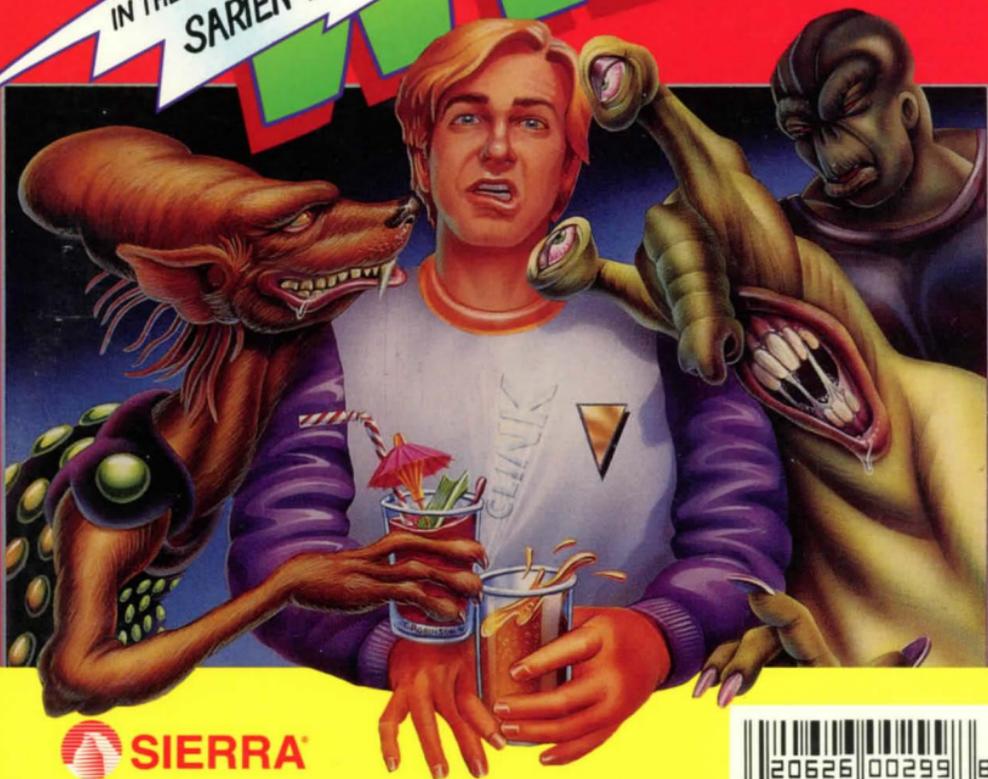


# SPACE QUEST 1

HINTBOOK

# ROGER MILLO

IN THE  
SARIEN ENCOUNTER



 SIERRA

  
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**T**his hint book has been specially created for the new icon-driven *Space Quest 1: The Sarien Encounter*.

All clues are written with this new interface in mind. People playing the original parser-driven *Space Quest 1* will have to type their answers to execute all the actions described in this book.

# SPACE QUEST 1

# ROGER WILCO™

IN THE  
SARIEN ENCOUNTER

 SIERRA®



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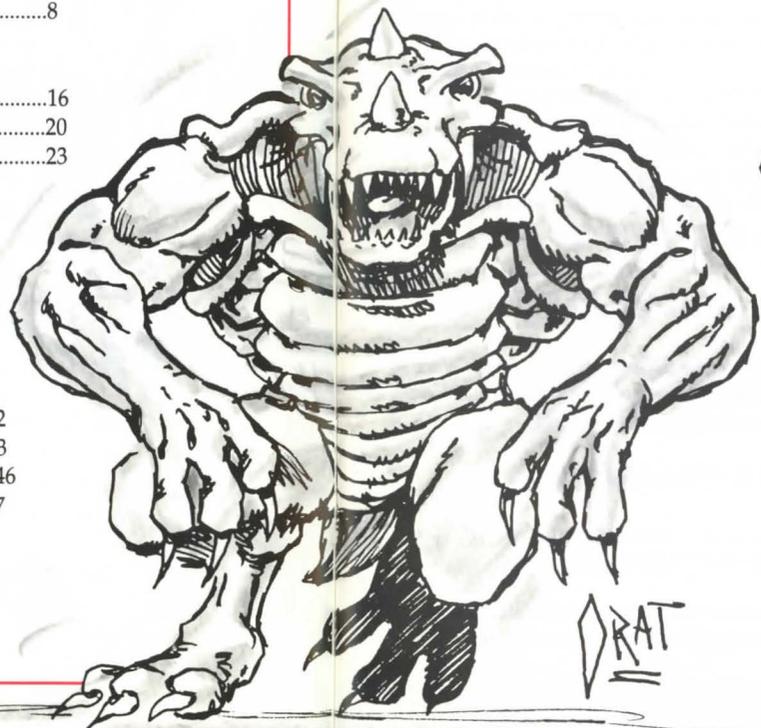
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## About the Game

This is your life, Roger Wilco. As the chief (and only) sanitation engineer aboard the Xenon research vessel Arcada, the pressing duties and ponderous responsibilities of your job can be overwhelming. Burning questions such as: "Should I dust or vacuum first?" take their toll on your intellectual and emotional strength. It is on just such a decision-filled day that, finding yourself in need of rest, you seek out the relative peace and quiet of the ship's broom closet.

But fate has other plans for you, Roger Wilco—the Sariens, acting on commands from the nefarious Sludge Vohaul, have captured the ship and stolen the super-secret research project, the Star Generator. Used responsibly, this powerful machine can change an otherwise lifeless planet into a raging ball of flame. It could then replace the ancient, dying sun of the Earnon solar system, of which your home planet, Xenon is a part. In the wrong hands, however, it is the ultimate weapon of destruction.

Now it's up to you to escape your doomed ship and find the Star Generator before the Sariens can turn its power to death and destruction, including the destruction of your home planet. If you fail, death will be your only reward, but if you succeed, you will be renowned as the Hero of Xenon.

## About this Hint Book

Think of this book as your complete guide to *Space Quest I: Roger Wilco in the Sarien Encounter*. It's designed to help you out of tough spots and lead you into game areas you might not have explored thoroughly.

## How to Use this Book

This book contains every answer to every puzzle in *Space Quest I*. How you go about using it can be very important to the quality of your gaming experience.

The answers to the hint questions are arranged to reveal a little bit of each puzzle solution each time you uncover one. The starred(\*) answer is a

sequence of steps to accomplishing the needed tasks and should only be read if you do not understand how to go about solving the puzzle after reading all the other answers.

### Example:

*I'm in the kitchen, and I need to make a bologna sandwich. What should I do now?*

- You'll need bread, bologna, cheese, mayonnaise and a knife.
- Most of this stuff can be found in the cupboard.
- Most of the rest is in the refrigerator.
- The knife is in the drawer.
- \* Take out two slices of bread and spread them with condiments.

Place the meat and cheese on one piece and cover with the second piece, being sure to face the mayonnaise side down. It would be helpful to have a plate and a napkin handy, too.

You get the idea, right?

## The 'Right' Way vs The 'Wrong' Way to use a hint book.

It's possible to read all the answers to a hint question at the same time. This will give you the solution to the puzzle without any need on your part to figure anything out. Easy, but ultimately unsatisfying. We don't recommend this method.

The other way of using a hint book is to reveal only one answer at a time and try to figure out the solution on your own, only looking at the next answer down when you're genuinely stuck. This method is a bit more challenging, but it will increase your enjoyment of the game.

## After You've Finished the Game

The last section of this book contains a points list for the game. If you've played through and want to see what you might have missed, take a look.



## Note to Beginning Adventurers

If you've never played a Sierra 3-D Animated Adventure Game, here are some tips to help you get started:

- 1) Remember to save your game frequently, especially whenever you're about to try something that could be risky. If you mess up, you can restore to your previous position and try something different. Your game manual has more details on saving and restoring games.
- 2) Pay attention. Look at everything and talk to everyone. Pick up anything that's not nailed down. You never know where you might pick up a valuable object or clue.
- 3) Try anything. Anything you try might be the solution to a game situation. Just remember to save first (see 1, above).
- 4) Last and most important: Have fun!

## My Exploits as a Space Hero or, How I Learned to Stop Thinking and Love the Space Quest Series by Roger Wilco

Let's face it - there aren't many guys who have risen from the lower levels of sanitation engineering to the prominent position of galactic hero, but if I do say so myself, I've handled my fame well.

I started out my career in *Space Quest I: The Sarien Encounter* with a highly responsible position in the custodial department aboard the scientific research vessel, Arcada. When the ship was invaded by slimy Sariens, I singlehandedly saved the top-secret Star Generator project from being turned to destructive purposes. For that bit of daring I was awarded the Order of the Golden Mop. After that, I kind of thought my life would get back to normal again, but little did I know that I had attracted the attention of the evil being responsible for the Sarien invasion, the large and thoroughly unpleasant Sludge Vohaul. Sludge planned a truly ghastly vengeance for my home galaxy in *Space Quest II: Vohaul's Revenge* - an

invasion of genetically engineered insurance salesmen. Luckily I was able to outwit him, foil his plans and escape his asteroid stronghold in one piece before it blew Sludge and his Sarien goons into hard vacuum.

Seeing no hope of a quick rescue, I was forced to activate the cryonic sleep chamber aboard the escape ship. When I woke up, I was being hauled in by a trash freighter, and that was the good news! The bad news was that this was *Space Quest III: The Pirates of Pestulon*, and The Two Guys From Andromeda, my game authors, had been shanghaied to a life of software slavery. It's a good thing they had me looking out for them, because after some truly hair-raising close shaves I was able to rescue them. You'd think they'd be grateful, but not these guys - they got cushy jobs at Sierra and left me to get back to Xenon on my own.

When I got there, I found myself in the middle of trouble, not to mention the middle of *Space Quest IV: Roger Wilco and the Time Rippers*. Sludge Vohaul was back, and he wanted me and the whole Space Quest series eliminated once and for all. I had to travel in time back to Space Quest I and forward as far as Space Quest XII! Boy, was I mixed up, but I finally managed to defeat Vohaul once and for all (I hope!) and were there ever some surprises in that one!

It's been a wild and thrilling ride, and I can't wait to see where my sensational space adventures will take me next. Wherever that is, I hope you'll travel along.

Roger Wilco



## General Questions

*Roger moves: (pick one) a) too slow b) too fast. What can I do?*

On your icon bar is a control panel icon with a slider bar. Choose it to bring up the control panel. You'll see a slider for adjusting the animation speed. If your game still runs too slowly, adjust the animation detail slider down until you find a speed and detail level you can live with.

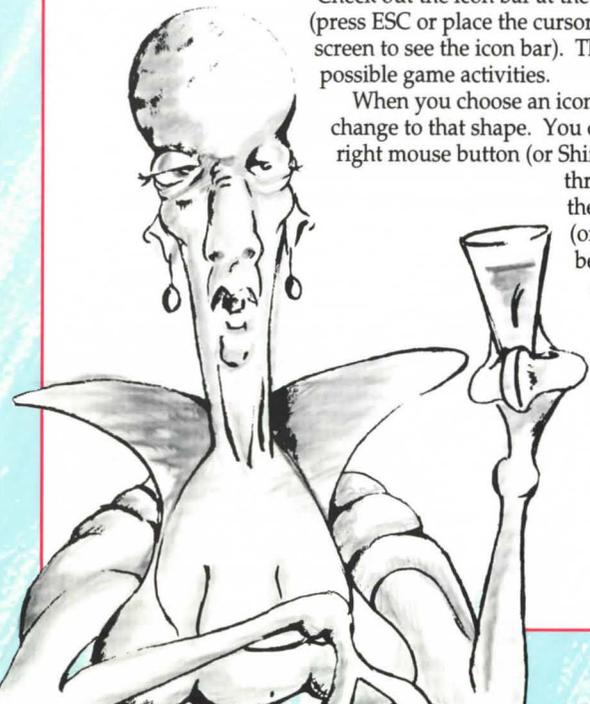
## Getting around in the game

### Point and click pointers

*How do I look at things, talk to people, and stuff like that?*

Check out the icon bar at the top of the screen (press ESC or place the cursor at the very top of the screen to see the icon bar). These icons represent all possible game activities.

When you choose an icon, the cursor will change to that shape. You can also click your right mouse button (or Shift-Click) to cycle through the cursors and the middle mouse button (or Ctrl-Click) to toggle between the walk cursor and the last other cursor used.



### Example:

To talk to someone, click the talking head cursor on them;

To look at something, click the eye cursor on it.

To walk somewhere, click the walking figure cursor on that screen position.

To take action on something or someone, click the hand cursor on the person or thing. This cursor performs many different game actions. You will want to use it liberally.

### Example:

To search a dead body, click the hand cursor on it; to put on a spacesuit, click the hand cursor on the suit; to press a button, click the hand cursor on the button.

To smell or taste something, choose the nose or mouth icon.

*How do I get things in and out of my inventory?*

To pick up an item from a game screen, click the hand cursor on it.

If it's something you can take, you will now have it in your inventory.

To take something out of inventory, choose the inventory icon. You will see your inventory items onscreen. To take an inventory item, click the arrow cursor on it. To look at an item, click the eye on it. To take action on an item, click the hand on it. To act on it with another inventory item, click the arrow on one item, then click that item's cursor on the other item.

To give an inventory item to someone, or to use an inventory item somewhere in the game, go to the inventory screen and use the arrow cursor to choose the item. You will now have a cursor shaped like that item. Click the item cursor on the person or place of your choice.

### Example:

To shoot a Sarien with a PulseRay, click the PulseRay cursor on the Sarien.

To stop up a steam vent with a rock, click the rock cursor on the steam vent.

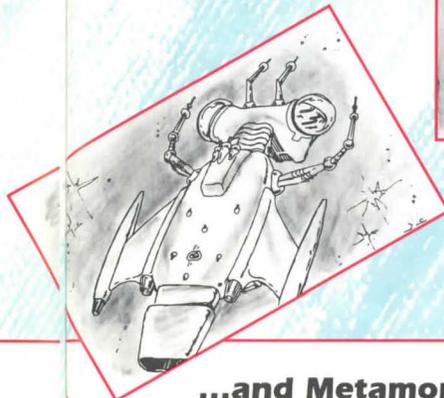
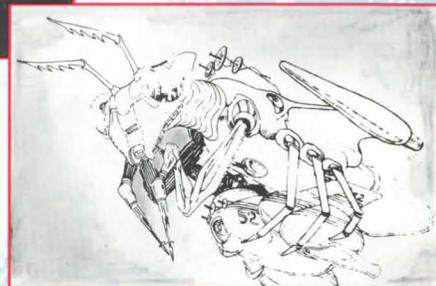


*A Sierra Artist creates an exciting new look for an old favorite.*

# E

## volution...

As *Space Quest I* underwent its transformation to the latest in graphic technology, it became obvious that the old cliffs and cave screens from the original needed some new touches to match the 1950's comic book flavor of the updated version. The result was this spectacular 9-screen scrolling area containing the bones of a long-extinct behemoth known to science as the Doug-o-saurus. The Orat cave, once hidden somewhere in the cliffside, is now located in the monster's huge skull.



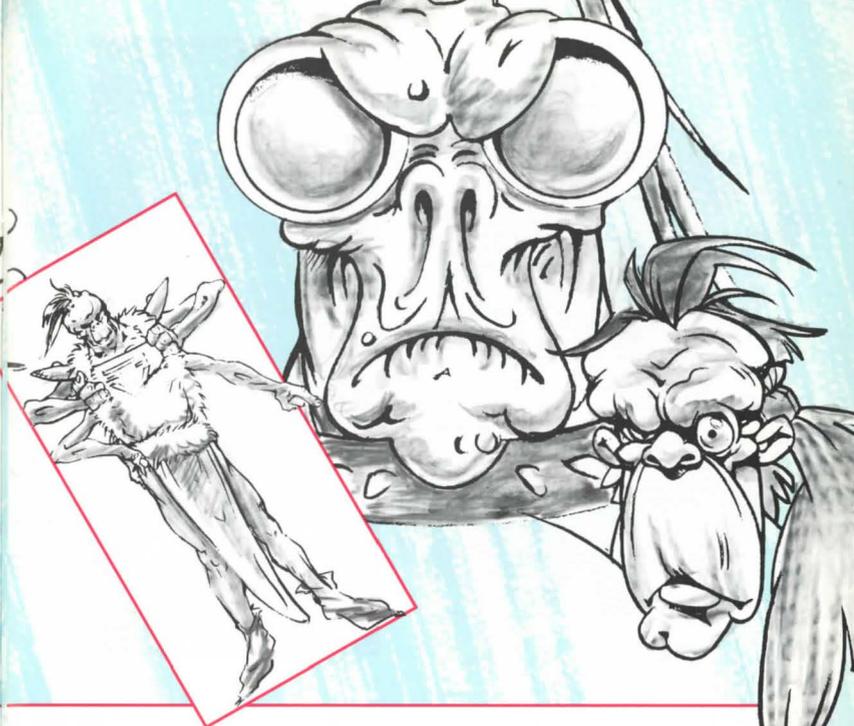
## ...and Metamorphosis

With the greatly increased color and resolution capabilities of today's computer systems, and the greatly enhanced expectations of today's game players, the images in the updated *Space Quest I* needed to be more dynamic and effective than ever before. Under the direction of *Space Quest I*'s Art Designer, the Sarien ship *Deltaur* and the Xenon research vessel *Arcada* took on completely new and unique personalities.



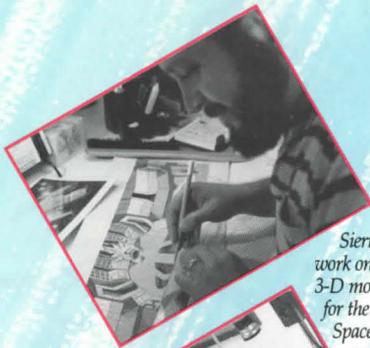
## **T**urnabout...

A number of different approaches were tried for Tiny, *Space Quest I*'s crafty alien used-spaceship salesman, from the unquestionably menacing to the merely malevolent. When it was decided that the character should be less threatening, this suitably sociable but shrewd salesguy emerged to become the official Tiny.

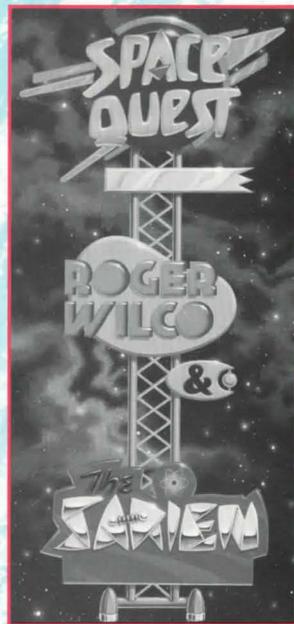


## ...and Transition

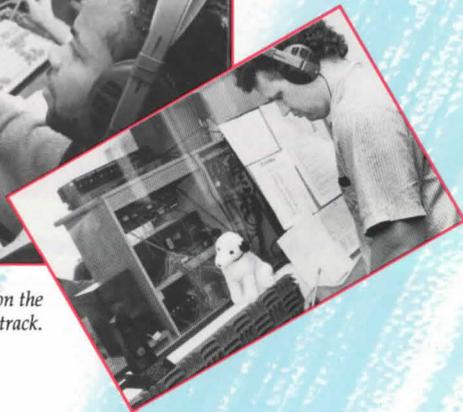
These artists' sketches show the evolution of Tunuctipin, known to his pals in the Sierra Creative Development Department as Turnip Head. The Keronian elder is encountered by Roger in the underground generator room far beneath the arid desert of the planet Keron, where Roger has crash-landed his escape pod.



Sierra artists work on the 3-D models for the *Space Quest I* opening sequence.



Sierra music men consult on the *Space Quest I* soundtrack.



## **A**dding a Dimension

Three-dimensional clay models were used to create some of the spectacular 3-D effects in the *Space Quest I* opening credits sequence. The models were videotaped and the video scanned into computer graphics to create the finished animation.

## **M**usic & Sound

When the original *Space Quest I* was released in 1987, original stereo soundtracks for computer adventures were still not reality. By the time the game was updated for the '90's, however, improvements in sound technology had brought about a dramatic difference. The terrific score for the new *Space Quest I* adds dimension and intensity to the game while setting just the right mood for each scene.

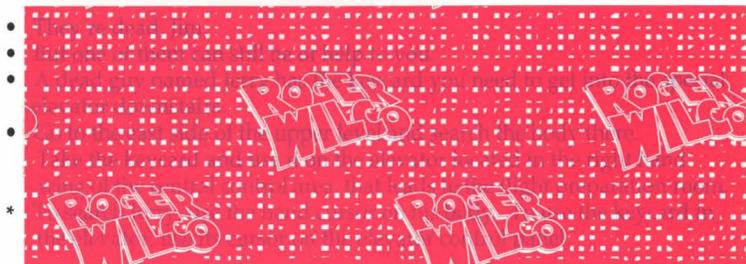
## Game Hints

### Aboard The Arcada

*The Arcada is going to self-destruct! What do I do?*



*What's the deal with all these bodies everywhere?*



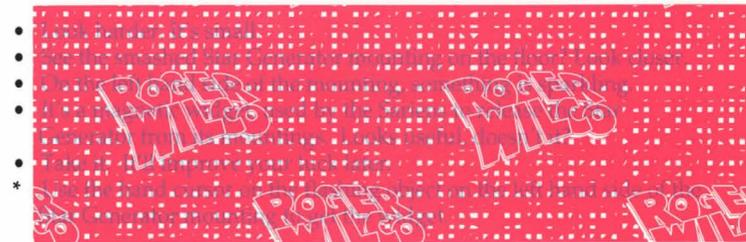
*No matter where I go, big ugly aliens shoot me.*



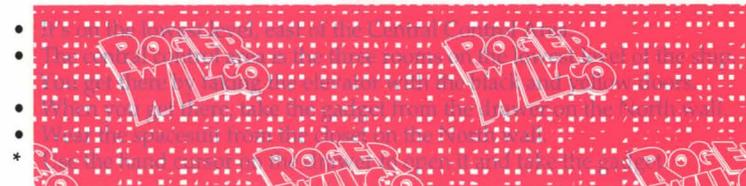
*What do I need from the Data Archive room, and where the heck is it, anyway?*



*I'm in the Star Generator room, but I don't see anything I need here.*

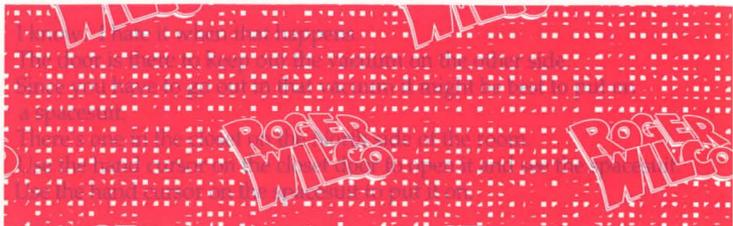


*Where's the Flight Preparation Room? What do I do there?*





I found the door to the escape pod bay, but when I went through, I popped like a balloon!



I'm in the escape pod, but can't get it to go anywhere.



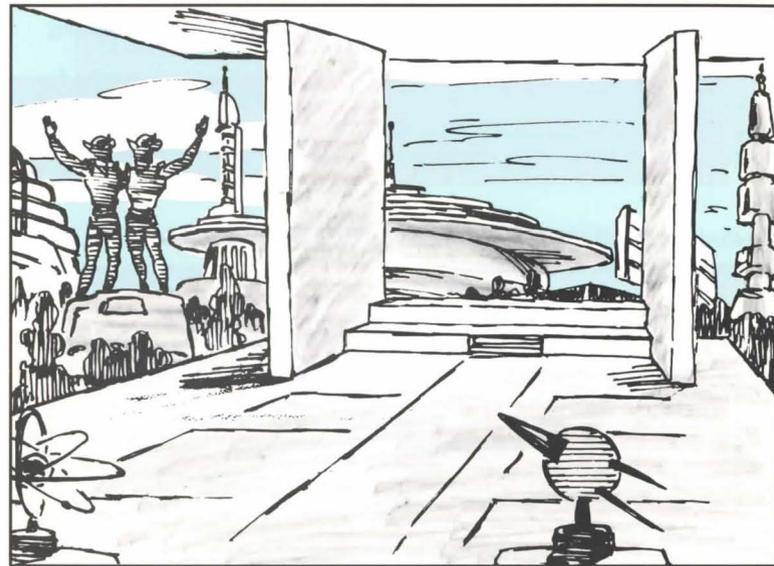
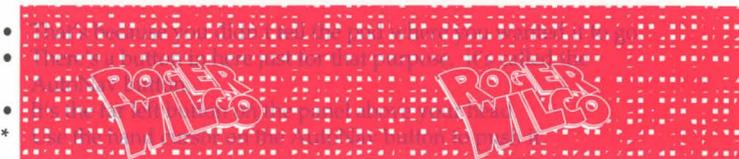
Every time I try to leave the ship, I get pulped against the bay doors. Why won't they open?



It says not to push the middle button. Should I push it anyway?



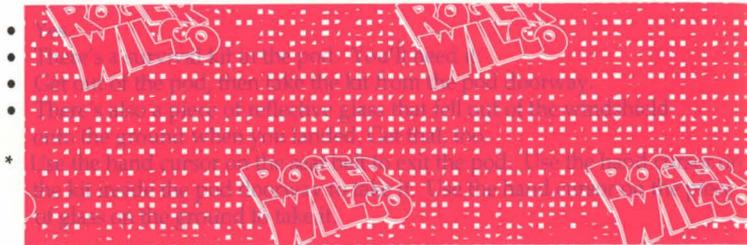
I got the escape pod to go, but then I just wandered around and got lost in space.



Preliminary sketch of the parade ground on Xenon where our Hero receives his golden mop. Our tribute to the Two Guys from Andromeda stands out as a statue in the background.

## The Burning Desert On The Planet Kerona

*I crash-landed in the desert. Is there anything I need to take with me from the pod?*



*Every time I try to walk away from the pod, something ugly eats me, and I'm getting darned tired of it.*



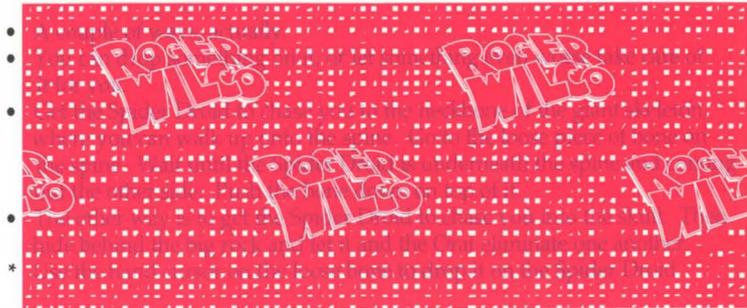
*I walked into a giant animal skull in the desert, and a big smelly monster stuffed me into my spacesuit helmet. Is this normal?*



*What are the weird purple plants that grow near the skeleton?*



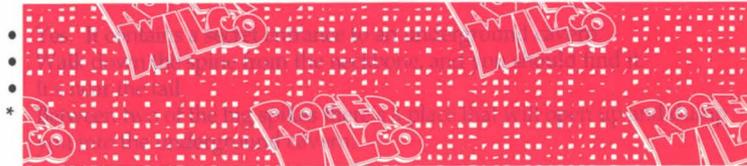
*The Spider Droid keeps chasing me around the giant skeleton. Is there any way to get rid of it?*



*There's a broken piece of backbone on the giant skeleton. Is it safe to walk on?*

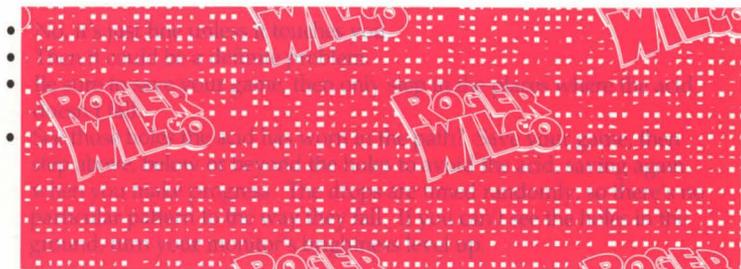


*Is there anything else I should know about the giant skeleton?*

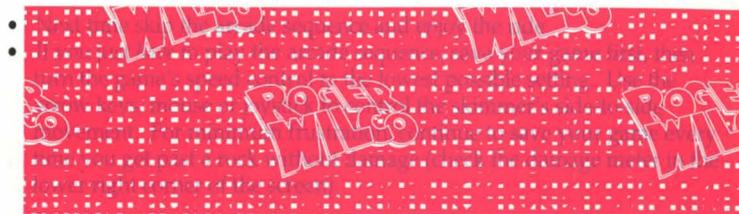




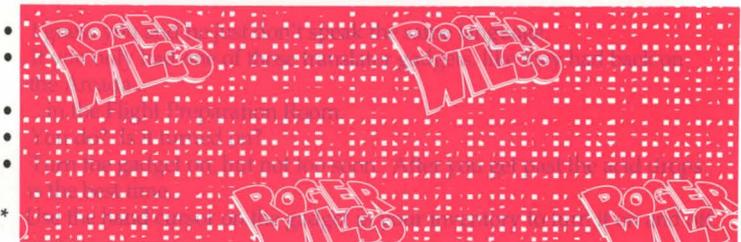
There's more of that green stuff dripping from the ceiling. I get the feeling that's not good.



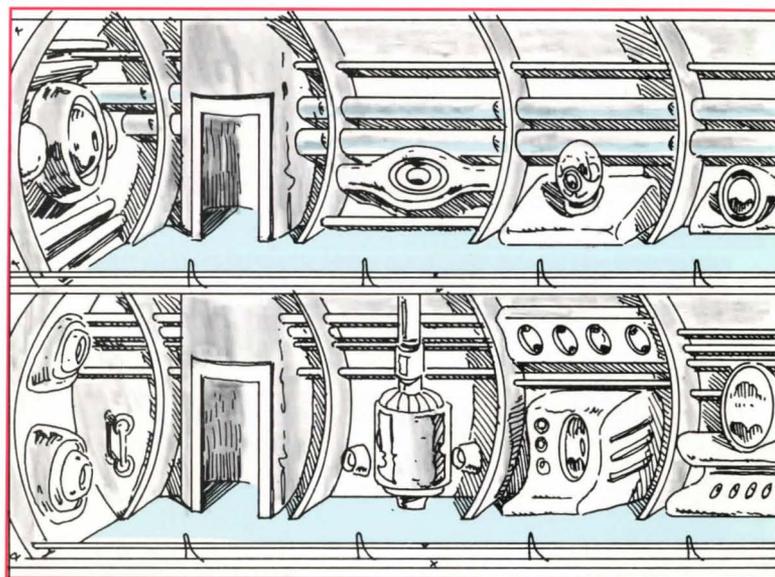
That skimmer ride was a real killer!



There's a big alien head talking to me, and I can't understand a word it's saying.



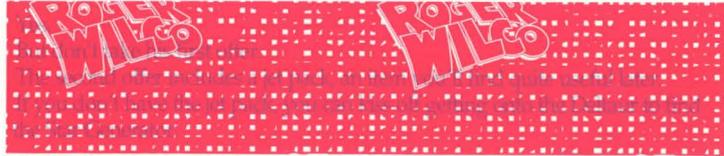
I'm in the steam generator room. Is there anything I need here?



Preliminary sketch from the Deltaur - we attempted to capture the '50's spaceship interior look - with lots of conduits and gauges and exposed hardware - reminiscent of E.C. Comics™.

## Kerona - Ulence Flats

*I just arrived in beautiful downtown Ulence Flats, and a guy offered to buy my skimmer. Should I sell it?*



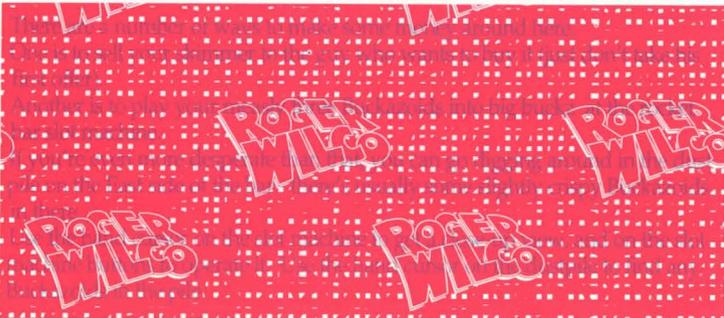
*I'm in the bar. What a zoo! Is there something useful I can do here?*



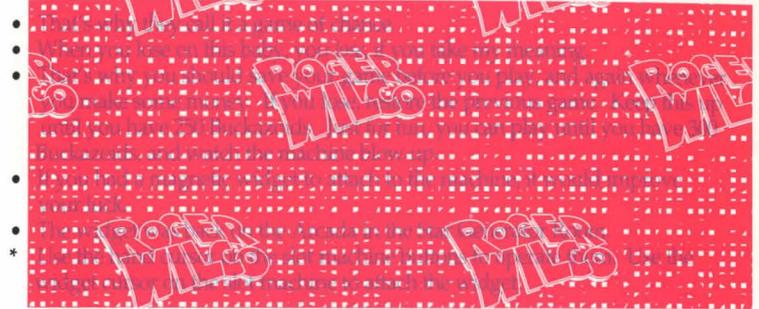
*How can I tell how many Buckazoids I have?*



*I'm flat broke in Ulence Flats. Help!*



*I thought about investing a few Buckazoids in the slot machine, but it just toasted that little alien fella.*



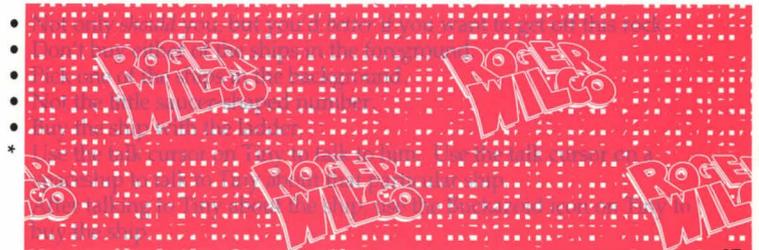
*I came out of the bar and my skimmer was gone!*



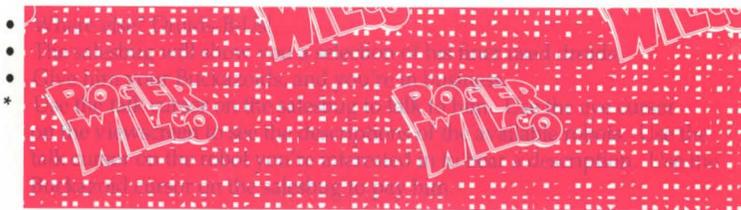
*A cute, fuzzy, little brown alien wants to sell me a spaceship. Should I go with him?*



*Should I buy a spaceship from Tiny's?*



Tiny says I need a pilot droid. Where can I find one?



How do I know which droid to buy at Droids-B-Us?



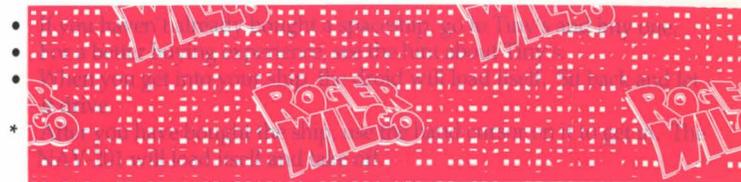
My robot came disassembled. What do I do now?



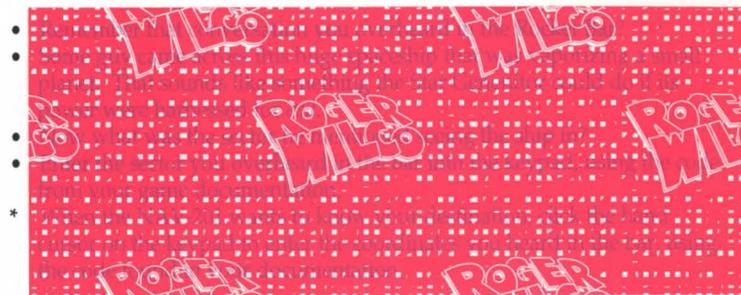
I bought a droid, but it blew up and killed me!



I've got my droid. Now what?



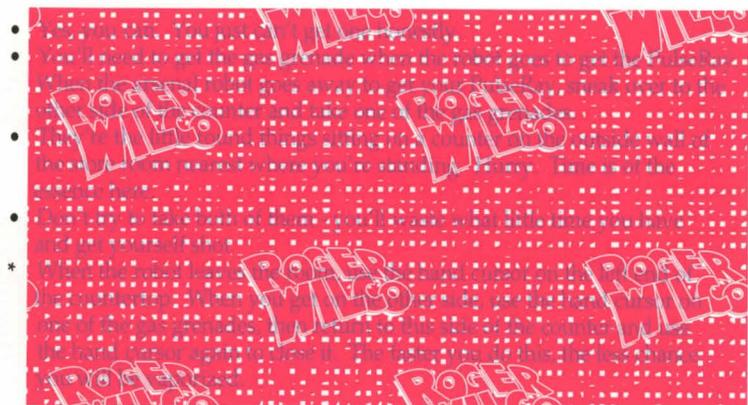
The droid wants to know where I want to go. Where do I want to go?



An early sketch of Roger getting in over his head as usual.



*I found the arsenal, but I can't get a gas grenade there.*



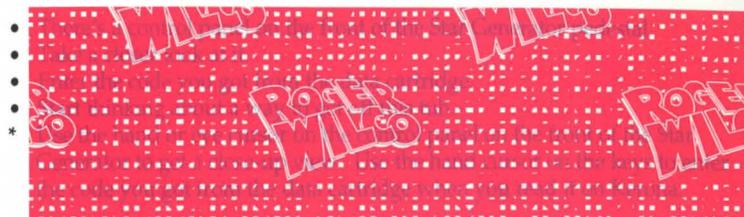
*I lost my helmet, and the Sariens are shooting me again.*



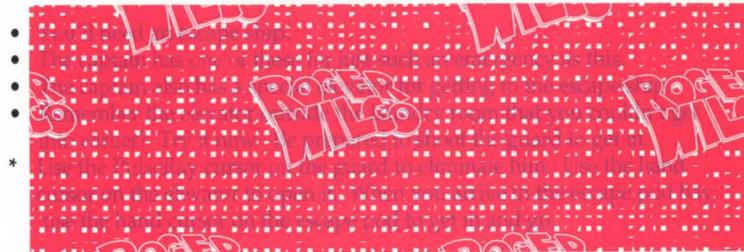
*I keep bouncing off the force field around the Star Generator.*



*How do I set the Star Generator to self-destruct?*



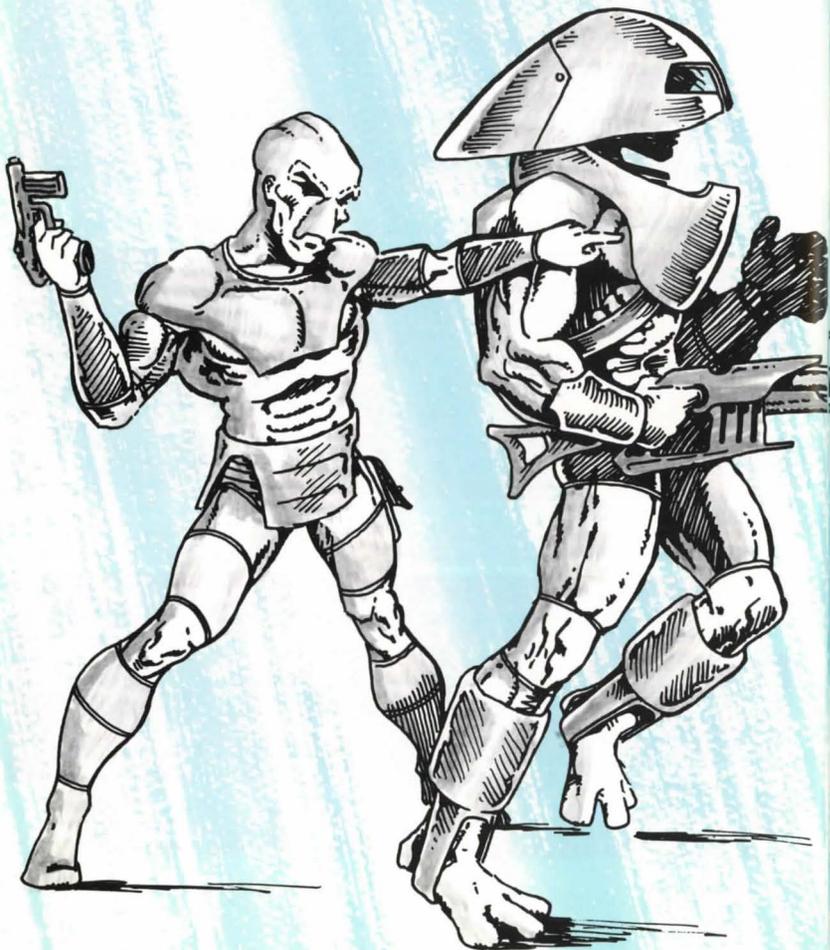
*The self-destruct sequence has started. How do I get out of here before I get blown to bits?*



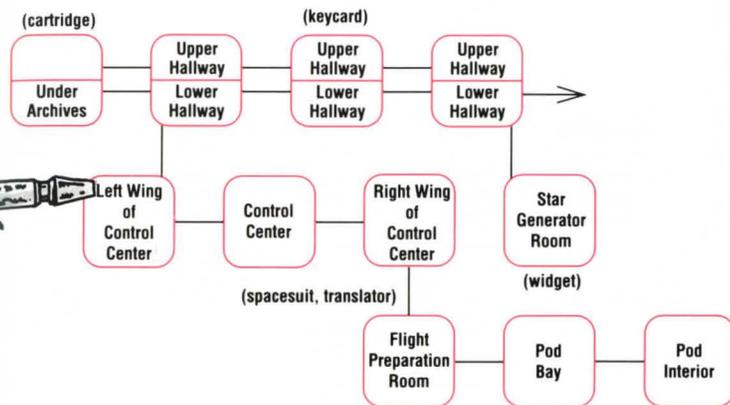
*I see a spaceship - now what?*



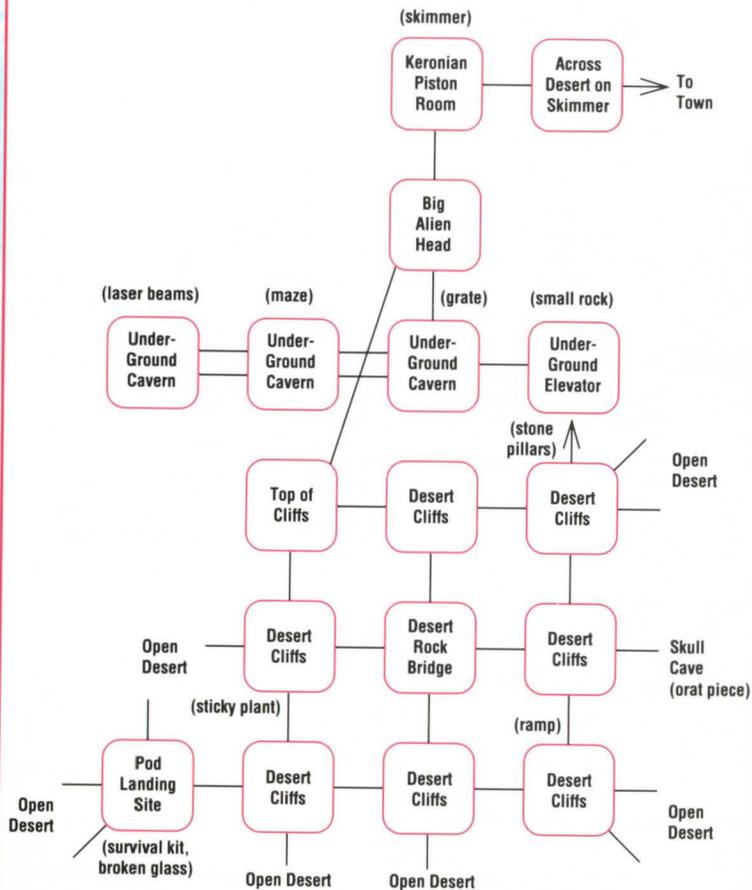
Art Designer's sketch of the new look for the Sarien bad guys.



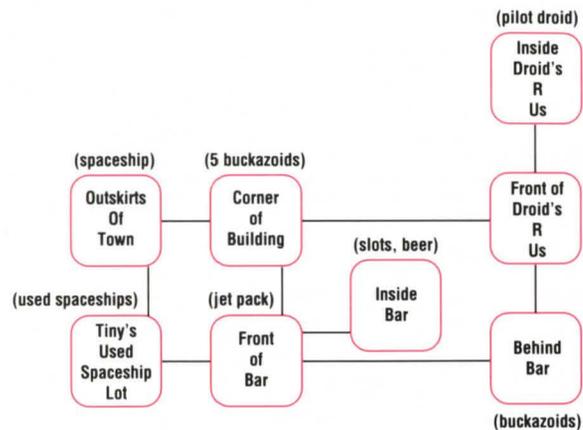
## The Spaceship Arcada



## The Planet Of Kerona



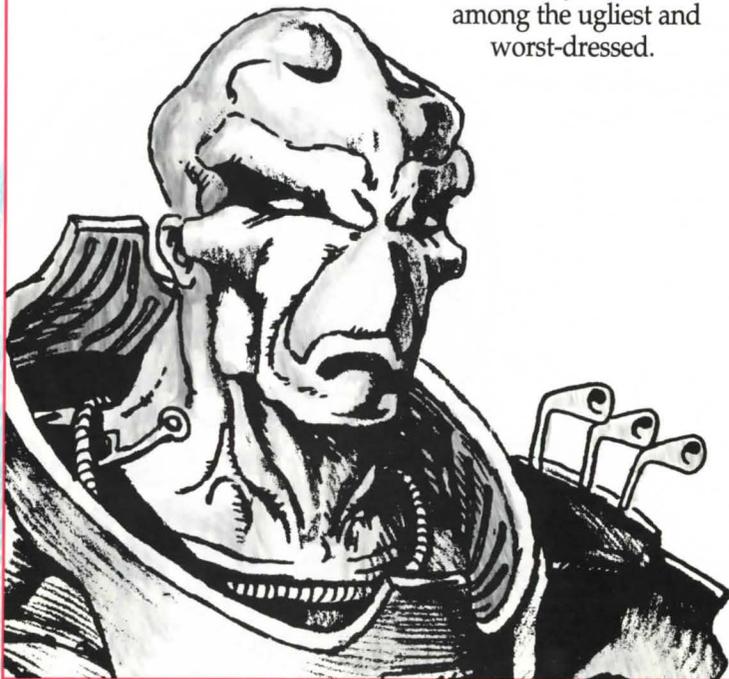
## The Town Of Ulence Flats





## Profile: The Sariens

The Sariens are the nomads of the galaxy, having buried every living thing on their homeworld under 5000 meters of fast food containers and sweepstakes mail. Without a planet to call their own, and unwelcome on everyone else's, they wander from sector to sector doing dirty deeds for anyone with the buckazoids to hire them. Although the cosmos contains a diverse spectrum of life forms, the Sariens are universally considered among the ugliest and worst-dressed.

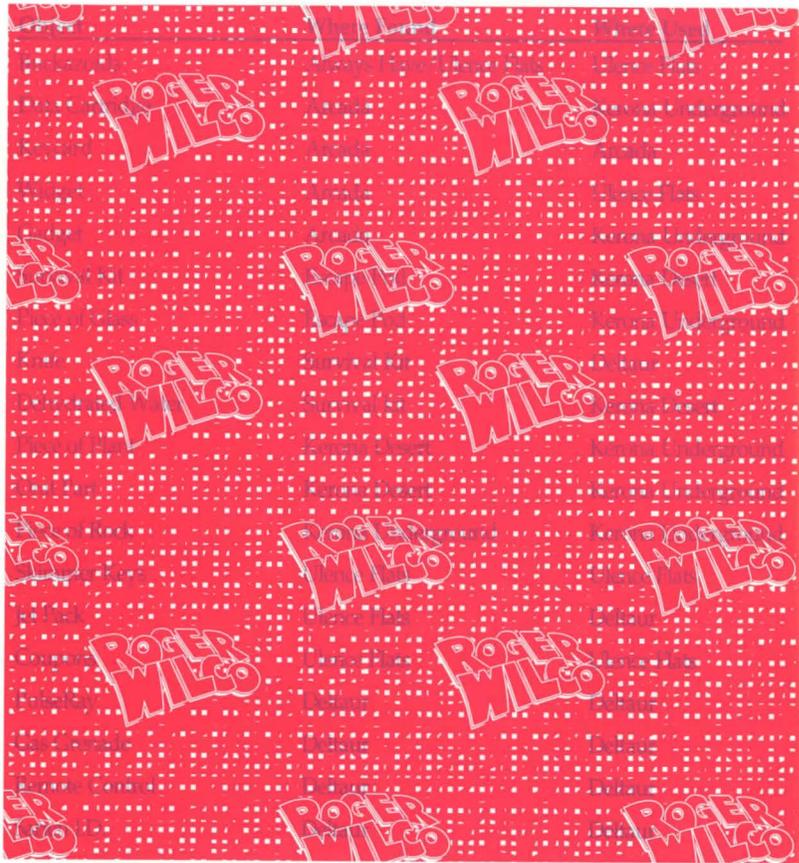


## Profile: The Keronians

At first the Keronians appear to have originated in the nightmares of Dr. Seuss, but in fact they are a gentle and studious people, keeping largely to themselves in the smattering of small towns and outposts on the planet Kerona. Legends tell of a vast Keronian civilization beneath the planet's surface, but no outsider has ever reported seeing it. Keronians are extremely suspicious of strangers in general, but there are stories of them rendering aid to lost travelers.



## Objects In Space Quest I



## Points List





## GAME CREDITS

**Executive Producer:**  
Ken Williams

**Creative Director:**  
Bill Davis

**Directors:**  
Scott Murphy  
Douglas Herring

**Producer:**  
Stuart Moulder

**Animators:**  
Douglas Herring  
Vasken Nokhoudian  
Nathan Larsen  
Arturo Sinclair  
Deena Krutak  
Desie Hartman  
Jerry Jessurun  
Russell Truelove  
Diana R. Wilson

**Background Artists:**  
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Nathan Larsen  
Arturo Sinclair  
Eric Kasner  
Willis Wong  
Jay Allen Friedmann  
Jennifer Shontz  
Andy Hoyos  
Jane Cardinal  
Maurice F. Morgan

**Programmers:**  
Jerry Shaw  
Randy MacNeill  
Dave Jamriska  
Hugh Diedrichs

**Music Director:**  
Mark Siebert

**Game Designers:**  
Scott Murphy  
Mark Crowe

**Art Designer:**  
Douglas Herring

**Lead Programmer:**  
Jerry Shaw

**Composer:**  
Ken Allen

**System Development:**  
Chris Smith  
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Robert E. Heitman  
Pablo Ghenis  
Dan Foy  
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Eric Hart  
Chad Bye

**Sound Effects:**  
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Space Quest I theme based  
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Mark Crowe

**Additional Written Material:**  
Bridget McKenna  
Gano Haine

**Quality Assurance:**  
Sharon Simmons

**Hintbook Design:**  
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