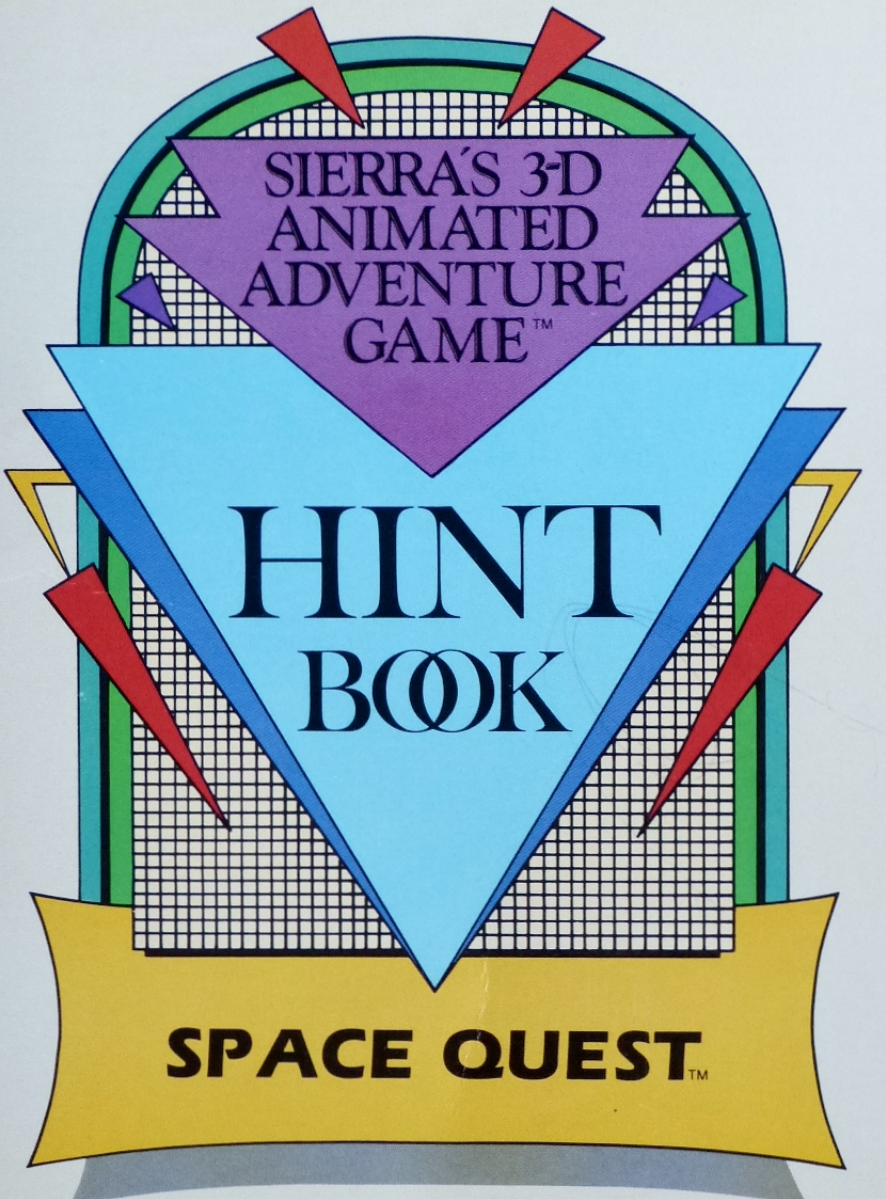




SIERRA'S 3-D
ANIMATED
ADVENTURE
GAME™

HINT
BOOK

SPACE QUEST™

Introduction

Welcome to Space Quest, *The Sarien Encounter!*

I hope you are having as much fun playing this game as we had creating it. If you have a problem not mentioned here, please contact Sierra at (209) 683-6858.

The whole point of playing *Space Quest* is to discover its puzzles and then solve them. However, this might be the first adventure game you've ever played, or the puzzles may be so well hidden that you don't even know where to begin. Hence, this hint book.

How to use a hint book

When you get stumped, look through the hint book for the question that is closest to your problem. Color the first box by drawing a single line with your marker. Hints progress from mildly helpful to "ok-here's-the-answer." It's best to read each answer in sequence, unless a hint instructs you otherwise. It is possible to complete the game without getting a maximum score; meaning that there are some things you didn't see or do. At the end of the book are alternatives you might try.

How NOT to use a hint book

Be sure to read only those hints you really need. Do *not* indiscriminately scan through the book reading hint after hint. Read only those hints pertaining to your problem. Don't think that every question here is real; along with the legitimate questions, I've thrown in some fakes. Just because a hint mentions an Elongated Needle-Nose from the planet Soe, doesn't mean that Needle-Noses are important or even exist in this game.

If you've finished Space Quest

Even after you've "won" the game, I'm sure we can interest you in playing again. If your score is less than the maximum, start again from the very beginning and try to find some things you haven't done, or better ways of doing those things you accomplished. To help you along, I've included a section at the very end of this book called "After the End of the Game." *But*, be *very cautious* using that section; it will ruin the game if you see it too soon!

If you enjoy this game, you're sure to like the other animated adventure games from Sierra: the original *King's Quest*, *King's Quest II*, *King's Quest III* and *The Black Cauldron*. Good luck in your adventuring and here's hoping you enjoy *Space Quest*!

Roberta Williams

General Questions

All I do is wander around! There must be more to an adventure game than this?!

This game is too fast! This game is too slow!

How do I “see” the items I’m carrying?

How do I “drop” things I’m carrying?

Am I the only one who keeps “failing in my quest?” I’m tired of starting all over again from the beginning of the game. What am I doing wrong?

Where does your character put all that stuff he’s carrying?

Aboard the Spaceship Arcada

How do I get the magnetic chair to release me?

There are so many cartridges in the library. Which is the one I want?

I want to put the cartridge in the cartridge slot. Every time I try, an alien zaps me!

The ship keeps exploding on me! I don't like that. What can I do about it?

What happened to the Star Generator?

I see dead bodies lying around. Can I do anything with them?

How can I open or close the bay doors of the Vehicle Bay?

The Sariens keep shooting me! How can I fight back?

There's one elevator that won't open for me. How can I get into it?

I see two doors side by side in the Flight Preparation room. But, I don't know how to open them.

How do I ride the janitor droid?

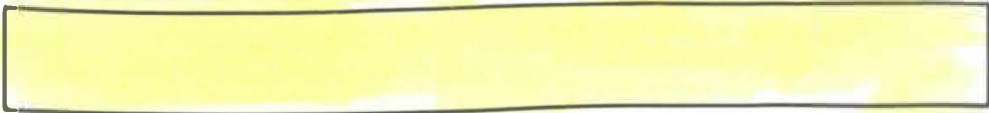
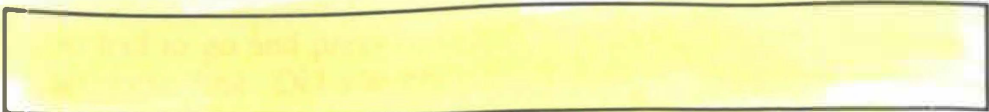
How do I enter the Vehicle Bay?

When I enter the Vehicle Bay, I explode! How come?!

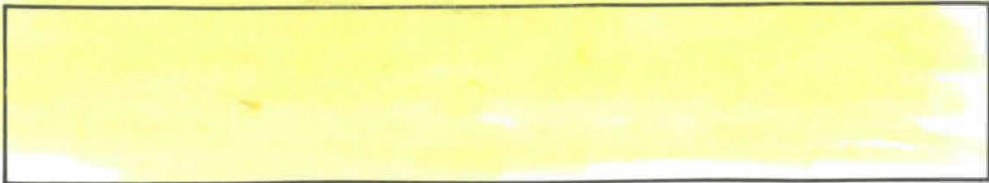
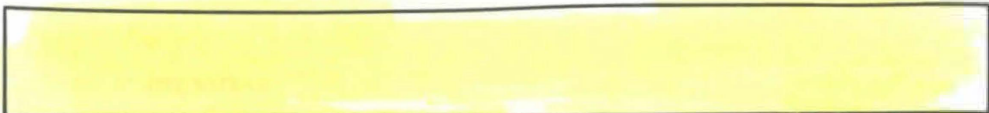
I need an escape vehicle. Is there one?

How can I get inside the escape pod?

How do I fly the pod?

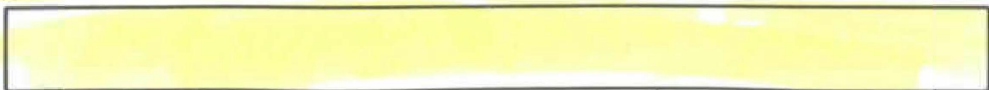
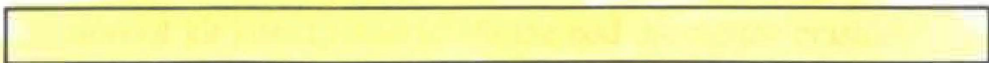
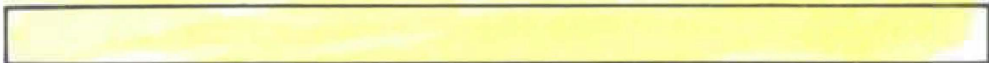
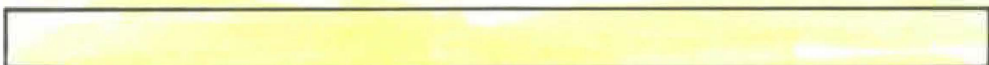
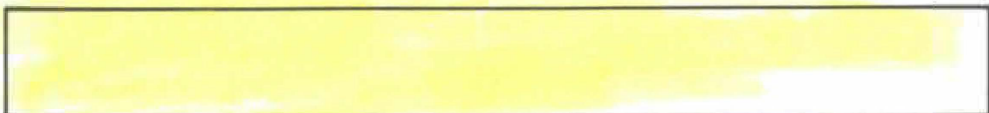


I took off in the pod, but I keep getting “lost in space.”



The Desert of the Planet Kerona

Now that I’ve crashlanded on a desert planet, should I just leave the pod?



The sand creatures keep getting me!

Meteorites keep smashing me!

I saw a UFO land and little green men got out!

I can't get away from the spider droid! It keeps blowing me up!

The rock bridge crumbled and fell; with *me* on it!

I looked in a hole in the cliff. Unfortunately, I got sucked in and my bones got spit out! What happened?!

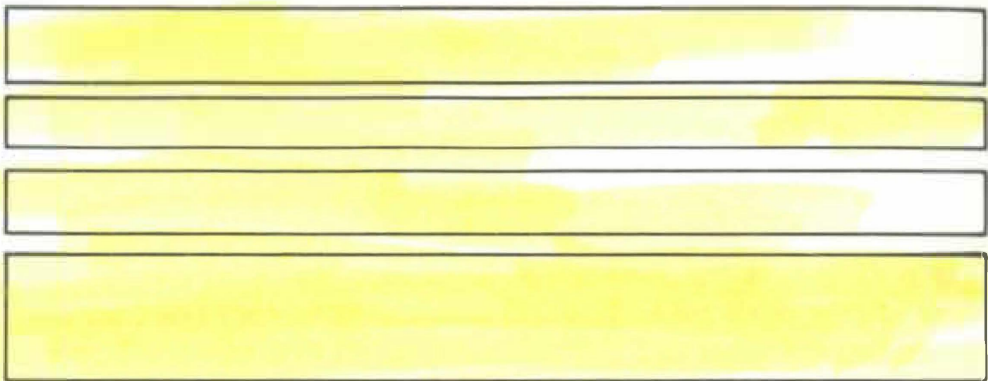
I keep wandering around! Where am I supposed to go?

I found a cave, but it was empty.

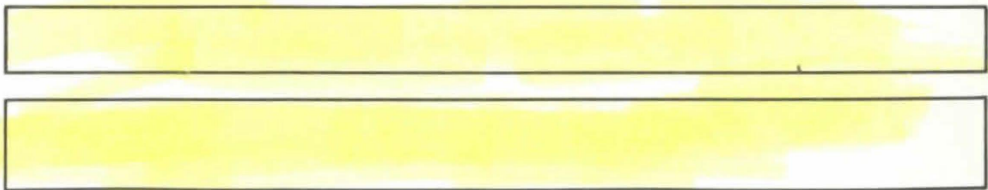
Four horizontal yellow rectangular boxes with black borders, stacked vertically, intended for writing.

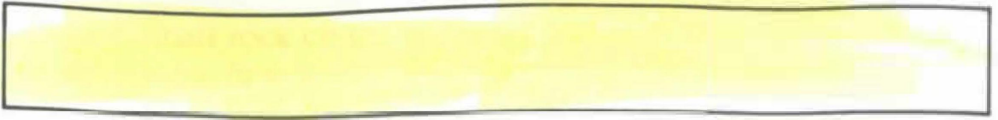
The Underground Caverns of Kerona

How do I get past the grate? A tentacled beast keeps grabbing me!

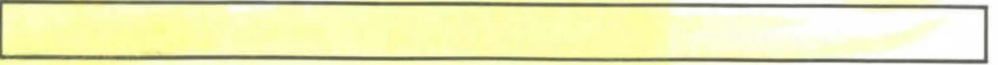
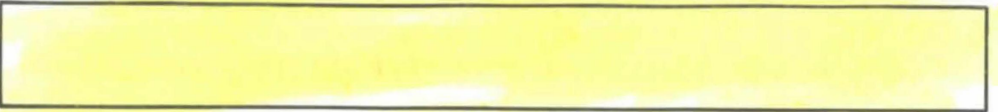
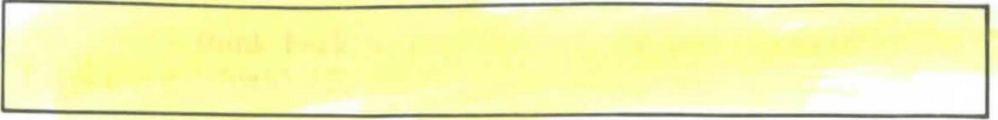
Four horizontal yellow rectangular boxes with black borders, stacked vertically, intended for writing.

I see a door past the grate, but I can't open it.

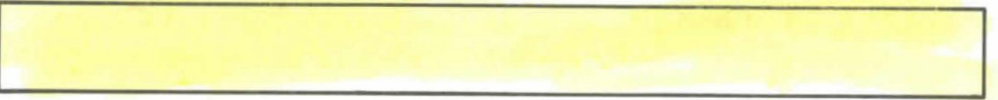
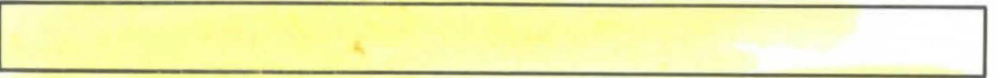
Two horizontal yellow rectangular boxes with black borders, stacked vertically, intended for writing.



Laser beams just cut me to ribbons! How can I get past them?



The drops of acid fall on me, killing me!



I met a big alien head, but couldn't understand him! What'll I do?

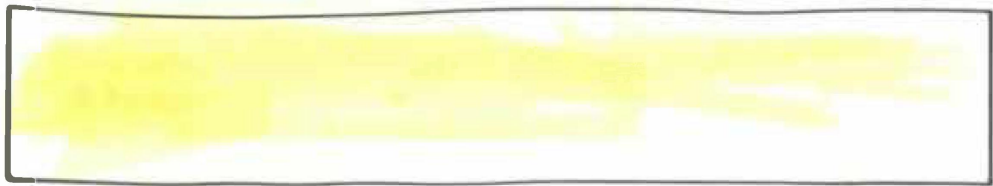
Handwriting practice lines with yellow background.

I stepped in space slime and it's stuck to my feet! Yuck!

Handwriting practice lines with white background.

Where is Orat? I can't find him!

Handwriting practice lines with yellow background.



I keep dying of thirst on the desert planet!

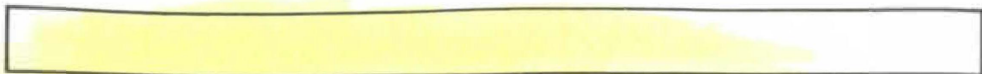
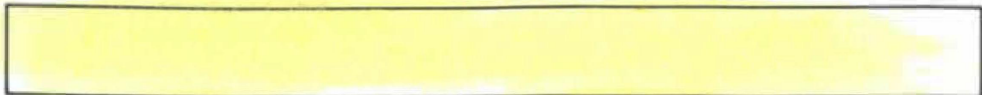
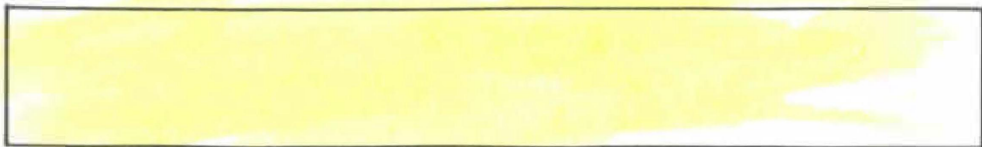
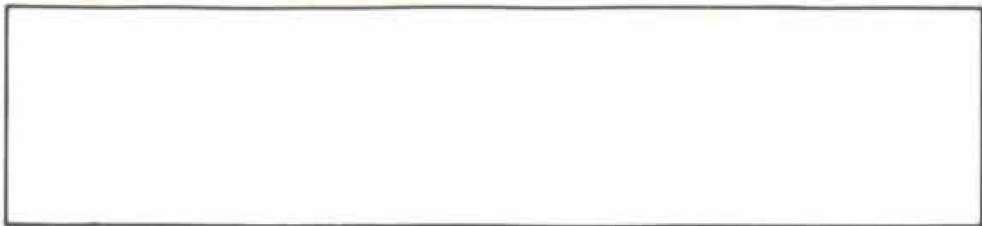


I need to kill Orat, but I don't know how.

I killed Orat, but the big alien head won't help me. Now what?

Help! How do I get the skimmer to go?

I can't control the skimmer! I keep hitting rocks!

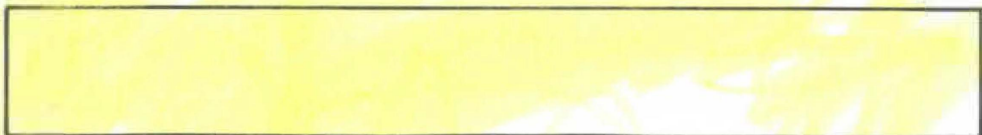
A horizontal rectangular box with a black border, filled with a yellow brushstroke.A horizontal rectangular box with a black border, filled with a yellow brushstroke.A horizontal rectangular box with a black border, filled with a yellow brushstroke.A large horizontal rectangular box with a black border, currently empty.

The Settlement of Ulence Flats

How do I know how many buckazoids I have?

A horizontal rectangular box with a black border, filled with a yellow brushstroke.

How do I order a drink in the bar?

A horizontal rectangular box with a black border, filled with a yellow brushstroke.

The bartender won't serve me because I don't have any money.
How can I get some money?

How do I play the slot machine in the bar?

I keep losing money at the slot machine! Help me!

gambling is never a

slot

Should I buy the smaller, green droid from Droids R Us?

Never trust a droid if you're not sure

I bought a gelatinous gimpadrome. What do I do with it?

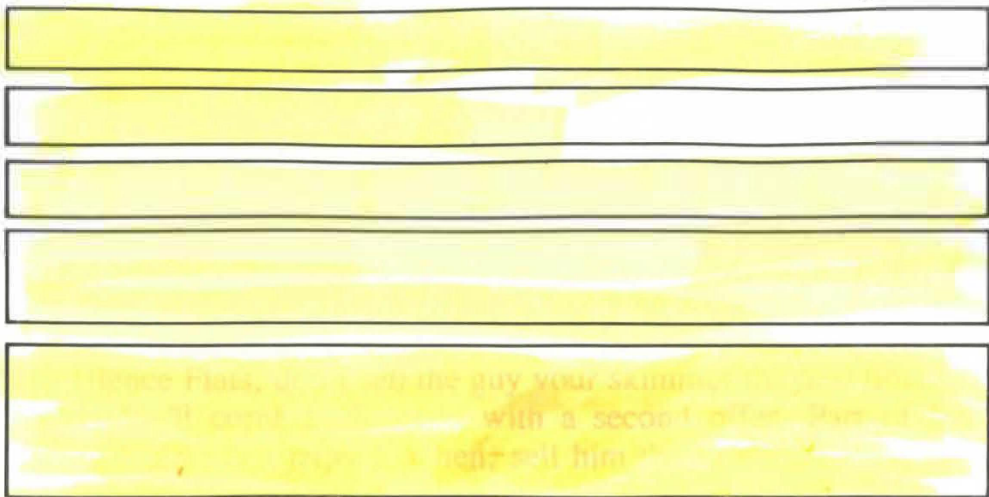
I bought a sleek, silver spaceship. Now, how do I fly it?

a pilot droid. "Load" it into the spaceship, and it will fly for you.

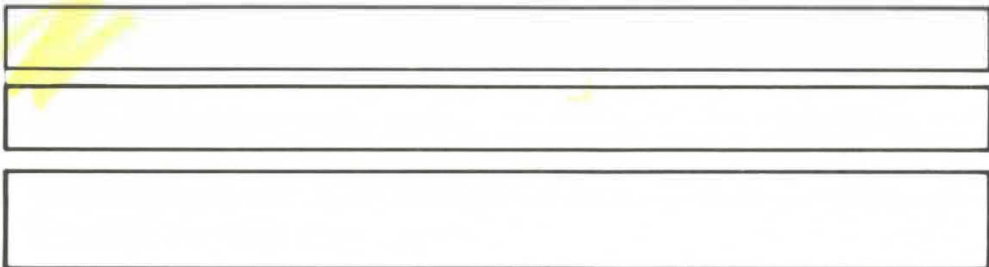
How do I know which sector to fly my spaceship to?

The Sarien's spaceship, Deltaur

I want to enter the Sarien spaceship, Deltaur. But, I keep floating off into space!



I managed to enter the airlock of Deltaur. But, the other door will not open.



I see a trunk, but don't know what to do with it.

I'm in a room with a trunk in the middle of it. How can I leave? I keep getting shot by Sarien guards if I try leaving.

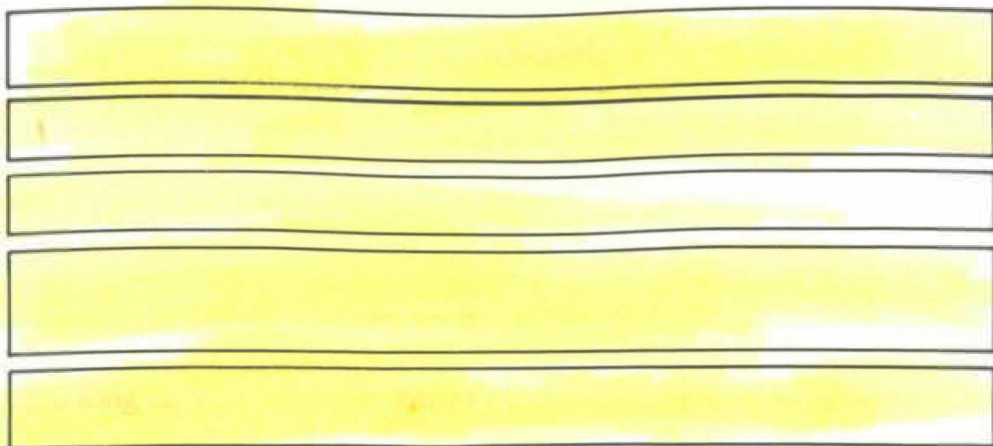
I see a vent, but can't reach it.

I want to open the vent, but can't. Now what?

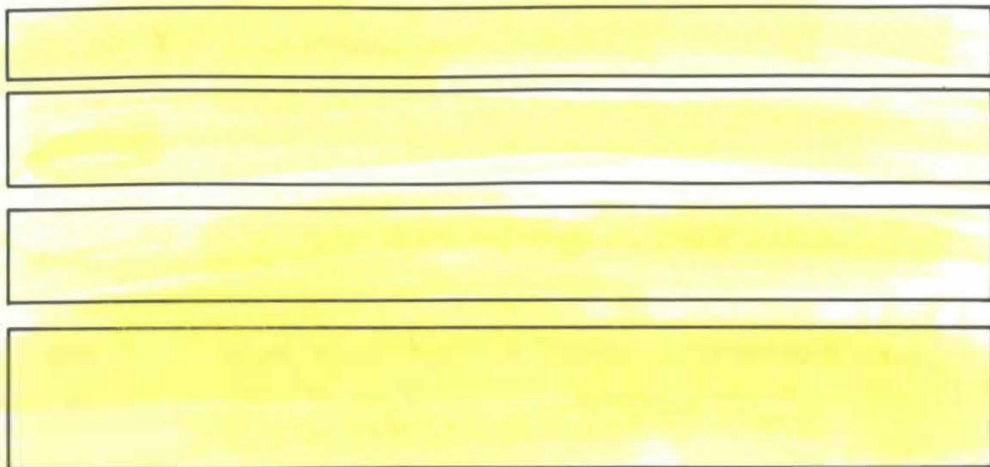
I pressed a button and turned into a holographic image! How do I get out of this?

I managed to enter a ventilation shaft. I discovered another vent, but I can't open it.

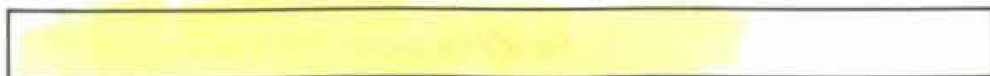
The Sariens keep shooting at me! What can I do?

This block contains five horizontal rectangular boxes, each filled with a light yellow color and outlined in black. They are arranged vertically, providing space for a student to write their response to the prompt above.

I lost my helmet!

This block contains four horizontal rectangular boxes, each filled with a light yellow color and outlined in black. They are arranged vertically, providing space for a student to write their response to the prompt above.

I need an identification card. Where do I find that?

This block contains a single horizontal rectangular box, filled with a light yellow color and outlined in black, providing space for a student to write their response to the prompt above.

I see a gas grenade I want! How can I get it?

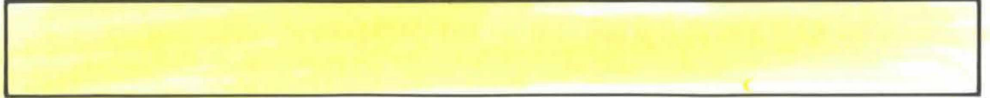
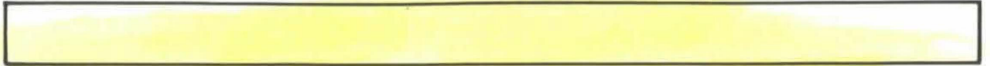
I found the Star Generator! But, I can't do anything with it.

I know I'm supposed to set the Star Generator to self-destruct.
How do I do that?

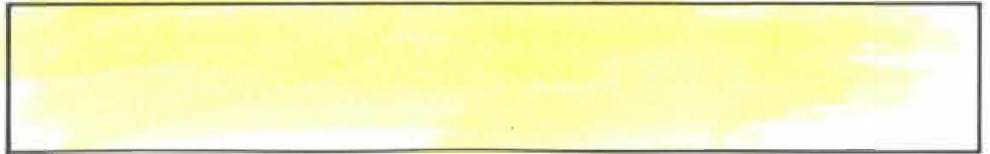
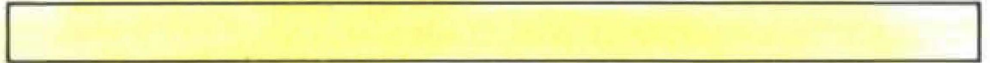
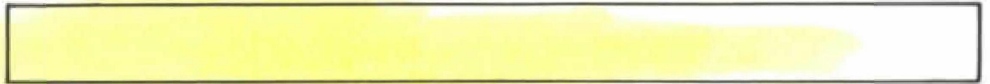
There's an elevator in the Deltaur that won't work. Will it *ever* work?



I set the Star Generator to self-destruct. Now what?



I found a little spaceship on the Deltaur. Is that my salvation?



After “The End” of the Game

CAUTION: Read this page only if you have literally seen the end of the game. This section is so secret I even made the ink invisible! Hardy, har, har! Reading this page will surely spoil the game for you, if you see it before you complete the game on your own.

Did you try...

Eight horizontal rectangular boxes for writing, each filled with a light yellow background. The boxes are arranged vertically and are intended for the user to write their answers to the question 'Did you try...'. The boxes are of varying heights and are separated by thin white lines.

By the Way...

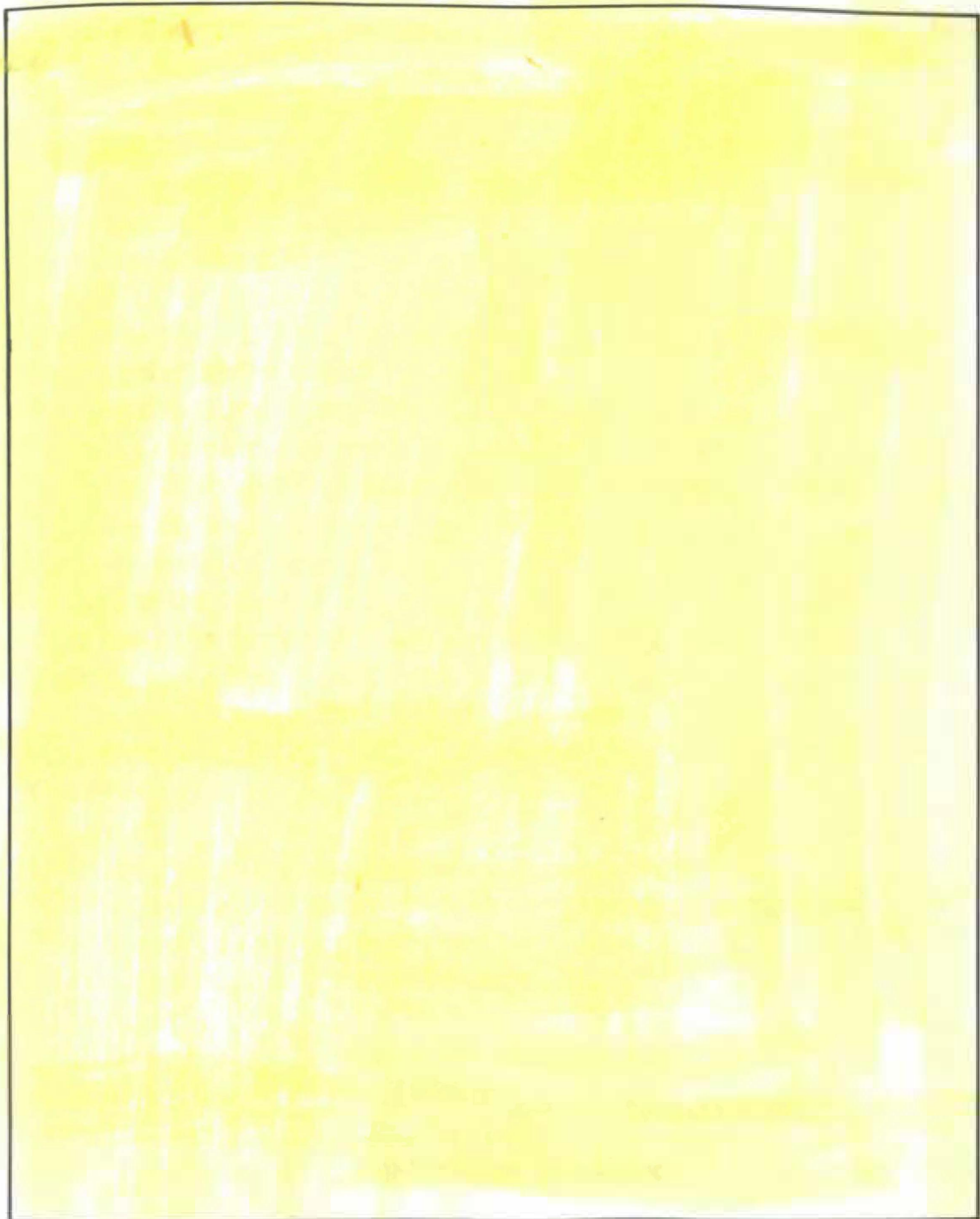
Just what *is* the Daventry Zone?

Points

How and where earned

Number of points

[illegible]



Maximum possible score is 202.

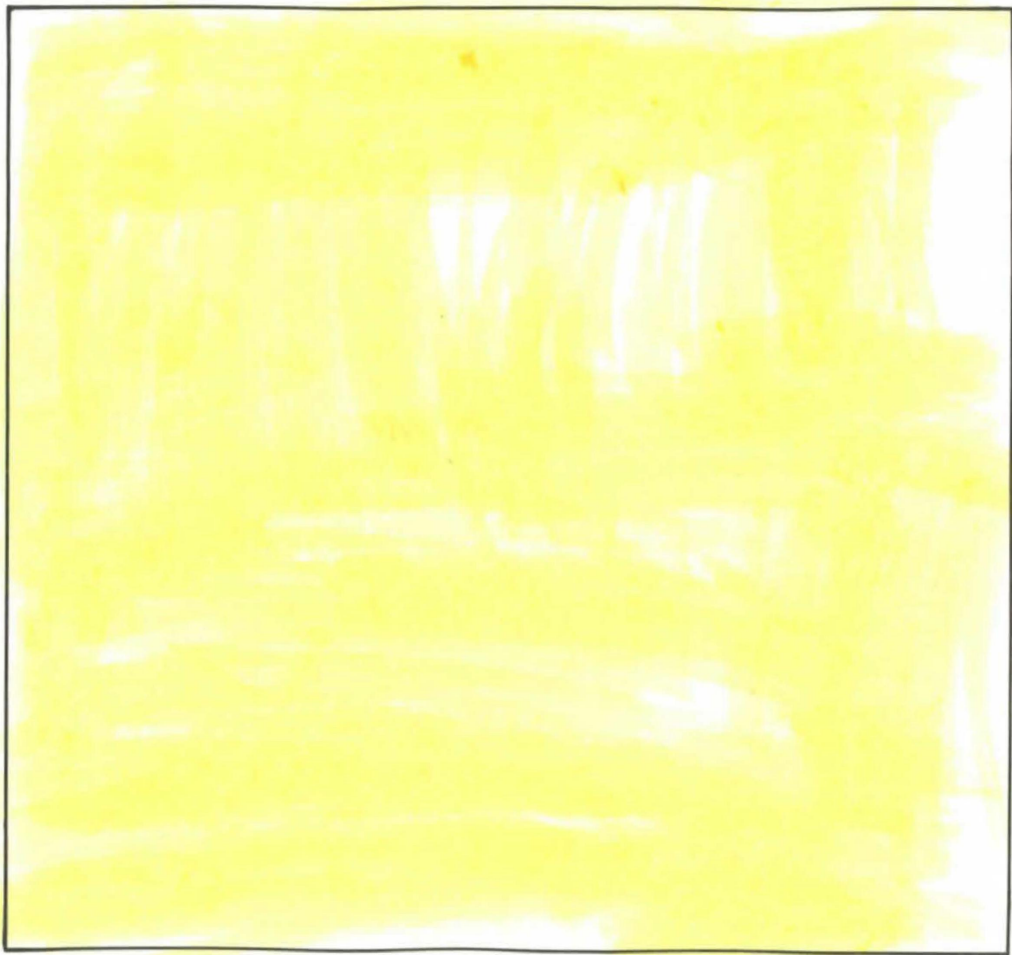
One added comment on the score: If you “kick” any dead crewmates on the spaceship, Arcada, then you lose 1 point for each body “kicked.”

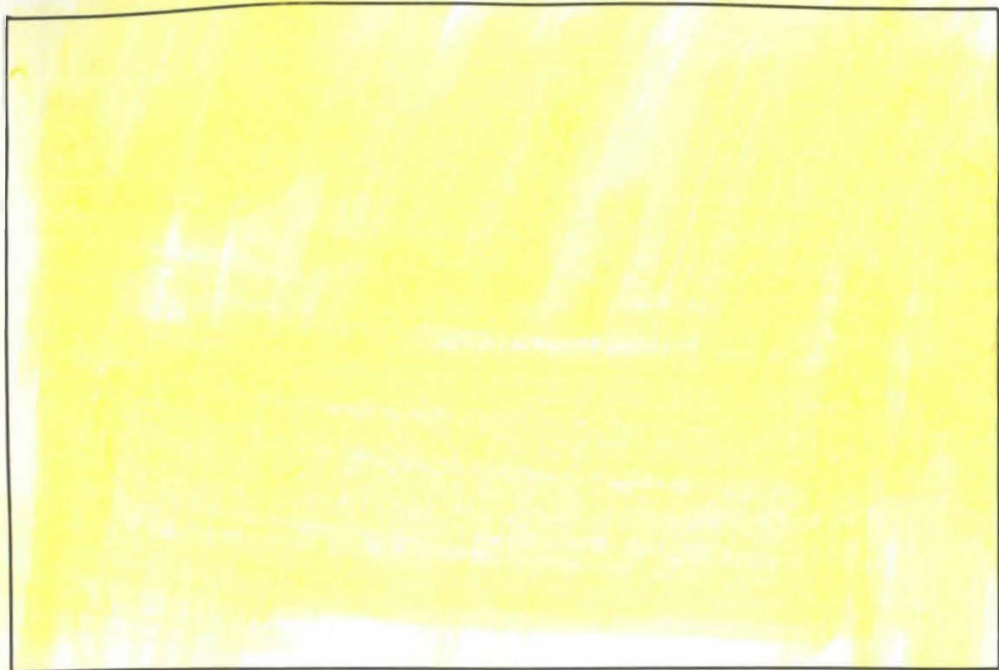
Location of All Objects

Objects

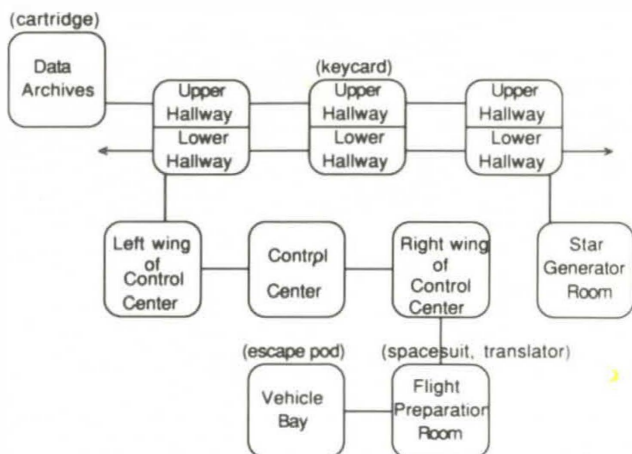
Where found

Where used

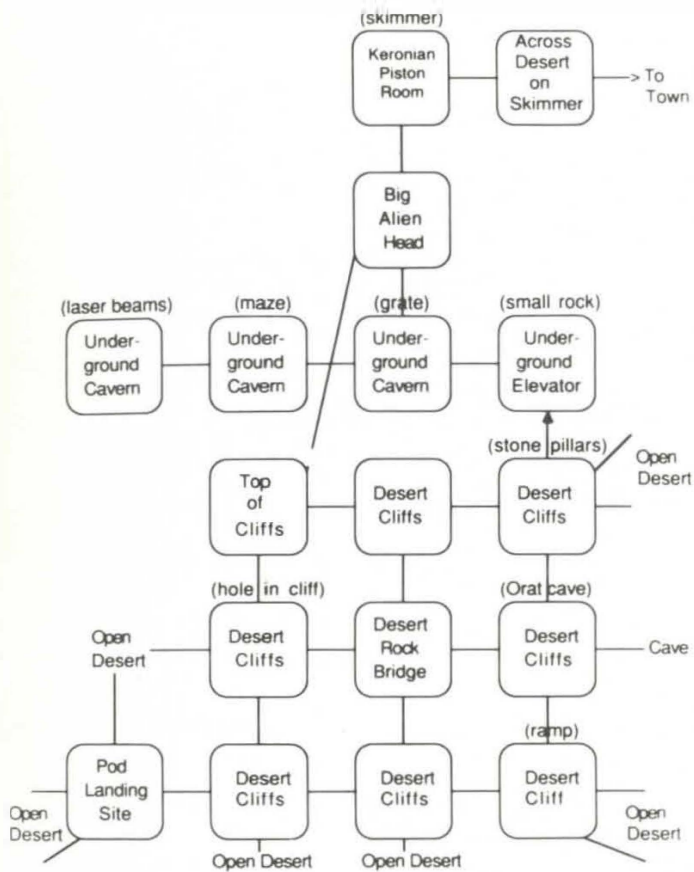




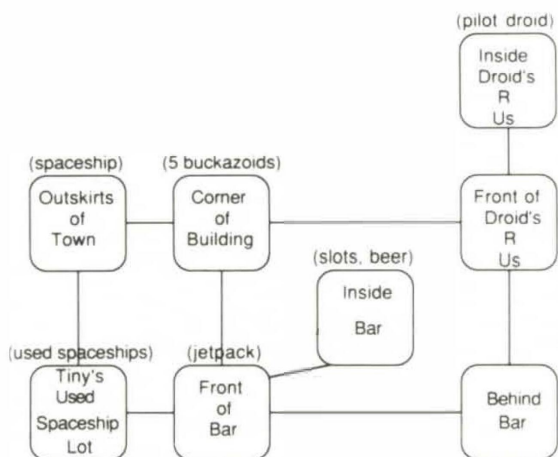
THE SPACESHIP ARCADE



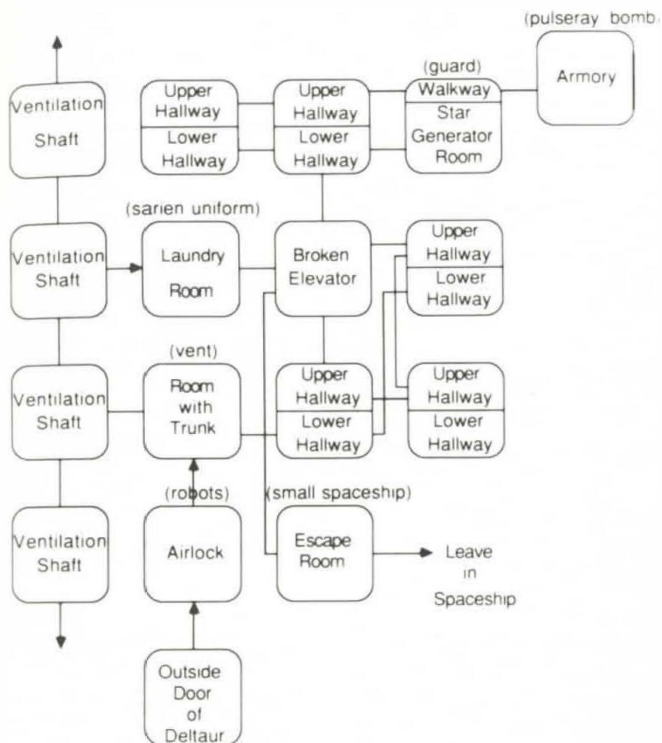
THE PLANET OF KERONA

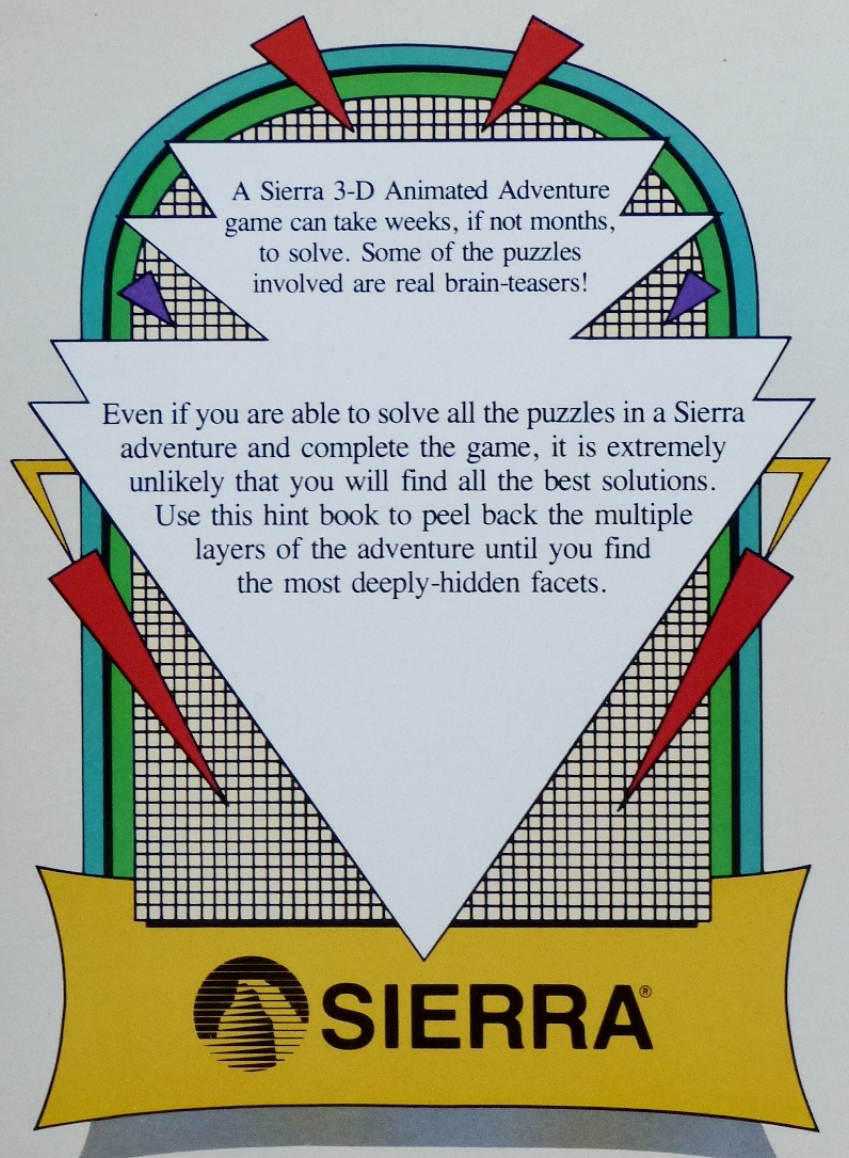


THE TOWN OF ULENCE FLATS



THE SPACESHIP DELTAUR





A Sierra 3-D Animated Adventure game can take weeks, if not months, to solve. Some of the puzzles involved are real brain-teasers!

Even if you are able to solve all the puzzles in a Sierra adventure and complete the game, it is extremely unlikely that you will find all the best solutions.

Use this hint book to peel back the multiple layers of the adventure until you find the most deeply-hidden facets.



SIERRA®

TM designates trademark of Sierra On-Line, Inc.

© is a registered trademark of Sierra On-Line, Inc. © 1987 Sierra On-Line, Inc.

SQS-100