

SPACE QUEST™ IV

ROGER WILLCO™

AND THE
TIME RIPPERS

A 3-D
ANIMATED
ADVENTURE
GAME



 SIERRA


MICROSOFT
WINDOWS
COMPATIBLE



A Brief Welcome from Roger Wilco

Welcome.

—Roger Wilco, Space Hero

Ed. Note: Roger Wilco, born and raised on Xenon, began his career as a lazy and unproductive janitor aboard the spaceship Arcada. The Arcada was destroyed in an invasion by the Sariens, who were after its cargo, the Star Generator. (The Star Generator was a device invented by the Xenonians which could turn a planet into a sun, creating the potential for life in an otherwise dead solar system. In the hands of the Sariens, though, it was to be used as a weapon of mass destruction which could destroy not only a planet where life already thrived, but could in fact reduce an entire healthy solar system to molten slag within seconds. Bummer.) Roger managed to escape from the Arcada in the nick of time, tracked down the Sarien mothership transporting the Star Generator, stowed away onboard, and set the Generator to self-destruct. This spine-tingling adventure is chronicled in *Roger Wilco in the Sarien Encounter*.

Having earned a substantial promotion, our intrepid hero went on to save the universe from the evil maniac Sludge Vohaul (brother of the inventor of the Star Generator) and his race of hideous Insurance Salesmen, as told in Roger's second adventure, *Vohaul's Revenge*. Roger was convinced that he had ended Vohaul's tyranny once and for all, but he failed to grasp the fundamental concept of science fiction: evil never dies, it simply waits for a sequel.

In the thrilling conclusion of *Vohaul's Revenge*, Roger was placed in suspended animation. In the dramatic introduction to Roger's third quest, *The Pirates of Pestulon*, Roger's escape craft was towed aboard a Space Junk Freighter. Using his legendary ingenuity and mostly dumb luck, he escaped in time to rescue the Two Guys from Andromeda (his chroniclers) from the clutches of the villainous ScumSoft Corporation. ScumSoft had captured the Two Guys with the malicious intent of squeezing more arcade hits out of them.

You hold in your sweaty little palm a silvery little disc containing the full particulars of Roger's newest journey, one that you're sure to find even more incredible and irrational than the last three.

► To install Space Quest IV for multimedia Windows (MPC):

1. Insert the CD into your CD-ROM drive and start Windows.
2. Select Run from the Program Manager's File menu.
3. Type **D:SETUP**, where "D" is the drive letter of your CD-ROM drive, and press ENTER.
4. Follow the on-screen directions to install the program.

You can choose to output background music for a base-level (i.e., Soundblaster, Pro Audio Spectrum, or Thunderboard) or for an extended synthesizer (i.e., Roland MT-32, LAPC-I, or CM-32L).

► To start Space Quest IV for Windows:

1. If necessary, insert the CD into your CD-ROM drive and start Windows.
2. Double-click on the "Sierra" group if it's not already open.
3. Double-click on the Space Quest IV icon.

► To install Space Quest IV for MS-DOS:

1. Insert the CD into the CD-ROM drive.
2. Type the letter of your CD-ROM drive followed by a colon (for example, **D:**) and press ENTER.

3. Type **install** and press ENTER.
4. Follow the on-screen instructions to install the program.

► To start Space Quest IV for MS-DOS

1. Place the CD into your CD-ROM drive.
2. Type the letter of the drive to which you installed the program followed by a colon and press ENTER.
3. Type **cd \sierra** and press ENTER.
4. Type **sq4** and press ENTER.

Using a Mouse to Play Space Quest IV

To move your character, position the cursor at the location to which you want the character to walk and click the mouse button. For more detailed mouse instructions, see below.

1 - Button Mouse

Click to execute a command.

SHIFT+click to cycle through the available cursors. CTRL+ click to toggle between WALK and the last cursor chosen.

2 - Button Mouse

Left mouse button—Click to execute a command.

Right mouse button—Click to cycle through the available cursors. CTRL+click to toggle between WALK and the last cursor chosen.

3 - Button Mouse

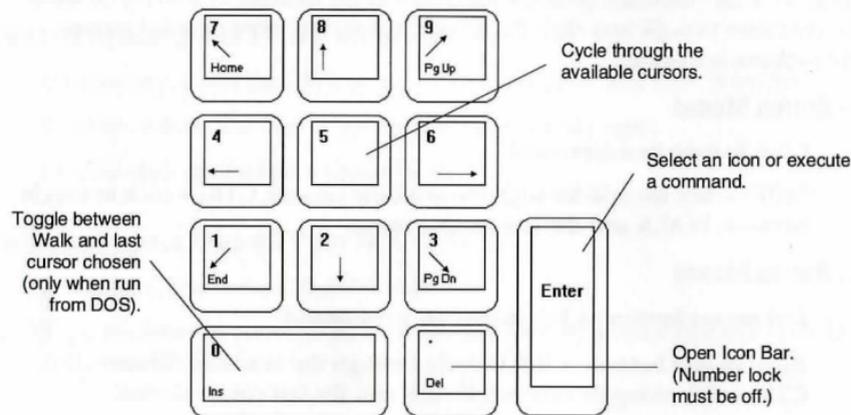
Left mouse button—Click to execute a command.

Right mouse button—Click to cycle through the available cursors. CTRL+click to toggle between WALK and the last cursor chosen.

Center mouse button—Click to toggle between WALK and the last cursor chosen.

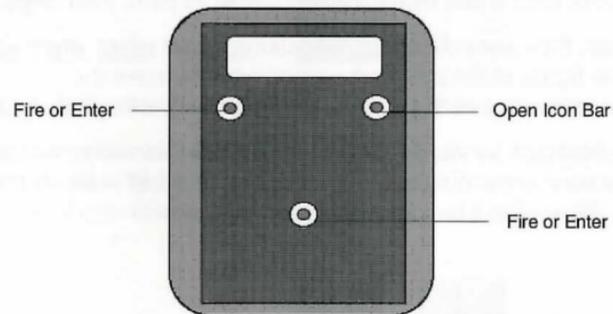
Using a Keyboard to Play Space Quest IV

To position the on-screen cursor or move your game character using the keyboard, press a direction key (arrow keys) on the numeric keypad. To stop your character, press the same direction key again. For more detailed keypad instructions, see below.



Using a Joystick to Play Space Quest IV

To position the on-screen cursor using a joystick, move the stick in the desired direction. To select an Icon or execute a command, press the FIRE button. For more detailed joystick instructions, see below.



For other commands, joystick users can use the numeric keyboard.

Icons and Cursors

At the top of the screen is an icon bar containing several icons that can be selected to execute the command choices available to you. To open the icon bar, press the ESC key or move the cursor all the way to the top of the screen. Use the TAB key, mouse or joystick to move between choices within an icon menu.

The Walk Icon



Choose *Walk* when you want to move the character around the screen. A walking character moves until it encounters an obstacle in its path, then stops.

If you're using a mouse, the cursor changes to a walking figure when you choose *Walk*. Place the figure at the space where you want to move the character and click the mouse again. If possible, the character moves to that spot.

Note: In keyboard and joystick mode, the character's destination will be assume to be the edge of the screen in the direction of movement, and will walk off the screen if not stopped. There won't be a special cursor on-screen.

The Look Icon



Choose *Look* when you want to have the character look at something on-screen.

When you choose *Look*, the cursor changes to an eye. Place the eye at the desired place on the screen and press ENTER. If there's something to be seen at this place, a message is displayed.

The Action Icon



Choose *Action* when you want the character to perform an action on an object. (Example: getting a drink from a pond, opening a door, etc.)

When you choose *Action*, the cursor changes to a hand. Place the hand at the desired place on the screen and press ENTER, the mouse button or the joystick fire button. The necessary action for the screen position is performed.

The Talk Icon



Choose *Talk* when you want to initiate a conversation between game characters.

When you choose *Talk*, the cursor changes to a talking head. Position the mouth on the person (or thing) and press the mouse button, the joystick fire button, or ENTER. If conversation is possible, the character talks or a conversation begins.

The Smell Icon



Choose *Smell* when you want to take a good, hearty whiff of something.

When you choose *Smell*, the cursor changes to a nose. Position the nose on the person or thing you want to smell (pyew!) and press the mouse button, the joystick fire button or ENTER. If it smells, you get a complete, and no doubt, nauseating description!

The Taste Icon



Choose *Taste* when you want to try tasting something.

When you choose *Taste*, the cursor changes to a mouth and tongue. Position the tongue on the person or thing you want to lick and press the mouse button, the joystick fire button or ENTER. You get a description of the result—probably something in bad taste!

The Item Icon



The *Item* icon shows the last inventory item you selected. Choose *Item* when you want to see or use this item.

The Inventory Icon



Choose *Inventory* when you want to see and select from the items you are currently carrying.

The Controls Icon



This icon allows four game variables to be adjusted:

- Speed*—Adjusts the speed of the game animation.
- Volume*—Adjust the sound volume.

- Text/Speech Control*—Allows selection between displayed text and spoken text. If the button is marked TEXT, clicking on it restores speech mode.
- Game Detail*—Adjust the amount of non-essential animation in the game. If your game is running too slowly, you may want to adjust the Game Detail to lessen the amount of non-essential animation.

Save, Restore and Quit functions are also accessed via the Controls icon.

The Information Icon



Choose *Information* when you need to be reminded what the various icons do in the game. The cursor changes to a question mark. Pass the question mark over the other icons in the icon bar to see what they do.

Object Cursors

Each item in your inventory has a special object cursor associated with it. These can be used to perform game actions with your inventory items. Follow these steps:

1. Choose the *Inventory* icon from the icon bar, or press the TAB key.
2. Move the arrow cursor to the inventory item you want to use, and press ENTER, the joystick fire button or the mouse button. The cursor changes to look like the item you have selected.

3. Choose the OK icon. You'll exit the inventory screen to the game.
4. Move the object cursor to the place on-screen where you want to use the inventory item and press ENTER, the joystick fire button or the mouse button.

Using the Icon Bar in the Inventory Screen

- To use the icons in the inventory screen, choose an icon from the icon bar, then position its cursor on the inventory item, press ENTER, the joystick fire button or the mouse button.
- Use the *Look* icon to get a description of the item in the inventory screen.
- Use the *Action* icon to use an inventory item to take an action on another inventory item.

Pausing Your Game

To pause the game, select the *Controls* icon from the icon bar. The control panel states the game is paused. The game is paused until you select PLAY to resume playing the game.

Saving Your Game

To allow for errors in judgment and creative exploration, we recommend that you frequently save your game in progress, and that you save several different games from different points as you play.

You'll always want to save your game before encountering potentially dangerous situations. You should also save your game after you have made significant progress. You may name your saved games using standard English phrases. For example, if you're standing on a beach, you might call your game, "standing on beach," or simply, "beach."

► To save a game:

1. Choose the *Controls* icon from the icon bar and select SAVE.
2. If you wish to save the game to a directory other than the one you're currently playing in, select CHANGE DIRECTORY.

Press CTRL+C to clear the command line, and type the drive and name of the new directory.
3. Type the description of your saved game, and press ENTER or select SAVE.

► To restore a game:

1. Choose the *Controls* icon from the icon bar and select RESTORE.
2. Click or use arrow keys to highlight the desired game and select RESTORE.
3. If the game you wish to restore is in a different directory, select CHANGE DIRECTORY, then type the name of the directory you wish to restore from.

Quitting Your Game

Select the *Controls* icon from the icon bar and press the QUIT button.

Restarting Your Game

To restart your game at any time during play, choose the *Controls* icon from the icon bar and select RESTART. The game will begin again with Roger standing on the streets of Xenon.

Message Windows

Message windows will appear at various times during the game. When you have read the message, press the mouse button, the joystick fire button or ENTER to remove the window and resume playing the game. You may also use these methods to interrupt speech.

Note: Some message windows are program controlled and can't be cleared by pressing ENTER, using the mouse or joystick buttons. These windows will clear automatically.

Tips

LOOK everywhere. Thoroughly explore your surroundings. Open doors and drawers. Look closely at all objects you encounter or you may miss important details.

EXPLORE each area of the game very carefully, and **DRAW A MAP** as you progress through the game. Make a note of each area you visit, and include information about objects found and dangerous areas nearby. If you miss an area, you may miss an important clue!

GET objects you think you'll need. You can see an inventory of items you've acquired by choosing the inventory of items you've acquired by choosing the Inventory icon at any time.

USE the items you have picked up to solve problems in the game. Different approaches to a puzzle may bring about a different outcome.

BE CAREFUL, and remain alert at all times—disaster may strike in the most unlikely of places!

SAVE YOUR GAME OFTEN, especially when you're about to try something new or potentially dangerous. This way, if the worst should happen, you won't have to start all over again from the beginning. Save games at different points, so you'll be able to return to a desired point in the game. In effect, this will enable you to travel backward in time and do things differently if you wish.

DON'T GET DISCOURAGED. If you come to an obstacle that seems insurmountable, don't despair. Spend some time exploring another area, and come back later. Every problem has at least one solution, and some have more than one. Sometimes solving a problem one way will make it harder to solve the next, and sometimes it will make it easier. If you get stuck, you might try backtracking to an earlier point in the game, then choosing a different path.

BRING ALONG SOME HELP. You may find it helpful (and fun) to play the game with a friend. Two (or more) heads are better than one at interpreting clues and solving problems.

Contacting Technical Support

If you're experiencing difficulties, consult the README file included on the Space Quest IV CD. If that does not answer your questions, fax a description of your problem, along with a return phone number, to Sierra Technical Support at:

(206) 644-7697

Income Statement
Profit and Loss Account

Income Statement

Income Statement
Profit and Loss Account

Particulars	£	s	d
Income			
Expenses			
Profit			

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