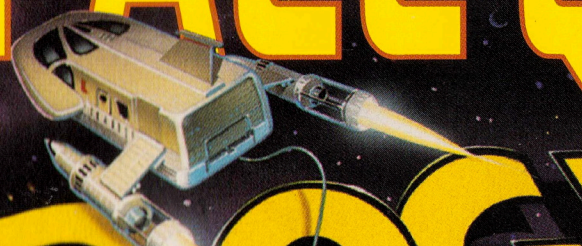
OFFICIAL PLAYER'S GUIDE

For MAC & PC versions!

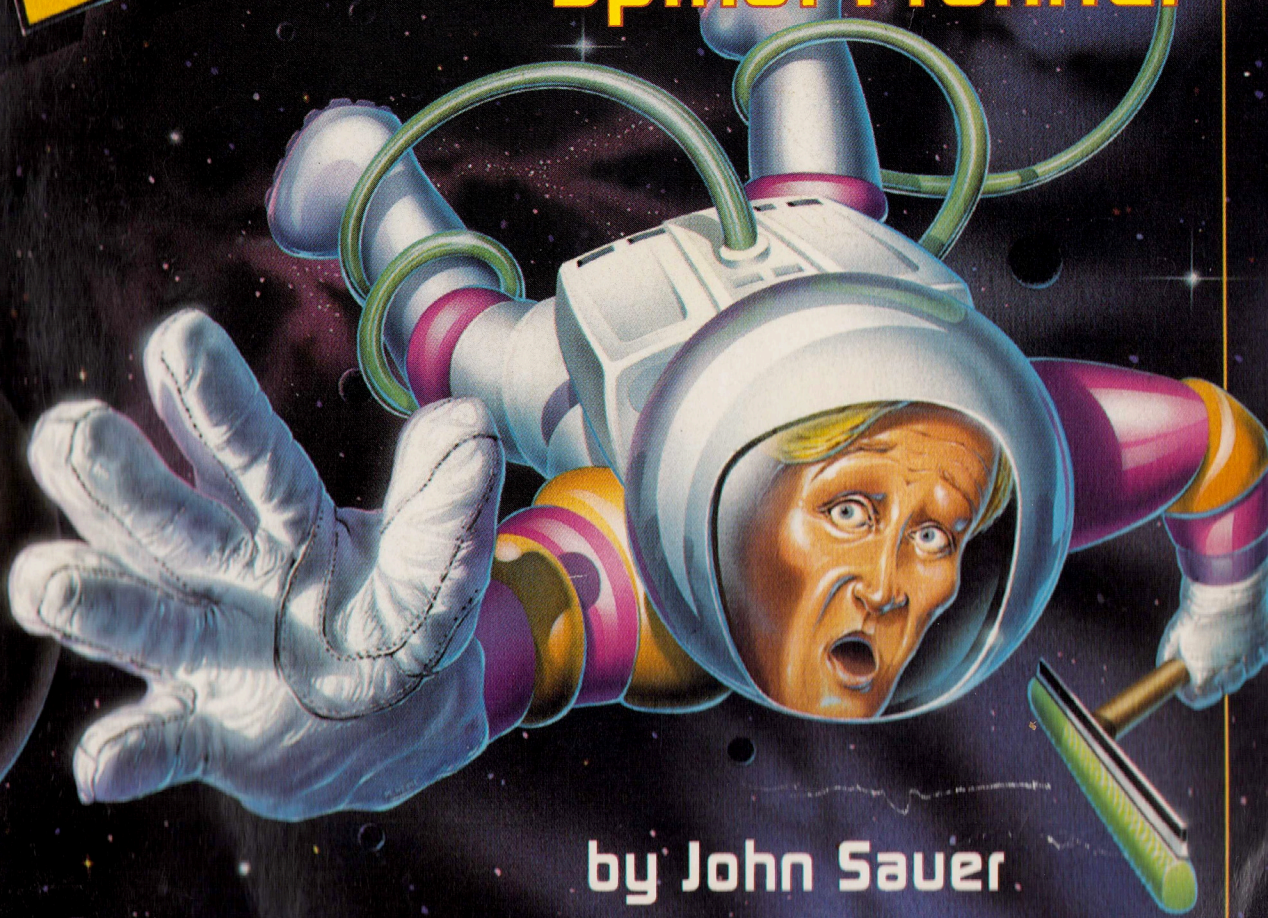
SPACE QUEST® 6



ROGER WILCO

in The Spinal Frontier

The only complete, authorized guide to piloting Roger Wilco through The Spinal Frontier



by John Sauer

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Official Player's Guide

SPACE QUEST® 6

ROGER WILCO

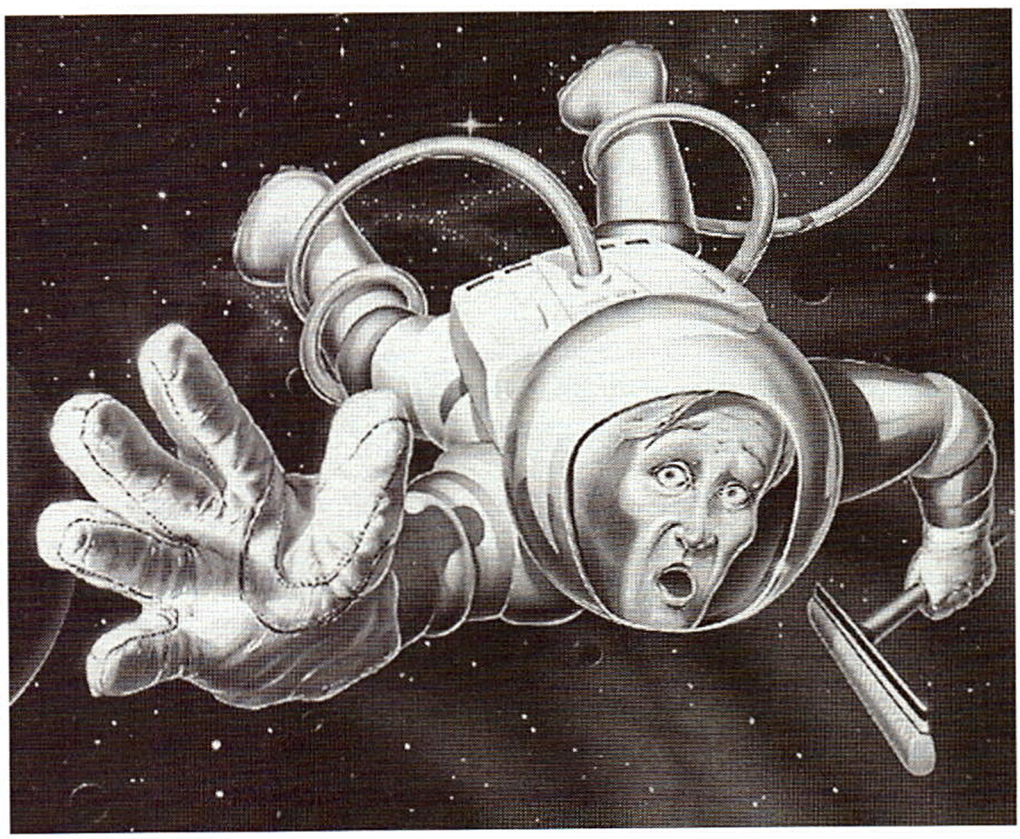
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Official Player's Guide

SPACE QUEST® 6

ROGER WILCO

in The Spinal Frontier



by John Sauer

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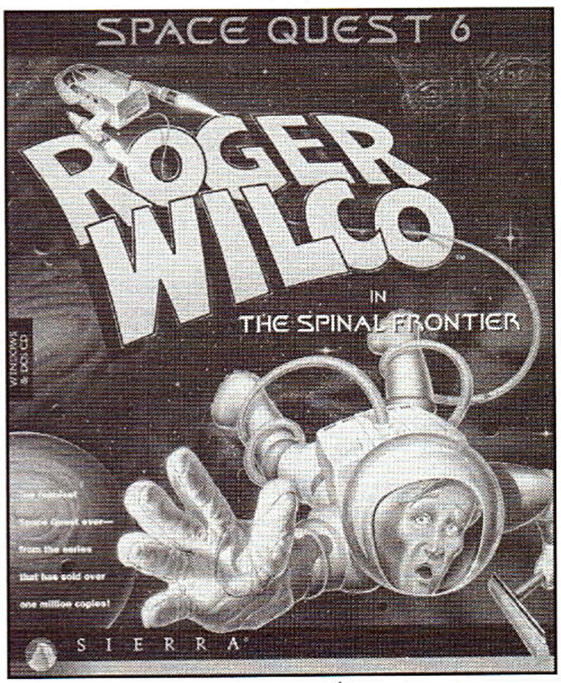
Acknowledgments

Anyone with a family knows that you can't write a book without the support of your spouse and children. Mine have been outstanding in their patience and devotion, even to the point of encouraging me to write when it was late and they really wanted to spend time with me instead of watching me spend time with my 486. Special thanks to my wife Theresa, who realizes that writing, like love, comes from the heart; my son Anthony, who caught his first tarpon this year; my daughter Samantha, who will be a doctor someday; and to my youngest, Margaret Mary, who at 16 months knows just where Space Quest discs and floppies go in daddy's computer. Already this child understands that typing on a keyboard is a means of communication. Who knows what wonders babies like her will achieve in their lifetimes?

Thanks also to Infotainment World editor Willem Knibbe, who helped keep a difficult project on track and on time; to Scott Murphy at Sierra, whose help and insight (and sense of humor) entitle him to a dinner, a whipping, or both; Oliver "Pelvis" Brelsford at Sierra, who came through with design info at crucial moments; Josh Mandel, who found me wandering in Cyberspace and provided clarity during E3; Kathy Gillmore at Sierra, for always being there when duty calls and for being good people; and last but not least, thanks to Ron Resnick, who got me started writing books with a garden burger and a good glass of beer.

Introduction

A Few Words About This Book and Space Quest 6: The Spinal Frontier



If you are holding this book, then make sure you also own this game. The two go very well together.

If you are reading the *Space Quest 6 Official Player's Guide,* then you have either bought the game and are hopelessly stuck, or you have bought the book and are going to buy the game and don't want to get hopelessly stuck, or you are about to buy the game and the book and don't want to get hopelessly stuck, or you are sneaking around in your favorite bookstore trying to glom enough info from the book without buying it so that you can run home and get out of being hopelessly stuck.

Whatever the case, this book will keep you from being hopelessly stuck — and it will accomplish this in one of two ways. The first is a narrative that walks you through — location by location and action by action — each crazy

situation and puzzle in Space Quest 6: The Spinal Frontier. It also provides some comic insight into gameplay and highlights extraneous but fun features you might have missed. The second is a checklist at the end of each walk-through chapter. This list gives the gamer in a hurry a no-frills click-through that lists the steps you need to win. The checklist also lists the points you earn for each ccorrect move so that the perfectionist can get a perfect score (and maybe be upgraded to Lieutenant Janitor).

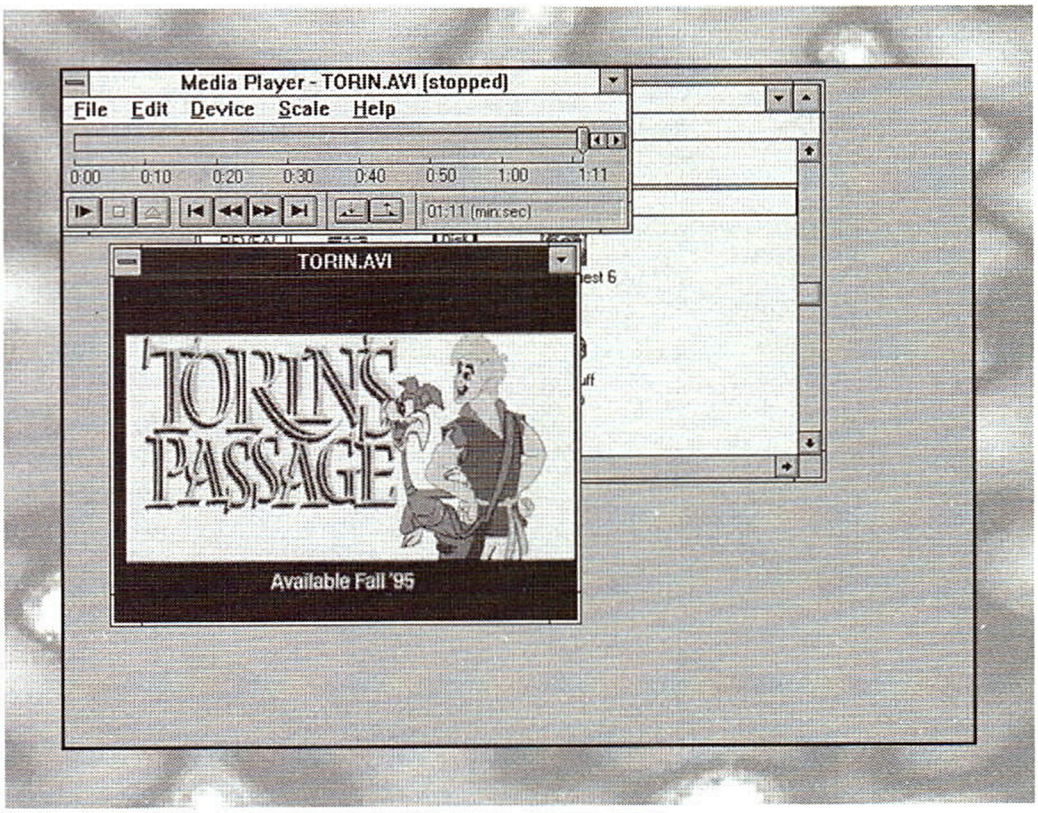
Using this Official Player's Guide is simple. Follow the narrative as you play through or just refer to it when you hit a tough spot. And don't feel bad about getting stuck. The game's design team is a cruel and twisted lot who delight in providing puzzles that tease and bend all minds. Then they besiege you with evil humor — expect to laugh and groan a great deal as you face some of the toughest puzzles and strangest humor to ever to appear in a Space Quest game.

Other Goodies

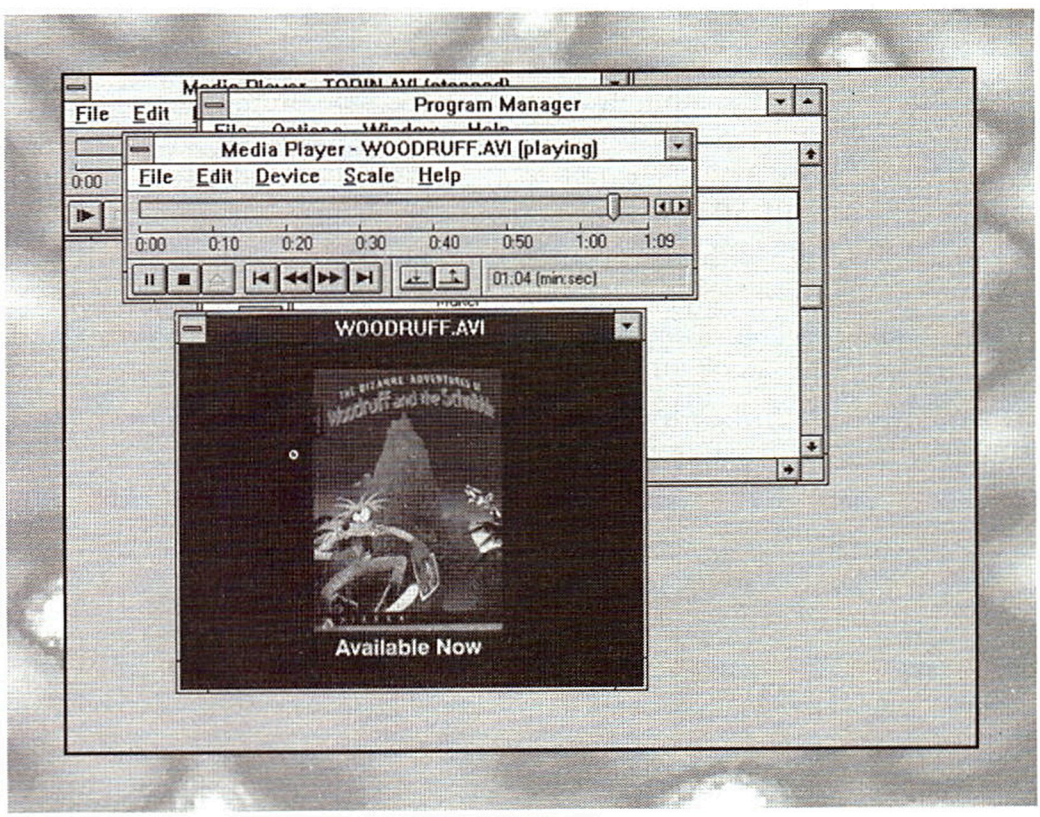
This book also includes a behind-the-scenes peek at the making of this game and has some of the original design sketches of the wacky creatures, comrades, and combatants Roger faces in his latest battle against the forces of evil.

Sierra packed its CD with additional good stuff, too. If you think that Space Quest 6 is the coolest thing since sliced bread and you can't live without it in your life, you could get Roger tattooed on your right buttock. Or you could download the collection of .BMP background files and .WAV audio files from the bitmap directory and the .WAV directory on the CD. They are there for your use and enjoyment. Try the BMP files as wallpaper for your Windows. And replace those boring bings and dings in your sound settings with cool Space Quest 6 sound effects. Soon you'll think you have reached the Spinal Frontier.

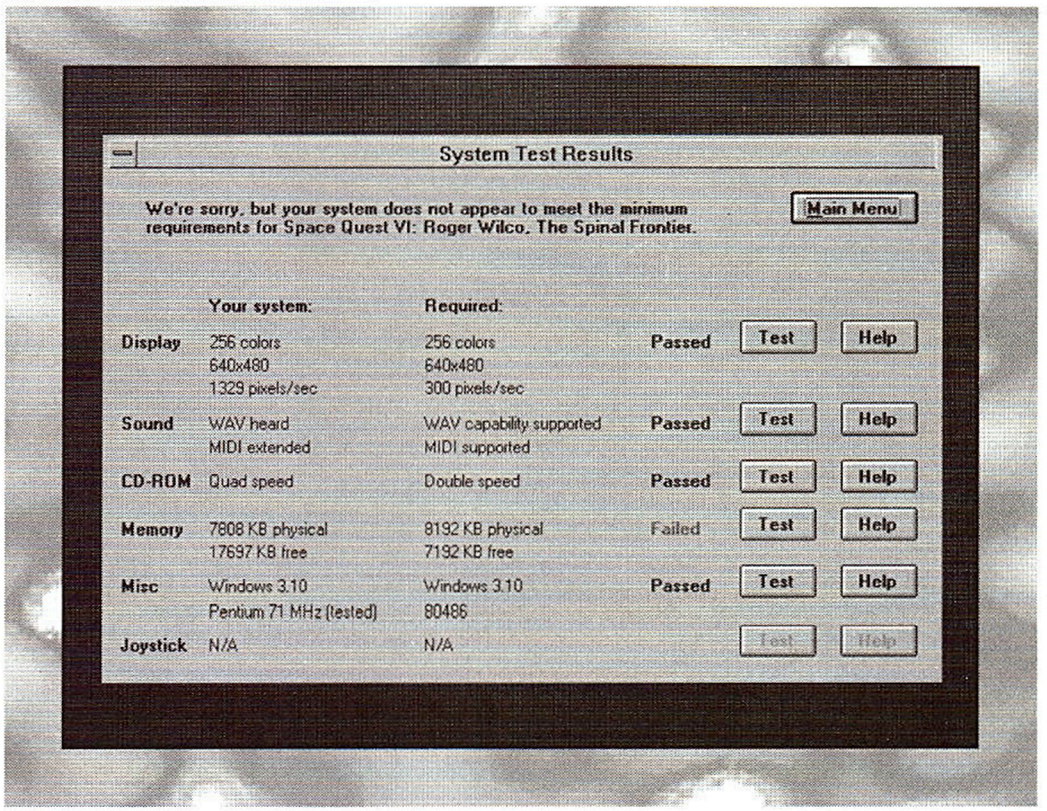
If you play the game in Windows, you will also receive two free QuickTime movies; demos for Torrin's Passage and Woodruff and the Shribel, two new adventure games coming from Sierra in fall 1995. Just click on the reel-to-reel icons to get a teaser demo. Good luck and good play.



Torrin's Passage will appeal to King's Quest fans.



Woodruff and the Shribel features the same manic mayhem as the Space Quest and Leisure Suit Larry adventures.

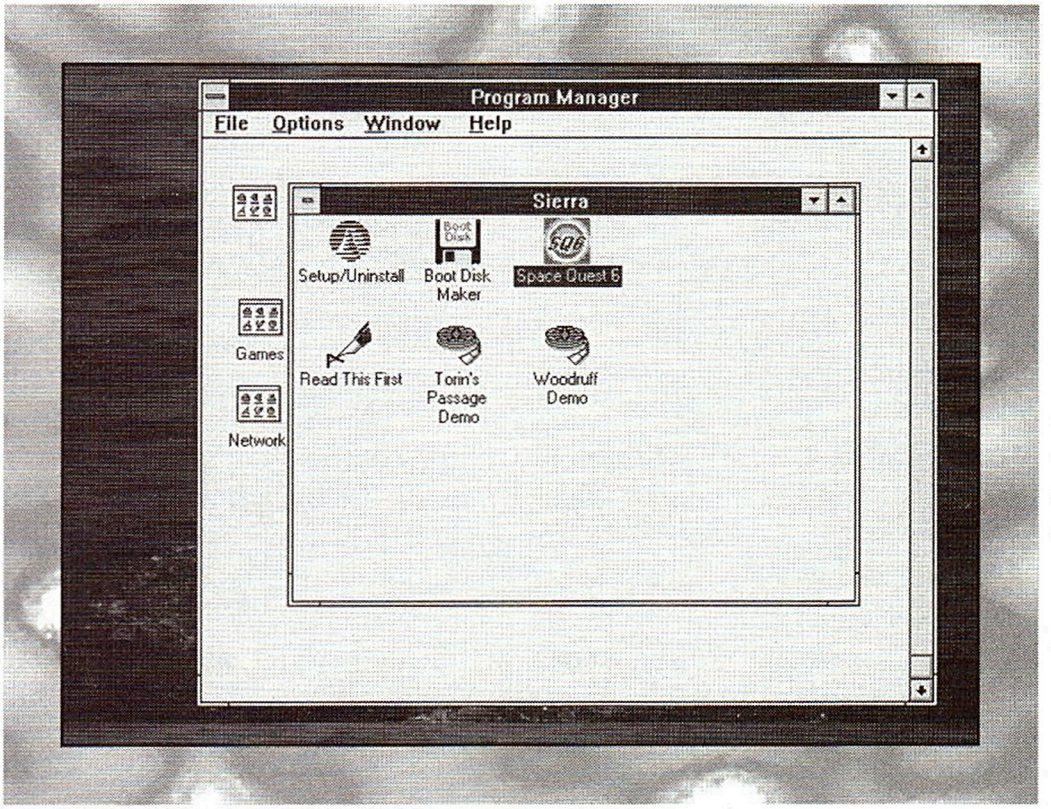


Multimedia games demand computer systems with higher minimum requirements.

Tech Stuff

Since Space Quest 6 is a full multimedia game, minimum system requirements are quite high — it's the price you have to pay for quality game play. Don't expect to play with less than a 486/33, single-speed CD with 4MB of memory. If your PC does not meet the physical hardware minimums listed below, shell out a few thou and buy a Pentium warrior with 24MB or so, or at least get a system that meets the standards!

If memory is your problem, run the handy-dandy Boot Disk Maker included on the CD. After installing the game, you can find it in the Sierra file in Windows. Another solution is to run the game in DOS mode; again using a boot disk if your system needs it.



If the only problem you have is being short on memory, try using the CD-ROM's Boot Disk Maker. It's fast, easy, and could save you a lot of system reconfiguration headaches.

Minimum System Requirements

DOS/Windows PC CD-ROM:

486/25
256-color SVGA monitor
Windows 3.1; MS-DOS 5.0
8MB RAM
5MB free hard disk space
WAV capability
General MIDI support
Double-speed CD-ROM drive

Macintosh CD-ROM:

68040 processor
13-inch color monitor
System 7.01 or higher
8 MB RAM
5MB free hard disk space
Double-speed CD-ROM drive

If you are running a Windows accelerator with millions or thousands of colors, you will want to drop the resolution to 256 colors to take advantage of

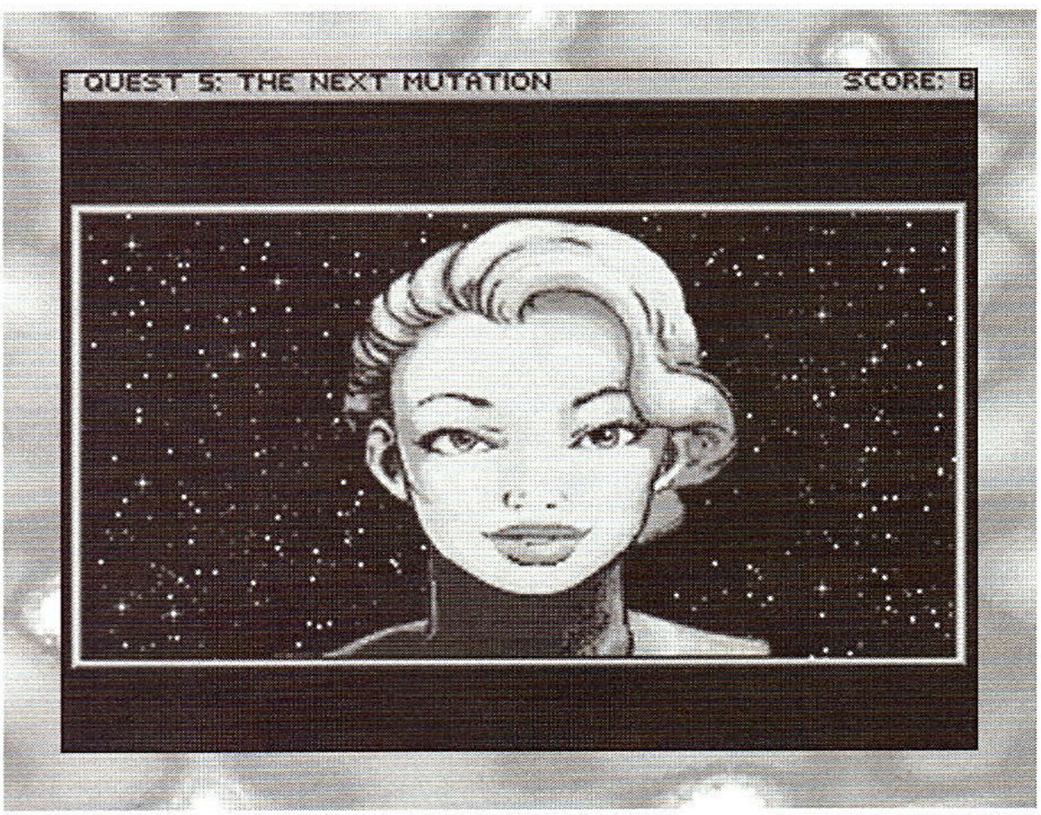
some of the special graphic effects that have been placed in the game. You might miss them at higher resolutions.

If your system does not meet the minimum hardware specifications, you will most likely have problems. If your system appears to be working correctly, and you still are having problems running the game, you can call Sierra Tech Support at (206) 644-4343 from 8:15 a.m. to 4:45 p.m. Monday through Friday, or reach them via CompuServe or America Online at GO SIERRA.

To the Quest

We all know Roger isn't your average computer game hero. He's a StarCon janitor by trade (no one in StarCon gets rid of stubborn mildew stains or black heel marks like him), Janitor Second Class by rank, and hero by default. He is — or has been in recent Space Quest adventures — a starship captain, time traveler, and father.

"He's a guy without an agenda," says Scott Murphy, one of the famous Two Guys From Andromeda, creators of Roger Wilco and the Space Quest game series. "He wishes that he could be a superhero. Roger will always do the right thing when the situation demands — even though he would rather



In Space Quest V, Roger fell for the blond and beautiful Beatrice Wankmeister.

be back in his quarters taking a nap." Scott ought to know. Along with Josh Mandel, Sierra alum and general industry creative genius, Scott designed Space Quest 6. It's an adventure that takes Roger to new depths of inner turmoil. Literally.

When we last saw our intrepid Janitor in Space Quest V, Roger had made it into StarCon Academy, earned his captain's degree (by cheating, of course) and had taken control of a deep-space garbage scow. He had also fallen madly in love with Beatrice Wankmeister, who first appeared in Space Quest 4 as the future mother of Roger's child.

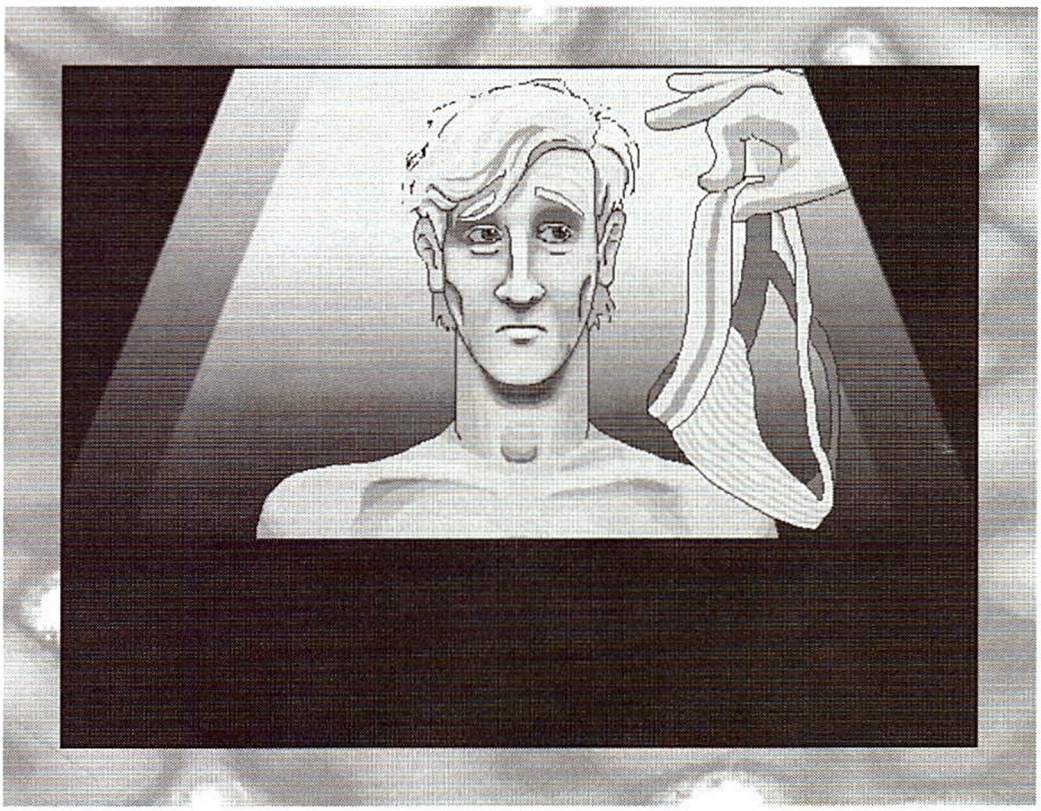
Roger discovered a plot to turn the universe into a home for pukoid mutants, led by none other than his nemesis Captain Quirk. Through trial, error, and a goodly amount of luck, Roger rescued Bea from Quirk, disintegrated the phlegm-dripping renegade, rescued the StarCon Battlecruiser Goliath, got intimate with Bea (they're gonna have a kid someday), and generally got into a pot of hot water with StarCon.

Space Quest 6 begins with Roger getting a thorough dressing-down by StarCon. Watch the intro and you'll know what we mean.

After being demoted from Captain to Janitor Second Class, Roger is assigned to the Deepship 86, a gigantic jockstrap in the sky that's under the command of the lionesque Commander Kielbasa. Roger's next exploits are



Captain Quirk is a buffoon who later became a pukoid. It's hard to say whether he was more pleasant before or after the transformation.



They left Roger with little more than his dignity. Nice bun huggers.

launched during a few days of shore leave when he goes to recreational planet Polysorbate LX with no room reservations, a single buckazoid, and a couple of creeps waiting to nab him for foul purposes. He sets out to find lodging and quickly becomes enmeshed in an evil, techno-Body-Snatchers plot. His adventure takes him everywhere from deep space to the Information Superhighway to Stellar Santiago's stomach. As usual, there are good folks trying to help and bad folks trying to hurt our unlikely hero. They are:

Stellar Santiago



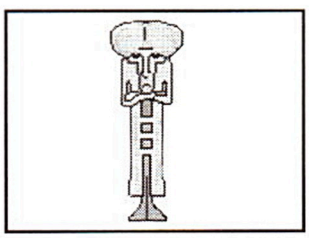
Dark haired, green eyed, and sensuously strong, Lieutenant Stellar Santiago has more than a passing fancy for Roger, Beatrice Wankmeister or no. She will save Roger's hide at great expense. Roger will end up venturing deep into her body to save her from the evil Sharpei.

Sharpei



Sharpei is the galaxy's best argument against growing old. This wrinkly, evil old hag is the founder of Project Immortality, a process by which rich old farts can become young again at someone else's expense. She, too, has her eye on Roger, but she wants his body in more ways than one.

Dr. Beleauxs



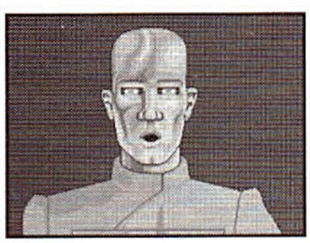
You wouldn't want this doctor to perform any delicate surgery on you. He's in thick with Sharpei and her wicked plot, so he wants nothing to do with Roger. But you might be able to persuade him to help during the course of the game.

Commander Kielbasa



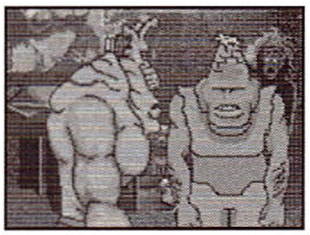
Nice kitty. Captain Kielbasa looks like the lion from *The Wizard of Oz*, but he acts like any stuffed-shirt commander you'd find aboard a StarCon cruiser. Don't count on him for much besides orders you really don't want.

Circuit Sidney



This most human of cyborgs would give his right arm to help you, and he does! Although you don't spend much time with Sidney, you can't save the day without him.

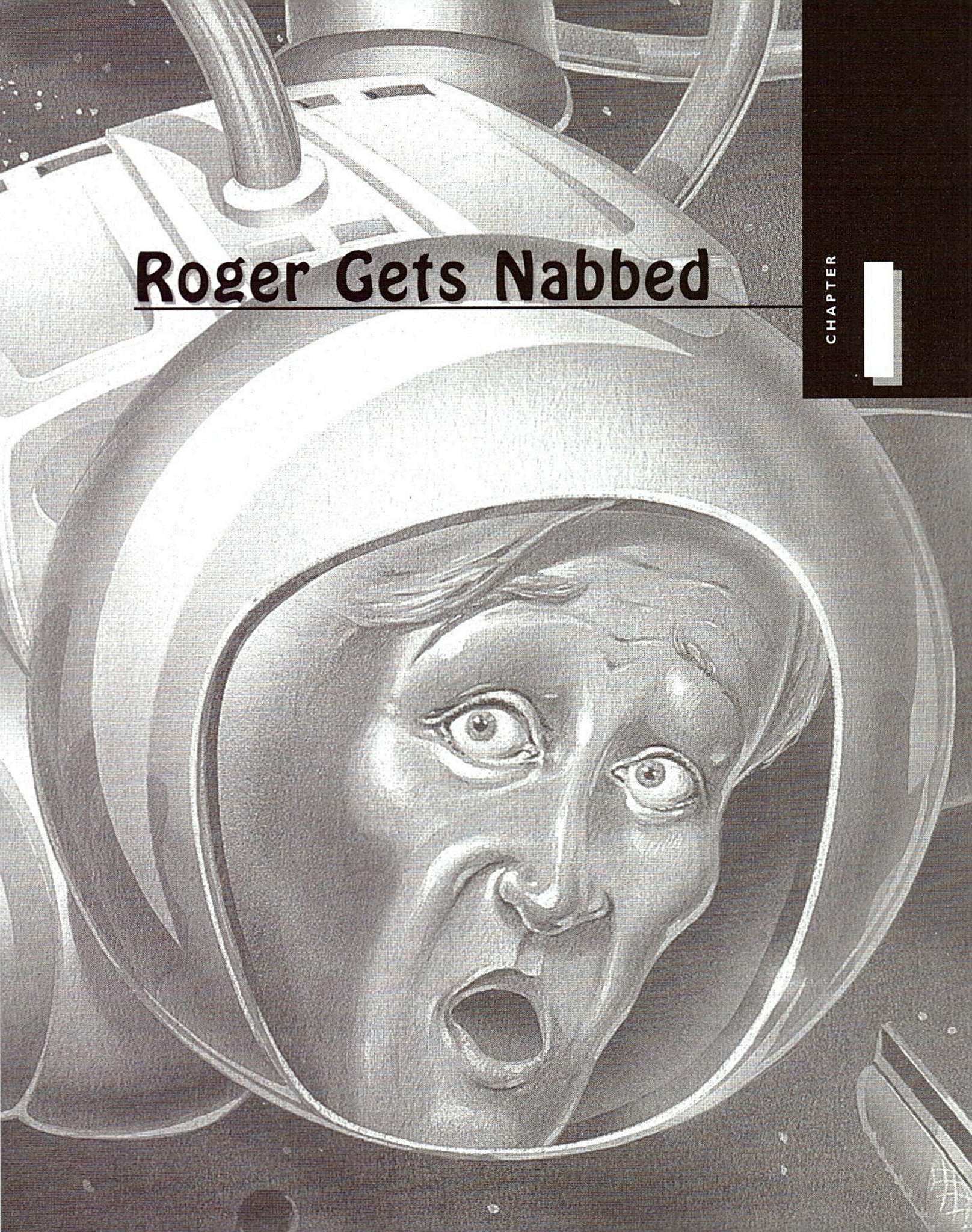
Singent Flembuckit and Nigel Rancid



These bad boy, alien brawlers are hired thugs. One of them will be your link to fouler deeds, like Project Immortality. Just remember not to use the Churlish moddie on Nigel.

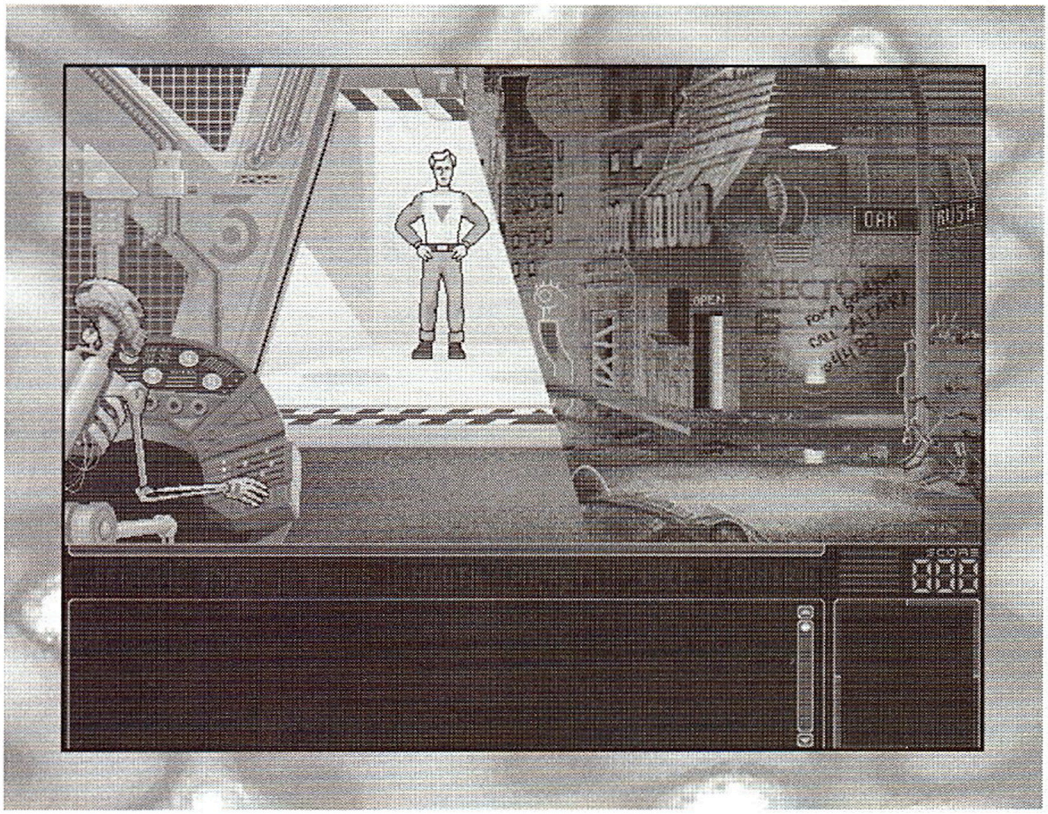
The minor players in the game are legion. Many characters will be familiar from past Space Quest games, famous movies and TV shows, and even video games. Speaking of video games, you'll find Sierra's latest spoof on games in the arcade on Polysorbate LX. It's called Stooge Fighter III; you can guess who the fighters resemble.

Space Quest 6 is full of surprises and enough puzzles to keep every gamer doing the cranial squirm. Will Roger find a place to sleep? Will Roger escape the clutches of Nigel and Singent? Will Roger avert becoming roadkill on the Information Superhighway? Will Roger get on speaking terms with what Stellar Santiago had for lunch? Will Gary Ownes ever stop announcing in that campy voice? You be the judge. Play Space Quest 6: The Spinal Frontier.



CHAPTER 1

Roger Gets Nabbed



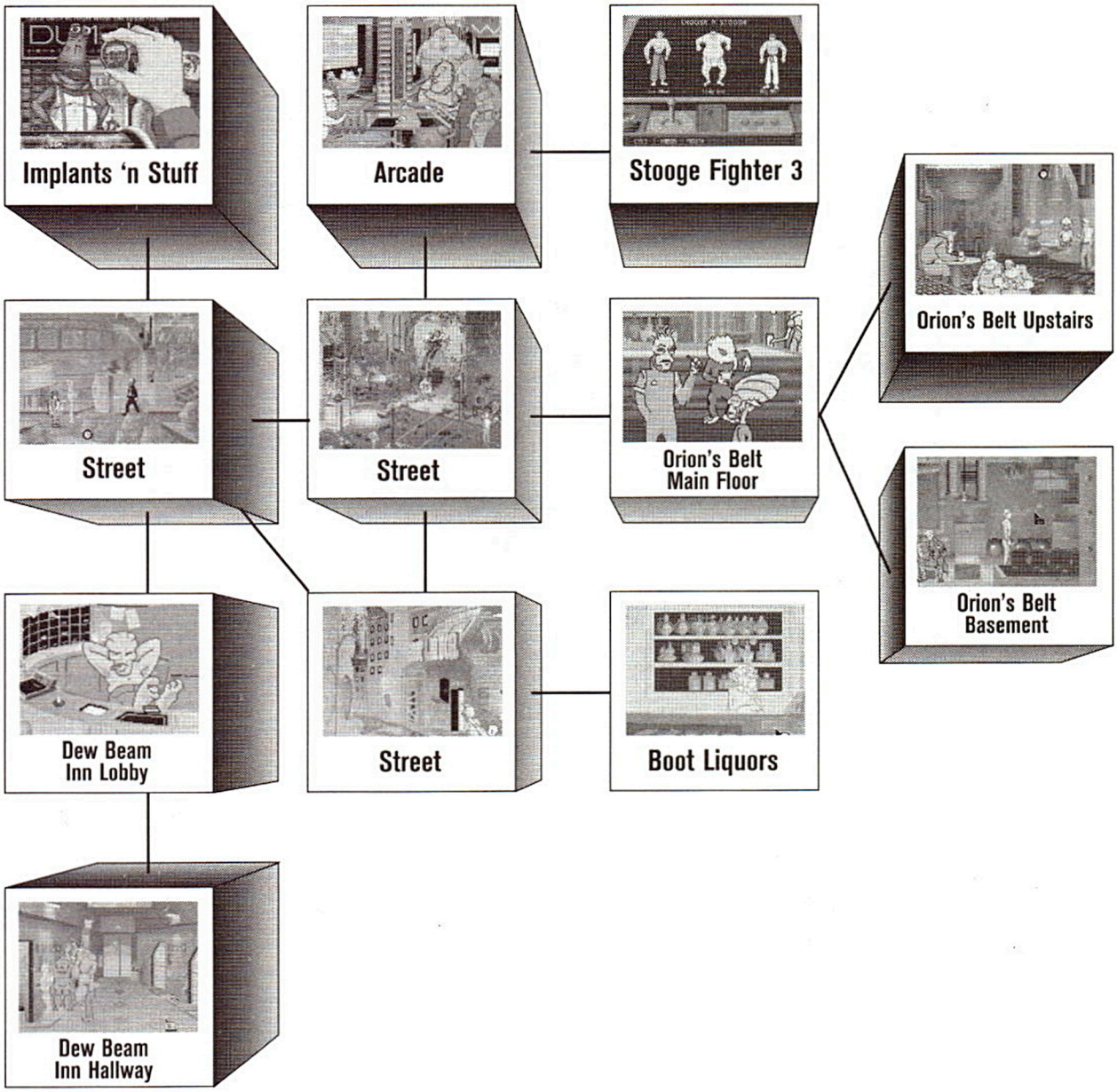
What are you waiting for? Beam on down, Rog.

Polysorbate LX

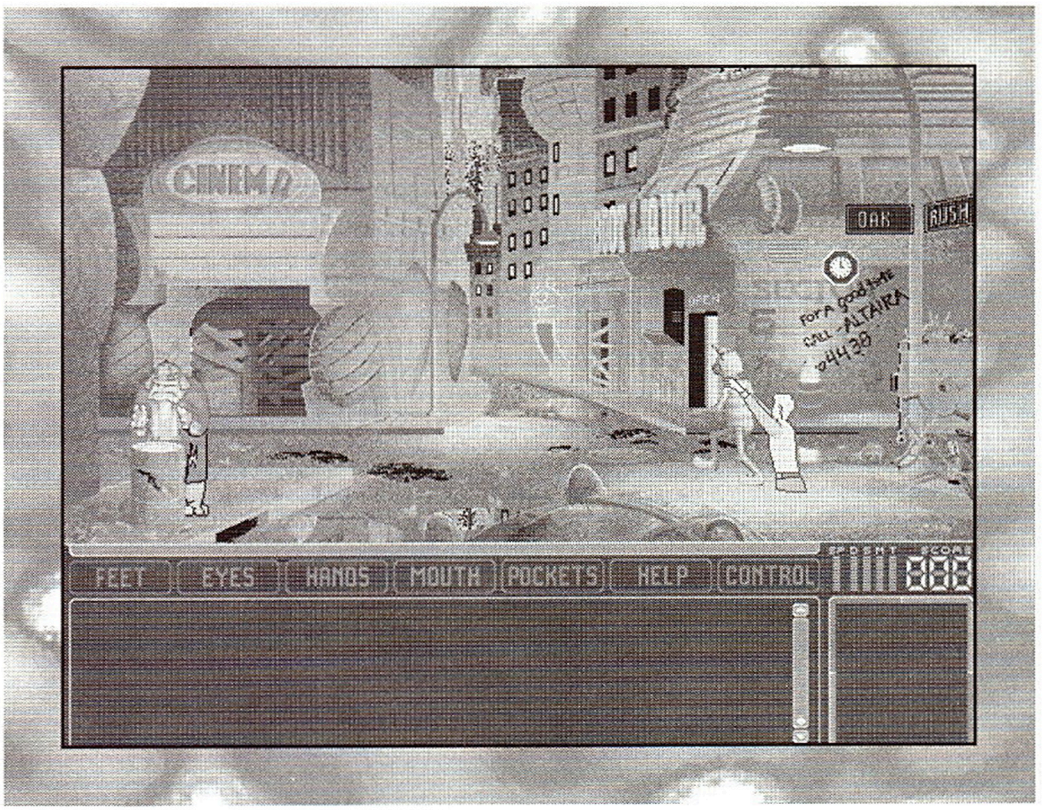
Welcome to another wonderful day in space. As a Janitor Second Class, your job takes you and the Deepship 86 to many interesting places in the universe. But today you get a break. It's time for a little shore leave on Polysorbate LX, a knee-jerk recreational planet known mainly for its greasy, slightly fishy odor. Kinda reminds you of a movie. Imagine tall buildings, gibberish shouted in a hundred languages, Harrison Ford, androids, and electronic sheep. No clues? How about a knife and marathoners? Ahh, never mind....

Polysorbate LX bears a resemblance to a famous city on old Earth, the Windy City, where dead people got to vote in local elections — often more than once — and living people drank copiously and vomited in the streets whenever a consumer electronics show was held. What are you waiting for? Head on down and have some fun. Your room is waiting.

Polysorbate LX



Polysorbate LX will have you wandering through these locations.



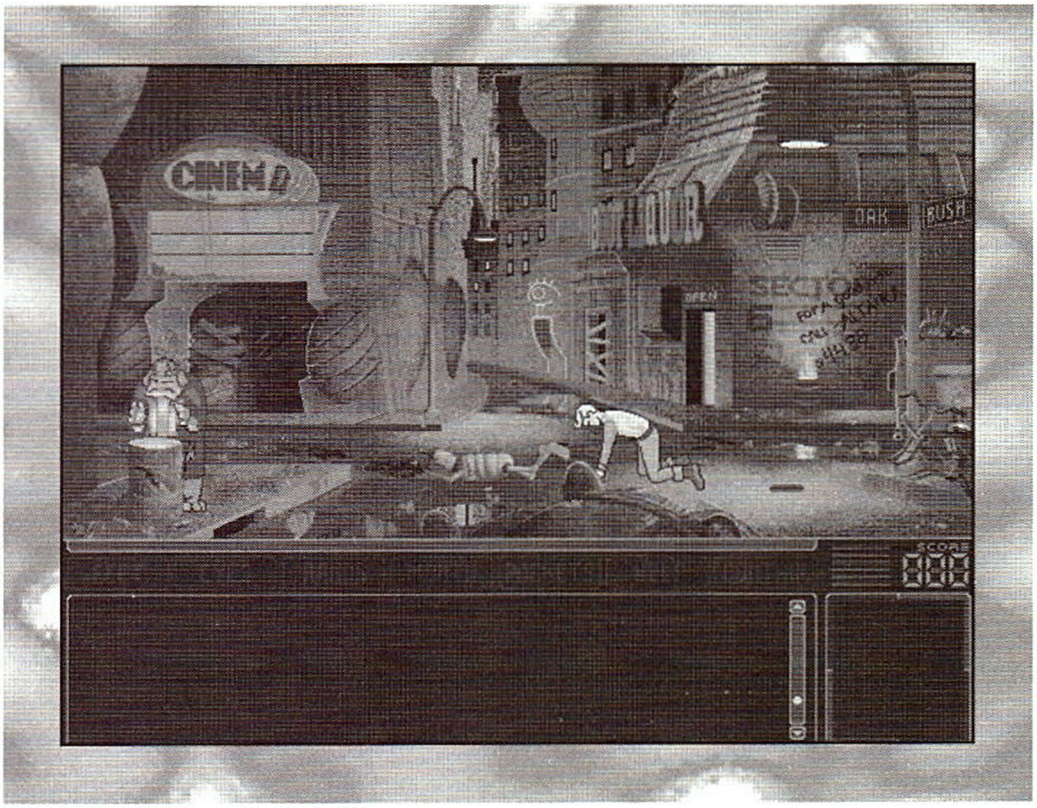
Damn. Up to your fanny in...concrete?

Wouldn't you know it? Another glitch in the transporter. The last time this happened, you spent some time gene-swapping with a fly and ended up with a strange taste for garbage. Now you're up to your can in concrete, your butt in blacktop, your ass in asphite. It's not a good way to start the day or the game. Taking stock of the situation, you'll notice a variety of robots going about their programs on the streets, a few open businesses, a solitary alien warming himself by the fire, and an old bike.

Your choices seem limited. Yelling won't do any good. The robots and the cold alien could care less about your predicament. Even if you could grab the bike, where would it take you? There is a robot that passes within arm's reach every once in a while. Just cuz he won't talk to you doesn't mean that you can't get him to lend a hand. Try clicking on him with the Hand icon as he passes by. You'll grab ahold and be popped out of the ground neater than a cork from a bottle of cheap muscatel.



Now that you're free, what to do? You're standing there with your Pockets empty save for a solitary buckazoid and the tools of your trade — a dustpan and broom. The alien by the fire is big and looks pretty mean, and there isn't anything you could say or do to make him respond to you, so ignore the bum. You can ignore the robots, too — they don't talk. They just walk in straight lines and act like robots. Except when they don't. If you've been clicking the

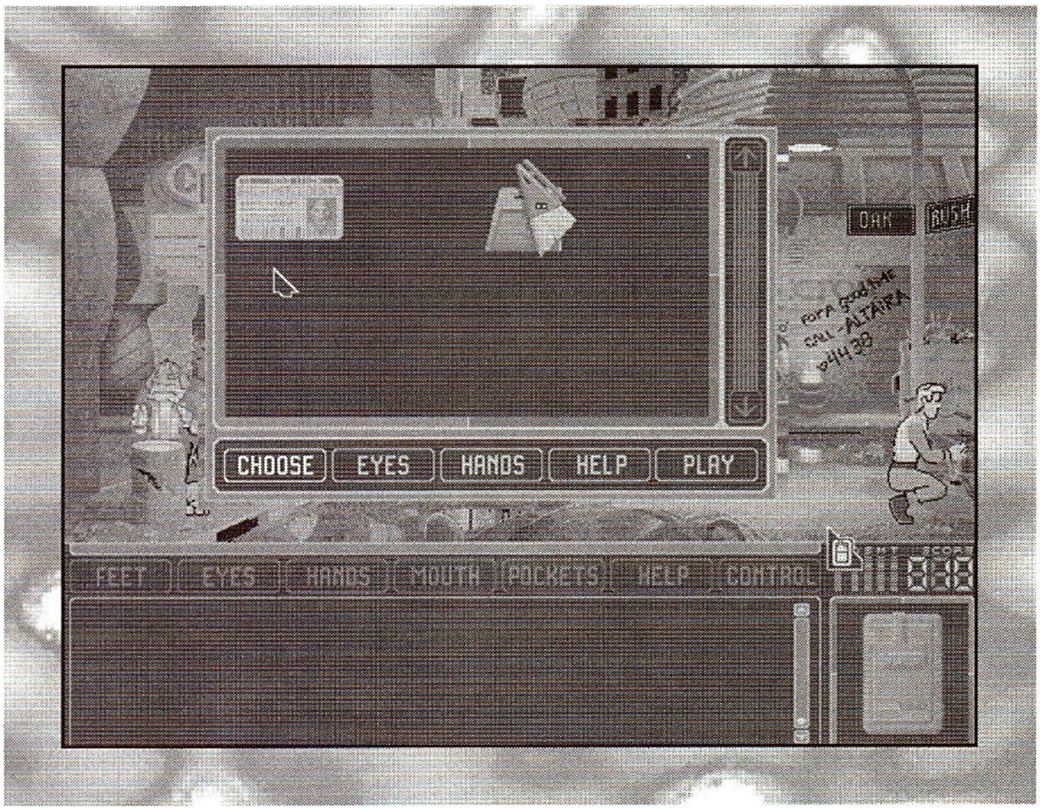


After a brief flight, you are free.

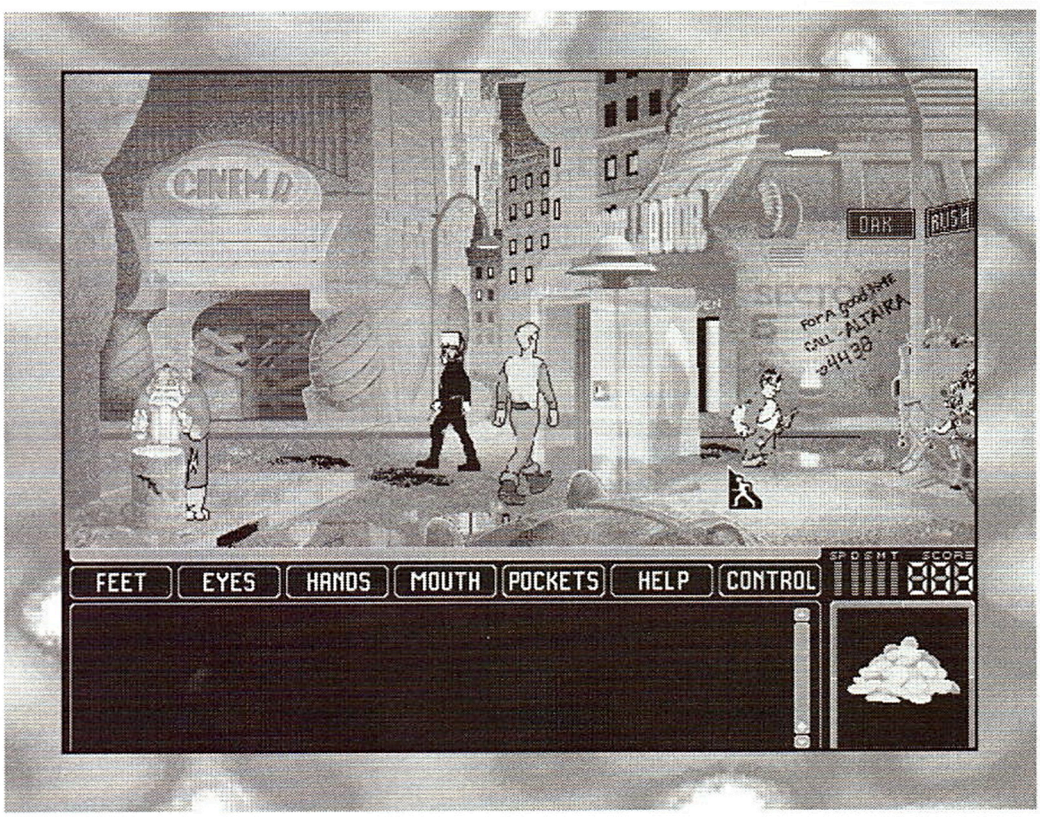
Eye icon on everything in sight like a good adventure gamer, you've already seen the ID card stuck to the bicycle spokes. Didn't you do that when you were a kid? The card makes that awesome motorcycle sound that gets louder and more obnoxious as you pedal faster. This is just the type of activity Polysorbate LX security chiefs engage in on their days off. The fun is over, and you could use a new identity, if not a new life. Go to the bike and take the ID card. Maybe you can change the photo somehow and use it to impersonate an important official.

So now you have an ID with an alien's picture on it. That's really going to get you far in the world. But if you could put your picture on the ID, it would be invaluable — you'd go from janitor to copper. You don't have a picture of yourself now, but if you cruise the streets you'll soon find a wandering automated photo booth. If you're lucky, you'll see how they get from one place to another. Use your one-and-only buckazoid to get some pictures of yourself. Once you have a strip of photos and the ID in your Pockets, click on the photos, then use them on the ID. The result is a Polysorbate LX Security ID with your photo poorly pasted over it. Normally, this would not fool anybody. But you're on Polysorbate LX, where inbreeding begets ignorance. It'll work just fine.

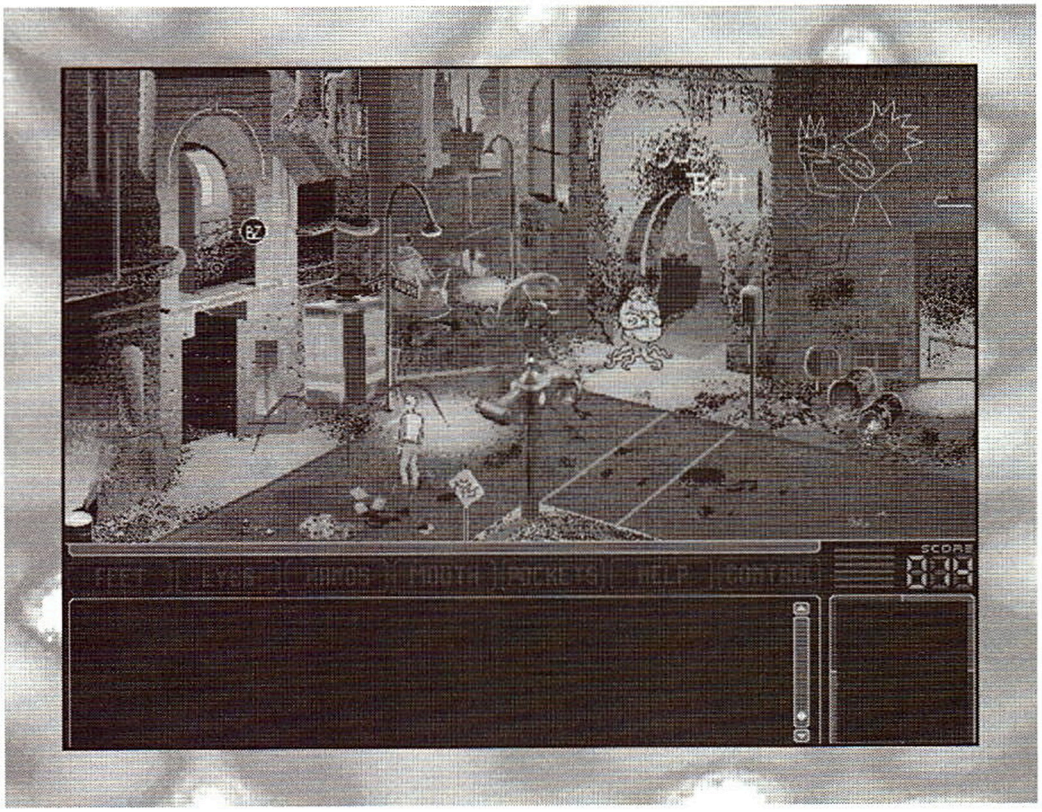
Your reservations are at a quaint-sounding hostel called the Dew Beam Inn. If you exit stage left, you should find it with no trouble at all.



Hey! A Polysorbate LX Security ID is stuck to the spokes of this bicycle. It's a wonder nobody stole it.



Use a buckazoid on the photo booth to get a real sorry rendering of yourself.



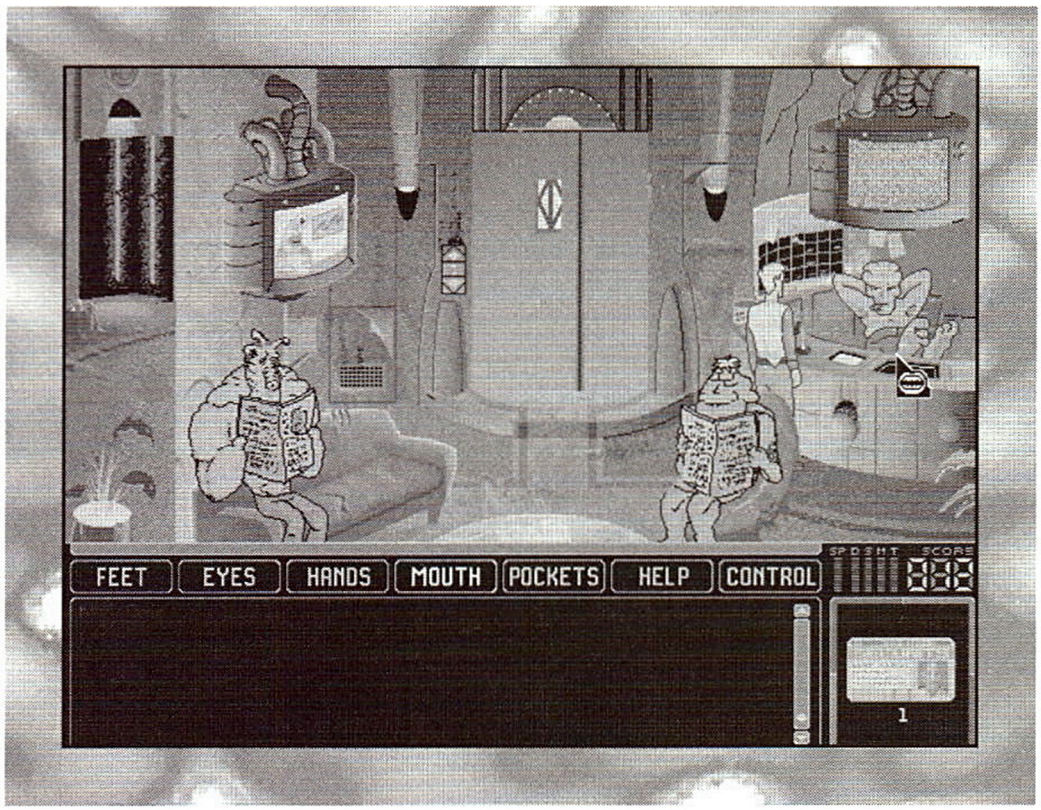
Be glad you didn't try to get a second set of photos.

Dew Beam Inn

What a nice neighborhood. The Dew Beam Inn makes the Bates Motel look like the Ritz. And the street people are very pleasant, as far as street people go. Across the street is Implants 'n Stuff, a great place to get new organs, limbs and implants — when it's open. The alley across the street from the hotel is a shortcut to Orion's Belt, a schmaltzy pub where every critter known to StarCon occasionally ventures for a jolt of whatever substance gives them a buzz. After you get your room, you might want to venture over and talk to a few folks. They'll have interesting suggestions for you (no, not that kind of suggestion).

No reservation? That can't be possible. StarCon never makes mistakes. Even with your skill at gab, trying to convince the desk clerk to give you a room won't work. Talk, however rich in hyperbole, is still cheap. You may talk the talk, but you gotta flash the cash. Too bad you don't have a Galactic Express. The truth is, you left home without it. It's back on the streets, boyo, in a hunt for buckazoids. Who knows what adventures you'll scrounge up. This is a game, after all. Isn't it?

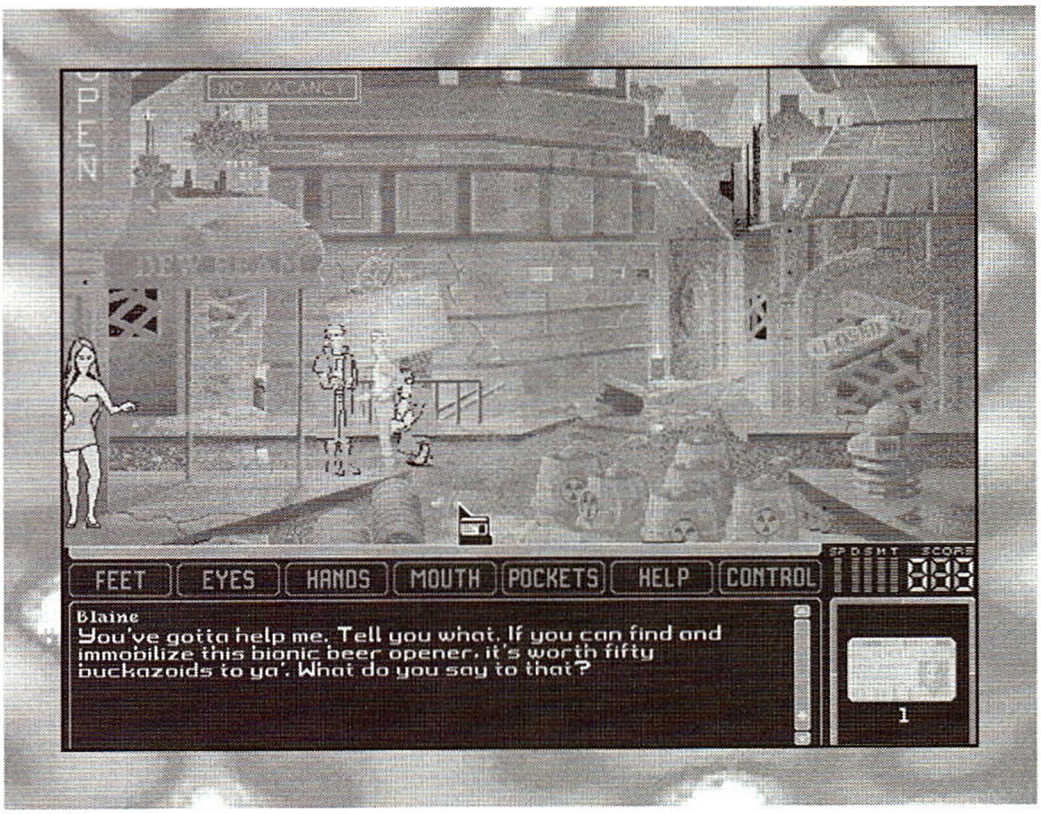
Remember those people on the street? Now's the time to talk with them. Your long-term goal is to get enough buckazoids to get your hotel room. But



Inside ain't much better than outside. The guests are fine examples of what happens when megadoses of radiation impact garbage-eating primordial ooze early in the evolutionary process. Just hope they don't play their radio too loud.



Bad news! They lost your reservation (imagine that). While this ain't exactly the Ritz, Polysorbate LX isn't exactly packed with hotels.



Blaine Rohmer can help you make a quick 50 buckazoids.

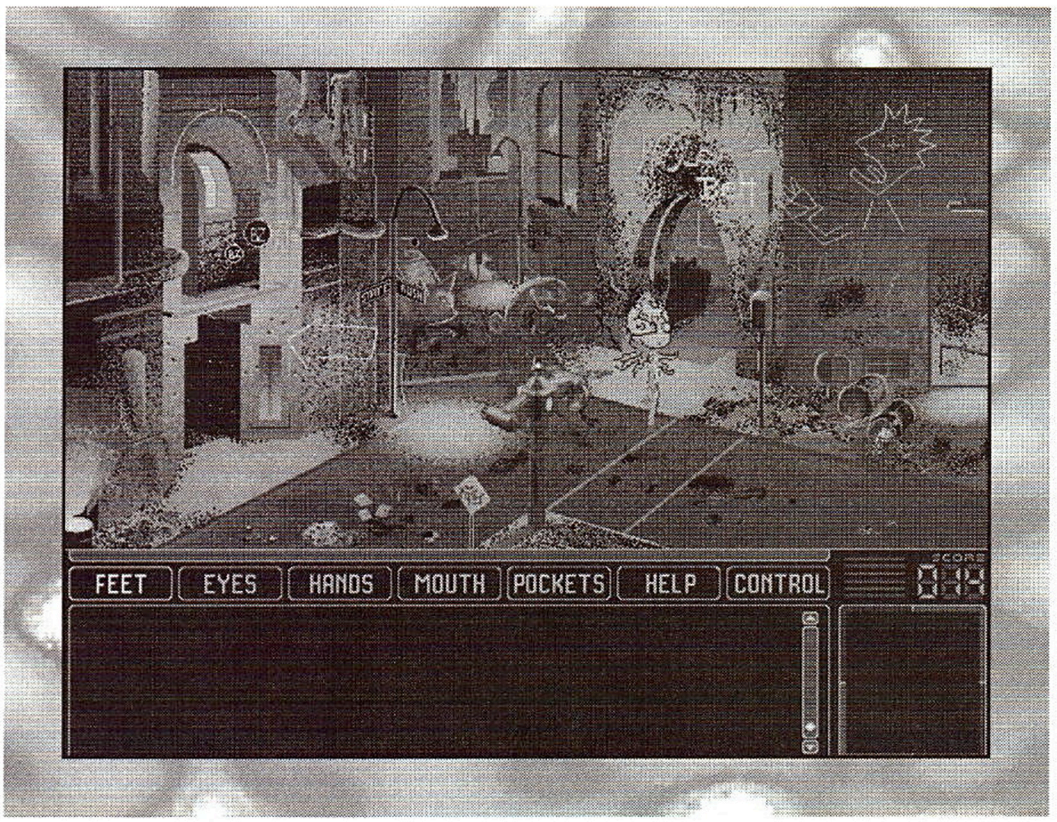


to get there, you're going to have to start small. The first guy you want to hook up with is Blaine Rohmer, but he won't show up until you've explored the Photo booth. (Now there's a name that sounds suspiciously like a once-popular movie about a detective chasing androids.) He's the trench-coated, hoodlum-lookin' guy with a weak bladder. Actually, the bladder is part of his cover. Or maybe it's just a reflection of his fear of the very truly bad-ass endodroid he wants you to catch for him. You'll have to talk to him twice to get him to pitch you the offer. All you have to do is collect the endodroid and bring it back to Blaine. He'll give you a handy item, the datacorder, which will make your job easier. And he'll even give you a clue: He hasn't looked in Orion's Belt yet. That's the next place you should go.



Orion's Belt

The nightclub's kinda dark, and it's the sort of place you wouldn't want to pick up anything you find on the floor. Orion's Belt has an upstairs and a ground level. There is also a locked door at the back of the pub. The patrons are certainly a colorful lot. Some of the female types are pretty scary, but they probably think the same thing about you. Notice the beer signs on the wall. Haven't you just been itching to try an Eczima? It goes down better with a



If nothing else, Orion's Belt has the coolest neon on the planet.

Dermex chaser. The bartender is a four-armed guy with a fairly good attitude. If you try to wander behind the bar, he'll tell you to leave before he breaks your arms. But he does it politely. This is your clue that you can get behind the bar. (In fact, you'll need to, but save it for later.) See the array of pipes and valves on the back wall? They will also be important. But right now you need to find the endodroid.

The fugitive 'droid could be any one of the patrons in Orion's Belt, upstairs or down. Since talking usually gets you nowhere, you'll have to resort to different means. Now is the time to use the datacorder.

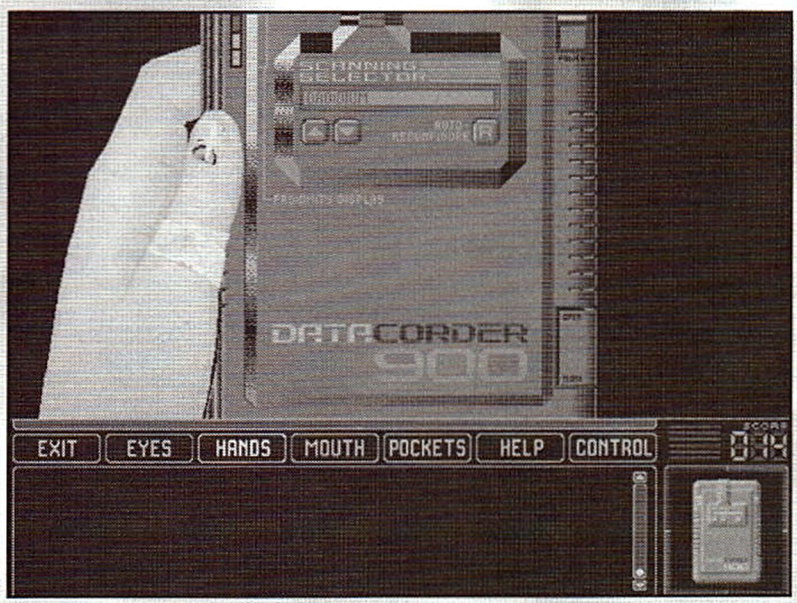
Wandering around, you'll quickly discover that your prey isn't on the main floor or upstairs. That leaves the door at the rear of Orion's Belt, past the line of aliens waiting to use the restroom. That's some line — it's a good thing that bodily functions aren't part of the game or you'd be here awhile. Once you get to the door, it's immediately clear that it's locked and you don't have the key. Be a macho man and kick it down by clicking the Walk icon on the door to deliver a blow. Keep going until you've made it crumple like yesterday's superheroes.



Every bar needs a basement. It's a great place to keep the beer cold, and it's a wonderful place for endodroids on the run to hide out.

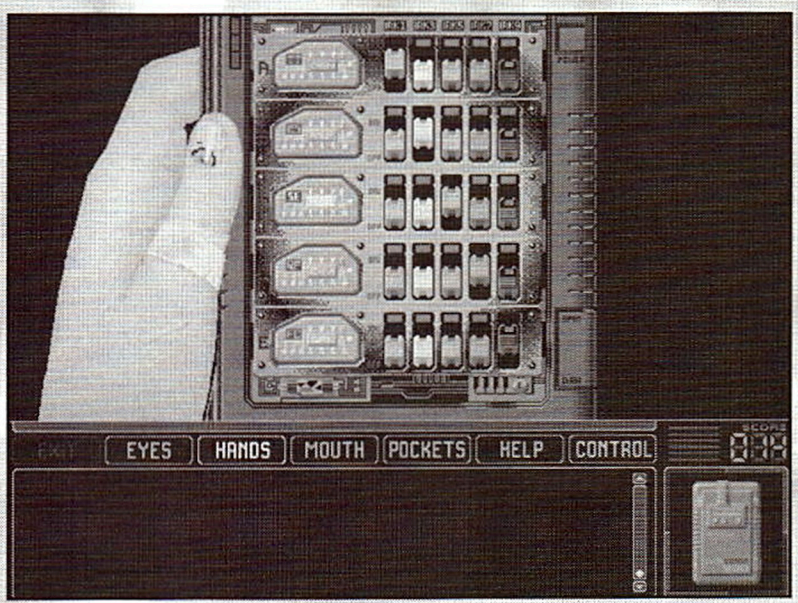
I don't think you're gonna get cuffs on this guy, and Rohmer will pay you only if you bring the 'droid to him (raw deal, huh?). It wouldn't be too smart

The Datacorder



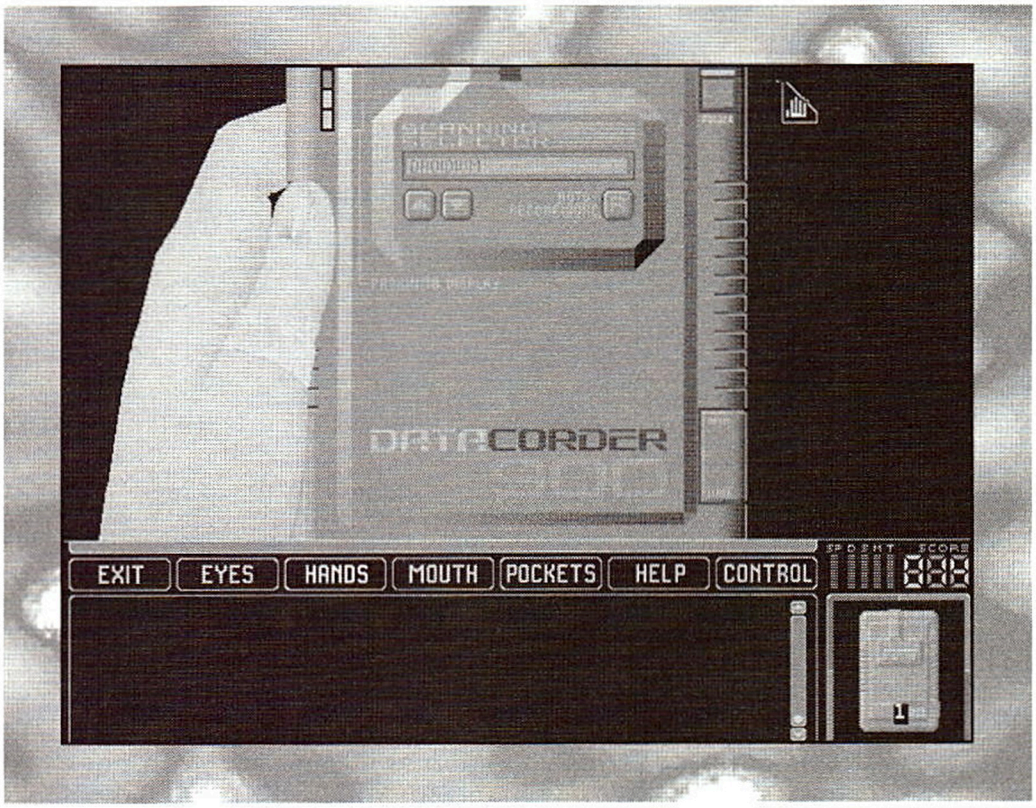
Click on the datacorder icon to select it. Click on yourself to access it.

You need the datacorder to track down the endodroid, among other things. Once you have selected it from your Pockets, click it on yourself to get a close-up view, turn it on, open the lid, and otherwise futz with it. If you mess up and the display shows an error when you power on, click the auto-reconfigure button to set things right.

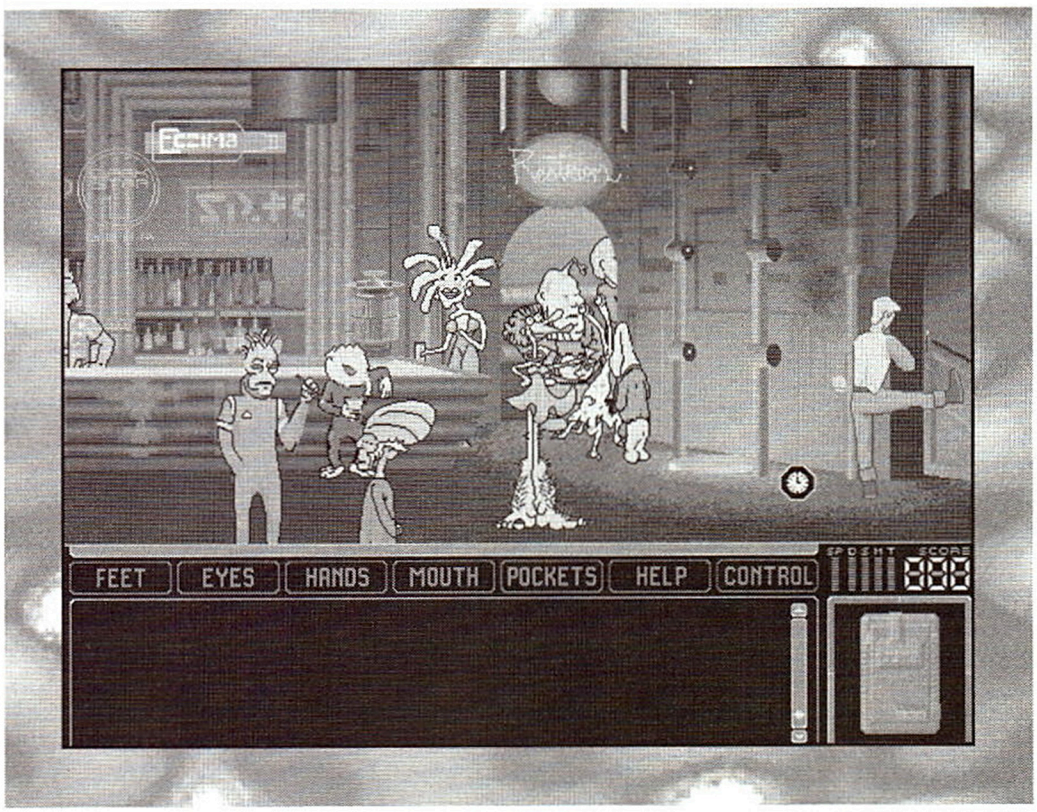


What a confusing array. But even if you move things around, you won't blow up the universe or even yourself. Good thing!

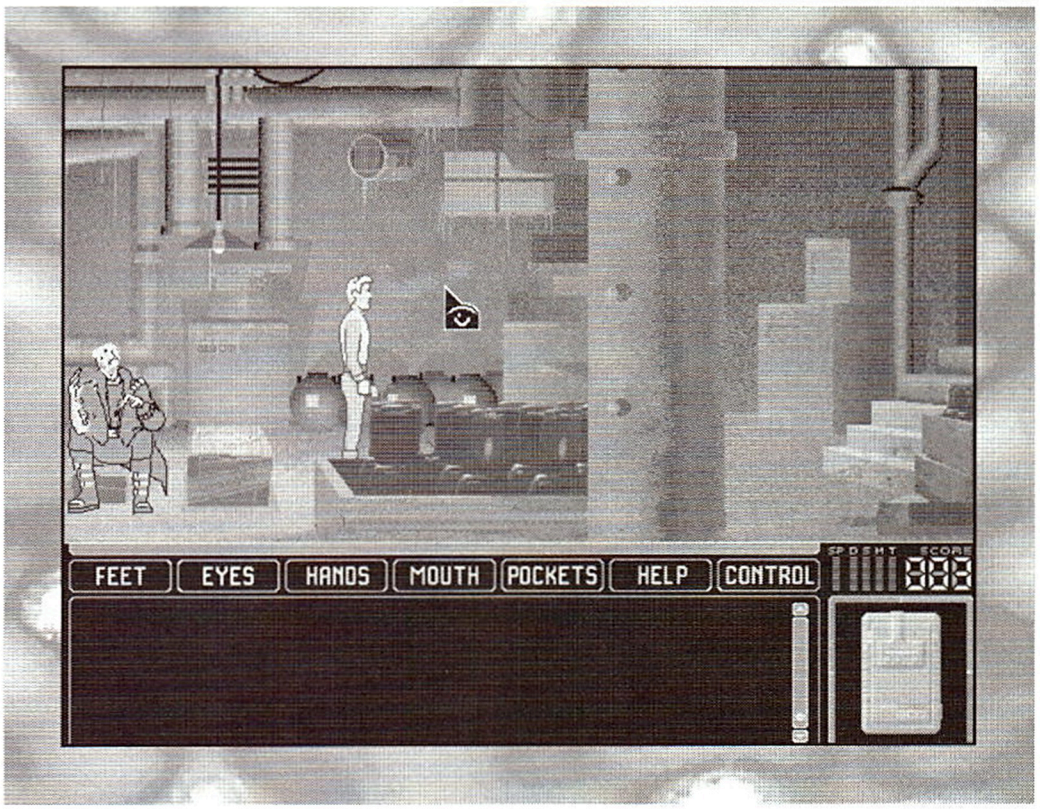
The datacorder works by sensing certain elements, then showing your distance from the source of the element with the red LCD lights on the left side. The element you need to scan for is droidium. The closer you get to the endodroid, the more LCDs light up.



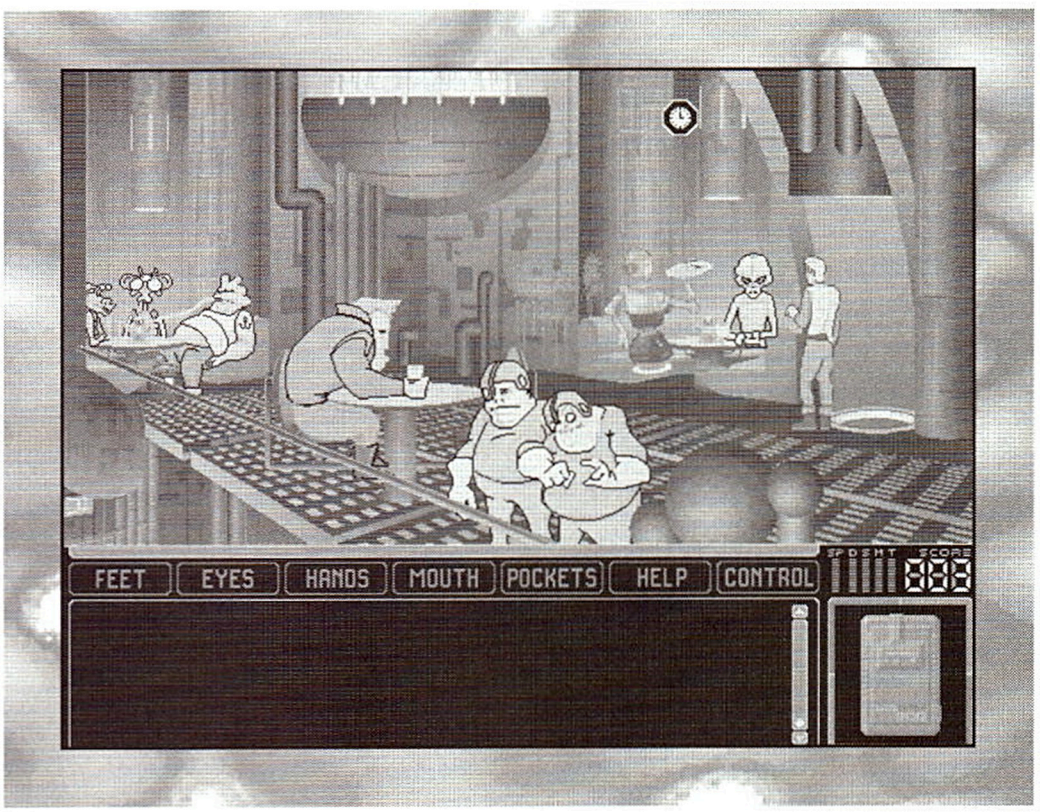
You just maxed out the meter. Looks like the 'droid is behind the door.



Real men don't need keys or doorknobs. Deliver three solid kicks and the door will crumble under your onslaught.



There it is. Hmm. It looks big, mean, and tough, especially yanking bullets out of its arm.



Even though you already have a buckazoid, you'll get points if you can swipe one off the waitron's tray when she's not looking. Call it an exercise in stealth.

to tangle with a critter that has a steel skeleton. Pick up that pipe on the way down, but don't even think of using on the 'droid (yet). You could get beat to a pulp. Retreat is the best policy for now. Remember what Rohmer told you? The endodroid has a liquid-metal composition. Maybe you can put two and two and two together and stop it cold. Wait a minute. Cold? You could stop an endodroid cold if you had a way to freeze it's liquid-metal composition. Now where have you seen something cold enough to do that? How about the upper level of Orion's Belt? Remember the druggies sitting around sucking down frozen nitrogen? Bet you could use that to put the chill on the 'droid.

The only problem is, the druggies don't want to give up their stuff, and you can't talk them out of it. They're too stoned to listen. You'll have to come up with a better way, one with more...authority. Having a cop around would do it. But since there aren't any around, you'll just have to be one yourself. How? With your Polysorbate LX Security ID, of course.



While you're checking out the druggies, test your adroitness and filch a buckazoid from the waitron's tray. The waitron gets good tips and will give you major lip if she catches you trying to swipe her tips. Be sneaky and snatch a buckazoid when she leans over. You don't really need the waitron's moolah, but you do get points for it. Go for the gusto. You can even be real gutsy and filch a few. But you won't be able to grab enough buckazoids to buy any Cold-



You need their nitrogen, but they will ignore you until you find a way to really get their attention.



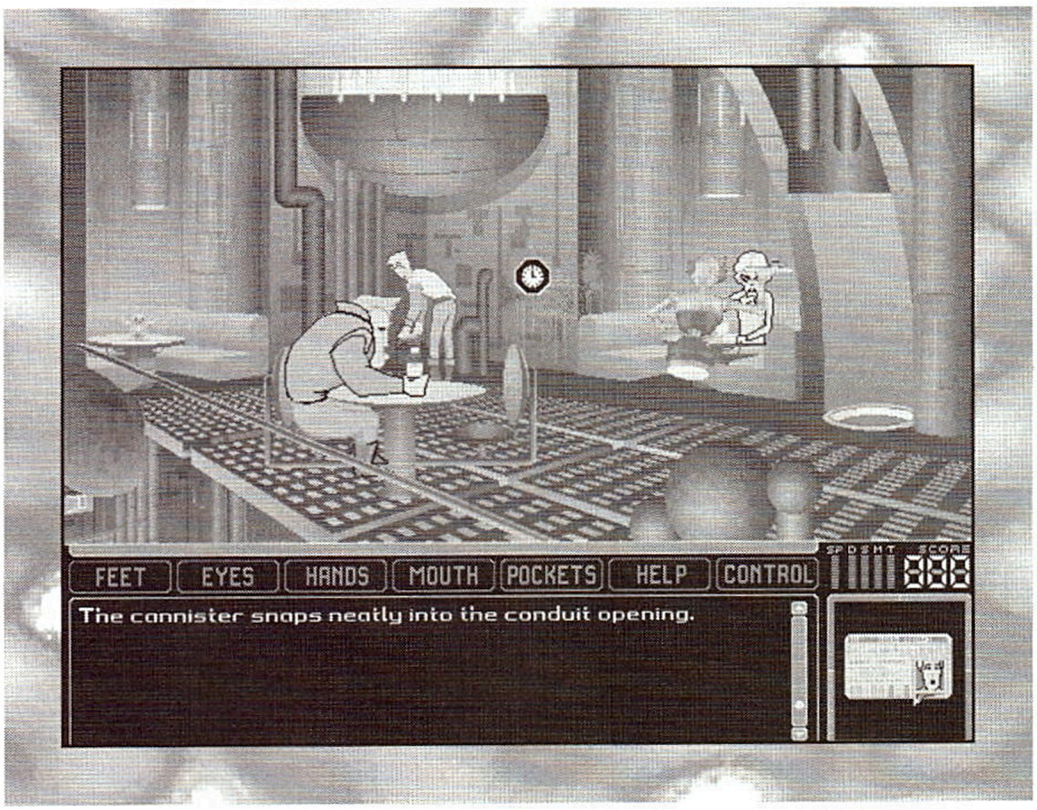
sorian brandy. If you don't know what that is, you haven't been snooping around the game enough.

OK. Enough tomfoolery — it's time for action. Wave your ID in front of the druggies and they'll make themselves scarce real fast, leaving the hookah rig and tank of liquid nitrogen behind. Bet it's cold, real cold.

You need the hoses, so get them. You can grab the tank, but you can't add it to your inventory. But have you noticed anything about the basement, the bar, and the upper level? Like, for instance, that a conduit runs from the basement to the upper level? While you can't take the tank from the level, you can drag it to the conduit. It will attach to the open valve on the conduit rather nicely. Now open your Pockets and take a look at the hoses. Kinda reminds you of a pasta meal. But if you click the Hand icon on the tangled hookah hoses, presto! They will untangle and reconnect into one long hose. Just what you need to water your garden, swing from the rafters of Orion's Belt, or make an interesting connection. Are you getting any ideas? Ask yourself where the conduit goes.



It doesn't take Magellan to figure out that the conduits all run behind the bar on their way to the basement. If you wanted to connect, say, the conduit that's attached to the nitrogen tank to the conduit that runs into the basement with a certain set of hookah hoses, behind the bar would be the place to do it.



The tank snaps into place on conduit. How convenient.



You've traced the conduit down behind the bar. You could probably do some interesting things with it if the bartender would let you behind the bar.

The problem is, the four-armed bartender doesn't want you behind his bar. Getting there is your next step.

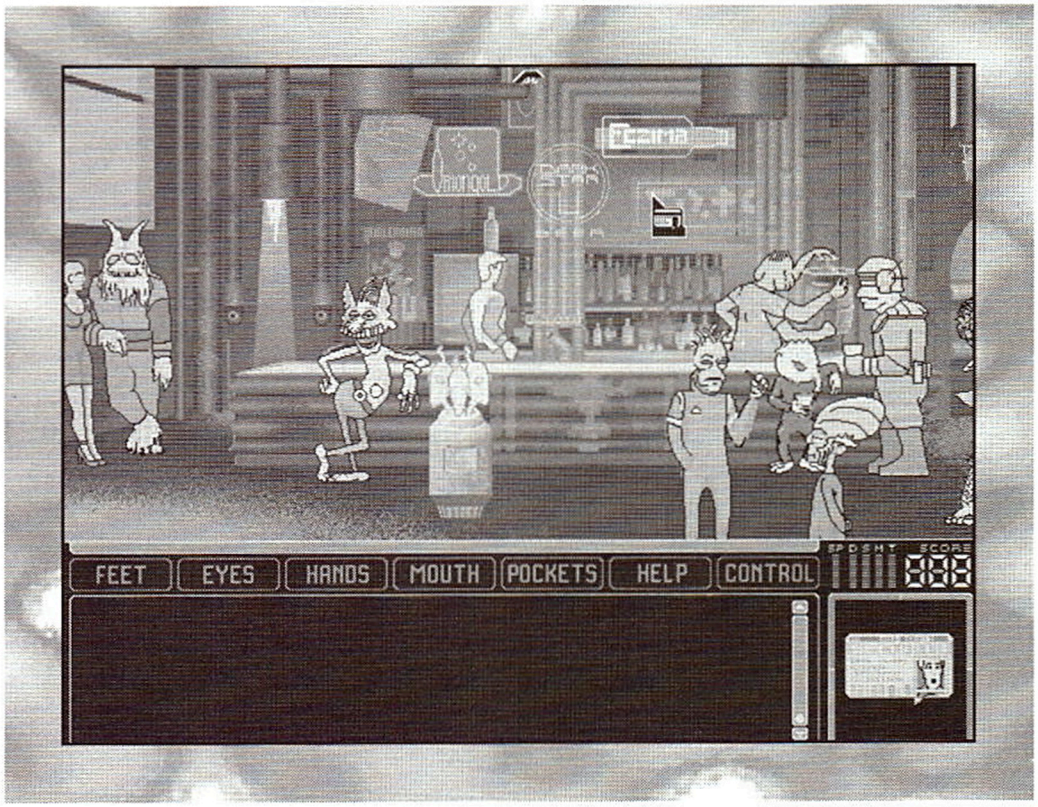
Pointing and clicking around will quickly tell you that you can't start a fight or other type of distraction to give you the opportunity you need. The best option is to throw your weight around. It worked upstairs, didn't it? Flash your doctored ID again, and the bartender will come running, anxious to lick the boots of a Polysorbate LX security guard.

The bartender will offer you a series of special drinks, kind of a cop-gets-free-donut thing. The William Gibson will really have you counting zero. Try the Asimov and you'll be acting like *I, Robot*. The Special Drink, an Uvula Spritzer, is the right choice because it takes two minutes to make, which gives you the time you need to get behind the bar.

The first thing to do once you get behind the bar is raid the fridge. No, you're not looking for food. In the freezer section you can find an ice tray. It's just the thing for storing frozen endodroids. Snag it, then move toward the conduits to the right of the fridge.



Since it should only take a second or two to get the ice cube tray, you are in good shape, timewise. But you need to find where to hook the hoses. Clicking the Hand icon on the various pipes will open the valves and tell you if they are live or not. The third pipe from the left is the one you want. After



Now you're behind the bar with two minutes to get the job done. Question is, what's the job?

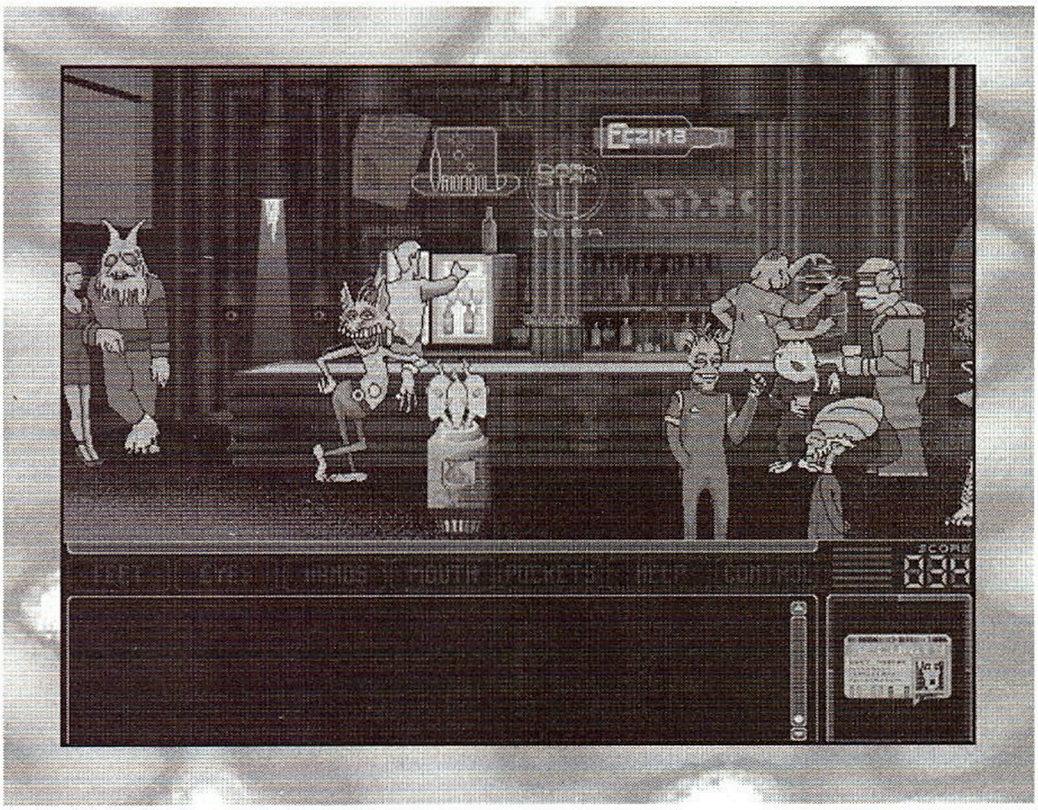


you have opened the valve, click on the pipe portion to pull it loose, but don't hook up the hose yet. Move as far left as you can and connect the hose to the far-left conduit. Now stretch the hose across the bar to the right and hook it up to the conduit you previously disconnected. By George, we think you've got it.

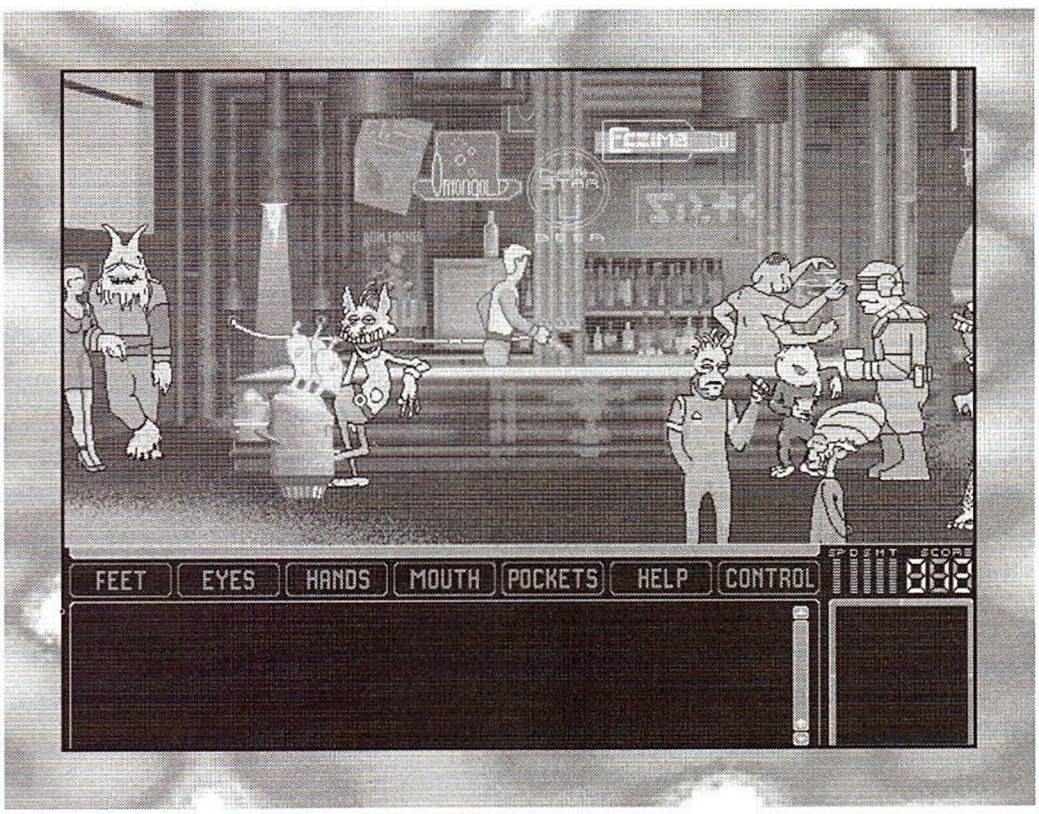
When you have successfully completed the tank-and-hose exercise, hustle back upstairs and turn on the nitrogen. Now go downstairs to see if you were successful. Chances are, the endodroid will be frozen into a liquid-metal popsicle. It's not going anywhere until it thaws, which it will do in a few moments. Since it's too big to carry back to Rohmer, you have to find a way to reduce its bulk. Remember the pipe you picked up the first time you came down the stairs? Select it from your Pockets and give the endodroid a solid smack. You'll discover that liquid-metal endodroids aren't all they're cracked up to be.

Now that the 'droid is in bits and pieces, the question is, how to get it back to Rohmer? This one's easy. You're a janitor. Your life's mission is to clean up. So do your job. Sweep up the endodroid chunks by clicking on them with the Dustpan/broom icon from your Pockets. Then dump the chunks — cubes, really — in the ice tray. One endodroid, ready to serve! You can either run it to Rohmer now or put it back in the freezer for retrieval later. Just use your ID to get behind the bar. The bartender, having drank a few too many of his own





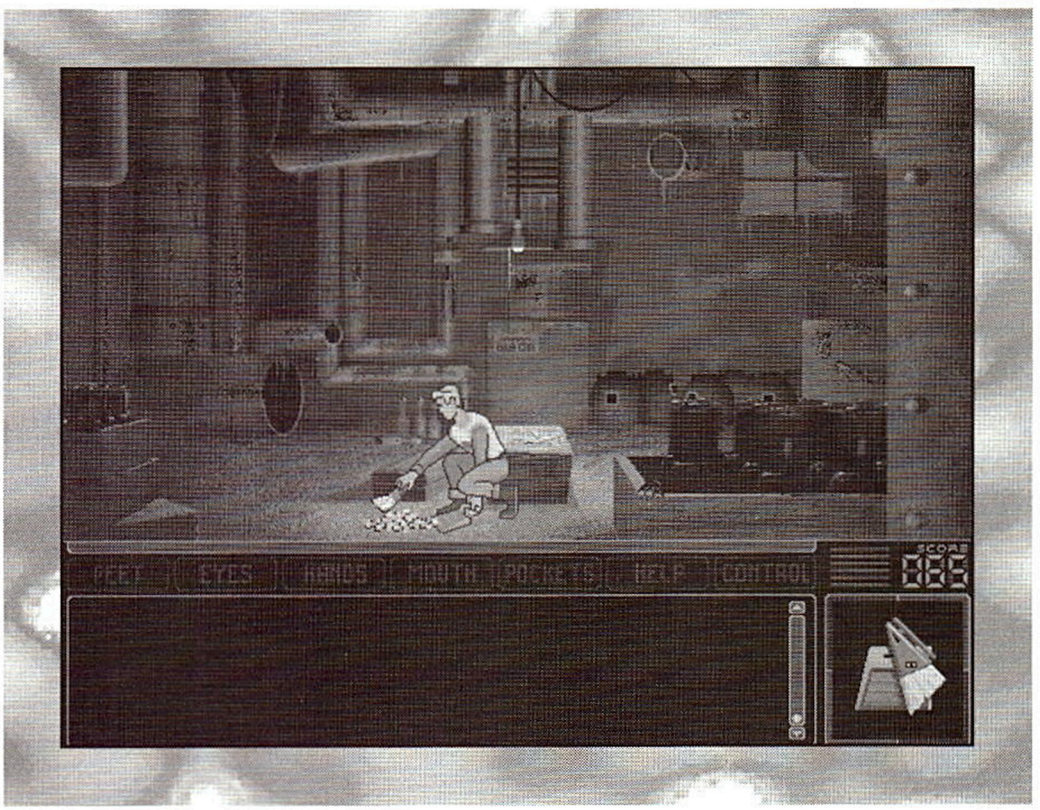
There's an ice cube tray on the top shelf of the refrigerator. You'll need it to deliver the goods to Rohmer.



You're not trading your space janitor job for tending bar, you're just getting ready to chill a 'droid.



Brrrrr. Things got a little cold down here. Looks like the liquid nitrogen did the trick. The endodroid is frozen so solid you could beat it with a stick. So do it.



Now that you've cleaned up this situation, go collect some cash from Rohmer.

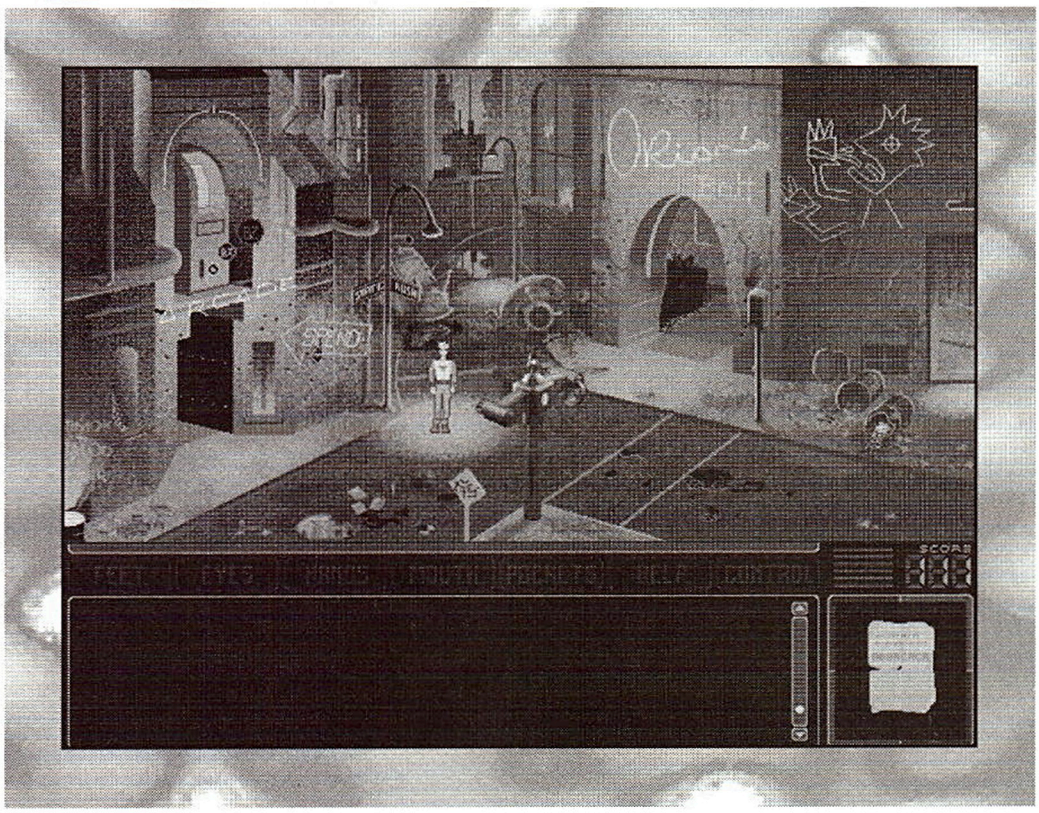
creations, won't remember you from Adam. However, we recommend getting rid of it. If you wander around long enough with the 'droid in your inventory, it will thaw. And you really don't want that to happen. Trust us on this one.



You must deliver the endodroid cubes to Rohmer to collect your 50 buckazoids. You'll find him out somewhere on the streets using his weak bladder as his cover. Ol' Blaine won't want to give you the cash. But you'll automatically deliver a pretty convincing argument to get paid. After all, no one wants to see this critter after it's thawed out.

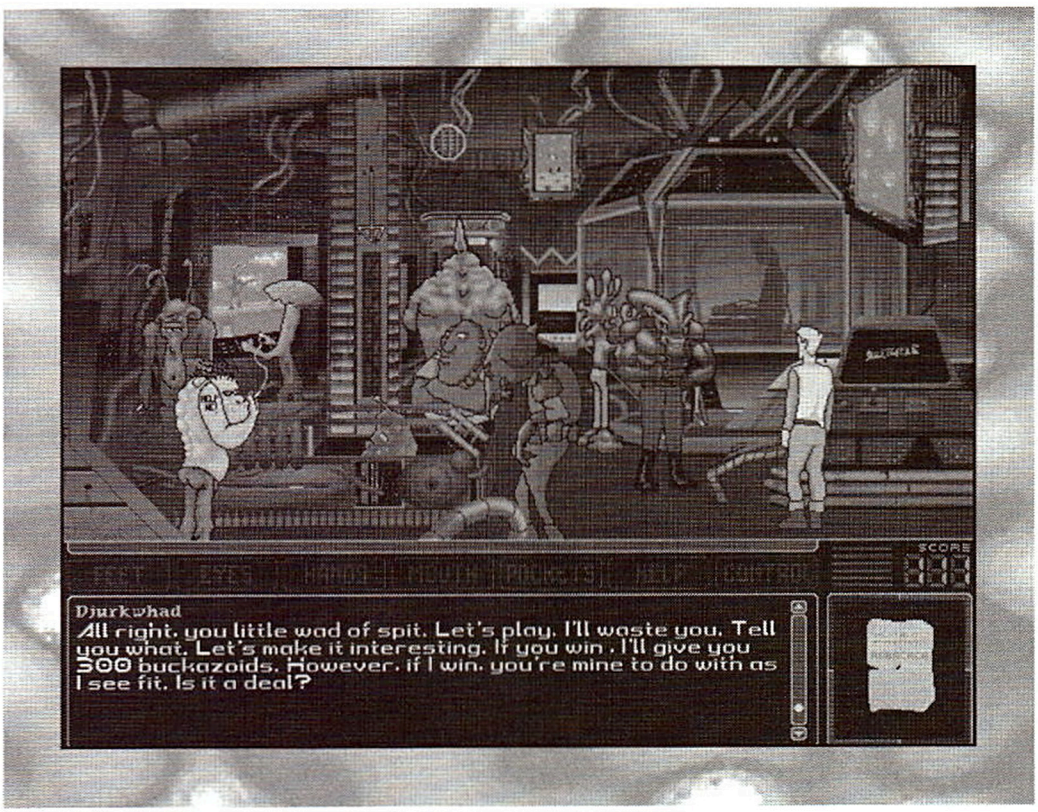
You must feel like a pretty big guy with a not-too-hard-earned 50 buckazoids in your wallet. Well, you're still a few hundred buckazoids shy of a room at the Dew Beam Inn. You'll find your next windfall at the video arcade across the street from Orion's Belt. Right inside the door is one of the hottest video games ever invented, a totally original concept fighting game titled Stooge Fighter III. The local expert is a horned punk by the name of Djurkwad. His name fits. If you can beat him at his own game, he'll hand over 300 big ones.

Stooge Fighter III is one of Scumsoft's most famous arcade titles. The special moves are so complicated and spectacular that you almost have to be a full-time slacker to have the time to know them all. Djurkwad has that kind of time. Play him a game and you'll know what we mean. You'll get your clock cleaned. If you agree to play him a second time, it's for keeps. You find out just before you take him on that if you lose, he gets to sell you into slavery.



Your next big opportunity to score big buckazoids (if you haven't figured it out already) is in the arcade across the street from Orion's Belt.

Fair trade, huh? Decline his offer because there's virtually no way you can beat him fairly. Learning the moves isn't practical. Who knows just how many exist? So you have to do the next best thing: cheat. What you need is a code, one that lets you beat the living daylights out of Djurkwad without even breaking a sweat.



Djurkwad just happens to know every move of every character in SFIII.

The guy you want to find now is the infamous Elmo Pug of Scumsoft fame, who will only show up after you've played Stooge Fighter III. Elmo will be stumbling around the streets, searching for a bottle of his favorite hooch, Coldsorian brandy. Elmo just happens to have a cheat sheet for Stooge Fighter III — and it's a cheat sheet he will gladly trade for a bottle of Coldsorian brandy.



Boot Liquors

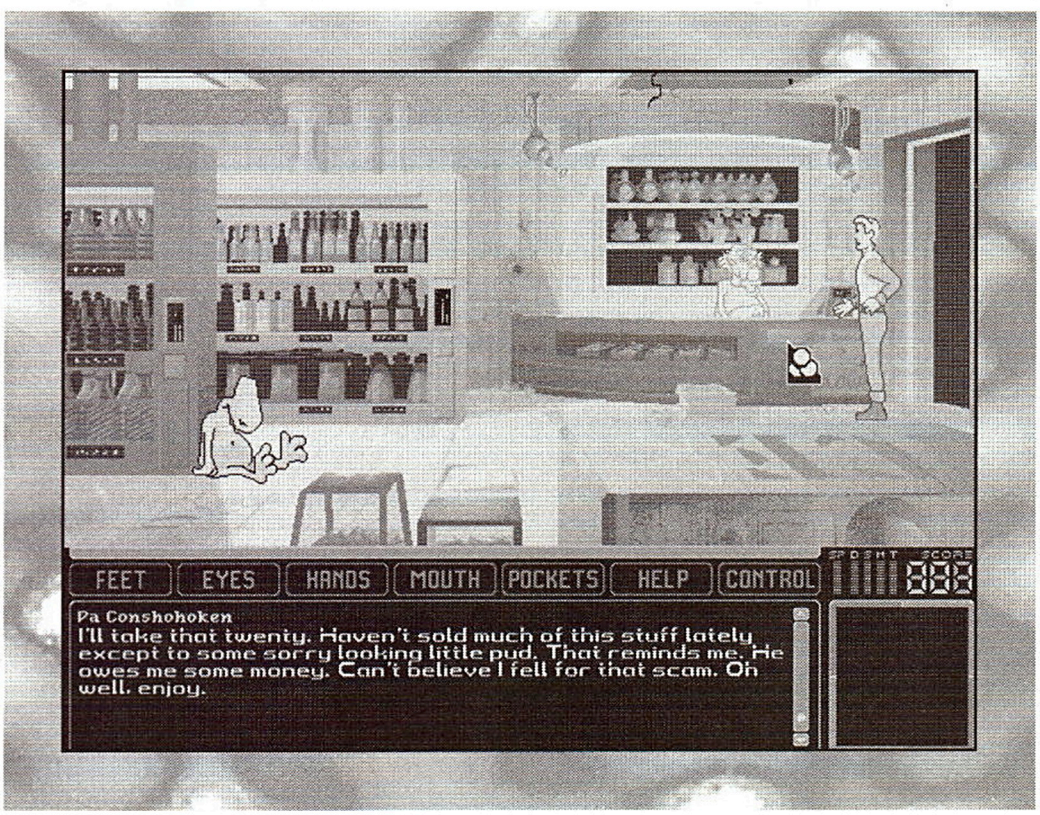
The only place you're going to find any booze is over at Boot Liquors, across the street from where you started the game. Rumble on over and have a talk with Pa Conshohocken. He has a bottle of Coldsorian brandy on the top shelf, along with the other high-falutin' hooch. And it just so happens that top-shelf bottles costs 20 smackers. Is that coincidence or what? Hand Pa the cash

and he'll give you the brandy. Before you head back to find Elmo, go over and check out the extraterrestrial in the corner. He looks a little worse for the wear. If you touch his finger five times, you can make him fart and you'll collect five points. After you've got that smell out of your nostrils, it's back to Elmo. You may have to hunt around a bit. Drunks like to stumble.

Elmo will be overjoyed to get his trembling hands on another bottle. He'll give you the cheat sheet and the dead fish from the brandy bottle as well. What a pal. His last act will be to puke all over himself. It's not a pretty picture. Now you have a cheat sheet, a dead fish, and almost no buckazoids. Is it worth it? You bet! You're about to whip Djurkwad like a rented mule.



Knowledge is power, but only if you make it your own. As soon as you get to the control screen in your battle royale with Djurkwad, click on the A, B, and C buttons to enter this code: ABBACACA. Not only is it a cleverly concealed commentary on Swedish disco music, it reveals a secret attack button that makes you impossible to beat. After you win, he'll give you 300 buckazoids. It's a monster wad of bills. Every grifter on the planet must hear those bills ruffling. And what a coincidence, it's just the amount you need for a room (the designers hate waste). Head on over to the Dew Beam Inn.

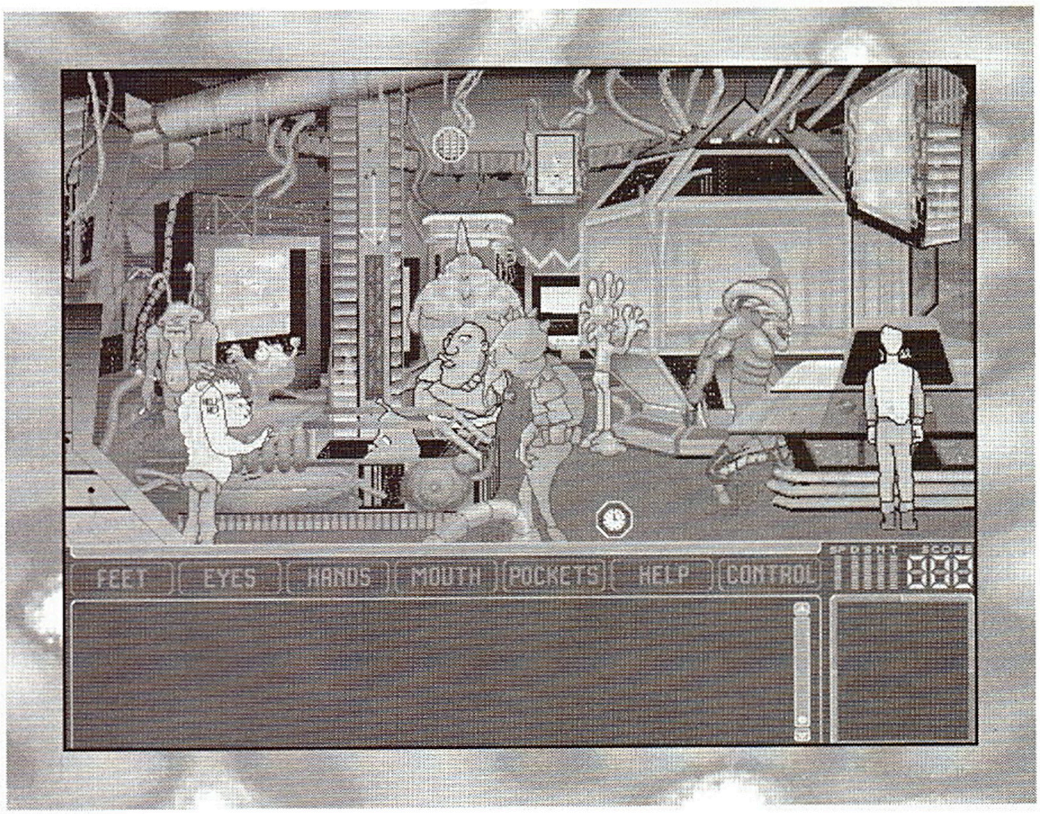


Pa Conshohocken has the scale of the fish that bit Elmo.



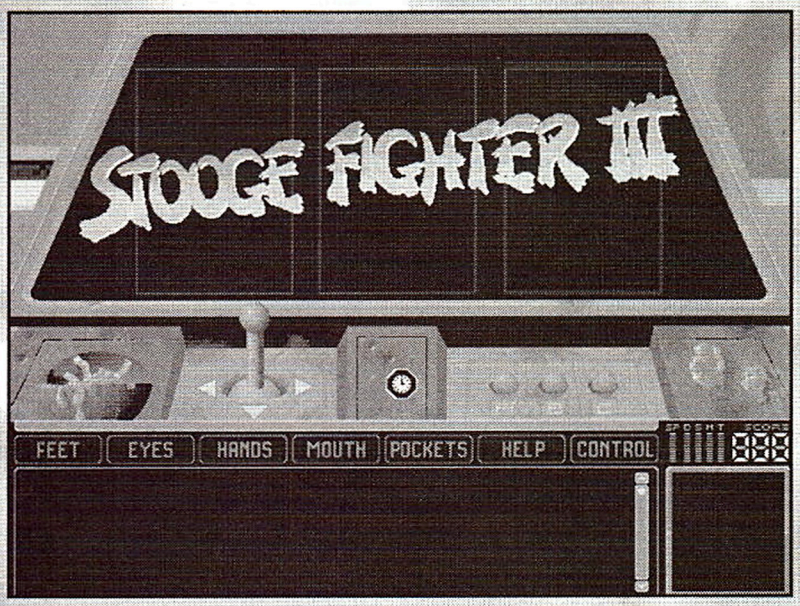


This extraterrestrial has a magical touch four times. The fifth time you touch his glowing finger, he lets loose some wicked gas.



Now you're ready to get back there and show that arcade sharpie who's really the boss.

Becoming a Master of Stooge Fighter III

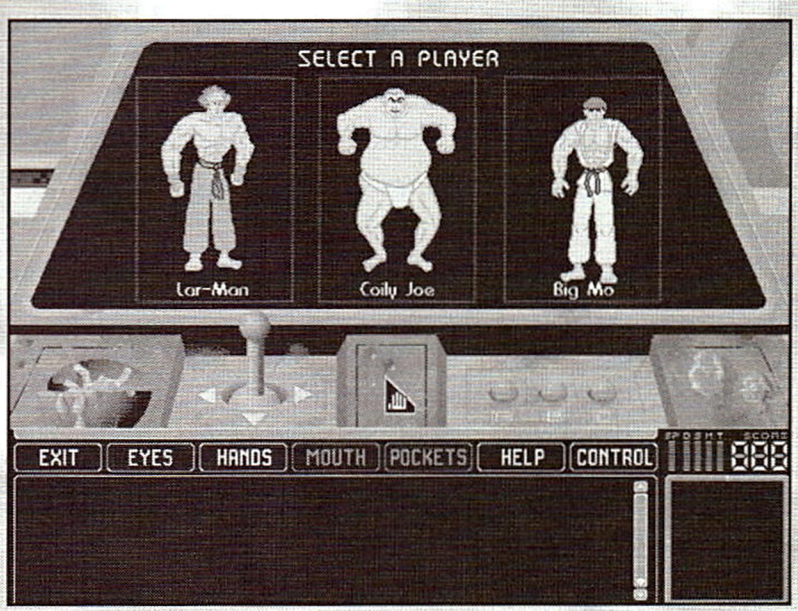


Get your nyuks at the arcade.

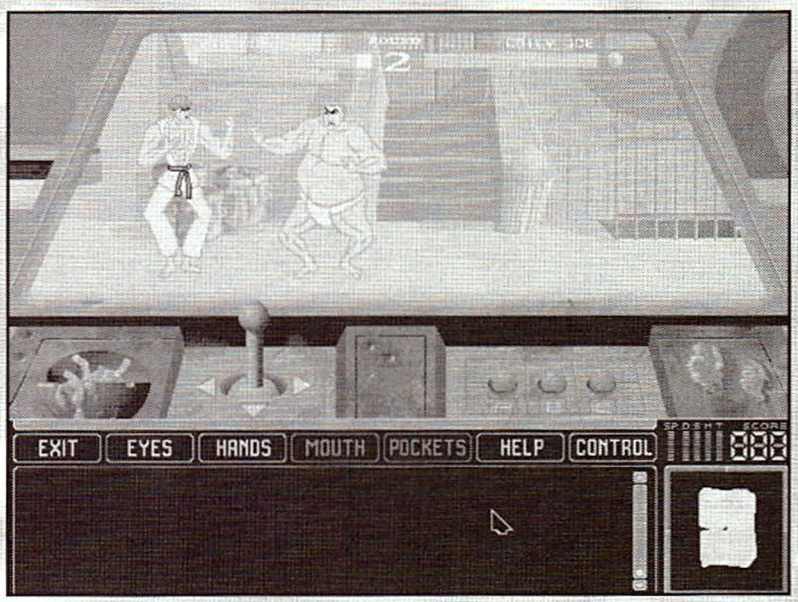
While Djurkwad may be the reigning champion of Stooge Fighter III on Polysorbate LX, you only have to beat him twice. But you can play SFIII as often as you want in a one-player game! Stooge Fighter comes from a long line of Scumsoft arcade hits, developed by such notable code crackers as Mojo Ricci. The stars of Stooge Fighter III are the superheroes of slapstick, Lar-Man, Big Mo, and Coily Joe. Though most preadults know them in pixel form, it's rumored that the finger-waving trio actually existed.

Playing SFIII is a breeze. Just click the Hand icon on the Stooge Fighter III screen. Use the mouse to push the buttons and the keys listed in the pregame instructions to control the joystick. You'll quickly find that there is more to SFIII that just taunting and flipping off your opponent. Secret moves abound. Don't be too surprised if you discover a sequence that unleashes a powerful pie in the face, or a daunting fluttering hand in front of the face followed by an eye prong, or even the deadly Nyuk-Nyuk war cry of Coily Joe.

Of course, none of this will help you beat Djurkwad. To do that you must cheat and use the invincibility code you got from Elmo Pug. The code is ABBACACA. Enter it at the beginning of the match, then use the secret button that's revealed to kick the snot out of the horned alien. Now you are 300 buckazoids richer and ready to move on.



Lar-Man, Big Mo, and Coily Joe are equally matched in strength and moves.



This is combat at its best. Make your opponent feel the agony of defeat, and you'll be entitled to do the victory dance once known as the Curly Shuffle. Certainly!

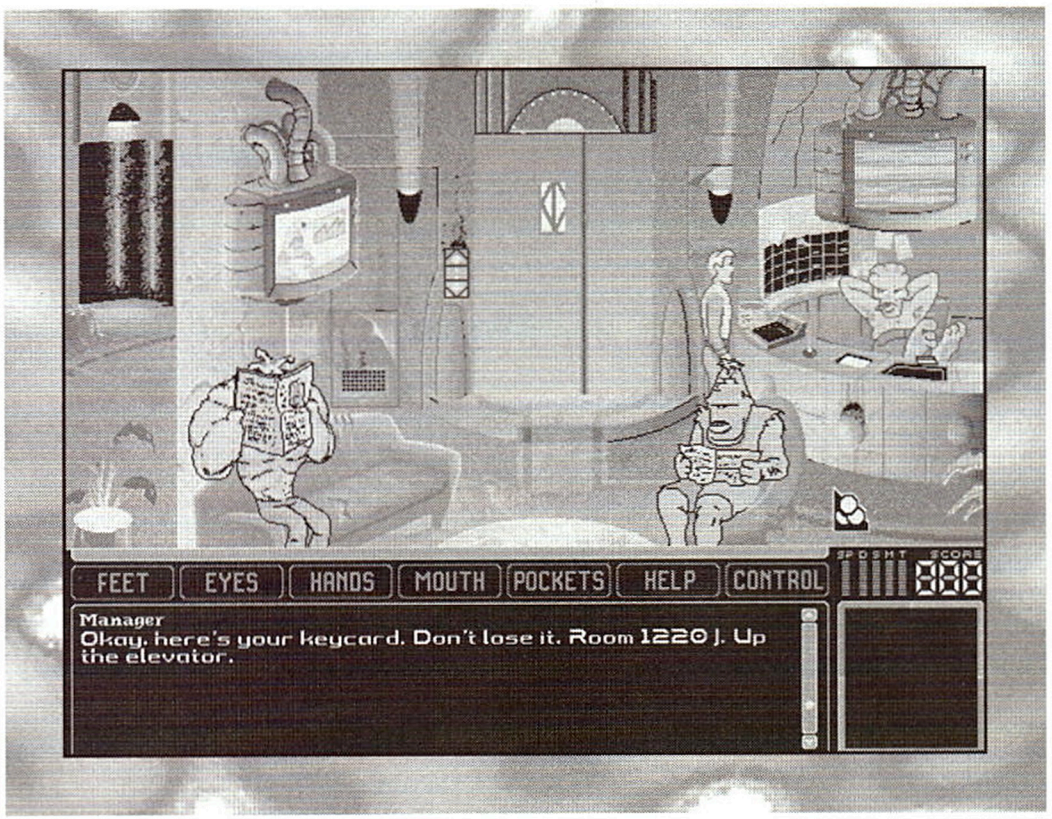
Back at the Dew Beam Inn

With cash in hand, the desk clerk is suddenly your best buddy — almost. At least he'll give you a room keycard. With thoughts of a warm bed, a hot room service meal, and maybe an hour or two of the perv channel on the cathode-ray tube, you can head upstairs to your room. Click the Hand on the elevator to open it up. Once on the second floor, you'll see a hallway of doors that look exactly the same. How do you know which room is yours? Open your Pockets and take a look at the keycard. The room number, 1220 J, is stamped right there. With the laser-armed, rat-zapping cats, at least you know your room will be vermin free. Or maybe you now know there will be vermin in your room.

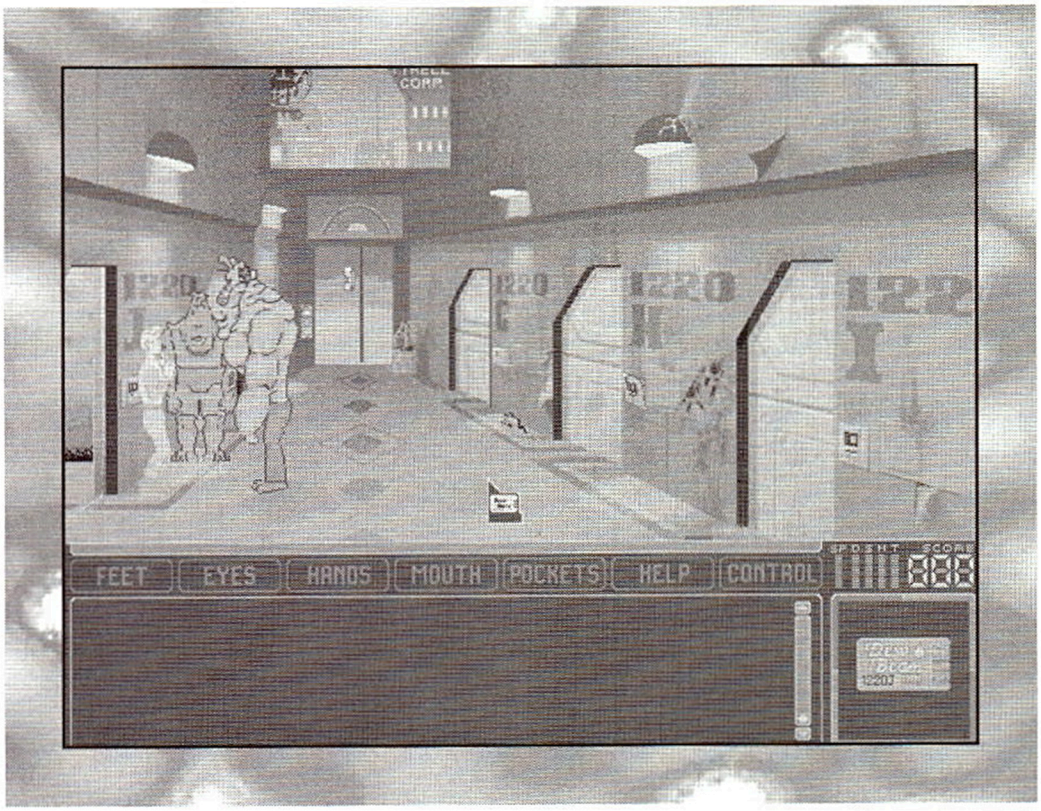
Did you really think the designers would let you waltz into a room and take a break? No way. As soon as you use the keycard on room 1220 J, you get an unwelcome surprise. See those two alien goons from the lobby? They're about to clobber your skull, handcuff you, and have their way with you. And you can't even get your buckazoids back. Don't think of it as a setback. Look at it as the start of a new adventure.



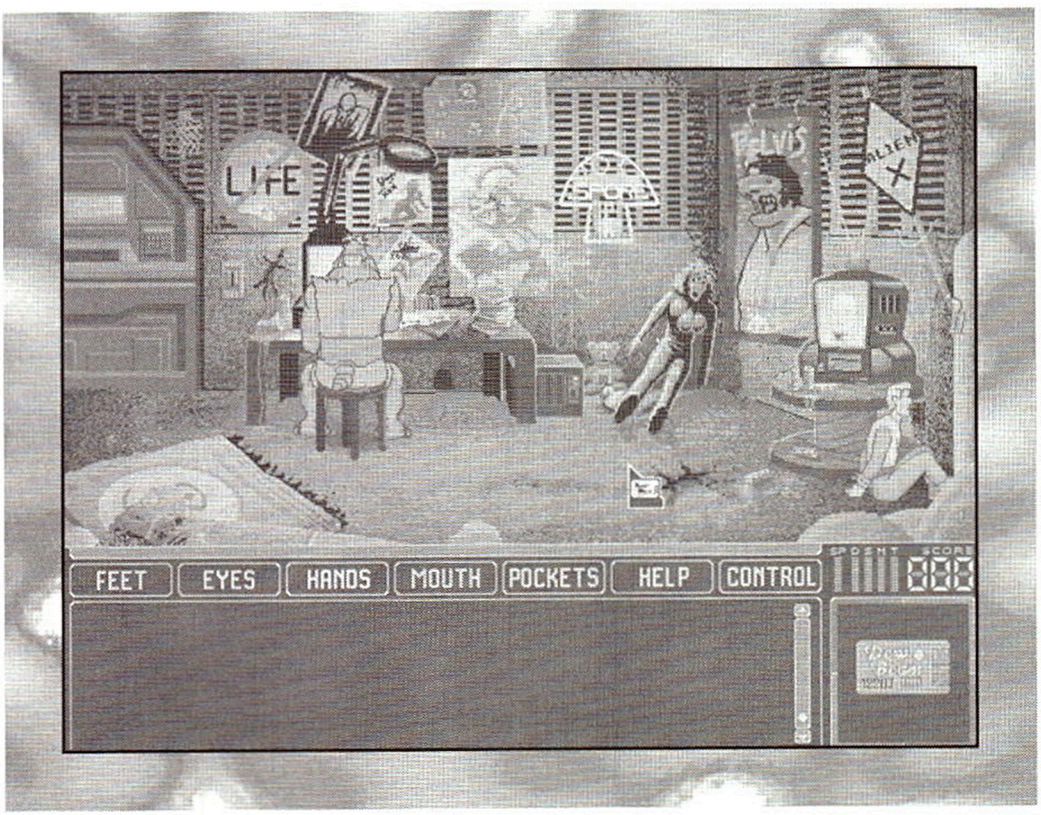
These goons have tied you up and dumped you on the floor. All your goods are gone except the datacorder and your trusty broom and dustpan.



Plunk down your 300 buckazoids and wonder why those two beefy aliens are still hanging around here.



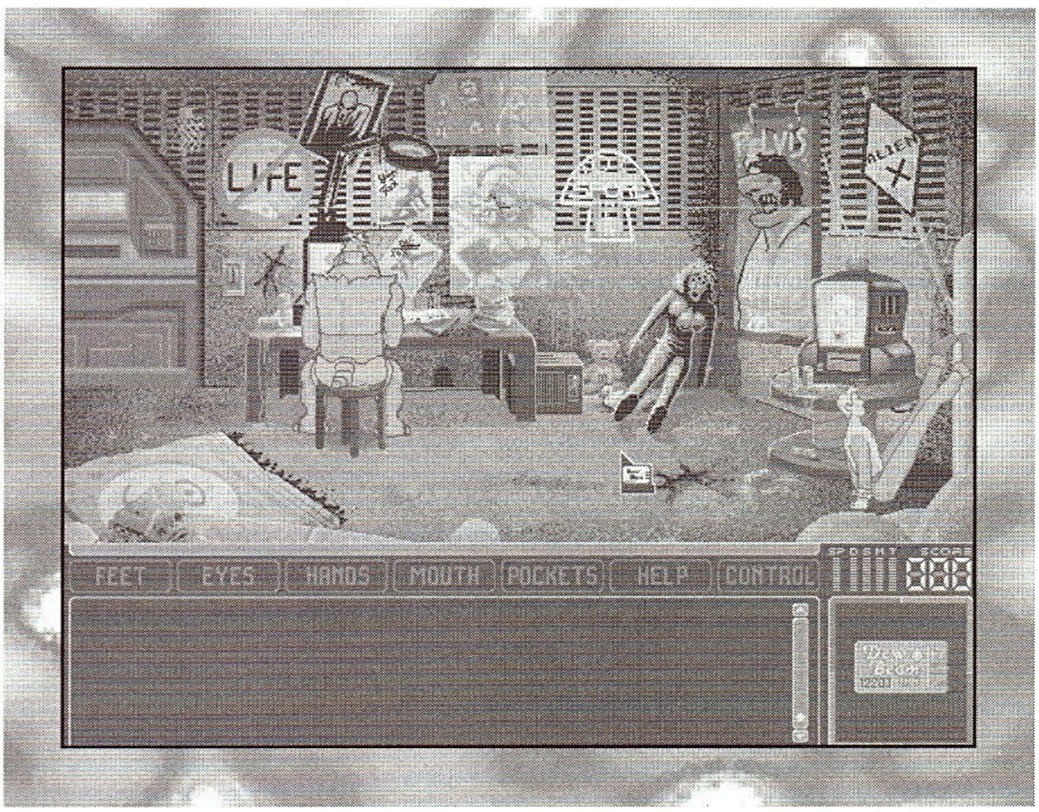
Take the elevator upstairs, walk down the hall, and use the key-card on room 1220 J.



What a dilemma. At least the other one has left.

They have promised dire deeds in the near future as soon as the fat, dumpy one is done goofing around with his 3DOA player. The situation would be dire if it weren't for two things: (1) You have this book, and (2) The goon left the keys on the nail right next to you. The guy isn't paying any attention to you at all. Scooting your butt across the floor to the keys should be easy. Just click the Hand icon on the keys.

You can guess what happens next. You'll knock them loose. But ol' Singent will hear them fall, take away the keys, and put them in his pocket, eliminating any immediate chance of escape. He doesn't seem too concerned that you're going to escape. Look around the room and notice that while he took the keys, he left the nail they were hanging on.



For all practical appearances, you are in deep doo-doo. But there is a way out of this. Try your feet.

Get the nail the same way you tried to get the keys, by clicking on it with the Hand icon. The nail will fall out on the floor. Click on it again to add it to your Pockets. Then open your Pockets, select the nail, and use the it on the handcuffs. Bingo. You're mobile once again.

A Tribute to Pelvis Brelsford



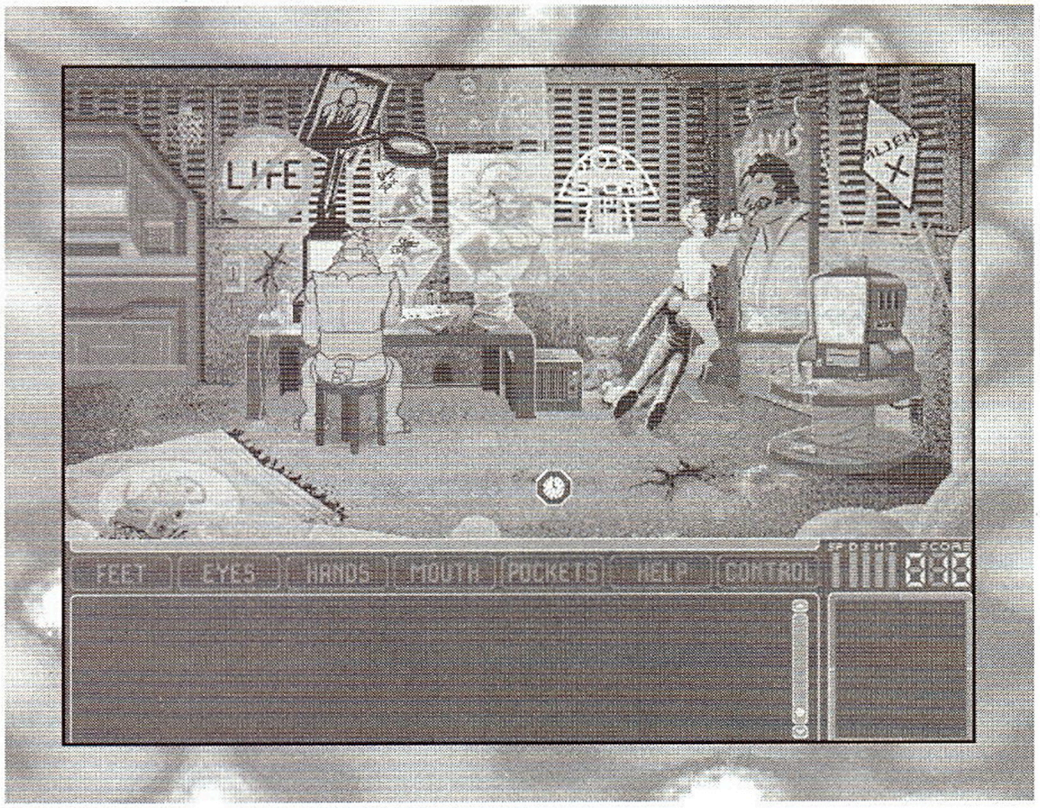


The progeny of kissing cousins, Pelvis made history as the King of inbred Memphis Blues.

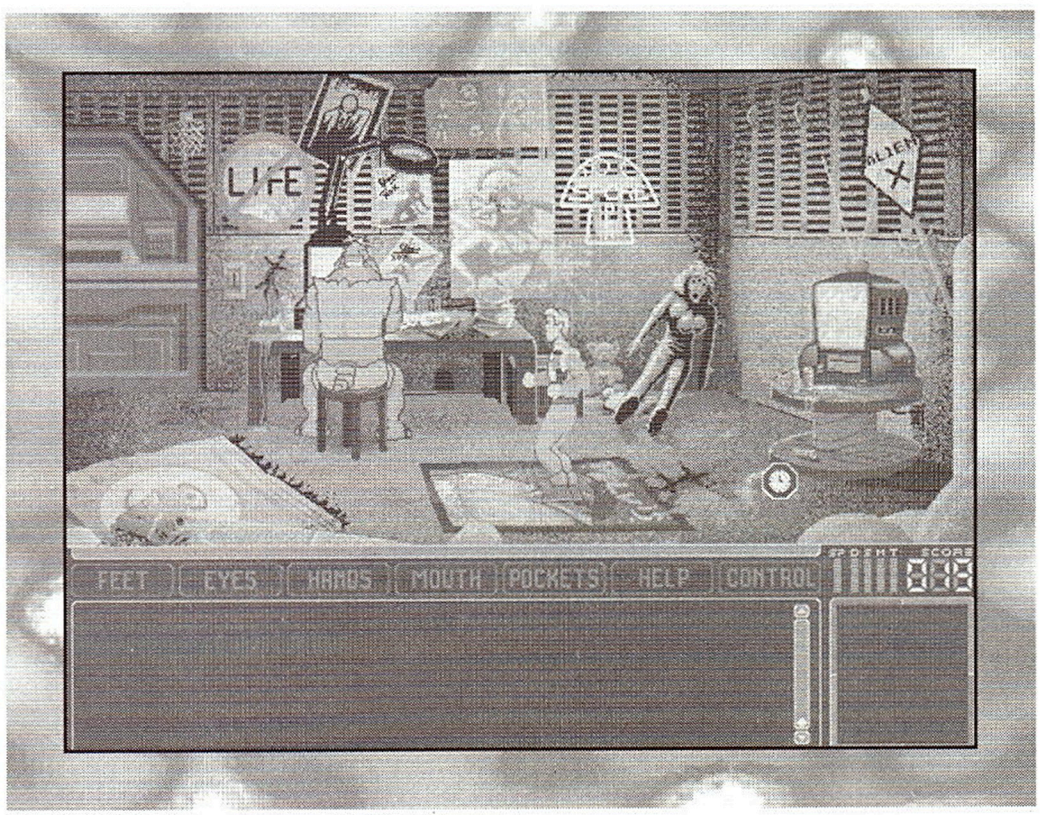
Whenever you're in love or feeling all shook up, you have Pelvis Brelsford to blame. This musical force of the late 22nd century wowed humans and aliens alike with his decrepitly sensuous gyrations of his trifle-too-wide hips. His trademark thick, black sideburns, gold-framed sunglasses, and penchant for jelly donuts forever forged his mark upon the steel of the musical world. Everyone's seen the famous concert footage of Pelvis strutting his stuff on stage, sideburns dripping with sweat, stomach exploding over his white satin trousers, and hips pumping and jerking in time to such tunes as "Blue Polyester Sneakers," "I Just Want to be Your Linda Blair," and "Love Me Tender but Spank Me Firmly."

It's no surprise to find him immortalized here in black velvet and cheap paint. Trailer park trash the galaxy over still spin those Pelvis compact disks and line their knickknack shelves with ceramic booze bottles featuring Pelvis in all his favorite poses. Some say the ghost of Pelvis can sometimes be seen outside the donut shop in Elko, Nevada. Others say go to Oakhurst, California, to see him singin' the blues because cuz Ken and Berta done gone away. If you trod on his image, trod lightly, son. That there is Pelvis.

With that tribute to greatness aside, it's time to get back to reality. The slob of an alien is still engrossed in his 3DOA player. You need a way to knock him out so you can make your escape. The Pelvis wall hanging should give you a clue, especially if you click the Hand icon on it. This will make you pull on each end of it to drop it on the floor, then pick it up. Move to the center of the room, select it, then click the icon on the floor to reverently lay down the



Now that you have your hands free, a ton of options present themselves. OK, maybe just one or two. And they all concern Pelvis. You need that wall hanging.



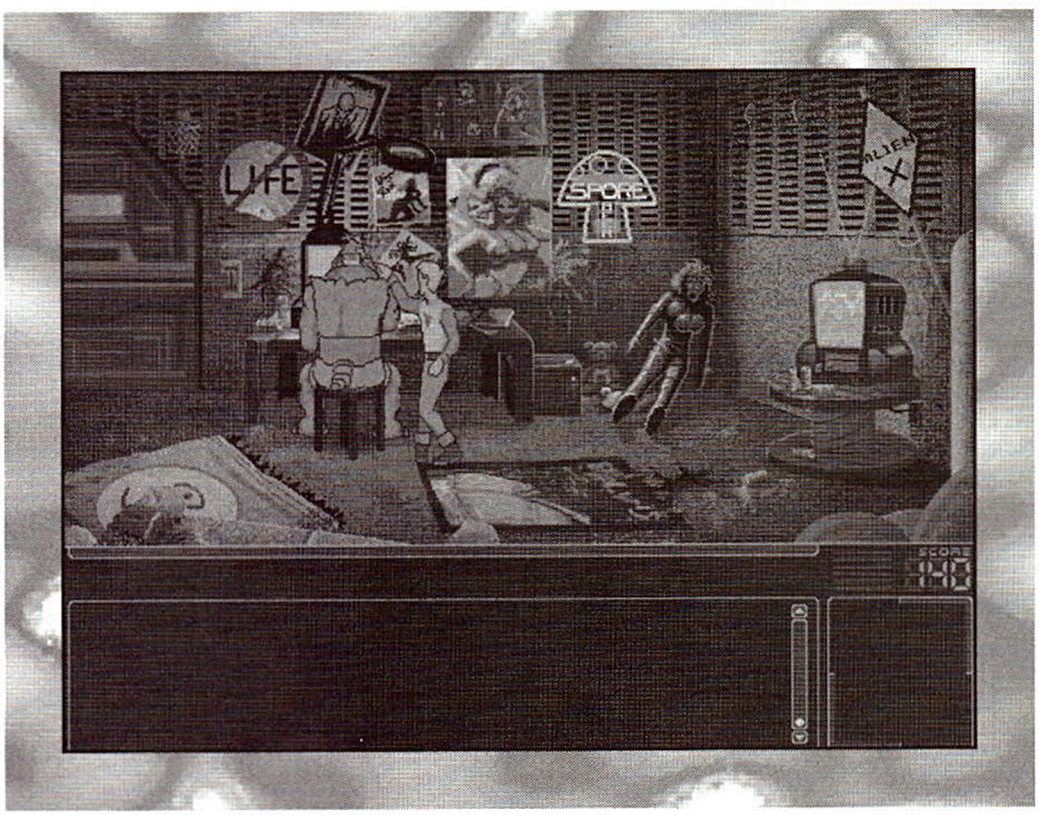
Lay the Pelvis wall hanging on the floor and walk on it to build a good charge of static electricity.

Pelvis wall hanging. It adds a touch of something to the room, don't you think? Click the Walk icon on the wall hanging, and you'll go into a moving, soulful shimmy that would have made Pelvis proud. This little shimmy will build up a charge of static electricity that makes a cattle prod seem like a love toy.

It's hard to believe, but the alien is still engrossed in his 3DOA and hasn't noticed your activities. Now that you've built up enough electricity to power a small house, take a look at the back of the alien's head. See that metallic glint? The circuit board thingy is a "modifier," also called a moddie, which alters the behavior of the being wearing it. It's hard-wired directly to what little cerebral matter he has, so touching it will give him a spark right to the brain, stretching him out cold.

Once he's down, he looks even more disgusting than he did when he was moving. Even though you really don't want to touch him, you must to get the keys stuck in his belt. You need them to get into the next room. Don't worry about this guy. You won't be seeing him again. Before you unlock the door and venture into the next room, you need to examine the contents of this one more closely. There are a few things you need to do before you leave.

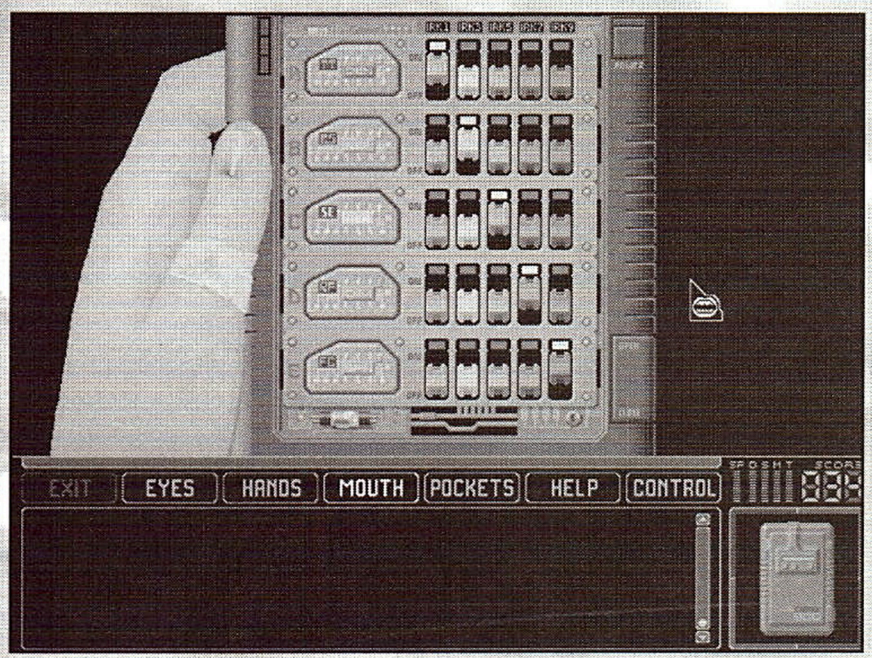
Search around. On the desk you'll find the 3DOA player, a stack of CDs, a pile of books, and a moddie on the humidifier. Examine the moddie. You'll find that this alien had some very strange behaviors. It's a Burlesque moddie! You can imagine what it does. Take it from the box.



Go ahead and give him a zap.

Now turn your attention to the 3DOA game player. No, you're not going to get into another fun round of arcade-style games. And you won't be able to browse through the alien's cache of adult GIFs. You will need the player to give you the proper clues if you don't use the hints in this book. The thing to do now is find the Popular Tecktronics CD and load it in the player. Doing this will bring up the 3DOA Laser reader inset. See anything that looks applicable to your plight? How about the article on converting datacorders into homing beacons? Great! Problem is, some alien squirt has clipped pieces from the article, leaving only vague, frustrating clues. You can try to solve this one on your own by using the clues in the books, or you can just make the adjustments to the datacorder as shown below.

Making a Homing Beacon the Easy way

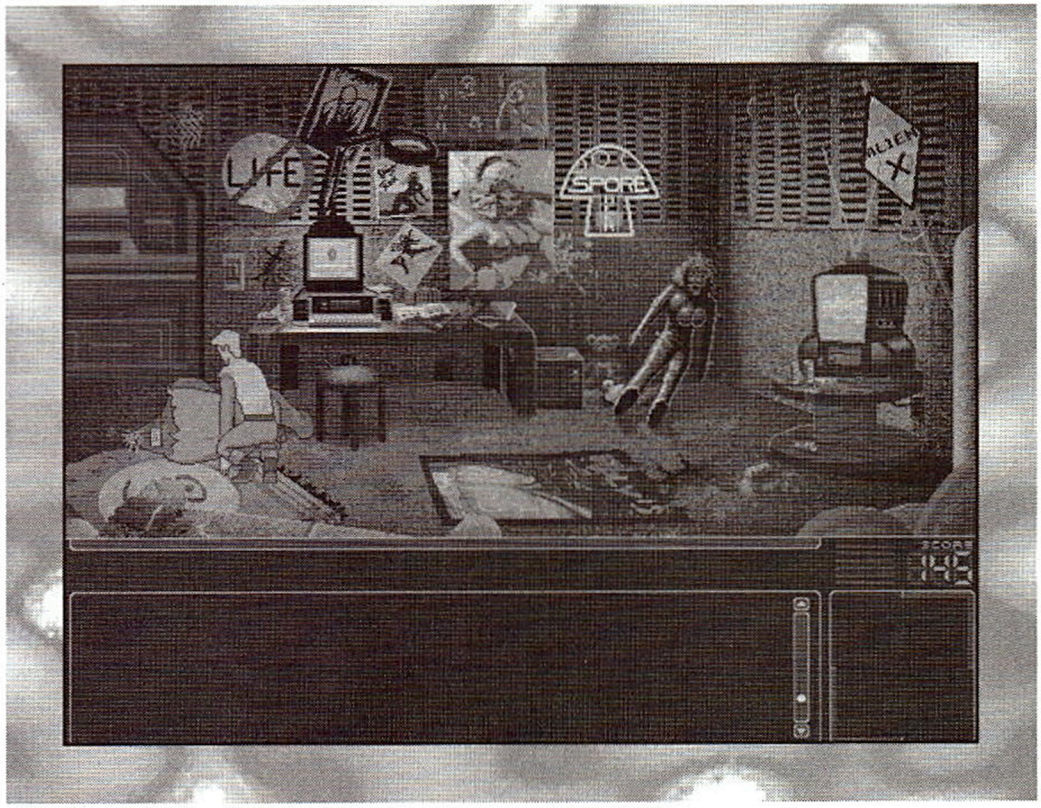


Click the datacorder on Roger to bring up the datacorder inset, then adjust the internal settings.

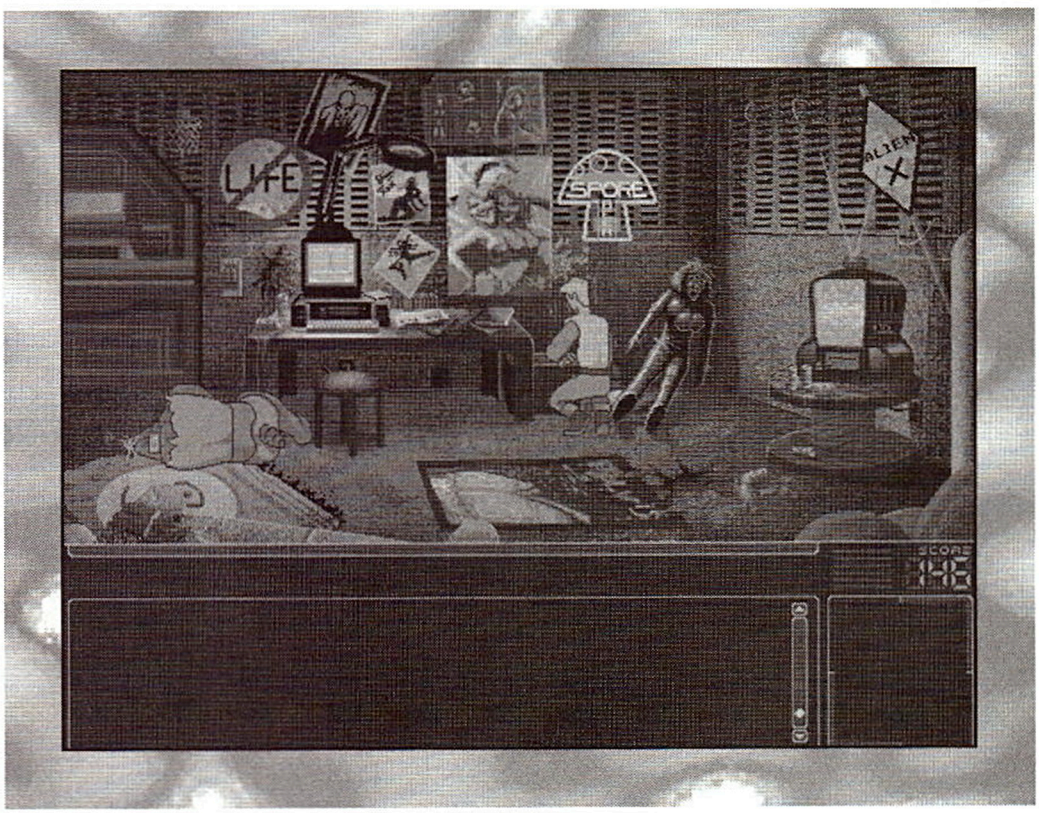
Go ahead and cheat . Use these settings. Just keep your hands away from our wallets. The solution to the Homing Beacon Puzzle is:

Recalibrating Fluctuator	**IRK 9**	**Spentium**
Tachyon Transmitter	**IRK 7**	**Dentium**
Particle Shield	**IRK 1**	**Fermentium**
Feedback Cutter-offer	**IRK 5**	**Repentium**
Subspace Emitter	**IRK 3**	**Dimtel**

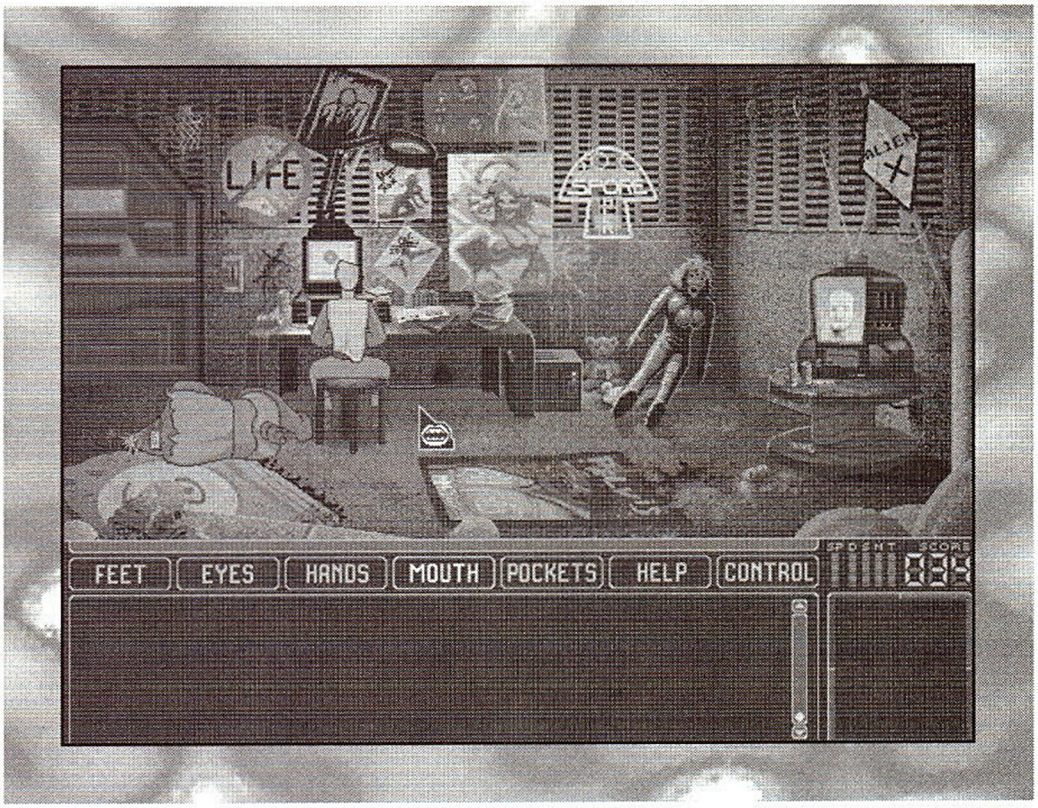
You can do it either in this room or the next one. We say do it now.



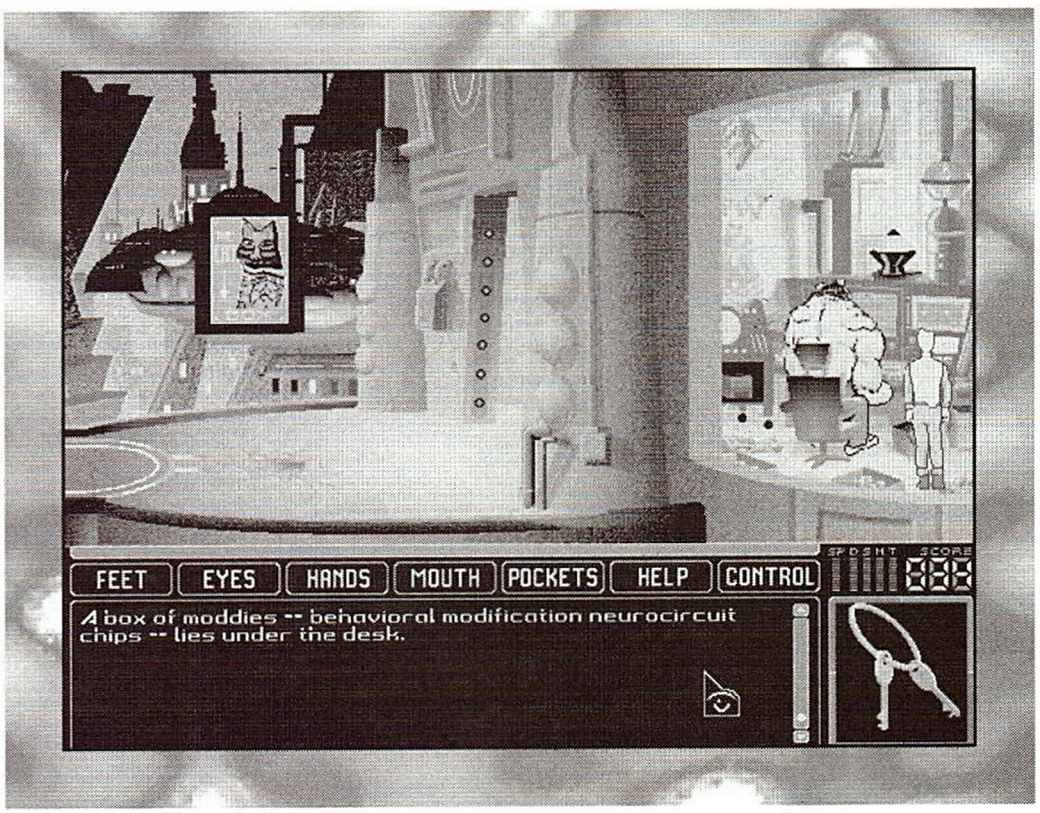
Frisk the porky alien, taking the keys.



There's a Burlesque moddie that you need on top of the humidifier.



Rummage around in the CDs until you find the one on Popular Tecktronics. Stick it in the 3DOA player.



Look around, find the box of moddies, and take the one that's labeled Churlish.



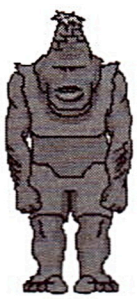
In the next room is your other guard, an unlikable, over-muscled brute called Nigel (you'll learn more about him later on). Nigel has as much attitude as a pit bull with hemorrhoids and a toothache, and that's without his moddie installed. If you get past him you're almost free. He has a modulated field over the balcony that stops you from escaping (go ahead, try). It's going to take a couple of slick steps to get around ol' Nigel. Start by searching the box of moddies by the window. Take the Churlish moddie. Now you have two moddies. Don't give him the Churlish moddie. OK, save your game, then give him the Churlish moddie and watch him beat you to a pulp. Then restore the game and open your Pockets.

Too bad you can't use the Churlish moddie on yourself. You'd really be able to kick some booty. And Nigel won't use the Burlesque moddie — he doesn't want to get naked and boogie with you around. If you make the Burlesque moddie look like the Churlish moddie, though, you'll really get an eyeful of a dancing fool. Open your Pockets and take a look at the moddies. You can see that the Churlish moddie's label is beginning to peel. Click the Hand icon on it to remove the Churlish label. Then select the Churlish label and use it on the Burlesque moddie. Now you have a Burlesque moddie labeled as Churlish. Very clever.

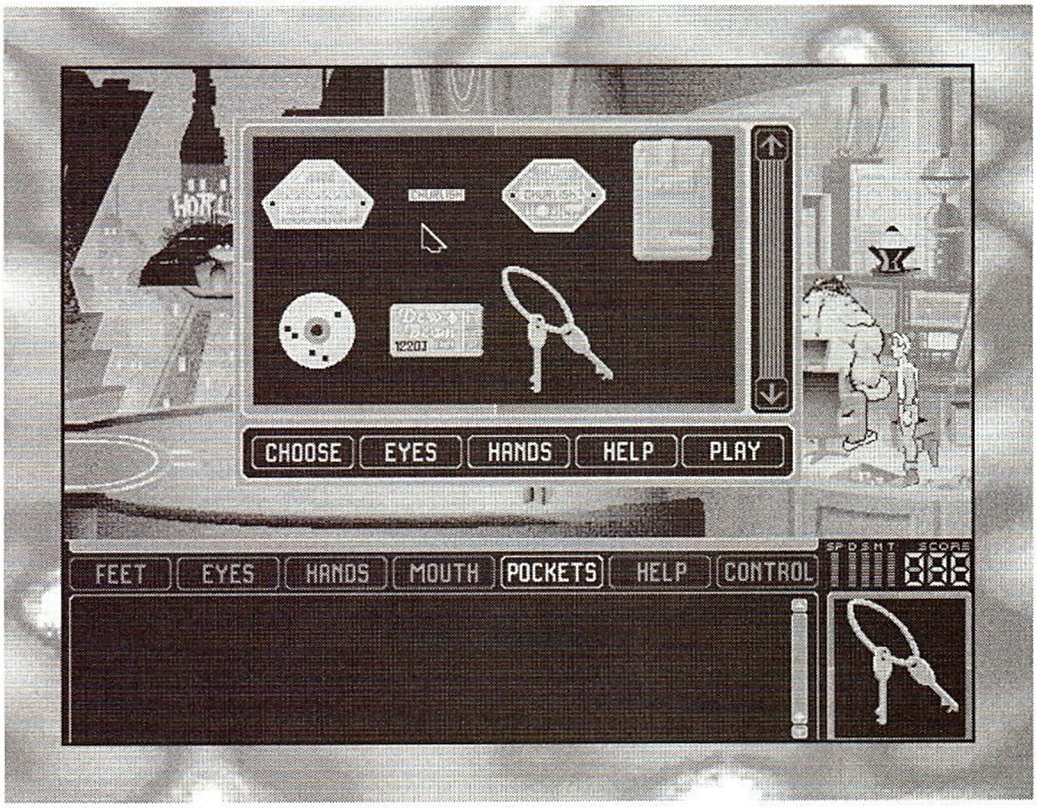
It's enough to make you blush and turn your eyes (or maybe get a little excited?). Bet you didn't know this overmuscled, hideous alien wore such a little G-string, or that he had a heart tattooed on his skinny butt. And what moves! When he's down to his skivvies, he's outta here, probably in search of buckazoids to fill his garter. Now all you have to do is get out on the balcony.

Since you already know that there's a damping field on the balcony, you need to find the device to turn it off. Searching reveals it's not on the console. How about searching through the clothes Nigel shucked in his highly provocative dance? If you do, you'll find a belt containing Nigel's Damping Field Modulator (DFM) and his Personal Grooming Assistant (PGA). The belt looks a lot like something Batman would wear.

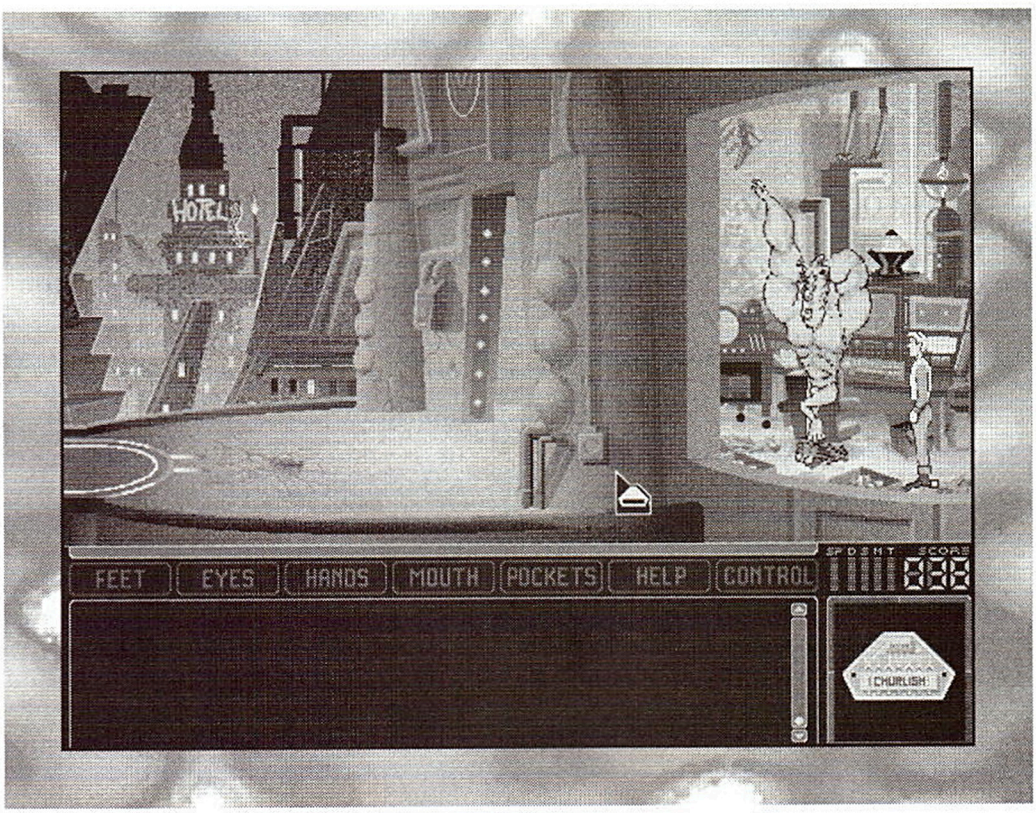
As is, the belt is fairly useless. You need to select it from your Pockets, then use it on yourself to look at it. Click the hand on the DFM to remove it from the belt. Then click the DFM on yourself to use it. The damping field will drop and you'll be free. Now you can get out of the room and out onto the balcony.



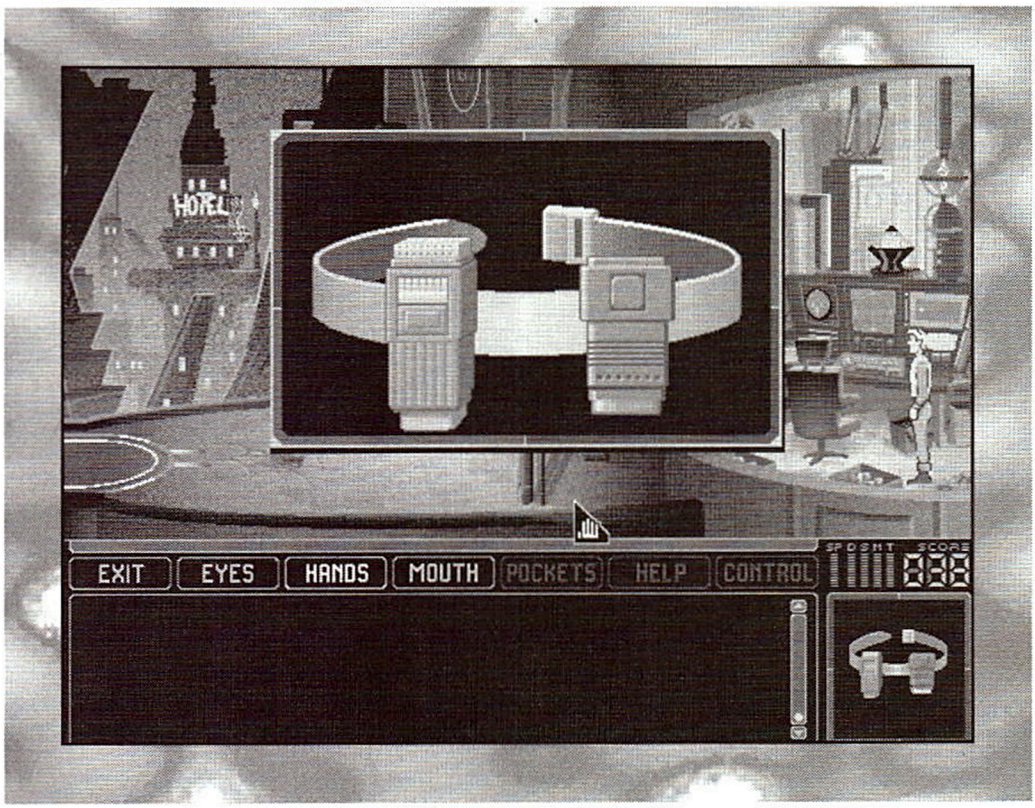
With the damping field off, the homing beacon sets off a very interesting chain of events that results in your being saved by Stellar Santiago, your stunning and very capable crew member. Right before you take off, Nigel will flip you the fish you forgot to take back from the other alien, his brother Singent. Just what you needed. You'll wind up back on Deepship 86 in the arms of Stellar. A very steamy love sequence will follow. Seems Stellar is a little fond of your lily white butt. If only your heart (and your neck) weren't in Beatrice Wankmeister's hands.



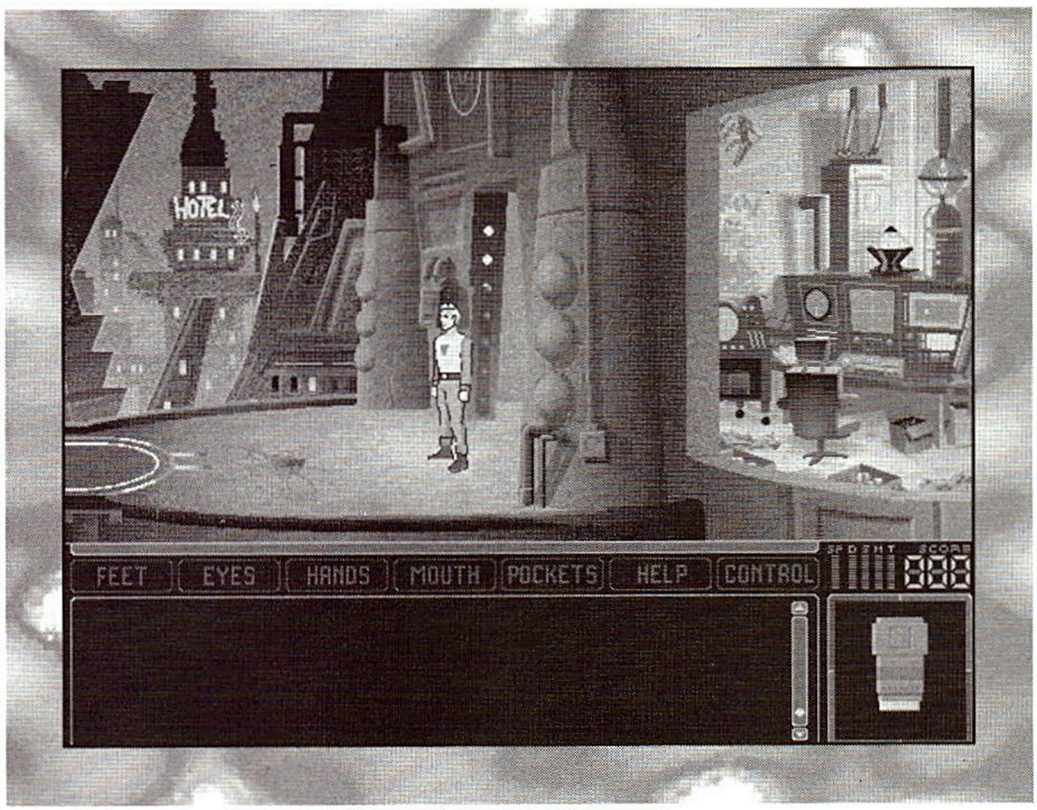
Alter the label on the Churlish moddie with the label from the Burlesque moddie.



Go ahead. Give Nigel the re-labeled moddie.



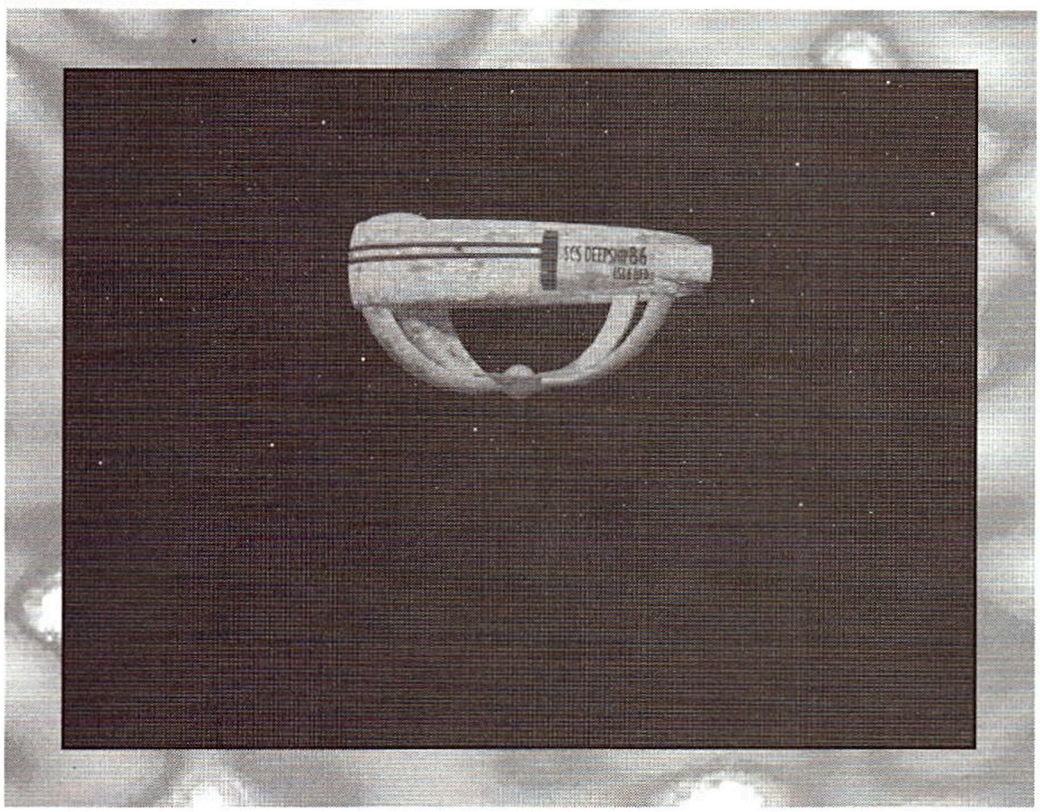
Pick up the belt from the dervish of flying clothes.



Use the Damping Field Modulator to drop the field over the balcony.



Head outside and be saved.



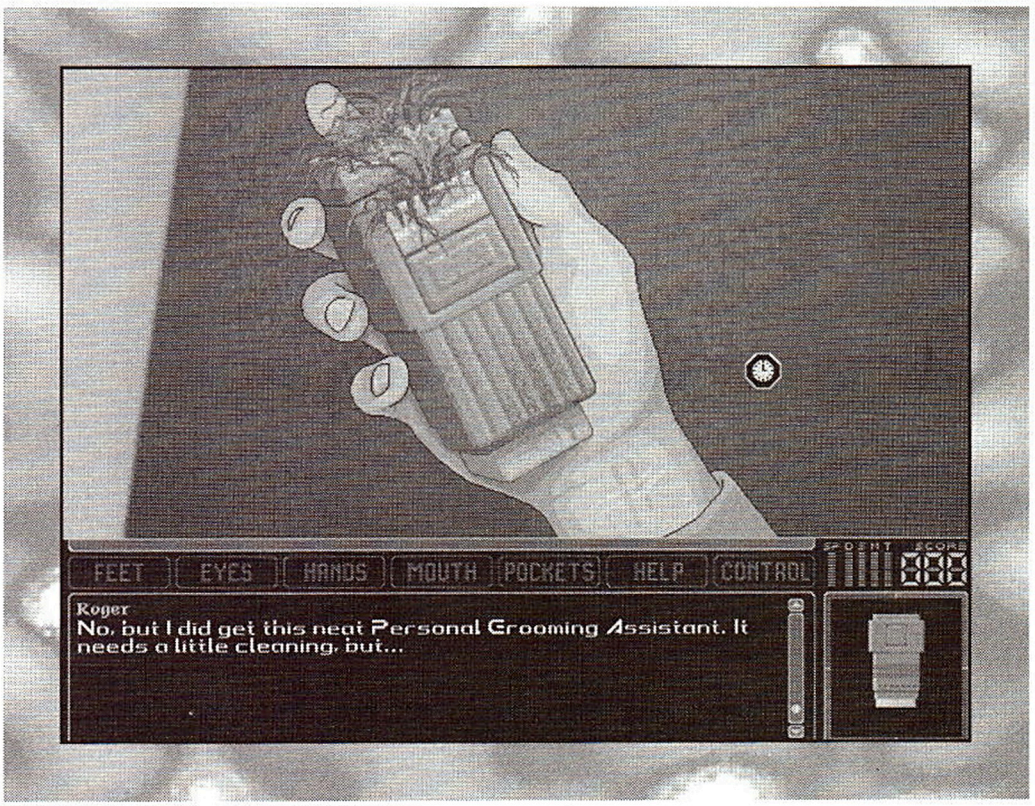
Once you're beamed back to that great flying jockstrap in the sky, Stellar will express her love for you.

Deepship 86

Deepship 86 is a little world unto itself. From the Bridge to Roger's quarters, the ship is a real interesting place to poke around. Of particular interest is the Holocabana and 8-Rear, the cafeteria where you'll find a Mr. Soylent food vending machine.

Alas, you and Stellar aren't meant to be. Even though you have just jilted her, she likes you enough to remain buddies. Her idea to get the hairball found in the Nigel's PGA analyzed is the correct line of action.

Since you're aboard ship, why not poke around a bit to get your bearings? When that's done, use the ComPost to go to the Sickbay.

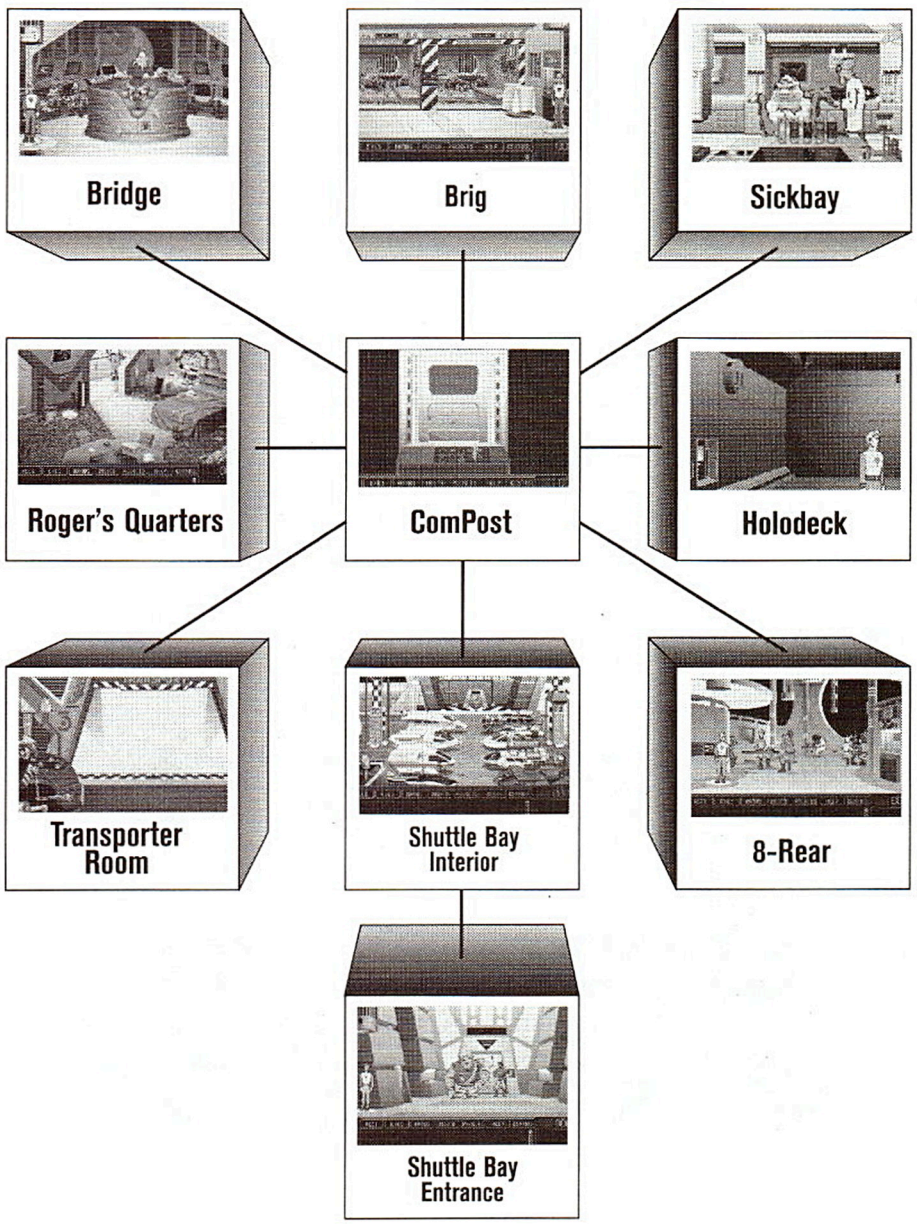


Follow Stellar's advice and take the PGA to Sickbay to have the content's DNA analyzed.

Sickbay

The Sickbay is about as clean a place as you've ever been. Feeling a little bit jealous? Don't. You're the janitor responsible for this cleanliness! The Bay is under the firm control of Jebba the Hop. Like all sick room flunkies, he's a stickler for routine. He won't let you use the DNA Analyzer unless you talk him into it, and he won't talk to you until you try using the hairball. So try

Deepship 86

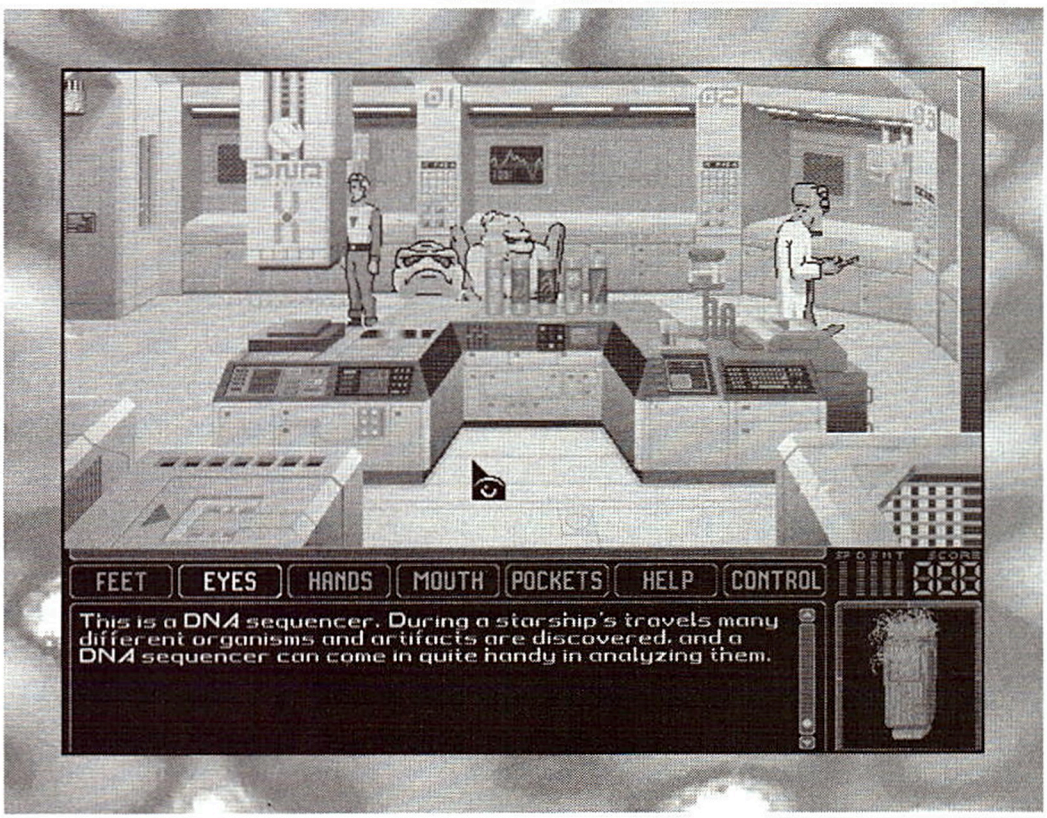


Deepship 86 is Roger's home for this adventure.

that, then talk to Jebba — rub him the right way — and the equipment will be yours. You must have a hairball in your Pockets to use the equipment. Select the PGA from your Pockets, then press the clean button on the unit to remove a wad of very yucky hair.

To use the DNA Analyzer, click the Hand icon on the machinery. At the inset, select the hairball from your Pockets and place it on the analyzer. Click the Hand on the Scan button to implement the procedure. After the scan is complete, click on the Imprint button to get a datacard. Use the Hand icon to add the card to your Pockets. Now figure out what to do with it.

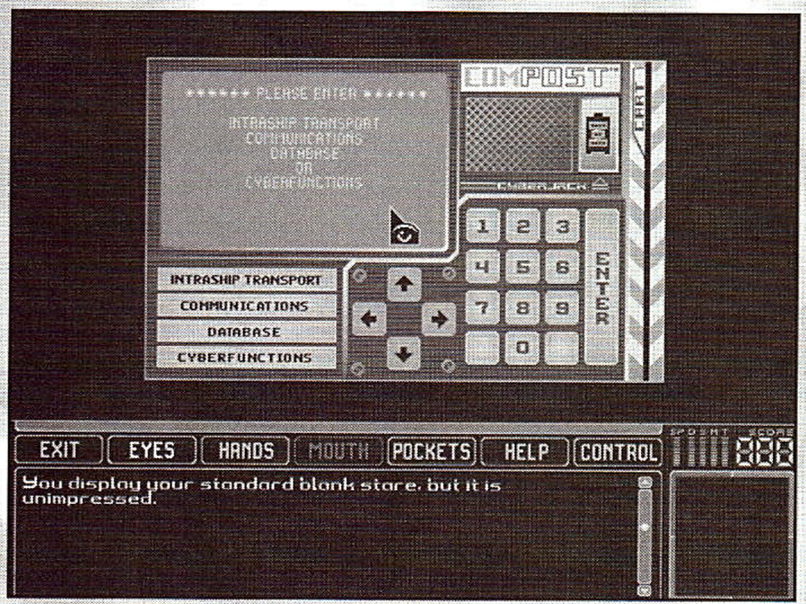
If you've been paying attention to everything you look at, you have noticed there is a card slot on the ComPost. Click the datacard on the ComPost. You get the idea. You'll learn the dancing machine's name is Nigel Rancid, but that's about the only info available. Stellar will arrive about then and tell you the information is so classified that the only way you might get it is to jack into cyberspace and take a little trip on the information superhighway, which has suffered a few construction delays. Unfortunately, you don't have a cyberspace jack, and if you did, you couldn't jack in from space anyway. A message from Commander Kielbasa will call everyone back to their quarters for assignments on the next destination, Delta Burksilon IV. So it's back to your room for a new job.



You must talk Jebba into letting you use the DNA Analyzer.

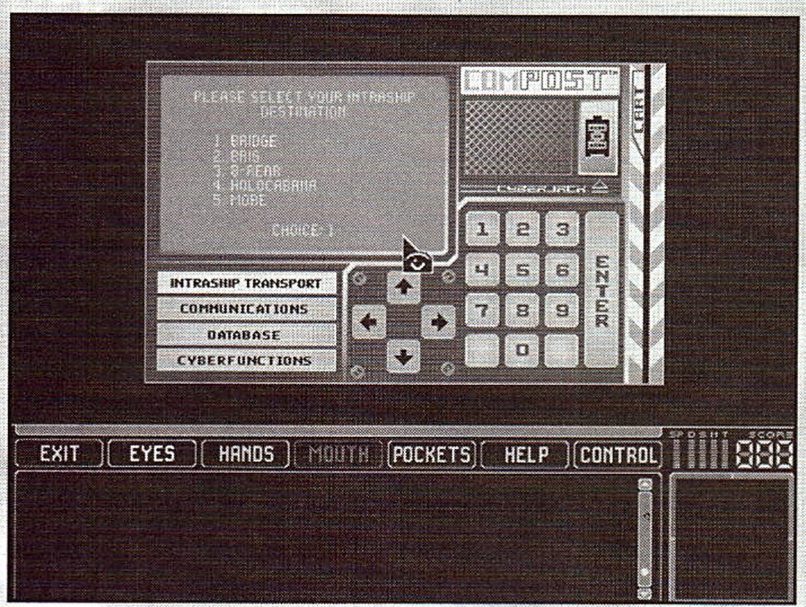
The ComPost



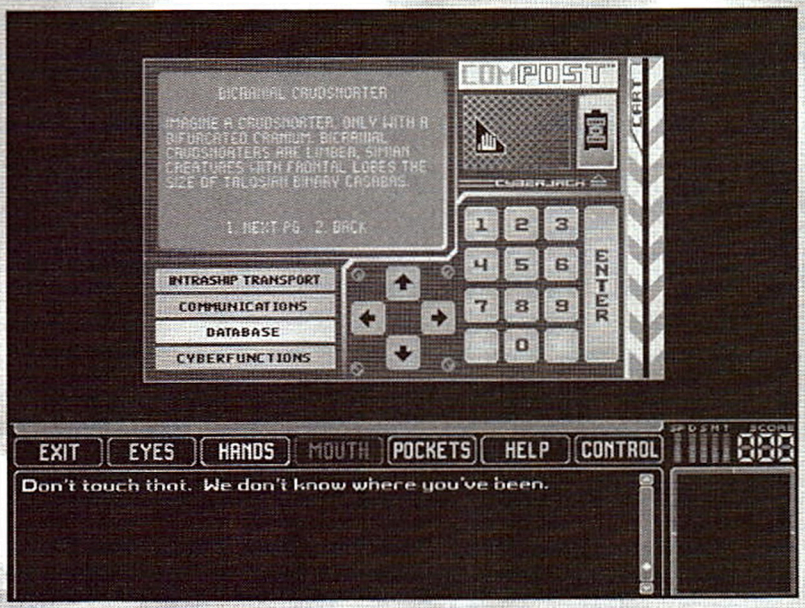


Make yourself familiar with the handy-dandy ComPost.

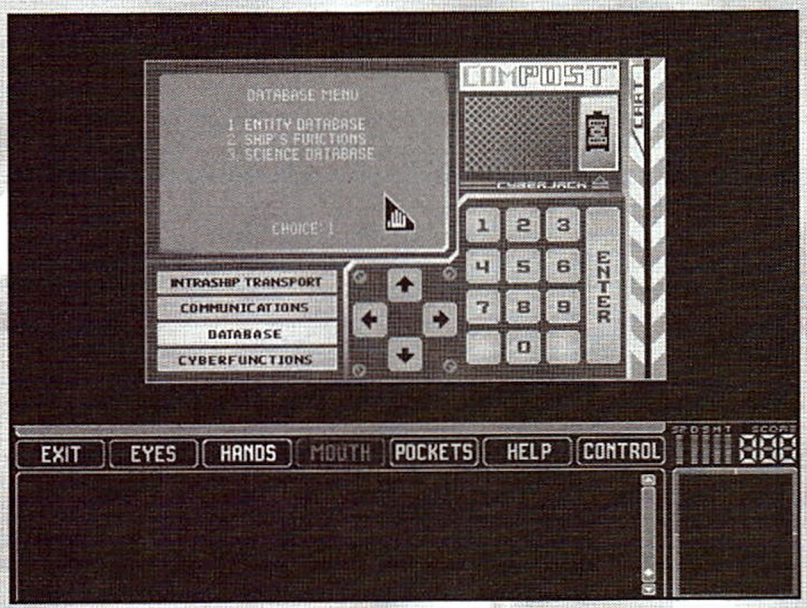
Getting from place to place on Deepship 86 is more than just a matter of hoofing it. There is a marvelous device called the ComPost (short for Communications Post) that allows you to do a heap of things, such as transport intraship, access the database, enter cyberspace (under certain conditions), and make long distance calls at StarCon's expense (at least when the lines are working). You can access the ComPost in every room by clicking on it with the Hand icon.



Intraship transport is the most common usage of the ComPost.

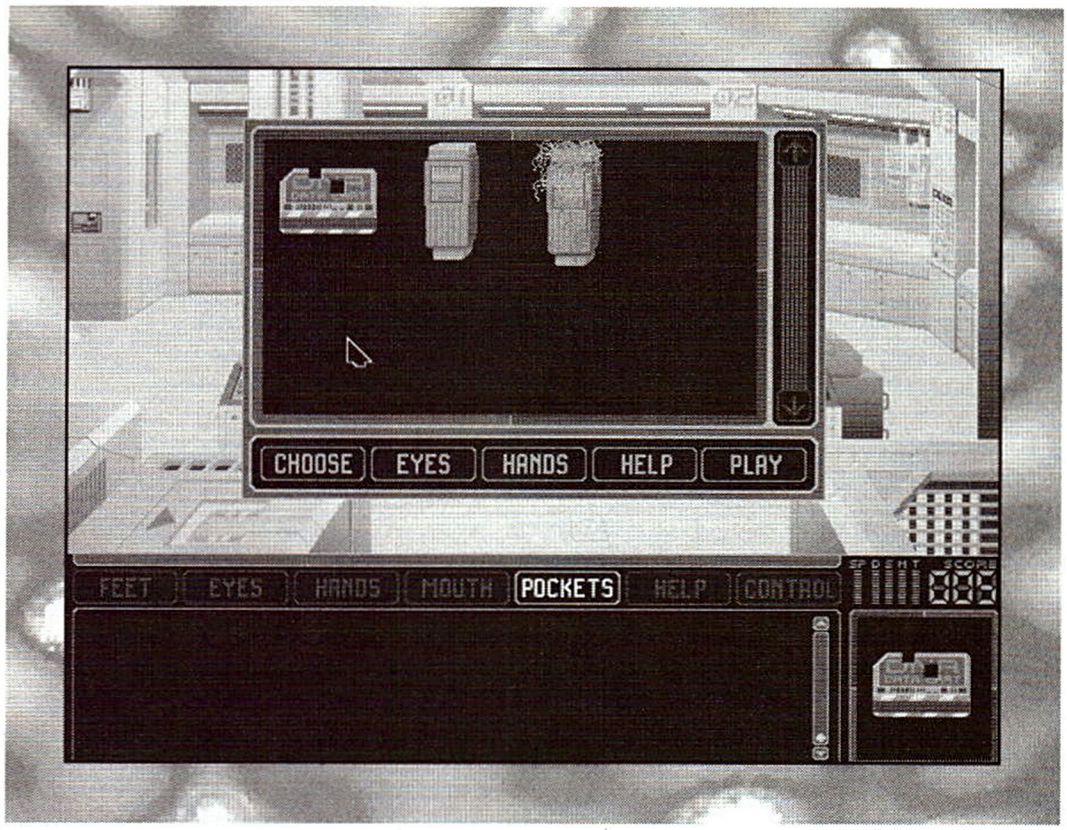


Exploring the ship's functions may shed some light on upcoming puzzles.

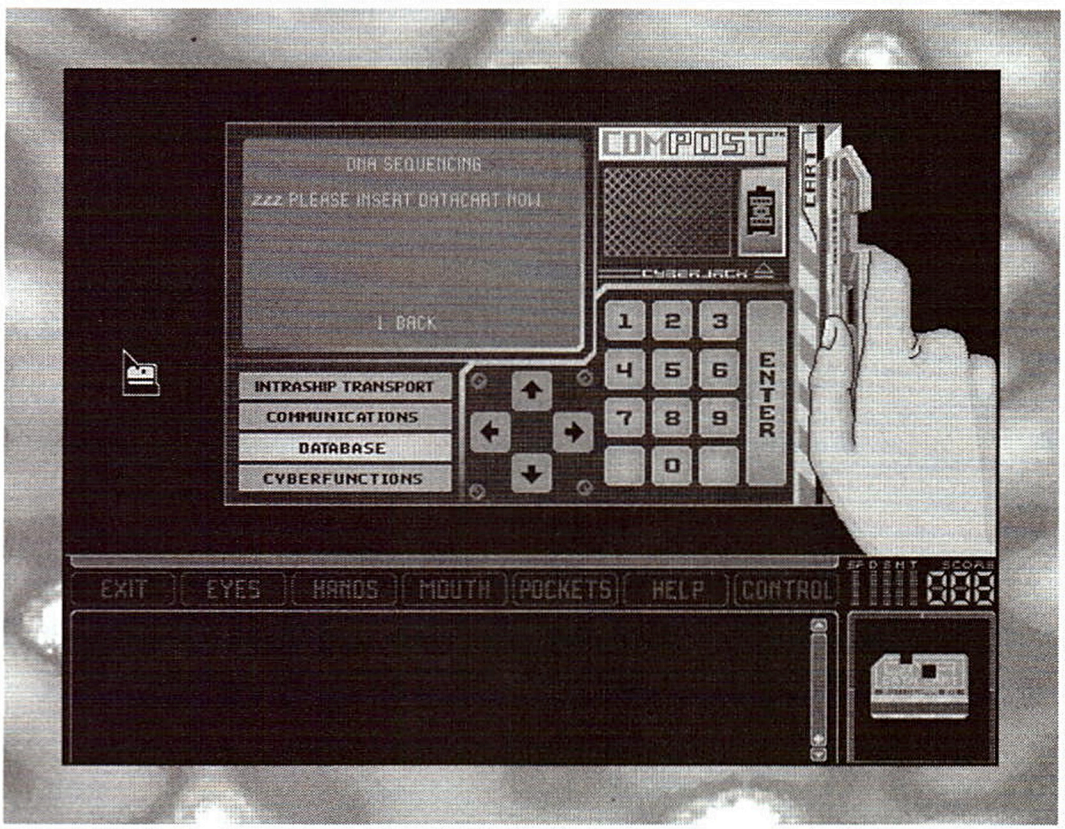


The database is a place to find information and have more than a few laughs.

Navigating through the ComPost is easy. Either use the mouse to select a number and press Enter, or use the arrow keys and Enter. If you use intraship transport, the ComPost will ask you for your destination, then a confirmation of transport. Then you get to see what Roger looks like half-naked. It's not a pretty sight.



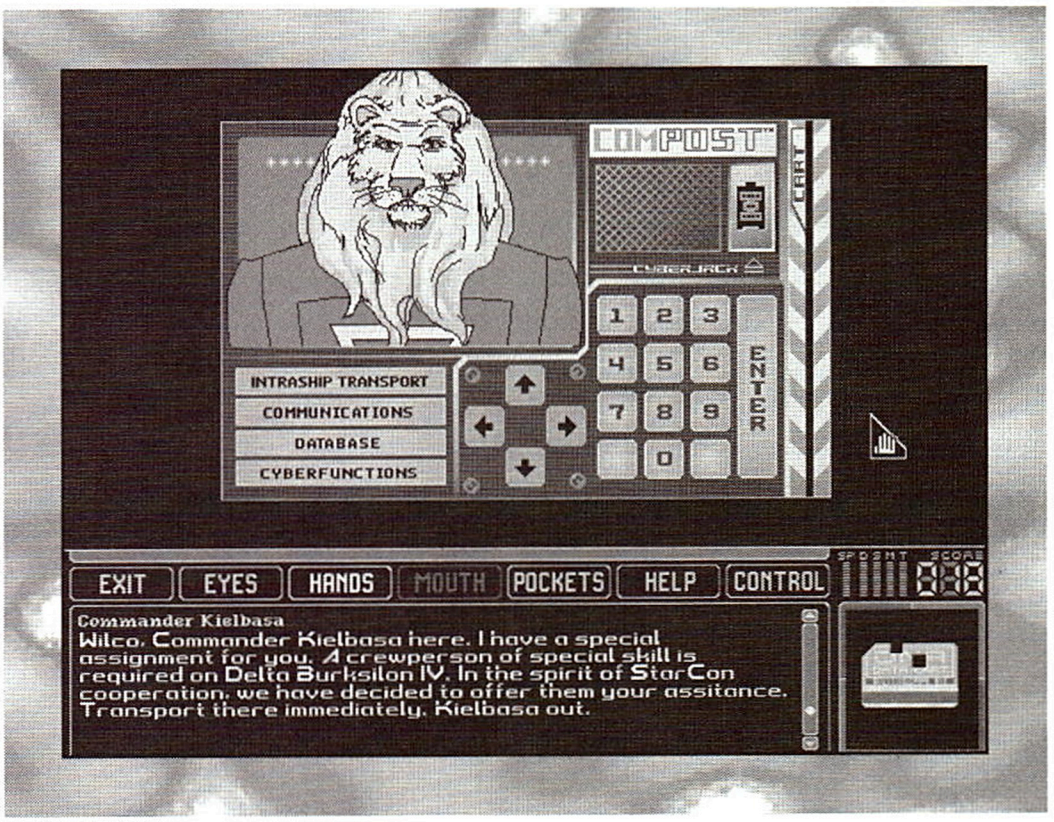
Print a datacard from the DNA Analyzer.



Use the datacard in the ComPost.

Your Humble Room

Home is where the heart is. This must be your heart of hearts. There's a lot of stuff left over from old Space Quest adventures. Have you ever seen a mechanic whose car actually ran? Janitors are the same way about cleanliness. Those who can, don't at home. Those old items are memorabilia — you can look but not use. Your fridge is out of beer, and you can't find your eight-track tapes. Oh, the horror. Move fast enough and you can squash the bugs running around your busted Mr. Soylent machine. Yum. If you check your ComPost, you'll see that you have a message from none other than Commander Kielbasa, the top dog of Deepship 86. Seems he has an assignment for you. Go to the transporter room to be beamed to your assignment.

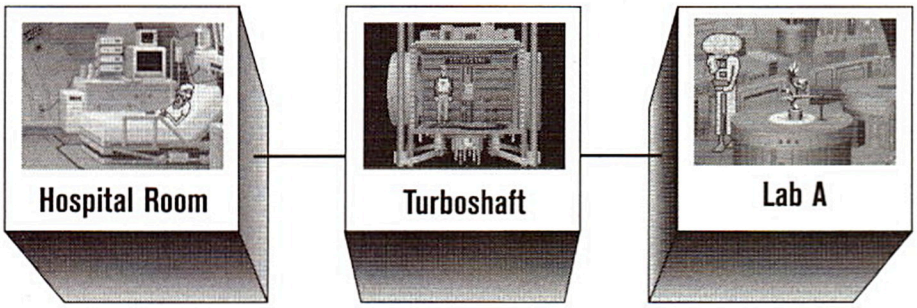


Check your messages on the ComPost.

Delta Burksilon IV

Delta Burksilon doesn't have much to offer. Explore the locations via the lift tube before you go to Lab A and get your assignment from Dr. Beleauxs. He's a creepy little twerp, but he's about to give you the opportunity to prove your theory that a clean bedpan equals a clean mind.

Delta Burksilon IV

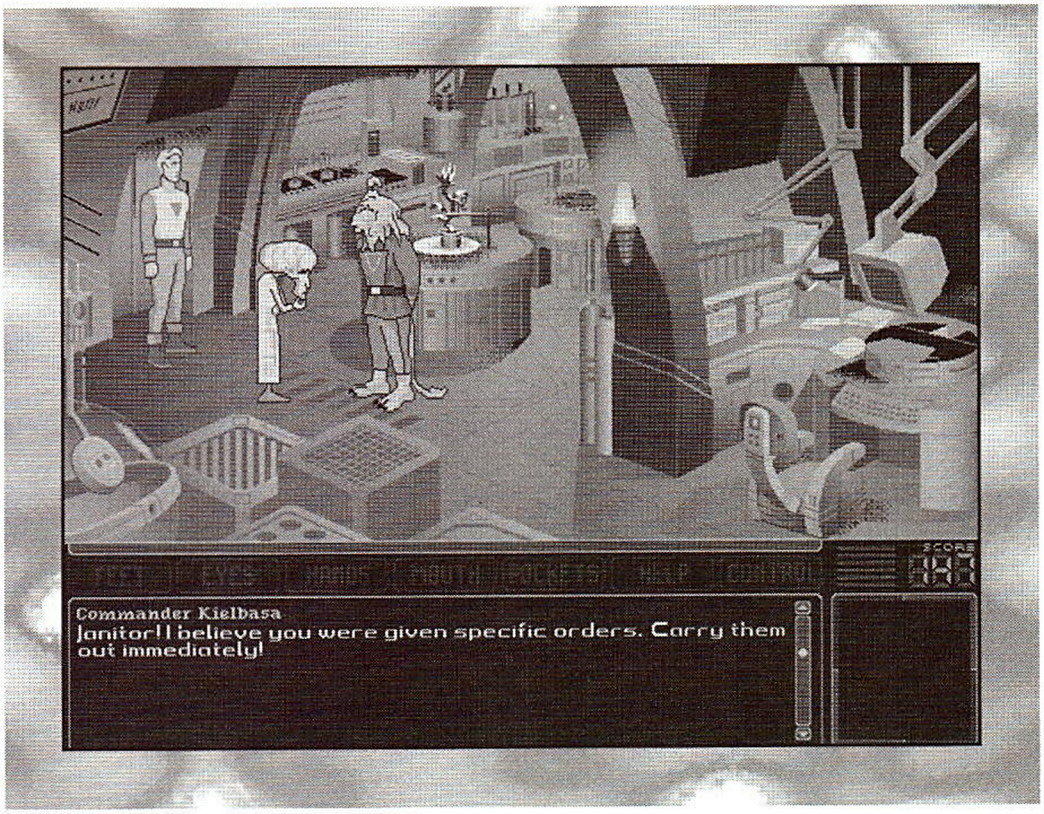


Delta Burksilon IV is a hospital/health asteroid. There isn't much here.

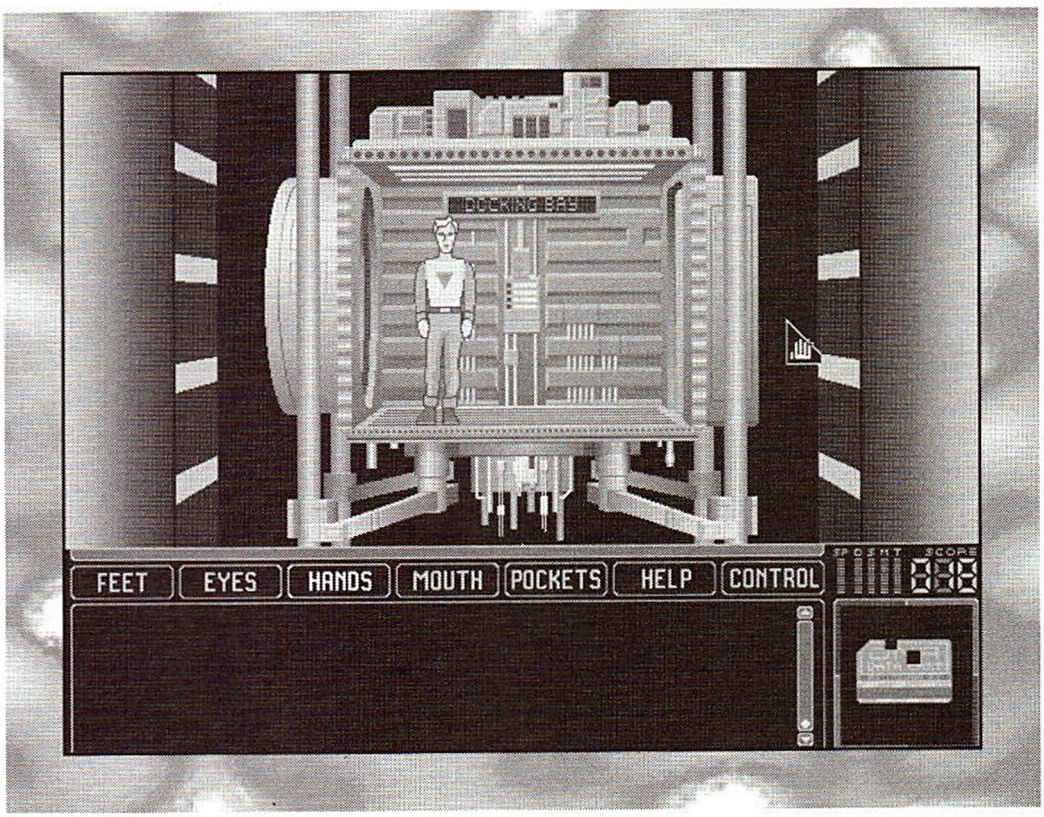
Hospital Room

Use the lift tube to get up to the hospital room. The resident is a crusty old hag named Sharpei. The name, as in a very wrinkly dog, definitely fits. Be warned: She is going to give you a reaming like you've never had before, and just because you are a lousy two minutes late. Even though she's majorly rude, she must be rolling in moolah. She's reclining on a genuine Crapmatic bed, which costs more buckazoids than you make in a year. After she's done chewing your hide, click the Hand on the mop in the corner. You'll begin to do what you do best: Slosh water around while whistling tunelessly. After a few minutes of cleaning, Sharpei will ask you to go into the can and jiggle the handle on the toilet. You'd think that after all this time, someone would invent a toilet with flapper valves that actually fit. Then she'll ask you to get her meds.

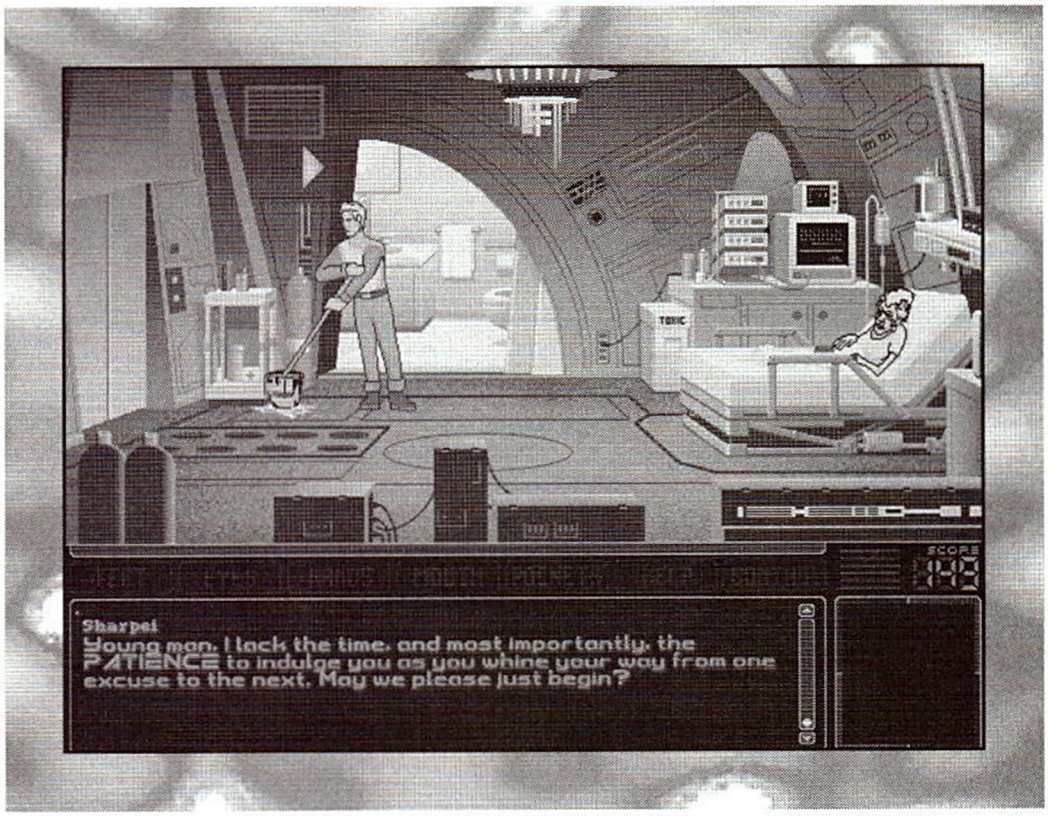
While you're in the bathroom trying to be nice to the old biddy, she whips out a radio control from under the covers and hits the button. A hiss can be heard. A strange gas begins to fill the air — it's Micro-Prozac, and she has locked the door. You only have a few seconds to come up with a plan, or Rog is out cold — permanently. The key to survival is the hydraulic actuator on Sharpei's Crapmatic bed. Click the Hand icon on it and you'll rip it off. Select it from your Pockets and use it on the door. It will almost be strong enough, but not quite. At the very last second, Stellar will beam in and pull your bacon from the fire, again. But alas, she pays a dear price for your hide.



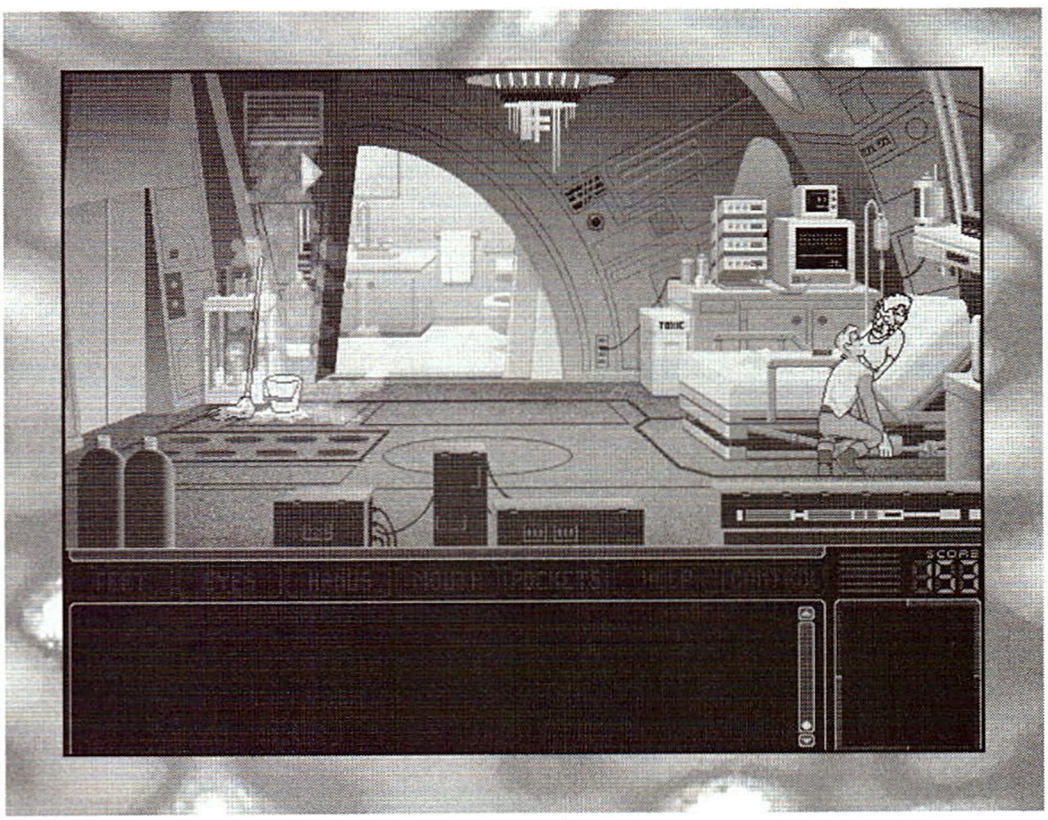
Looks like the fun is over. Back to work, Rog.



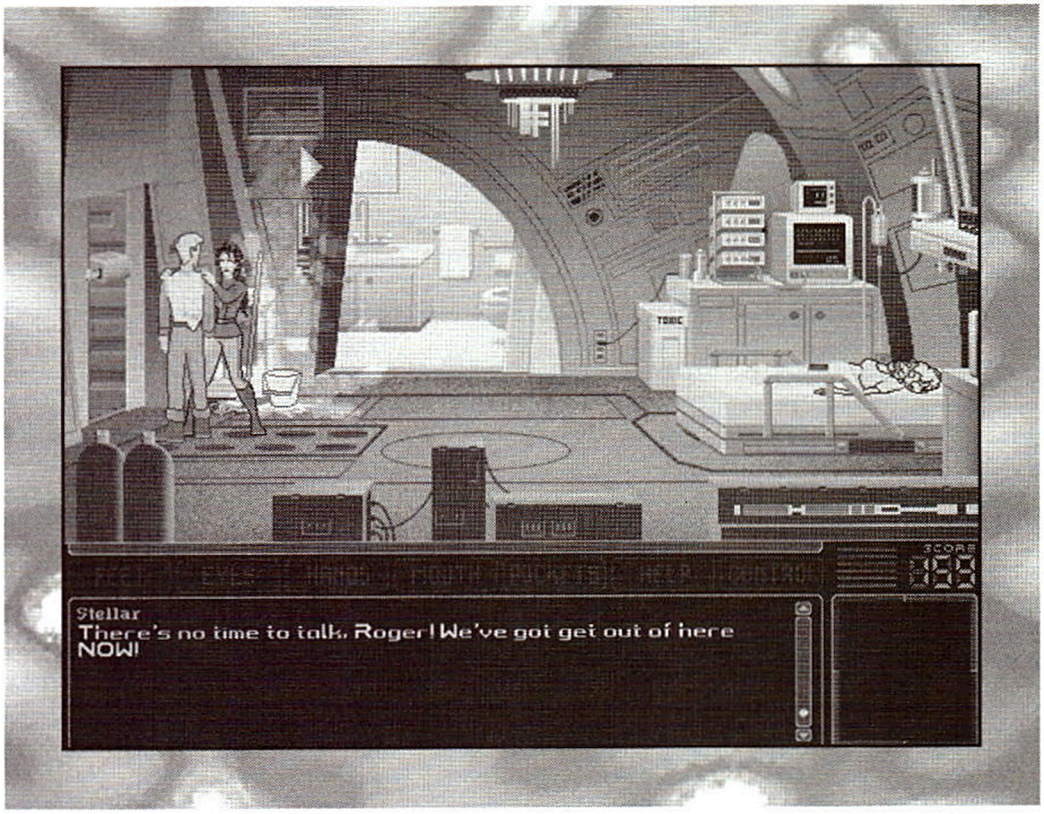
A tube is the last place you expected to beam into. But hey; here you are.



Are all the natives on Delta Burksilon V this friendly?



Rip the hydraulic lifter off of Sharpei's Crapmatic Adjustable Bed and use it on the door.



Stellar the savior!

Chapter 1 Checklist

What to Do	Points
❑ Grab the shoulders of the passing robot to pull yourself out of the concrete.	10
❑ Take the ID from the bicycle.	3
❑ Get photo from the photo booth.	3
❑ Combine the photos with the ID.	5
❑ Visit the Dew Beam Inn and talk to the hotel manager.	1
❑ Talk to Blaine Rohmer and get the datacorder.	2
❑ Go to Orion's Belt and kick in the basement door.	1
❑ Steal buckazoid from waitron's tray.	3
❑ Go upstairs in Orion's Belt and scare the nitrogen-sucking druggies with your fake badge.	3
❑ Take the hookah hoses.	1
❑ Drag the tank to the right and attach it to the conduit.	6
❑ Order a Regular Drink from the bartender.	1
❑ Show the ID to the bartender downstairs.	3
❑ Order the Special Drink.	5
❑ Go behind the bar and get the ice tray from the freezer.	3
❑ Straighten the hookah hoses and make them into a tube.	3
❑ Open the third valve from the left.	5
❑ Pull on the pipe to open it.	5
❑ Attach the hose to the conduit at the far left wall and to the other end of the pipe that you opened.	5
❑ Go back upstairs and turn on the nitrogen before the bartender disconnects the hose.	3
❑ Open the basement door.	3
❑ Pick up the pipe at the bottom of the basement stairs.	3
❑ Hit the frozen endodroid.	5

What to Do	Points
❑ Use the broom and dustpan to sweep up the cubes.	5
❑ Place the cubes in the ice tray.	3
❑ Put the tray in the freezer.	5
❑ Give the tray to Rohmer and collect your 50 buckazoids.	20
❑ Go into the Arcade and play Djurkwad one game of Stooge Fighter III.	0
❑ Talk to Elmo Pug. He will give you a Stooge Fighter III cheat sheet if you give him some Coldsorian brandy.	1
❑ Go to Boot Liquors and buy a bottle of the brandy.	5
❑ While in Boot Liquors, make the extraterrestrial fart.	5
❑ Give the brandy to Elmo.	7
❑ Get the cheat sheet and the fish from the brandy bottle.	4
❑ Read the cheat sheet.	5
❑ Use the cheat-sheet code to beat Djurkwad at Stooge Fighter III and collect 300 buckazoids.	7
❑ Go to the Dew Beam Inn and get the keycard for your room from the hotel manager.	3
❑ Go upstairs, use the keycard on the correct door, and get nabbed by the alien goons.	3
❑ Use your feet to knock down the keys.	5
❑ Use your feet to get the nail. Use the nail on the handcuffs.	8
❑ Pull down the Pelvis wall hanging and stretch it out on the floor.	5
❑ Walk on the hanging to build up a charge of electricity.	5
❑ Touch Singent on the back of the head to give him a shock.	5
❑ Take the keys.	1
❑ Take the Burlesque moddie from the top of the humidifier.	1
❑ Take the Popular Tecktronics CD from the desk.	3
❑ Use the 3DOA player to read the article from the disc on turning datacorders into homing beacons.	3

What to Do	Points
❑ Convert the datacorder into a homing beacon.	20
❑ Use the keys to go into the next room.	3
❑ Take the Churlish moddie from the box.	1
❑ Attach its label to the Burlesque moddie.	6
❑ Give the relabeled Burlesque moddie to Nigel.	3
❑ Pick up the belt with the Personal Grooming Assistant (PGA) and Damping Field Modulator (DFM).	3
❑ Take the PGA.	1
❑ Remove the DFM and use it to drop the field.	4
❑ Go outside on the terrace and be rescued.	0
❑ Talk to Jebba in the Sickbay.	1
❑ Go to the Sickbay and get the wad of hair from the PGA.	5
❑ Use the DNA Analyzer on the hairball.	5
❑ Get the datacard.	1
❑ Use the datacard on the ComPost.	3
❑ Return to your room for your Delta Burksilon IV assignment.	3
❑ After beaming down, go to Lab A and get your job.	0
❑ Clean Sharpei's room and mop the floor.	3
❑ Rattle the toilet handle.	1
❑ Go to the bathroom to get Sharpei's medicine when she asks.	3
❑ Take the Crapmatic's hydraulic actuator.	3
❑ When the gas flows in from the vent, use the hydraulic actuator on the door.	5
TOTAL POINTS	**265**


CHAPTER
2
Wrinkly Dogs Do Bite
M.HEUNE



Ashes to ashes, dust to dust, let's bury poor Stellar and get on the bus.

Deepship 86

Well, this ain't exactly how you intended things to work out, is it, Rog? You're here and Stellar is no longer with us. She saved your hide at the cost of her own, and you never had the chance to thank her. If she were still around, would you treat her any differently? She loved you, man (though even now, we really don't understand why).

The Holocabana

So here you are, with the Holocabana turned into a place of peaceful repose, namely, a cemetery. As your thoughts ramble into the vague future of what might have been, the chaplain begins the final ceremony for Stellar. Then he calls upon you to say a few last words. After standing around with your brain on pause, open your Pockets and click on the eulogy that you wrote just before the ceremony. Seems that in your grief, you recorded a few sentimental words that express the deep feelings you hold for Stellar Santiago. Click the Eulogy icon on yourself to bring these heartfelt words to life.



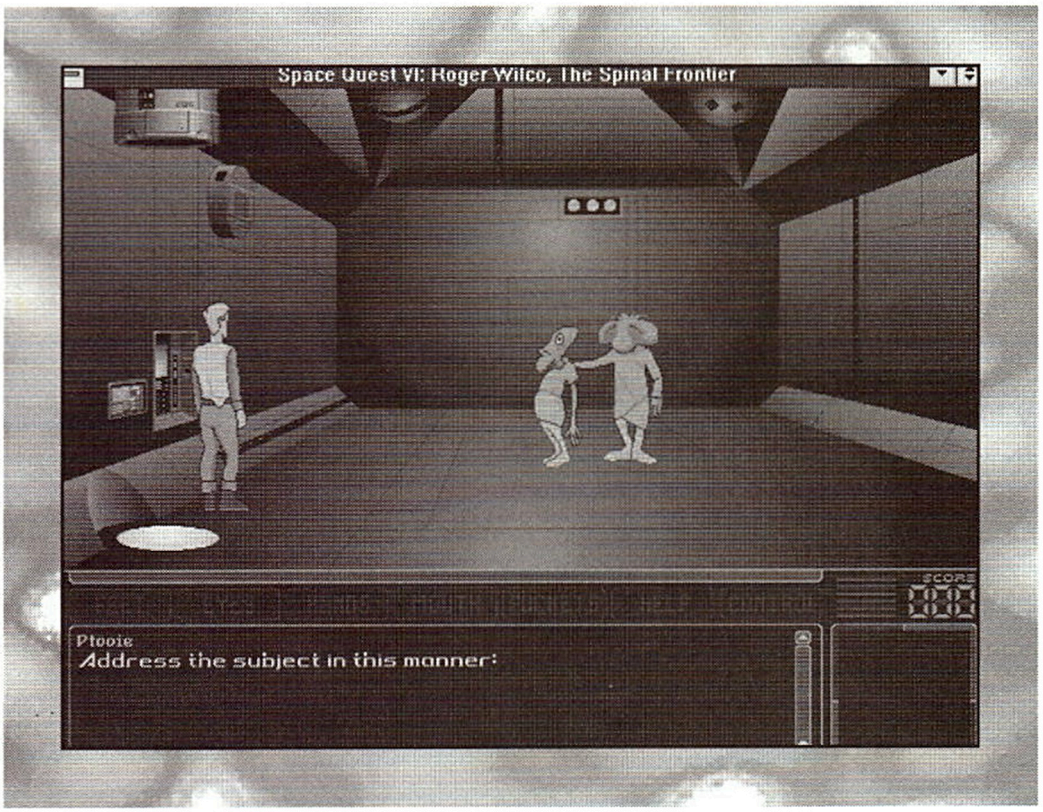
She saved your life not once, but twice, and all you can memorialize is her shoes?

When you are finished, the Holocabana program will run to its completion, sending Stellar into eternal slumber somewhere in the universe, where hopefully she won't become a hazard to navigation. With the Holocabana back to normal and Commander Kielbasa back at the Bridge, you should take this solemn opportunity to play with the database and see if you can learn anything new, like the Holocabana sequence for a new combat technique. If you can't find the right sequence, you might enter this unique string of digits: 555-1212. It will bring up the program for a potent knock-out technique known as the Vulgar Nerve Pinch. You can use it to Spock, er, we mean stop, a fight.

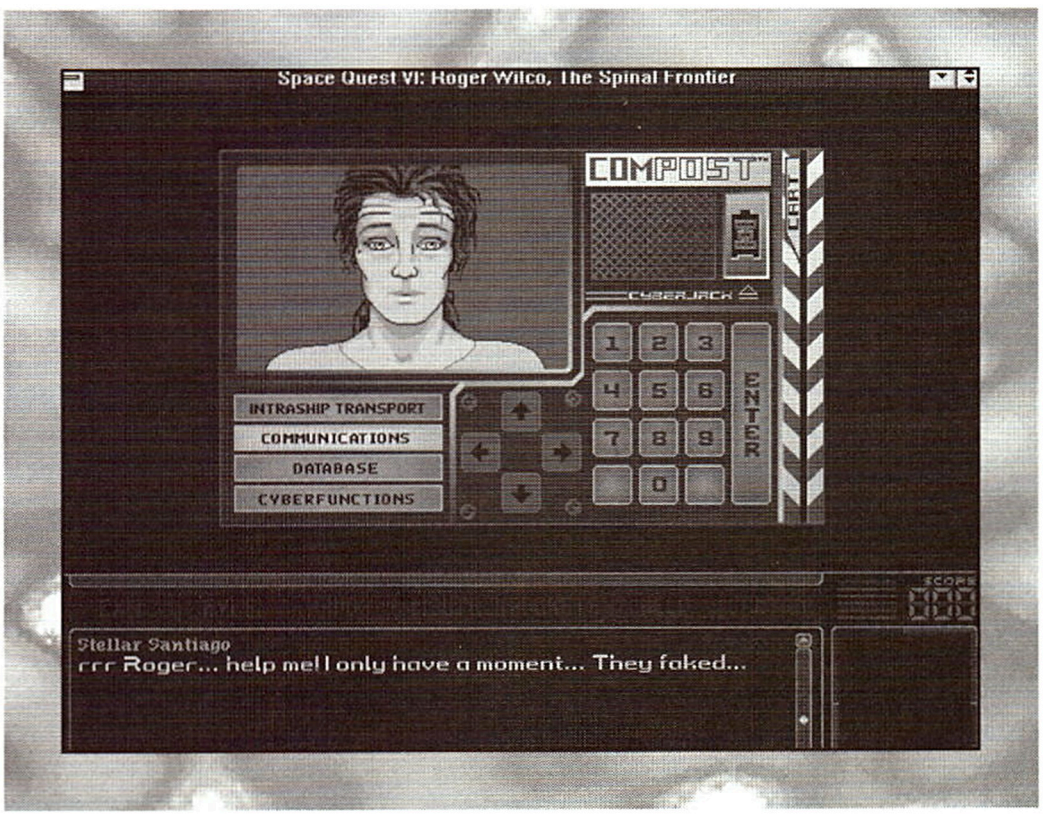


Your Room

After you've gotten everything you think you can from the Holocabana, you should go to the one place every boy goes when he feels the weight of the world, or at least the weight of a monumental goof-up, on his shoulders. Go to your room.

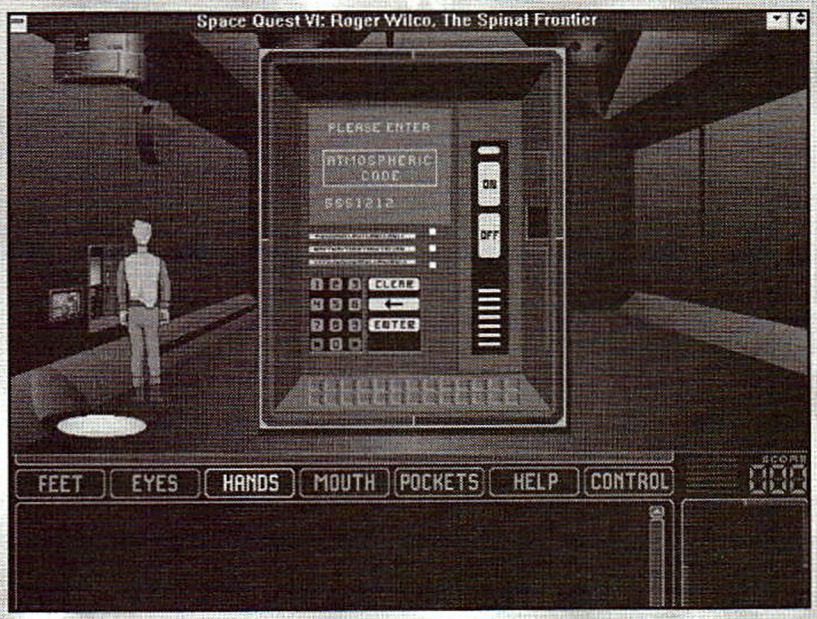


Bruce Lee would have been proud of this powerful yet nonlethal technique.



Now's your big chance, Rog. Can you pull her from the fire?

The Holocabana



Control is the key to learning in the Holocabana.

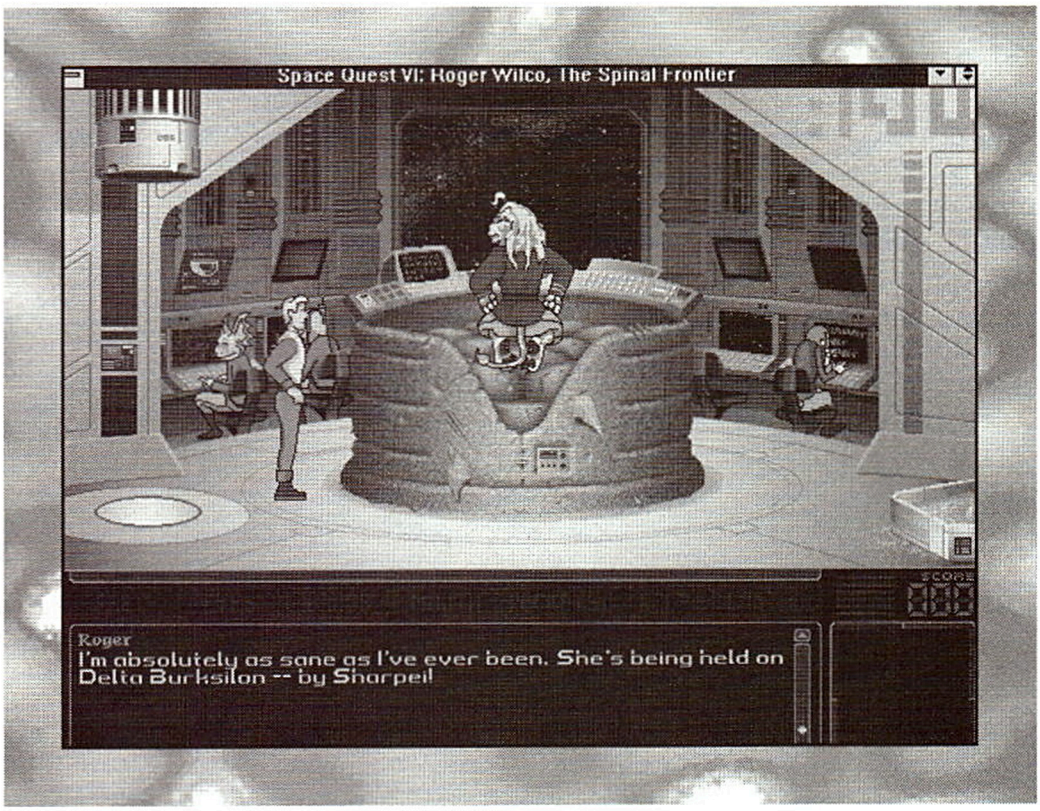
With spaceports sometimes months apart even at light-speed travel, Holocabanas are a necessity for crew members' sanity. By running AI-based programs, people that show up in the Holocabana appear to be real, like the Vulgar who teaches you the Nerve Pinch.

Further aimless eyeballing will clue you in to the fact that a message is waiting on your ComPost. Probably just another call to duty from your feline Commander. Check the message to find that — Oh my God! — Stellar is still alive, though looking very weak and pale. She's in big trouble and needs your help to escape! Finally. A call to action. A chance to be a hero, to assume a role larger than life, to jump bravely into the jaws of danger and snatch the damsel from distress, even if she is stronger and much, much braver than you.

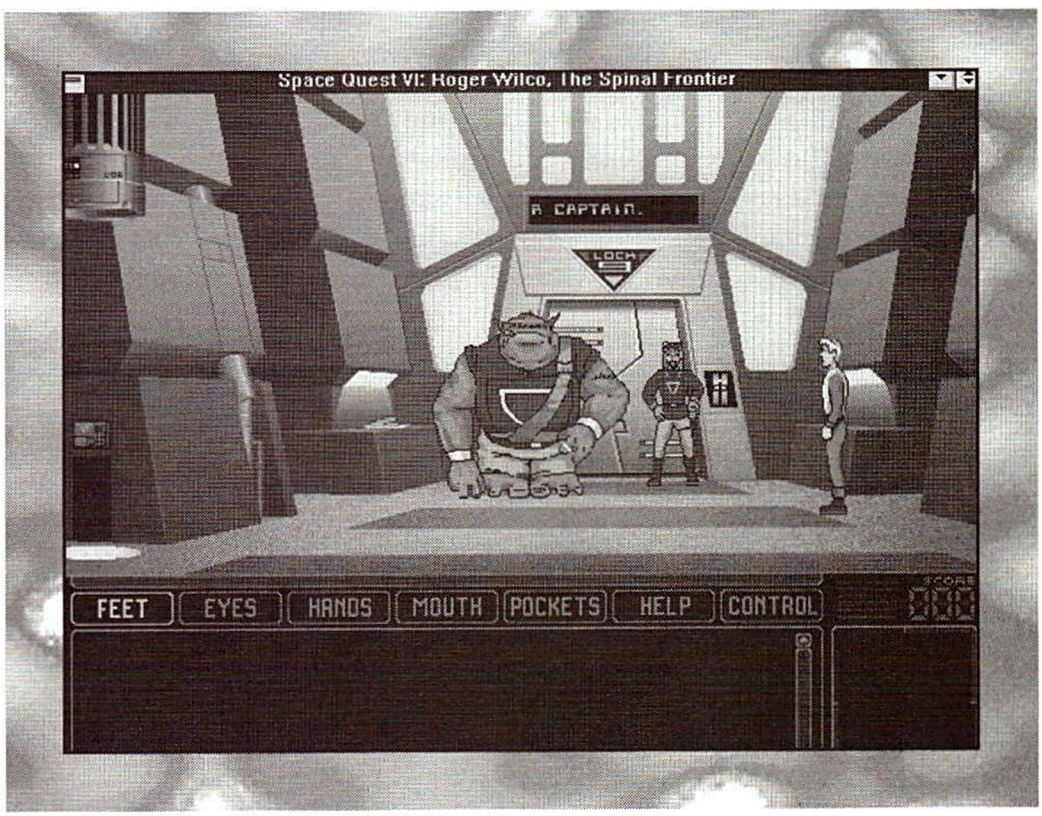
The Bridge

So what are you waiting for? Transport to the Bridge. Only one cool cat can get the ship turned around fast enough to save your curvaceous pal. That's Commander Kielbasa. The trouble is, the Commander doesn't believe a word of it. After all, he just watched Stellar get jettisoned into the farthest, blackest reaches of space. And he already has a StarCon-based relationship with Sharpei. Frankly, Rog, he thinks you're off your rocker.

The Commander won't turn the ship around. And, even though you had command of your own ship in Space Quest V, you can't take control of



No matter how you beg, wail, or moan, Commander Kielbasa doesn't plan to be much help.



Sometimes a man's gotta do whatta man's gotta — whatever. Jeesh. These guards are big.

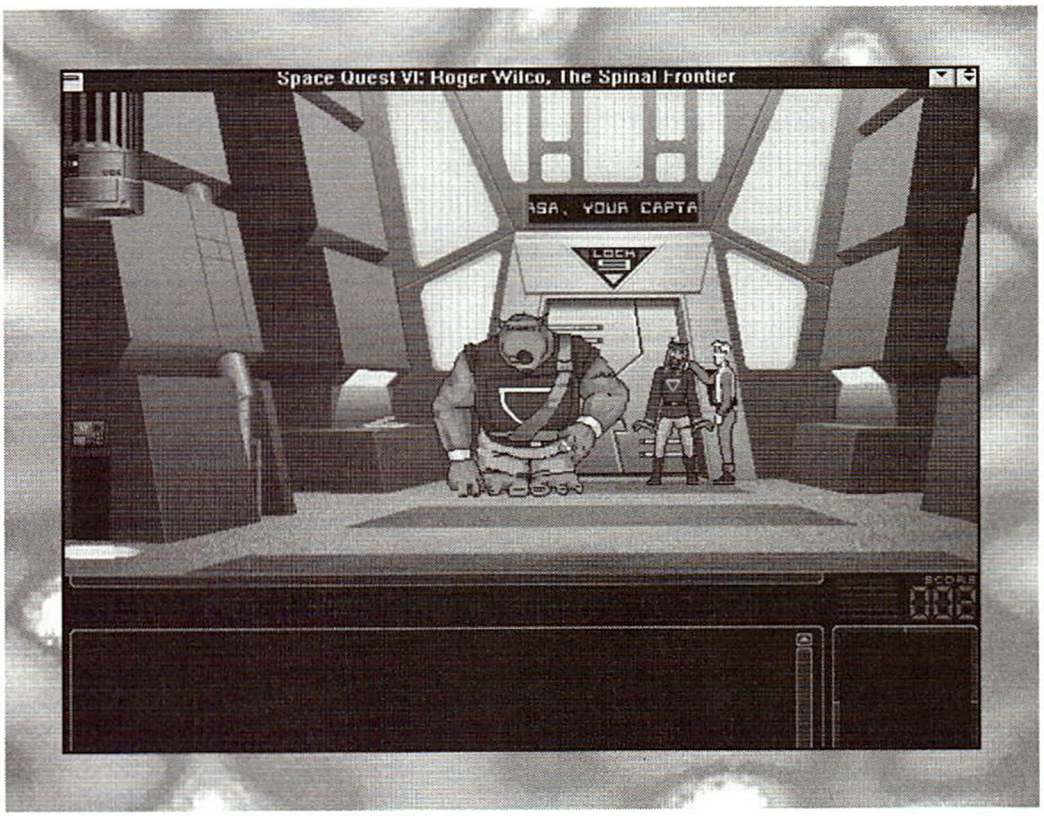
Deepship 86 (Hey, rules are rules.) Now you must do what every good StarCon man would do in your situation. No, not follow orders. You need to steal a ship so you can go rescue her. And since a ship is not available, a shuttle will have to do. So light up the ComPost and head for the Shuttle Bay.

Shuttle Bay Entrance

The first obstacles you face in your quest to liberate a shuttle are Chesbro and Magnum Opus, two of StarCon's finest guards. These lifers look ready to tear apart anything, namely you. In addition to being huge, Opus is a donut-munching, elite member of a StarCon battle unit, the Flying Fingers (go figure). These two have definite thoughts about letting you in. They may be the only thoughts they have, but they are definite. Getting through them should be easy. After all, you've been holotrained. Chesbro is a great candidate for the Vulgar Nerve Pinch.

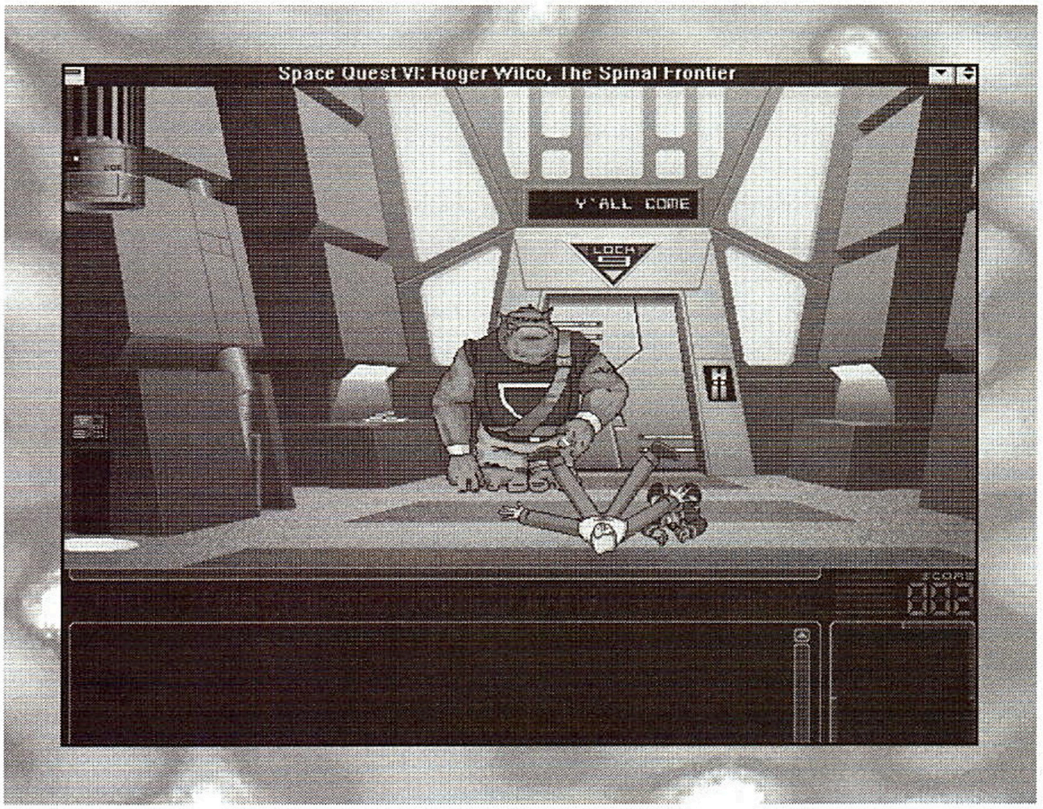


Wham! Now you have a bigger fish to fry; namely, Magnum Opus. The Nerve Pinch doesn't work on him because, well, he has no nerve endings to speak of. The odds are definitely not in your favor. You can try whatever you like, but Magnum Opus is still going to send you to the Brig after he beats the living daylights out of you.





Hey, it really works. He went down like a ton of bricks. Now you get to deal with his partner.

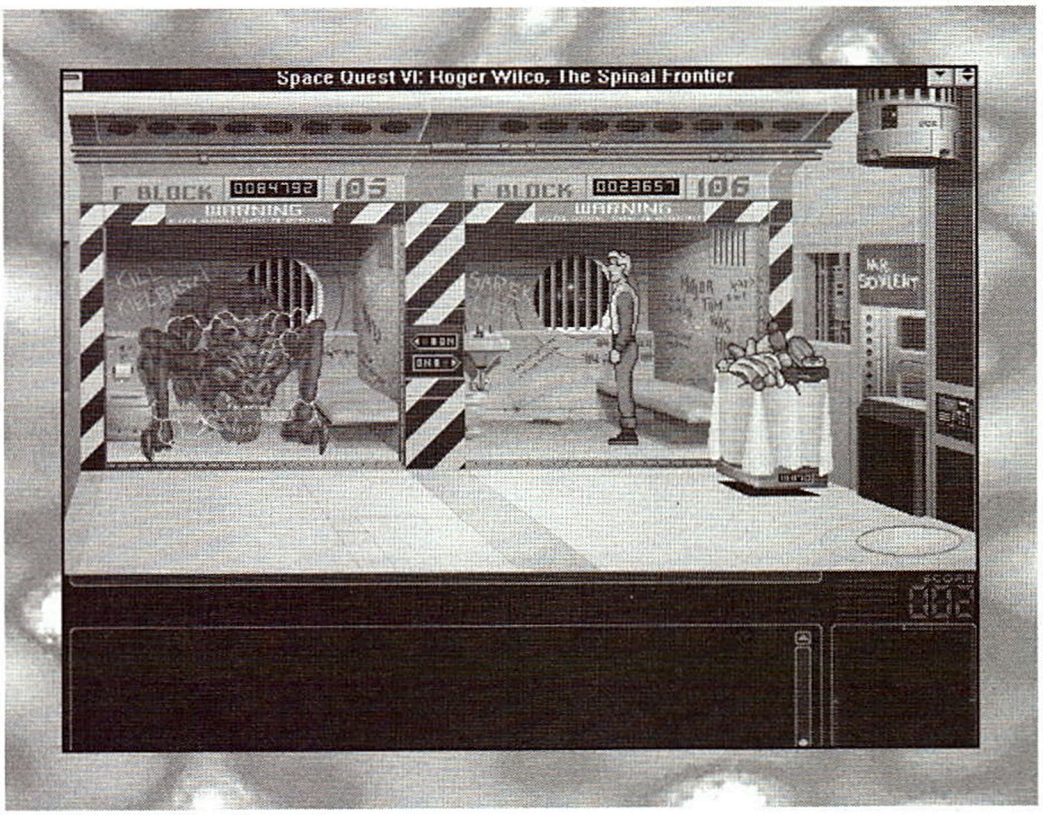


You're being crushed like a white California seedless grape.

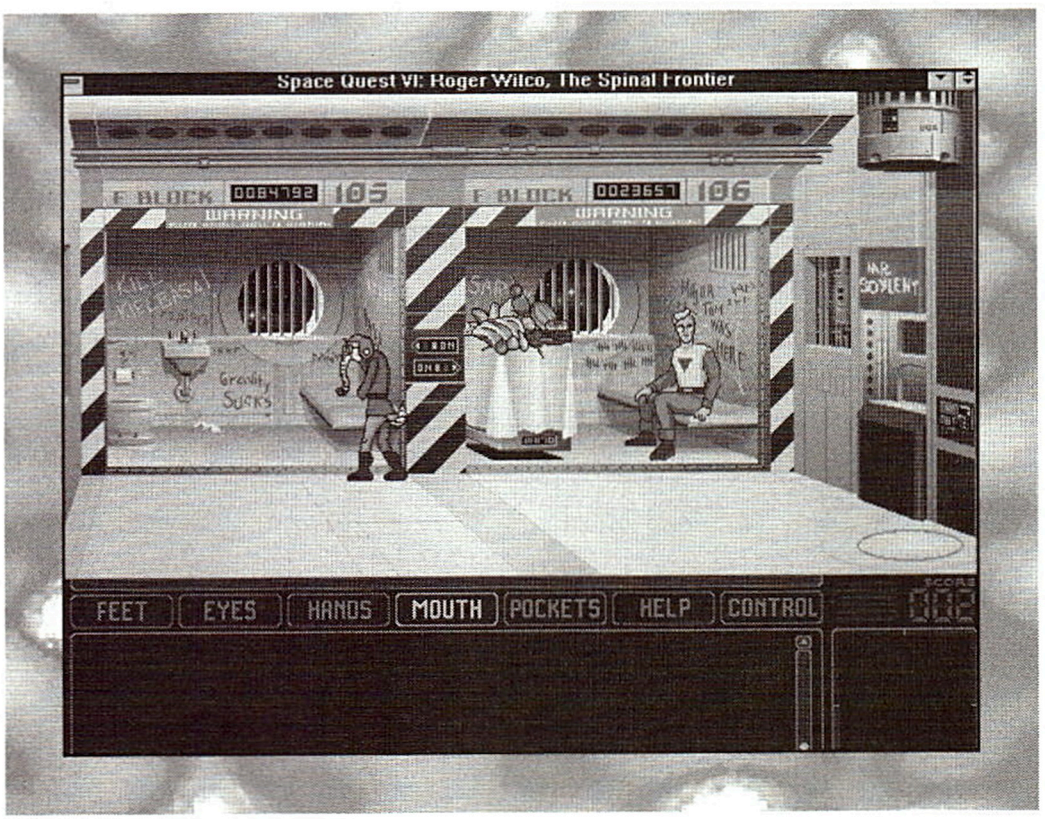
The Brig

What a place to wake up. You've sunk to a new low, Rog. Now you're being guarded by Dorff, a skinny little runt from the Bridge who's chortling with delight at the prospect of sending you off to a prison planet. You need that shuttle — and quick. But the question is, how? Asking the semivisible convict next door won't get you anywhere. That creature is so dumb, it keeps forgetting that there's a force shield in front of its door. Or maybe it's just so mean. Evolution took a turn away from intelligence somewhere in its family tree.

Opportunities begin to present themselves at feeding time. That's when Dorff loads up the hover cart from the Mr. Soylent machine and brings it into your cell — under gunpoint, of course. It's what he leaves behind that should spark your imagination. When you were a kid, did you ever play with your food? How about build a pirate ship with your mashed potatoes? Are you getting ideas? Pick up all the food from the hover cart, then take a look at your Pockets. What a collection of goodies. Add them all up and you get...you!

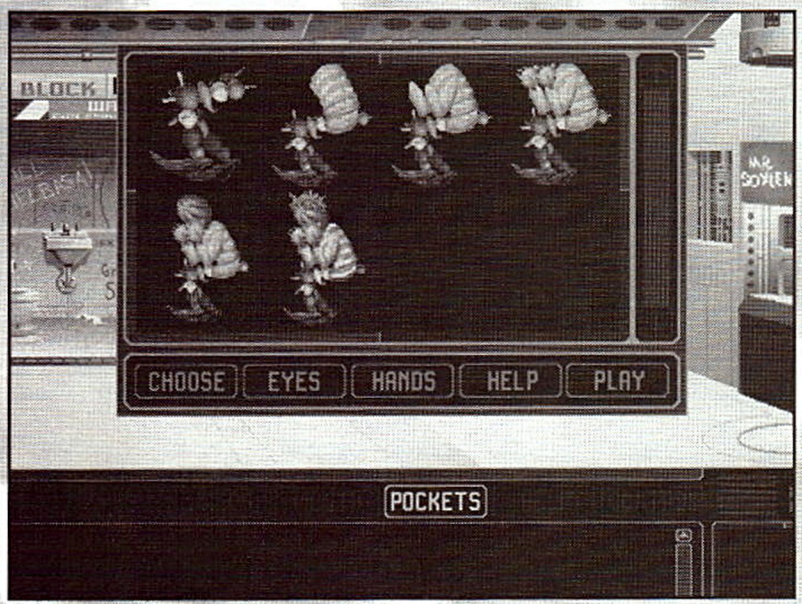


You're in a bad way now, but at least they didn't bunk you with the critter in the cell next door.



This cornucopia of alien delights can be, in the hands of an artistic individual, your ticket out.

Making a Fake Roger



Getting out of the brig is a kind of a hip-bone-connected-to-the-thigh-bone thing.

You need to assemble the food in the right sequence to form a virtually living, breathing, anatomically correct model of Roger. Of course, when the subterfuge is discovered, you'll be long gone. Here's how you do it:

Connect the Yoda Ears to the Bobbit Kabobs.

Connect the Rack of Orat to the Eared Kabobs.

Connect the Baguettes to the Racked, Eared Kabobs.

Connect the Tubers to the Breaded, Racked, Eared Kabobs.

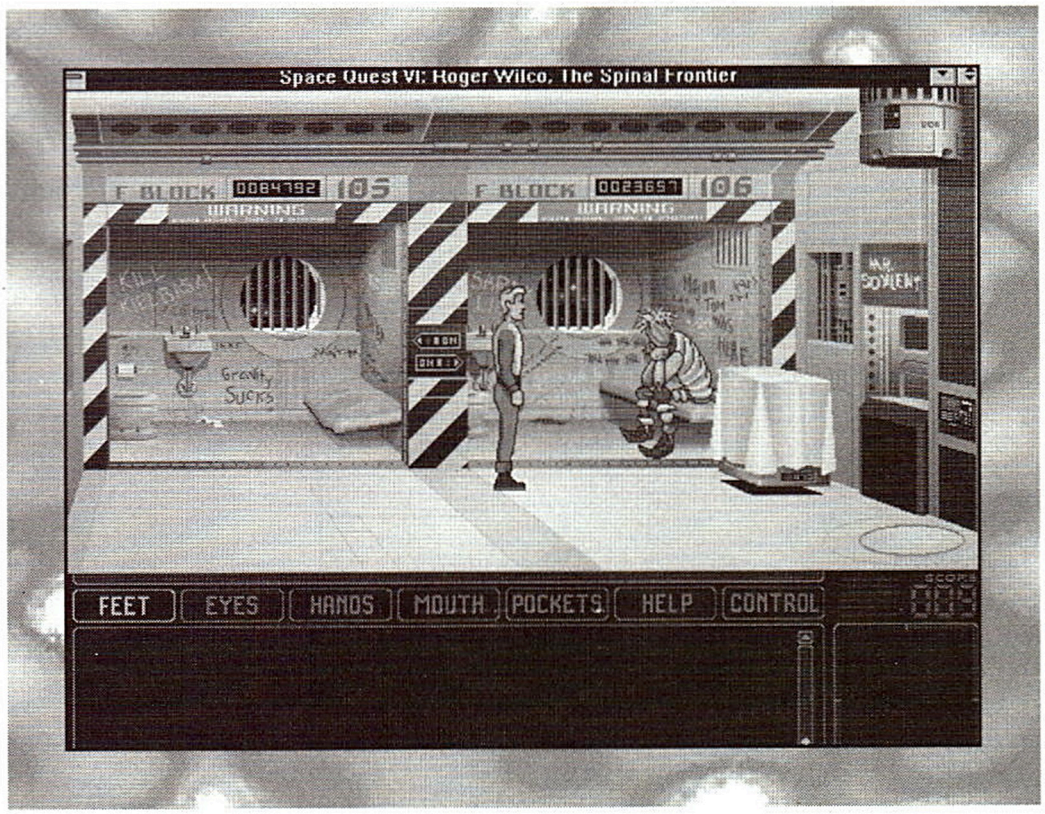
Connect the Melon to the Tubered, Breaded, Racked, Eared Kabobs.

Connect the Gragh to the Tubered, Breaded, Racked, Eared Kabobs.

And that's the way it goes.

After you've built and placed the model, click the Hand icon on the hover cart to crawl underneath, effectively hiding for your escape. When Dorff comes to take back the cart, he'll have no idea you are hiding out. After he's gone, you are in the clear — for the moment. Just don't press the "force field off" button on your neighbor's cell. OK, do it, then return to the game after the monster turned you into a snack. How's that for gratitude?

Now you're back to the problem of Magnum Opus. How do you take down a war-trained behemoth like him? You're armed with a donut, which



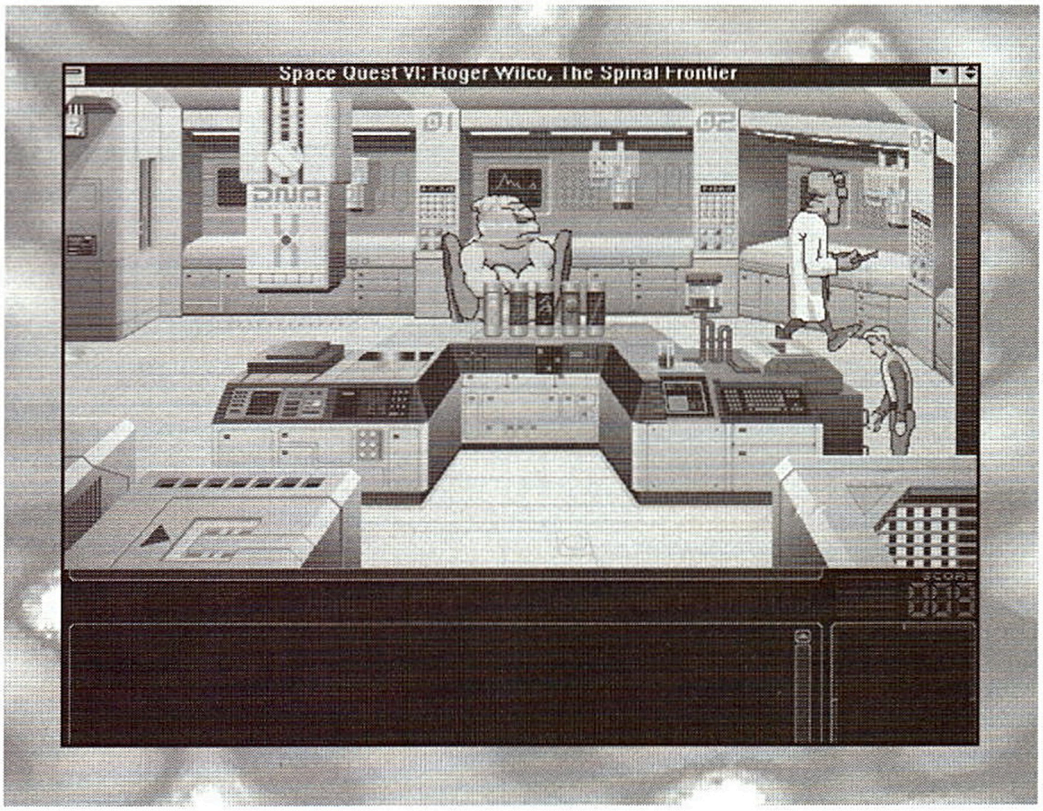
That's it, Rog. Clever like a fox.

isn't the most enviable weapon. Force isn't going to do it. You're not that kind of guy. You need to try an approach that's more subtle, more sneaky. Like knocking him out.

Have you seen anything in the ship that would put Opus out of commission for a few hours? How about in the Sickbay? You may have come across a bottle of morphine while you were poking around. That should zone him out long enough for you to get a shuttle and make your getaway. So use the Com-Post and head over to Sickbay.

Sickbay

Getting the morphine is relatively easy, but you have to wait until the doctor's back is turned before you make your grab. If he sees you trying to snatch it from the cabinet, he'll just frustrate your efforts. Once you have the drug, hightail it back to the Shuttle Bay Entrance. Open your Pockets and use the morphine on the donut, making a truly heavenly pastry. Sneak it onto the plate of donuts Opus has been gorging himself on.



Heist a little poppy juice to send Opus on a happy trip.

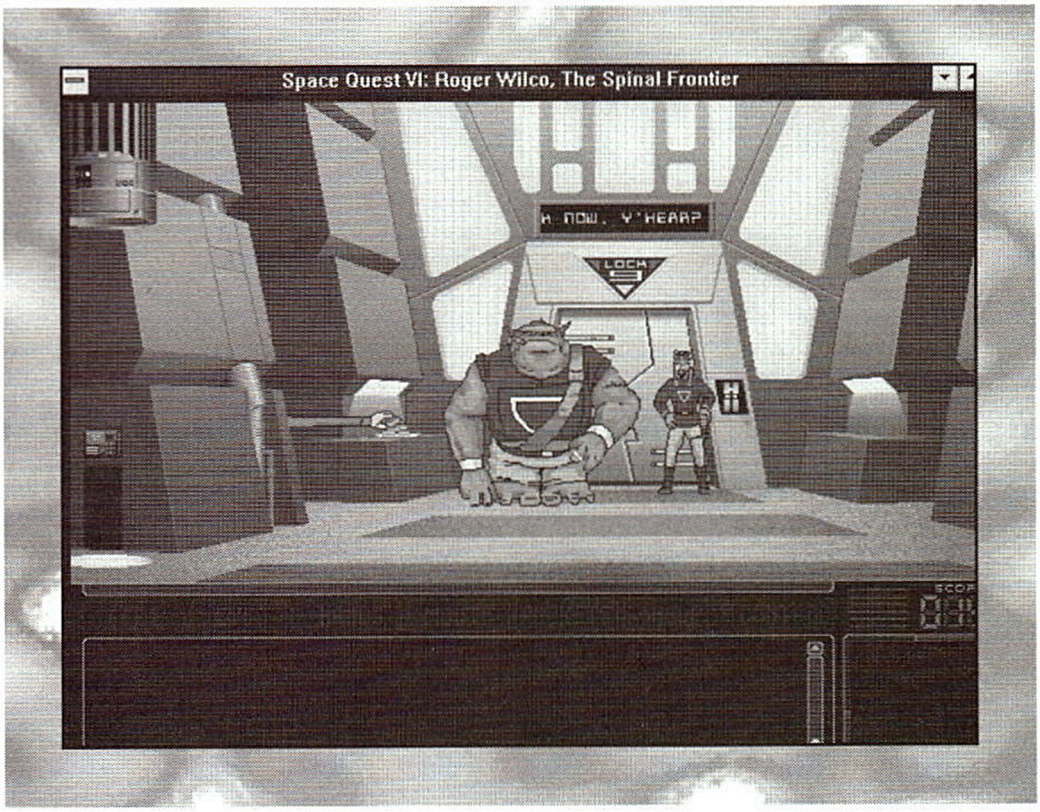
Back to the Shuttle Bay Entrance

The way Opus has been stuffing his face, you know that he'll eat the drugged donut sooner or later. But that won't get you through the door. The shuttles are locked securely to keep junior crew members from filching them to do things like take unexpected shore leave, go AWOL, or visit mommy. It's takes more than just a smile or a pretty face to open those doors. You need the correct hand and retina print. You'd have those prints if you were someone else. But you are who you are, and that's not going to work. You need some new body parts, Rog.

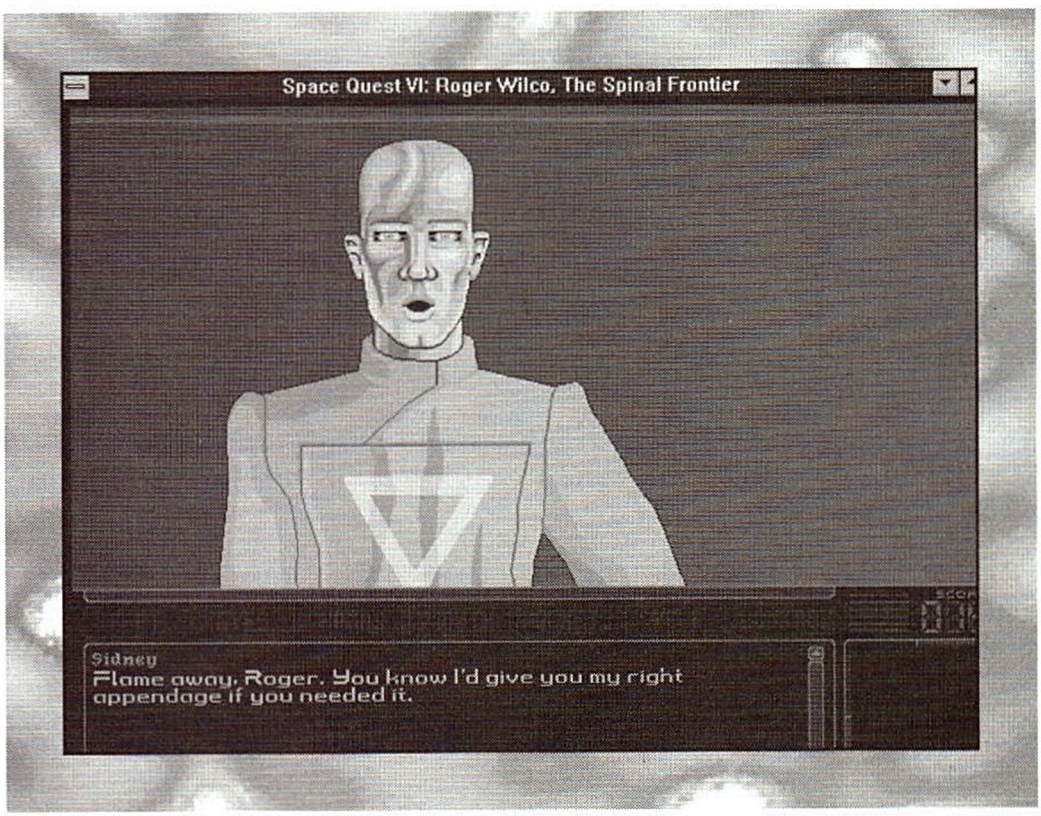
Don't go thinking body snatcher just yet. You have a friend who happens to have access to everything, and more importantly, who'd gladly give you an arm or an eye. No, not Stellar. Way deep in 8-Rear is your metallic buddy, Circuit Sidney. You'll find him hanging out across from one of your favorite ship gizmos, Mr. Soylent.

8-Rear

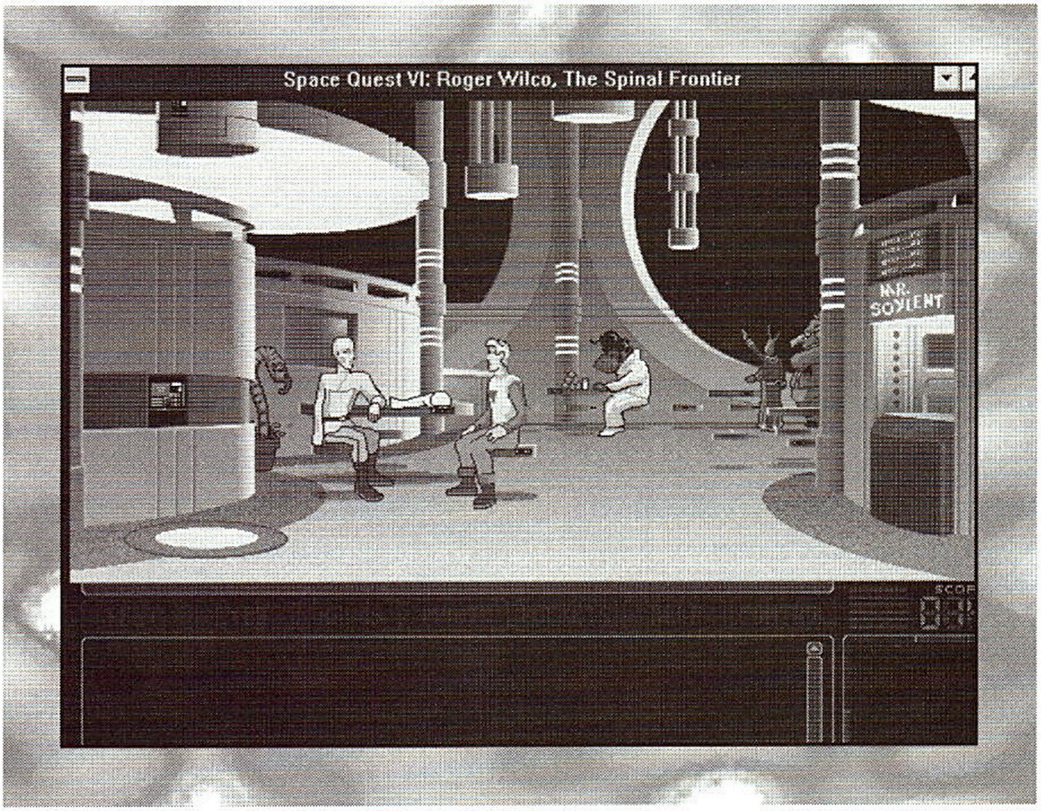
You have some serious favors to ask your pal. As soon as you speak to him, Sidney will notice you are uptight about something. The second time you



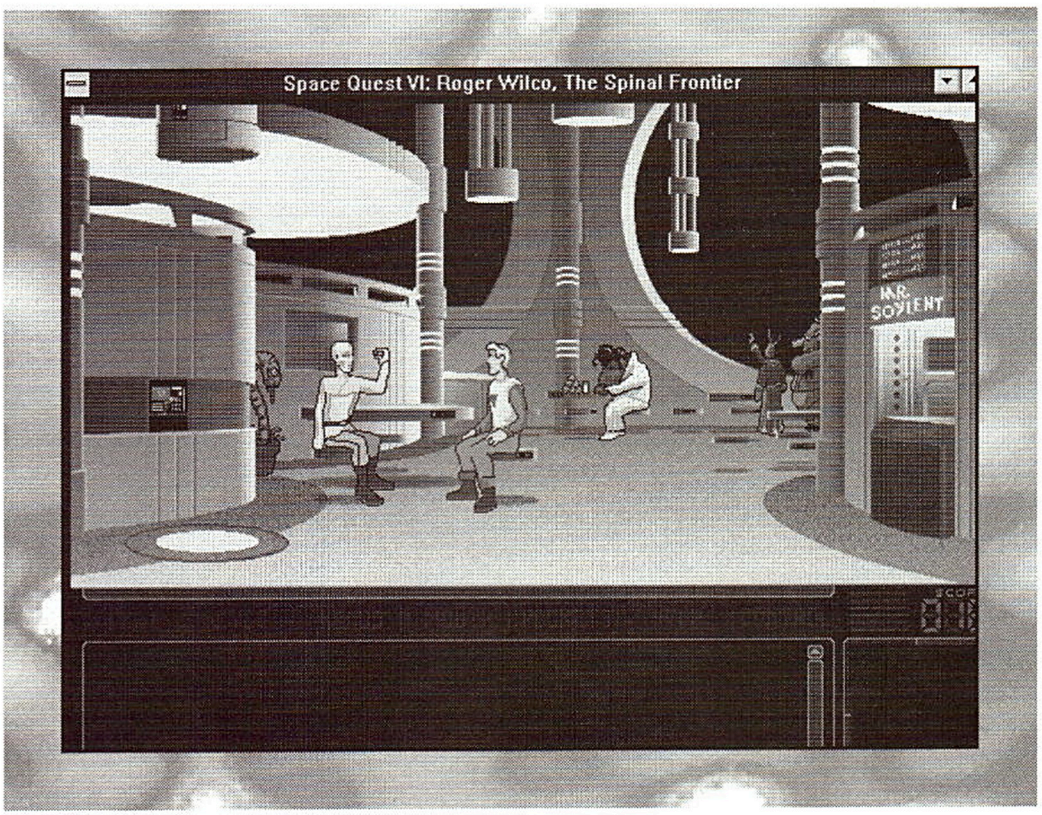
Drop the laced donut on Opus' tray. He'll never know what hit him.



Parts is parts, at least to your tin pal Sidney.



He really is your right-hand man.



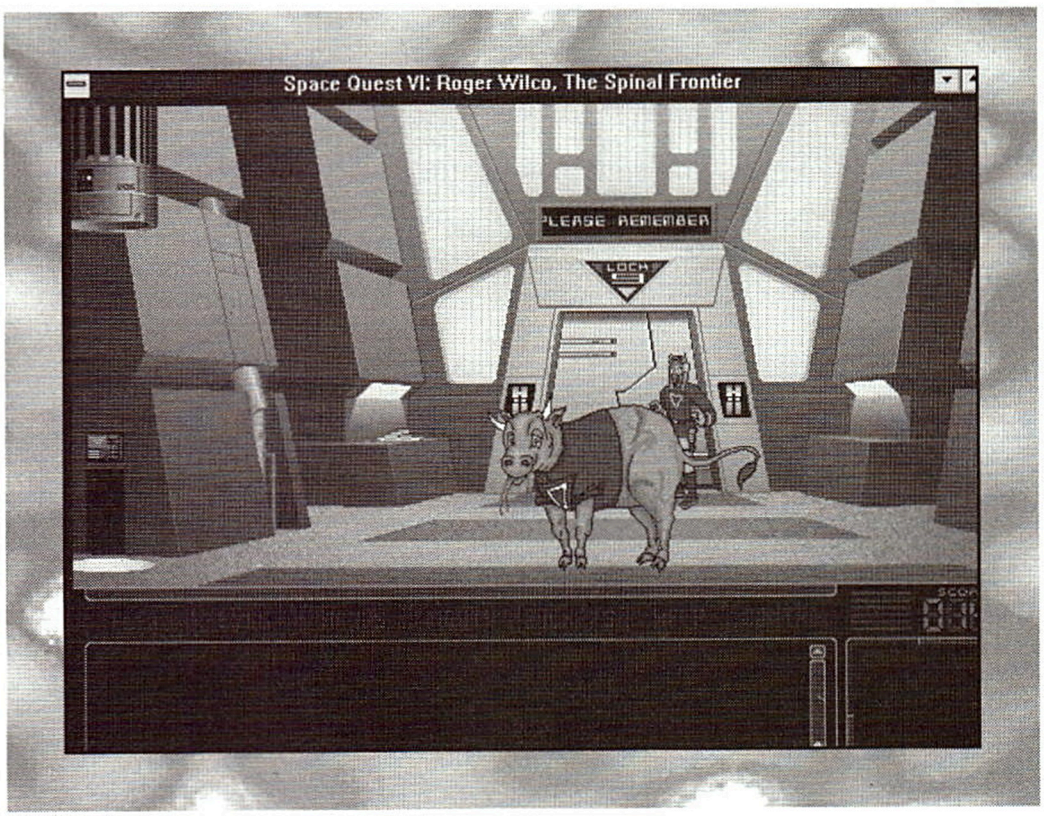
There aren't many friends who'd do this for you.

speak to him, he'll show you what a good friend he is by giving you his right arm. Talk with him a third time, and he will give you his right eye. Talk about friendship! Circuit Sidney wants his arm and eye back soon. You promise him you'll make it so. You are lying. It's OK to feel guilty. It shows that somewhere deep inside there is still a shred of decency. That'll be long gone by the time this game is over! Now's the time to head back to the Shuttle Bay Entrance before you can beg any more parts off Sidney.

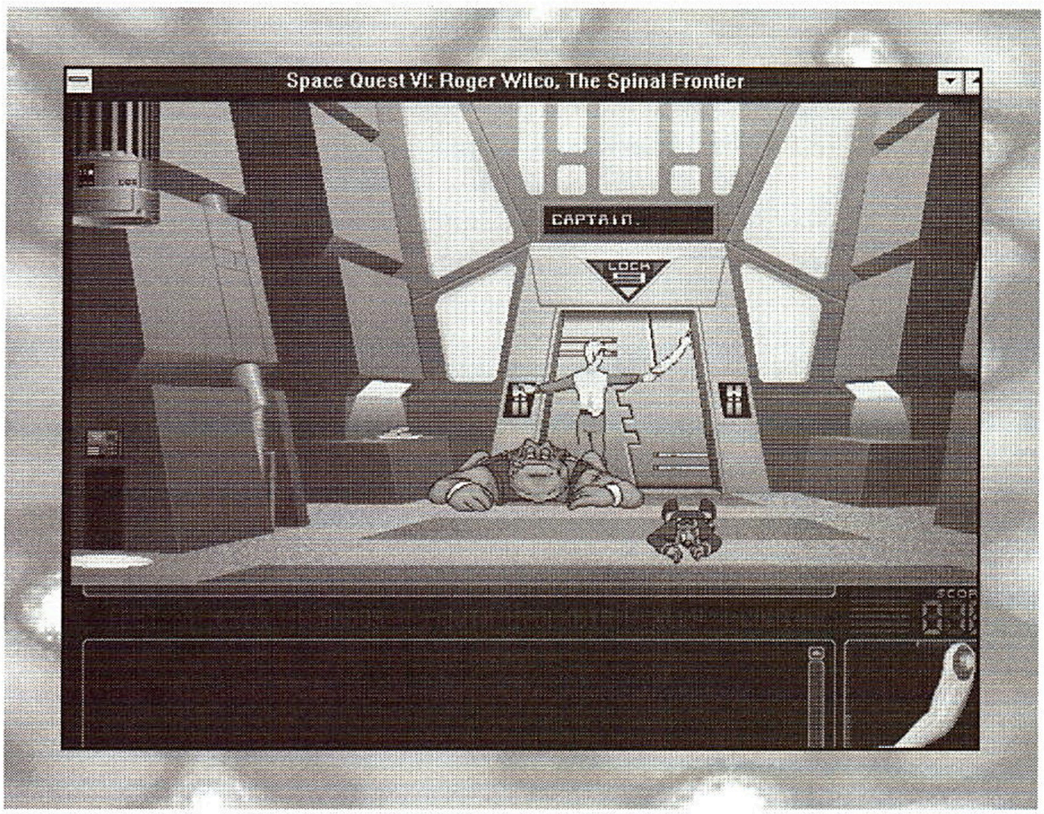
Into the Shuttle Bay

Back in the Shuttle Bay Entrance, you can see that Opus is going through some rather interesting changes. Take a closer look at the bottle you thought contained morphine. You now see that it actually contained "Morphing." And that's just what Opus is doing. Wow! Catch those shapes. Cheesy little Chesbro is back on the job, too. You already know how to deal with him.

With both guards out of the picture, you automatically get a shuttle key. You can see that it takes two people pressing on the door panels simultaneously to open them. Select Sidney's arm from the inventory. Press one button with your hand and the other button with Sidney's hand. When the door opens, you'll see it has more inner doors than *Mystery Science Theater 3000,* one of the finest shows you've ever seen on ancient TV reruns. In fact, you've



That wasn't morphine you gave him. Take a closer look at the label, Rog.



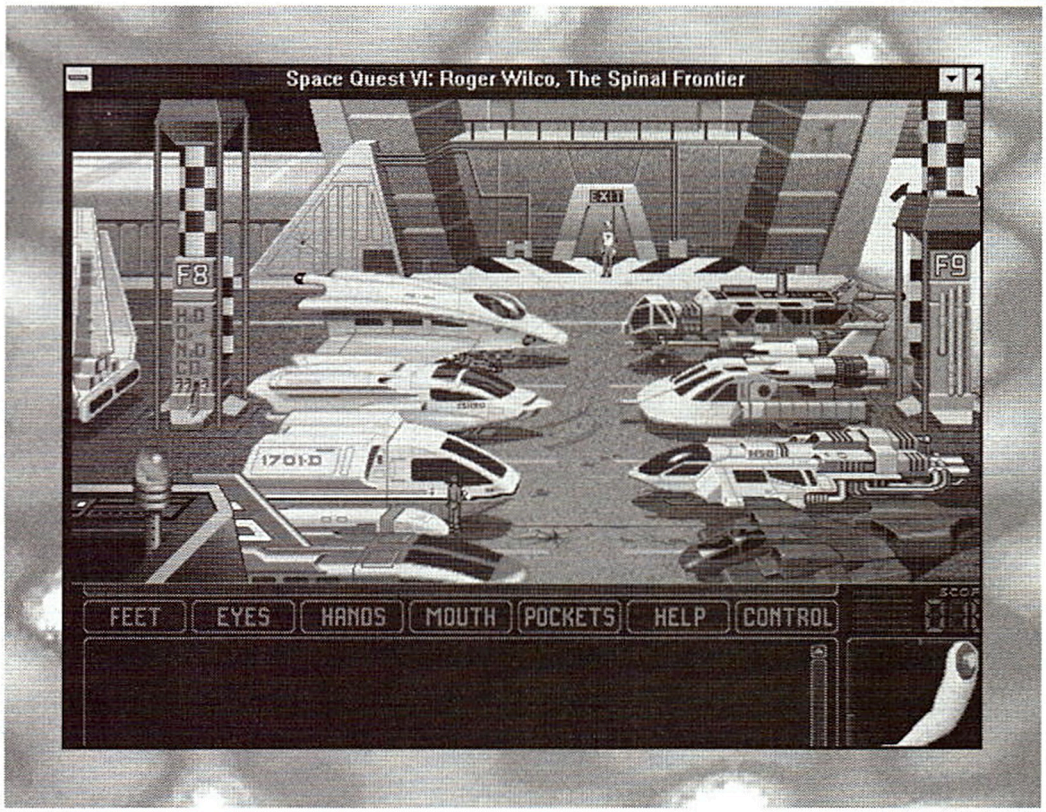
You can get into the Shuttle Bay with a stretch of imagination.

heard rumors that the *MST 3000* robots are deeply involved in StarCon. You never know....

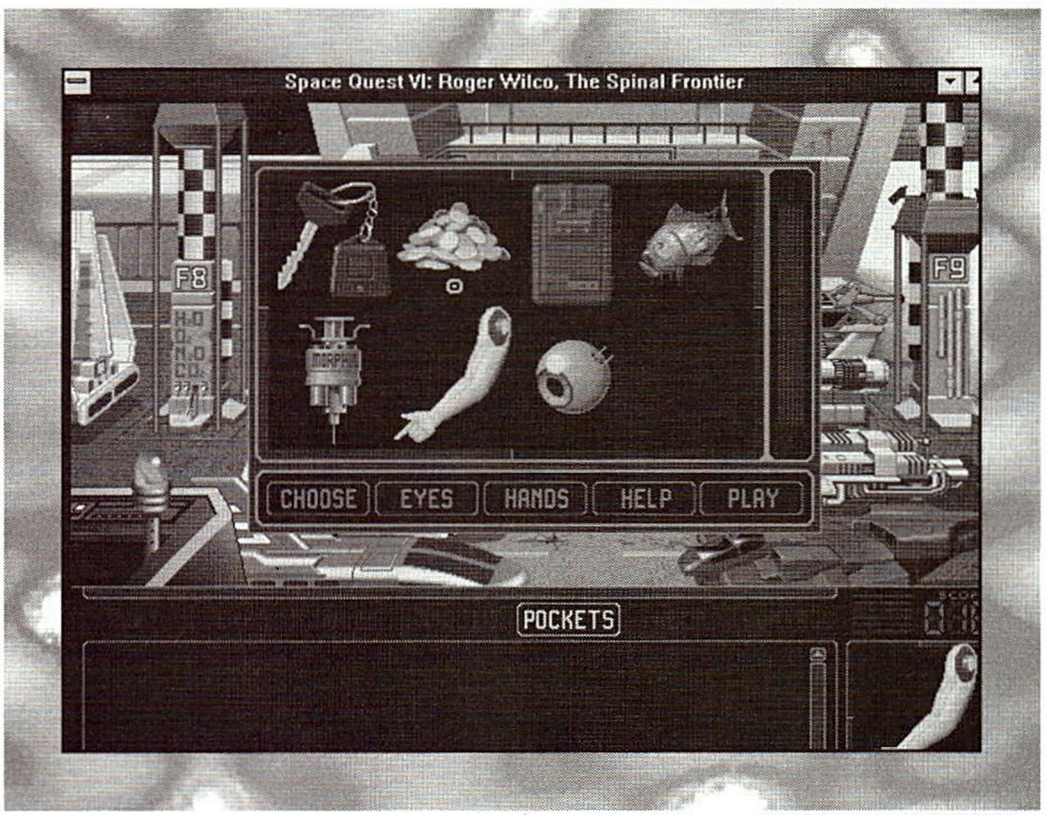
The Shuttle Bay is huge. It has to be to hold all these space shuttles. The question is, which one will you steal? You are holding the keys to one of the shuttles. You could go from shuttle to shuttle and try the key on every door (while your credit cards expire and your hair grows white). Or you could do things the right way by selecting the keys and clicking them on yourself. This will make the correct shuttle's lights flash and horn blow. If you didn't figure this out on your own, you better get with the program. This one was very simple.

Once you've identified the correct shuttle (it's the second from the top on the right-hand side), use the key on the shuttle door to unlock it. Then click the Hand icon on the door to enter the shuttle. Once inside, you need to get into the cockpit so you can turn on, light up, and take off. After you've poked around a bit and satisfied your curiosity, click on the left-hand chair (the pilot's seat) to plunk your butt down and access the controls.

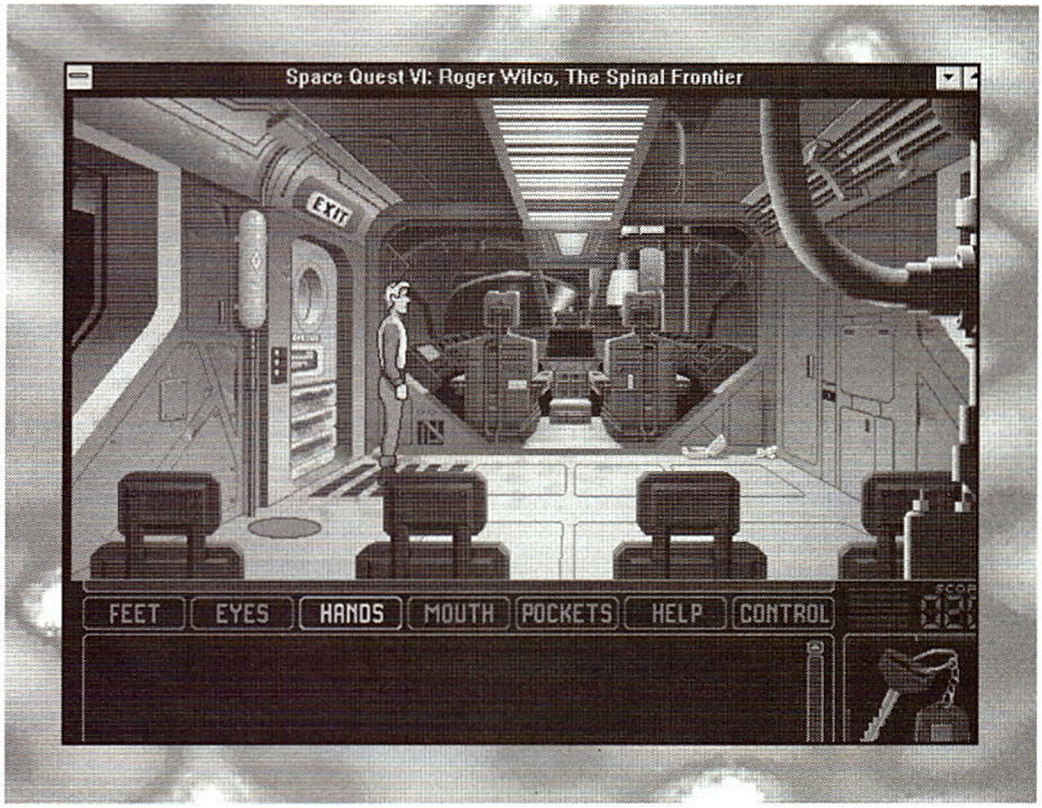
The instruments are a complex array of input devices that allow startup and provide entertainment for those long hauls between destinations. You need to press the Power button, then press ICD for the Intermix Display screen.



What a collection of ships. Guess which one you'll be stealing.



Alarm keys? Nice touch. Guess how you'll use them.



Here's the shuttle — get ready to cruise.

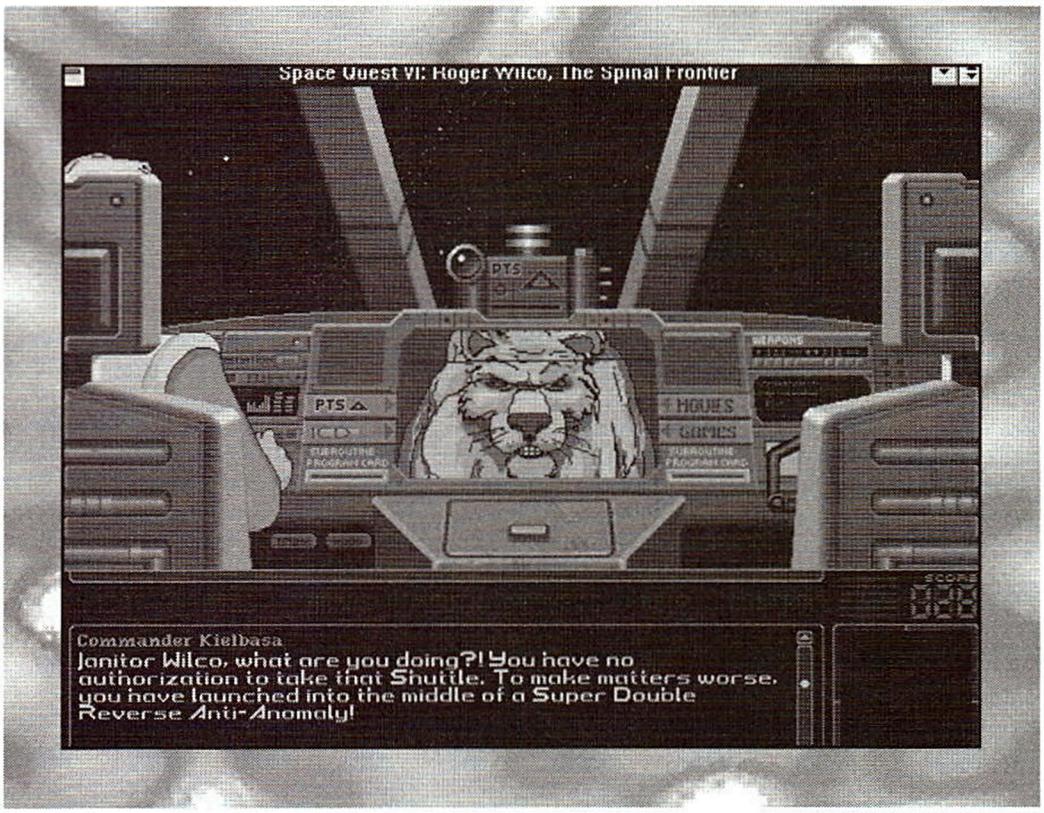
Into Space

Once you have launched from Deepship 86, you'll get a rather stern call from Commander Kielbasa. The bottom line is that if you don't return right away, you're dog meat. But you're not about to turn tail and wimp out. Stellar is out there, and she needs your help. So off you go into hyperspace. And, as Kiebasa warned, you run smack into a Super Double Reverse Anti-Anomaly. Now your next adventure begins.

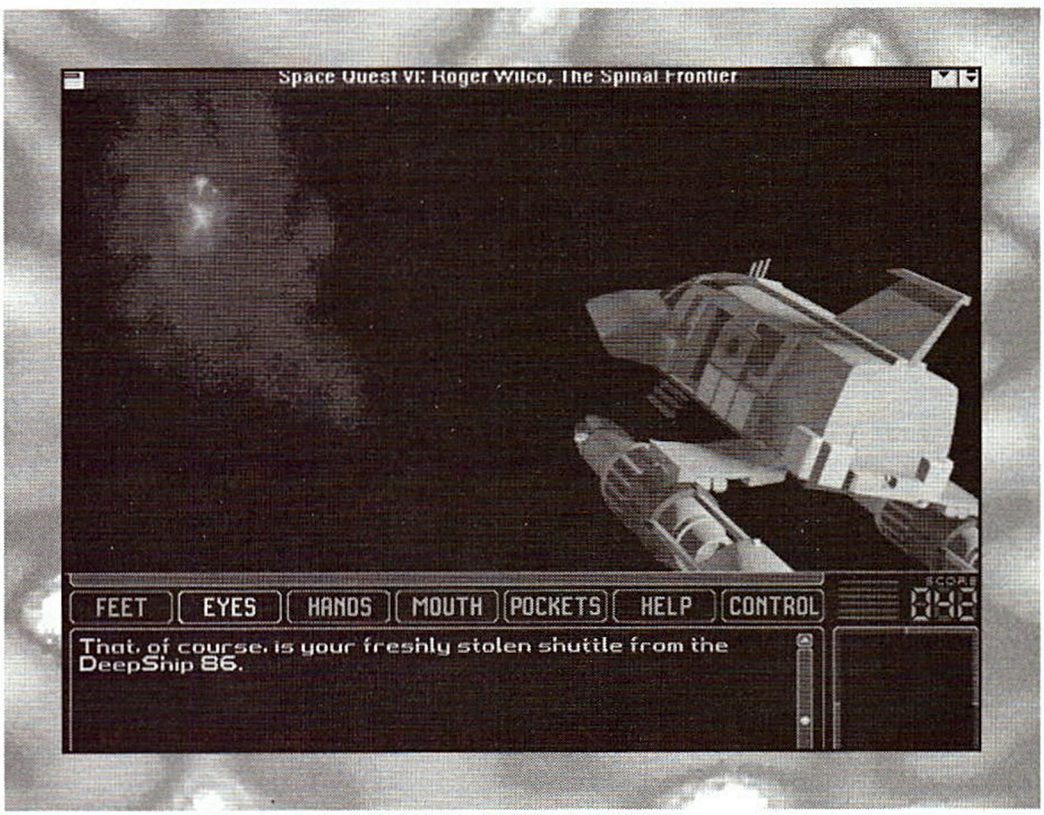
When you drop out of the hyperspace wormhole, your shuttle stalls out, leaving you floating with a busted Divalium crystal and a navigation computer that's on the fritz. Since you can't exactly call AAA, you'll have to find a way to deal with it yourself. Start by getting up from the pilot's chair and examining the hatches on the starboard (right) side of the ship.



In the hatch closest to the cockpit is an EVA suit and helmet for journeys into the cold vacuum of space. The second hatch contains the Divalium crystal. After noting that is an extremely attractive shade of green, you can see that a chip is missing. A quick search around the ship reveals that there is no replacement on board. You have to fix it with available materials.



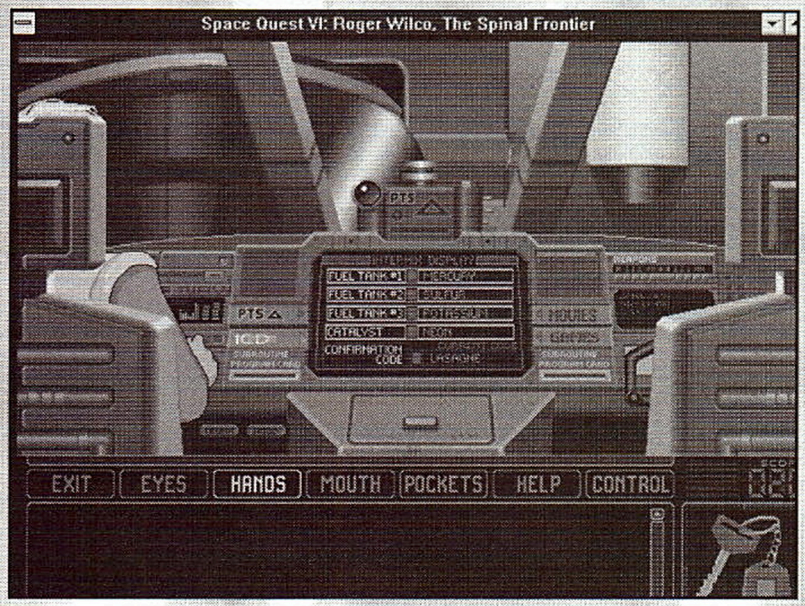
Commander Kielbasa would like to claw holes in your hide.



Nothing like a breakdown in deep space to get your blood going.

Setting the Intermix Display

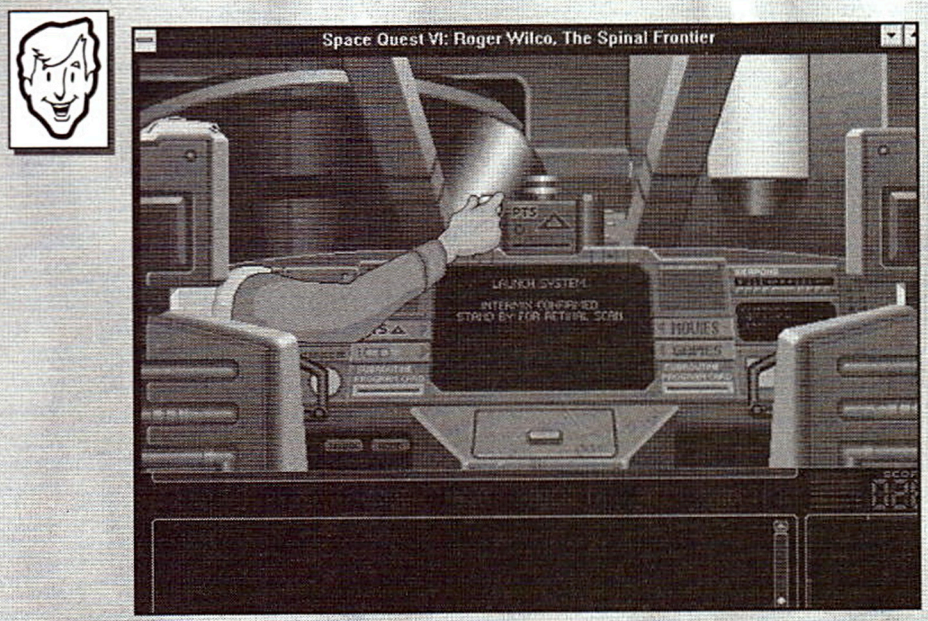




The fuel intermix must be set properly for takeoff.

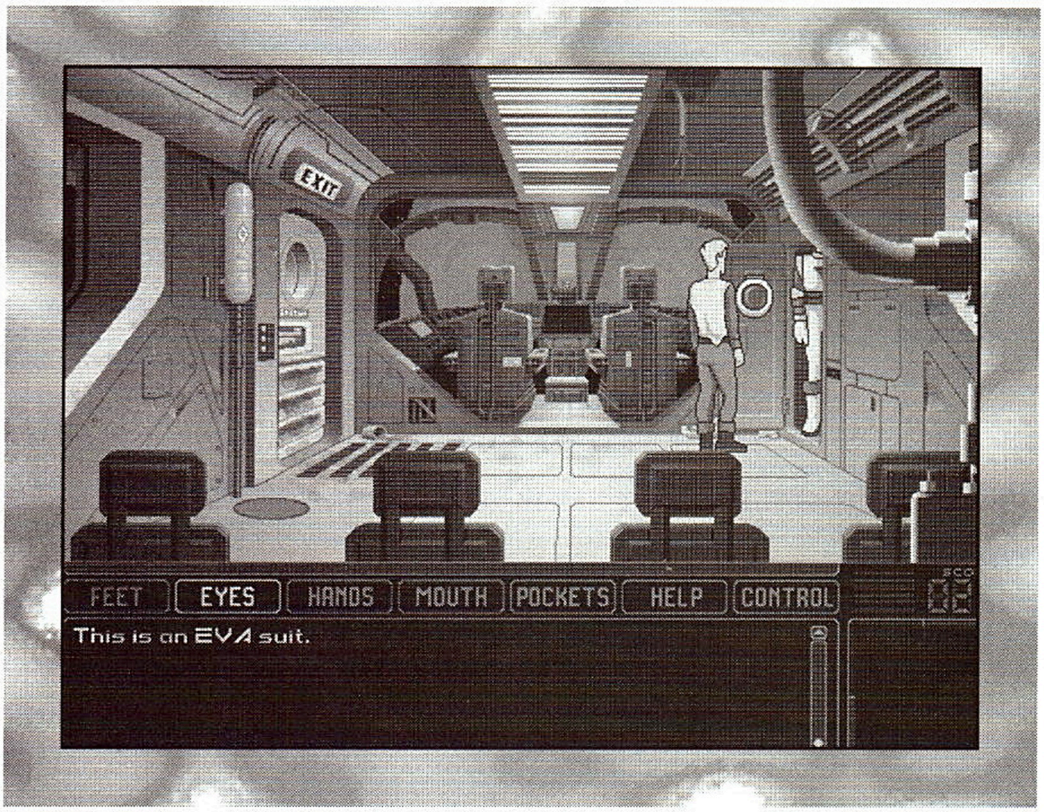
The fuel intermix is the most crucial aspect of launching the shuttle. Get it wrong and you go nowhere. There are three fuel tanks, a catalyst, and a confirmation code (not to mention the retinal scan). Most of the fuel combinations don't do a thing, but one combination will set you up for launch. The combination is:

Fuel Tank 1	**Lanthanum**
Fuel Tank 2	**Sulfur**
Fuel Tank 3	**Silver**
Catalyst	**Neon**
Confirmation Code	**Lasagne**



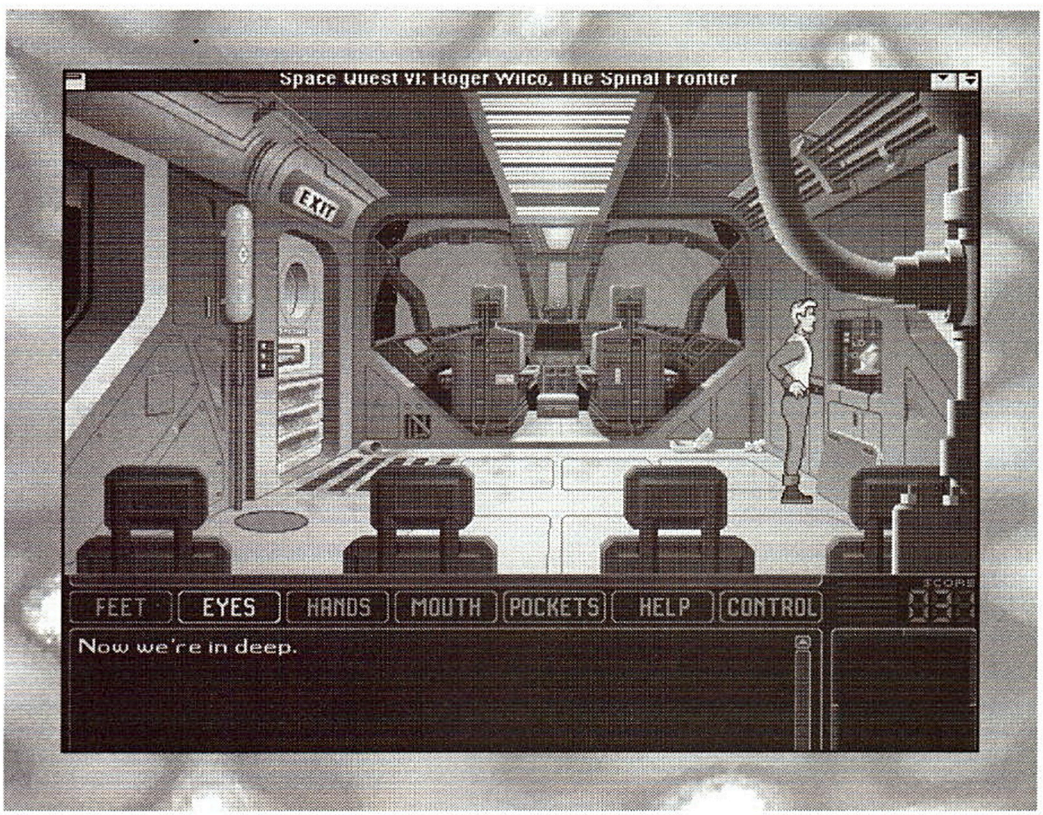
Now Sidney's eye comes in handy.

Once you have set the proper fuel intermix, press the Initiation button to begin the launch. Before you press the button, you should have Circuit Sidney's eye selected and ready to use. When the retinal scan notification message appears, click the Eye icon on the lens on the device on top of the dashboard. You'll hold the eye up to the lens, fooling the scanner into thinking you are Circuit Sidney, who has access to everything. Then you launch.

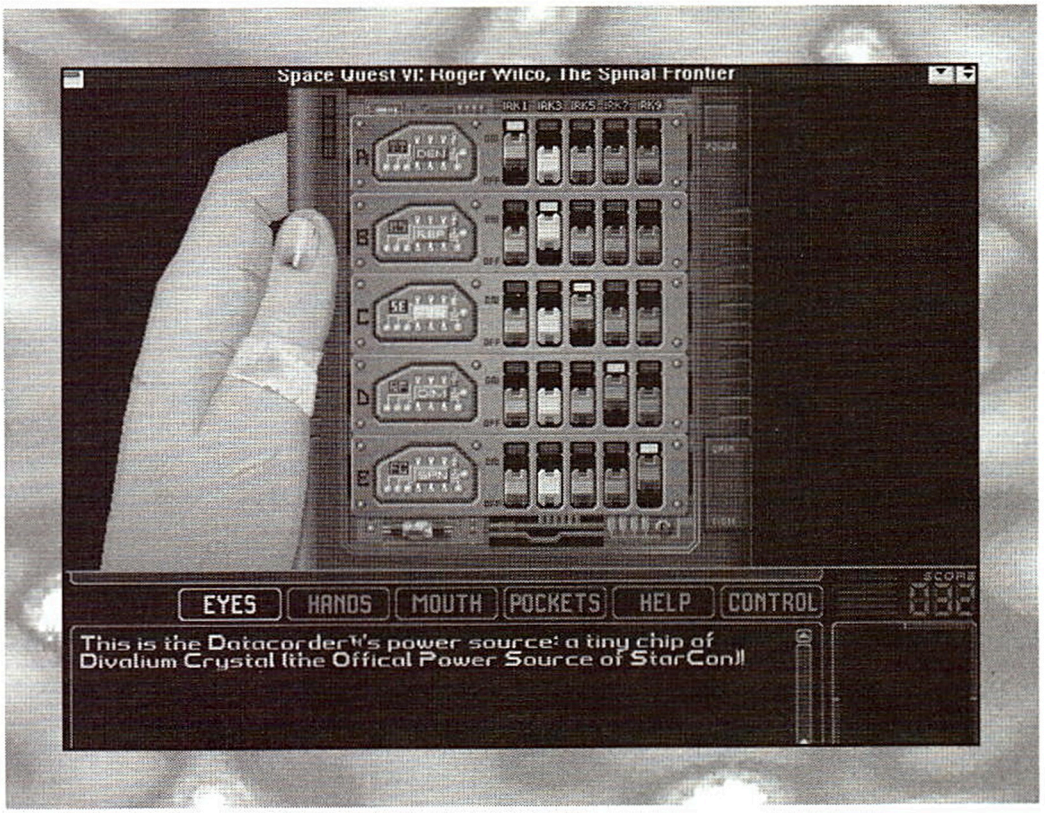


An EVA suit and helmet. Looks like you can take a trip outside.





OK, space janitor, break out your handyman skills and get ready to fix the Divalium crystal.

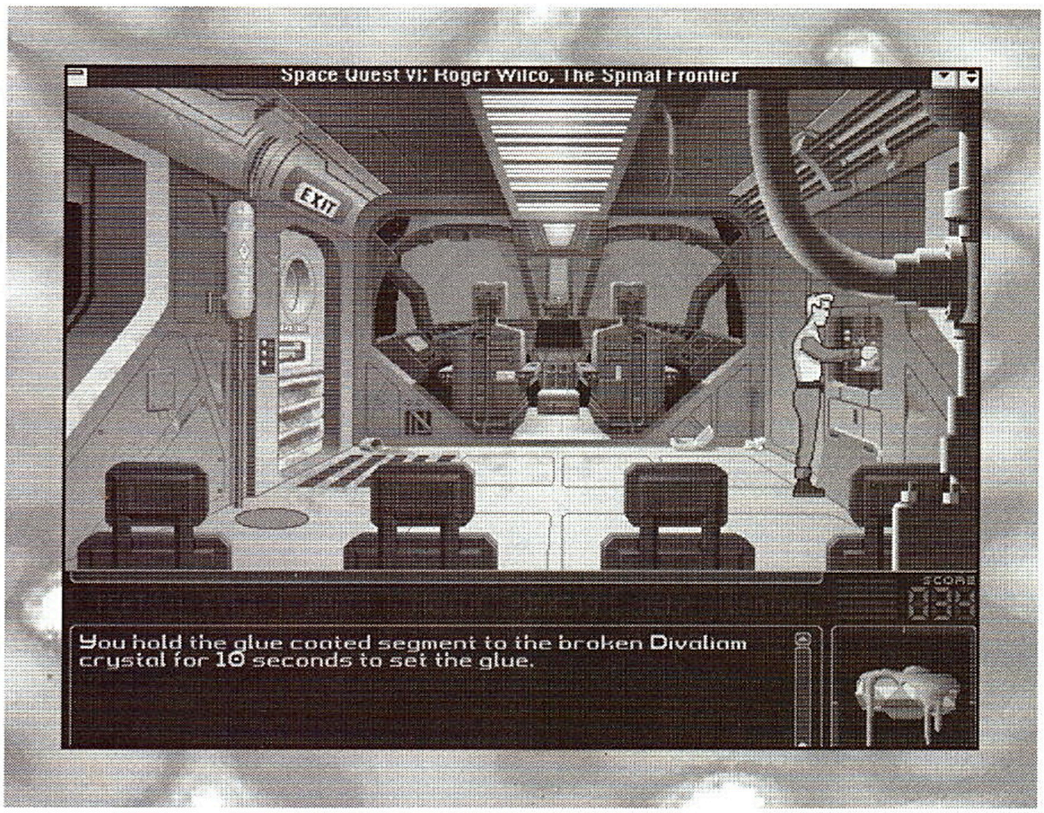


The Modulating crystal seems to be a perfect match.

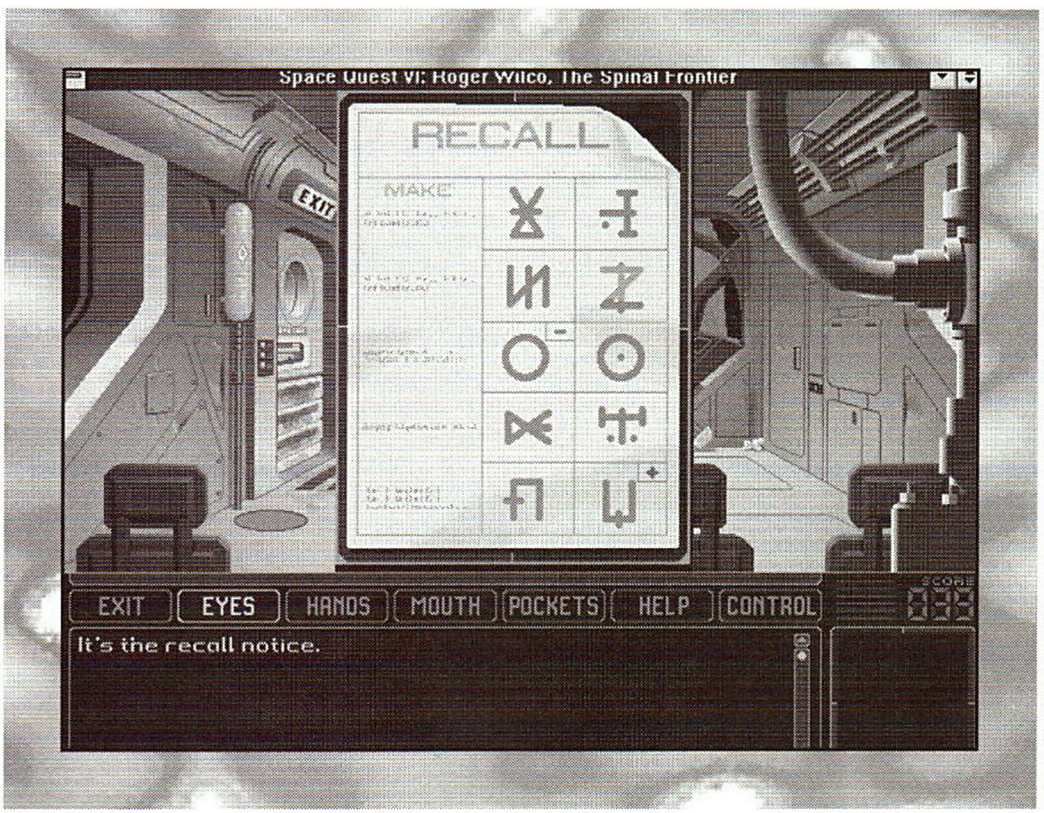
Quick, Rog. What do you use to patch a crystal? Crystal, of course. And you have one in the datacorder-turned-homing-beacon. The chip you need is the Modulating crystal. Select the Homing Beacon from your Pockets and open the lid. Look at the lower left corner. See the bright green crystal? It matches the color of the Divalium crystal. It's the one you want. Use the Hand icon to remove it.

If you try to use the Modulating crystal on the Divalium crystal, you will find that it won't attach. It needs a little help. Have you seen anything in the shuttle that would fix something in a snap? Take a look in the glove compartment in the shuttle's dashboard. Among the usual junk found in most people's glove compartments (don't tell us you've never looked in someone else's glove box), you will find a tube of Elmo's Gluzall. This stuff works wonders. Use the Gluzall on the Divalium crystal, then the Modulating crystal, then use the Modulating crystal on the Divalium crystal. You will automatically hold the Modulating crystal on the Divalium crystal for 10 seconds. This will repair the crystal and take care of the first step of your dilemma.

With the crystal repaired, you still have to deal with a stalled shuttle and a busted nav computer. Tackle the stall next. Look at the back of the pilot's seat. You will find a recall notice for this shuttle (figures). Among those crazy designs are a positive and negative symbol. Make a note of the larger symbol to which



Elmo's Gluzall duzzall. Use it on the Divalium crystal and the Modulating crystal.



See the small positive and negative symbols? That's where you hook jumper cables on the shuttle battery.

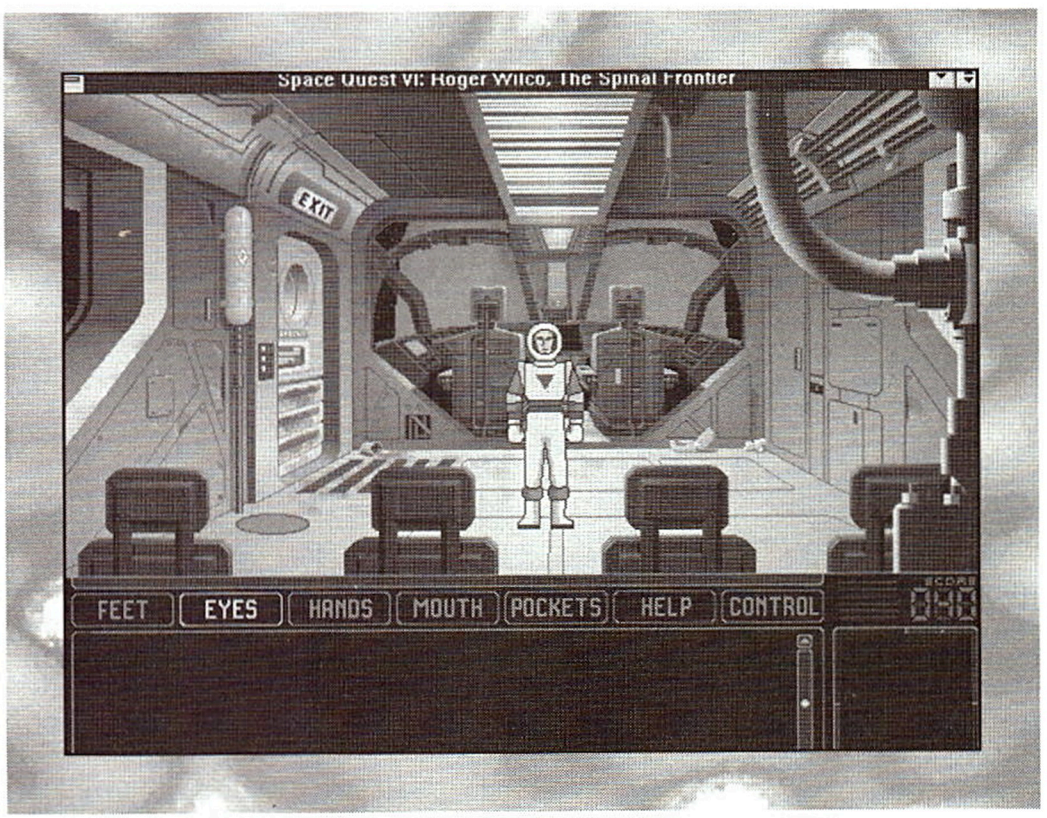
the positive and negative are attached. You'll need this information when you get out there to jump-start the shuttle. That's right, we said jump-start!

If you've ever jump-started a car, the following sequence should be a breeze. No, you don't walk to a pay phone and call a tow truck, or your mom, or your spouse. Return to the cockpit and take a look at the dashboard. Down below are pull handles for the trunk and hood. Release both the trunk (where else do you keep the jumper cables?) and the hood.

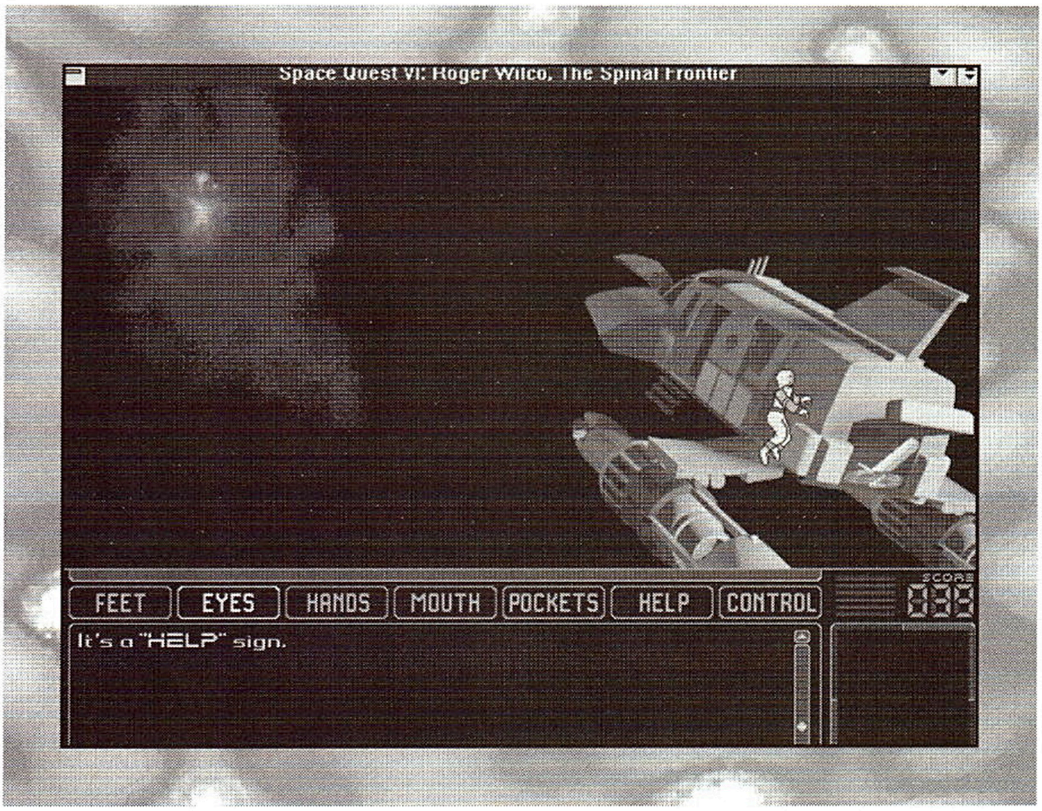
After you've released the trunk and hood, you need to open the locker containing the EVA suit and get dressed for a trip outside. Make sure to put on the helmet unless you want to feel what it's like to implode in the cold vacuum of space. When you are fully suited up, click the Hand on the shuttle door to go outside.

While free-floating next to the shuttle, take a moment to appreciate the rich, velvety blackness of space and the harmony of a gas nebulae highlighting the blackness with a rainbow of Doppler-shifted colors. Just be glad you can't smell it.

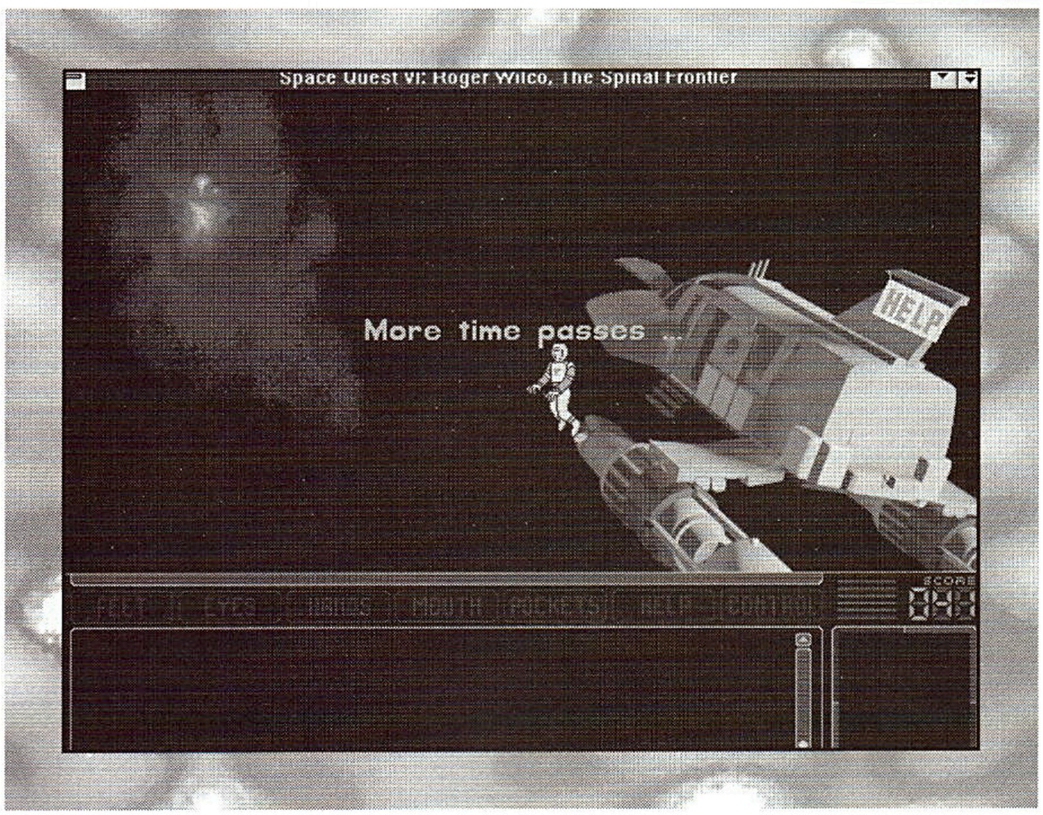
Go check out the engine. Hey, what's that fish doing in there? Get it out. Move around to the trunk of the shuttle. Inside you find a set of brand-spanking-new jumper cables and a help sign. Boy, don't you get a warm feeling knowing that someone equipped the shuttle for safety? Use the Hand icon



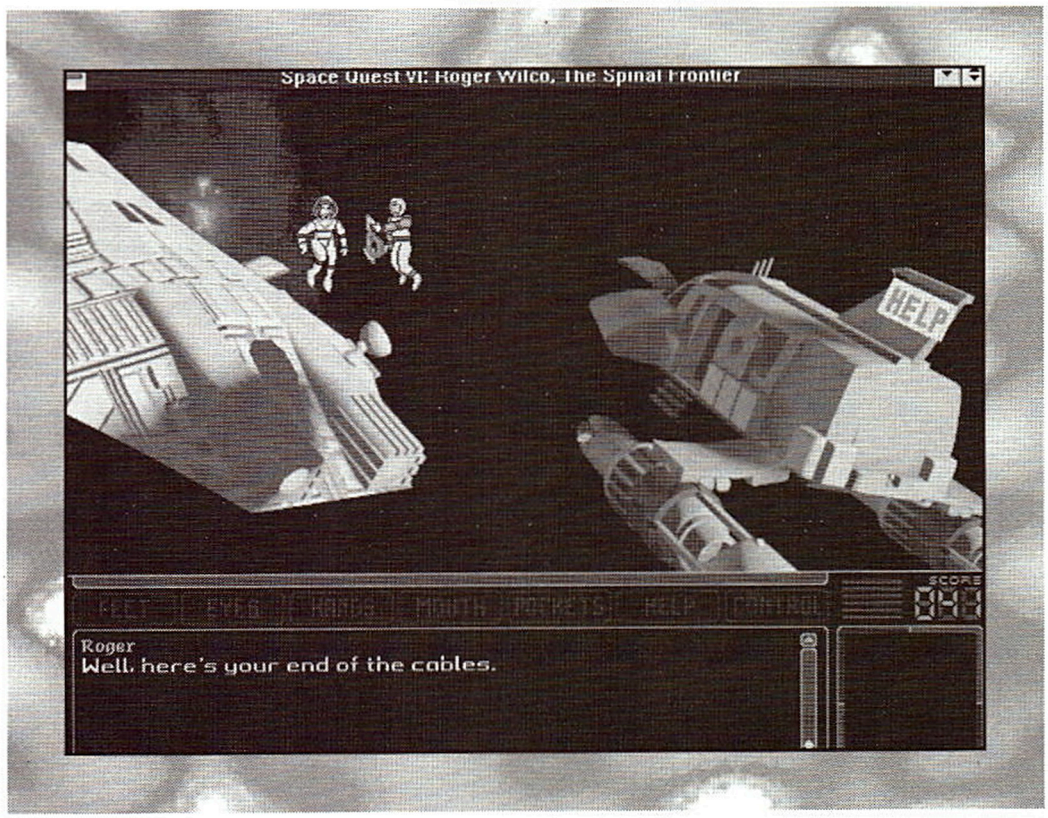
All dressed up and only one place to go. Head outside, Rog.



The cables and the help sign are in the trunk.



Help! You've stallen and you can't get up...and running.



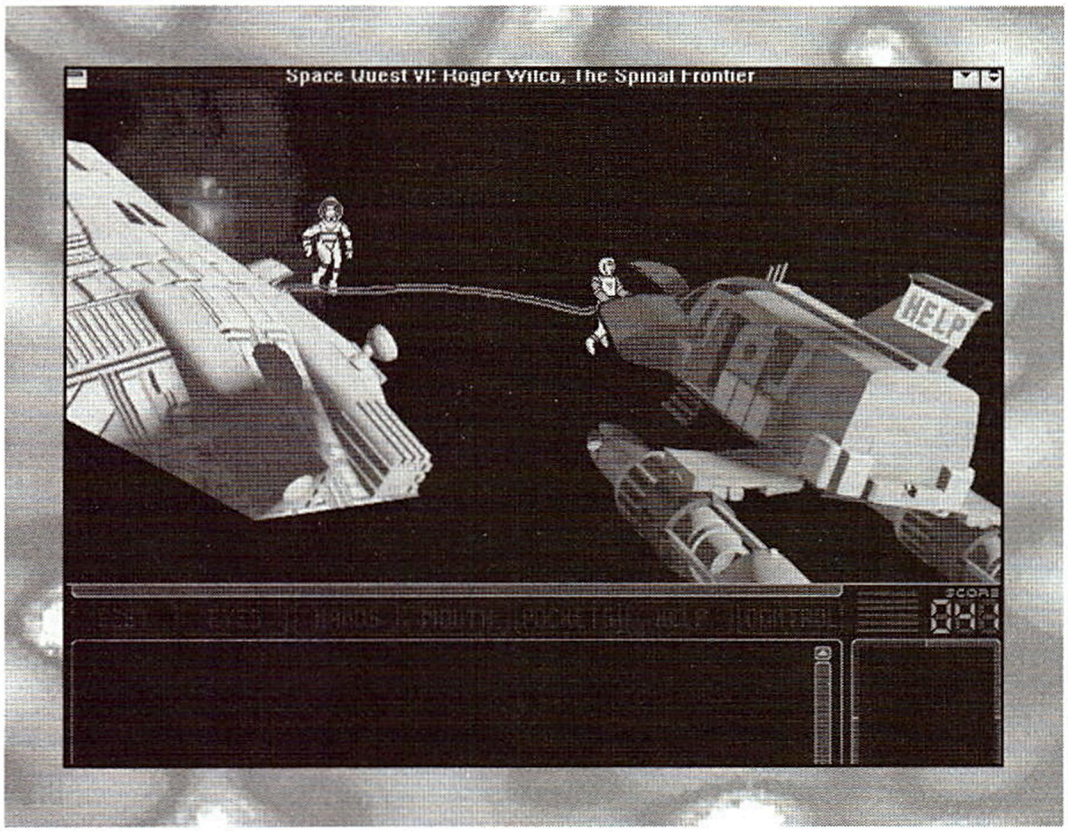
Wriggley will give you a jump if you give her the cables. Where's her pal Rippley?

to take the cables and the sign, then place the sign on top of the shuttle. If you're lucky, help will come along real soon.

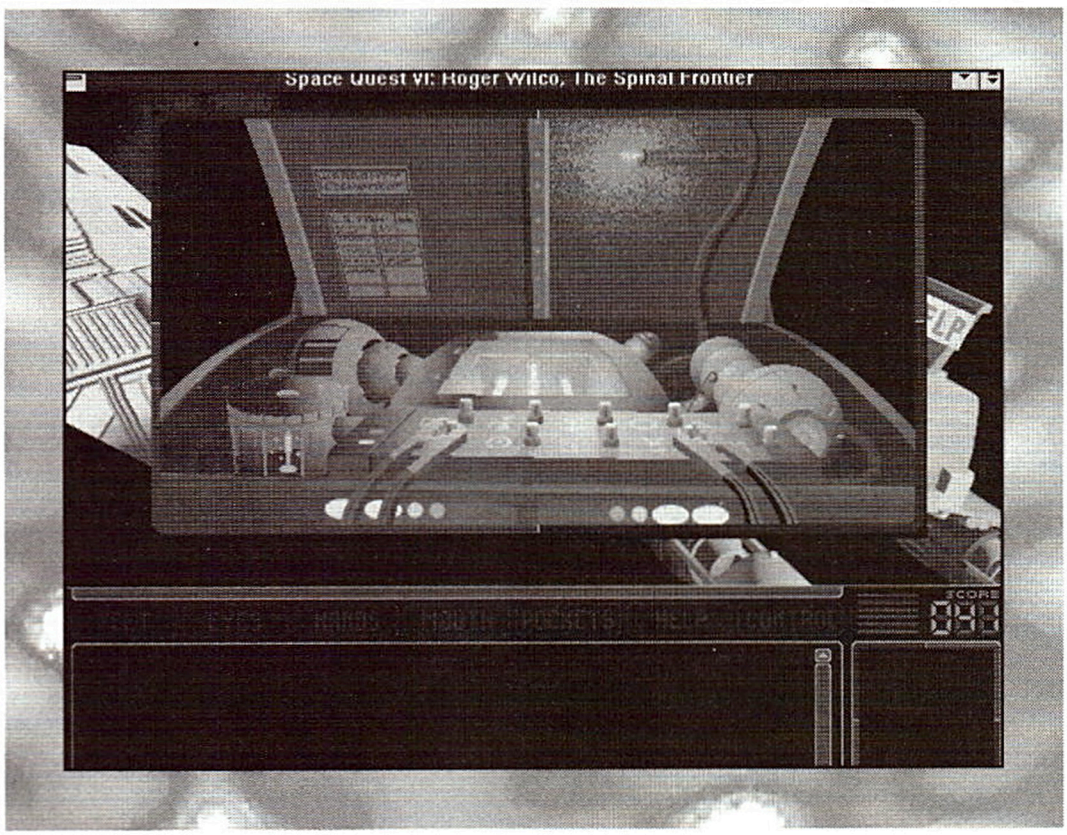
By golly, a good Samaritan shows up in almost no time at all. Her name is Wriggley (don't hug her face), and she's happy to give you a jump. Give her the cables with the Hand, then move around to the hood. You need to connect the ends of the cables to the proper positive and negative terminals. The question is, which is which? You've seen these symbols before, remember? On the recall notice, Rog. Match the positive and negative cables with the right terminals and the shuttle will start right up.

Back inside and unsuited, you have one more problem to deal with: the busted navigation computer. Fixing this one is impossible since you aren't a computer repair man, you can't do much more than glue or sweep, and the game won't let you. You have to find a way to bypass the system. Wouldn't it be nice if you had an autopilot? How about a manual override? Does that ring a bell? Look at the dashboard again. Now that the shuttle is running, you can use the Hand icon to push the Manual Override button. Doing so will bring up the new, improved, holographic emergency pilot crew member, Manuel Auxveride. Direct him to fly the shuttle to Delta Burksilon IV. Now you can continue your heroic quest to rescue Stellar.

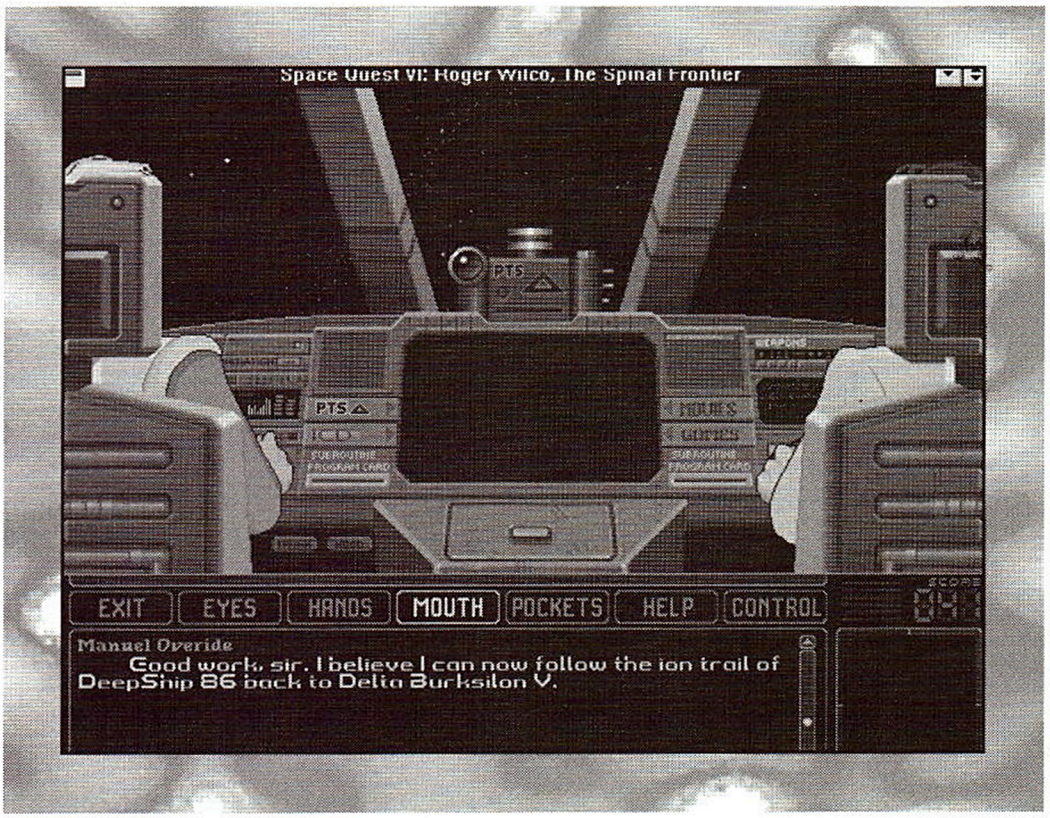


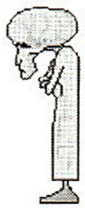


Pop the hood and prepare to be jumped.



Which terminals? Match the cables with the positive and negative posts as shown in the recall diagram.





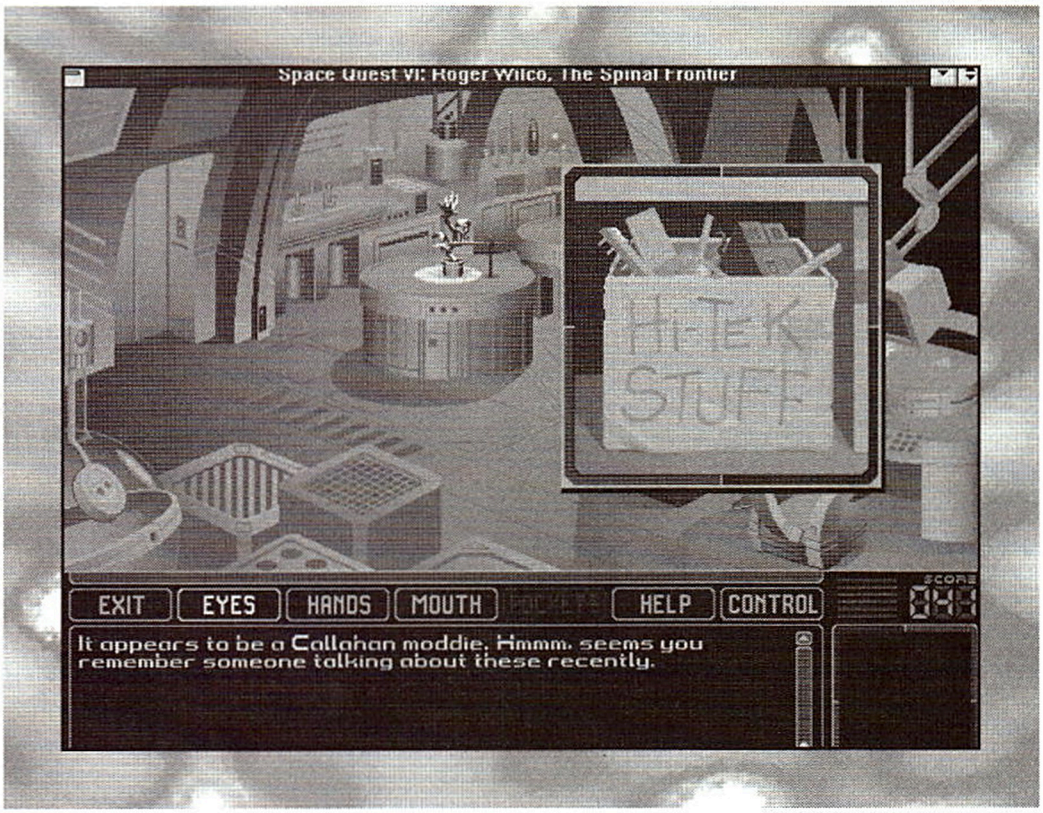
Jacques Cousteau has nothing on this guy. He can fly a shuttle and he's not even real.

Delta Burksilon IV

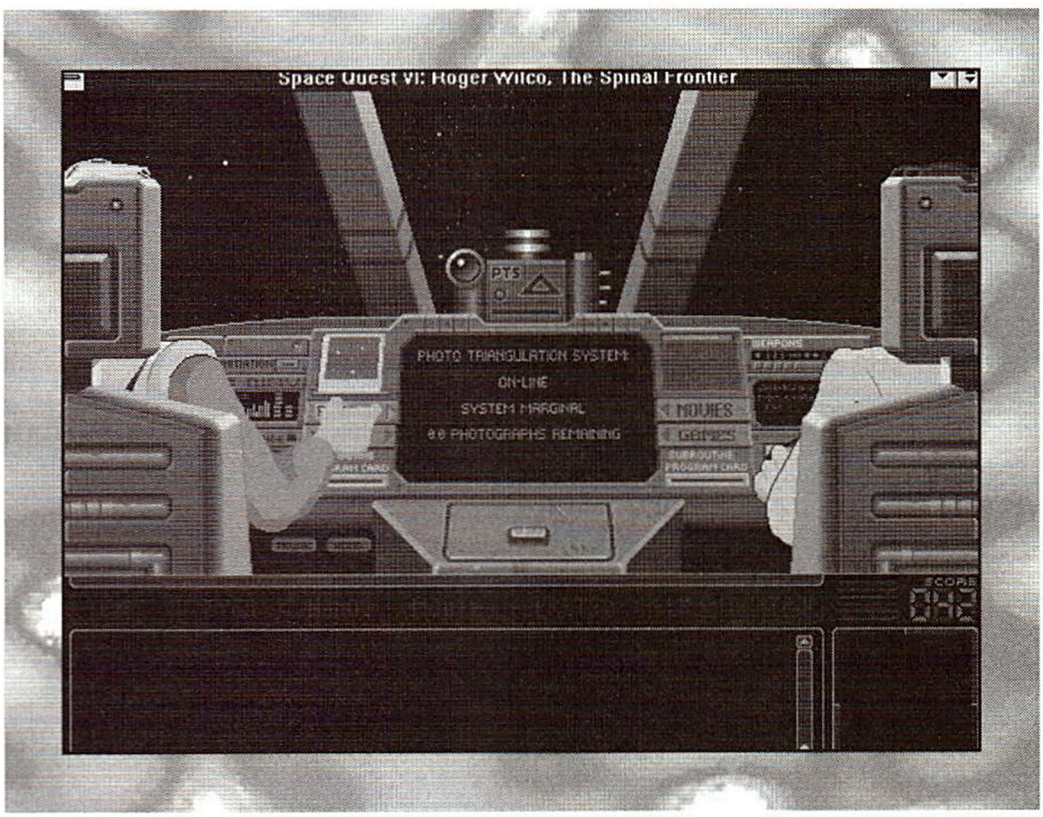
Lab A

When Manuel has brought the shuttle to dock at the Delta Burksilon Turboshaft, you need to go up to Lab A and have a little confrontation with Dr. Beleauxs. When the weasel has acted like a weasel and left, poke around his office. Check out the doc's super computer. If you had a cyberjack, this would be a great place to enter cyberspace (hint, hint). See the box to the left of the computer correctly labeled "Hi Tek Stuff"? Use the Hand icon on the box to give you a better look at its contents. Inside you'll find a Callahan moddie. Know anyone that might trade a Callahan moddie for a cyberjack? How about Fester from Phleebutt over at Implants 'n Stuff back on Polysorbate?

The Callahan moddie is pretty useless by itself. Unless you have any bright ideas, Implants 'n Stuff is where you should go next. After all, you do have a shuttle and a virtual pilot. Shake a leg back to the shuttle and get Manuel to set a course to the Polysorbate LX system.



Rummage in the "Hi-Tek" box until you find the Callahan moddie.



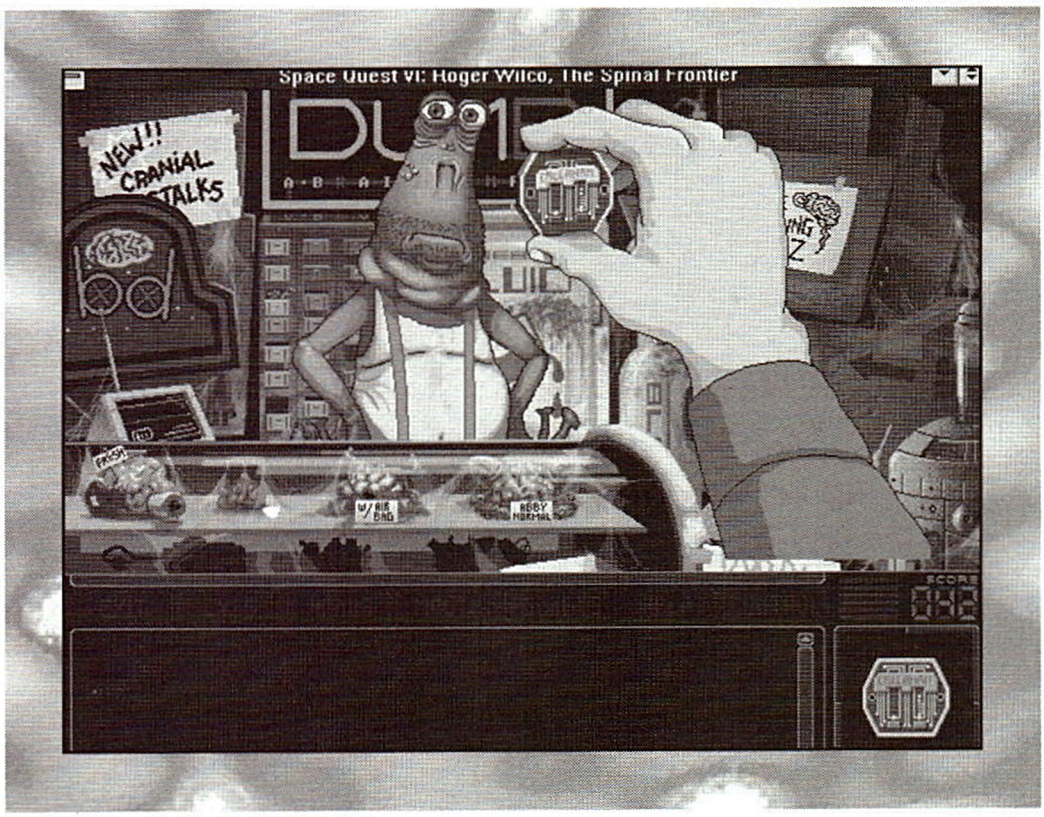
Place the second positive print and the first negative print on the PTS screen to get back to Polysorbate LX.

A problem? Of course there's a problem. There's always a problem. Though Manuel can trace the shuttle's ion trail back to the Polysorbate system, he can't find the planet without a little help. At his suggestion, click the Photo Triangulation Button twice to take the two remaining pictures. In your Pockets, peel the negatives from both photos. Now select the positive print from the second photo and place it on the monitor of the PTS. Then select the negative from the first photo and place it over the positive on the monitor. Wasn't that simple? See the star on the monitor? Click on it. That is Polysorbate LX. Manuel will head for your next destination. Upon arrival, he will beam you down and give you a transport signaller to beam back up.

Polysorbate LX

Implants 'n Stuff

Cruise on over to Implants 'n Stuff and trade the Callahan moddie for a cyberjack. Fester will be happy (in his sweaty, alien sort of way) to have one.



Old Fester knows jack about jacks.

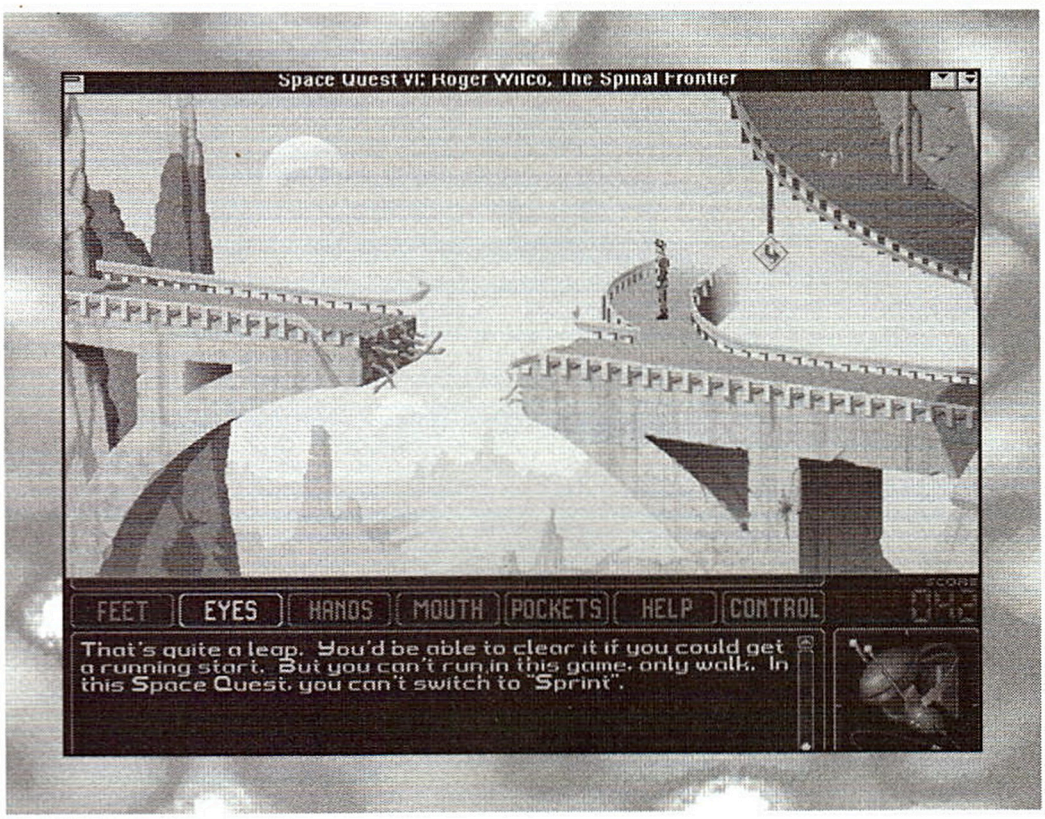
Delta Burksilon IV

The Info Superhighway

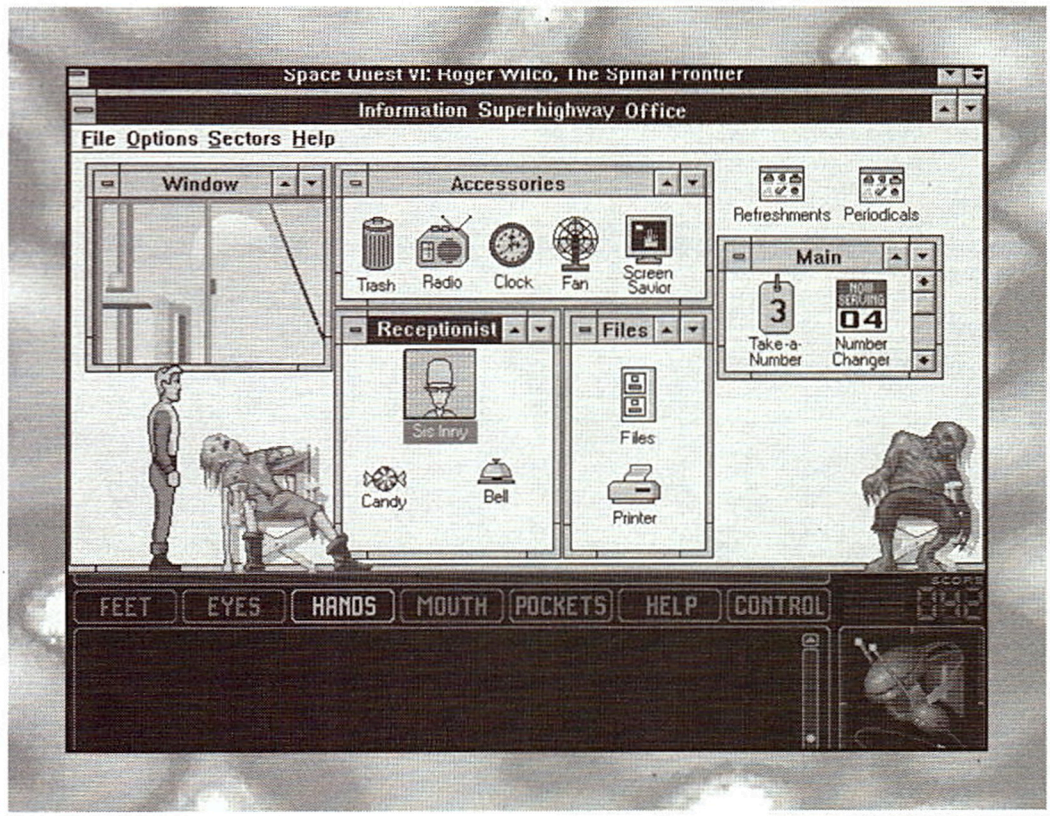
After that pleasant encounter, return to the shuttle and have Manuel pilot you back to Delta Burksilon. Remember Dr. Beleauxs' supercomputer in Lab A? It's your on-ramp to the Info Superhighway, and what a depressing place it is. You'll have to navigate your way through the information maze (just keep clicking in the direction Roger's facing) until you come to the end of the road and the construction site. Enter the construction office trailer and the Cyberspace lobby.

Now that you're finally here, maybe you can learn more about why Stellar has been gassed and kidnapped by Nigel Rancid if you can rummage through the filing cabinet. You can still see that goon whirling his floss-covered buns with erotic fervor. The memory makes you break out in a cold sweat. You won't ever get a moddie installed after seeing that.

The lobby will be familiar if you're playing this game through a certain interface that is named after the thing you open in your house to throw out bath water, shout at the neighbors, let the sun in, and throw baseballs through. (Now let's see Microsloth try to sue us!) You are not the first to brave the cyberspace of the info superhighway. Seems like a few of these guys have



So this is cyberspace? And you though setting up this game in your computer was confusing.



Look around the lobby. Does the environment seem vaguely familiar?

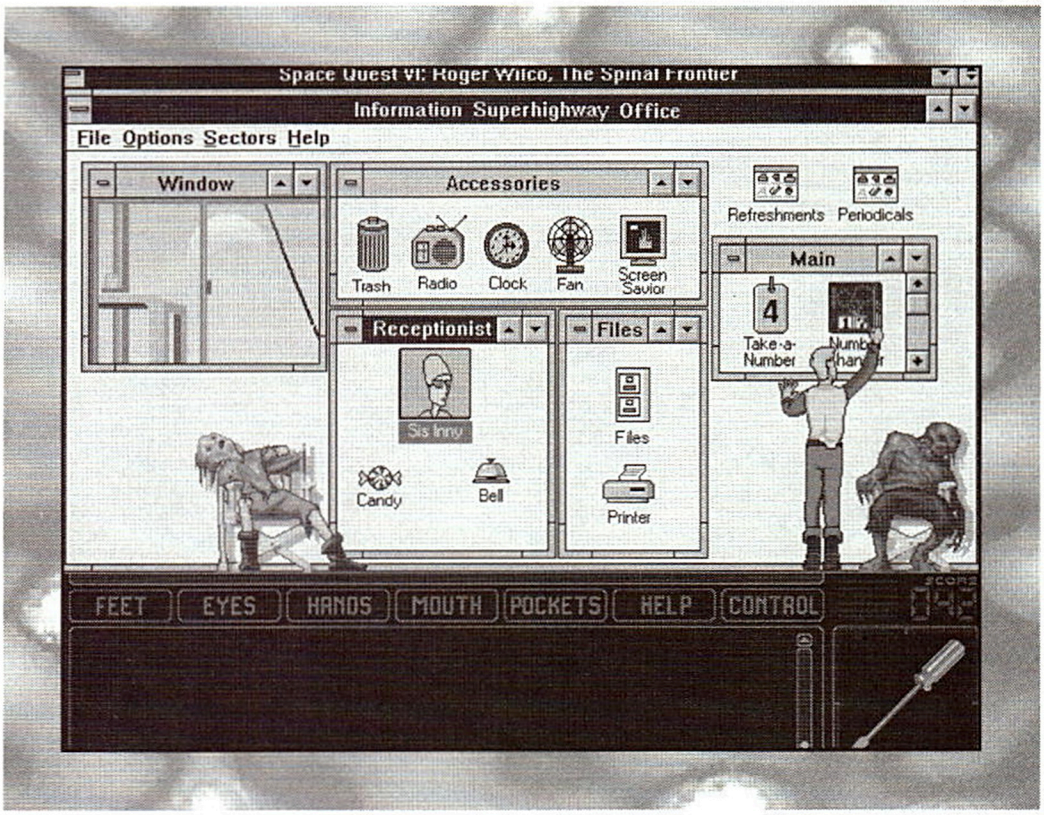
been waiting for a while. The file manager (Demon? Virtual Person? Cyberpresence? Heck, who knows?) you want to speak with is Sis Inny, that prim and proper Moneypenny-ish clerical type sitting behind the counter.

Of course, like any computer program, she isn't very user friendly (maybe she's IRQed off). The first thing she tells you to do is take a number. You get #3. Unfortunately, it's already been called. She's on #4. You can either wait until your number is called again, which will take about 98 minutes in real time, or you can find a way to change the number on your card. Since that would be sneaky and sorta dishonest, it's just the thing to do.

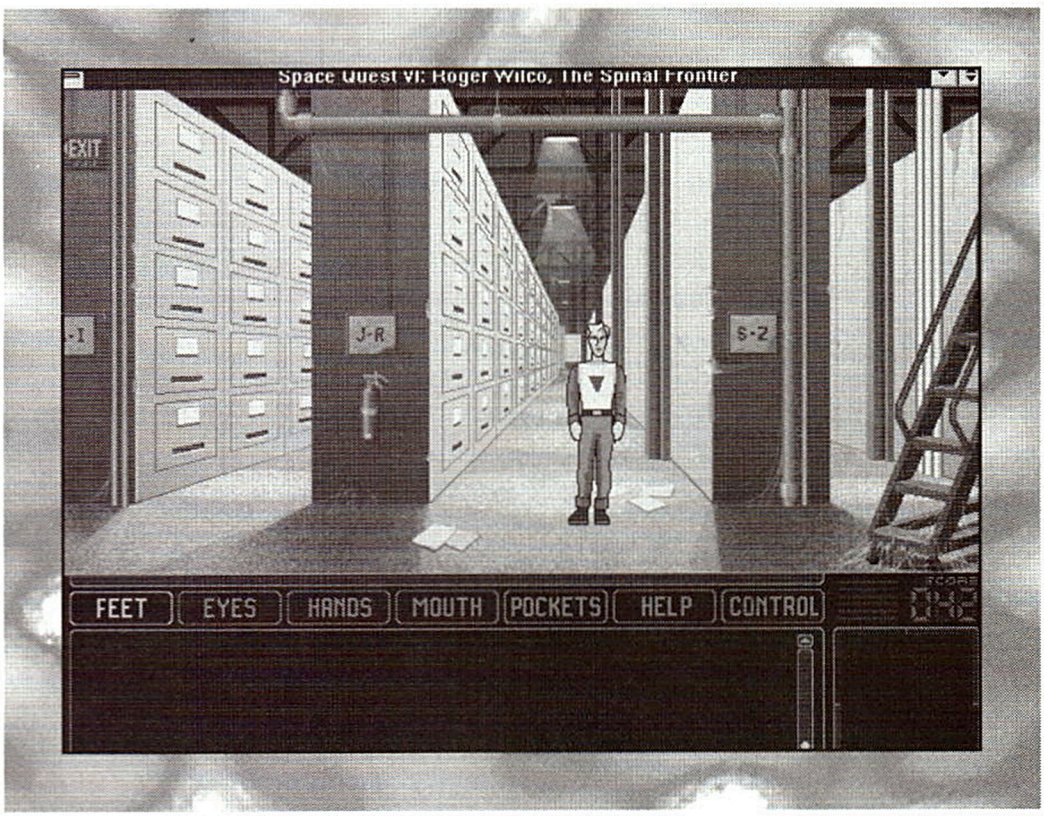
Since there's nothing inside the office you can use to change your number, why not take a look in the cyberyard? A quick trip outside will allow you to glom a screwdriver, if you didn't spot and snag it on the way in.

Go back inside and use the screwdriver on the number board. You'll adjust the number to match the one you are holding. Give the card to Sis Inny and she'll give you access to the file room. And what a place it is! There must be millions of files there, just waiting to be re-archived. There must be a ton of secrets hidden here, too. Getting to them is easier than it looks. Check out the alphabetical listing at the top of the stacks.

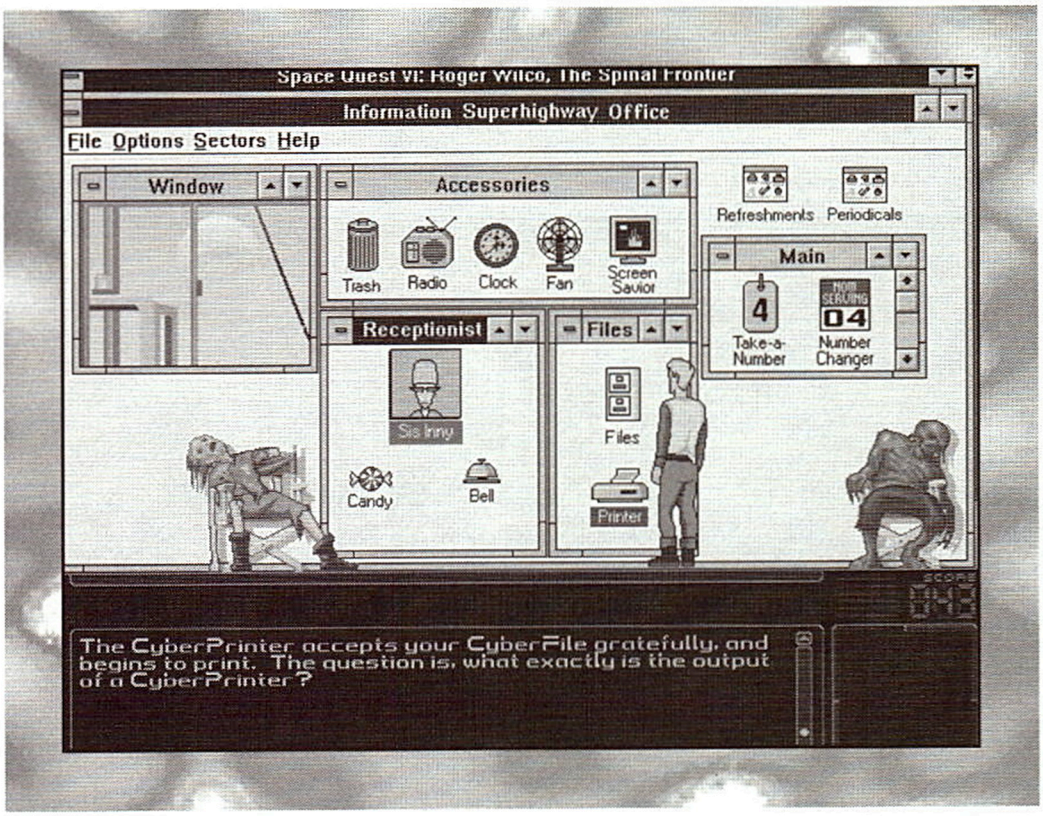
Once you reach the end, you can walk to the right and scan for the files you need. To avoid useless roaming and searching, start in the R section. "R" is for



A screwdriver will get you ahead in line.



Click the Walk icon at the bottom of a row. You'll get an exit sign and be able to walk down that row.



Drop the files on the printer to output them in Beleauxs' office.

Rancid, as in Nigel Rancid, the dancing goon, remember? Once you find Rancid's file, the info inside will give you four more files to track down. (See the "File Finding" sidebar on the next page for file locations.) Getting to some will mean opening other file drawers to make a staircase. Click the Walk icon on the drawer you want to stand on after you've opened them.

The files reveal that Stellar's in worse shape than you thought! Who would really want that haggy witch Sharpei hanging around in their brain? Who could stand that? If only you could get real small and go after her.... Do you sense a new plot line developing?

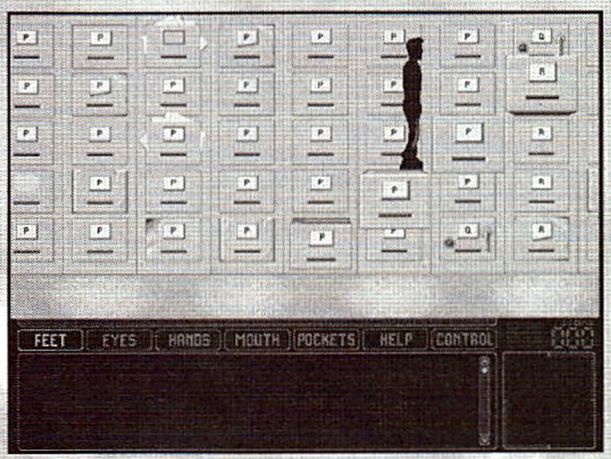
After you have collected all five files, exit to the lobby and place each file on the printer to print them out in Dr. Beleauxs' office. After the files have been printed, return through cyberspace to the place you began. You can either retrace your steps backward the whole way or grab the board by the portable outhouse that's outside the construction office. You can use this board to cross the great cyberspace divide, where the bridge has given way. This will speed up your trip back to Lab A immensely.

Now that you have proof that Sharpei is masterminding the wicked Project Immortality plot and Dr. Beleauxs is in on it, it's time to let the doc know the jig is up. Show him the files. Now he has no choice but to help you. The good doc will give you a subroutine card for the shuttle, then shrink you down to microscopic size and inject you and the shuttle into Stellar's body. Prepare for inner space.

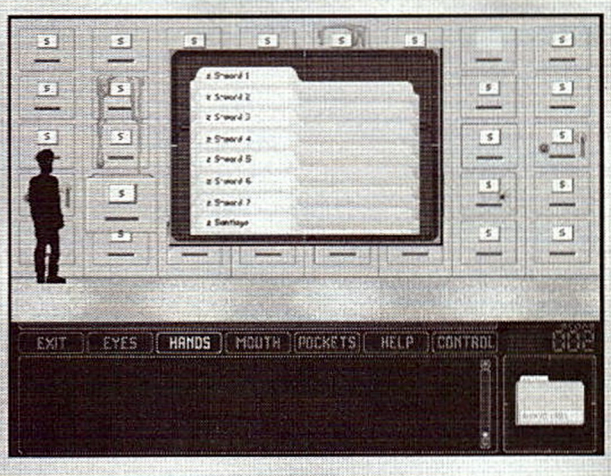
File Finding



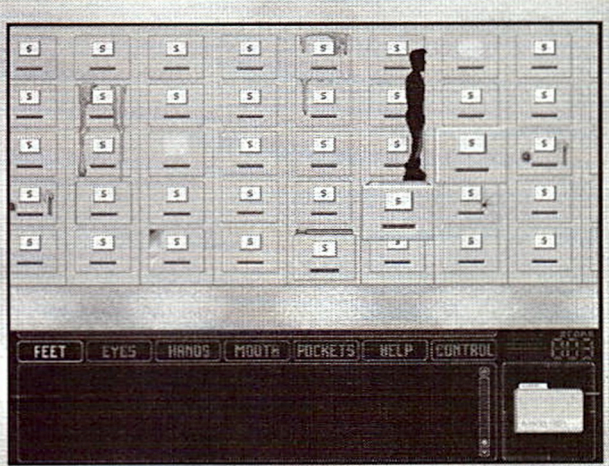
Here are the locations of each file.



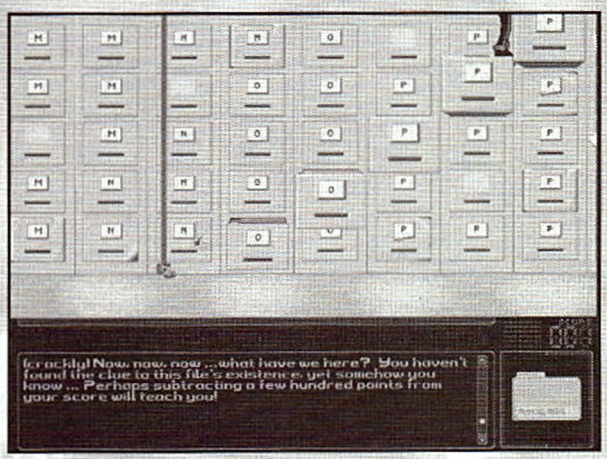
Nigel Rancid's file is in the first drawer labeled R.



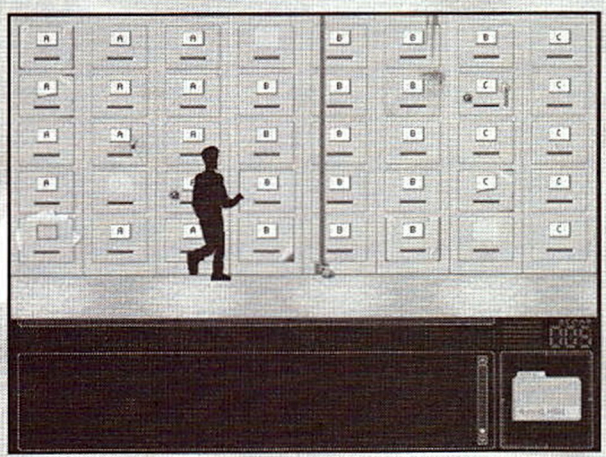
Stellar Santiago's file is in the penultimate drawer in the seconds column.



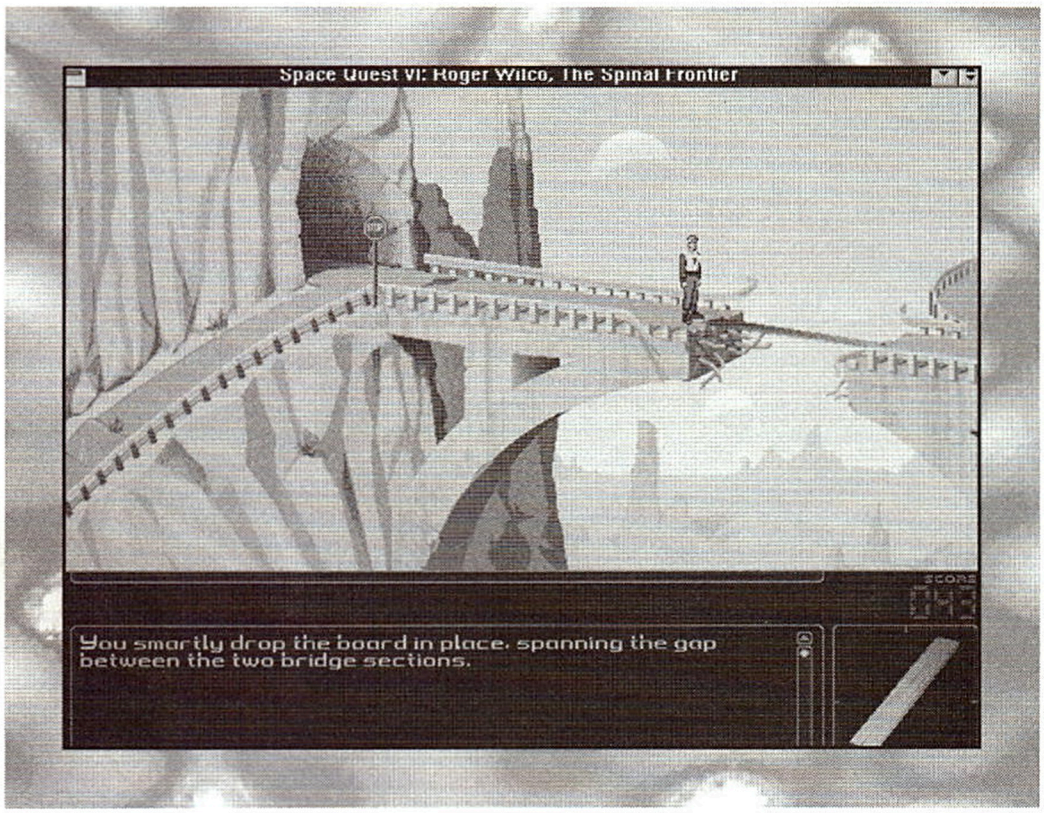
Sharpei's file is in the drawer five columns over from Stellar's drawer. (It's the drawer above the one with a hole in it.)



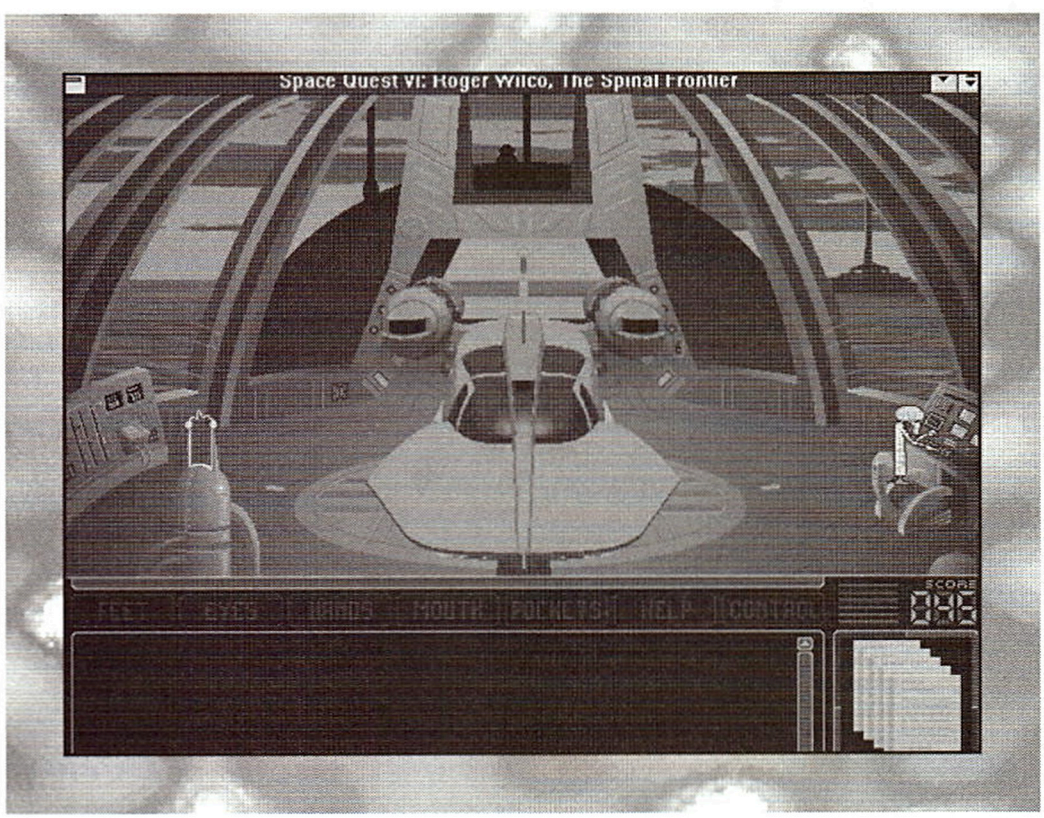
The file on Project Immortality is in the top drawer of the third P column.



Dr. Beleauxs' file is in the second-to-last drawer of the B column.



Cross the gap on this board. Is this what they call cyber surfing?



You think you went to weird places in the last five Space Quest games? You ain't seen nothing yet.

Chapter 2 Checklist

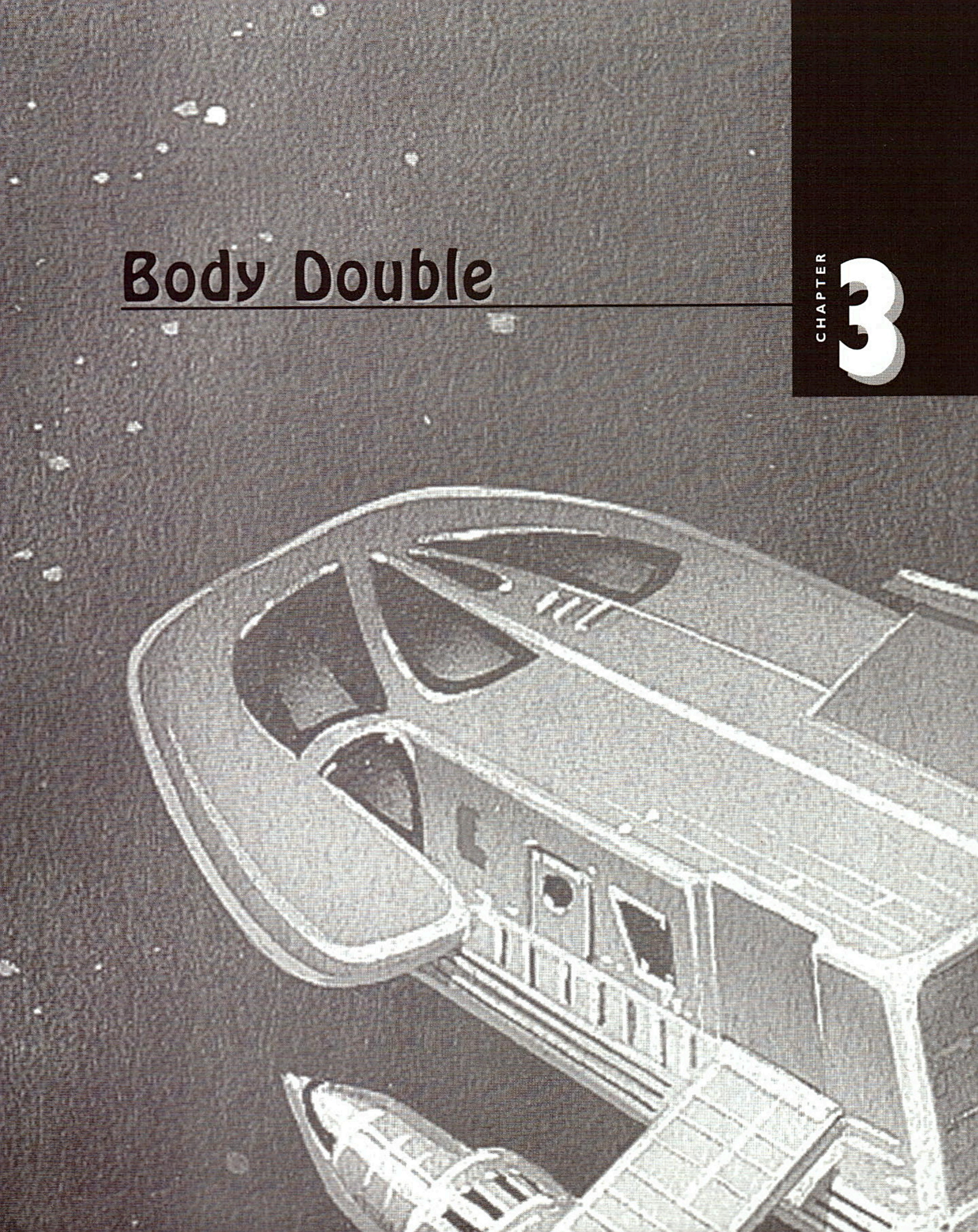
What to Do	Points
❑ At Stellar's funeral, read the eulogy (found in your Pockets) when prompted.	3
❑ Return to your room and get the surprise message from Stellar.	3
❑ Go to the bridge and talk to Commander Kielbasa.	1
❑ Go the the Holocabana and run the 555-1212 program.	3
❑ Go to the Shuttle Bay and use the Vulgar Nerve Pinch on Chesbro. Get your butt kicked by Magnum Opus.	3
❑ In the Brig, take the food off the cart.	1
❑ Start making a fake Roger out of food.	1
❑ Finish making the fake Roger.	1
❑ Put the fake Roger on the cot.	3
❑ Hide under the cart. Dorff will take the cart out of the cell.	3
❑ Take the morphine from the cabinet in the Sickbay.	3
❑ Put the morphine on the donut.	3
❑ Talk to Circuit Sidney in 8-Rear to get his right arm and eye.	6
❑ Go to the Shuttle Bay and sneak the laced donut onto Opus' tray.	3
❑ After Opus has morphed out, use the Vulgar Nerve Pinch on Chesbro again.	3
❑ Use Sidney's arm to open the Shuttle Bay door.	3
❑ Get and use the alarm key to find the right shuttle in the Bay.	4
❑ Turn on the shuttle and set the fuel mixture.	7
❑ Use Sidney's eye for the retinal scan.	3
❑ After the shuttle stalls, take the glue from the glove compartment and pop the trunk and hood latches.	7

What to Do	Points
❑ Get the Modulating crystal from the homing beacon.	1
❑ Put glue on the Modulating crystal and on the Divalium crystal.	2
❑ Glue the Modulating crystal from the datacorder to the Divalium crystal.	5
❑ Read the recall notice.	1
❑ Get the EVA suit and helmet, put them on, and go outside.	2
❑ Get the fish from the engine.	1
❑ Take the jumper cables and help sign from the trunk.	2
❑ Place the help sign on the shuttle.	1
❑ When Wriggley stops, place your end of the cables on the terminals as shown in the recall notice to get her to jump-start your shuttle.	5
❑ Back in the shuttle, press the Manual Override button on the dashboard.	5
❑ Manuel Auxveride will steer you to Delta Burksilon IV.	0
❑ Confront Dr. Beleauxs.	3
❑ After Dr. Beleauxs leaves the room, search the Hi-Tek Stuff box and take the Callahan moddie.	1
❑ Click the Photo Triangulation Button twice and peel the negatives from both photos.	2
❑ Place the positive print from the second photo on the PTS monitor. Put the negative print from the first photo on top of that.	5
❑ Trade the Callahan moddie for a cyberjack at Implants 'n Stuff.	3
❑ Return to the shuttle and fly back to Delta Burksilon IV.	0
❑ In Lab A, jack into cyberpace on Dr. Beleauxs' computer.	3
❑ Navigate through cyberspace to the Information Superhighway Construction Office.	5

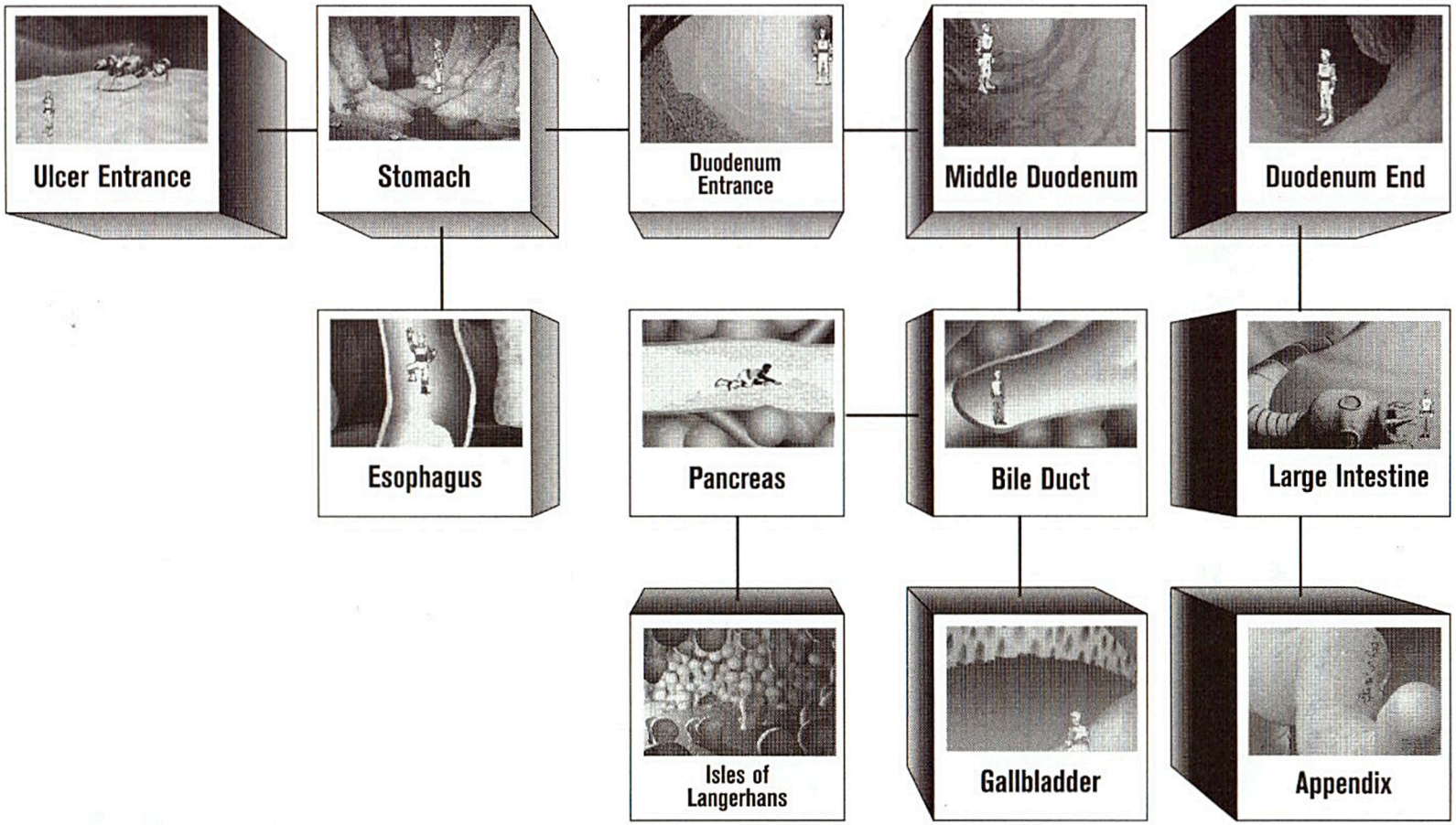
What to Do	Points
❑ Pick up the board and the screwdriver outside.	2
❑ Ring the bell in the office or talk to Sis Inny.	3
❑ Take a number (3).	1
❑ Use the screwdriver on the counter to change the number.	5
❑ Give the number to Sys Inny, who lets you into the File Room.	3
❑ Get the files for Nigel Rancid, Stellar Santiago, Sharpei, Dr. Beleauxs, and Project Immortality.	10
❑ Print the files on the cyberprinter in the construction office lobby.	3
❑ Exit the office, navigate back, and use the board to cross the gap in the bridge.	3
❑ Back in Lab A, take the printouts from the printer and confront Dr. Beleauxs again.	3
❑ Get subroutine card and get ready for inner space.	1
TOTAL POINTS	**145**

Body Double

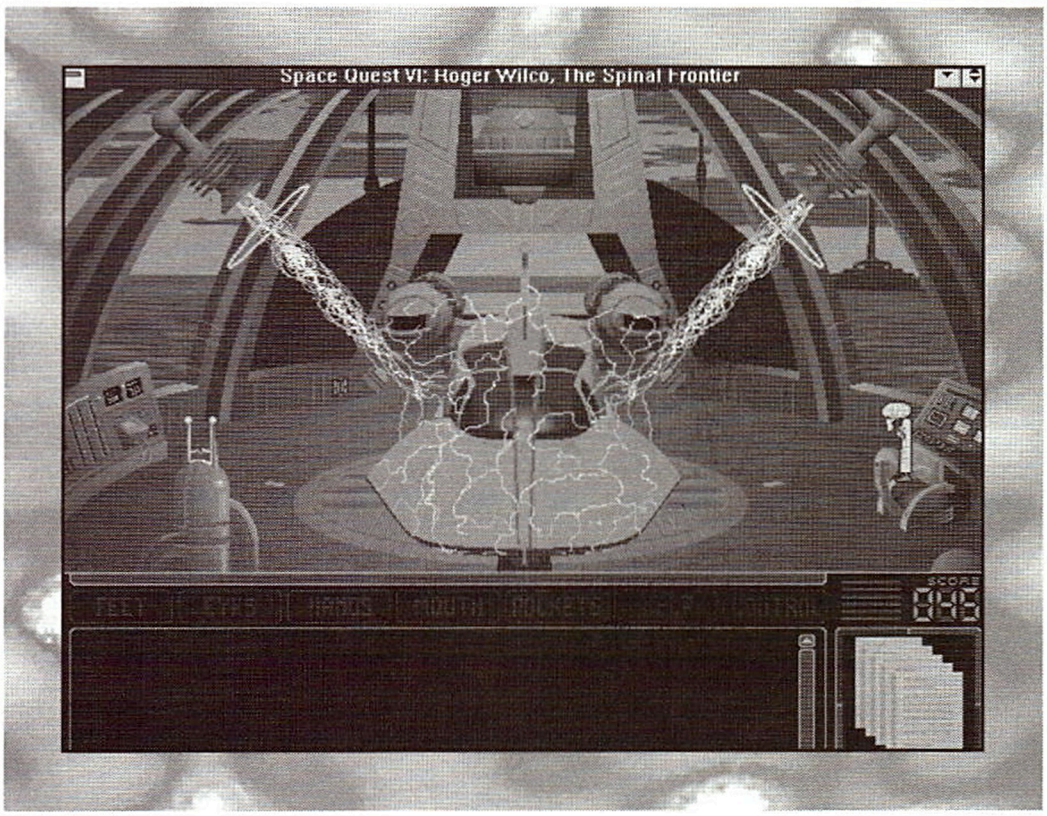
CHAPTER 3



Stellar's Body



It takes guts to traverse Stellar's guts.



Does this room look familiar? Ever see the flick Fantastic Road Trip?

Stellar Santiago's Body

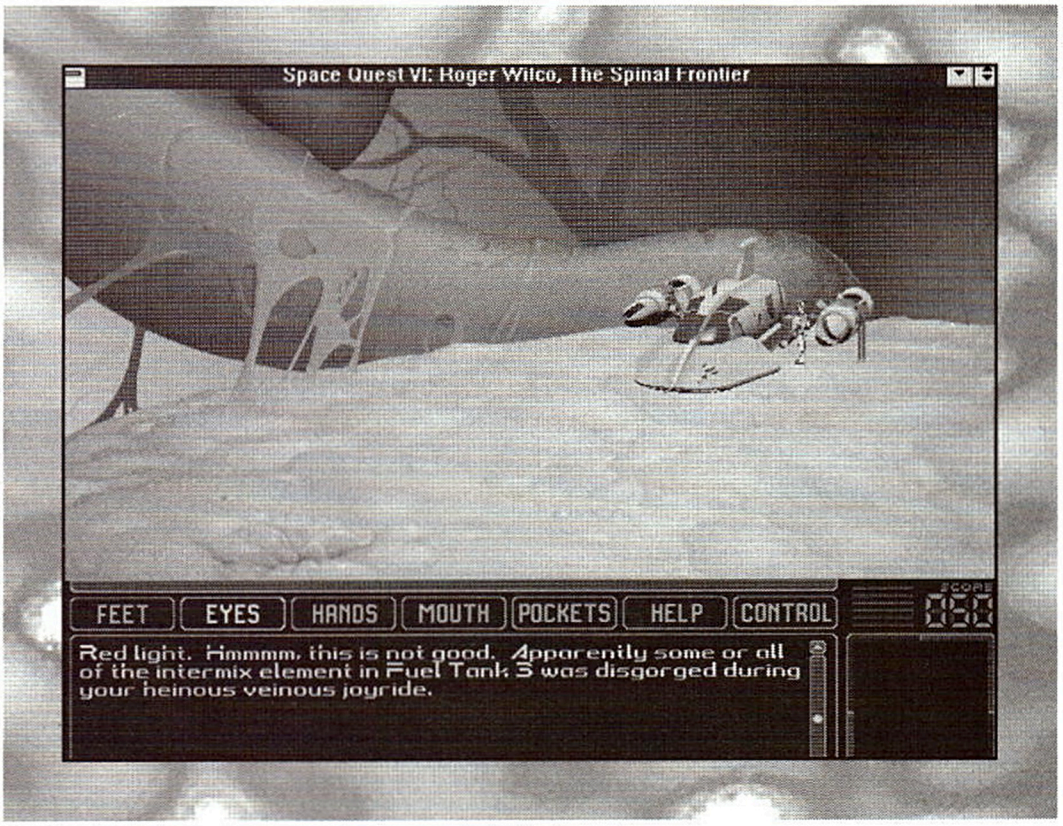
Now that the little weasel Dr. Beleauxs has had a change of heart, he's shrunk you so you can get inside of Stellar's body and get Sharpei's nanobot before she can whammy Stellar's mind. You begin in Lab B, where the shuttle has been transferred. After Beleauxs has described the process and given you a subroutine disc, it's inside the shuttle you go. Beleauxs will turn on the machinery and shrink you down to microscopic size, then gather you up in a liquid matrix and inject you into Stellar's body.



Stellar's Stomach

After a wild ride through the syringe and down one of Stellar's arteries, you become inconveniently mired on the outside of her Stomach, and stringy stuff is hanging out of the port-side (that's left, in non-StarCon terms) shuttle engine. Looks like you're hoofing it until you can get the shuttle moving again.

Before you get on the EVA suit and go outside, you should do two things in the cockpit. First take the subroutine disk and place it in the port-side (you should know which one that is by now) subroutine disc slot. This will bring up the subroutine for navigating through Stellar's body. Then open the glove

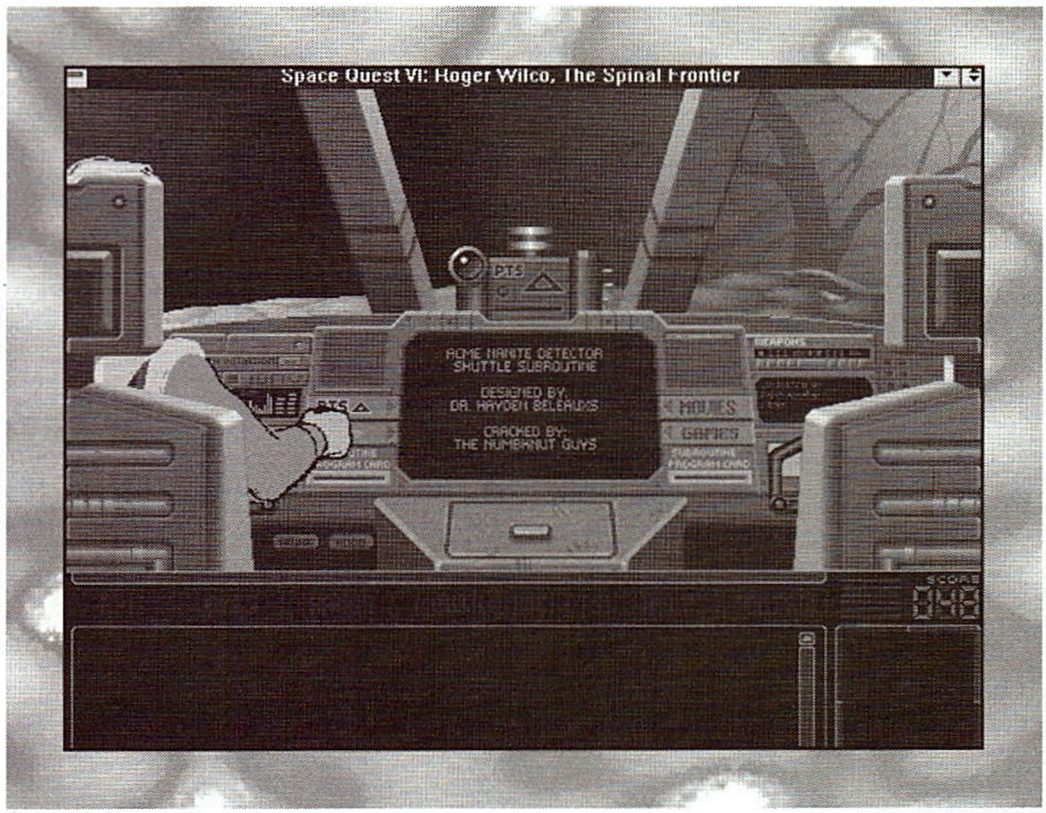


You're stuck until you can find more fuel for the shuttle.

compartment and click the Hand icon on the pump and duct tape to add them to your Pockets. Now you can exit the cockpit, confident that you've done everything you can, for now.

You already have everything you need from the shuttle except for the EVA suit, so click the Hand on the EVA suit closet and add the suit and helmet to your Pockets. You can put on the suit, but you do not need to wear the helmet. You will get a message to this effect if you put the helmet on. Go ahead, try it if you don't believe us! See? We told you. This should indicate that you will need the helmet for something else in the near future. Now that you're suited up, use the Hand icon to exit the shuttle into the great…inside.

Wow! Look at all these organs. What a great place to open a theme park. After you've used the Eye icon to look around and satisfy your curiosity, click it on the stringy stuff hanging from your shuttle motor. That there is blood capillaries. The stuff hanging on the front of the shuttle is alveoli, which is not be confused with spaghetti. Don't eat it. After getting a description of the strings and sacs, carefully click on them to add them to your Pockets. If you don't click carefully, all you will do is pick at the heat tiles on the shuttle, dislodging them and generally creating a mess. And this should make the Janitor in you – that's Janitor, Second Class – feel very guilty. Do you hear the beeping coming from the port shuttle engine? See the blinking red light? Click the



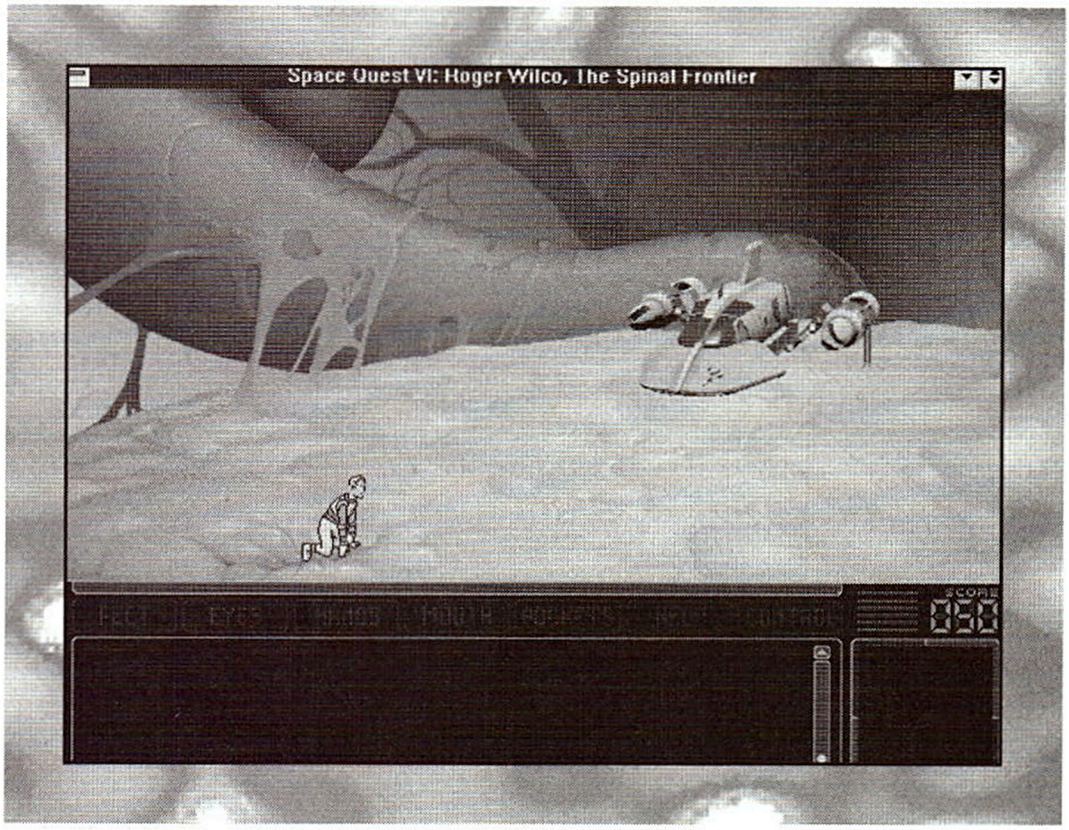
You should load the subroutine disc in the cockpit slot before you leave so you don't forget it later.

Eye on it to find out that you are missing one of the elements from the fuel mix. The missing element is silver.You need to find some.

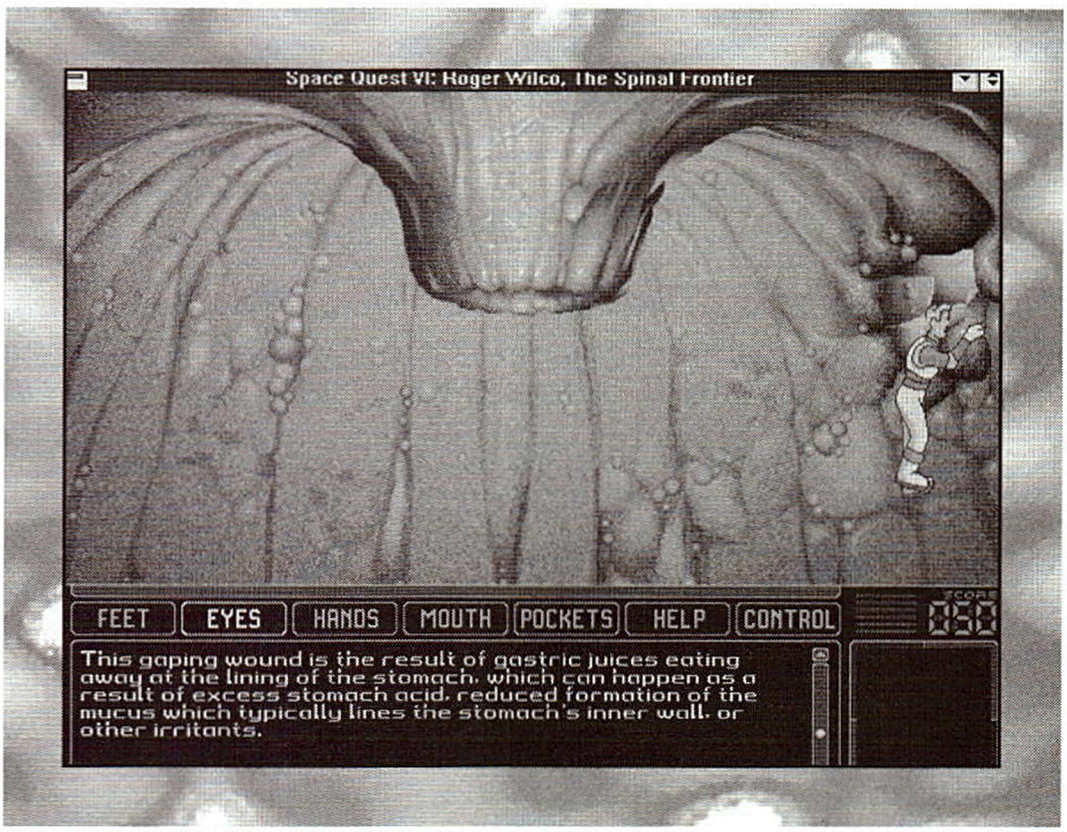
Now that the shuttle motor is clear, move on. Looking around, you should have noticed the puckered, peptic ulcer on Stellar's Stomach, a little bit in front of the shuttle. How could you have known that Stellar has been under so much stress? You have to wonder if your refusal to become emotionally involved with her has led to this condition. Though you might be saddened that someone as vivacious and brave as she should have so dire a stomach condition, it has to make you smile that she cares that much for you. If you change to the Walk icon and hold it over the ulcer, you'll see that it changes to an Exit sign. Her ulcer is your way out, or in this case, further in. Climb into that peptic mess, Rog.

After a series of majorly gross sucking sounds, you enter Stellar's Stomach. It's a long, precarious climb down. Click the Walk icon on footings with care. You wouldn't want to tumble down into the pools of stomach acid, would you?

At the pit of her Stomach, you see there is more danger than just stomach acid. Sharpei has left some vicious looking nanites guarding the entrance to Stellar's Duodenum (just how do you say that, anyway?). If you try to walk past them, you'll wind up as just another partially digested bit of matter in



Did you ever think you'd be crawling into an ulcer?



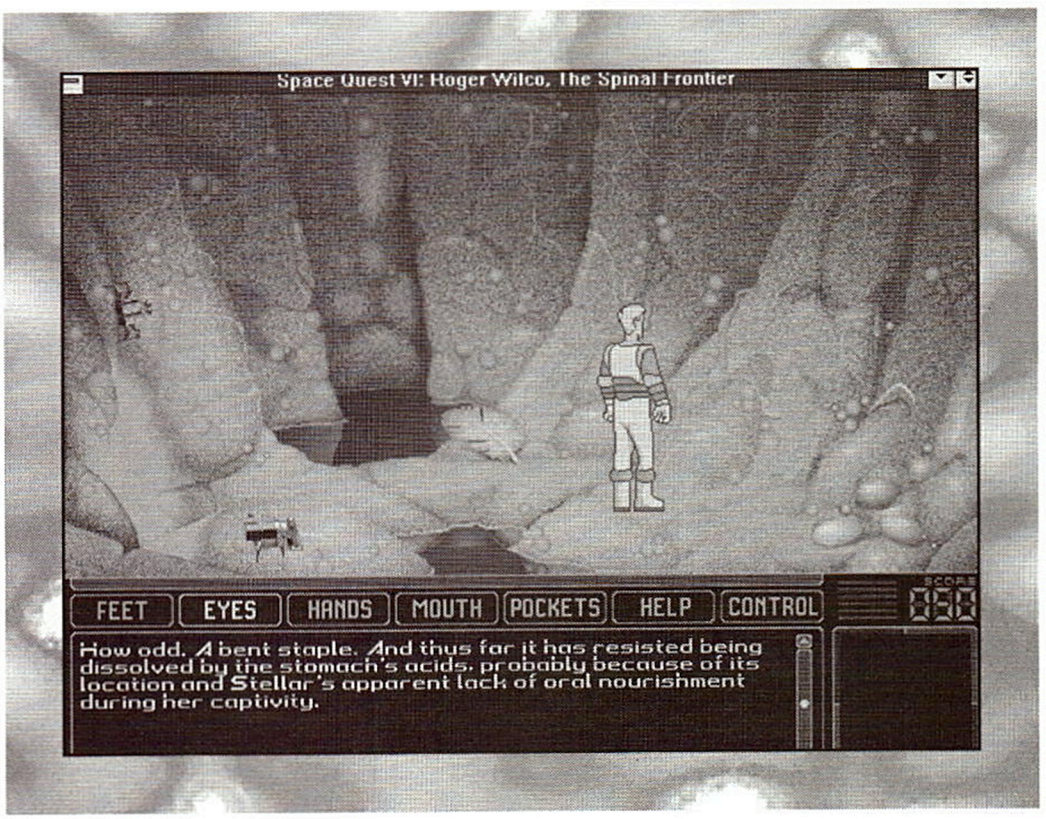
Now that you're in, climb down.

Stellar's belly, leaving nothing but your boots. You have to get rid of them before you can go any further.

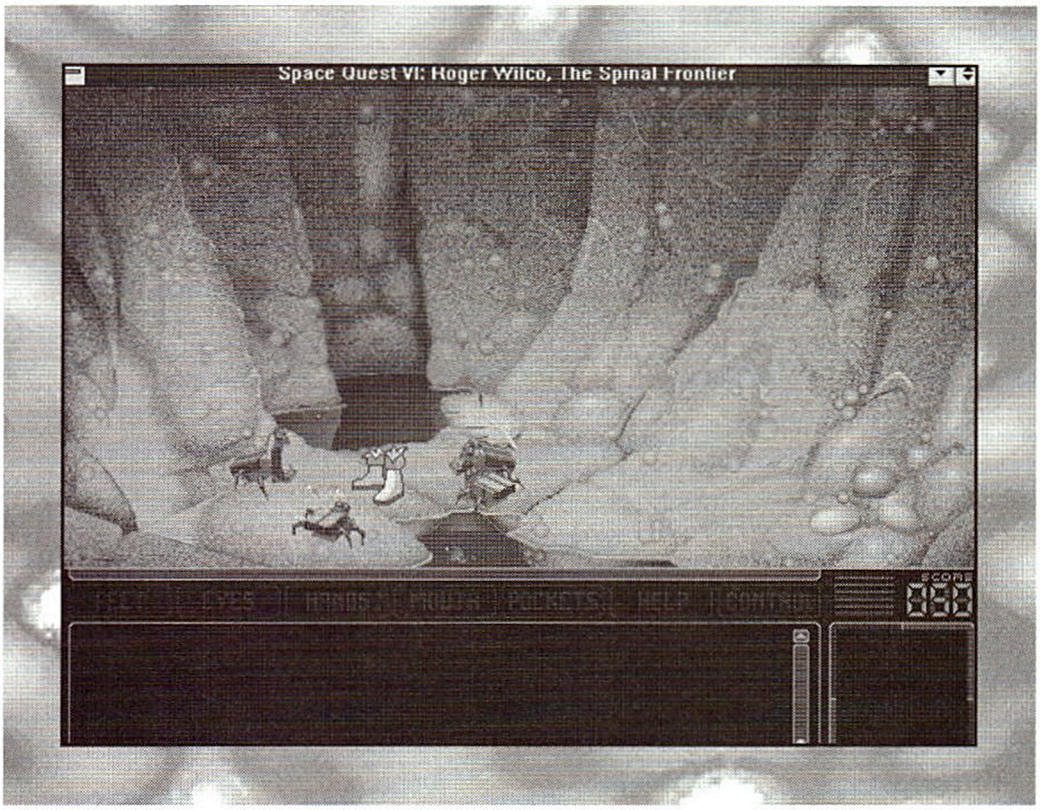
Looking around, you can see some candy pieces (they melt in your hand, not in your mouth), a feather, and a staple. Make a note to ask Stanley if he can service the Mr. Soylent machine. Stuck to the wall is a length of celery string. Collect all these items and add them to your Pockets. Try this experiment: Select a candy from your Pockets and click it on a pool of acid. You'll throw it in and get a message that the acid rises slightly as it dissolves the candy. Then climb back up the Stomach walls to the Ulcer.

See that opening at the top center of the Stomach? That's the entrance to the Esophagus, where you must go next. Trying to leap across will only get you to your demise that much quicker. You need something that will give you access to the Esophagus, like a grappling hook. Anything come to mind? How about the staple and celery string? Use the staple on the celery string to tie the two together.

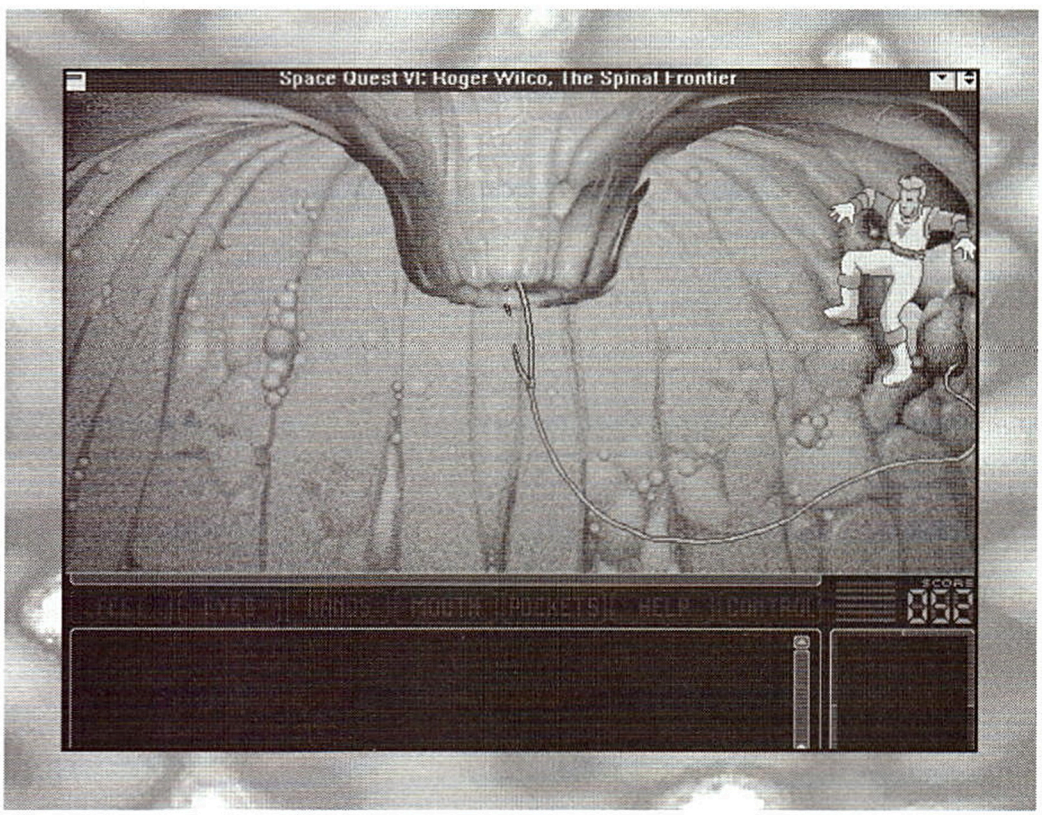
Now you have a grappling hook. Click the hook on the Esophagus to snag the gobby dollops of skin surrounding opening with the staple, letting the string hang to the bottom of the Stomach. After you've fallen back down, click Walk icon on the string to climb up into the Esophagus. You may have to click a few times as the screen scrolls on your journey up.



What a busy place. There are nanites, candy, a feather, a staple, and a celery string.



The nanites won't let you enter the Duodenum. At least they leave your boots.



Nice toss. Now you can hand-over-hand up into the Esophagus.

The first thing you'll find in the Esophagus is a mondo chunk of Twinkoid, a favorite golden cake food with luscious cream filling. You'll have to talk to Stellar about her diet. This should give you a thought: If a small piece of candy makes the stomach acid rise a little, shouldn't something big – like a Twinkoid – make the acid rise a lot? Since we mention it here, you know it must be true. You need to dislodge the succulent filled cake from Stellar's Esophagus and get it to make the trip the rest of the way down.

Jumping on it won't do the trick. You must try something more creative and clever. Try moving up the Esophagus and giving Stellar a little tickle with the feather. Have you ever had a tickle in your throat? (After playing this game, you'll always wonder where it's coming from.) Your natural reaction is to swallow. And that's exactly what Stellar does. After a series of compressive swallows, the Twinkoid tumbles down into the Stomach.

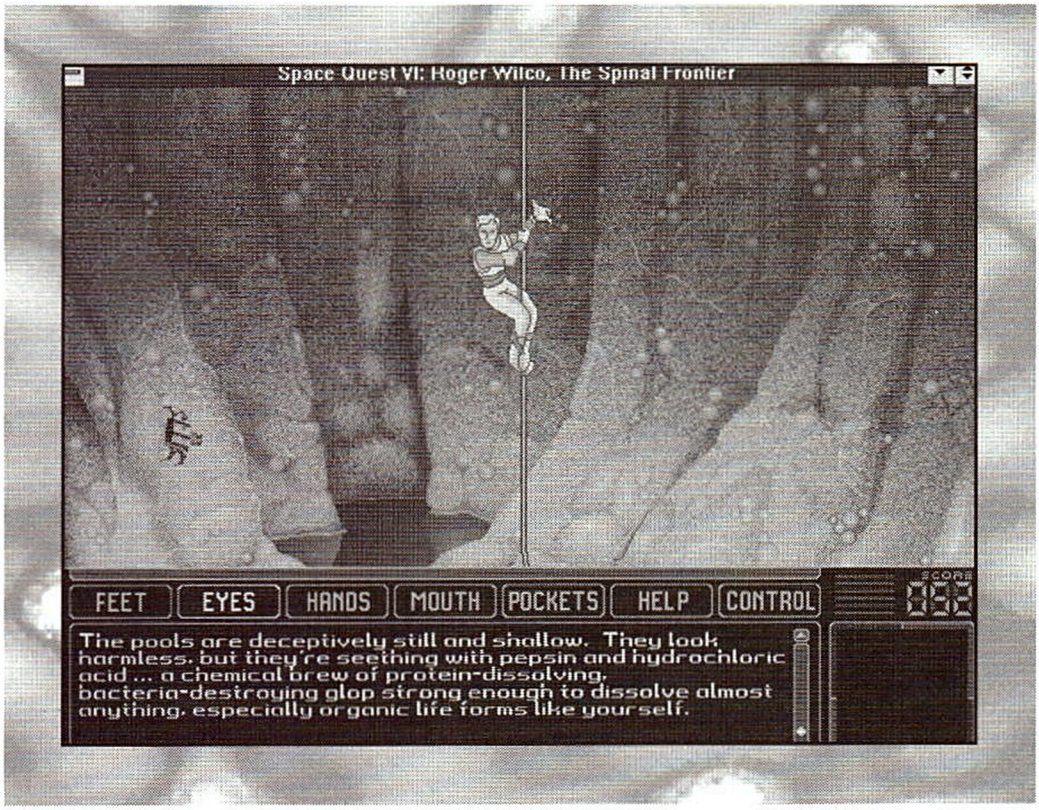
As soon as the snack cake hits the Stomach, the acid rises and takes care of the nanites. You get a nice cartoon of the nanites meeting their doom. But with the acid riding high, you can't get to the Duodenum. You have to find a way to get the acid back to normal before you can continue on. So instead of climbing back down, forge higher up the Esophagus.

You'll find a red-and-yellow antihistamine pill stuck in a fold of tissue at the junction of the Esophagus and vocal chords. Stellar must have a cold. Click the Hand icon on the pill to dislodge it. The pill will roll down the Esophagus into the Stomach, effectively neutralizing the acid and bringing the level back to normal, even though the pill was not dissolved. Now we all know an undisolved pill is a useless pill – you'll have give her digestive juices a little help. Climb back down into the Stomach and enter the Duodenum.

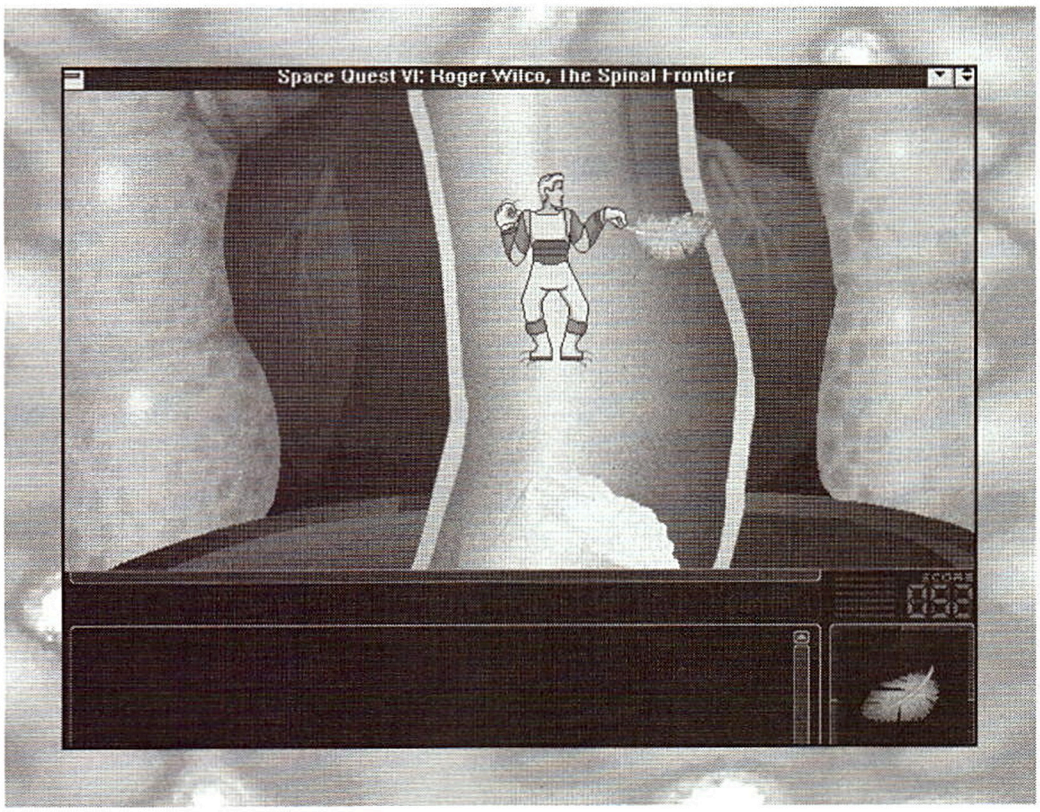
Stellar's Duodenum and Bile Duct

Stellar's Duodenum is cavernous, neon backlit, fairly cool, and basically monotonous. Click the Walk icon to move forward into the Duodenum Middle. You'll see another puckered opening halfway up the right wall. Click the Walk icon on it to enter the Bile Duct.

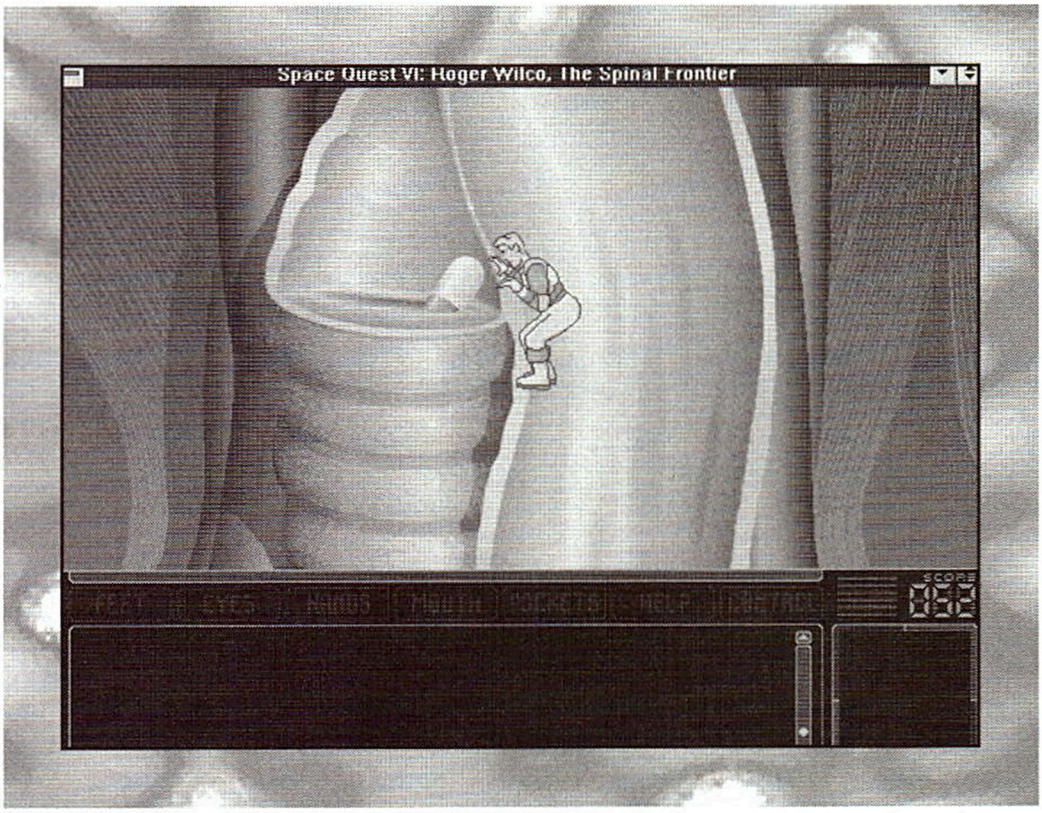
The Bile Duct is a boring place. A short way down the Duct is a tube branching upward. Ignore it for now and stay on the bottom track until you come to a blockage in the duct. You can't crawl through, so you have to find a way to open it. Since it's a blocked passageway, think like a surgeon. Think angeoplasty. Do you have anything that might work like a balloon? How about the alveoli you removed from the shuttle's motor? Open your Pockets and select the alveoli, then insert it into the blockage.



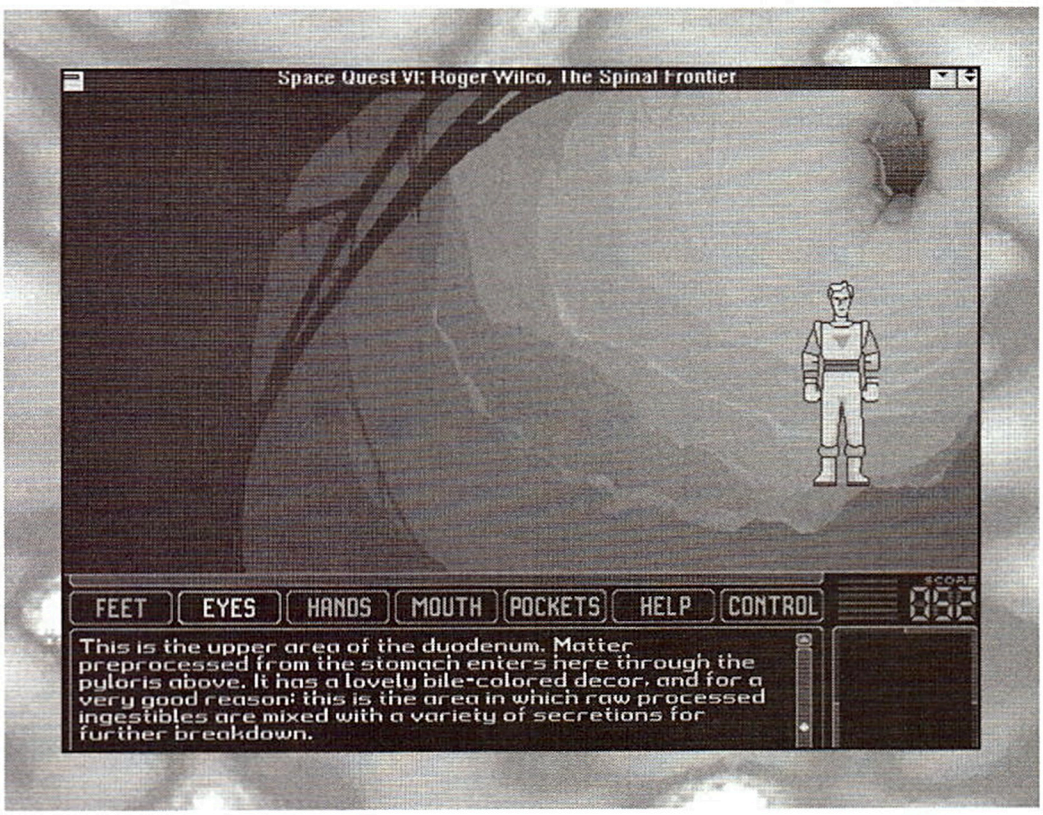
Don't fall off the rope or you'll get a super-deep-cleansing acid bath.



A little tickle with the feather and down goes the Twinkoid.

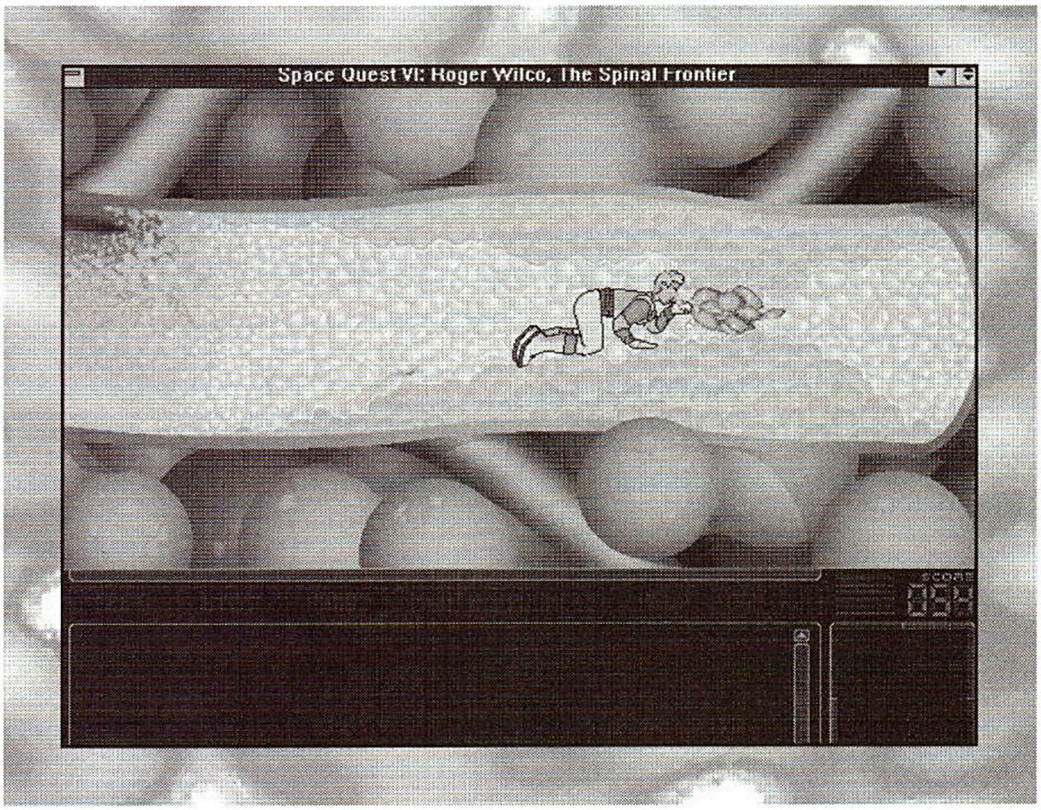


Dislodge the pill into the Stomach to drop the acid level.



What a great place for a museum.

Now you need a way to inflate it. It looks like a balloon, so why not treat it like one? Click the Mouth icon on the balloon and you will (yech) put your lips on it and blow. The alveoli will inflate, inflate some more, and then burst. When the air clears, the blockage has opened enough for you to proceed.



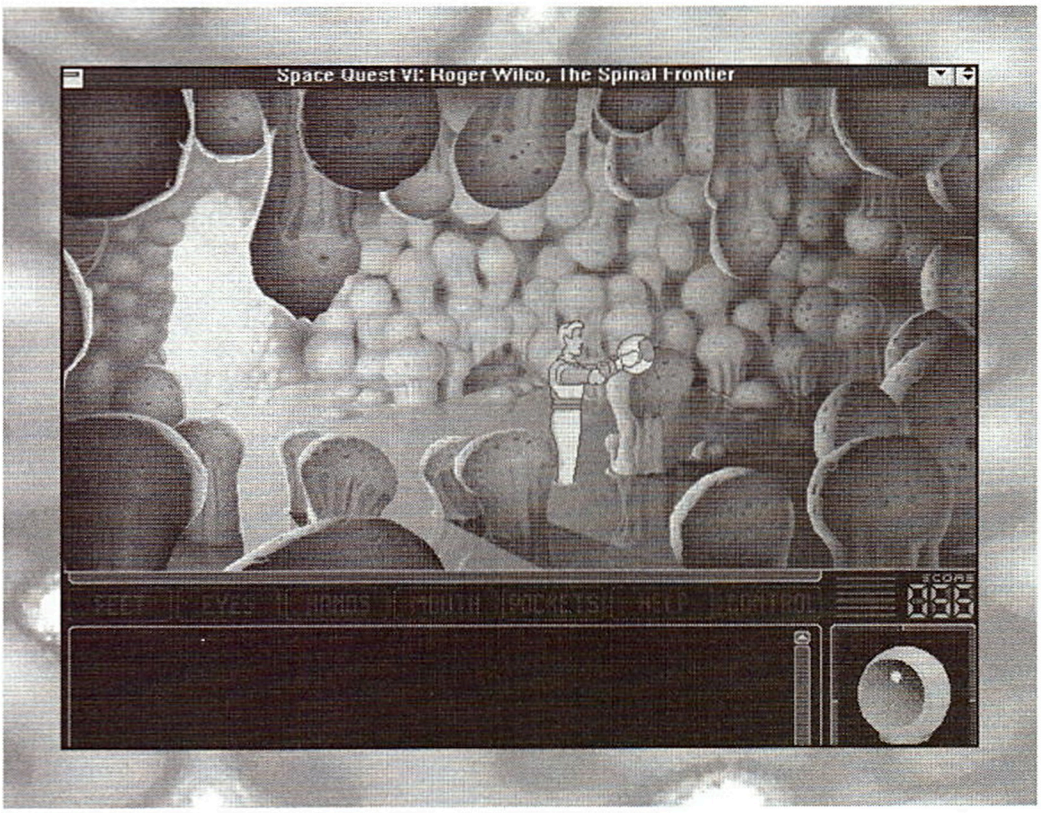
Use the Alveoli like a plumber's friend. You shoulda been a surgeon.

Stellar's Isles of Langerhans

Now you are in for some real slimy fun. Exiting the Bile Duct puts you into the Isles of Langerhans. The name makes it sound like the ideal location for an extended vacation, one where you lounge around, tropical drink in hand, soaking up serious UV rays. Or maybe cruising on a chartered sailboat from isle to isle, meeting the natives and purchasing their locally made tourist trading goods. But no dice. The Isles of Langerhans are stalactite-looking gobules of glands dripping brown enzyme secretions. These are the real reason you've come to this bodily location. You need some of these enzymes – they could help dissolve that pill.

Since you are short of anything that resembles a cup, how about something like a bucket; namely, your EVA helmet? Select it from your Pockets and click it under one of the enzyme drips. You will collect a healthy dollop of

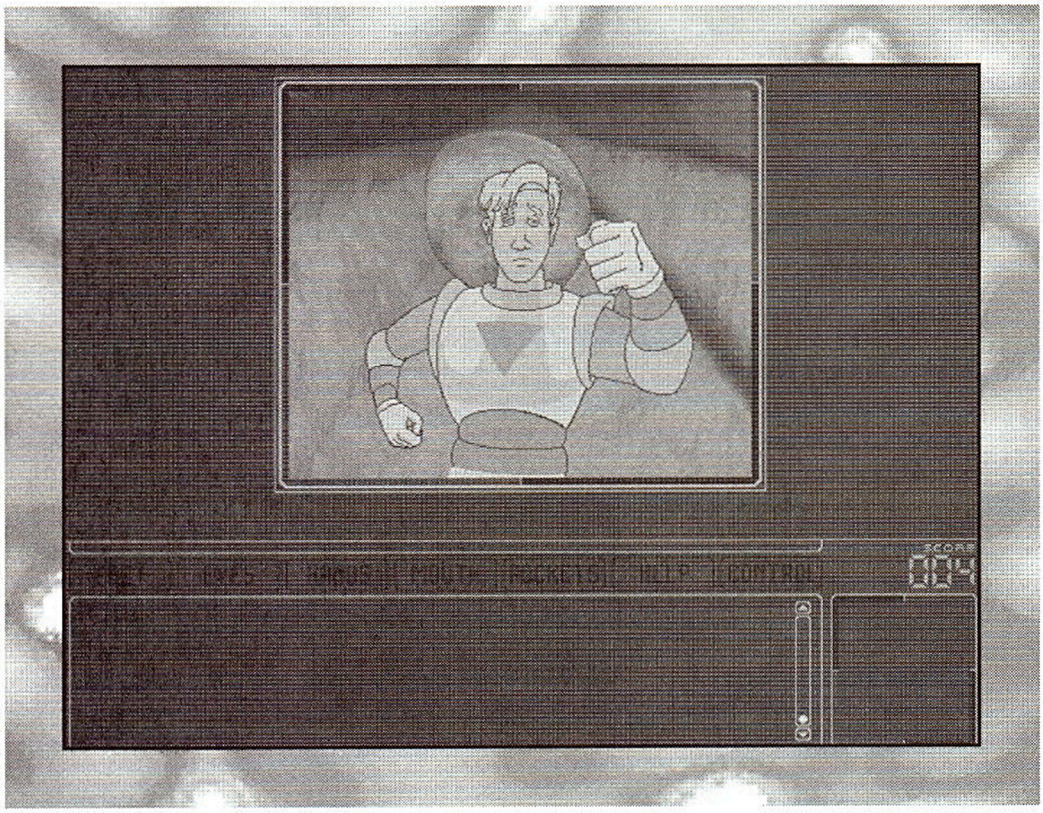
the substance. Then, unless you have a burning desire to spend some time meditating in this quiet and peaceful place, back out of the Isles into the branch of the Bile Duct.



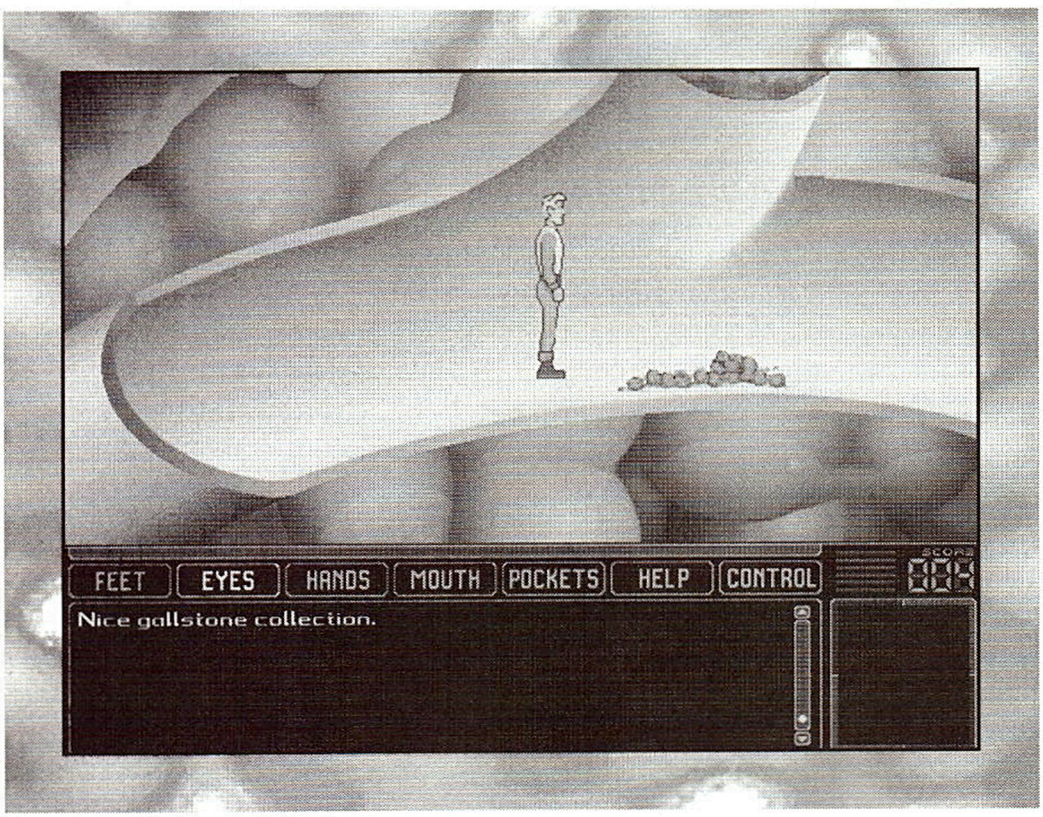
There's no vacationing in these Isles.

Stellar's Gallbladder

Take the high road this time. It will lead you to the Gallbladder, a bubbling pit of bile and gallstones. The object of this serendipitous place is to collect some of the bile. You could add it to the enzymes in your EVA helmet to make a real potent mixture. But since the bile is down in the pit, you can't get to it without doing yourself in. You need to get the bile up to you. Start by opening your Pockets and taking a look around. You see the EVA helmet, which will hold the bile/enzyme mix. There is also the hand pump from the glove compartment of the shuttle, and some capillaries you pulled from the shuttle engine. If you use the capillaries and duct tape on the pump, you'll have a hose long enough to reach the bile. Click the arrangement on the EVA helmet to add the bile to the enzymes. As you leave, a large — very large — gallstone will have you running for your life. At the tube junction, it will shatter, leaving you with a nice pile of gallstones. Take some.



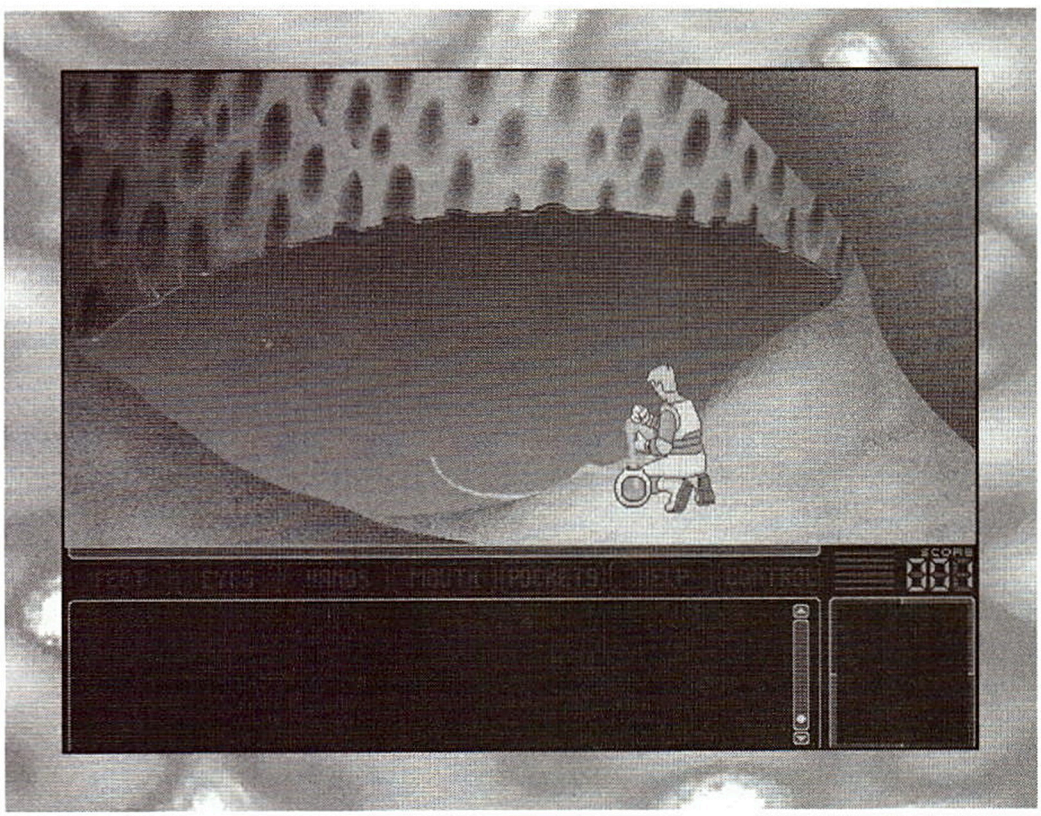
The gallstone boulder will have you making like Indiana Jones.



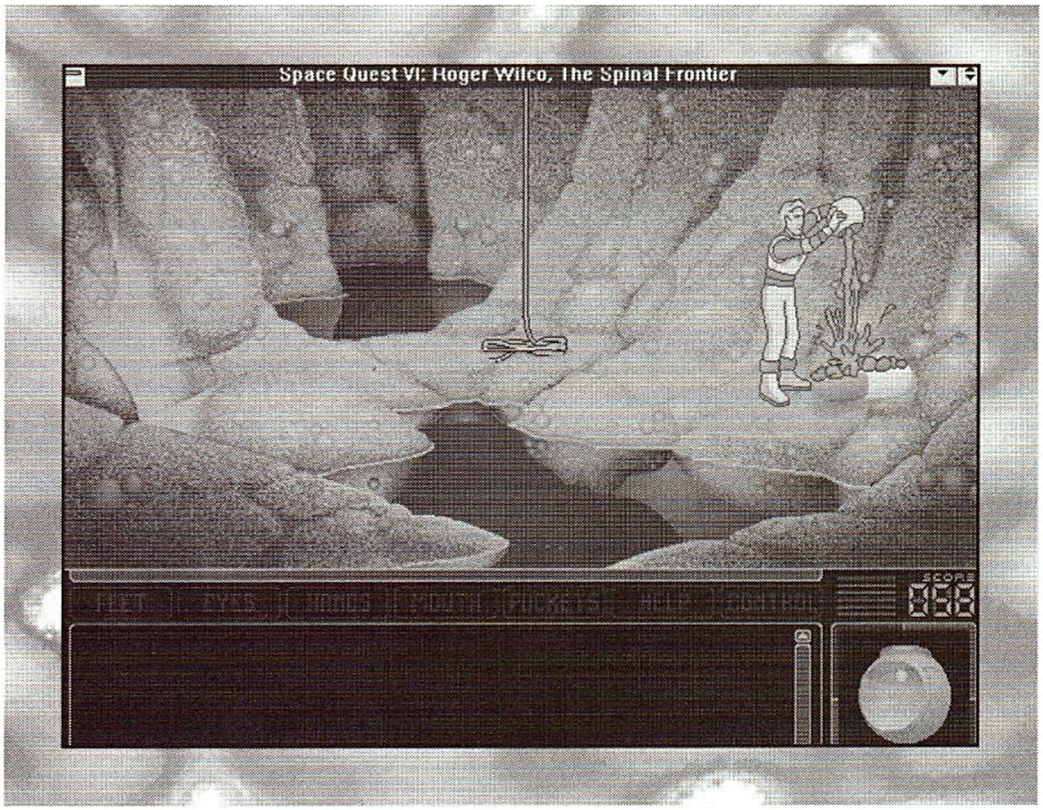
Once the boulder shatters, pick up a few gallstones.

With all that done, return to Stellar's Stomach. (See how we can make a long walk seem short?) The antihistamine pill is still there, undissolved. Now that you have a helmet full of stuff that should make a good solvent, why don't you give it some help? Select the potent mixture from your Pockets and pour it on the pill. Guess what happens? Nothing. After moments of fruitless clicking and pondering, pour some more of the mixture on the pill. The coating dissolves away, leaving you two times lucky. It also leaves you with a pile of tiny time pills, which have been rumored to contain substances likely to make you feel zoomy, especially if you pick out 77 of the yellow ones and take them one at a time after you have taken a blue one. But this is a family game and we don't condone that type of behavior, generally. Use the Hand icon to add a few of the tiny time pills to your Pockets. They will come in handy very soon.

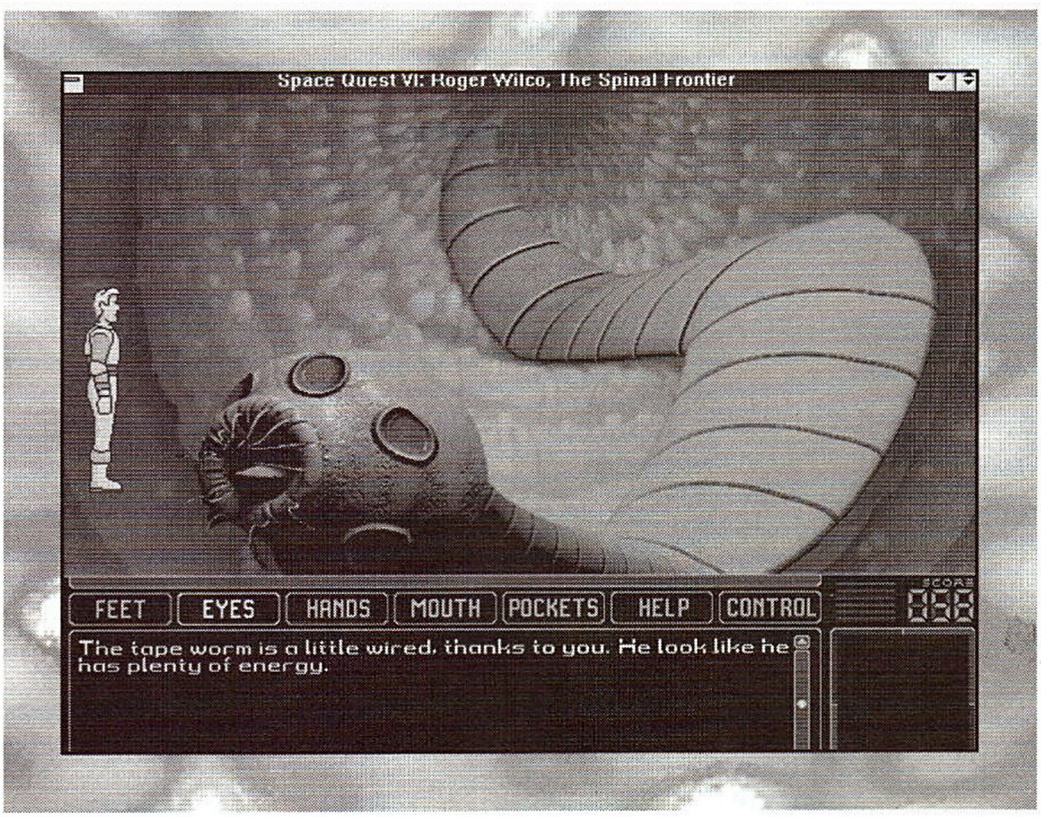
Since you haven't found any fuel for the shuttle yet, there's no point in going back up that way. If you did not explore past the Duodenum turn-off, now's the time to do it. Head off in the Duodenum, but go straight where you previously turned off to the Bile Duct. When you reach the Duodenum End, you must climb down to the entrance to the Intestines. You'll find a potential new friend waiting for you there, a gigantic tapeworm. Normally, tapeworms are a real negative thing. But this time it is your savior.



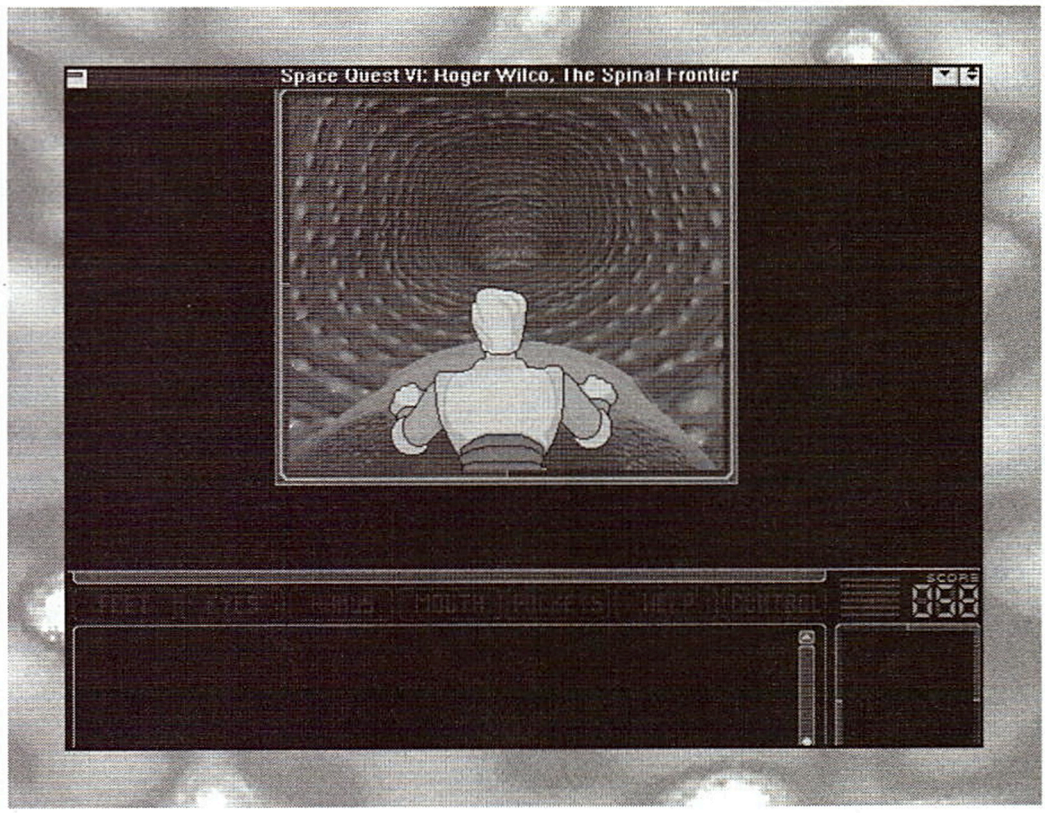
Make sure you pump up some bile.



A double dollop of enzyme/bile melts the pill to reveal these pretty, tiny time pills.



Yippee ky yay, buckaroo. A tiny time pill will turn the tapeworm into a wild stallion.



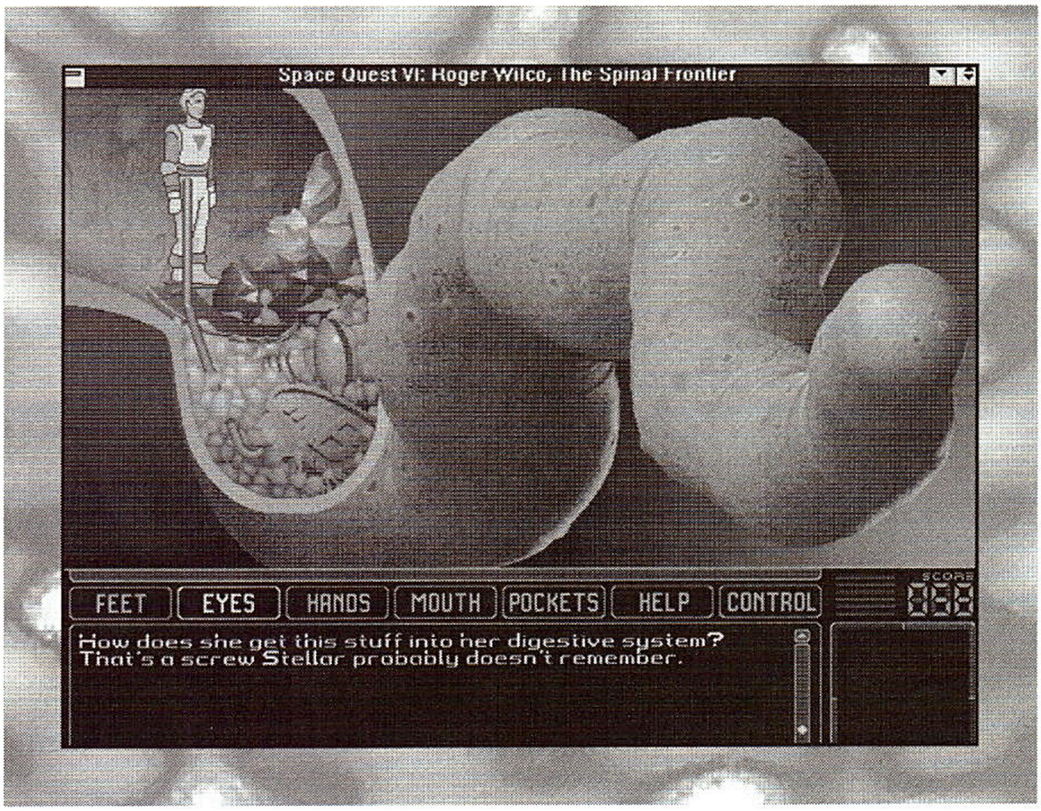
Don't eat the worm, ride it!

From Stellar's Intestines to Appendix

The problem is, the tapeworm is a little sluggish, maybe because Stellar hasn't been eating well in captivity. The tapeworm will munch on you if you stand around doing nothing. Yuck! While you can't feed the tapeworm (what do you think this is, a zoo?), you can perk him up with the tiny time pills. Use them on the tapeworm and he will immediately gain some zest and verve. If you click the Hand icon on him now, the worm will take you for a wild ride down the Intestines to the Appendix. Yeehaw!

Well, Stellar has certainly put some interesting things in her mouth. And they've all wound up down here. You must take three things from her Appendix; a piece of fingernail, a chunk of the silver filling, and a section of the paper clip. Click the Hand on each full item to automatically pull a section of it free. What do you need these for? The chunk of silver is obvious – it's fuel for the shuttle. You'll have to read/play further to see about the other two.

Once you've obtained these items, return to the worm. Because you have played this far, and because we think that at heart, you are a nice person… mostly…we'll let you ride the worm back. You never know what you'll run into if you walk back up through the Intestine. When the worm lets you off, retrace your steps back through the Duodenum into the Stomach to the shuttle.



Diets are a personal – and in Stellar's case, strange – thing. Take a piece of the silver filling, the red nail, and the paper clip. Too bad you can't take the buckazoid.

That darn beep is still going. You can make it shut off now by selecting the chunk of silver filling and placing it in the fuel tank. It's located directly behind the flashing red light. Plunk the chunk in the tank, then climb in the shuttle. After neatly hanging up the EVA suit (what a polite janitor you are), climb into the cockpit. Turn on the power, reset the fuel mix, then press the Initiate Button. If you previously loaded the subroutine disk like we suggested, the shuttle will automatically take off for Stellar's cranial region, also known as the brain.

In Case You Forgot...



So you don't have to turn back to Chapter 2 and look up the proper fuel mix again, here it is.

Fuel Tank 1	**Lanthanum**
Fuel Tank 2	**Sulphur**
Fuel Tank 3	**Silver**
Catalyst	**Neon**
Confirmation Code	**Lasagne**

(You're welcome.)

Stellar Santiago's Brain

After a short and wondrous journey, Dr. Beleauxs' subroutine parks the shuttle at the outskirts of Stellar's smartville, her brain. Just as before, you must climb into the EVA suit — no helmet necessary — before you exit the shuttle. Standing on the lining of the brain, you need to find a way down to the curvaceous gray matter.

Acid could burn an access hole, but you no longer have access to the enzyme/bile acid you created earlier. Why don't you try something sharp? Sharpei's or Sys Inny's tongue would be nice, but you don't have either. And that's probably a good thing. But you do have the piece of fingernail. It looks plenty sharp.

Select the fingernail from your Pockets and click it on the brain lining. You will slice away until you have created an opening in the lining, then slide yourself down onto the wrinkles and folds of her brain. Cool.

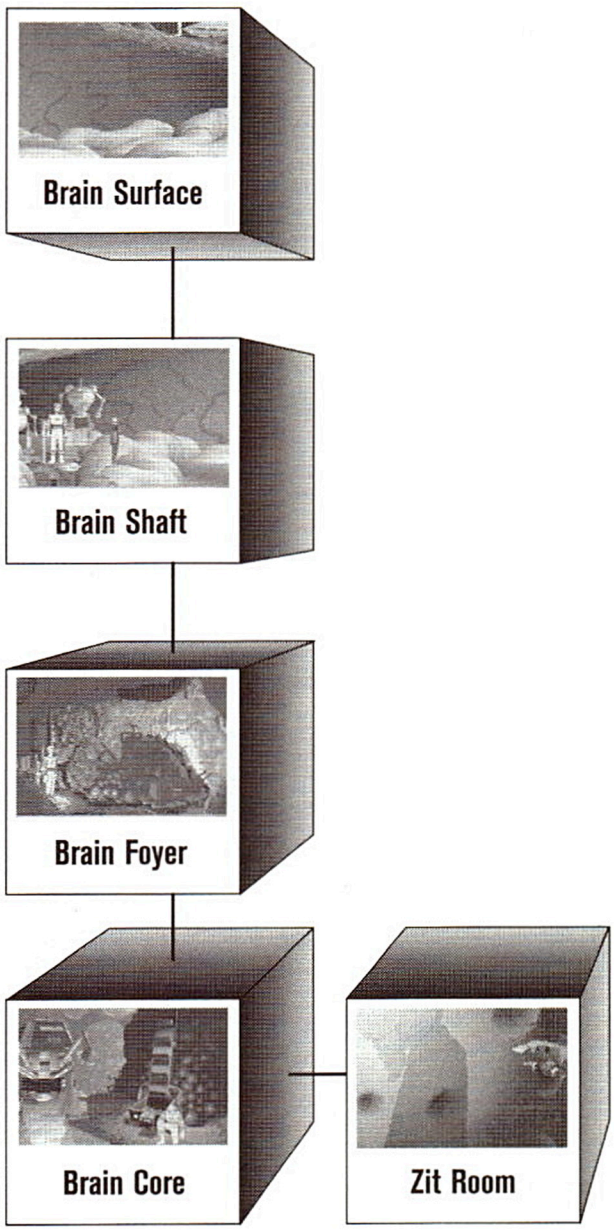
Mosey to the left until you come to a crevasse. As far as you can see, it's bottomless. Are you sure this is not your brain? Too bad you don't still have the board from the information superhighway. Sorry, that was virtual, this is now. With no way to cross the chasm, you are stuck with a choice. Do you trust in faith and jump, or do you go back to the shuttle and carefully search your way back, making sure you did not miss a carefully concealed bypass? Take a leap of faith.

It worked. But now you're hanging with your fanny out in brain space. Keep clicking the Walk icon on the left side of the screen. You will eventually haul yourself up. Keep moving left and you'll encounter more of Sharpei's handiwork: a mind shaft (ha ha) elevator going deeper into Stellar's mind. It's guarded by two very capable-looking nanobots.

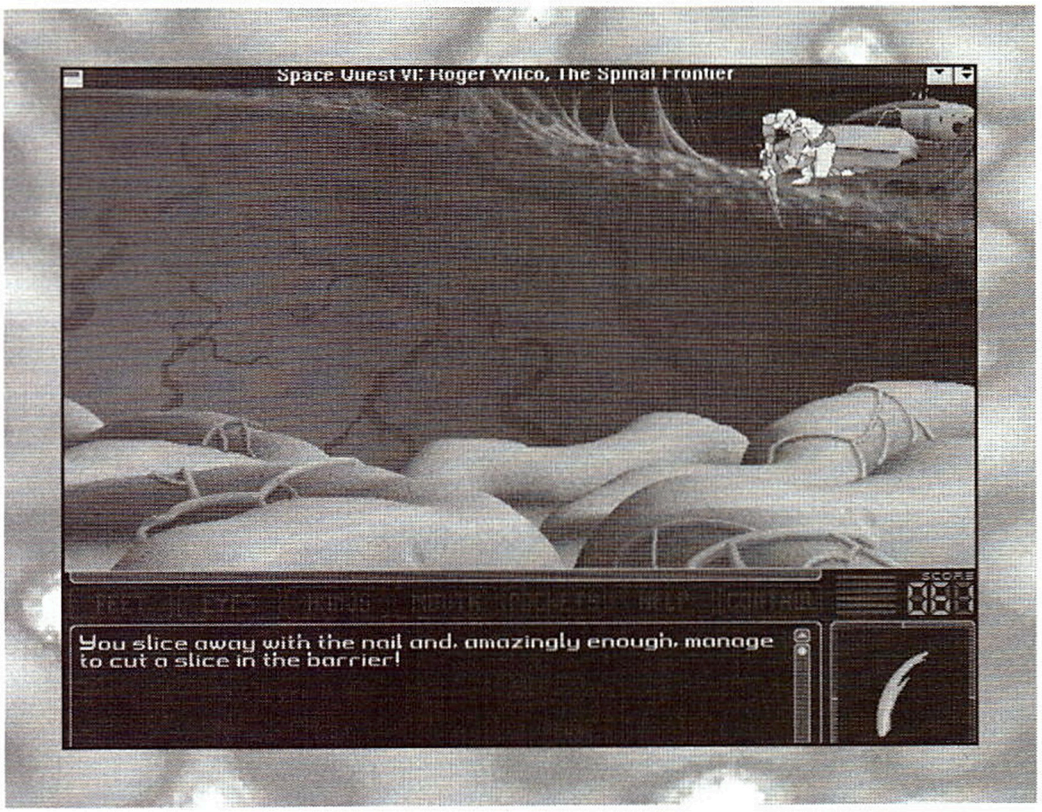
The nanobots present a special challenge. Try to walk onto the elevator platform and you'll be laser-beamed right through your gut. They don't respond to aural stimuli, meaning that talking to them does no good. And you have nothing in your Pockets to incinerate, dissolve, or otherwise total them. Thankfully, they are ill-tempered nanobots and dumber than a box of hammers. You can trick them into destroying each other.

Open your Pockets and select the gallstones you collected in the Gallbladder. Then get close enough to fling one at the nanobot closest to you. If you are too far away, you will get a message to that effect. When the gallstone hits it, it will think the other nanobot whacked it on the noggin and get belligerent. Fling another gallstone at the second nanobot. It will get mad at the first one. Then whack the first nanobot again. What follows demonstrates why robots didn't win the industrial revolution. After they have finished off each other, get on the platform and press the Down button to go deeper into Stellar's mind.

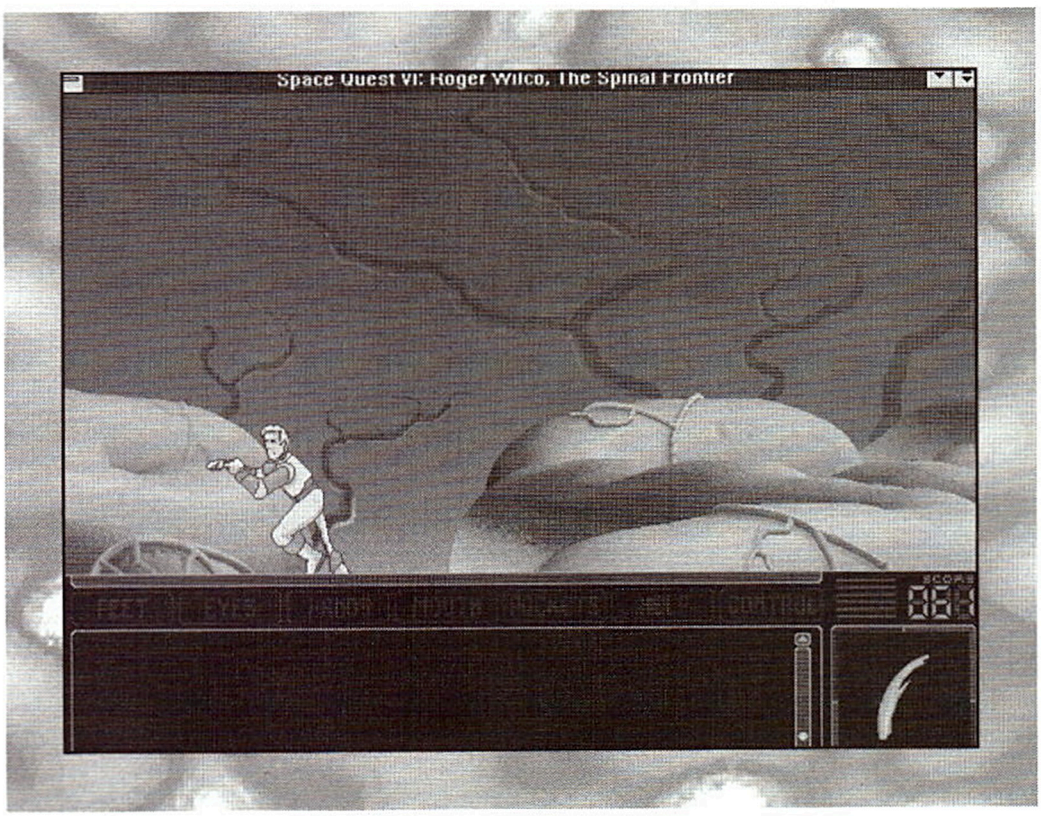
Stellar's Brain



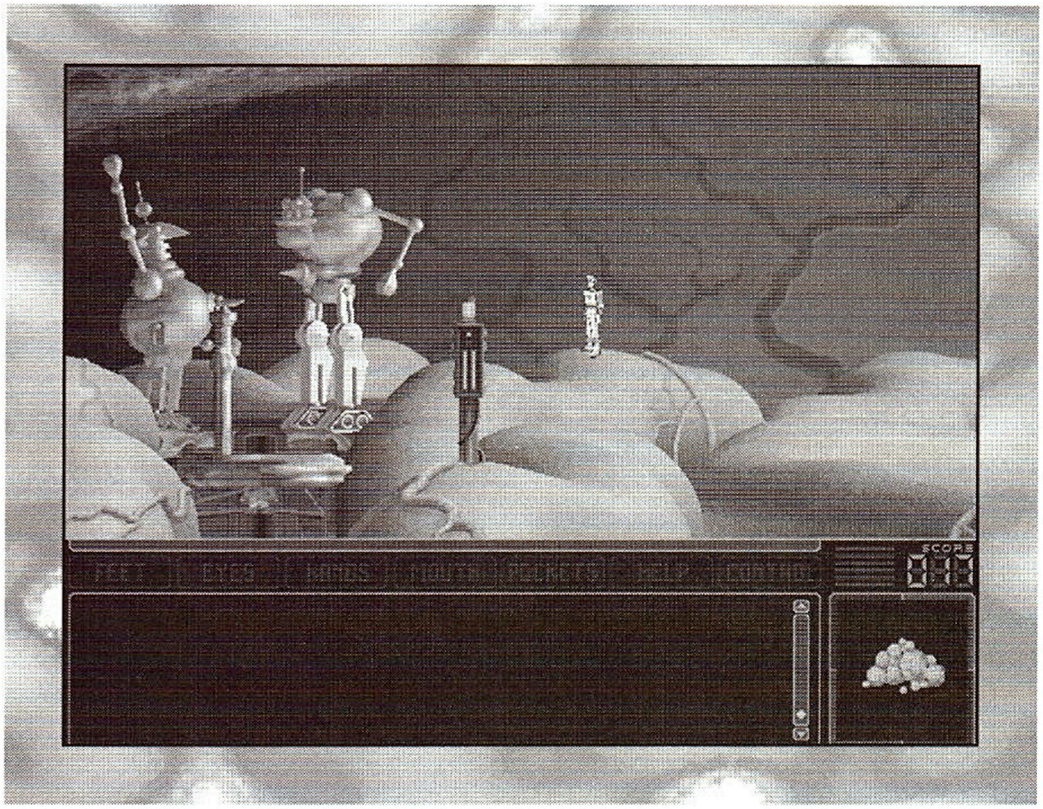
Who'd have thought you would ever wind up inside the mind of a woman who wants you?



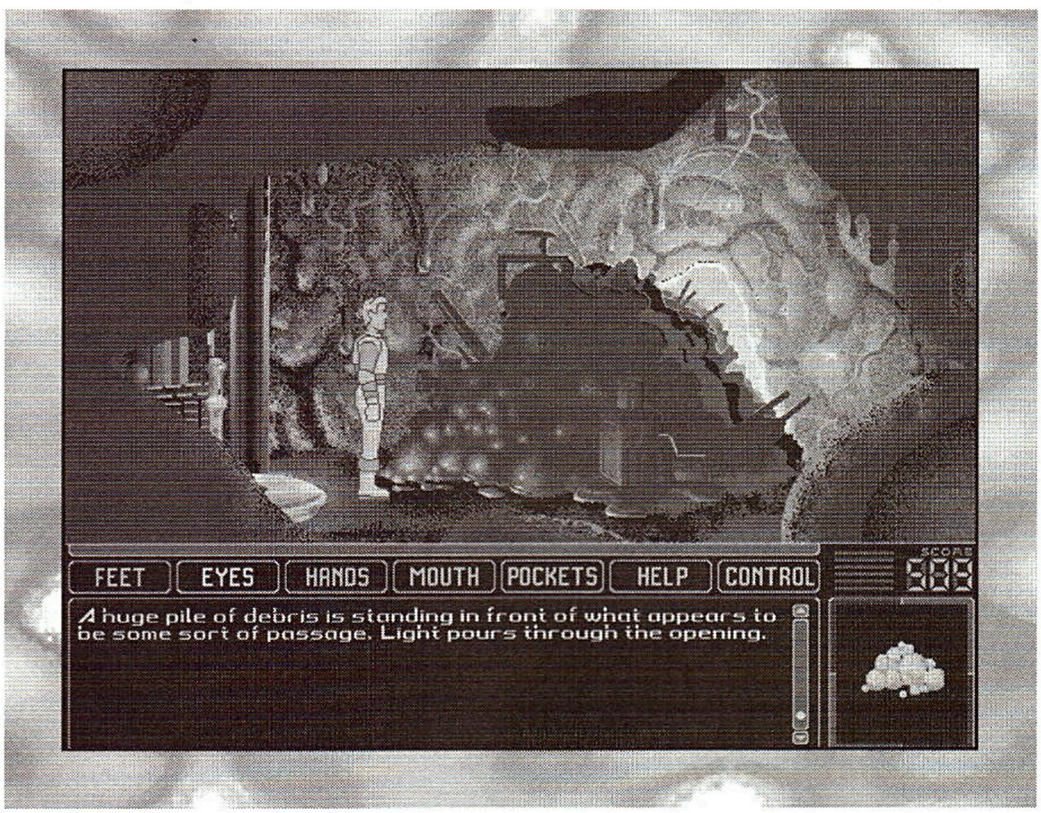
The fingernail is the perfect tool to slice away at the brain membrane. Do you think she'll wake up with a headache?



Take the leap and suffer a few anxious moments. Just keep walking to the left and you'll climb back up.



Toss a few gallstones to make one of the nanobots think the other is tormenting it.



Uh oh. the Brain Foyer is blocked. Go back up to the Cough Center.

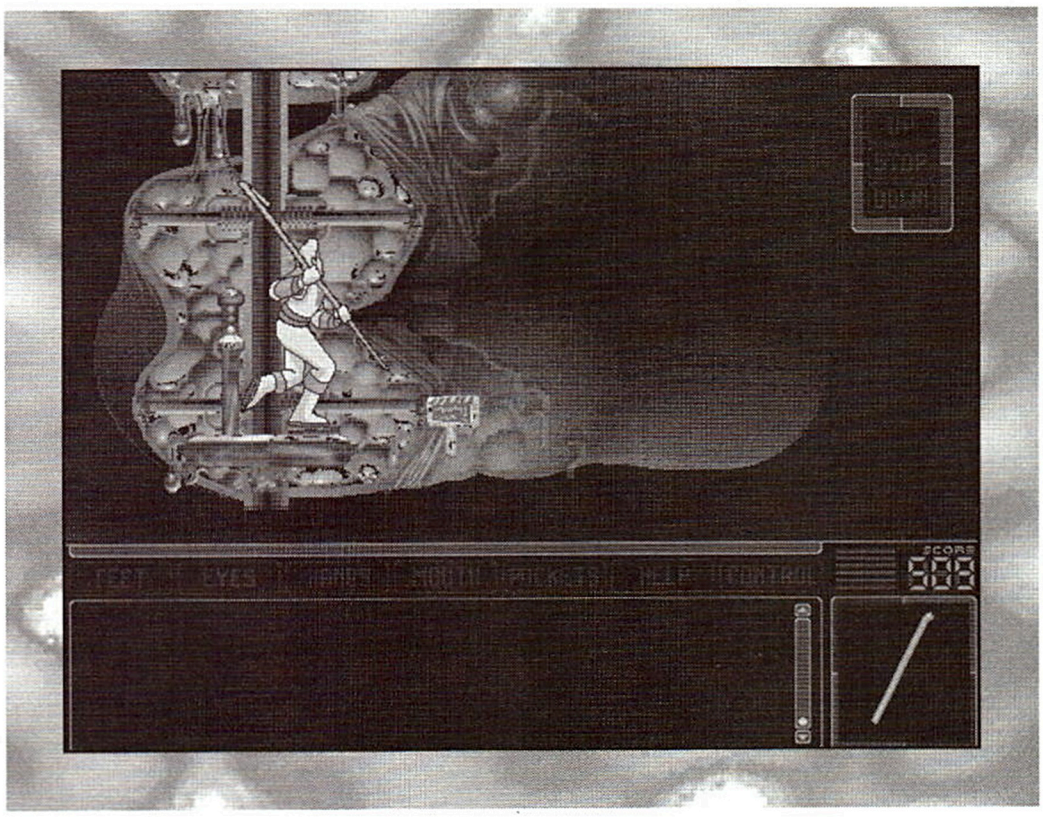
Stellar's Brain Foyer

It seems that whenever you are trying to go somewhere, something pops up to slow you down. Like this cranial obstruction at the bottom of the elevator in the Brain Foyer. From the look of this rubble, Sharpei has been doing a number on your fine female friend. But you're not going any farther until you get it cleared out. Send the elevator back upstairs until you come to the area you can identify as the Cough Center. If you can make Stellar cough, maybe it will shake enough rubble out of the way so you can get by.

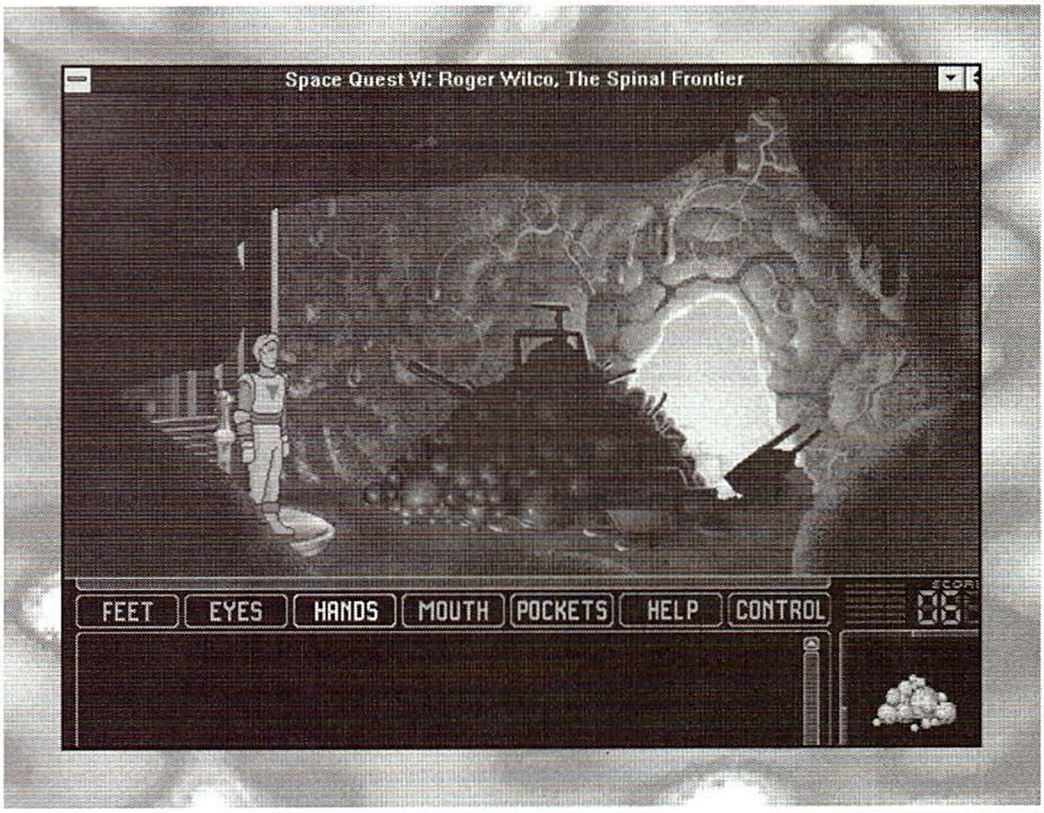
You need to use something that is strong enough to stimulate the Cough Center. The feather is too soft. You may think the paper clip is too sharp, but it is just the thing you need. Select the paper clip and click it on the Cough Center. After a few scratches, Stellar will let out a whooper of a cough, moving the rubble below. After Stellar has coughed, return to the Brain Foyer.

Down at the bottom you can see that the old "minding" equipment and pieces of brain core have tumbled out of the way, leaving an opening into the Brain Core. A quick look around will show that there is nothing to take here. Proceed into the Brain Core.

Wow! That was a heck of a long tumble. The Brain Core is a strange, awe-inspiring place. Too bad Sharpei is ruining it by trying to embed her ugly,



Give a few little scritches with the paper clip and she'll cough the rubble out of the way.



Now you can proceed. You're already in the StarCon Space Corp. Now enter the Brain Core, and don't become a corpse.

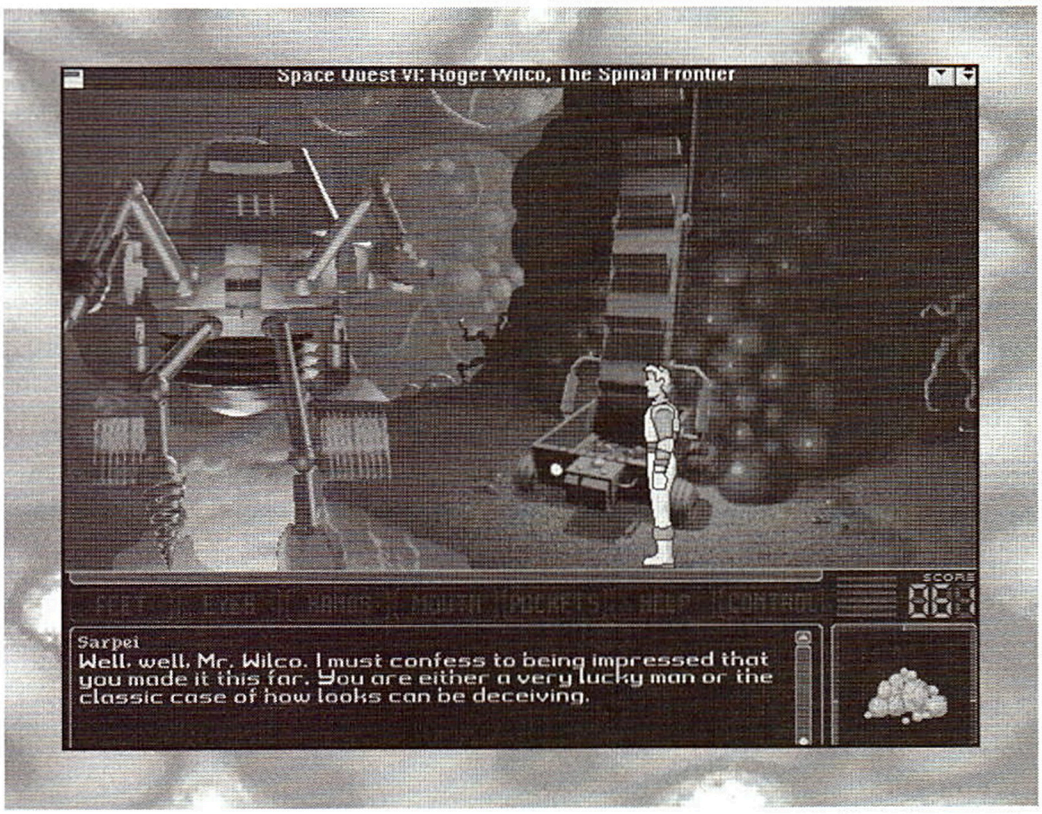
wrinkly dog consciousness. The nanorobot that houses her evil brain is all claws and drills. It's painful just to see it.

After you confront the hag, she'll congratulate you on making it this far and let you know that if you try to escape now, you will be incinerated. Save the game before you give escaping a try so that you can restart in the same place after you have been fried. After Sharpei is finished talking, you only have a few moments to come up with a plan before she fulfills her promise to take you out of the game for good.

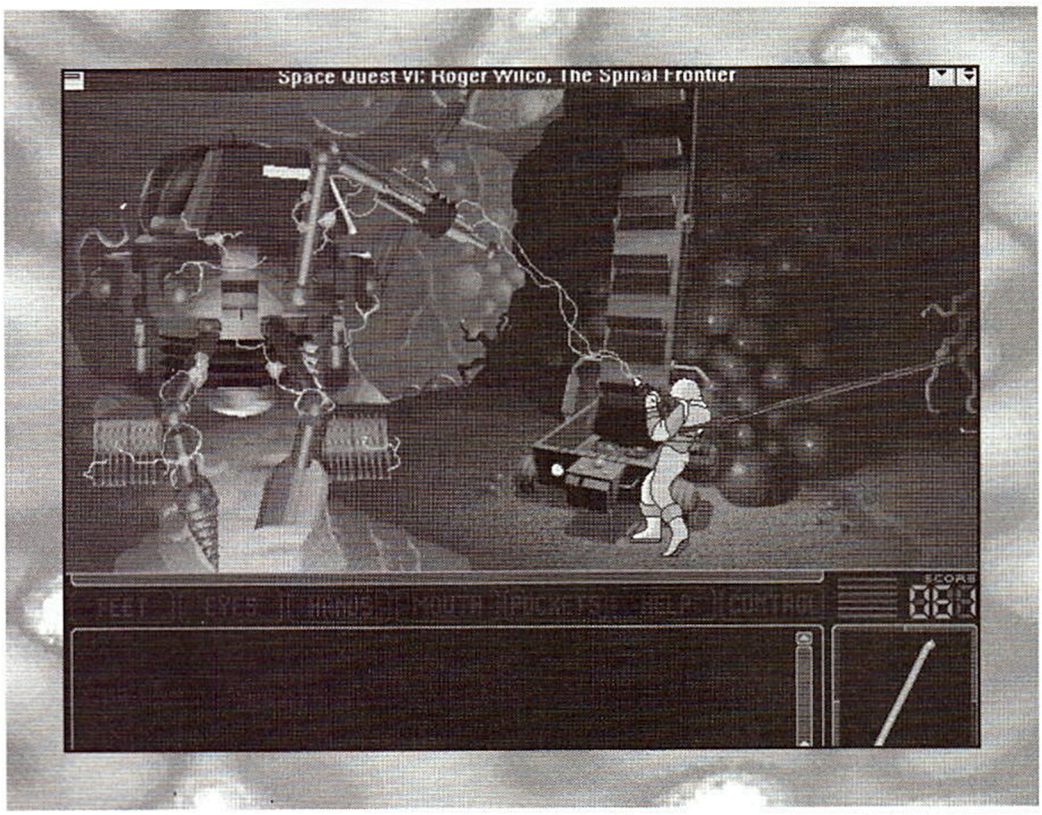
Scanning around, you can see that the nerve fibers in the brain are carrying an electric charge. It's a long shot, but maybe the current will spark (sorry, couldn't resist) an idea. Open your Pockets and select the length of paper clip you took from the Appendix. Click it on the nerve fibers.

Lo and behold, wrapping the paper clip in the electrified nerve fibers creates a powerful electromagnet that zaps all the memory out of Sharpei's nanorobot, taking all of its systems offline. The nanorobot deep-sixes into the depths of Stellar's Brain Core, leaving you a victor over evil once again.

Not so fast – it appears Sharpei isn't quite dead yet. You may have destroyed her nanorobot, but her brain is still around. And what an animated, angry critter it is. Quicker than you can say Roger Wilco, it snaps you up and begins to squeeze you like a python in its cortical feelers.



Sharpei has been hard at work on Stellar's Brain Core. In a few moments, she plans to finish you off as well.



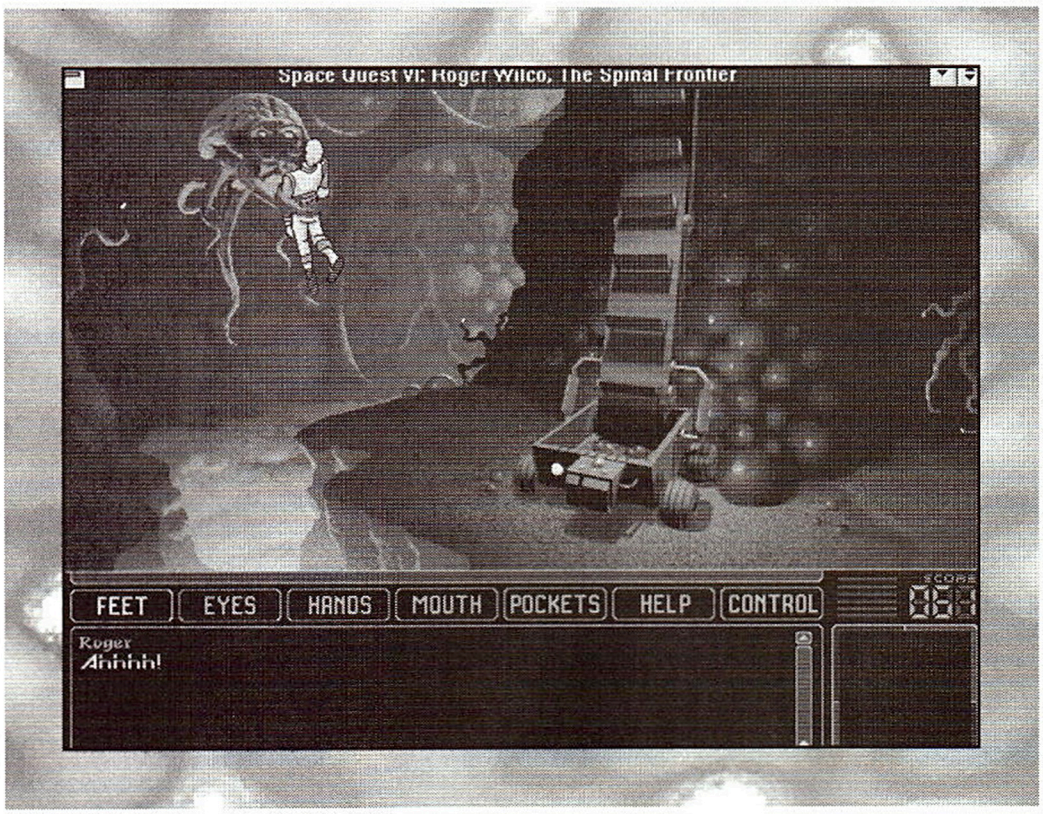
Wrap the paper clip section in nerve fibers to make a powerful electromagnetic weapon. Well, it could work in real life....

Now is your moment of glory. Now is the time where the few are separated from the many, the brave from the cringing, the smart from the intelligence-challenged, the janitors from the maintenance men. Do something brilliant. Do the right thing. Give Sharpei the dead fish from the bottle of Coldsorian brandy.

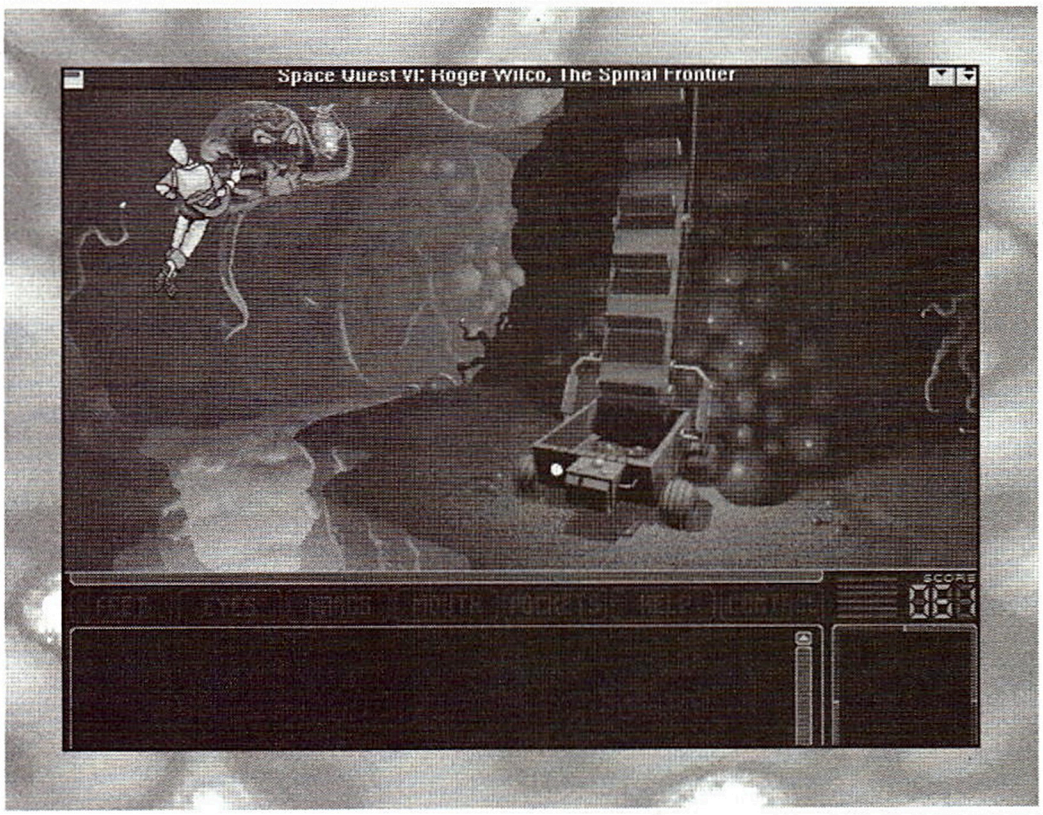
Why? Fish is brain food, of course. And what brain can resist a tasty snack, especially in times of high stress and energy demand? Sharpei's brain will immediately recognize the fish as "brain food" and dump you in it's zeal to feed. But after spending the whole game in your pockets, it's become very poisonous. One bite and Sharpei plummets like Skylab heading for Montana. This time she really is dead. You've beaten her. Congratulations! Don't celebrate too early, though. You're not out of the woods yet.

Time is of the essence. Rush back the way you came and get into the shuttle. After you have it fired up, the subroutine will take you to Stellar's nose. Outside, you can see Dr. Beleauxs's silhouette. From the inside you'll see dark spots. Those are blackheads. You can also see a white spot. That, of course, is a zit. The shuttle will flash its lights in an S.O.S. pattern, which the doc will see. With one carefully applied squeeze, the doc will pop the zit, sending you and the shuttle flying into his glasses in a puss matrix.

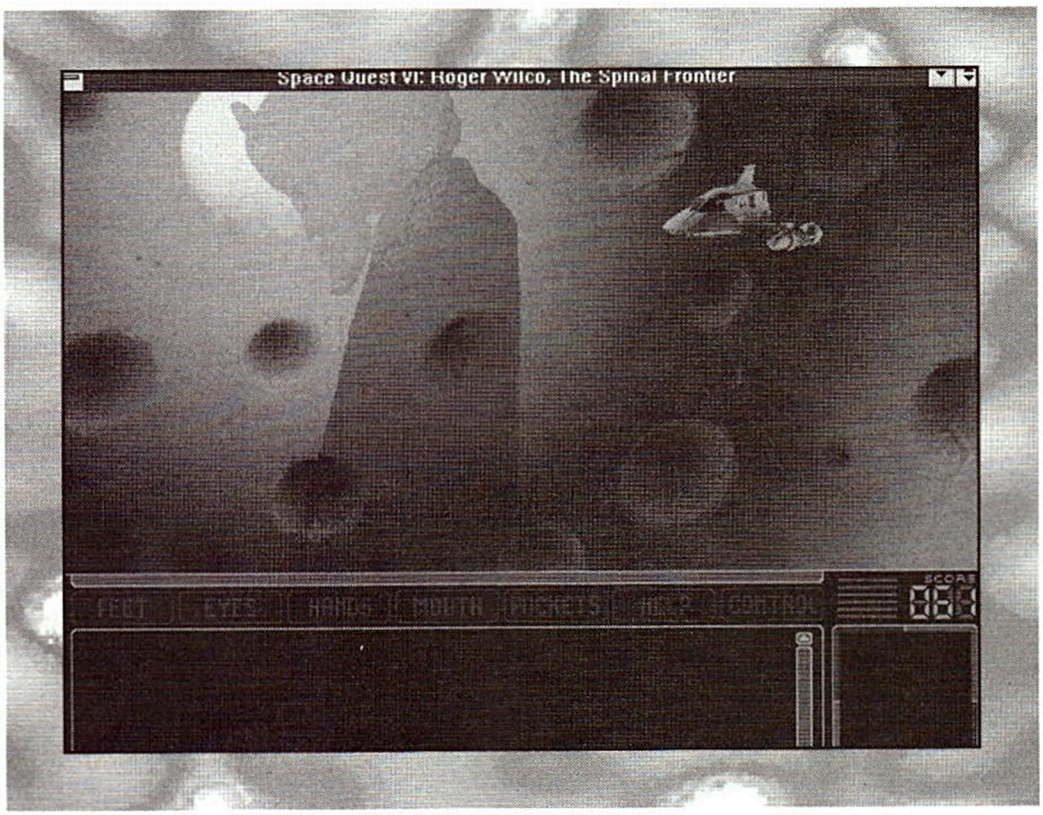
With you safely out of Stellar's body, the doc brings you back to size.



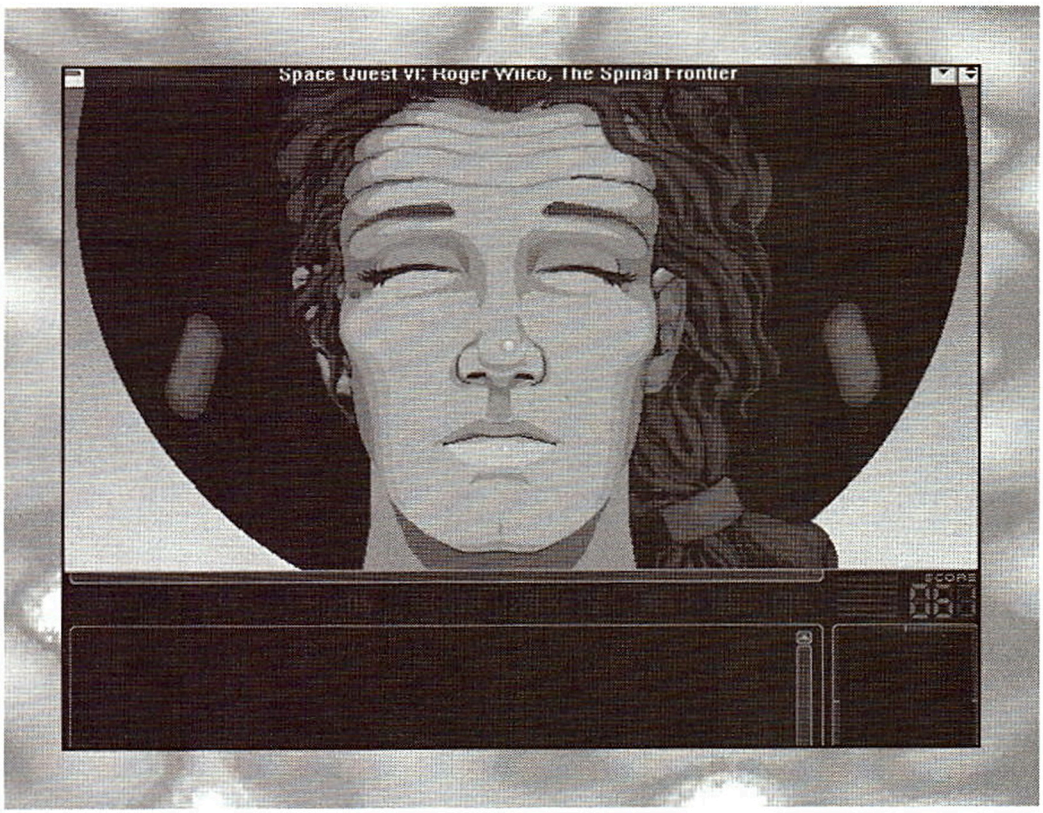
So you only killed Sharpei's nanorobot. Now her brain has you in its clutches, and you have only seconds to live.



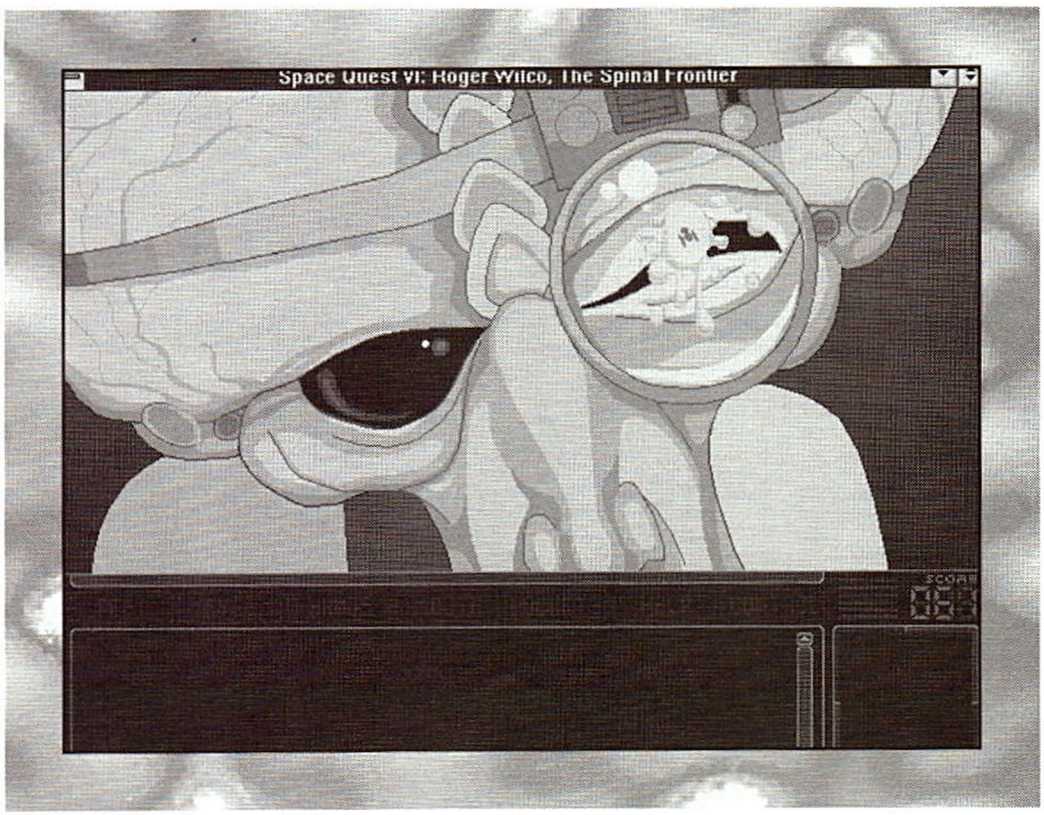
Quick, give her a lethal dose of brain food: the fish from the bottle of Coldsorian brandy.



You'll flash your brights while hovering in the Nose to get the doc's attention.



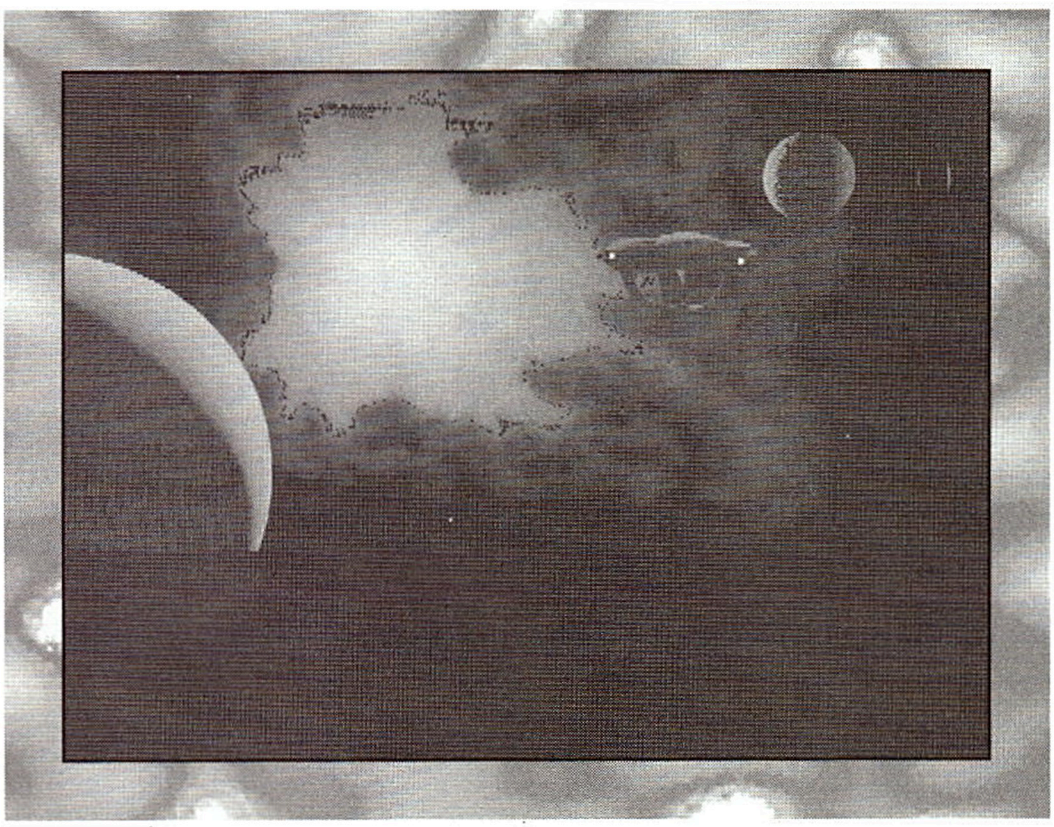
The shuttle headlights will flash in the zit, catching Dr. Beleauxs' attention.



He'll pop you out, leaving you as a puss stain on his glasses. Mmmmm, pretty.



So you survived. Maybe you're hero material after all.

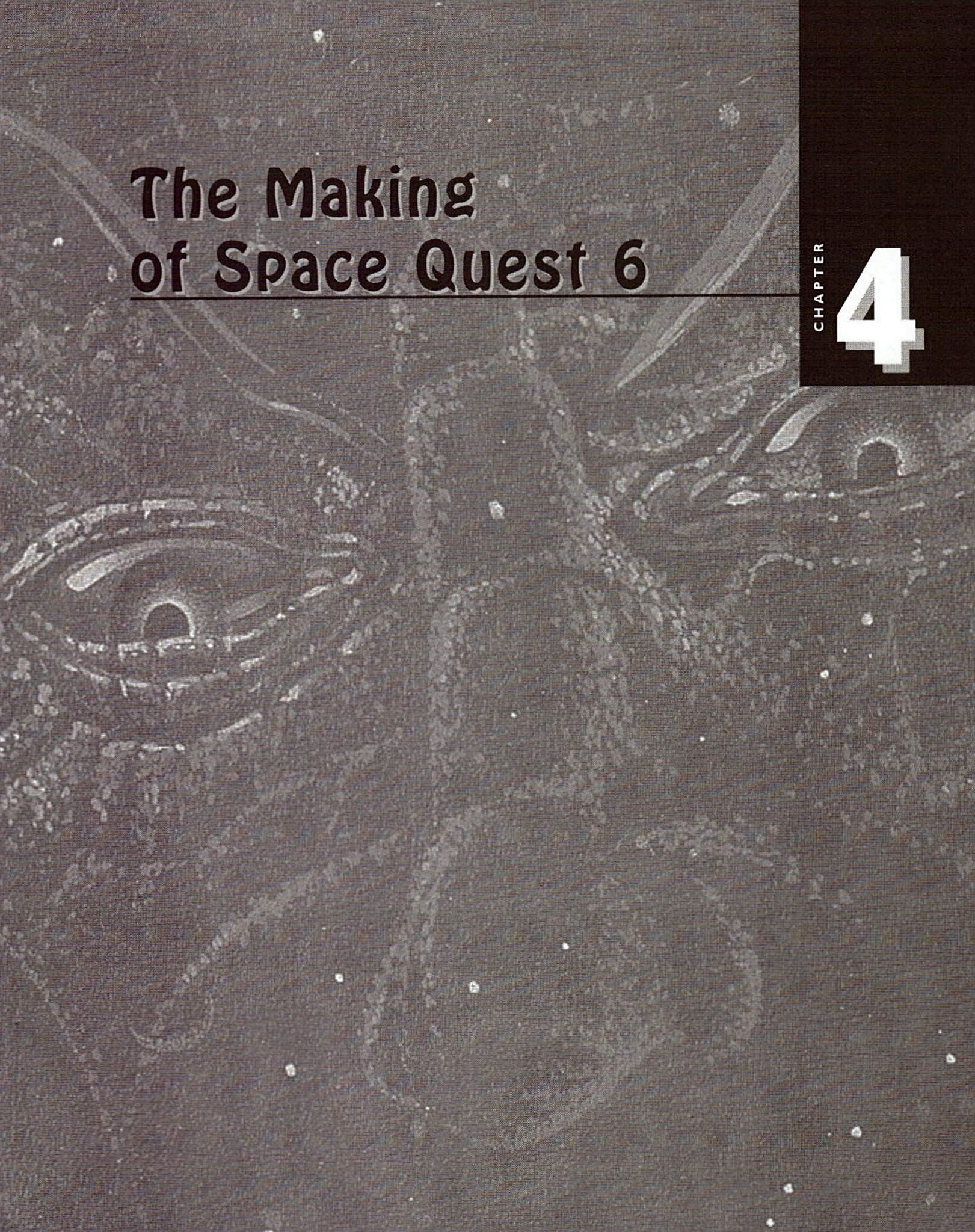


With Stellar safe, it's off to new adventures in that great flying jockstrap in space, Deepship 86.

Chapter 3 Checklist

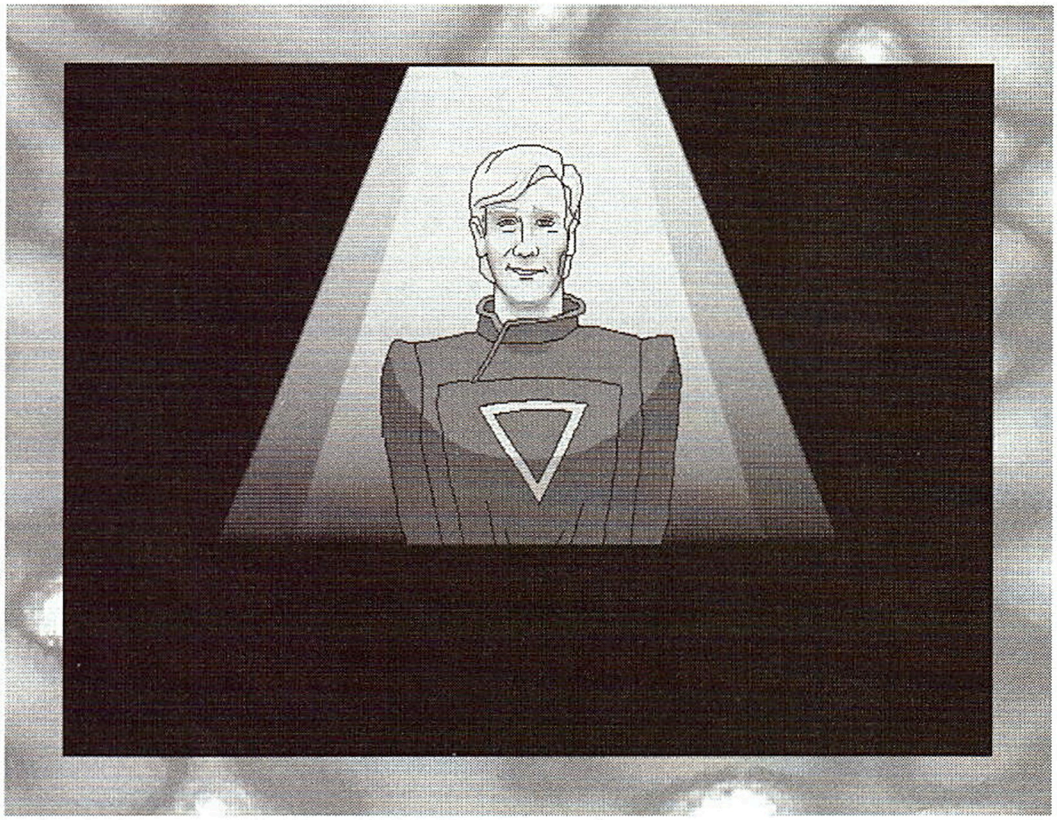
What to Do	Points
❑ Have Dr. Beleauxs shrink and inject you into Stellar's body.	0
❑ When you land outside the Stomach, insert the subroutine disk into the left disk slot.	3
❑ Get the hand pump and duct tape from the glove compartment.	2
❑ Get the EVA suit and helmet. Put on the suit.	0
❑ Exit the shuttle. Collect the capillaries from the engine and the alveoli from the shuttle front.	6
❑ Exit into the Stomach through the ulcer.	0
❑ Pick up the candy, staple, feather, and celery string at the pit of the Stomach.	4
❑ Throw the candy in the acid to see the acid rise.	5
❑ Attach the staple to the celery string to make a grappling hook.	3
❑ Climb back up to the ulcer, catch the Esophagus opening with the grappling hook, and climb up.	3
❑ Use the feather to dislodge the Twinkoid, making Stellar's stomach acid rise and kill the nanites.	3
❑ Dislodge the antihistamine pill from the vocal chords.	3
❑ Enter the Duodenum and go to the Bile Duct.	0
❑ Put the alveoli in the duct.	3
❑ Use the alveoli on the blockage to clear it.	3
❑ Use the EVA helmet to take a dollop of enzymes from the Isles of Langerhans.	3
❑ Go to the Gallbladder.	0
❑ Make a hose with duct tape and capillaries.	3
❑ Use the pump, duct tape, and capillaries to pump bile into the helmet.	3
❑ Pick up a couple of gallstones.	1

What to Do	Points
❑ Melt the antihistamine in the stomach with the enzyme/bile mix.	3
❑ Pick up some tiny time pills.	1
❑ Go to the Duodenum End, climb down to the Intestines' entrance, and give tiny time pills to the tapeworm.	3
❑ Ride the tapeworm to the Appendix.	3
❑ Collect the silver, paper clip section, and fingernail sliver.	3
❑ Return to the shuttle and add the silver to the fuel tank behind the flashing red light.	5
❑ Reset the fuel mix, press Initiate, and enjoy the the shuttle ride to the brain.	0
❑ Use the paper clip to cut an opening in the brain membrane.	3
❑ Go to the left and jump over the chasm, then keep walking left.	3
❑ At the mind shaft, throw a gallstone at the first nanobot, then at the second nanobot, then at the first nanobot again.	5
❑ Take the elevator to the bottom of the shaft and discover the blockage.	0
❑ Move the elevator partway up the shaft and use the fingernail to stimulate the Cough Center to clear the blockage.	3
❑ Return to the Brain Foyer and enter the Brain Core.	0
❑ Use the paper clip section with the nerve fibers to destroy Sharpei's nanorobot.	5
❑ Give the fish to Sharpei's brain, which will eat it because it's brain food. That's the end of Sharpei.	5
❑ Rush back to the shuttle, which will make an escape.	0
❑ Enjoy your heroic success!	0
TOTAL POINTS	**90**



The Making of Space Quest 6

CHAPTER 4



Shedding Light on the Creation of Space Quest 6

Designing a game is always a long and difficult process. Thousands of hours go into conceptualizing, planning, sketching, and assembling to create the polished entity you slide into your CD-ROM drive. Space Quest 6: The Spinal Frontier represents both an evolution and a departure in Sierra game design. When the first Space Quest appeared, it was a hypertext game. There were no hot graphics, music, or sound effects. Super VGA and sound cards had not been invented. Space Quests II-V were created using the best technology available at the time. As a consequence, you could experience and do more with each game, such as play the silly arcade games included in each title.

Space Quest 6 builds on that legacy. It is a full multimedia game, complete with digitized music and voices. Working out of studios in Seattle, Hollywood, and Oakhurst, California, Sierra drew on top talent internally and from other major entertainment sources for the design and execution. Scott Murphy, one of the original Space Quest creators, and Josh Mandel, notorious Sierra alum, codesigned this version of the game. Oliver "Pelvis" Brelsford produced the title. Renowned voice talents like Gary Owens of *Laugh In*

fame supplied narrative and helped bring to life the personalities behind the notable characters.

The game represents a benchmark because it uses technology that has never been available to Space Quest designers before. And it's a departure because Sierra's involvement with the European game designer Cocktel has given them a whole new modeling technology to play with. You can see it in the shuttle sequences. While the game itself has an animated, cartoon look and feel, the shuttle sequences are computer modeled and rendered so that they look extremely lifelike. While the shuttle sequences were added in the middle of creating the game, think of them as a successful experiment. If such sequences can be modeled today, what will Roger Wilco look like in Space Quest 7?

Speaking of Roger, now you can finally hear him speaking. How many of you were expecting a deep, heroic type of voice? And seeing Roger up close, did you really think that he might need a bit of a trim? Or that he could blush? Or wear stylish undies? Finally, you get to really meet Roger. He's part Goofy and part MacGiver. Half Don Juan and half Mel Tillis. He ambles through Space Quest 6 more realistically than ever before, with a slight shuffle that displays his aimless way of living. This is the most likable Roger has ever been. The adventure puts him in a position to feel both emotional and physical pain — and to really be a hero. And that puts you in a position to relate to him. Getting in the head of StarCon Janitor Second Class is a frightening thing. But putting him in someone else's head is fun.

You can get a feel for the thought that went into building Space Quest 6 by looking at some of the early character sketches. Not all characters made it into the game looking as they do here. And many ended up with personalities that are different than their appearances would suggest.



Stellar Santiago

Stellar Santiago is a prime example of why Space Quest 6 is a with-it, '90s kind of game. With her piercing green eyes and flowing black hair, she's beautiful in a slightly alien kind of way. But first and foremost, Stellar is a StarCon Lieutenant, and she's as brave, capable, and heroic as Roger wishes he could be.



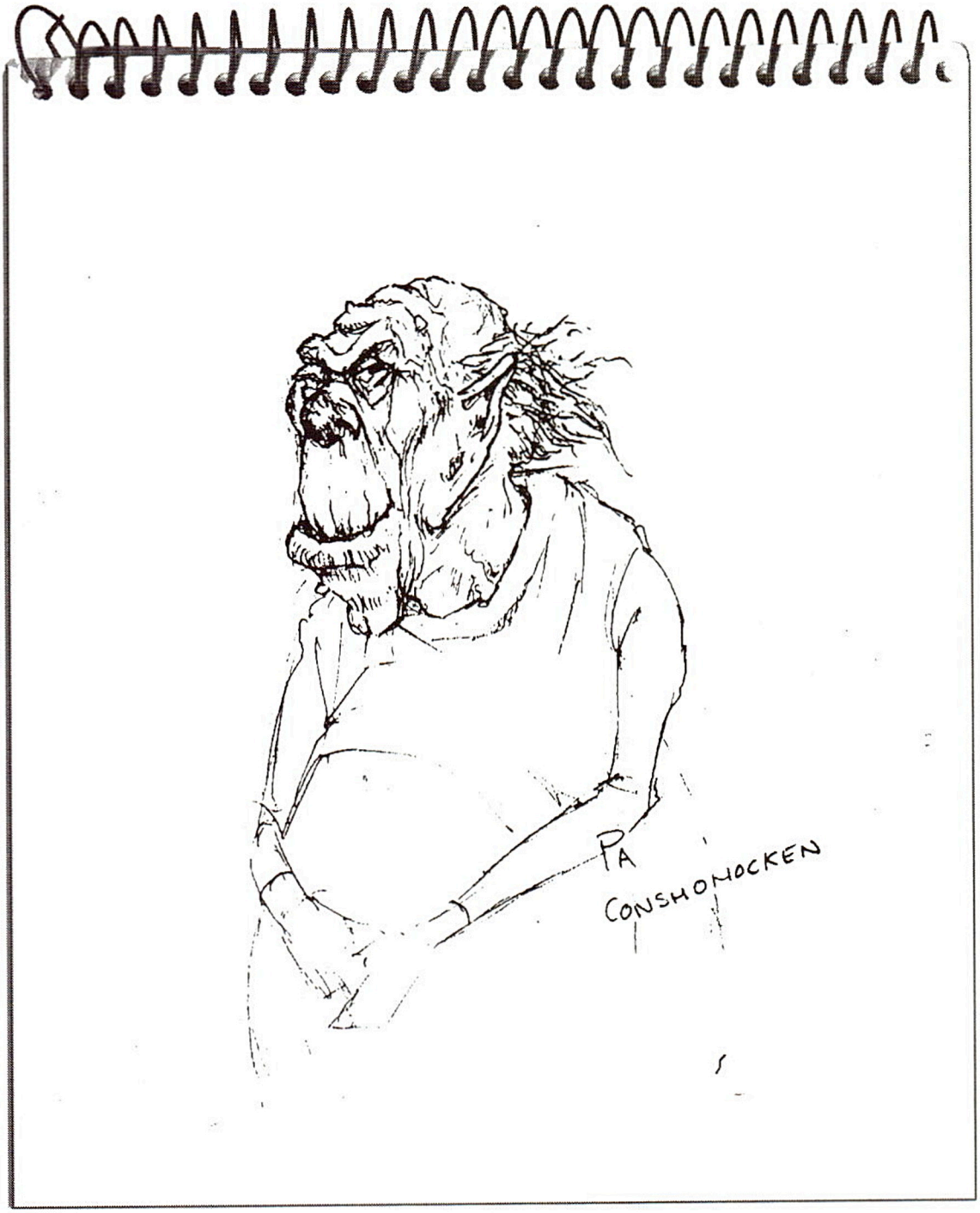
Chesbro

Chesbro's main role in Space Quest 6 is as a victim of Roger's Vulgar Nerve Pinch technique. While the little guard doesn't have as much detail as in this drawing, this illustration shows just how much thought went into each facet of the game.



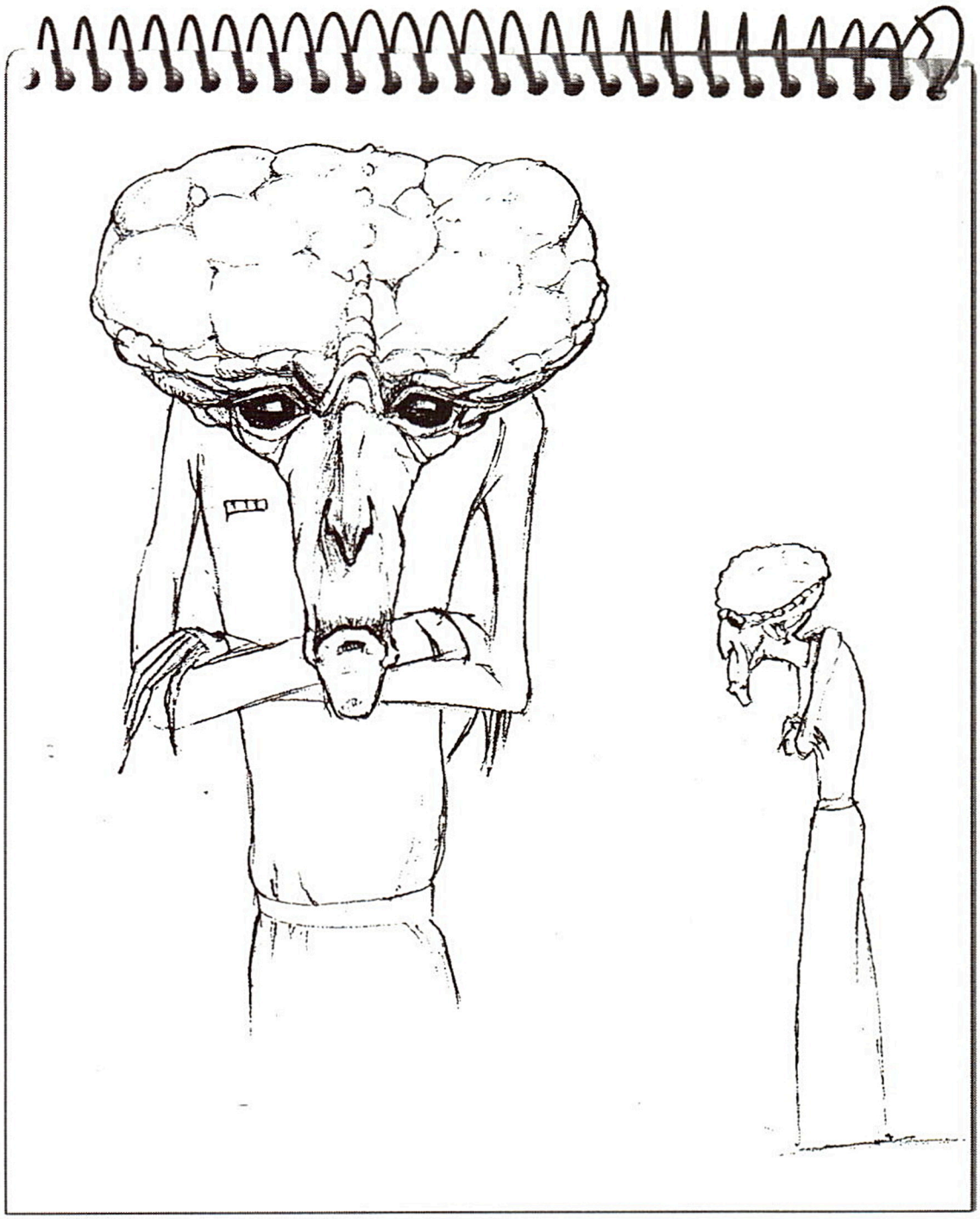
Magnum Opus

Opus is the other half of the Chesbro and Opus guard team in the Shuttle Bay Entrance. This illustration reveals much about his character: brooding and silent, gigantic and muscled. His bulk is his undoing. He has to eat constantly to maintain it, and he loves sweets. Roger gets him with a doctored donut.



Pa Conshohocken

You've probably seen men like Pa Conshohocken behind liquor store counters in tiny towns all across America. In final form, he was rendered to look a bit more human — like a cheerful old counterman who'd kill ya if ya tried to steal something. His humanity is offset by the drunk extraterrestrial sitting on the floor. Pull its finger five times and it farts. Welcome to paradise!



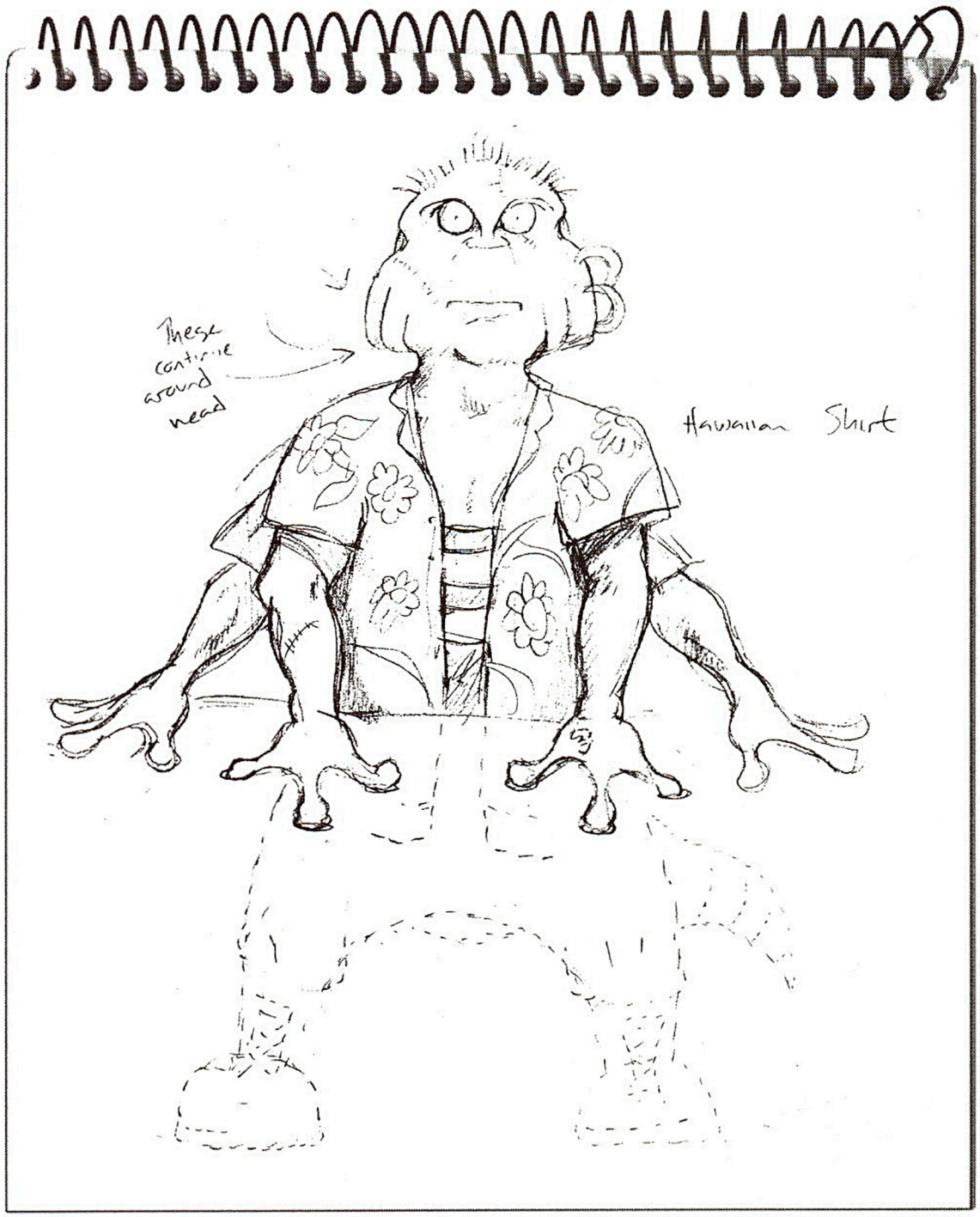
Dr. Beleauxs

This most alien of doctors was created as a genius (hence the large brain pan) with a scrawny, Mr. Chicken-like body (hence the bad attitude). While seemingly without a heart, the story unfolds to show that he had been deeply in love with the wrinkly old Sharpei. He goes from zero to hero by aiding Roger on his quest.



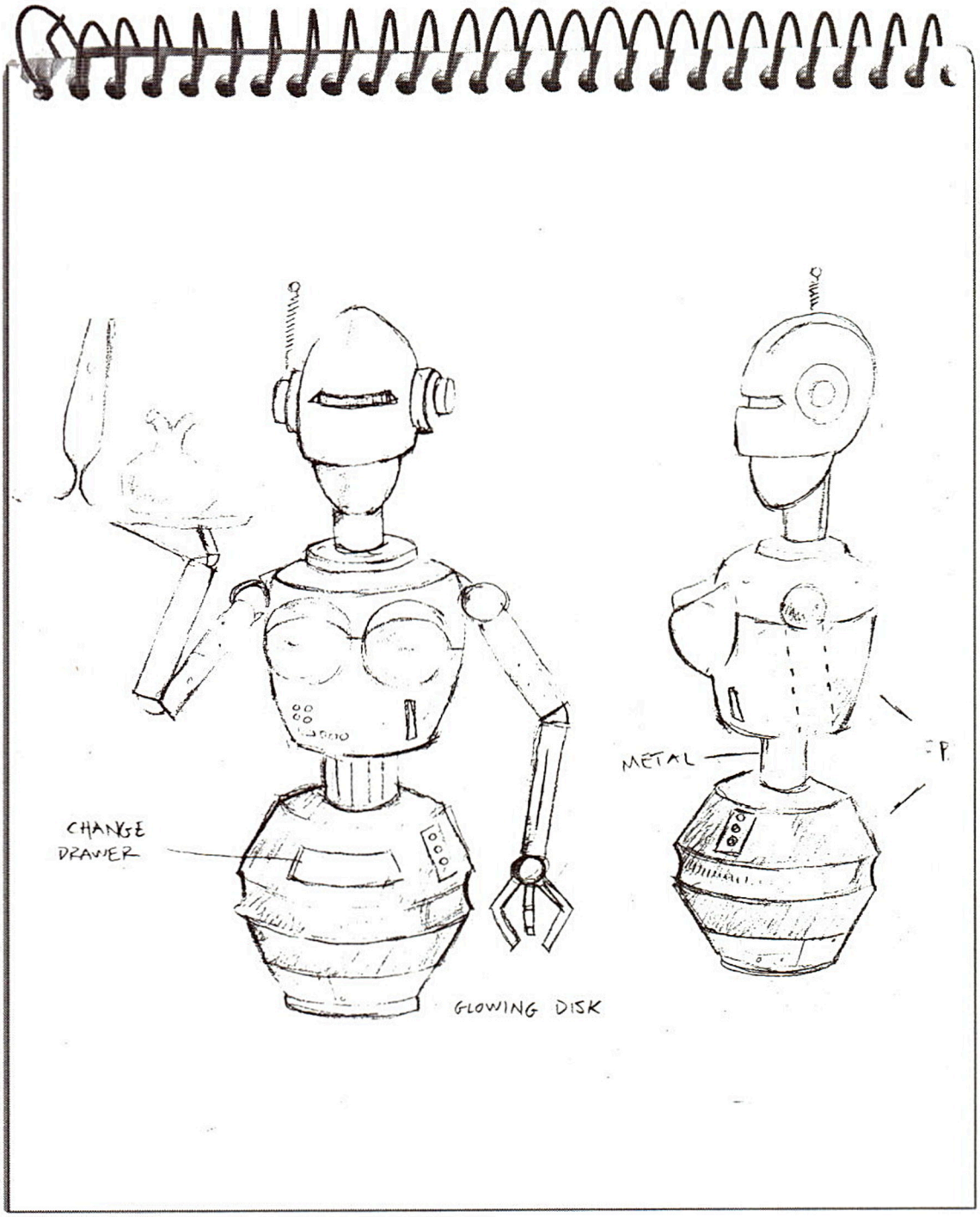
Elmo Pug

Elmo Pug is one of the throwback characters. He originated in Space Quest IV as the childlike, brainiac president of Scumsoft, a video game maker. He is illustrated here to show his fall from grace. Elmo now wanders the streets of Polysorbate LX as a drunken bum, trading Stooge Fighter III cheat sheets for bottles of Coldsorian brandy. Elmo never was popular with the Sierra designers.



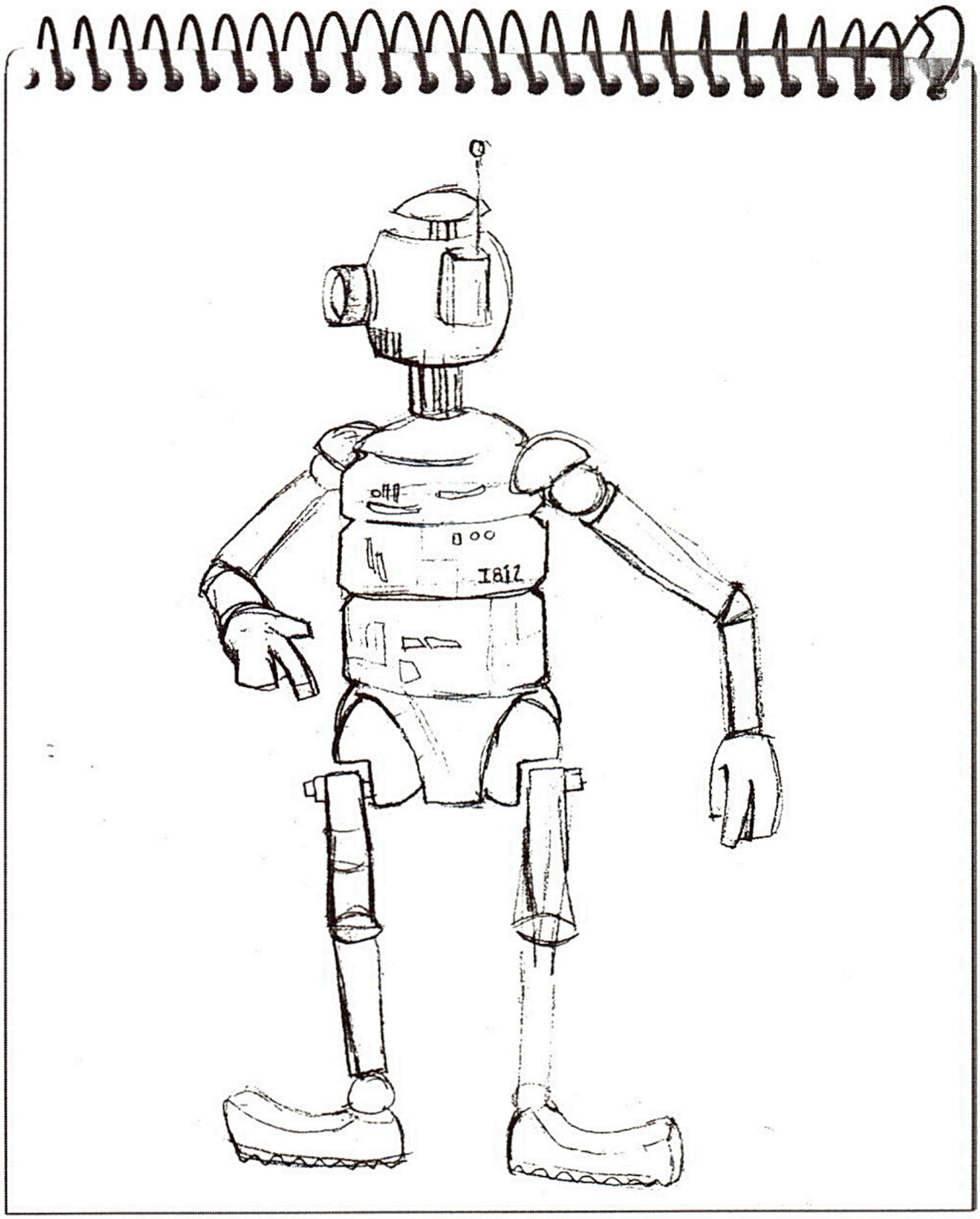
The Orion's Belt Bartender

Ever seen a bartender in a cheap Hawaiian shirt who said things like, "Hey Mac, whaddya want?" Here he is, complete with four arms to better mix your drinks. He was designed to look like a tough cookie, with glaring eyes and a gravelly voice. He'll threaten you with bodily harm if he catches you behind the bar. But flash your fake Polysorbate Security ID, and he can't wait to give you free drinks.



The Waitron

Snatching a buckazoid from waitron at Orion's Belt was originally a necessary step in the game. She is the mechanical representation of tired, irate cocktail waitresses all over the galaxy. Even though filching a tip off her tray was reduced to a bonus antic, the waitron's personality was kept for local color.



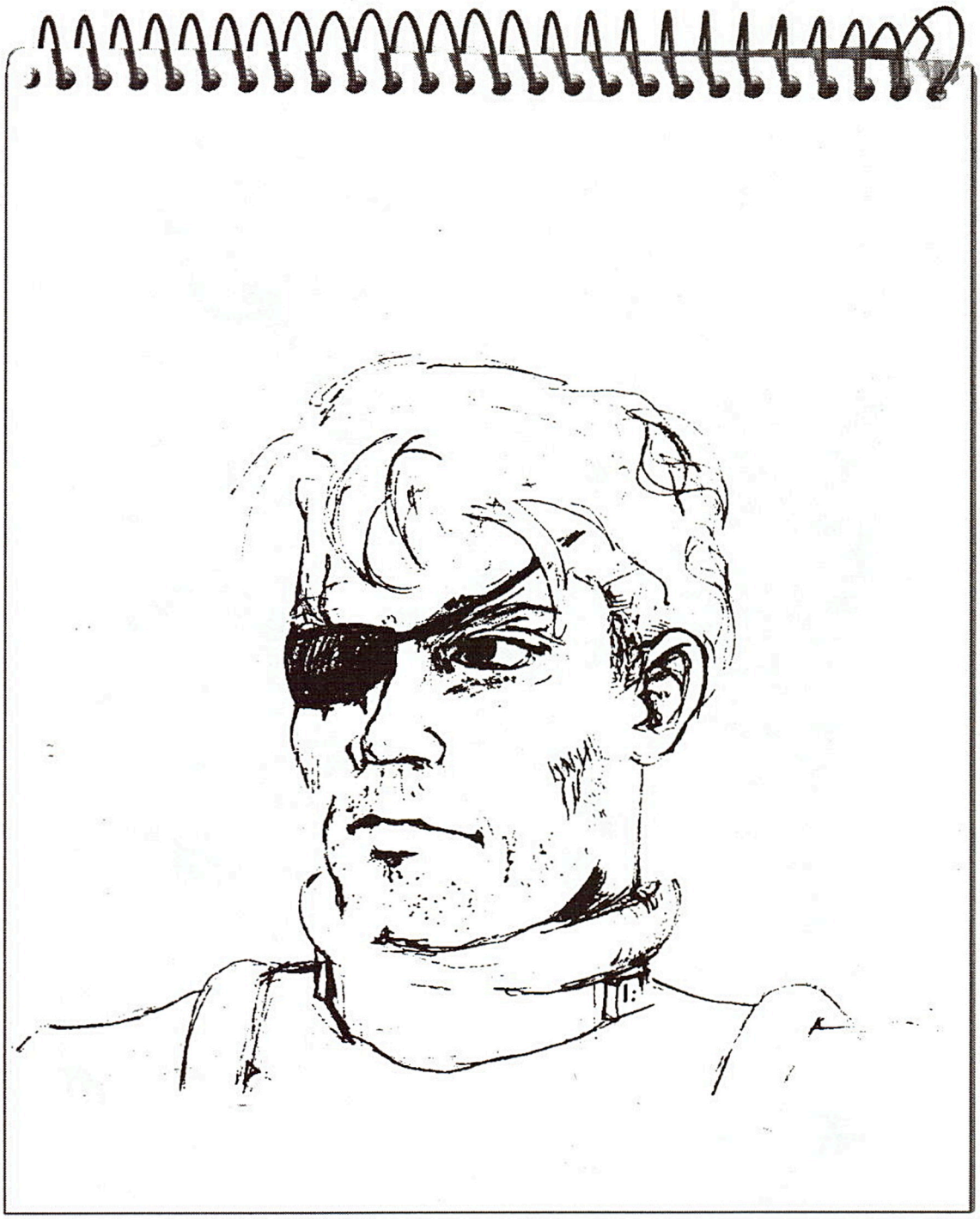
A Passing Robot

Even background characters received careful attention and design. When Roger is first stuck on Polysorbate LX, he must pull himself from the cement by grabbing the shoulders of this robot.



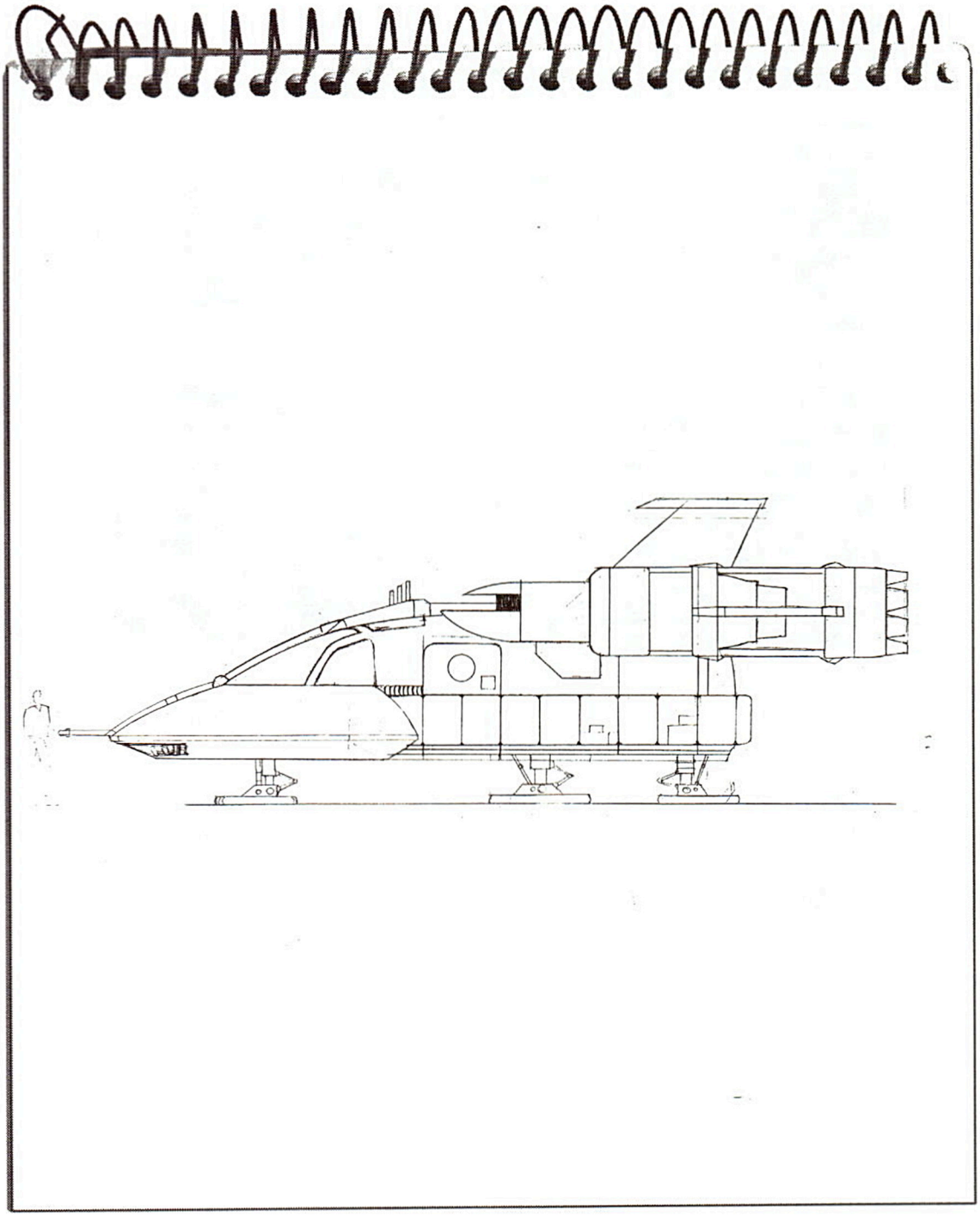
Djurkwad

Djurkwad (pronounced "jerk wad") has impressive fangs and satanic horns that make him seem as fierce as the monster in *Alien*. But in practice, Djurkwad is a loudmouthed, coin-snatching punk, a kind of king of the anthill. His violent appearance is countered by his whining, overbearing voice. Beating him at Stooge Fighter III is one of the most satisfying moments of the game.



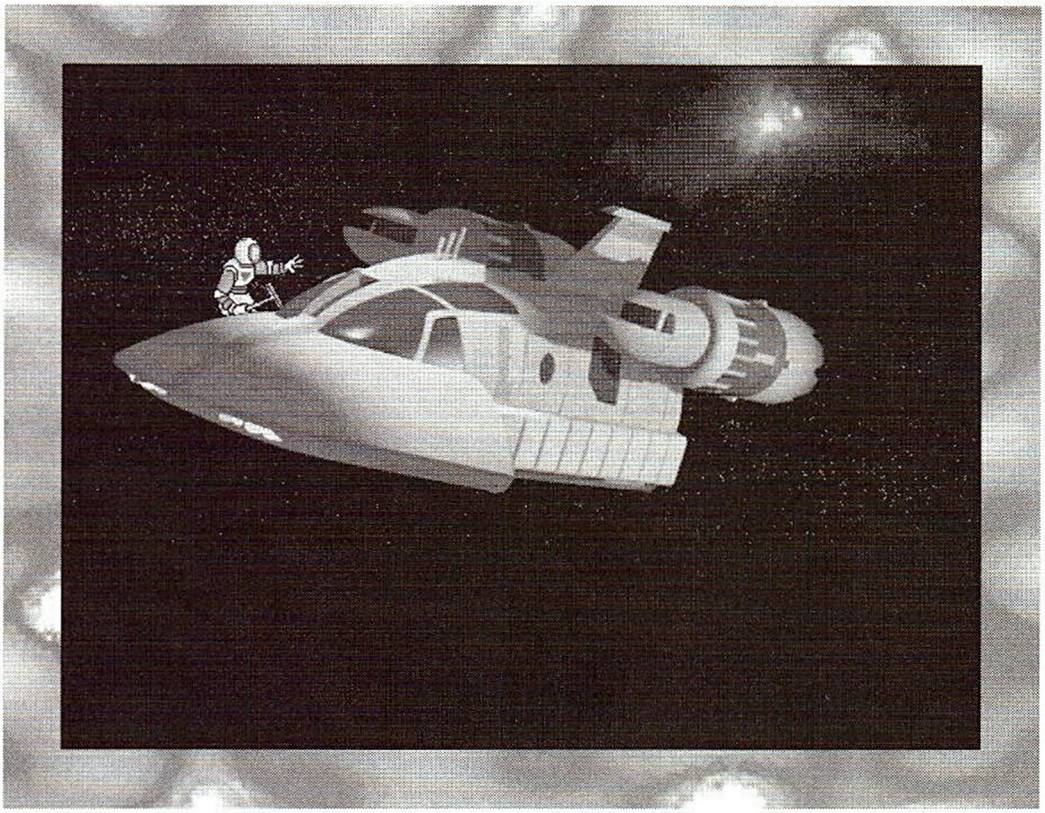
Blaine Rhomer

Like most significant features of Polysorbate LX, Blaine Rhomer is a blatant play on *Blade Runner.* He is very well rendered as a eye-patched tough guy, although his facial details did not make it into the game. Voice and characterization turned him into the slightly obnoxious huckster who gives Roger the datacorder and later tries to weasel out of paying the 50 buckazoids for the captured endodroid.



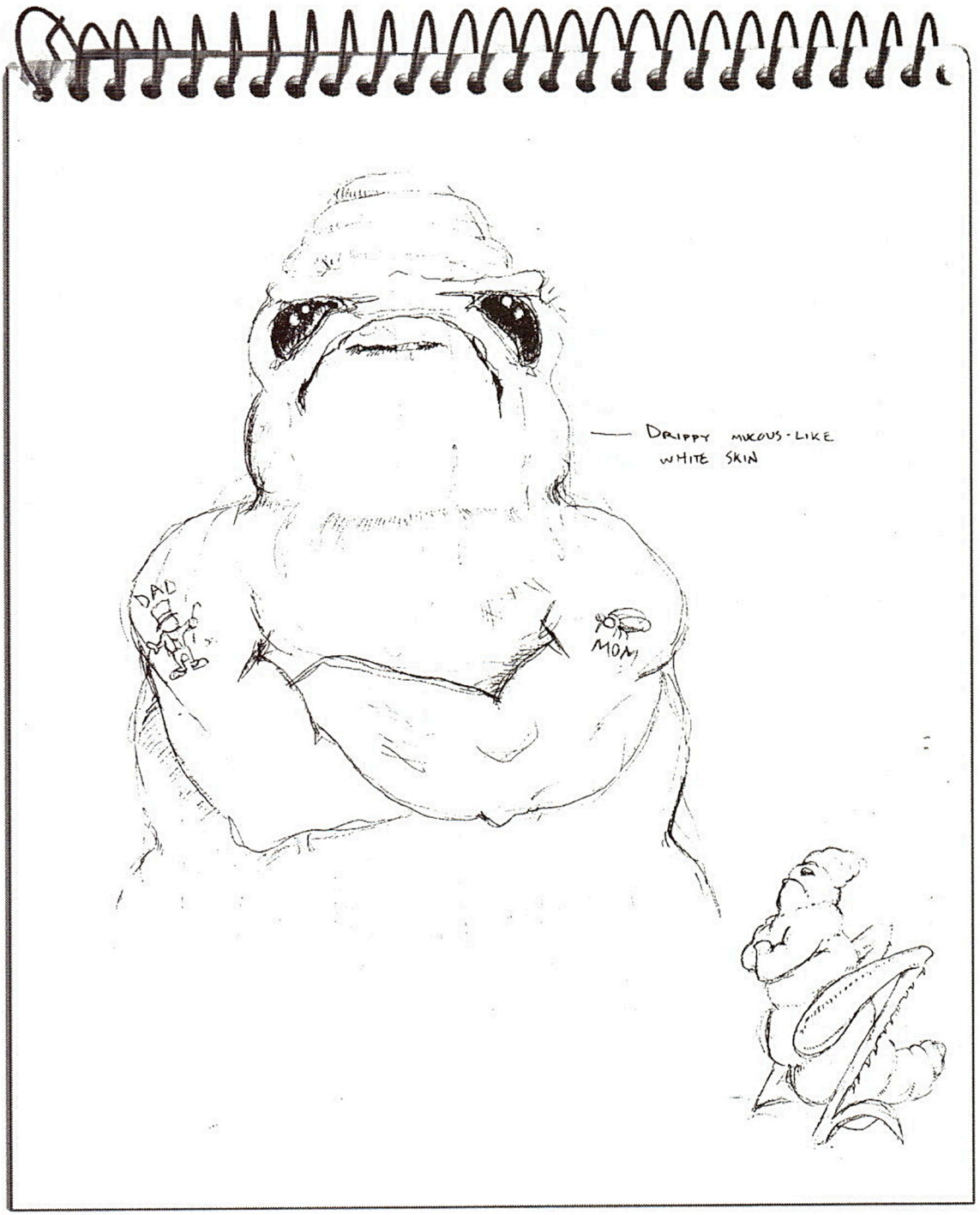
The Deepship 86 Shuttle

The shuttle in conception…



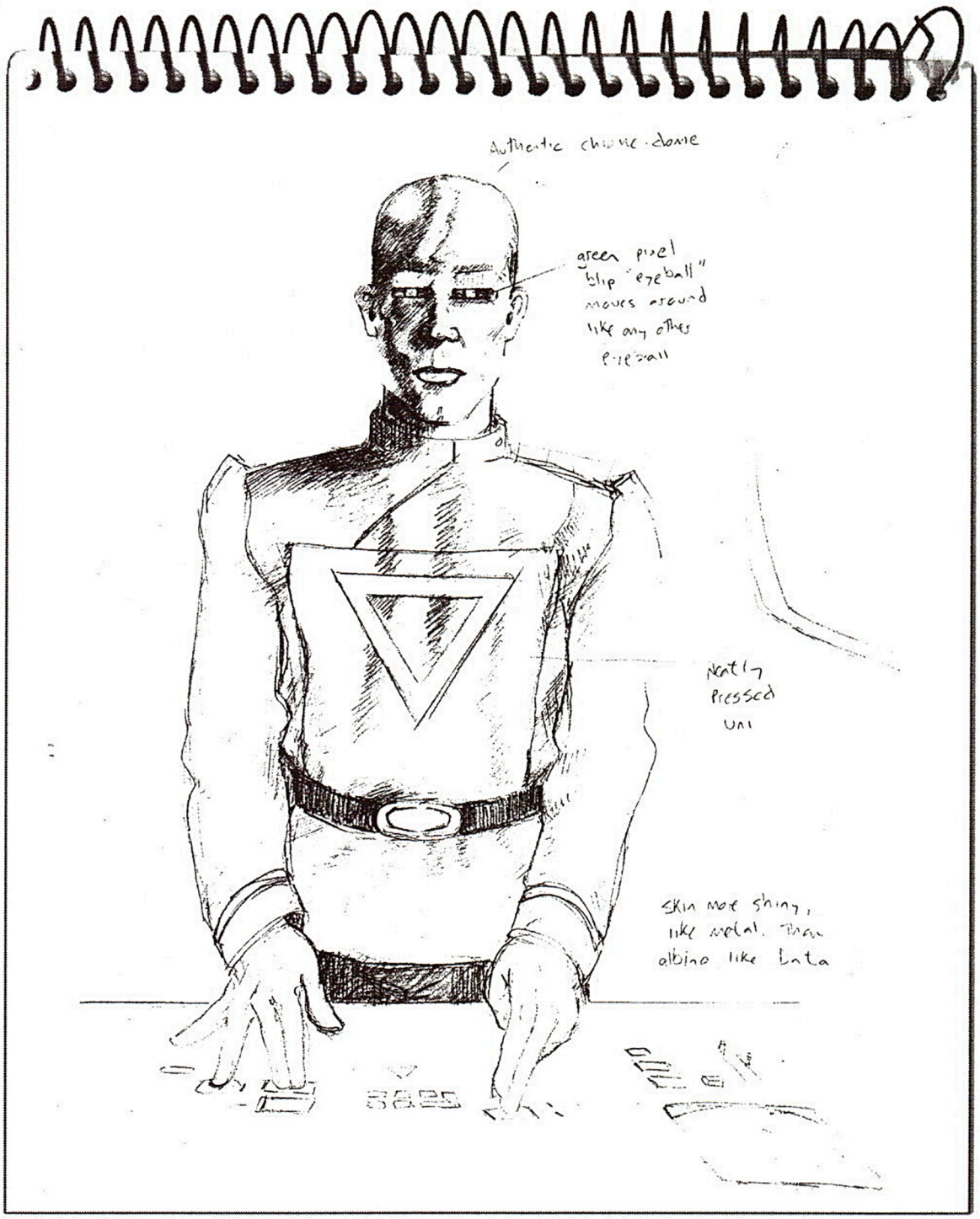
The shuttle as it was finally rendered in full animation.

…and in its final form. The shuttle represents a first in Space Quest history. Never before has a fully modeled and animated object moved through a Space Quest game. The shuttle flight sequences position Space Quest 6 as a full-fledged multimedia title. They also set the stage for future Space Quest titles. Today, shuttles in flight. Tomorrow, who knows what?



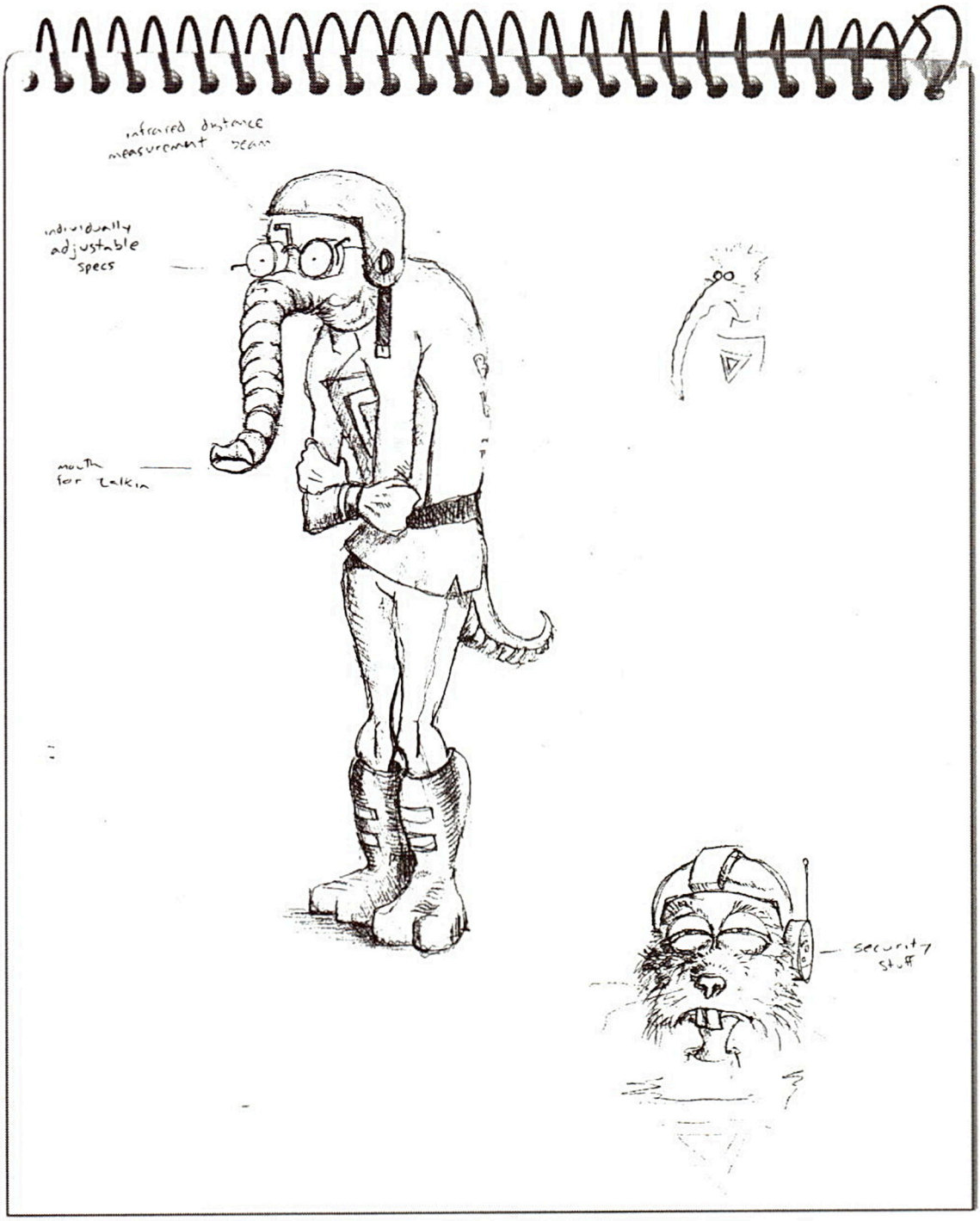
Jebba the Hop

Imagine lard in plastic baggies hopping along on grasshopper legs. That's how Jebba was drawn. Originally, tattoos on his arms showed his evolution as a cross between a cricket and a fly; sort of a maggot with grasshopper legs. While the tattoos did not make it into the game, Jebba's character settled into the role of a by-the-book authoritarian who responds well to flattery.



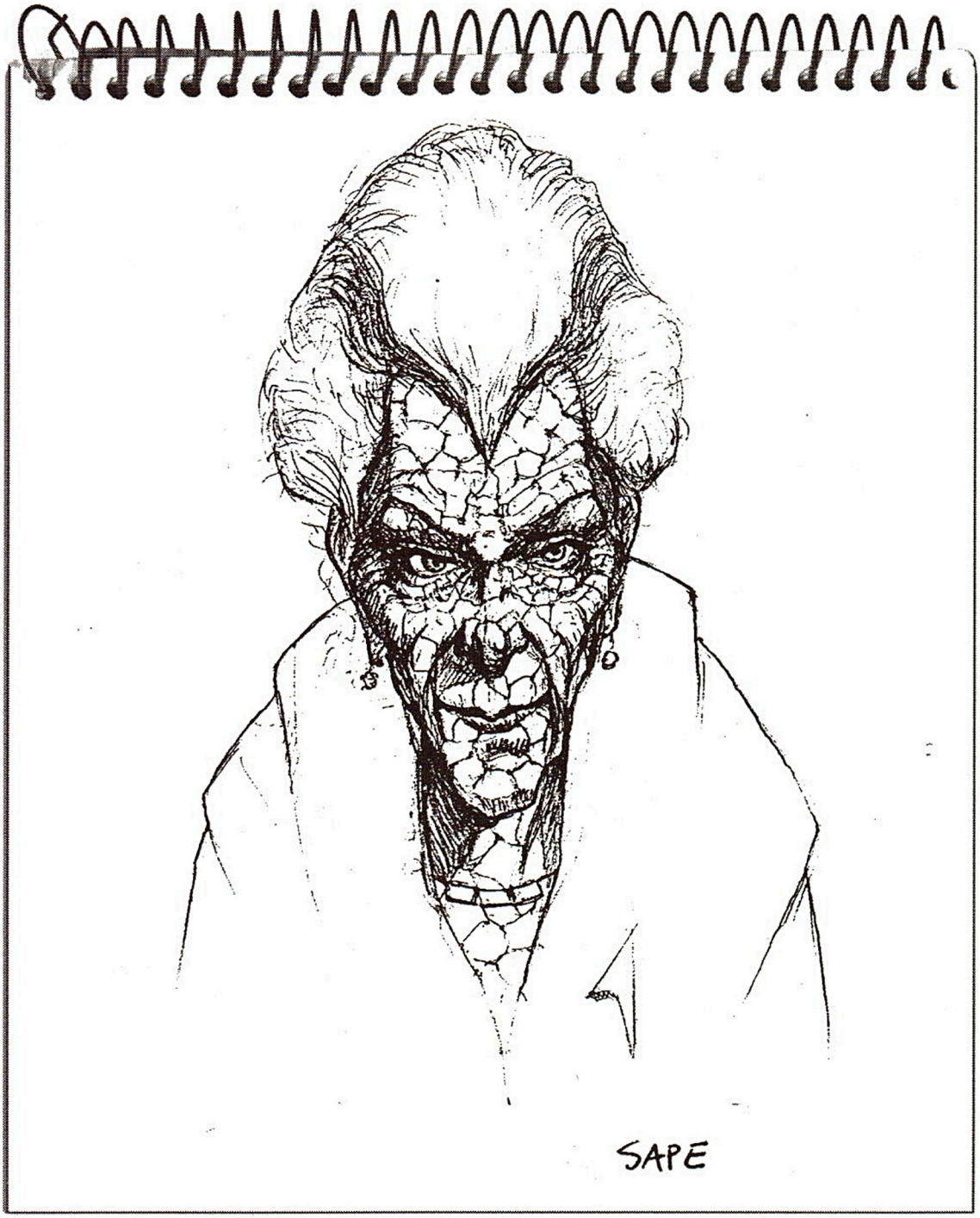
Circuit Sidney

Circuit Sidney is the character who most closely resembles his original sketch. His metallic aloofness is more than made up for by his open, friendly nature. He says he would give his right arm for Roger, and he does!



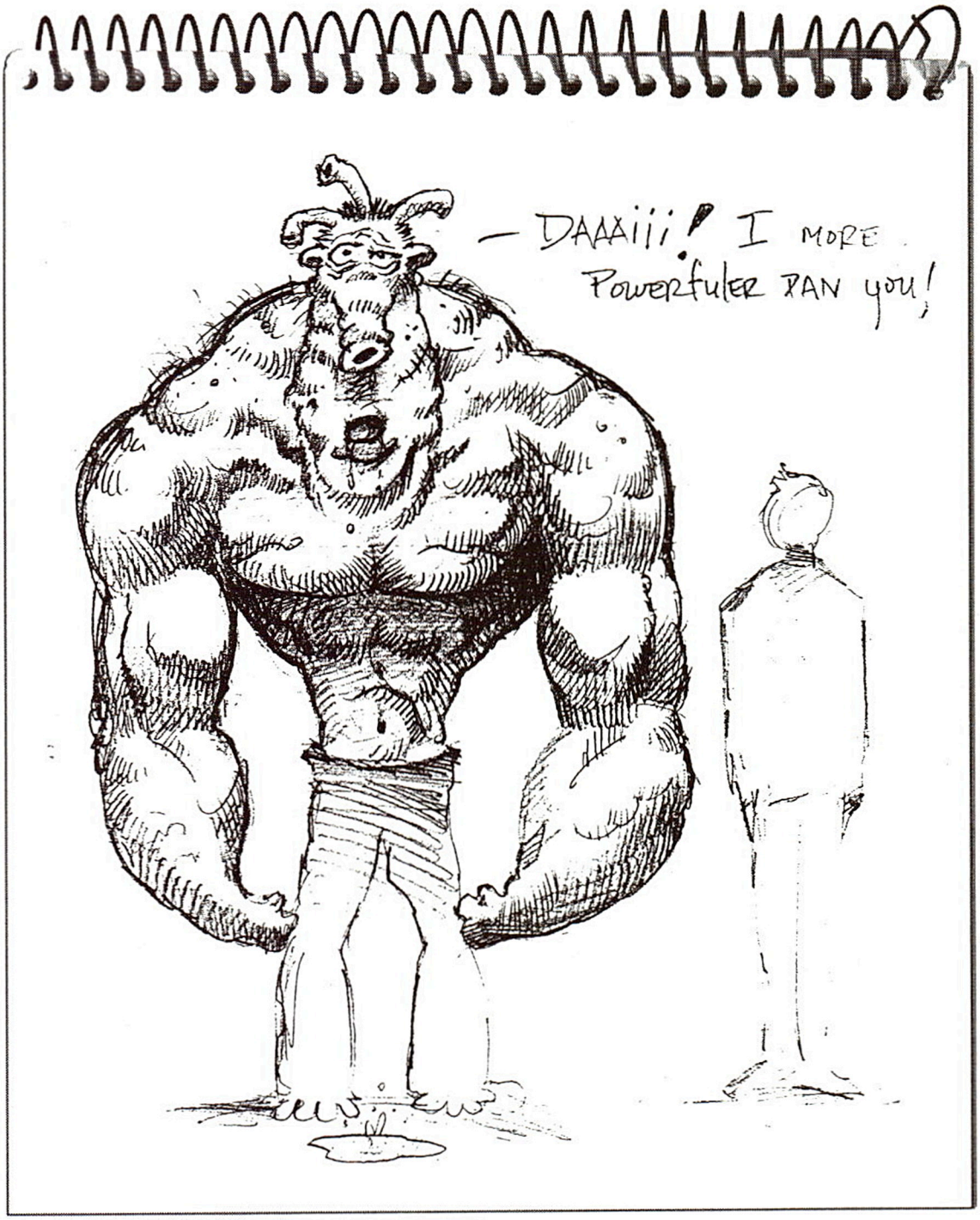
Dorff

Dorff is one of those creatures you love to hate. That's the way he's drawn. From his duties on the Bridge to his brief moment of fame as Roger's gun-toting jail guard, Dorff stands out as the epitome of a scrawny little weasel who chortles with glee over his new-found authority.



Sharpei

Space Quest 6's villainess is reminiscent of Cruella Deville, but Sharpei is more sophisticated and soft-spoken. You could say well-oiled. You can see in her face the faded beauty that first attracts Dr. Beleauxs and the potential for evil that affects Stellar and Roger.



Nigel Rancid

Although he was first drawn as big, strong, and stupid, Nigel's final form turned out to be very strong, very nasty, and fairly intelligent. His striptease number is so funny because it's so incongruous with his nature.

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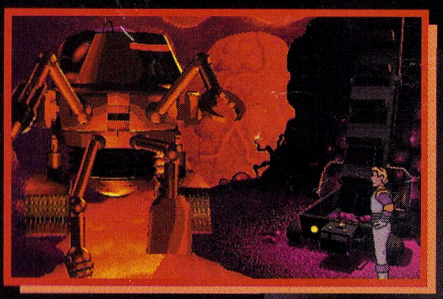
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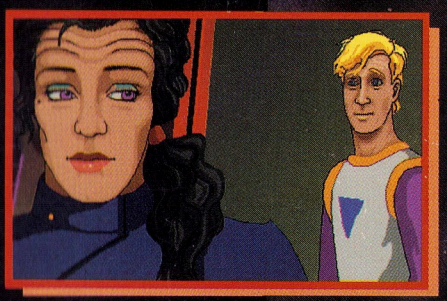
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