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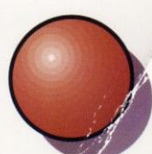
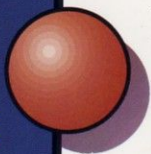
adventure
GAME
player's
handbook

**COMPLETE
SOLUTIONS**

TO 37

**POPULAR
ADVENTURE
GAMES**

raymond lueders



CHAPTER 8

SPACE QUEST IV

GRAPHICS: ★★★

STORY LINE: ★★

ARCADE: ★★

INTERFACE: ★★★★★

DIALOGUE: ★

AUDIO: ★★★

ANIMATION: ★★★

LENGTH: ★★★

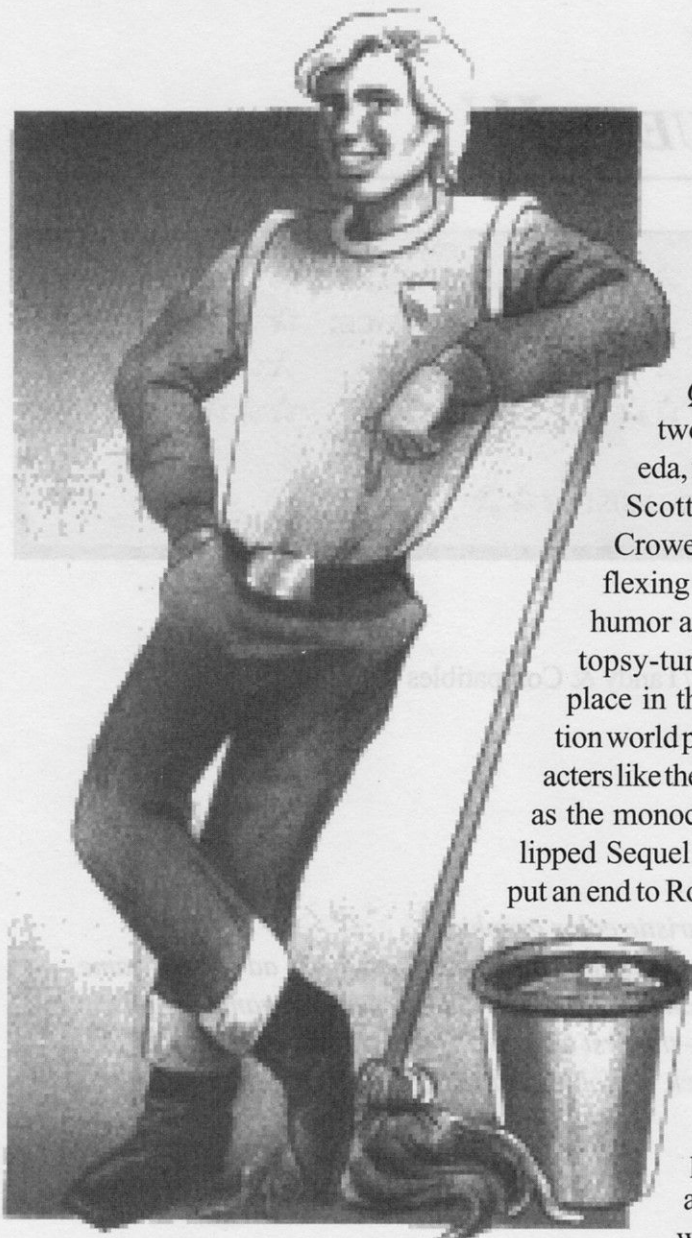
OVERALL ANALYSIS: ★★★

SYSTEMS

- ☐ MS-DOS IBM-PC/Tandy & Compatibles
- ☐ Amiga
- ☐ Macintosh
- ☐ CD-ROM

FEATURES

- ☐ *Hand-painted, futuristic color graphics.*
- ☐ *The most realistic animation you've ever seen in an adventure game.*
- ☐ *No typed-in commands—point and click to perform game actions.*
- ☐ *Scrolling screens—the first ever in a Sierra adventure.*
- ☐ *Another terrific rock 'n' roll soundtrack, with even more realistic sound effects.*



SCENARIO

Strap on your jetpack, buckle your anti-gravity boots, and gulp a big handful of Dramamine—it's time to trek through another zany chapter of the award-winning *Space Quest* series. Yup, those two guys from Andromeda, frequently mistaken for Scott Murphy and Mark Crowe of Sierra On-Line, are flexing their kooky sense of humor again in this fast-paced, topsy-turvy adventure taking place in the farcical science fiction world peopled by bizarre characters like the resentful aliens known as the monochrome boys; the stiff-lipped Sequel Police who are out to put an end to Roger and any forthcoming sequels; and the sexy Latex Babes who love to hear Rogerscream in sheer agony. And if that doesn't wag your tail, prepare to flip burgers at Monolith Burgers, wear women's clothing,

and pilot spacepods throughout the galaxy. Where else can you do all this but in *Space Quest IV*?! And as the Andromeda boys would say: *May the farce be with you ...*

WALK-THROUGH

XENON

After the introduction, you'll find yourself on the streets of Xenon. Begin the adventure by walking east. Get the rope. Walk two screens west and you'll reach a disabled surface transport vehicle (skimmer).



The wandering cyborg.

Hint: Avoid the wandering cyborg. Although he's as blind as a bat, his shriek will alert the security droid. You can escape the cyborg, but not the security droid.

Click the hand cursor on the skimmer, then on the glove box. Remove the PocketPal laptop computer. Leave this scene by walking north. When you encounter a corroding battle vehicle, look in the hole and you'll see a bottle of unstable ordnance. DO NOT take the ordnance: It's very unstable and will explode the second you attempt to leave the streets of Xenon. Walk north until you reach the old bank (the green building). Duck into the foyer. Click the rope on the sidewalk and wait for the pink rabbit. When it appears, click the mouse button to snare the hare. From the bank, walk two screens east and one screen south. Open the center sewer grate. Enter the sanitation office. Get the empty jar from the desk. Look under the old-fashioned desk blotter. Save the game. To enter the sewer, click on the hatch located along the west wall. Walk around the sewer until you see green slime oozing from one of the vents. Using the jar you found on the desk, carefully collect some slime. DO NOT touch the slime. After filling the jar with slime, hurry to the west side of the sewer. Click the hand cursor on the ladder.

Wait patiently for the police to exit the spaceship, then click the walk cursor on the spaceship. Walk one screen west. Click on the landing-gear compartment

and enjoy the flight to the Super Computer landing bay.

When you reach the landing bay, save the game. Then walk one screen west. Wait for a second pod to appear, then click the hand cursor on it. Refer to pp. 8-9 of the *Spacepiston Magazine* to pass the off-disk copy protection. Copy the six green symbols (above the keypad). These are the coordinates for Xenon—you'll need them later in the game.

Hint: Copy the six green symbols.

Enter any six symbols and strike the *ENT* button. Repeat this procedure and you're on your way to Estros.

ESTROS



Welcome to Estros. Exit the pod by pushing the red button on the left door. To avoid being caught by the Sequel Police (yes, they're here, too), immediately walk west and approach the rock formation. Be careful not to fall off the edge. Wait until you see a giant shadow being cast from above. Walk back to the

pod and travel down the stone stairway. After your unexpected journey, search the police officer.

Hint: To reveal a partial destination coordinate, click on the inventory icon. Then click the hand cursor on the piece of gum wrapped in paper.



WOW! What a weapon!

Walk through the hole located in the southeast corner of the nest and say hello to the shapely Latex Babes. And what should you do when you encounter beautiful women packing guns? Save the game, dude!

Click on the hatch to enter the submarine. After the animation sequence, you'll encounter your worst nightmare—the EpiRip 357! Fortunately, a giant sea slug makes an appearance, thus saving you from a hair-raising encounter. Unfortunately, however, the slug wants to eat you for dinner. To escape the sea slug, click on the red button when its tentacles reach your legs. This will fire the same laser that removed the lower portion of your pants. Click on the nearest air tank and throw it into the slug's mouth.

After defeating the sea slug, the forgiving Latex Babes will take you to their favorite hangout, Galaxy Galleria: the largest, hippest shopping center west of the galaxy.

GALAXY GALLERIA



Instantly the Babes spot a sale and they're off. Won't they be surprised after they realize they dropped their AutoBucks Teller Machine card? Get the card. Now, considering the fact that you don't have any shoes and you're

missing the bottom half of your pants, it'd be advisable to purchase new clothing at Big and Tall. Go to the far walkway and travel west. Enter Big and Tall. Talk to the clerk—he'll give you what you need. Pay for your new clothing. Since you're in dire need of cash, travel to Monolith Burgers. Ask about a job. After getting fired, your ex-boss will toss a cigar butt onto the walkway. Get the cigar butt.

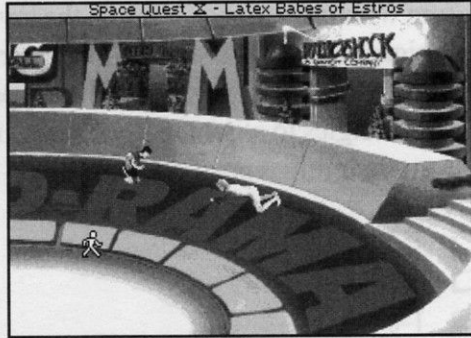
Find the teller machine. Use the ATM card. If it doesn't work (and at this point it won't), go to the women's clothing store. Talk to the clerk. Pay for the merchandise. Travel back to the teller machine and *clean house*.

Travel to MY favorite store, the Software Store. Locate the bargain bin. Using the hand cursor, move the boxes until you find the (cough, cough) hint book for *Space Quest IV*. Purchase the hint book by clicking the look cursor on it. Travel west. Enter Radio Shock. Talk to the robot and familiarize yourself with the interface. Don't buy anything at this time: Later in the game you'll need to return here and purchase a PocketPal adapter.

Travel to the Arcade and look for the game entitled Ms. Astro Chicken (it's along the west wall). After playing a game or two, get your original clothes from the dressing room in the women's clothing store. Travel back to the Arcade. Save the game. Enter through the east entranceway and walk to the back of the store. (Be prepared to run from the Sequel Police.) After the Sequel Police arrive, leave the store and enter the Skate-O-Rama. Float north, then east (be sure to travel one screen north). Continue floating east. Exit the Skate-O-Rama.

Cross the first walkway and travel west. Enter the Arcade. Enter the Sequel Police's time pod. Copy down the coordinates. To find the time coordinates for your next destination, you'll need the following items:

- ☐ The SQ4 hint book
- ☐ The bubble gum wrapped in paper



Click on the inventory icon and use the hand cursor on the hint book. Find the following question:

- ☐ *I'm in the stupid time pod. Where else can I go?*

Click the pen on the fourth clue and copy down the first three symbols of the time coordinates. Click on the inventory icon and use the hand cursor on the bubble gum wrapped in paper. There you'll find the three symbols necessary to complete the time coordinates. Enter these symbols into the coordinate panel. I'll see you at Ulence Flats.

ULENCE FLATS

Exit the pod and travel south. Enter the bar and talk to the monochrome boys. To get back at them for throwing you out of the bar, kick over their sand bikes. Now what are you waiting for? Run for your life!

After eluding the monochrome boys, save the game. From Tiny's Used Spaceships, walk east. Be prepared to dodge a monochrome boy. To avoid him, click the mouse button just before he strikes you. Enter the bar. Get the book of matches. Travel to the time pod (watch out for the monochrome boy). Enter the pod and punch in the coordinates for Xenon.

THE SUPER COMPUTER

Exit the time pod. Walk two screens east. To open the door leading to the Super Computer room, pour the green slime on the locking mechanism. Click the hand cursor on the door to open it.

SPACE QUEST IV

From within the tunnel, click on the inventory icon. Use the book of matches on the cigar butt. Click the cigar butt on Roger: The smoke will illuminate the laser beams. Click the eye cursor on the keypad. To get through this corridor, enter the correct angles to align the laser beams in a vertical position. The correct angles (from their initial positions) are

- ☐ 1-5-6
- ☐ 0-2-4
- ☐ 1-0-8

Walk west. Enter the Super Computer room. Look at the nearest terminal box (the little gray box along the railing). Look closely at the plug. Make a sketch of this plug, since it varies in each game. Travel back to the time pod. Enter the coordinates for Galaxy Galleria. When you're back at the mall, travel to Radio Shock. Use the touch screen interface to communicate with the robot. Select the following categories:

- ☐ *Catalog*
- ☐ *Electronic Gadgets*
- ☐ *Continue*



Press *Continue* until you find the PocketPal Connector. Push *Order*, then select the correct connector.

Travel back to the pod. Enter the coordinates for Xenon. Exit the pod. Walk two screens east. Before entering the Super Computer, for the second time click on the inventory icon and look at the pink rabbit. Remove the “lifelong” battery and place it in the PocketPal. Also attach the connector to the PocketPal. Click the hand cursor on the hint book. Turn to page 7 and find the question that begins

- ☐ *I'm in a strange room inside the Super Computer...*

Use the pen on the fourth clue and you'll find a code. The game version I played displayed the following code:

❑ 69-65-84-76-69

Save the game. Enter the Super Computer. Plug the PocketPal computer into the nearest terminal and it'll display the location of the security droid. Avoid the droid at all costs. To get through the catwalk maze, begin at the tunnel door. Walk one screen north and one screen west. Travel down the left staircase. Wait for the droid to leave this screen. Travel up the staircase. Walk one screen east, one screen south, then west until you reach the Programming Chamber. To open the door, enter the code from the hint book. Walk into the computer room and you'll see a large blue screen. Click the cursor on the droid icon and drag it over the toilet. Click again to flush (terminate) that program. Now you're safe from the security droid. Do the same with the brain icon.

Hint: *Don't flush the SQ4 icon. If you do, you'll return to the DOS prompt.*

Click on the toilet to leave the computer scene. Save the game. To find Roger Jr. (starting from the Programming Chamber), walk three screens east, one screen north, and one screen west. Clamber down the staircase. Walk west until you reach the glass elevator. Travel to the third level. Walk one screen north, one screen east, then north.

Walk to the edge of the platform and a catwalk will appear. Cross the catwalk. Use the mouse button to fight Roger Jr. (Sludge Vohaul). When he's in the light, climb down the ladder, being careful not to fall off the edge. Upon your return, you'll have a diskette in inventory. Click the diskette on the disk drive. Push the following buttons to win the game:

- ❑ *Disk Upload*
- ❑ *Beam Upload*
- ❑ *Beam Download*

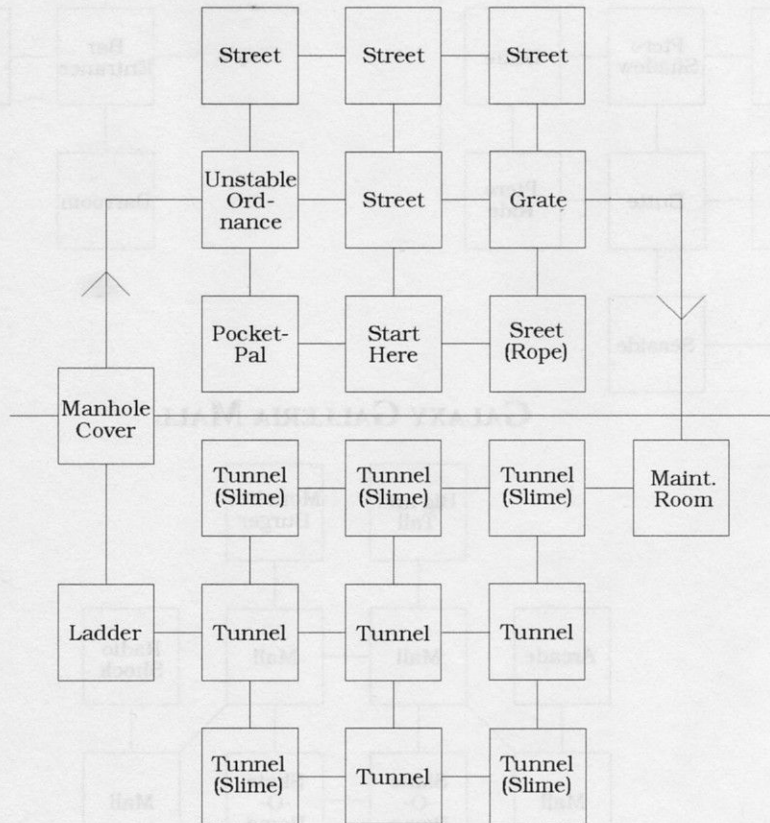
Congratulations! You've saved Roger Jr. from the evil Sludge Vohaul.

LOCATION OF OBJECTS

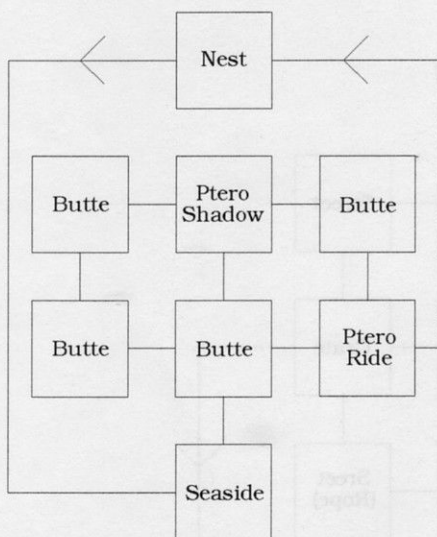
- ☐ ATM Card Galaxy Galleria
- ☐ Batteries Pink Rabbit
- ☐ Book of Matches Bar (Ulence Flats)
- ☐ Bubble Gum/Paper Police Officer (Estros)
- ☐ Cash ATM Machine (Galleria)
- ☐ Cigar Butt Walkway (Galleria)
- ☐ Diskette Sludge Vohaul
- ☐ Empty Jar Sanitation Office (Xenon)
- ☐ Hint Book Software Store (Galleria)
- ☐ Men's Clothing Big and Tall (Galleria)
- ☐ Pink Rabbit Old Bank (Xenon)
- ☐ PocketPal Adapter Radio Shock (Galleria)
- ☐ PocketPal Laptop Skimmer (Xenon)
- ☐ Rope Streets of Xenon
- ☐ Slime Sewer (Xenon)
- ☐ Women's Clothing Women's Clothing Store (Galleria)

MAPS

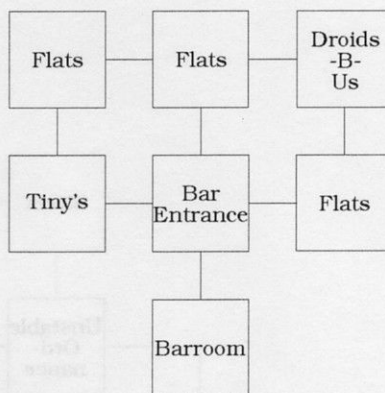
XENON



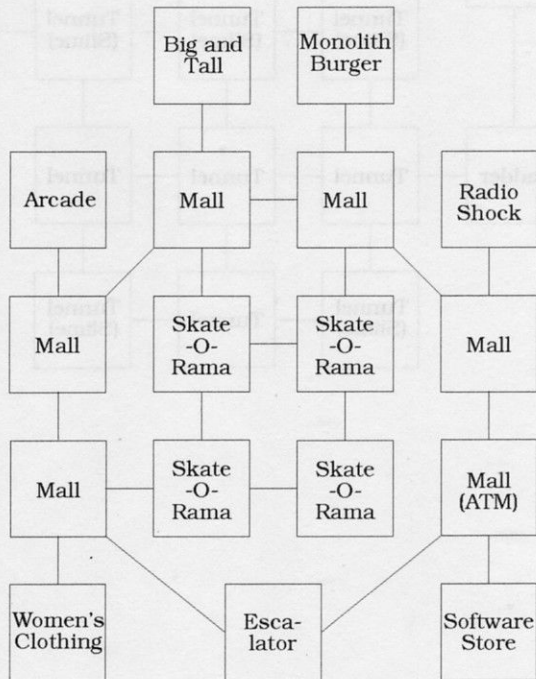
ESTROS BUTTES AREA



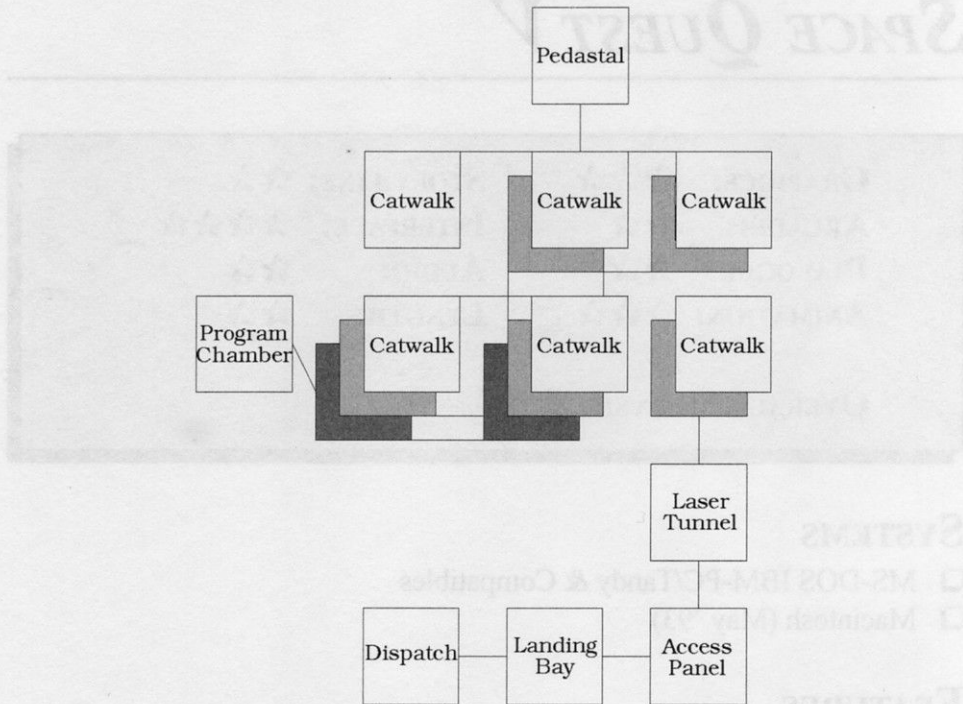
ULENCE FLATS



GALAXY GALLERIA MALL



SUPER COMPUTER



SECTION 2

SPACE QUEST V

GRAPHICS: ★★★

STORY LINE: ★★

ARCADE: ★★

INTERFACE: ★★★★★

DIALOGUE: ★★

AUDIO: ★★

ANIMATION: ★★★

LENGTH: ★★

OVERALL ANALYSIS: ★★★

SYSTEMS

- ☐ MS-DOS IBM-PC/Tandy & Compatibles
- ☐ Macintosh (May '93)

FEATURES

- ☐ *Awesome 3-D animation, scintillating 256-color artwork, and Asteroids! Asteroids! Asteroids!*
- ☐ *The smooth shrink-wrap packaging included at no charge with every game!*
- ☐ *A breathtaking original score and digitized sounds so real you'll think you're on Xenon.*



SCENARIO

Mark Crowe of Sierra On-Line soloed as the designer of this latest cosmic adventure, *Space Quest V: Roger Wilco, The Next Mutation*. As in the earlier chapters, you play the role of the universe's favorite janitor, Roger Wilco. After bamboozling your way through the StarCon Space Academy, you take control of your very own garbage scow (and for you trigger-happy hackers, yes, the scow has laser guns). Your goal is to sweep the universe clean of debris while seeking the antidote for the primordial soup that's turning the galaxy's inhabitants into a mutant menace. As you rampage through the cosmos, you'll deal with such inconveniences as an acid-piddling hugger, a metal witch with hooter-shooters, and a horde of grotesque mutants heinous enough to turn even the cool dude Rog into a slime-sucking sap-head.

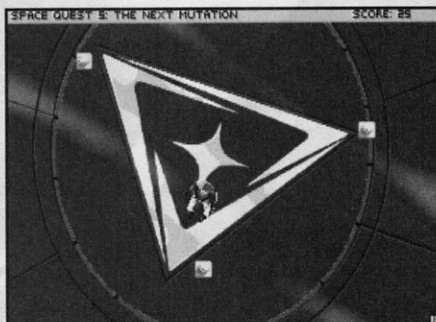
WALK-THROUGH

STARCON SPACE ACADEMY

After the simulation, walk three screens south. Enter the classroom. Since Roger could never pass the StarCon Aptitude Test on his own, he decides to cheat:

❑ E-E-E-E-E-E-E-D-D-E

After class, walk one screen south. Open the broom closet and take the Scrub-O-Matic and the safety cones. To enter the rotunda, walk one screen south and one screen east. Walk onto the anti-gravity lift transport. Place the cones along the outer perimeter of the StarCon Crest. Click the Scrub-O-Matic on the StarCon Crest. Double-click the hand cursor on the Scrub-O-Matic. Guide the scrubber over the dirty portions of the Crest. When the Crest is completely clean, it'll sparkle and you'll hear a beep tone. Leave the rotunda. Walk one screen south and check the test results by clicking the eye cursor on the bulletin board.



GANGULARIS

Have a seat in the Captain's chair. Command Flo to hail StarCon. Next command Droole to lay in a course. Enter the coordinates for Gangularis (you'll find the coordinates on pp. 17-18 of the *Galactic Inquirer* included with the game). Command Droole to travel at *lite speed*. When you reach your destination, command Droole to travel at *regular speed*. Command Droole to *activate the RRS*. Exit the bridge by first clicking the hand cursor on the exit icon, then on the door behind the Captain's chair. From within



the engineering section of the *Eureka*, open the refuse compartment located along the east wall. Locate your chief engineer's tool box and take the following items:

- ☐ Laser cutting torch
- ☐ Spare fuse
- ☐ Hole punch
- ☐ Roll of anti-acid tablets



Enter the bridge by clicking the hand cursor on the north door. After Cliffy contacts you via the intercom, exit the bridge and enter the engineering section of the *Eureka*. Reenter the bridge, sit in the Captain's chair, then enter the engineering section for the second time. Click the hand cursor on the west door leading to the transporter room, and walk around the room until the alien creature appears. Once Spike's in your inventory, place him and the anti-acid tablets in the Habitube (right side of screen). Walk to the bridge. I'll see you on planet Peeyu.

PEEYU

Lay in a course for Peeyu. Command Droole to travel at *lite speed*. When you arrive at your destination, command Droole to travel at *regular speed*. Also, if you haven't already done so, command Droole to *activate the RRS*.

KIZ URAZGUBI

After arriving at KU, you'll receive a disturbing message from a womanoid. To beam down to the planet, leave the bridge and enter the transporter room. Walk onto the teleport platform—located in the center of the room—and click the talk cursor on the computer along the north wall.

ESCAPE FROM THE ANNIHILATOR ANDROID

After beaming down to the planet, save the game. Then hustle beneath the waterfall and walk north. Walk one screen east and you'll reach a large, hollow log. Before crossing the chasm via the hollow log, walk north to the end of the tree limb. The limb will break and you'll tumble down to the beam site. Get the tree limb and retrace your steps back to the hollow log. Crawl through the log to

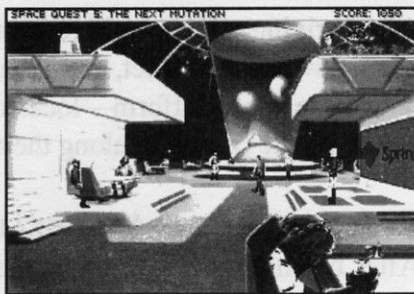
reach the other side. Use the stick to obtain a hanging fruit. Once you have the fruit, walk west (crossing the chasm), then southwest. Enter the center cave. Walk beneath the waterfall to reach the left cave entrance. Jump across the chasm onto the rock outcropping. Scale the cliff to reach the boulder. Use the stick to pry the boulder loose. After the boulder strikes the Annihilator Android, retrace your steps to the bottom of the cliff (beam site). Then travel back to the hollow log. Hide inside the log until the metal witch appears. Throw the vaguely banana-like fruit at her. Crawl out of the log (west) and get the round metallic object (womanoid head). Return to the beam site and you'll automatically transport back aboard the *Eureka*. Well, Bucko, so far so good. Hang in there, buddy.



When you're back aboard the *Eureka*, leave the transporter room and you'll realize that you've forgotten to give Cliffy the womanoid's metal head. Therefore, reenter the transporter room and Cliffy will give you a left-over part from WD40, the Annihilator Android. Head back to the command post and talk to Droole (don't use the command icon). Ask him where to go for shore leave. Lay in the course for the Space Bar and, if I haven't had too much hooch (hick!), I'll see if I can help you once you get there.

THE SPACE BAR

What galaxy would be complete without a space bar? Not ours, that's for sure! Upon arriving at the Space Bar, enter standard orbit and beam on down. Save the game. Have a seat with your crew at the table along the west wall. While you're enjoying some R&R, a pushy salesman named Nelo Jones will approach you with a very annoying sales pitch. Give him the cold shoulder and he'll give you his business card and a sample package of space monkeys. After the battleship-like arcade sequence and Cliffy's arrest, look at the business card and the package of space



monkeys. Have a seat at your table and place the space monkeys into your drink. This'll create a space monkey population explosion. Quickly walk onto the transporter platform (east side of screen) and get Spike from the Habitude. Beam back down to the Space Bar and walk one screen east. Wait for the guards to leave, then click the hand cursor on the control panel to shut off the force field. Walk north and locate Cliffy's holding cell. Click Spike on the cell bars and his acid droppings will melt through the thick metal bars.

KLOROX II

Welcome to Klorox II. Before being washed-up, save the game. Enter standard orbit and command Flo to hail the planet and StarCon. Depress the orange console button and command WD40 to scan the planet, scan for ships, and ask for her—er, *its* recommendation.

Hint: Don't press the red button—it activates the self-destruct sequence.

Beam down to the planet. Save the game. Enter the center building. Click on the small computer located in the center of the screen. When the mutant attacks, avoid his drool by tilting your head left and right. Plan to restore the game a few times until you get the hang of it. After escaping the grueling drool droppings, get the small piece of paper that the mutant dropped. Look at the paper and you'll find a code. Click the hand cursor on the computer and enter the code that was on the piece of paper:

❑ 80869

Walk back to the beam site, then walk one screen west (be sure to remain on the crest of the cliff). Look at the canister and you'll see the following coordinates:

❑ 41666

Walk back to the beam site and use the PCD (Personal Communication Device) to beam aboard the *Eureka*. Travel to the planet known as Thrakus.

THRAKUS

After arriving at Thrakus and entering standard orbit, contact WD40 (via the orange console button) and have her scan the planet, scan for ships, and offer her recommendations. Command Flo to hail the planet. Exit the bridge and activate the lift to the pod bay by pressing the red button (the button is located in the engineering department along the east wall). Step onto the lift. Take the oxygen tank from the cabinet behind the Star Roamer EVA Pod. Also, get the rebreather mask from the compartment located next to the pressure suits. Click the hand cursor on the pedestal control panel. Click on the orange button to open the elevator door. Enter the transporter room and walk onto the transporter platform. Click the rebreather mask on Roger and you'll automatically beam down to the planet.

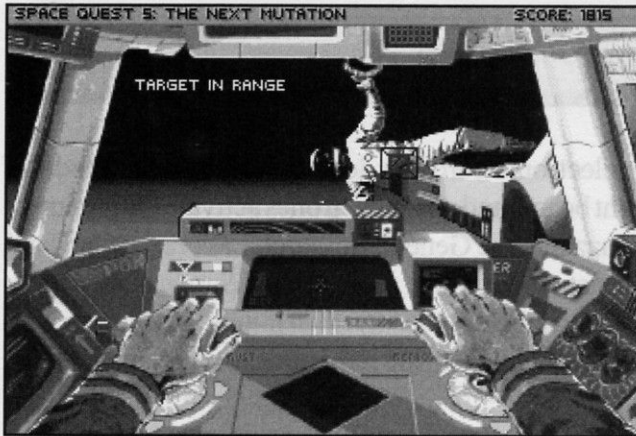
Approach the space pod and click the hand cursor on its hull. Peer inside the pod and grab the frock. Click on the red flashing light. Walk one screen west and save the game. Now walk as far west as you can go. After being wrestled to the ground by Beatrice and almost losing your drawers, click the frock on Bea. Now quickly click the PCD on Roger. Wait for Beatrice to toss you a vine. Climb the vine and you'll automatically beam aboard the *Eureka*. After you escape from the slime-sucking mutants, Beatrice will give you a distributor cap. Unfortunately, Bea was struck by one of their weapons and is now becoming a mutant herself. To heal her, find the red button (next to the Habitude) which releases the Cryo Chamber. Click the hand cursor on the Cryo Chamber to open it. Place Beatrice into the chamber, then look at the chamber. When you have a close-up view of Bea, click the eye cursor on the lower left portion of the screen. You should now see the controls. Click the eye cursor below the *Defrost* button to see the recipes and cooking times. Now, to Cryofreeze Beatrice, enter the number *10* and depress the *Start* button. This will place Beatrice in a state of hibernation. Head back to the command post and wait for the *Goliath*. When she spots you and actually dares to fire at you, command Droole to enter the asteroid field—it's your only escape.



CLIFFY'S RESCUE

Cliffy's got himself in another bind, and it's up to you, Bucko, to save him. But before saving Cliffy, you may want to save the game. Hustle to the pod bay. Rotate the pod using the appropriate switch on the pedestal console. Enter the pod. Save the game again.

Hint: Perform the following procedures rapidly.



Keep a close eye on your fuel and oxygen supply while maneuvering the pod toward the red dot on the radar screen (yup, that red dot is none other than Cliffy himself). Be sure to take it easy on the throttle, as it eats up fuel at an enormous rate. When you see Cliffy through the view port,

extend the mechanical arm. Maneuver the pod so that Cliffy's chest aligns with the claw of the extended arm. If the pod's in the correct position, a light will flash telling you that the target is within range. That's your cue to open the claw and grab Cliffy. Now close the claw and pilot the pod back to the *Eureka* (green dot). When you're back on the bridge, ask Droole what the chances are to get through this. Then enter the coordinates for KU.

THE CLOAKING DEVICE

After beaming down to KU, click the leftover part from WD40 on Roger to lower the anti-gravity lift of the cloaked spacecraft. Save the game, then walk onto the lift. Click the hand cursor on the panel located along the east wall. Open the top latch, then the bottom latch. Use the trial-and-error method to open the four outer panels by turning the knobs, then clicking on the panels (it's not that tough). Take

the cloaking device and vamoose. Enter the coordinates for the Genetix Research station (you found them on the soup can on Klorox II):

❑ 41666

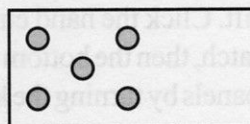
GENETIX RESEARCH STATION

Enter standard orbit and have WD40 scan the planet. Then beam on down—just watch out for that fly in the transporter. After your genetic alteration (transforming you into a fly), buzz one screen west.

Hint: *Steer clear of the water and any Venus flytraps or Putrinias.*

Locate and fly through the electronic card key lock mechanism (left side of screen). Walk beneath the light beams and note which ones activate the hammers of the locking mechanism. Buzz into the Genetic Research Laboratory and land on the computer in the southeast corner of the room. Select *Systems*, then walk on *Envirodome 3*. Click the button labeled *Security*, then initiate all three camera views. Before leaving the computer, click on the remaining choices available on the main menu.

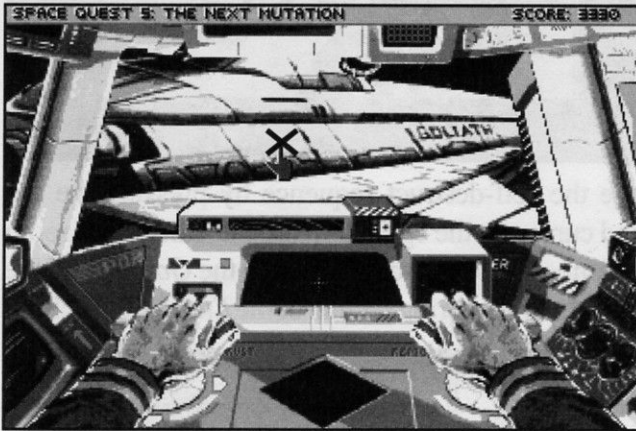
Buzz through the key card mechanism, then fly one screen east (stay away from Cliffy—he'll squash you like a, well, bug). Buzz over the communicator until a frog leaps out of the water. Land on the communicator and depress the red button. Talk to Flo and she'll relay your condition to Cliffy. Now it's safe to land on your chief engineer and *bug* him about his little mistake. After conversing with Cliffy, fly one screen north and you'll reach the trash bin. Click the fly cursor on Roger's body and Cliffy will change him back to normal. Follow Cliffy to the hidden doorway (next to the key card slot). Use the hole punch to punch five holes into the business card (you did take the hole punch from Cliffy's toolbox as I suggested earlier, didn't you?). Punch four holes in the outer perimeter of the card, and one in the center. You must align the punch precisely within the squares—otherwise you won't leave a hole.



Enter the lab and open the panel along the north wall (below the large monitor). Take the liquid nitrogen canisters. Leave the lab. Beam aboard the *Eureka*. After Spike goes crazy, click on the last dialogue response. Look at the Cryo Chamber, then at the control panel. Enter the number *10* to *Defrost* the Ambassador. Open the chamber and place Beatrice onto the transporter. Now talk to WD40, then enter the bridge. Talk to Droole and to Flo. Enter the coordinates for Gingivitis.

THE GOLIATH

As you approach Gingivitis, WD40 will scan the area and spot the *Goliath* (gulp). Contact Cliffy via the green console button, and have him cloak the ship. Leave the bridge and enter the transporter room (lab). Use the eye cursor on the holographic image of the *Goliath* to locate a safe point of entry. Before using the pod to reach the *Goliath*, be sure to have the laser cutting torch in inventory (it's in Cliffy's toolbox). When you reach the *Goliath*, click the hand cursor on the



section of the hull that's below the talk icon of the menu bar and in line with the stenciled name *Goliath* (at the X on the illustration). Open the door of the EVA pod and use the laser cutting torch to gain entry into the *Goliath*. Now save the game, then hustle to the center control panel

before the mutant appears (the mutant won't see you as long as you're near the control panel). Click the hand cursor on the control panel. Click the eye cursor on the device until a window appears stating that this must be the place where Beatrice liberated the distributor cap. Place the distributor cap onto the base of the drive unit. Save the game. Wait for the mutant guard to make his rounds in the drive bay, then you can exit through the north doorway. Click the hand cursor on the grate to enter the maintenance tunnels. Your objective is to reach Level 2 and find the switch that turns off the *Goliath*'s shields. Use the following path while saving the game *before* entering the elevator shafts:

- ❑ Level 8: North, East, North, North
- ❑ Level 6: South, West, North, North, East, North, North
- ❑ Level 4: South, West, North, West, North, West, North, North
- ❑ Level 2: South, South, West, South, East, South

Flip the switch to turn off the shields and you'll be captured by Quirk—way to go, Bucko. Wait until all the mutants are on the transporter pad and the doors have closed. Then click the talk cursor on Cliffy. Use response No. 1 with Flo and command Droole to fire the lasers at the Quirkoid Blob. Now command Droole

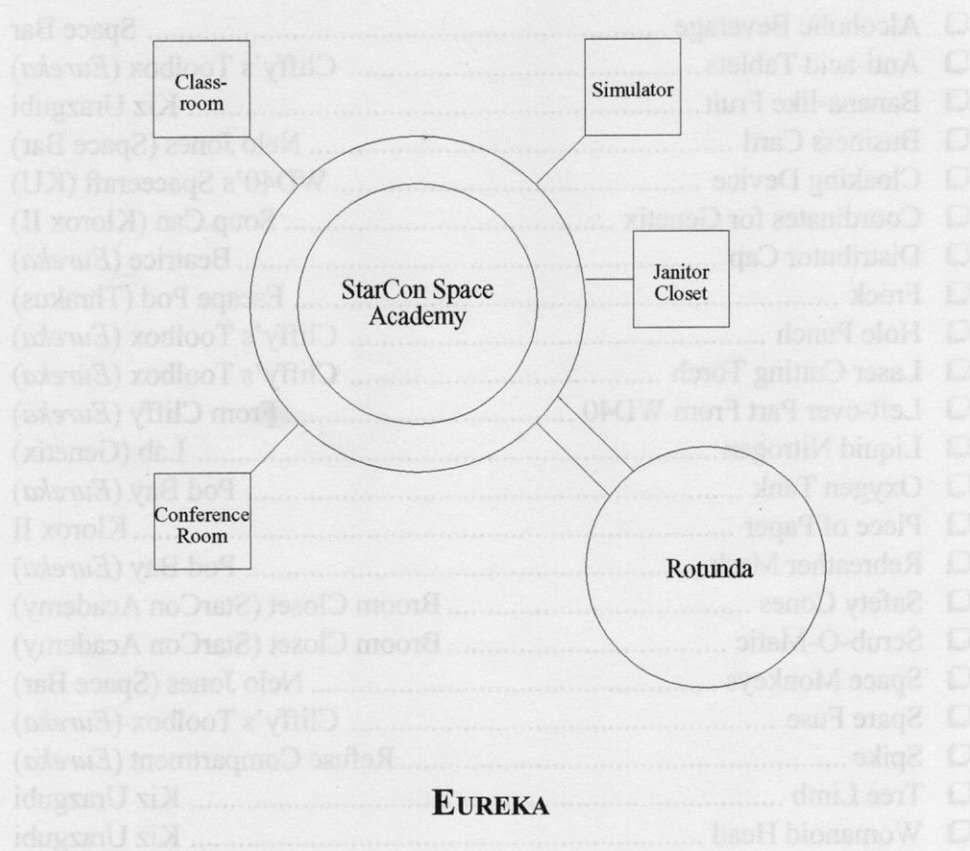
to activate the RRS. Engage the self-destruct sequence by pressing the red button, then clicking the hand cursor on the egg. Dart into the transporter room and free Beatrice from the chamber. Attempt to transport to the *Goliath* and the machine will blow a fuse. Enter the engineering section of the *Eureka*, then climb into the service tunnel located along the east wall. Remove the fuse labeled in red and replace it with the fuse you took from Cliffy's toolbox. Jump over the blob into the transporter room and beam on outta there—oh, and Rog: Don't forget Spike.



LOCATION OF OBJECTS

- ☐ Alcoholic Beverage Space Bar
- ☐ Anti-acid Tablets Cliffy's Toolbox (*Eureka*)
- ☐ Banana-like Fruit Kiz Urazgubi
- ☐ Business Card Nelo Jones (Space Bar)
- ☐ Cloaking Device WD40's Spacecraft (KU)
- ☐ Coordinates for Genetix Soup Can (Klorox II)
- ☐ Distributor Cap Beatrice (*Eureka*)
- ☐ Frock Escape Pod (Thrakus)
- ☐ Hole Punch Cliffy's Toolbox (*Eureka*)
- ☐ Laser Cutting Torch Cliffy's Toolbox (*Eureka*)
- ☐ Left-over Part From WD40 From Cliffy (*Eureka*)
- ☐ Liquid Nitrogen Lab (Genetix)
- ☐ Oxygen Tank Pod Bay (*Eureka*)
- ☐ Piece of Paper Klorox II
- ☐ Rebreather Mask Pod Bay (*Eureka*)
- ☐ Safety Cones Broom Closet (StarCon Academy)
- ☐ Scrub-O-Matic Broom Closet (StarCon Academy)
- ☐ Space Monkeys Nelo Jones (Space Bar)
- ☐ Spare Fuse Cliffy's Toolbox (*Eureka*)
- ☐ Spike Refuse Compartment (*Eureka*)
- ☐ Tree Limb Kiz Urazgubi
- ☐ Womanoid Head Kiz Urazgubi

MAPS



EUREKA

