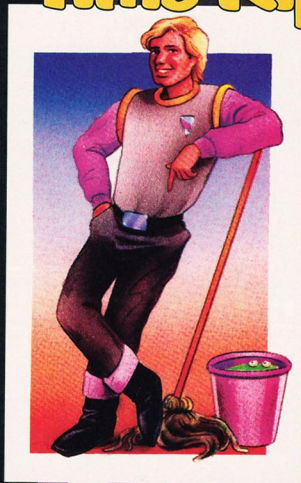


SPACE
QUEST
IV:

ROGER WILCO and the Time Rippers



You can't go home again," according to the proverb. Or perhaps in Roger Wilco's case, "You *shouldn't* go home again." Sure, after many years of spacefaring adventures and harrowing brushes with death, a relaxing visit to Roger's home planet, Xenon, would be a nice change of pace. That's not what Roger gets, however, when he's unceremoniously dumped into a time-rip corridor by some guy carrying what looks like a hair dryer with a glandular condition.

Gary Meredith

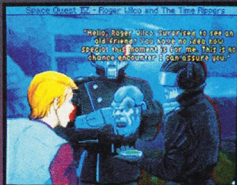
Computer Game of the Month



Roger Wilco pilots his trusty spaceship, the *Aluminum Mallard*, toward the planet Magmetheus in search of some welcome rest and recreation.



As usual, Roger ends up blowing all his buckazoids on drinks for the house. Still, it's a small price to pay for an attentive audience.



Getting into trouble with the Sequel Police is bad enough, but it pales in comparison with the realization that Roger's old nemesis, Sludge Vohaul, is once again out for revenge.



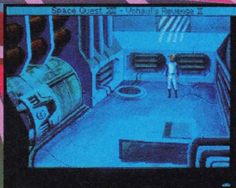
Before Roger can ask for an explanation, he's pushed into a time rip. (It's not nearly as much fun as it looks, kids, so don't try this at home.)



When Roger arrives on his home planet of Xenon, he doesn't get the sort of homecoming he had anticipated. There are no marching bands, beauty queens, or planetary officials to greet him — only the devastation of a once-vital world.



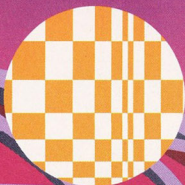
The few remaining denizens of Xenon seem to be under the control of some external force. If you get this close to one of them, you can bet that an extermination drone can't be far behind.



After some fancy footwork and a dazzling rope trick, Roger makes his way to this sewage control station, where he's about to learn about more than waste treatment.

Dropping onto the surface of Xenon, our hero immediately notices a few changes since his last visit — a new shopping center over here, a couple of new restaurants over there, and utter devastation everywhere. With his jaw scraping the fragmented pavement, Roger realizes that someone, or something, has laid waste to his beloved (well, at least tolerated) Xenon. From the brief discussion he had with a couple of Sequel Police goons just prior to his time trip, he suspects that the perpetrator is none other than his old nemesis, Sludge Vohaul. Now it's up to Roger to prevent further exploitation of his home world.

From the very start, it's obvious to Roger (and to you, of course) that the answers lie somewhere else besides Xenon. But how can Roger escape the shattered planet? And further, how can he escape this time period? A little ingenuity gets Roger into the Sequel Police enclave, where it's a simple matter (yeah, right!) to make off with a time pod. Considering his nearly nonexistent knowledge of time-travel mechanics, it's no surprise that Roger ends up in the most unlikely of places — the planet Estros. Eventually taken prisoner by a comely young amazon, Zondra, who



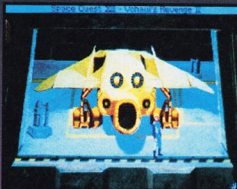
ROGER WILCO and the Time Rippers



Though his eyes water from the pungent vapors of the sewers, Roger can still recognize a Sequel Police patrol ship when he sees one. The question is, how to board it?



No one ever said that Sequel Police were recruited for their brains. If you'll just head straight for the entry hatch, you should be able to hitch a ride unseen.



It's probably not healthy to linger too long inside the Dome. You'll need to return later, but for now, you must get off Xenon as quickly as possible.



The time pod's controls are fairly simple, but unfortunately, Roger is even simpler. If you keep punching in codes, you should end up in the right place. Just don't forget to jot down the code for Xenon first.



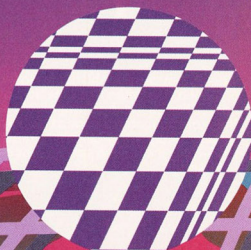
The fabled planet of Estros is populated entirely by women — or so says the legend. But this isn't *Leisure Suit Larry*, so Roger needs to get his mind on the job at hand.



If you insist on standing in the wrong place, you'll have to expect rough treatment from the local fauna. In this case, the bird's interest in you is welcome.



The view from here is great, though the human bones scattered about do detract a bit from your enjoyment. Wait for some company, then make your way out of the nest.





This scene looks like something out of a B-grade movie made on Earth in the 1950s. However, Roger has other things on his mind.



Why can't Roger remember this woman? Time-hopping leads to some interesting paradoxes.



Things don't look good for our hero. All these women seem to be intent on making Roger pay, but for what? Maybe he'll learn something by going along with them, but don't bet on it.



Madame Thoreen doesn't appear to have Roger's best interests at heart, but then you might be bitter, too, if you'd been literally ripped off by a defective depilator.



The sea slug is fearsome, but it can be beaten if you think of it as a big, inflatable beach toy. Use the laser to buy some time.



With the sea slug out of the way, Roger accompanies a grateful Zondra and her girlfriends to that monument of wretched excess and rampant capitalism — the Galaxy Galleria.

vows retribution against Roger for walking out on her (Roger's memory is conveniently fuzzy on this point), he regains her trust, and survives, by defeating a giant sea slug.

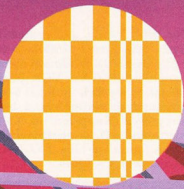
On a celebratory shopping trip to the Galaxy Galleria with Zondra and her girlfriends, Roger once again runs afoul of the Sequel Police. But, as always, he comes up with a novel method of escape.

Space Quest IV: Roger Wilco and the Time Rippers is, in the grand tradition of Sierra adventures, a difficult but hilarious game. As always, the items you manage to uncover and how you use them form the basic strategy of the game. To be sure, there are times when you'll probably be banging your head for a solution. But then, that's all part of the fun, isn't it? In particular, note that in a couple of places (such as the Galaxy Galleria), success requires a specific sequence of actions. Thanks to the simple save-game procedure, you can experiment freely.

Space Quest IV may be the ultimate in self-referential gaming. It contains so many references to itself and to other Sierra games (both real and imagined) that it threatens to implode like a neutron star. You actually "visit" other installments in the *Space Quest* series,



Roger could have sworn Zondra went in here, but there's only the android salesperson and the delightfully animated manikins. A part-time job flipping burgers might help Roger with his fashion problem.



going back to *Space Quest II: Vohaul's Revenge* and jumping ahead to *Space Quest X: Latex Babes of Estros* — all while operating from *Space Quest XII: Vohaul's Revenge II*. There are obviously some warped minds at work here, but they do manage to pull it off.

With the new 256-color VGA graphics, a great soundtrack, and a newly designed icon-based user interface (Sierra veterans may not initially feel comfortable with it), *Space Quest IV* is a prime example of why Sierra is at the top of the computer gaming world. And Sierra's upcoming CD-ROM version of the game should really be breathtaking.

If you haven't played the three earlier installments of Roger Wilco's adventures, you can still enjoy *Space Quest IV*, but you'll miss some of the references. Even though the ending leaves you with the feeling that you've been deliberately set up for yet another sequel, it's still a marvelous game. Who can wait to discover the dark, unspoken secrets of Roger's future — or is it his past? In the *Space Quest* series, you often don't know whether you're coming or going. But then, that too is part of the fun.

GP

For IBM, Tandy, and compatibles. System requirements: 80286 or faster computer; 640K minimum memory; hard disk; MCGA or VGA graphics; mouse or joystick optional but recommended; major sound boards supported. Supplied on 3.5-inch high-density (1.44-megabyte) floppy disks. Sierra On-Line, P.O. Box 485, Coarsegold, CA 93614.



If clothes make the man, what does this dress make Roger? Still, if Roger expects to make that purchase of a lifetime, he'll have to find some way of fooling the automated teller machine.



Considering the physical fitness standards for galactic garbage collectors, it's all Roger can do to swim to the top of the zero-G rec area. Fortunately, Sequel Police standards appear to be even lower.



These refugees from a bad Macintosh game are spoiling for a fight. After they toss you out, try giving their parked bikes a shove. You'll need something from the bar before you leave.



Once his walk on the wild side is over, Roger needs to find a way off the Galaxy Galleria. The arcade could provide an answer, if he can find the right spot on which to stand.



Just when Roger thought he'd never have to see Ulence Flats again, the stolen time pod deposits him back in time — complete with EGA graphics.



Back on Xenon, you've made it into the computer access tunnel, with the help of something special from the jar you've been lugging around. A little smoke might help you align the laser beams.

ROGER WILCO
and the
Time Rippers

The computer complex, you'll discover, was apparently designed by M.C. Escher. The tension is thick enough to cut with a chain saw as Roger steps hesitatingly toward a rendezvous with...what?