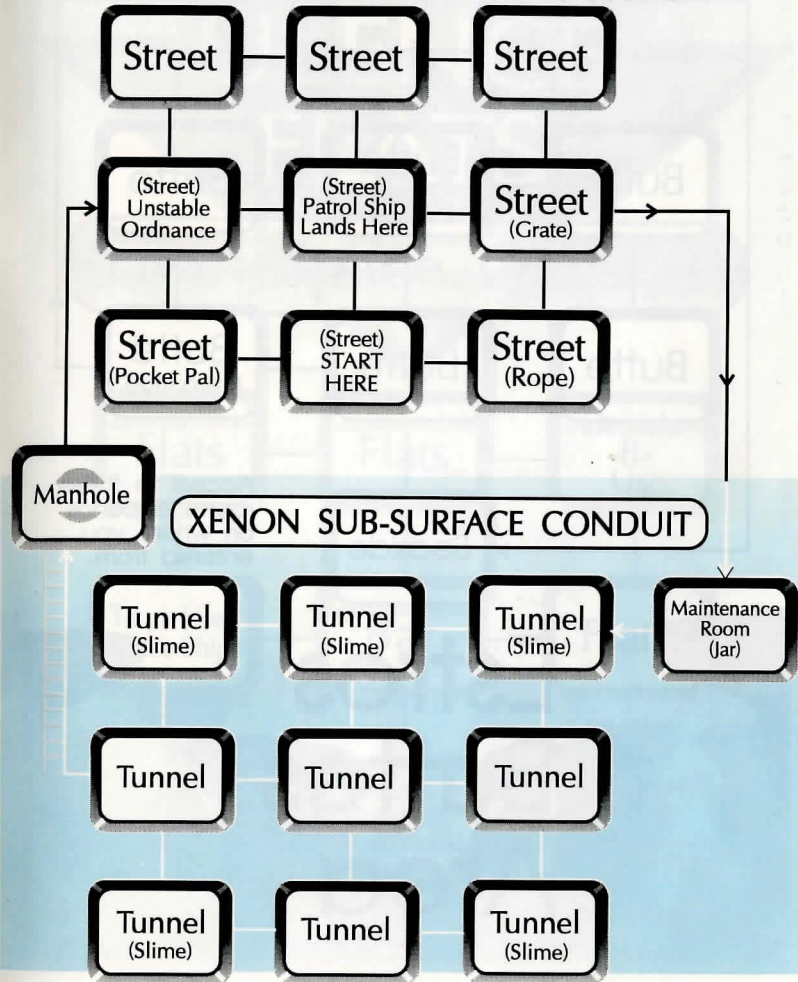
**BACK ON XENON (ONE MORE TIME)**

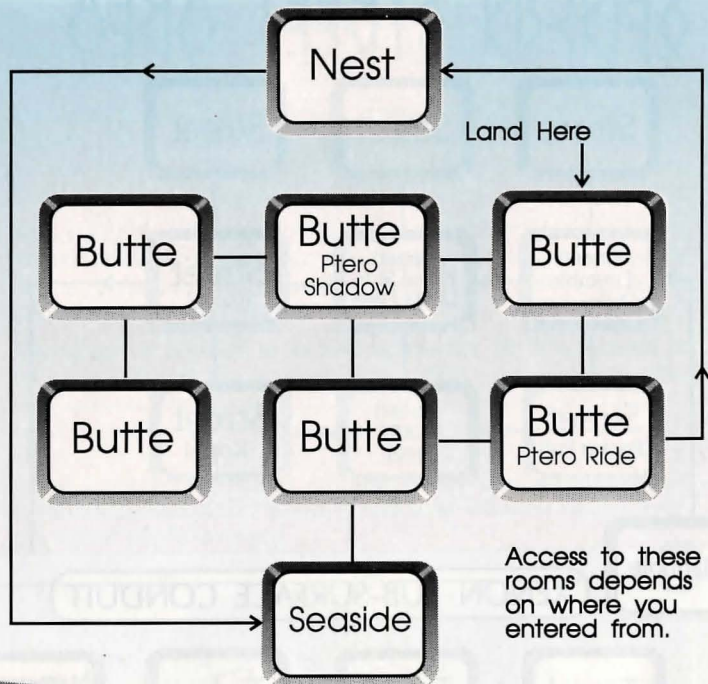




Original concept for Latex Babes' space cruiser.

# XENON STREET AREA

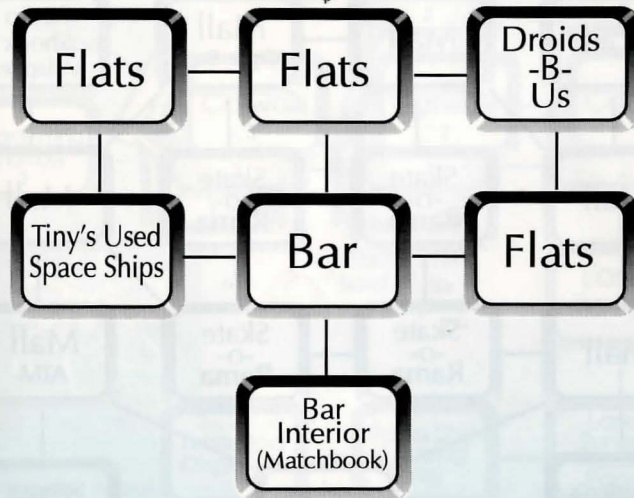




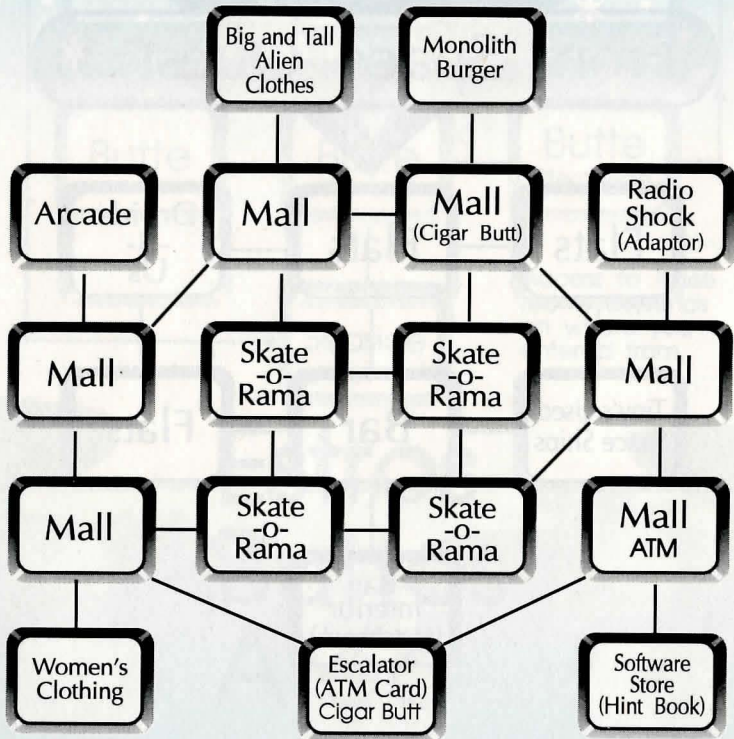
# Estros Buttes Area

# ULENCE FLATS

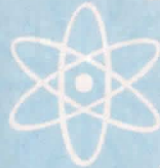
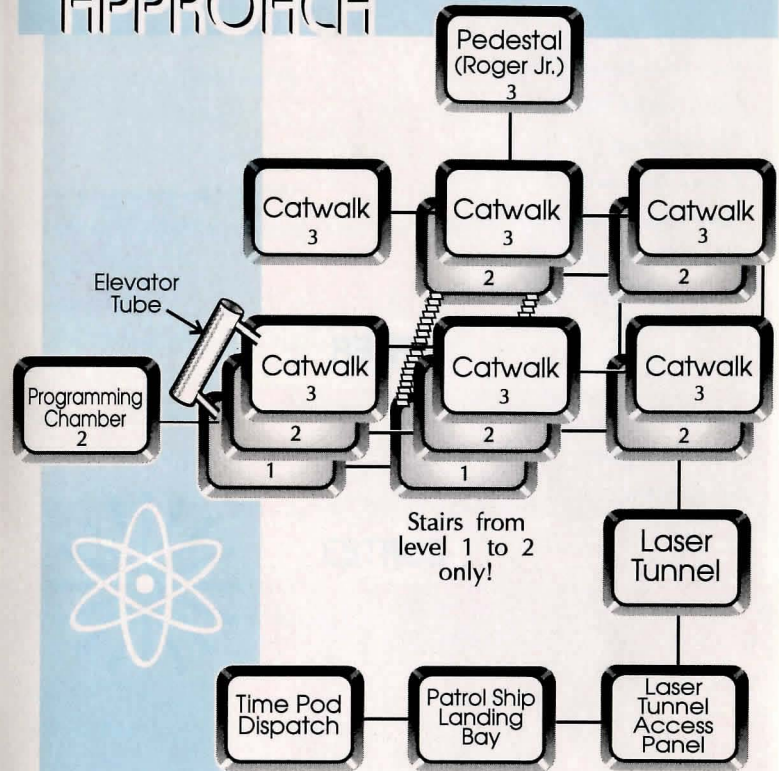
(From Space Quest 1)



# Galaxy Galleria Mall

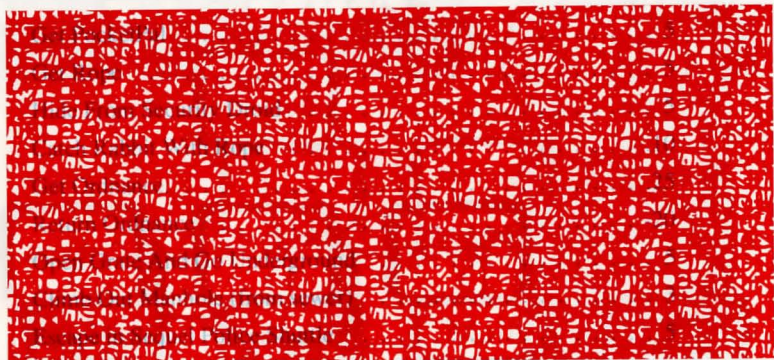


# SUPER COMPUTER LANDING BAY APPROACH

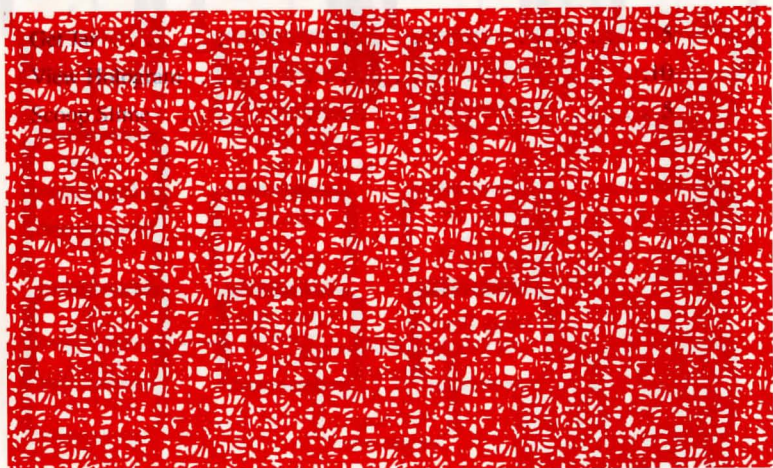


**Points List**

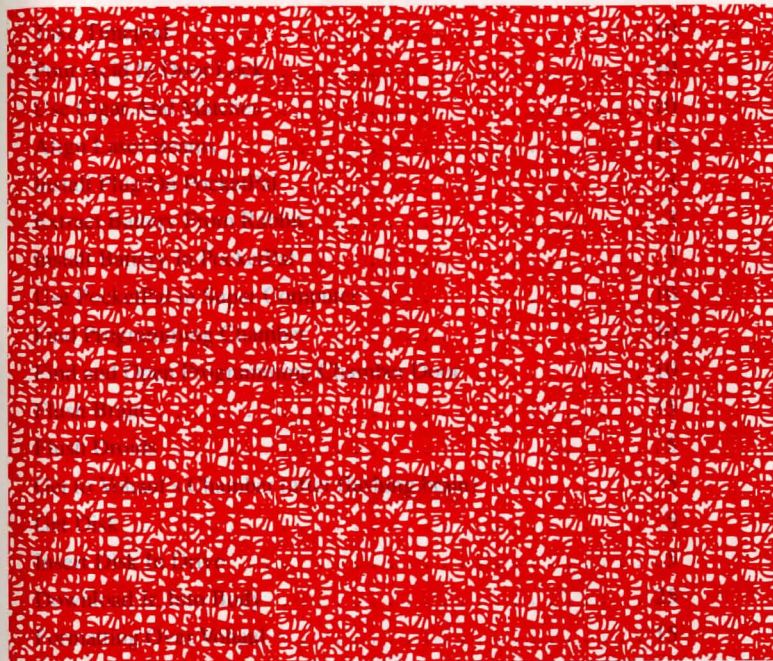
**XENON STREET**



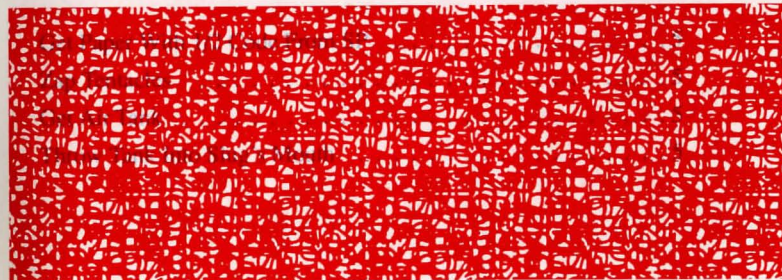
**SEWER**

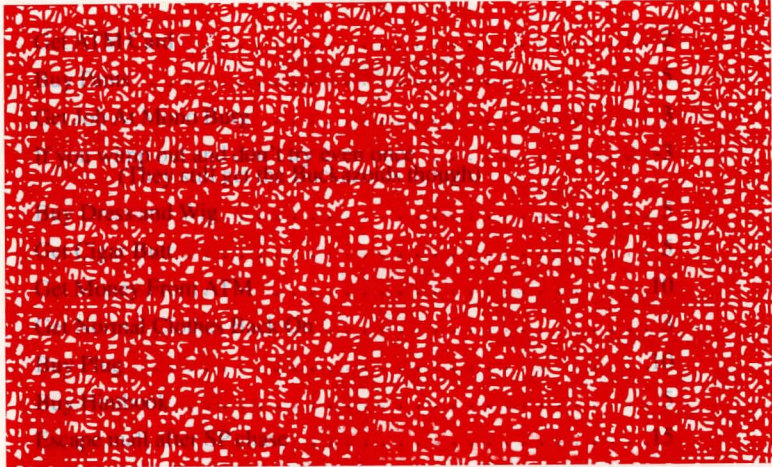


**SUPER COMPUTER**

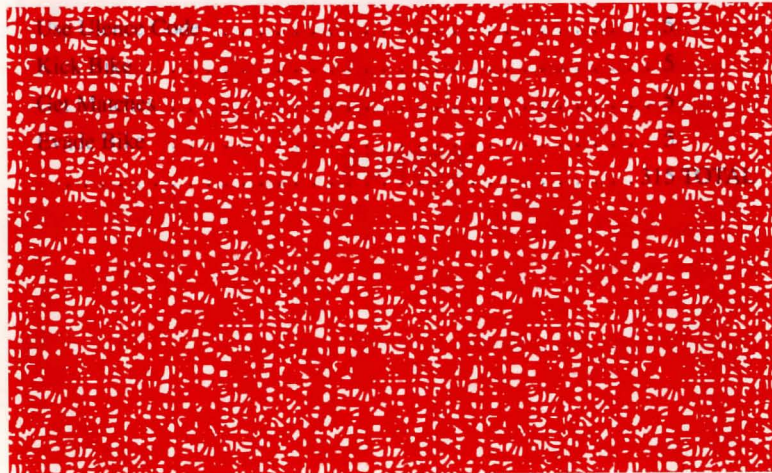


**ESTROS**



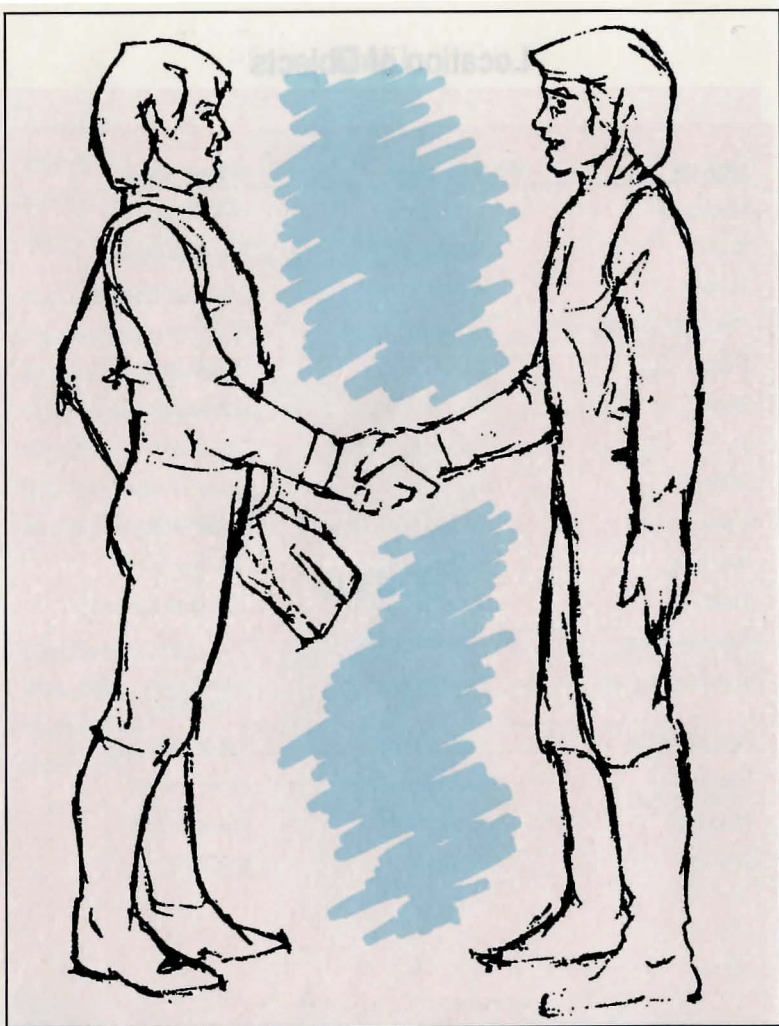


ULENCE



Objects	Where Found	Where Used
A large rectangular area filled with a dense, repeating pattern of small, stylized red and white shapes, identical to the one on page 44.		





First sketches of Roger's reunion with his son.



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