IMPORTANT INFORMATION ON THE CARE AND HANDLING OF 'DIGITAL ANTIQUES'
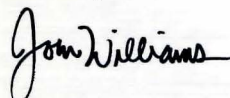
Dear Customer,

Inside this box, you will find a collection of software spanning the history of the Space Quest series. This collection presents not just the collected tales of the Space Quest saga, but also provides an example of the evolution of computer entertainment software since the early days of PC gaming.

As you review early works of the Space Quest series, please remember that you are looking at what might be described as "digital antiques" from the early days of personal computing. **Innovations like mice and music cards, which are widely used today, were not yet available in the early and mid 1980's. Thus early Space Quest games will <u>not</u> support them.** We hope that you will enjoy these games in the same nostalgic spirit as you would a classic black and white movie. While they may lack some modern day technological flair, they have a unique quality all their own.

It is also important to note that the Windows operating system was not found in homes during the 1980's. While we have attempted to adjust our early software so that it may be accessed from inside of Windows, some of the early games may not work from within Windows on some computer system configurations. **If you are experiencing trouble with any adventure game while running within the Windows environment, we recommend that you exit Windows and instead <u>access the adventure game from MS-DOS</u>.**

We sincerely hope you enjoy the adventures of Roger Wilco as you explore the Space Quest Collection.

Sincerely.

John Williams
John Williams
Resident Historian
Sierra On-Line, Inc.

THE COMPLETE ADVENTURES OF ROGER WILCO
THE SPACE QUEST GAME COLLECTION

THE ORIGINAL SPACE QUEST: THE SARIEN ENCOUNTER   OCTOBER 1986

Created by "Two Guys from Andromeda" Scott Murphy and Mark Crowe, *Space Quest* introduced astro-janitor Roger Wilco in a broad parody of Science Fiction and popular culture. In the early era of oh-so-serious computer games where every adventure challenge seemed to concern saving the world (or at least a princess), the "nothing serious" presentation offered a breath of minty-fresh air to players and immediately attracted a cult following. *Space Quest* was Sierra's first adventure game that used the position of the onscreen character as part of the challenge. Players were asked to guide Roger Wilco to avoid drops of acid rain and pilot vehicles in "real time" through manipulation of the arrow keys on the keyboard.

Space Quest was launched well before mice and soundcards arrived on the scene, so don't cry to us when the game doesn't support them. For you lucky devils with fast machines like a 486 or even Pentium screamers, use the SLOW function from the command bar when you move through the action sequences for best results.

SPACE QUEST VGA   SEPTEMBER 1990

In a monumentally bad move, some genius from the Marketing Department thought it might be a good idea to blow the dust off the original *Space Quest* and "update" it for re-release. True to form, this cheesy idea quickly turned to limburger when an artist genius decided to redo the game graphics with a "1950's B-movie feel." The resulting product actually looks better than the original in spite of this, probably because of the move to 256-color VGA Graphics.

This *Space Quest* also sounds better than the original, thanks to music card support, and the mouse control works better since you can actually use it. If you've got nothing better to do, taking the time to compare this version with the original will give you some feel for the progress made in computer game technology over the half-decade since the original was built. It will definitely make you wonder why anybody even bothered to redo the project in the first place.

SPACE QUEST II: VOHAUL'S REVENGE   OCTOBER 1987

The idea of fighting off mutant insurance providers didn't start with Hillary's recent push for healthcare reform – it actually debuted with this game released in the days of the Bonzo Presidency. The plot, the likes of which you only hear seriously considered these days by the defenders of Ross Perot, concerns an evil plot to release an army of door-to-door insurance pushers on Roger Wilco's home planet of Xenon. The reference in the lavatory scene to "John" as in Resident Historian John Williams probably accounts for the puzzling lack of any positive reviews or other interesting *Space Quest II* items in the Sierra Historical Archives. We did find one old letter from a customer complaining about the use of a jockstrap as an inventory item, so *Space Quest VI* designer Josh Mandel has wisely chosen to make jockstraps a major part of his upcoming game. (Please keep those cards and letters coming)!

Being one of Sierra's oldest "Quest" adventure games, this product has been out of print a number of years until this revival. The timeless humor of the game still shines through, appearing no more dated than most of the timeless comedy routines of Abbott and Costello or the Marx Brothers. No soundcard support. No mouse support. Still has joystick support though nobody seems to own a joystick anymore.

SPACE QUEST III: THE PIRATES OF PESTULON   MARCH 1989

Viewed by many as the very best *Space Quest* so far, this game gave the "Two Guys from Andromeda" a chance to enthusiastically bite the hand that fed them. A broad parody of the software publishing industry with a few very pointed barbs at Sierra itself, it focuses on the kidnapping of the "Two Guys" by mega-software conglomerate Scumsoft. The two mohawked heroes are enslaved and forced to grind out mindless arcade games. Their only hope for rescue comes in the form of their own dimwitted creation Roger Wilco who, of course, has his own problems. Roger's been targeted for elimination by a creditor unhappy that his monthly charge account payment is 100+ years overdue.

To be found in *Space Quest III* are numerous unflattering portrayals of Sierra Programming Management from the time (watch for the fat ugly guys holding the whips) and an especially ruthless character that only slightly resembles "The Terminator." (No, this isn't Sierra President

Ken Williams, though he does appear briefly in the game as well). *Space Quest III* has a very well-built sequence where Roger and Scumsoft President Elmo Pug resort to electronic fisticuffs in a game of "Nuke-em, Duke-em Robots" (a well executed rip-off of the great old kids' game of nearly the same name) as well as the oddly engaging *Astrochicken* arcade game. *Space Quest III* was the first in the series to offer optional soundcard support, with a fast-paced and engaging score composed by Supertramp band member Bob Seibenberg. Mouse support was included, and the obnoxious little feature of early *Space Quest* games that allowed the player to name his own hero (usually, we found from experience, with any number of rude, crude, and unprintable nicknames) was finally done away with.

The large number of innovations of *Space Quest III* helped it to win what was then the computer software industry's most prestigious accolade, the Software Publishers Association Adventure Game of the Year Award. The prestige of the award quickly faded after it was awarded to *Space Quest III*.

SPACE QUEST IV: ROGER WILCO AND THE TIME RIPPERS   MARCH 1991

While *Space Quest III* focused its venom at the entertainment software industry in general, the next in the series picked up the concept of self-parody and ran with it. With a storyline that dealt with time travel, *Space Quest* semi-hero Roger Wilco suddenly found himself propelled from his place in *Space Quest IV* back to *Space Quest I* (complete with the circa 1986 low-res EGA graphics) and forward as far as *Space Quest XII:Vohaul's Revenge II - A New Beginning*. It is only through this relentless hopping between sequels that Roger avoids capture by the evil stormtroopers of the "Sequel Police." It's not all bad, though. Roger does meet his bride-to-be, his future son, and also the particularly alluring "Latex Babes of Estros" in his travels. (The inclusion of Latex babes unleashed a steady barrage of letters from Women's Organizations that continues to this day).

Space Quest IV was the first of the series to make the leap to 256-color VGA, and the old text-based interface was replaced with the streamlined push-button icons. The true difference between old and new graphics technologies is strikingly illustrated when Roger jumps backward in time to early *Space Quest* games like *Space Quest I* and *II*. The bargain software rack, found in a store in the Galactic Galleria, is perhaps the best series of gags ever created in a *Space Quest* game. (Much of this material was contributed by Josh Mandel, designer on upcoming *Space Quest VI*, due in early 1995).

SPACE QUEST V: ROGER WILCO IN THE NEXT MUTATION   MARCH 1993

In the tradition of other top entertainment teams, like Lewis and Martin, Simon and Garfunkel, and Lennon and McCartney, the Two Guys from Andromeda split up after the making of *Space Quest IV*. Andromeda guy Mark Crowe took up residence in Eugene, Oregon shortly after *Space Quest IV's* release, while Scott Murphy took a sabbatical and spent a year researching the primitive rhythms to be found in the tribal video games of Central Africa. The source of the breakup is still a mystery. (The legal and press representation of Yoko Ono still refuses to provide any statement as of this writing). According to Sierra, the breakup was friendly and amiable, but you can't ever depend on the Public Relations morons to really give you the good dirt.

Space Quest V, produced at software development house Dynamix and initially called *Aces over Xenon*, was created without the sophomoric input of Scott Murphy. In reviewing the game, it's easy to see how the visually based humor of Mark Crowe takes the forefront instead, and the parodies of popular culture and mass entertainment take on a lighter tone. Borrowing from Dynamix's early success in adventure games with the multi-award-winning *Rise of the Dragon*, the influence of the Dynamix design staff can be seen in the presentation of the product. As a historical note, in a first-ever move, U.S. Sprint, the telecommunications company, paid for product placements in the game, so Sprint logos can be found on all working telecommunications equipment throughout the product. Sprint actually gave the game free to computer owners choosing to switch to Sprint, which we thought was a class act since they paid us for them first.

THE COMPLETE HISTORY OF
THE SPACE QUEST SERIES
(And Other Stuff We Included For The Heck Of It)

THE SPACE QUEST HISTORY

This is a complete history of the *Space Quest* series in a text form. As you read through the document, if you click your mouse button on any highlighted text, you'll find yourself suddenly reading a completely different section, which we know can be very confusing for most true *Space Quest* fans. If you should get hopelessly lost and can't figure out how to work this document, frankly we aren't going to be surprised a bit. Simply reboot your computer and start over. (It's okay. Everybody has to do this sometimes. Really).

The Official Space Quest Hypertext Hint Book should be available soon to help you find your way through this exciting text-based challenge. Until then, call a 1-900 Hint Number to get more information. Any 900 number will probably get you in touch with the kind of help you probably need actually – if you get our meaning.

INSIDE SPACE QUEST

This short video offers up a view of *Space Quest* and Sierra On-Line from the "inside" as it was captured by the tabloid pseudo-television show "Current Inside Copy."

NICKS PICKS: ROGER WILCO'S SPACE GAMES

Containing mini-arcade games from various *Space Quest* products, this collection of fluff was briefly offered as a commercial product and actually cashed in pretty well due to the inclusion of the cult arcade game hit *Ms. Astrochicken*. (Warning: Due to exploding Chicken Parts and other scenes of graphic violence, this game is not for the squeamish).

Roger Wilco's Space Games is included on the *Space Quest Collection* as an extra free gift – give it a try. *Ms. Astrochicken* really is particularly good. The rumor is that it was even Colonel Sanders's favorite game for a while, if you believe anything Scott Murphy says (which most of us don't).

-DISCLAIMER-

The writer of this document assumes no legal responsibility for anything here, is not responsible for any content and will try to convince you if you give him a chance that any resemblance to you or someone you know may have to anyone in this presentation – living or dead – is probably just a funny coincidence and really no reason to get lawyers involved. Oh, and your mileage may vary – probably will. Void where prohibitive. Do not use this software in connection with alcoholic beverages or mind altering... well, it's probably already too late for that one. Avoid playing these games while operating heavy machinery, especially while pregnant. Don't take any wooden buckazoids. Always read the fine print. Call your mom. Use Easter Seals (we club them twice so they sit still). Printed in the USA. Erased elsewhere.

The Two Guys from Andromeda would like to thank the following people and companies for their kind words, inspiration, and on occasion very expensive legal consultation and representation, without whom this Collection would certainly not have been possible: