

Space Quest 6: The Spinal Frontier

It's amazing what a little pixel character can do for a company. With his stodgy stone-gray track-suit and blonde locks, Roger Wilco has built himself into an adventure game icon. If Yogi was "smarter than your average bear," this space cadet is "dumber than your average rock." With only humor at his side, Sierra's spaced-out hero embarks on his latest intergalactic laugh-fest in **Space Quest 6: The Spinal Frontier**. With the sinister arch-enemy Sharpei tailgating his ship, there's only one way to get out of this mess: use your brain, or "do the Wilco" by browsing through this walk-through. It details every mouse-click you'll need to conquer the forces of evil, not to mention Roger's ineptness.

Right from the start, Roger is caught in a jam, buried up to his waist in the pavement due to a transmission error. Use the hand icon to grab onto a passing robot to solve this predicament. Next up Roger needs some form of identification. For a quick fix, click the hand on the Security ID card on the bicycle to the right. Sadly, the picture on the card looks nothing like Wilco, so you'll need to somehow alter the photo. Somewhere on Polysorbate LX there will be a Photo Booth in beta-testing. Click your buckazoid on the booth, and marvel at those mug shots. Click the photos on the ID card, and Roger is now an official Polysorbate security guard.

Endodroid runner

Also roaming around town is Blaine Rohmer, a shady bounty-hunter who needs to meet ends with an Endodroid who "made some people mad." Talk to him twice, and he will offer you fifty buckazoids as a reward for capturing the alien. Enter the Orion Nightclub and take the elevator up to the top level. Take a bite out of space-crime by clicking your ID on the spaced-out aliens in the back. They will quickly exit stage right, and now you can grab their supplies. Click the hand icon on the hoses in inventory to assemble them into one strand. Furthermore, click on the nitrogen below the desk, and then click it on the open conduit to the right.

Head downstairs to where the party is hopping, and show your ID card to the Bartender. He will offer you a special drink, the Uvula Spritzer, which buys you three minutes of time. Quickly open the freezer and grab the ice tray. Then, yank twice on the conduit that is third from the left. Finally, use one end of the assembled hoses on the broken conduit, and the other on the far west wall conduit. Rush upstairs and click on the nitrogen canister. Head downstairs to see the results.

Beside the elevator, click the walk icon on the metal door three times to kick it open. Sit back and enjoy the sight of one frozen Endodroid.

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Our two lovebirds: Roger and Stellar

Pick up the metal pipe and take your best batter's stance: break the droid like a plate of glass. In inventory, use the broom and dustpan to clean up your mess, and then transfer the droid nuggets into the ice-cube tray. Now he's ready for delivery to Harrison (aka Blaine). Go

outside and exchange the ice-cubes for your stash of cash.

Head on into the arcade and speak to Djurkwhad, who is the champion at **Stooge Fighter III**. Rumble with him, but don't worry: you'll automatically lose.

Head on outside after defeat, and look who's rummaging around the streets: Elmo Pug, from **Space Quest III**. He will offer an exchange: the cheat sheet to **Stooge Fighter III** for a

bottle of Coldsordian Brandy. Enter Boot Liquors and pay Pa for a bottle. Exchange the bottle for the cheat sheet, and head back to the arcade to challenge the alien. When selecting a character, enter the secret code: A-B-B-A-C-A-C-A, and use it during the game – blow Sigourney's better-half out of the water.

Walk to the far west-end of town and speak with the Manager of the Dew Beam Inn twice to reserve a room. Give him 300 buckazoids, and sign your Bill Shatner; he will give you a room key. Use the elevator to go upstairs and enter your room, 1220J. Just as you are about to enter, two space-scum, Nigel and Singent, manage to capture our irresistible space-hero!

I'm all shocked up

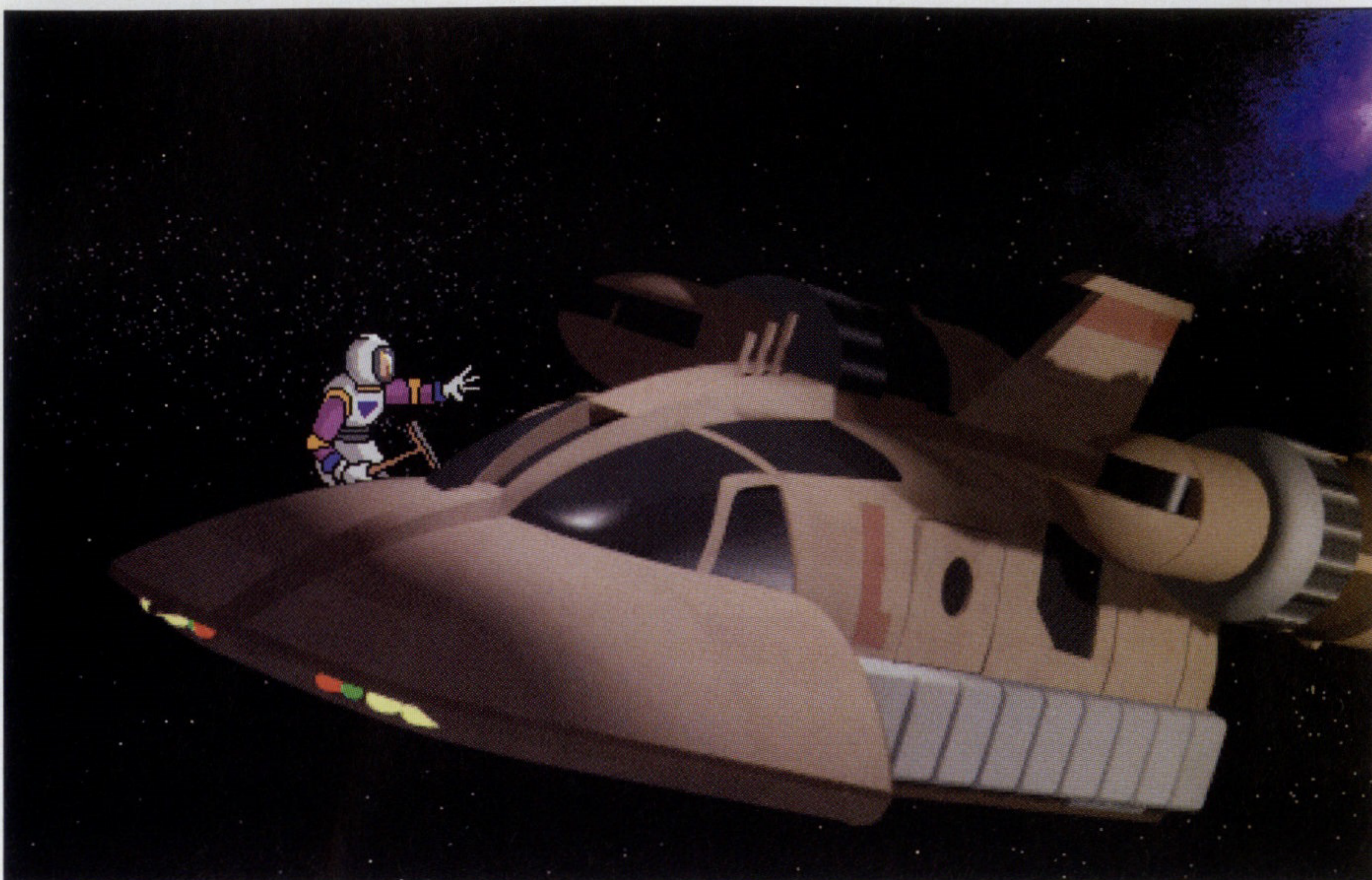
Let's get Roger out of this mess. Click on the key ring, and then the nail. Use the nail on Roger to pick the hand-cuffs. Even in the cyber-future, they're still using those crazy old hand-



Isn't that the bridge from True Lies?



It's two guards against one space-cadet



Roger makes a few dollars on the side

cuffs. Can't someone spring for cyber-cuffs? Nonetheless, click on each end of the Pelvis rug, then lay it on the ground and use it. Immediately click the hand on Singent's neck, and he will be electrocuted. Take his key ring, and then grab the Burlesque Moddie from the top of the dehumidifier.

Repeatedly click the hand icon on the stack of CDs until you find Popular Techtronics. Use this CD on the 3DOA player, and read the article on converting DataCorders into Homing Beacons. This is the copy-protection; the solution is explained on pages 7 and 12 of **Popular Janitronics**, included in the game package. After setting up the homing beacon, use the key ring on the door to exit.

To rid the world of Nigel, pick up the Churlish moddie off the floor. Click your hand on the Churlish moddie to remove the label, and paste it on the Burlesque moddie. Now, give Nigel the modified moddie and he is space-dust. Pick up his belt and remove the two items. In inventory, click the hand on the Damping Field Modulator

and exit the room. Now activate the homing beacon; Stellar will save your sorry space-behind.

Polysorbate's most wanted

Aboard the deepship, in inventory, click on the grooming assistant and then use the wad of hair on the DNA Pattern Analyzer after obtaining permission from Jebba the Hop. Now click the hand on the analyzer, place the hair, and click on *scan* and then *imprint to card*. Use the DataCard on the ComPost, located on the far left wall, to discover the identity of Nigel. Use ComPost to transfer to Roger's Quarters, and upon hearing the message, beam over to the teleport room.

On Delta V, take the elevator to the quarters.

You will perform the vulgar nerve pinch on one guard, but the other one quickly carts Roger off to jail.

Obey Sharpei's orders, and clean the bathroom floor, rattle the toilet handle, and then try to find her medicine in the cabinet. While you were pre-occupied, Sharpei optioned to flick a button; a deadly button. Quickly rip off the hydraulic pump below Sharpei's bed, and use it on the door. Watch the cinematic feast unfold.

On the Deepship at Santiago's funeral, read the Eulogy in inventory. Now the holodeck will disappear; enter program code 555-1212 to activate the Vulgar Nerve Pinch routine with Ptooie. Head over to Roger's quarters and read the shocking message from Stellar; she's still alive! Rush to the bridge and try to convince the captain that he must go after her. Sadly, your plea falls upon deaf ears, so transport to the Shuttle Bay and click the hand on the smallest of the two guards. You will perform the vulgar nerve pinch on one guard, but the other one quickly carts Roger off to jail.

The hunt begins

In the concrete cell, wait for Dorff to deliver the food. Put the food in inventory, and combine it in this order to create a Roger dummy: Yoda Ears; Bobbit Kabobs; Rack of Orat; Baguettes; Tubers; Melon; and Gragh. Use the dummy on the cot, then click the hand on the cart; Roger will be able to escape under the tablecloth. Since you are now an escaped convict, watch your every step. Transport to sickbay, and steal some Morphine from inside the cabinet on the right side of the center console. Port over to 8-Rear

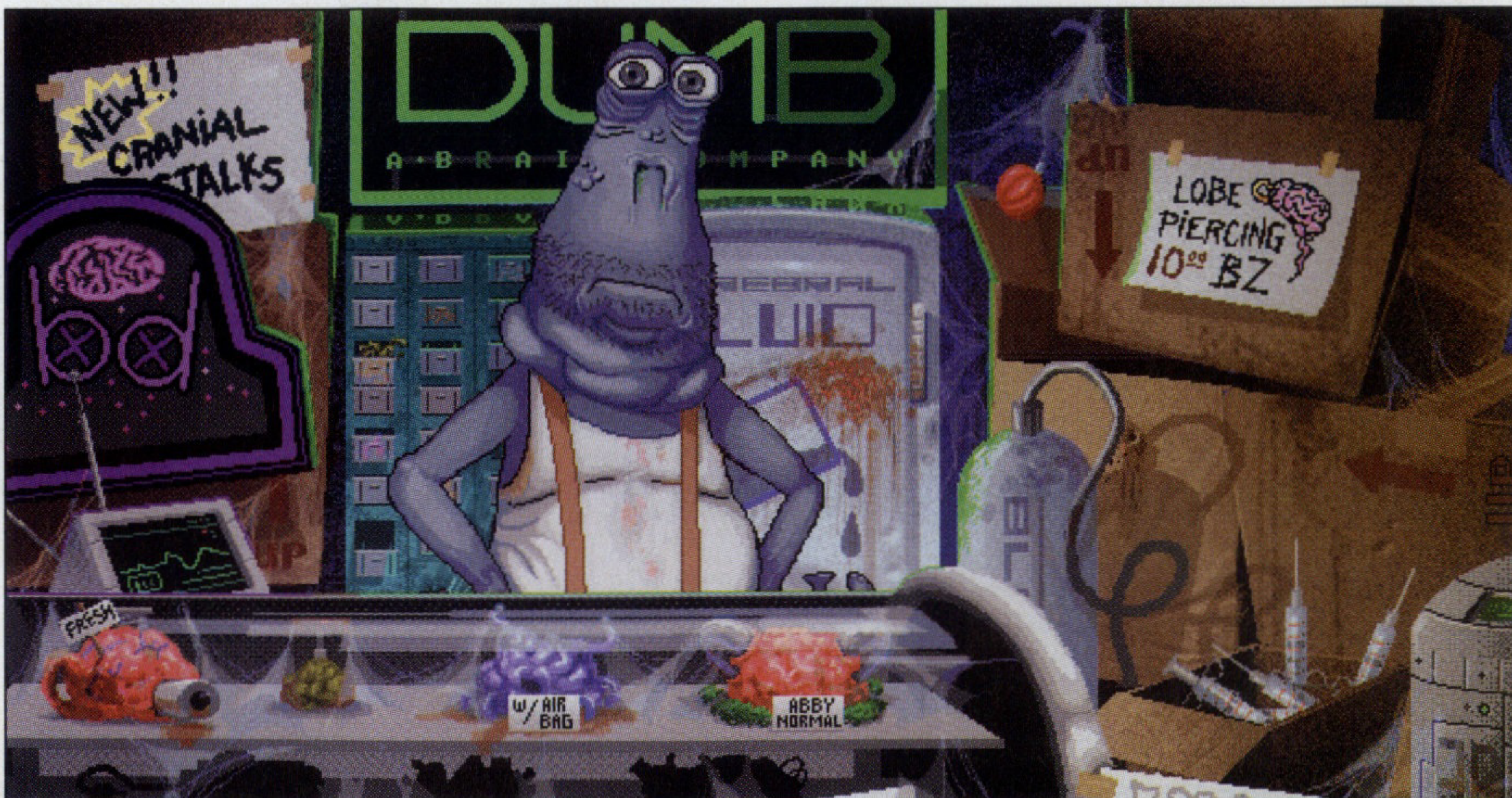
and talk to Circuit Sidney three times. You will receive his right arm and eyeball; what a pal!

Beam over to the Shuttle Bay and inject the Morphine into the doughnut. Now, place the doughnut on Magnum Opus' tray of food. Use the Nerve Pinch again on

the smaller guard, and both will be eliminated. Remove the alarm key off the larger guard's belt, then use your hand on the door. In the inventory use Sidney's arm on the other door button, and you are now in the true Shuttle Bay. Use the alarm in inventory to locate the vehicle and unlock it. Enter the vehicle and turn on the power.

Press the ICD button and set up the fuel tanks as such: 1: Lanthanum; 2: Sulfur; 3: Silver; Catalyst: Neon; Confirmation Code: Lasagne. Press *initiation*, and use Sydney's eyeball on the retinal scan. You are ready to rock and roll in space! After running into problems during the Anti-Anomaly, open the glove compartment and remove all the materials. Open the homing beacon and remove the little green modulating crystal. Use the Glue on the crystal, and open the crystal panel in the back of the ship on the right hand side. Use the glue on the large crystal, and then paste the small crystal onto the larger one. Now grab the recall notice behind the pilot's seat and read it. Open the hood and trunk from the cockpit, put on the EVA suit located in the back closet, then exit the shuttle. More in a future issue of *Strategy Plus*!

 **Geoff Keighley**



The Polysorbate peddler: Fester