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ROGER WILCO

Space Quest V

What's the Buzz On
The Next Mutation?

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SPACE QUEST V: THE NEXT MUTATION

Bumbles Through the Best of Both Worlds

Sierra and Dynamix Unite To Create A Side-Splitting Sensation

By Kurt Busch

Finally, a game has the guts to go boldly where no game has gone before; to search the universe for the answers to the truly big questions. Questions like:

- How did Roger Wilco, one-time cosmic custodian, rise to the rank of Starship Commander?
- What happens when a Sierra game designer wraps an outrageous story around the breath-taking, cutting-edge graphics techniques used in award-winning Dynamix titles?
- Who's the well-oiled androidess pictured on the cover of this issue, and why is she out to splatter a genetically jumbled Roger?
- Why is the celebrated *Space Quest* series, designed by the legendary Two Guys from Andromeda, now designed by newly-single guy Mark Crowe?

For the answers to these burning questions and others, check into the latest, looniest chapter in the life of Roger Wilco, *Space Quest V: The Next Mutation*. The accidental hero who started his adventures years ago in the broom closet of a starship has returned, cleaning up the cosmos in the latest chapter of the series *Video Games & Computer Entertainment* called "the most popular original science fiction series ever."

The Best-Looking Laughs in the Galaxy

Roger's latest adventure was designed by *Space Quest* co-creator Mark Crowe and produced at Dynamix' studios in Eugene, Oregon. The colorful, quirky collaboration resulted in a hilarious space-opera that combines the best of Sierra's design and storytelling elements with Dynamix' fast-paced, "graphic novel" approach to art. The game, in fact, is a high-octane, day-glo dazzler that uses

many of the visual techniques found in *Rise of the Dragon* (which won *Computer Gaming World's* award for Artistic Achievement).

The story unfolds like a high-tech comic book, blazing across the screen in vibrant primary colors and featuring dialogue in cartoon-like word balloons. Behind this cinematic wizardry, however, is the interface and interaction that game players have thrilled over in other Sierra titles.

While it's easy to get caught up in the spectacular opening sequences, you'll have to snap out of it quickly. From the moment the intro ends, you'll need every ounce of innovation to overcome the space-age stumpers that stand between Roger and his destiny.

The Test Begins...

Our story opens with Roger trying desperately to pass the StarCon Space Academy's Aptitude test, in hopes of becoming a starship captain.

Unfortunately, Roger hasn't studied for the test. Come to think of it, Roger didn't even *know* the test was taking place. The first thing you have to do is get Roger out of another mess he's bumbled into.

Get used to it. It becomes a way of life.

If you (and a small mishap concerning a hungry space rodent) can get Roger through this first ordeal, Roger can realize his lifelong dream: His own starship.

A Crew to Make You Spew

Well, okay, it's not the most glamorous starship in the universe. And it's not the most prestigious. And, well, it doesn't really smell that great either.

Actually, it's an interstellar garbage scow, but it's all his. And, as he sets out to clean up the universe, Roger uncovers the most dangerous, most deadly, most hilarious mysteries he's ever faced.

As he makes his way across space, Roger meets a colorful cast of outrageous space jockeys and jockettes. Some of them are:

Droole - A trigger-happy weapons officer who also handles the navigation chores on Roger's new ship;

Flo - The communications officer who scours beauty and glamour magazines the way Roger used to scour latrines in his less-illustrious days;

Cliffy - A bumbling chief engineer who has a nasty habit of tinkering with equipment that isn't broken (yet);

W-D40 - A ruthless androidess whose prime directive is to create a Roger Wilco-free universe;

Captain Raems Quirk - The golden boy of StarCon and Roger's rival for a truly bodacious babe-in-space.

Add to this an acid-piddling creature named Spike, a handful of Space Monkeys, some genetic jerry-riggers gone wild, and some gratuitously grotesque primal ooze, and you have the makings for the weirdest, most warped adventure in Roger's already odd career.

Roger's Rumor Rag

Space Quest V comes packed with a totally tasteless and truly deranged publication called "Galactic Inquirer". Besides providing the copy protection and some much-needed hints for the game, this space-age supermarket tabloid tells all on many fascinating subjects.

• How one of the Two Guys from Andromeda was unmasked as mere mortal Mark Crowe;

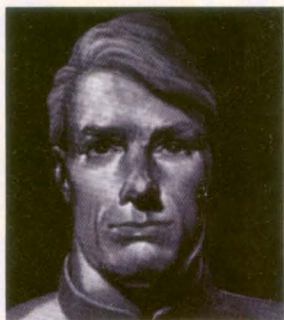
• A recap of Roger's distinguished career in "What Ever Happened to Roger Wilco?"

• A behind-the-scenes look at the creation of *Space Quest V*, featuring real-life, real-weird photos of the whole twisted team.

• Plus bushels of sick space puns, warped ads, shocking features, an update on Elvis, and even horoscope predictions from *Nova 9's* toothsome terror, Gir Draxon. 

Just how weird is *Space Quest V*? For a glimpse inside the mind of the universe's most amazing custodian, turn the page and take a peek inside Roger Wilco's Scrapbook.





PLAYBYTE INTERVIEWS

ROGER WILCO

SLEET KENNEDY FOR

PLAYBYTE: Well, Roger, this is truly an honor. You are almost as elusive as Warrin Beady when it comes to interviews. Why is that?

ROGER WILCO: Well actually I called Okra and Silly Jessy to let them know I was free and they said they were all booked, so...

SK: So tell us Roger, in all of your adventures, five to be exact, what was your most frightening moment?

RW: Well Sleet, I'd have to say...

SK: Was it in *Space Quest II: Sludge Vohaul's Revenge*, when you faced the ferocious Labion Terror Beast?

RW: Well, no, not real...

SK: Or was it in *Space Quest III: The Pirates of Pestulon*, when you foiled Awnoid the Annihilator by sic'ing the Pizza Pod monsters on him?

RW: Actually, Sleet, it...

SK: Wait, wait, I know. *Space Quest I: The Sarien Encounter*. There you were, trudging through the Keronian desert, trying to reach Ulence Flats when you encountered a fierce and deadly Orat. Not to be deterred, you valiantly killed and dismembered it, forging on to face an even greater menace: the vicious spider droid.

RW: Um...no...er, I mean...

SK: Ok, Ok. I've got it. *Space Quest IV: Roger Wilco and the Time Rippers: Lost in Space Quest*. There you are. In the future. Facing the complete devastation of your own beloved Xenon. That's gotta be it, right?

RW: Well, um, no, Sleet, but you are getting warm. My most terrifying moment was in *Space Quest IV*. It's a little embarrassing to admit but I'd have to say the most frightened I've ever been was when I bought that cute little black number at the Galaxy Galleria and that great blonde wig. There I was strutting my stuff when all of a sudden I was overwhelmed.

SK: By the Sequel Police?

RW: No, I was overwhelmed by the feeling that maybe I had tucked the back of my skirt into my pantyhose and I was walking around like that in public and no one had the decency to tell me. Sleet, you're a woman. Don't you know that feeling?

SK: Oh my, where does the time go? It looks like we'll have to call it an interview. Thank you, Roger Wilco, for your time. And good luck with the latest sequel in your *Space Quest Adventures: Space Quest V: The Next Mutation*.

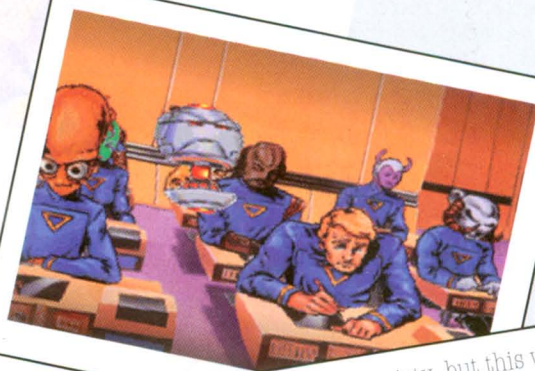
The best part of being the captain of a starship is the fascinating people you encounter in your travels.



"Cool space Genie from my Monolith Burger Goofy meal."



Life as a starship captain is fraught with danger and excitement.



I've always suffered from test anxiety, but this was the mother of all tests: the Star Confederacy Aptitude Test! Yikes!

STARCON

APTITUDE TEST RESULTS

Cadet Wilco,

On behalf of the administration I would like to congratulate you on receiving a perfect score on your SAT. Not in the entire history of StarCon Academy has a cadet achieved such high marks. You should be proud.

On the recommendation of our test analysis computer system you are to begin training for Captaincy aboard one of our fine star cruisers. Captain Quirk will post your assignment.

You've done the academy proud!

Sin

(CV

I was very surprised to get this letter, but like my dad used to say "don't look a gift horse in the mouth." My own star cruiser, wow!



Beatrice Wankmeister, woman of my dreams, light of my life. Don't let her girlish smile fool you though, inside that deceptively delicate frame beats the heart of a kick boxer.



"My favorite watering hole."



Spike and I meet for the very first time. What a cute little fella'.

Your Weekly Galactic Horoscope

future. Visualizing the painful death of a foe
satisfaction and may help it come to pass.

Libra (September 23 - October 22):

Consolidate recent gains and prepare for a counteroffensive. Roll with the punches, but be ready to take the initiative; an oversight by your foe could be his downfall. Poison gas may be the answer to a nagging problem.

Scorpio (October 23 - November 22):

Now is the time for that housecleaning. Root out spies and traitors. Destroy

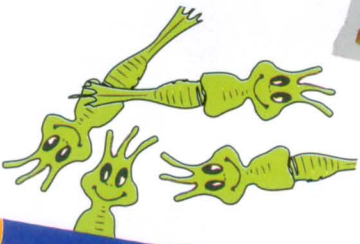
"This is my horoscope from the Galactic Enquirer-Harsh?!"



"My good luck Space Troll,, the driving force behind my courage."



WD40, the stone cold killer androidess, having a bad day. Hey WD, say "cheese!"



"My cute, dehydrated little friends."



My nemesis and rival for Beatrice's affections: Captain Raems T. Quirk.



My dedicated crew, Flo and Droole, hard at work on the bridge of the Eureka.

Scrapbook by Barbara Ray and Tim Fruehe