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VOLUME

1

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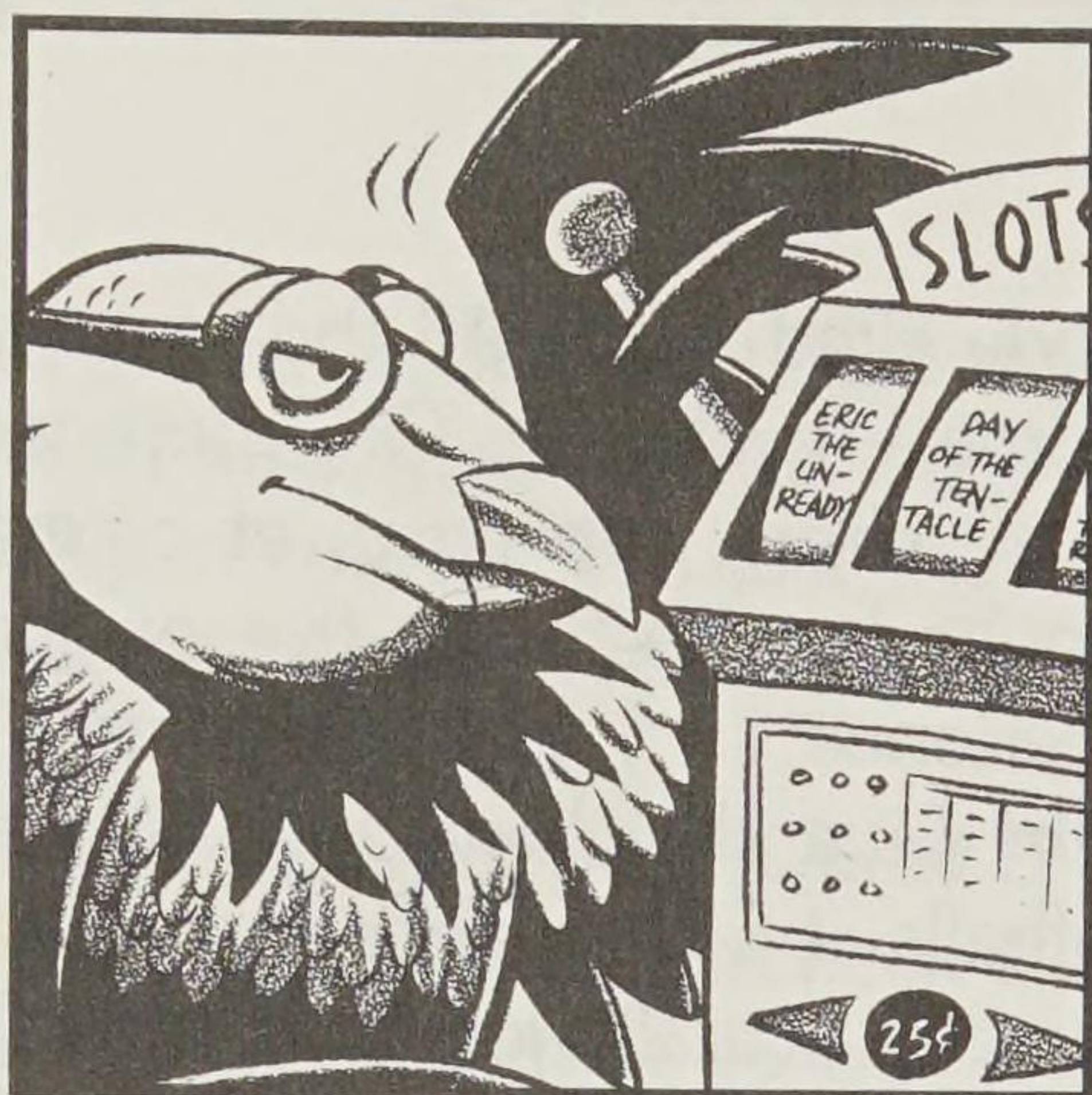


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And Many More!

THE CONDOR



20

Space Quest V: Roger Wilco in the Next Mutation

Word from the Bird

The Condor's Scorecard

Story/Writing	1	2	3	4	5	6	7	8	9	10
Atmosphere	1	2	3	4	5	6	7	8	9	10
Gameplay	1	2	3	4	5	6	7	8	9	10
Visual Quality	1	2	3	4	5	6	7	8	9	10
Originality	1	2	3	4	5	6	7	8	9	10
Overall Rating	1	2	3	4	5	6	7	8	9	10



Okay, everybody liked SQ5. All the reviewers, all the people I ever met, my grandma—everyone. Oh, there were the usual gamer-nerd complaints—*too short, too easy*, et cetera. Dismiss these sorts of comments. Anybody who thinks five or six hours is too short for a computer experience . . . well, you know the type. I think of the *Saturday Night Live* sketch where William Shatner speaks to the costumed goofballs at a *Star Trek* convention: “Get a life, people!”

Space Quest 5 actually lets you be a fly for awhile. You get to meet a guy called The Merchant of Venus. You command a garbage scow, and your navigator’s name is Droole. Then there’s the pukoids. Really, can you think of better way to spend six hours of your existence?

The Story

Yes, you direct Roger Wilco, space janitor. But here’s a new twist; if you can help Roger “pass” (read: cheat on) the StarCon Academy final exam, he’ll get to command his own sleek starship! Well, okay, maybe it’s a garbage scow. But hey, remember your first car?

The plot is fairly linear. Wilco and his crew are assigned a standard garbage run, picking up floating Husky bags. But then, of course, all hell breaks loose. First you face a relentless killer android named W-D40. Then you stumble upon an interstellar conspiracy that threatens to mutate the entire galaxy into blobs of malevolent goo.

You get to duck phlegm attacks, play a futuristic version of Battleship, crawl through the airways of the biggest starship this side of the Death Star, and get your pants pulled down by a woman named Wankmeister. Great fun!

The Verdict

Look, I loved this game, but I’m a bird. I’m hypersensitive, okay? It’s a hormone thing. So I have to mention the one thing—the only thing—about SQ5 that bothered me: At game’s end, I had no particular feeling about Roger Wilco or his crew (with the possible exception of Spike, the face-hugging alien).

Hey, don’t laugh. I’m not looking for catharsis or some art thing. I got hawking giggles out of the deal—I enjoy dodging pukoid mutants as much as the next mythical bird—but at times the “plot”



(such as it was) seemed to cruise on autopilot, like maybe they got it nailed (which they do) after five installments, so everybody's just mailing it in now. Then again, maybe I'm just the doddering remnant of an endangered species whose sensibilities have been dulled by excessive inbreeding.

In any case, don't get me wrong. *Space Quest 5* is imaginative, whacky, challenging, funny. So the bird says check it out. Do it, pal. Admit you're a software pirate, and then go out and actually *purchase* a game for once in your life.

Get a haircut while you're at it.

General Tips

Say "SQ5" a Lot

Really hip, inside-type people refer to games by their initials. If you do it enough, guys from Atari will find you and force you to lead the company to profitability.

Be Commanding

This is SQ5. You're a starship commander now, so start talking like one! Decide to which crew member you wish to issue a command. Then select the Command icon (it's the one that looks like an exclamation point in a talk bubble) from the top menu. Click it on whoever you've chosen. This will bring up a command menu for each crew member.

Destination Coordinates

Here's a handy list of all the destination coordinates you'll need in the game:

Gangularis	71552
Peeyu	92767
Kiz Urazgubi	20011
Spacebar	69869
Thrakus	53284



Klorox II	90210
Genetix	41666

* * *

The Flythrough

Part I: The Academy

The Opening

When the animated sequence ends, follow the circular hallway (walk Roger away from you) to the Classroom, then take the Starcon Aptitude Test (SAT).

SAT Answers

The key to success: cheat. Whenever the Proctormatic 9000 droid turns his head away from you, click the Eye icon on the test display of the big-brained cadet on Roger's right (your left). You'll get a quick image of your current SAT question with the correct answer filled in. (Or you can simply choose 1-D, 2-E, 3-E, 4-C, 5-E, 6-C, 7-E, 8-D, 9-A, 10-A.)

Cleaning the Academy Crest

Go back to the Janitorial Closet (walk Roger toward you) and take the Scrub-O-Matic and orange safety cones. Then proceed to the Main Rotunda by taking the elevator (small circular port at right) down from the left hallway. Place an orange cone at each corner of the crest, click twice on the Scrub-O-Matic to mount it, then polish the entire crest area.

Return to the bulletin board outside the Classroom to receive your SAT results.

* * *



Part II: These Are the Garbage Runs of the SCS Eureka

Gangularis

Sit in the captain's chair to take charge, then command Flo to Hail Starcon. (Again, to command Flo, simply click the Command icon on Flo, then select Hail Starcon from the menu.) After the message, command Droole to lay in a course. When he asks you for the coordinates, enter the coordinates for Gangularis (71552) on the number pad, then click on the pad's ENT button.

Command Droole to go to Lite Speed. When he tells you you've reached your destination, command him to drop the Eureka to Regular Speed. Finally, when Flo reports the beacon, command Droole to Activate RRS.

Find and Neutralize Spike

After Cliffy reports on the strange sounds in the trash compartment, exit the bridge to the engineering section. Open the trash compartment. Go to Cliffy's toolbox (just left of the trash mound) and move things around to uncover the antacids, then take them. Important: Take the holepunch, the laser torch, and the fuse, too. You'll need them all much later, but you might as well get them now.

Go into the Science Lab. After you pull Spike from your face, he'll be in your inventory. Put him in the Habitube (bubbling tube at far right), then add the antacids.

The Peeyu Transmission

Go back to the captain's chair, command Droole to lay in another course, enter the coordinates for Peeyu (92767), then follow the same sequence as you did for Gangularis in order to pick up the garbage. After the pickup, you'll intercept the transmission.

Meet W-D40

From the captain's chair, command Droole to lay in another course. Enter the coordinates for Kiz Urazgubi (20011), then command another jump to Lite Speed. After the transmission from W-D40, go



into the Science Lab. Step onto the transporter, then click the Talk icon on Roger. He'll "energize" the unit and beam down to Kiz Urazgubi.

* * *

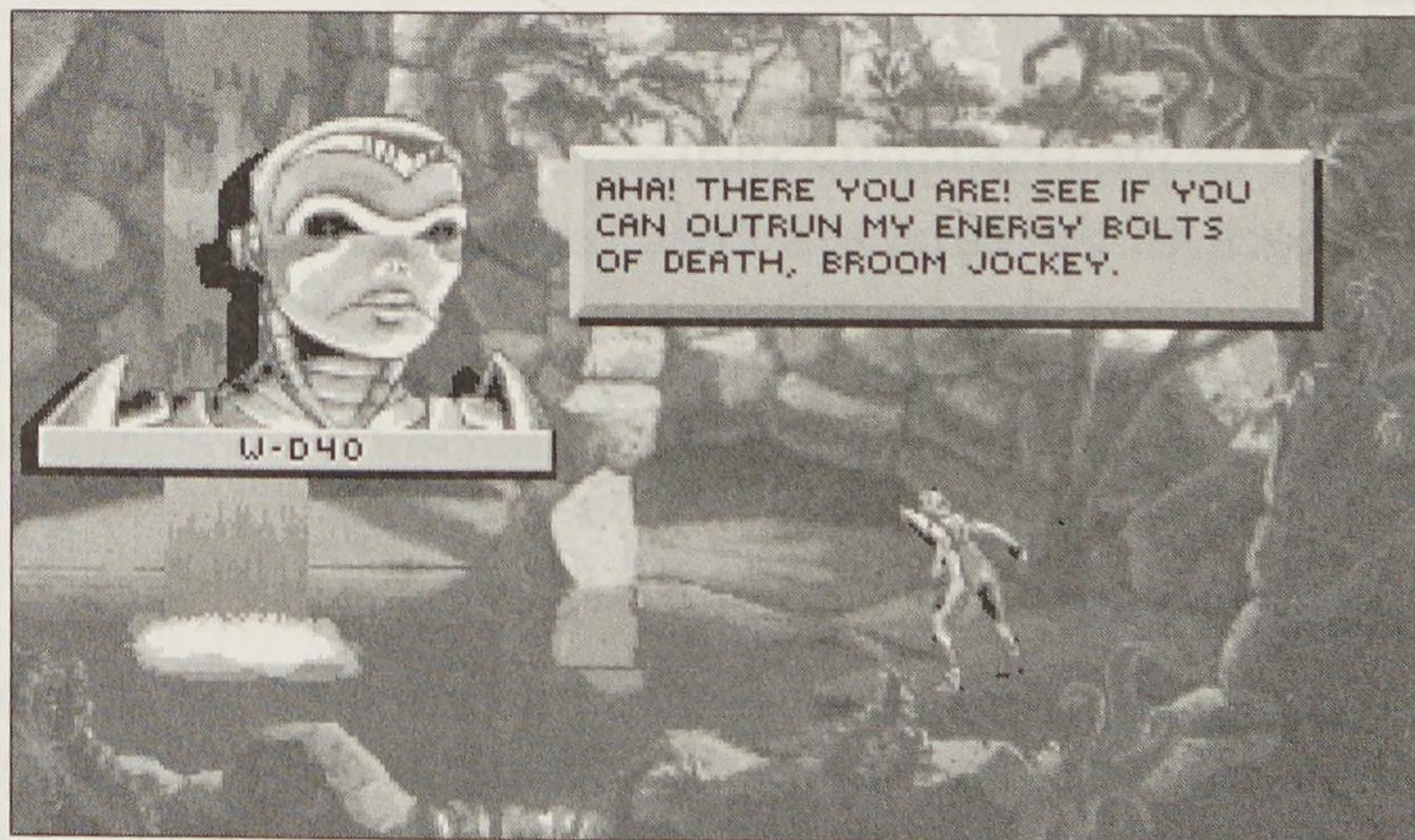
Part III: Kiz Urazgubi

Rock the Droid

Keep moving, and use the caves. (W-D40 is relentless, and will hit you with her third shot every time.) Go to the left rear of the cave behind the waterfall. You'll emerge at an alcove. Go right one screen to the big log spanning the chasm and walk up the branch extending up from the log's left side. After you fall and climb out of the pool, take the stick that fell with you (floating at right bank of pool).

Go back to the alcove. This time, go into the left cave to reach the top of the waterfall. From there, go to the left cave again and wait until W-D40 appears in the foreground. Then enter the left cave to reach the promontory at the top.

Now wait until W-D40 enters the cave—she's invisible, but you can watch for her footprints on the water, then her silhouette in the falling water. Jump across the chasm to the right side and climb up to the place where the boulder sits balanced on the cliff. Take the stick from your inventory and use it on the boulder.



W-D40 is a cold-blooded killer, and she'll nail you with her third shot every time. Keep moving and use the caves.



Void the Droid

Climb down from the promontory, hop back across the chasm, and work down to the big log again. Go through the log to the right side, then swing your stick at the fruit cluster hanging just out of reach over the log. Immediately switch to the Hand cursor and click on the cluster when it's closest to you. (This may require some trial and error, depending on the speed of your machine.)

When you get the banana, go down to the pool. W-D40's cloaking mechanism is shot, but she'll still want your body parts. Go back up to the hollow log, get in it, and wait until W-D40 shows up again. Now shove the banana up her tailpipe. Be sure to pick up her head after the explosion, or Cliffy won't let you beam back up to the ship. (It's the round metallic object to the left of the log.)

Back to the Eureka

Once you've got the head, go back to the pool. Cliffy will beam you up. Leave the Science Lab, but return when prompted to give the head to Cliffy. It will happen automatically, and you'll receive a piece of the droid in return—a communicator.

The Droid's Ship

Get on the transporter and click the Talk icon on Roger. Cliffy will join him and beam back down to the cliff where W-D40's cloaked ship sits. Walk toward the edge of the cliff to climb in, then use the droid communicator to uncloak the elevator. Get on the elevator to ride up inside the ship.

Click the Hand icon on the panel at the right (just left of the triple bank of red lights). First, click on the two center latches, top and bottom. (A self-destruct timer will engage, so hurry.) Turn the top-left knob, then the lower-right knob. Open the top-left panel, then the lower-right panel. Now turn the lower-left knob, then the top-right knob. Open the top-right panel first, then the lower-left panel. Finally, take the cloaking device.

Exit the ship by stepping onto the electronic hatch.

* * *



Part IV: The Space Bar

Go back to the captain's chair and command Droole to lay in another course. Enter the coordinates for the Space Bar (69869), then order Lite Speed. When Droole says you're approaching, go to Regular Speed. When the Nova Station appears, go to Standard Orbit. In the Science Lab, grab Spike from the Habitube and then transport down to the Space Bar.

Star Cruiser

Sit with Droole and Flo. After the cut sequence, battle Quirk in the Star Cruiser.



Hint: Use your probes! If they somehow let you down (which I doubt), try firing your weapon in a checkerboard pattern (hitting every other square).

After Cliffy is arrested, sit with Flo and Droole. Click the Talk icon on both of them for some cogent observations. Then drop the Space Monkeys into your drink and go to the Detention Block.

The Detention Block

After the guards leave, go to the console and turn off the force field. Then go down to the second barred cell on the left, where you'll find Cliffy. Put Spike on the bars. He'll burn a hole, setting Cliffy free. You'll automatically return to the Eureka and receive your next mission assignment.

* * *

Part V: Klorox II

Duck the Loogies of Death

Lay in a course to Klorox II (90210). When Droole says you're there, slow down. Then go into Standard Orbit. Beam down with Droole to the surface. Go into the greenhouse (the big central building). When the mutant expectorates, notice that your cursor turns into an arrow just left or right of our hero's head. When you hear the spit, click one way or the other to duck.



*Don't let this happen to you!
When you hear the mutant
hawk-up a good one, watch his
head movement. If he goes
left, you go right.*



Hint: Pay close attention to the direction the mutant leans his head, then move Roger's head in the opposite direction.

The Activity Log

After Droole saves your life, pick up the slip of paper on the greenhouse floor (on vent at bottom left) and look at it. Then enter its access number (80869) into the colony computer and read the Activity Log. Go back up to the plateau where you beamed in and find the secret passage at the far left of the screen. Look closely at the cannister. Be sure to note the Genetix coordinates, 41666.

* * *

Part VI: Thrakus

Beam to Thrakus

Set a course for Thrakus (53284). Once you arrive, click on the middle, yellow button on the captain's control panel (under Roger's right hand). Ask W-D40 (who is now your Science Officer) to Scan Planet. Go to the engineering section and click on the red button on the right wall to activate the Pod Bay lift. Step onto the lift to ride down to the Pod Bay.



In the Pod Bay, open the compartment just left of the pressure suits to take a rebreather mask. To get back up, click the Hand icon on the Docking Bay controls (the pedestal in front of the elevator), then click on Elevator Door button and get in the elevator. Now go to the Science Lab, get on the transporter, and put on the mask. You will automatically beam down to the planet.

Thrakus Surface

Take the path that leads west (left), then walk through the cleft in the giant mushroom at the far right. Look in the escape pod—you have to click the Eye icon directly on the open door. Take the frock to “look under” it, revealing the homing beacon. Turn off the beacon by clicking on the flashing red button.

Walk back through the cleft in the giant mushroom. After you’re hanging from the cliff, use the frock on the Ambassador to pull her to safety. Use the communicator to call the Eureka, then grab the vine that Beatrice lowers to you.

Freeze the Ambassador

You need to CryoFreeze Beatrice, quickly. Click the Hand icon on the red button just left of the Habitube, then on the CryoChamber, then on Beatrice. Roger will carry her to the chamber. To put her in the chamber, click the Hand icon on the chamber.

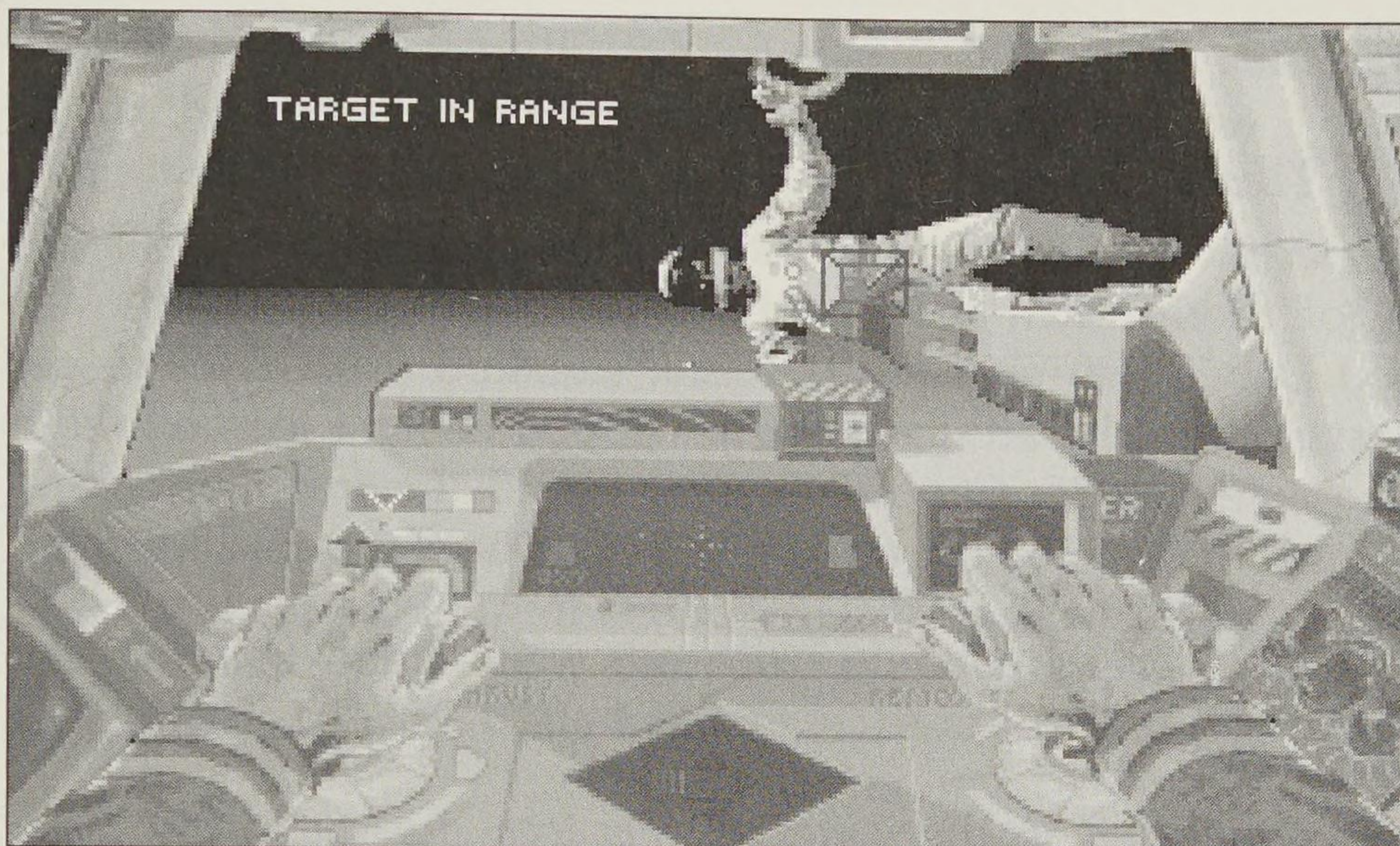
Click the Eye icon on the chamber for a close-up shot. Click on the control panel at the lower left. Enter **10** seconds, make sure it’s set to CryoFreeze, then click on the Start button. Now go back to the bridge.

* * *

Part VII: Escape the Pukoids

Goliath Attacks

When the Goliath attacks, order Droole to take Evasive Action. Then choose the asteroid belt option when it appears. After you lose Cliffy, ask W-D40 for a recommendation. (Again, to access W-D40, press the yellow button on the captain’s control panel.)



Maneuver your pod until you get Cliffy in your sites with the "Target in Range" indicator on.

Rescue Cliffy

Go down to the Pod Bay. Take the extra oxygen tank from the compartment just left of the rebreather mask storage. Use the Pod Bay controls to rotate the pod, then click the Hand icon on the pod to get in and launch it.

Cliffy is the red dot on your radar screen, The Eureka is the green triangle. Using your maneuvering (left-hand) controls, rotate right until the red dot is dead ahead—i.e., on the vertical crosshair, above the horizontal crosshair. Accelerate forward until Cliffy fills the view window, then extend the claw with the right-hand control.

Open the claw—i.e., click when the cursor becomes the word "Claw." Maneuver left and right until the green rectangle appears and you get the "Target in Range" indicator. Close the claw to snag Cliffy, then return to the Eureka as fast as possible, lining up the ship the same way you lined up Cliffy.

Once you get back to the Eureka, go to the bridge and sit in the command chair.



Part VIII: Genetix

Getting There

Remember the coordinates from the cannister on Klorox II? (If you didn't jot them down before, the coordinates for Genetix are 41666.) Lay in that course and follow standard procedures to get into a standard orbit around Genetix. (If you haven't learned these by now, something is seriously awry.) Go to the transporter and beam down to Genetix, but be sure you have both the card from the Merchant of Venus and Cliffy's holepunch from his toolbox.

Life as a Fly

Go one screen left to the waterfall. Fly into the slit in the rock, which is an electronic locking mechanism. If you interrupt each of the nine light beams, you'll find that four beams activate locks and five don't, in the following pattern:

- x = activates lock
- o = no effect on locks

```
O X O
X O X
O X O
```

You'll need to replicate this pattern by using the holepunch from Cliffy's toolbox on the card you got from the Merchant of Venus back in the Space Bar. But you can't do that until you de-fly yourself first.

Move through the light beams and land on the computer. Click the Restart button (on the Genetix computer, not yours). Important: Be sure you view *all* the files and also check out the Security camera views.

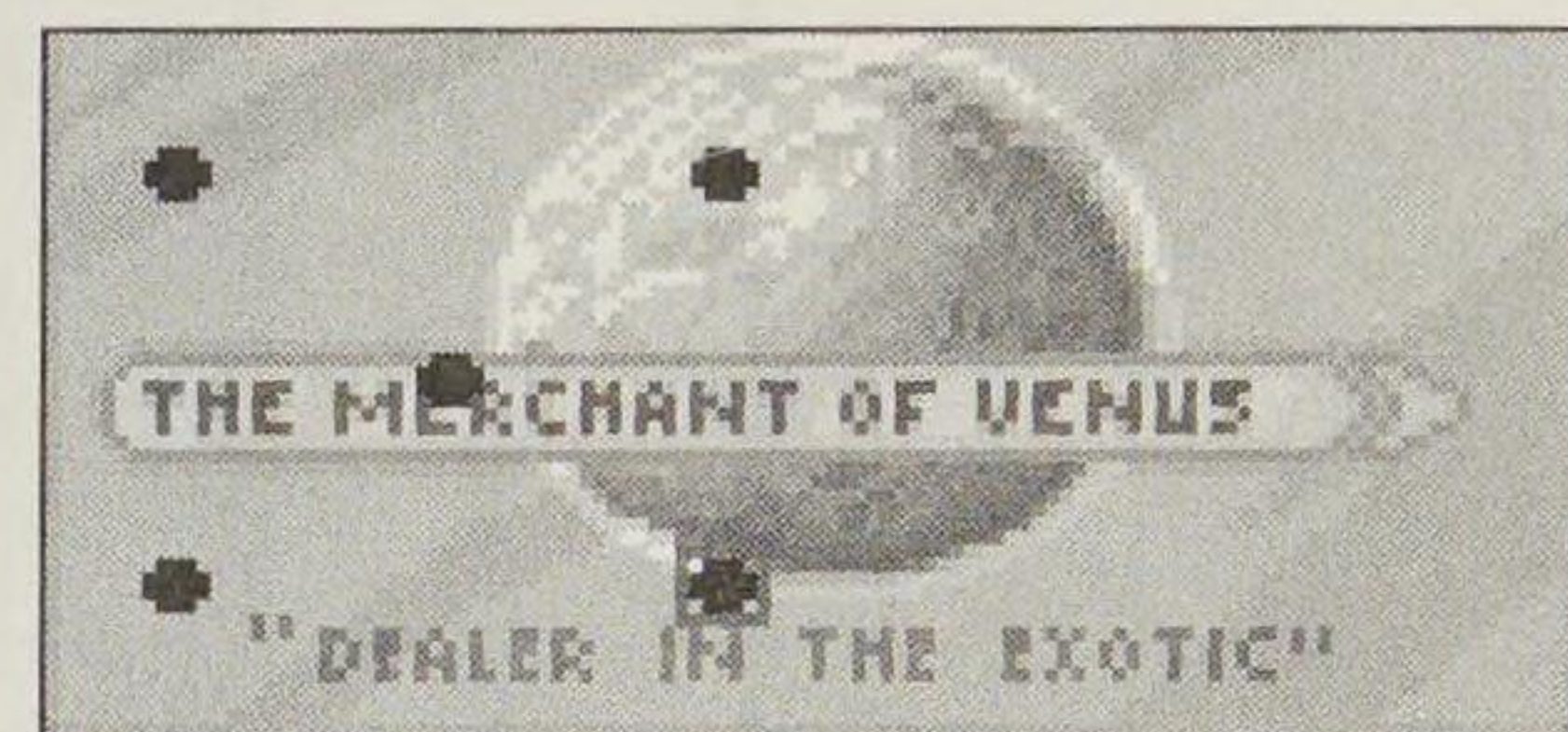
Now go back out and fly past the waterfall to the east edge of the pool. After the amphibian creature makes its unsuccessful grab, click on the communicator for a closeup and click the Talk icon on Flo. Fly to Cliffy and click on him to land on his nose. Then click on the upper-right side of the screen (just left of the small waterfall) to get to the compost bin. Now click on the human flyhead, and Cliffy will fix you up.



Access the Lab as Human

Go to the rock wall where the lab door is. Using the holepunch on the card you got from the Merchant of Venus back at the Space Bar, match the pattern of the light beams in the locking mechanism shown earlier—i.e., punch holes at the O's, where the beams don't activate locks.

Now click the punched card on the lock and go in the lab. Click on the small panel to the left of the compartment at the bottom of the stairs. When the compartment opens, take the liquid nitrogen cannisters and go back out. Tell Cliffy to beam you back up to the Eureka.



Here's the holepunch pattern for getting into the secret Genetix lab. Now place the card in the lock.

Defrosting Deambassador

After Spike does his thing, select the last option from your Question menu (the long, complicated one involving the transporter). Click the Eye icon on the Cryo, then on the control panel at bottom left. Set the CryoChef for Defrost, then set the timer for **10** seconds and click on the ENT button. Click on the Cryo unit, take Bea out, and put her on the transporter.

Go back to the captain's chair.

Part IX: The Goliath

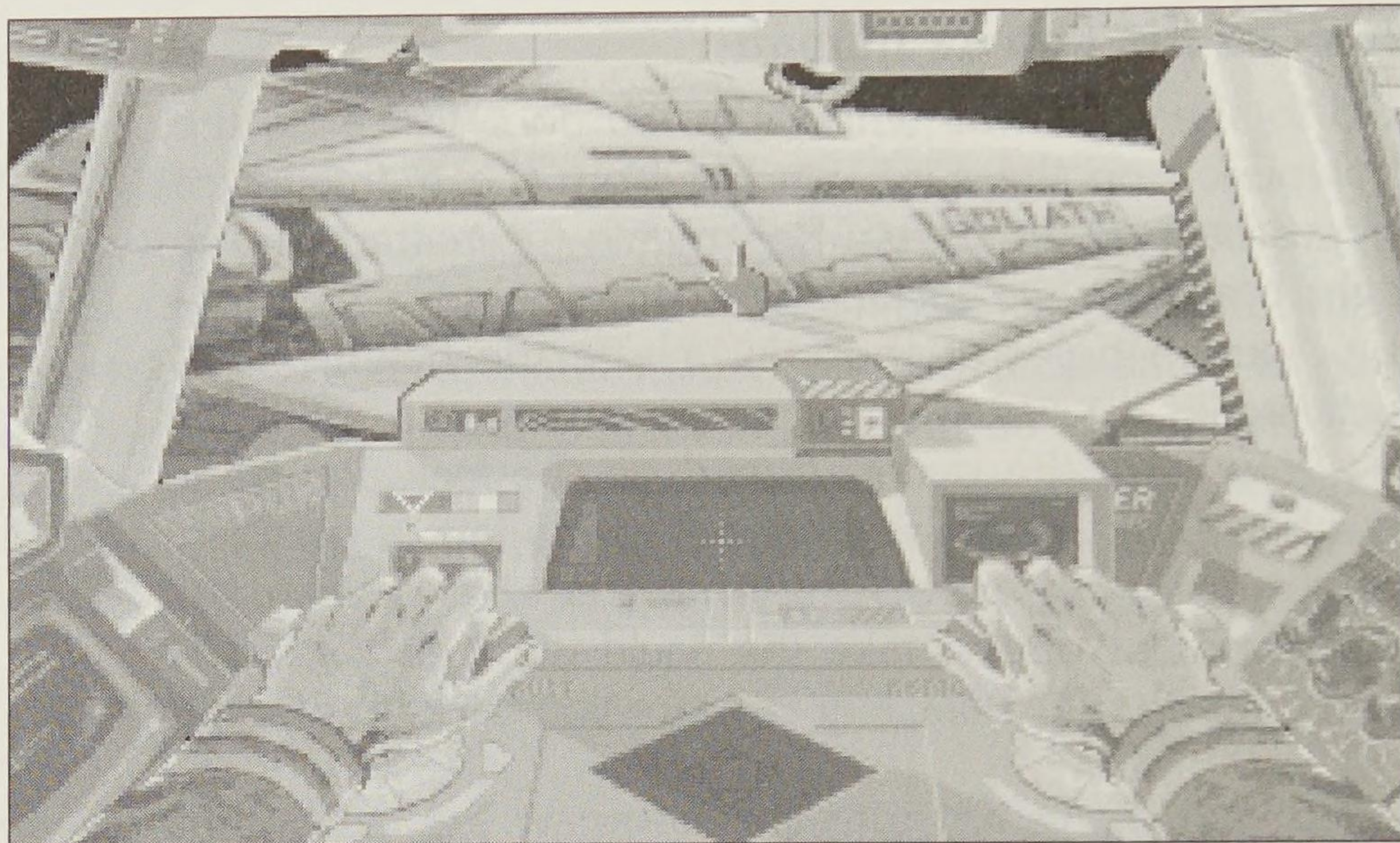
Boarding the Goliath

Summon a report from W-D40 by pressing the middle button on the captain's control panel. Ask her to Scan for Ships. She'll tell you the Goliath is in the vicinity of Gingivitus. Command Droole to lay in a course for Gingivitus (81100) and proceed in the usual manner. Upon arrival, summon Cliffy by pressing the green (left) button on your command panel, then select Cloak Ship from the menu.

Go to the Science Lab. (Be sure you get the laser torch and the spare fuse from Cliffy's toolbox, if you haven't already done so.)



See the Hand cursor? Click there on the Goliath to dock your pod right on the engine room.



After Cliffy's presentation, go to the Pod Bay, rotate the pod, and get in. Click the Hand icon on the Goliath to dock.

You'll get right into the engine room if you pick a spot on the left-center portion of the hull.

Activate the Warp Drive

Wait on the ladder until the guard makes his pass on the catwalk, then hurry to the control panel. Click the Hand icon on the panel and place the warp distributor cap on its receptacle. After the guard finishes another pass, follow his direction out the door. Once you're in the hall, click the Hand icon on the floor grate and enter the sub-floor maze.

Deactivating the Shield: The Subfloor Maze

Getting to the shield activator is tedious and tricky. Follow these directions for a quick passage (N=north, E=east, S=south, and W=west):

Go N, E, N, N to get into Shaft A. Climb up the shaft ladder two levels to the subfloor below Level 6. Go S, W, N, N, E, N, N to get into Shaft B. Climb up the ladder two levels to the subfloor below Level 4. Go S, W, N, N, W, W, N, N to get into Shaft C.



Climb up the ladder two levels to the subfloor below Level 2. Now go S, S, W, S, E, S, then click the Hand icon on the grating above to find the Shield Deactivation Switch.

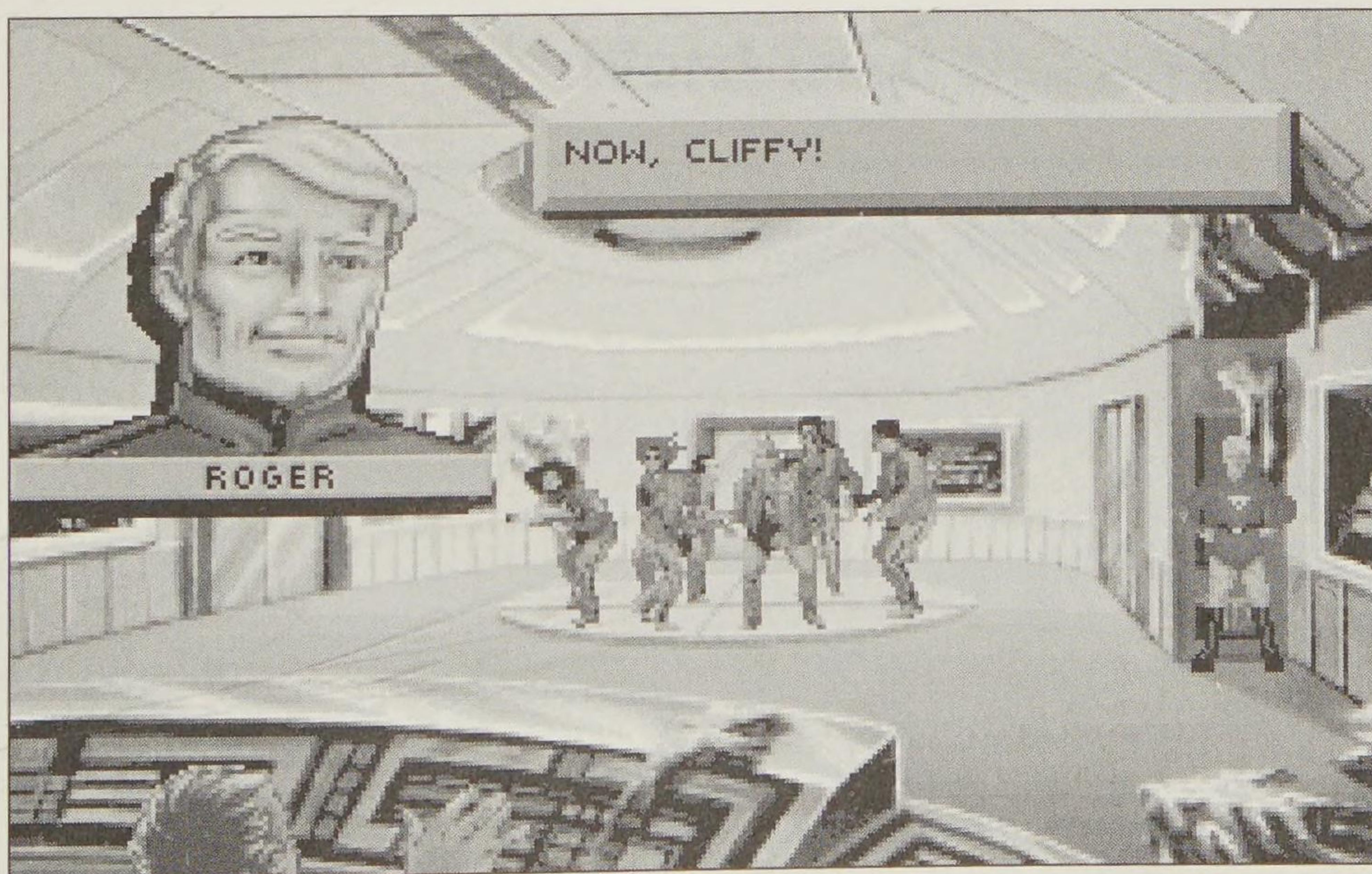
 **Hint:** Watch out for elevators in the shafts! If you see a bright light above you, click the Hand icon on the nearest subfloor entry and dive in. Then go back out into the shaft to continue your climb.

Demutating the Pukoids

After the automatic sequence, wait until all the Pukoids are on the transporter pad and the doors seal shut before giving Cliffy the signal. When Quirk escapes into the Blob, choose the first response to Flo: “Call Cliffy and tell him to beam me over to the Eureka!”

Deblobbing the Blob

Go to the captain’s chair and command Droole to Fire. When the Blob approaches the Eureka, order Droole to Activate RRS and order Flo to Abandon Ship. Click on the red (right) button on the



Wait until the Goliath crew enters and all doors close, then give Cliffy the signal to de-puke the pukoids.



captain's command panel and activate the self-destruct mechanism. Then hurry to the Science Lab.

Take Bea from the Cryo, get on the transporter, and energize. When the transporter fails, go to the service tunnel in the engineering compartment (the one you've seen Cliffy crawling in and out of) and take out the blown fuse by clicking on it. The blown fuse is the middle-left one (from Roger's point of view), shown as red on the schematic diagram. Now put in the spare fuse that you took from Cliffy's toolbox. Go back to the lab and take Spike from the Habitube. Then hop on the transporter and energize!

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