SPACE QUEST IV

ROGER WILCO

AND THE TIME RIPPERS

A 3-D ANIMATED ADVENTURE GAME

SIERRA®
83297433O

ROGER WILCO AND THE TIME RIPPERS

SPACE QUEST IV

![Sierra logo] SIERRA

SIERRA CD DOCUMENTATION CONTENTS

MS-DOS INSTALLATION

There are two ways to play this game: You can play directly from the CD or you can create an install file on your hard disk or floppy disk. In order to save games, you must create an install file. Saving games is like using a bookmark; it allows you to stop playing without losing your place in the game. Next time you play the game, you can continue from where you left off. We recommend installing your game to allow you to do this.

Playing directly from the CD
• To play the game directly from the CD, you will need to follow the instructions contained in a README file on the CD.
• To view the README file, insert the CD into your CD-ROM drive. Type the letter of the CD-ROM drive you have placed the disc into followed by a colon (for example: e:), and press [ENTER].
• Type **readme** and press [ENTER].

Playing with an Install File (recommended)
• This program will create an install file using either a hard disk or a floppy disk.
• Running the INSTALL program saves your sound configuration in the install file.
• Also, once you have installed the game, you will be able to save your game in progress on the floppy or hard disk containing the install file.

To run the INSTALL program:
1. Insert the CD into the CD-ROM drive.
2. Type the letter of the CD-ROM drive you have placed the disk into followed by a colon (for example: e:), and press [ENTER].
3. Type **install** and press [ENTER].
Follow the instructions of the INSTALL program.

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To run the game using the install file:
1. Place your CD game disc into your CD-ROM drive.
2. Type the name of the drive you installed the game to (for example: c:) and press [ENTER].
Note: If you installed to a floppy disk, you will need to place that disk in the drive, before you type the name of the drive
3. Type **cd \sierra** and press [ENTER].
4. Type **sq4** and press [ENTER].

Installation Procedure for Multimedia Windows (MPC)

From the CD (if there is no SETUP floppy in your game package)
1. Insert the game CD into the CD-ROM drive.
2. Invoke Windows in Standard mode or Extended mode. This is usually done by typing win /s or win /3, but may be different for your installation. If you are unsure refer to your Windows documentation.
3. Select "Run" from the "File" menu.
4. Type **e:setup** where e is the drive letter of your CD-ROM drive. Press [ENTER] or click "OK".
5. The setup program will now run automatically. It will ask whether you wish 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). It will then set up a program group and program icon so that you may play the game.

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From the SETUP floppy (if there is one in your game package)
1. Insert the game CD into the CD-ROM drive.
2. Insert the Setup diskette into the **a**: drive (or **b**: drive)
3. Invoke Windows in Standard or Extended mode. This is usually done by typing **win /s** or **win /3** but may be different for your installation. If you are unsure refer to your Windows documentation.
4. Select "Run" from the "File" menu.
5. Type **a:setup** (or **b:setup**) and press [ENTER] or click "OK".
6. The setup program will now run automatically. It will suggest a directory for installation but allow you to change it if you wish. It will ask you to enter the drive letter of your CD-ROM drive. It will ask whether you wish to output background music for a base-level synthesizer (i.e., Soundblaster, Pro Audio Spectrum, or Thunderboard) or for an extended synthesizer (i.e., Roland MT-32, LAPC-I, or CM-32L). It will then copy the required files to your hard disk and set up a program group and program icon so that you may play the game.

Note about synthesizers
• Multimedia Windows defines two types of synthesizers: "base-level" which includes three melodic channels and one percussive channel, and "extended" which includes nine melodic channels and one percussive channel (only if you have selected the Extended synthesizer). You may wish to reference the Windows Help menu in the control panel. Use the Index to find help on changing your MIDI setup.
• The channel assignments are 13 thru 16 for the former and 1 thru 10 for the latter. You may configure the system depending upon the type of sound equipment installed by using the MIDI Mapper in the control panel.

• Sierra's games can play music for either of these configurations. The installation procedure allows you to choose which is appropriate for your system. If you don't know what type of synthesizer you have, just click on "OK" to continue.
• If you have a Soundblaster, Pro Audio Spectrum, or Thunderboard; select the Base-level synthesizer.
• If you have a Roland MT-32, LAPC-I, or CM-32L, select the Extended synthesizer.

To run the game
1. Insert the game CD into the CD-ROM drive.
2. Invoke Windows in Standard or Extended mode. This is usually done by typing **win /s** or **win /3**, but may be different for your installation.
3. Double-click on the "Sierra" group if it is not already open.
4. Double-click on the game icon.
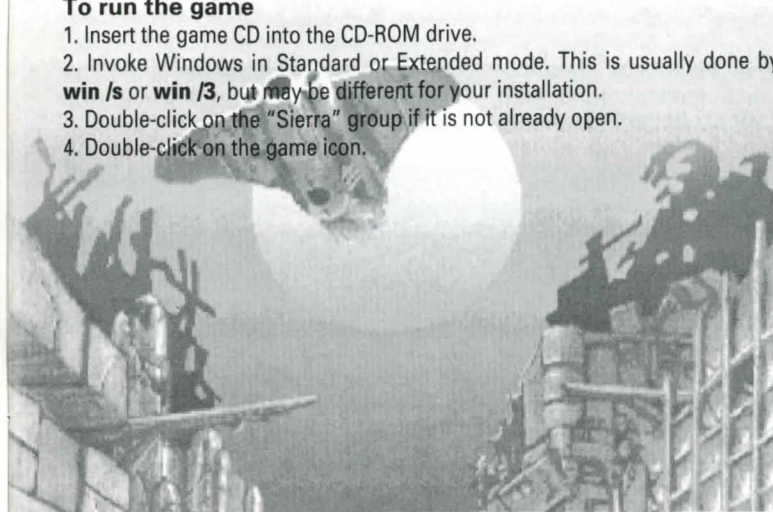
A BRIEF WELCOME FROM ROGER WILCO

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 unfortunately destroyed in an invasion by the Sariens, who were after its precious cargo, the Star Generator.[1] 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 understandably 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.*

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[1]*The Star Generator was a device invented by the Xenonians which had the capability of turning a planet into a sun, thus creating the potential for life in an otherwise dead solar system. In the hands of 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.*

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.
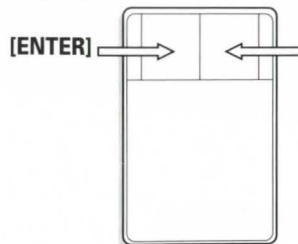
Using a Mouse to Play Space Quest IV

To position the onscreen cursor, move the mouse to the desired position. To move your character, position the cursor at the location to which you want the character to walk and click the mouse button. To execute a command, click the mouse button (multi-button mouse users, click the left button). For more detailed mouse instructions, see below.

1 - Button Mouse

[ENTER]
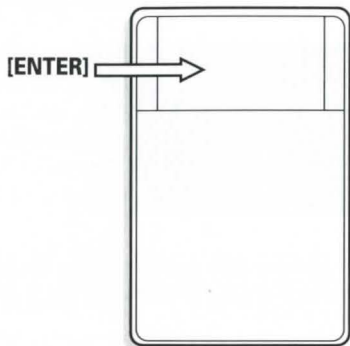
[SHIFT-click] Cycle through available cursors. [Ctrl-Click] Toggle between WALK and last cursor chosen.

2 - Button Mouse

[ENTER]

Cycle through available cursors. [Ctrl-Click] Toggle between WALK and last cursor chosen.

3 - Button Mouse

Toggle between WALK and last cursor chosen.

[ENTER]

Cycle through available cursors. [Ctrl-Click] Toggle between WALK and last cursor chosen.
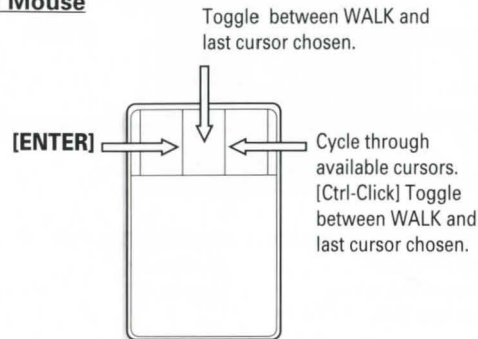
For other commands, mouse users can use the numeric keyboard.

Using a Keyboard to Play Space Quest IV

To position the onscreen cursor or move your game character using a keyboard, press a direction key (arrow keys) on the numeric keypad. To stop your character, press the same direction key again. To select an Icon or execute a command, press [ENTER]. For more detailed keypad instructions, see below.

Numeric Keypad

Cycle through available cursors.

[ENTER]

Toggle between Walk and last cursor chosen (only when run from DOS)

Open Icon Bar. (Number lock must be off).
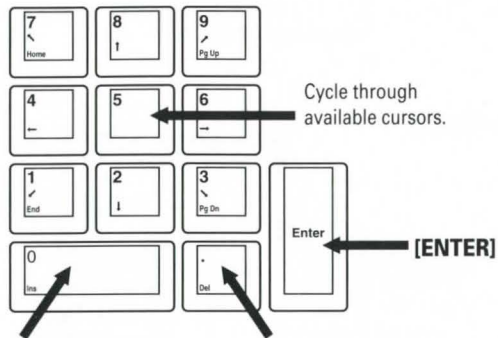
## Using a Joystick to Play Space Quest IV

To position the onscreen 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 joy-stick instructions, see below.

[FIRE or ENTER]

Open Icon Bar

[FIRE or ENTER]
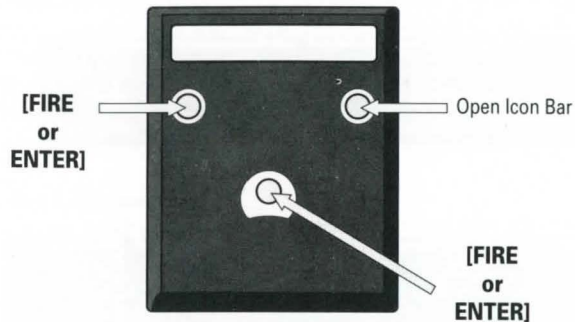
For other commands, joystick users can use the numeric keyboard.

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 [ESC] or move the cursor all the way to the top of your screen. Some icons will have a menu of choices. Use the [Tab] key, mouse or joystick to move between choices within an icon menu.
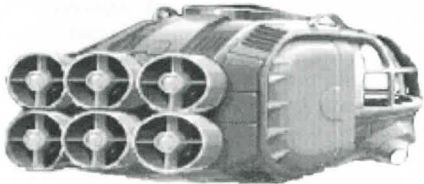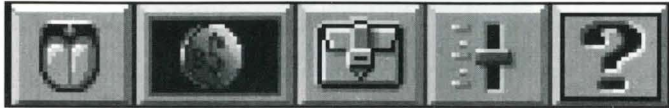
The Walk Icon
Choose **Walk** when you want to move the character from place to place on the screen. A walking character will move until it encounters an obstacle in its path, then stop.

The Walk Cursor (mouse mode only)
When you choose **Walk**, the cursor will change to a walking figure. Place the feet of the figure at the place where you want to move the character and click the mouse button. If possible, the character will move to that spot.

PLEASE NOTE: In Keyboard and Joystick mode, the character's destination will be assumed to be the edge of the screen in the direction of movement, and will walk off the screen if not stopped. There will not be a special cursor onscreen.

The Look Icon
Choose **Look** when you want to have the character look at something onscreen.

The Look Cursor
When you choose **Look,** the cursor will change to an eye. Place the eye at the desired place on the screen and press [ENTER]. If there is something to be seen at this place, a message will be 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.)

The Action Cursor
When you choose **Action,** the cursor will change to a hand. Place the hand at the desired place on the screen and press [ENTER], click the mouse button or press the joystick fire button. The necessary action for this screen position will be performed.

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

The Talk Cursor
When you choose **Talk,** the cursor will change to a talking head. Position the mouth on the person (or thing) and click the mouse button, press the joystick fire button or press [ENTER]. If conversation is possible, the character will talk, or a conversation will begin.
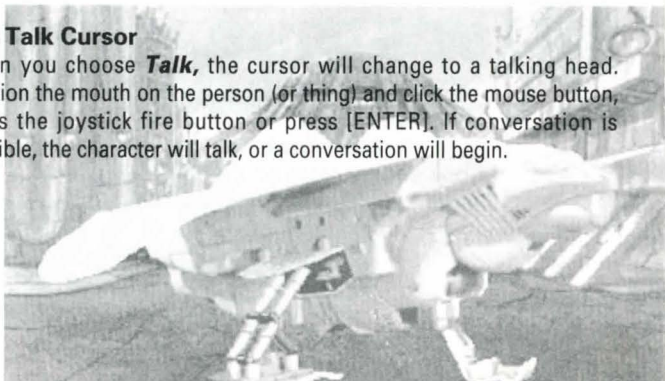
The Smell Icon
Choose **Smell** when you want to take a good, hearty whiff of something.

The Smell Cursor
When you choose **Smell,** the cursor will change to a nose. Position the nose on the person or thing you want to smell (pyew!) and click the mouse button, press the joystick fire button or press [ENTER]. If it smells, you'll get a complete and, no doubt, nauseating description!

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

The Taste Cursor
When you choose **Taste,** the cursor will change to a mouth-and-tongue. Position the tongue on the person or thing you want to lick and click the mouse button, press the joystick fire button or press [ENTER]. You'll get a description of the result — probably something in bad taste!
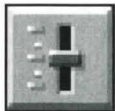
The Item Icon

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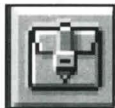
The Inventory Icon

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 — Adjusts the sound volume.

Text/Speech Control — Allows selection between displayed text and spoken text. If the button is marked as TEXT, clicking on it will change to text mode. If the button is marked as SPEECH, clicking on it will restore speech mode..

Game Detail — Adjusts 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 & 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 will change to a question mark. Pass the question mark over the other icons in the icon bar to see what they do.

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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. You can 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 click the mouse button. The cursor will change to look like the item you have selected.

3. Choose the *OK* icon. You will exit the inventory screen to the game.

4. Move the *Object* cursor to the place onscreen where you want to use the inventory item and press [ENTER], the joystick fire button or click the mouse button.

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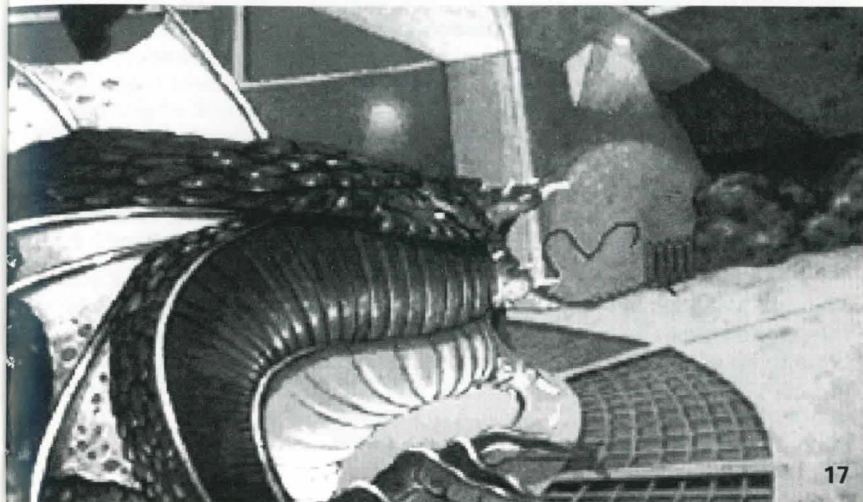
USING THE ICON BAR IN THE INVENTORY SCREEN

• 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 click the mouse button.
• Choose the Look icon and use the Look cursor to see a description of an item in the inventory screen.
• Choose the Action icon and use the Action cursor to use an inventory item to take action on another inventory item.

Pausing Your Game

If you wish to pause the game, select the **Controls Icon** from the icon bar. The control panel states the game is paused. The game will pause until you select PLAY to resume play.

Saving Your Game

Important! If you wish to save to diskettes, you must have a separate for-matted diskette ready before you can save a game. Since each disk can only hold a limited number of games, we recommend that you have more than one disk formatted, or make several directories on the diskette, in order to assure adequate space for save game storage.

To allow for errors in judgement 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 will 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 are standing on a beach, you might call your game *'standing on beach'*, or simply *'beach'*.

Single Diskette Drive Systems

1. Choose the **Control Icon** from the icon bar and select SAVE. The Save Game menu will appear.
2. Be sure your Save Game diskette is in the disk drive.
3. Type the description of your saved game, and press [ENTER]or select SAVE, to save the game.
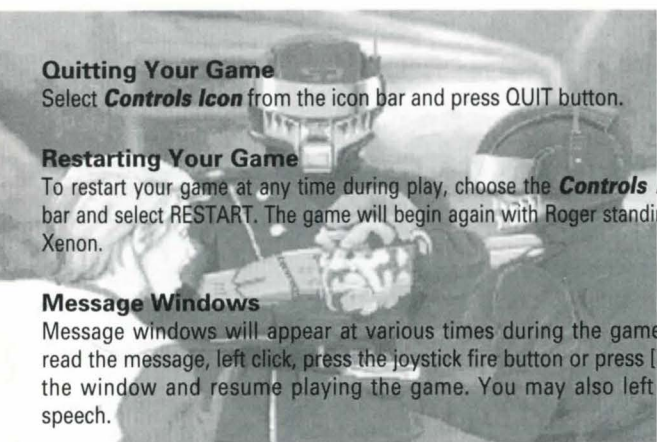
Hard Disk Users

NOTE: If you choose to save games to your hard disk,you may wish to create one or more save game directories or folders on your hard disk. See your computer's instructions for creating directories.
1. Choose the Controls icon from the icon bar and select SAVE. The Save Game menu will appear.
2. If you wish to save the game to a directory* other than the one you are 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 save the game.

Restoring Your Game

1. Choose the **Controls Icon** from the icon bar and select RESTORE. You will be prompted to select the game you wish to restore.
2. Click or use arrow keys to highlight the desired game and select RESTORE. RESTORE by clicking on the Restore box with the mouse,or by highlighting the box with the TAB Key and pressing [ENTER] or the joystick Fire button.
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.
* The term 'directory' refers to directories, drawers and folders.

Quitting Your Game
Select **Controls Icon** from the icon bar and press 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, left click, press the joystick fire button or press [ENTER] to remove the window and resume playing the game. You may also left click to interrupt speech.

NOTE: some message windows are program controlled, and cannot be cleared by pressing [ENTER], using the mouse or joystick buttons. These windows will clear automatically.

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

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 there and dangerous areas nearby. If you miss an area, you may miss an important clue!

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GET objects you think you will need. You can see an 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 are 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 will always be able to return to a desired point in the game. In effect, this will enable you to travel backward through 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 in the game 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.

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NEED A HINT?

If you find yourself 'a little stuck' while playing a Sierra game, try the following ideas:

1. Call our automated hint line at **(900) 370-KLUE** to receive a hint.
NOTE: California residents, please dial (900) 370-5113.

THIS SERVICE IS AVAILABLE 24 HOURS A DAY. THE CHARGES ARE: 75 CENTS FOR THE FIRST MINUTE AND 50 CENTS FOR EACH ADDITIONAL MINUTE. IF YOU ARE UNDER 18 YEARS OF AGE, YOU MUST HAVE A PARENT'S PERMISSION TO CALL. THE CONTENTS OF ALL MESSAGES ARE SOLELY THE RESPONSIBILITY OF SIERRA ON-LINE. HINTS WILL NOT BE GIVEN TO YOU ON OTHER SIERRA TELEPHONE LINES. AT THIS TIME, THE AUTOMATED HINT SYSTEM IS ONLY AVAILABLE WITHIN THE UNITED STATES

2. If you are unable to obtain a hint book through a dealer, you can order one directly from us. Call **(800) 326-6654** to place your order with a Visa, MasterCard American Express card, Discover card, or write : **Sierra On-Line Inc.**
Order Department
P.O. Box 978
Oakhurst, CA 93644-0978

3. Your local software dealer may carry our hint books, or may be willing to order them for you.

4. If you have a modem, you can talk to the Sierra Bulletin Board through the following number: **(209) 683-4463**
Our settings are 300, 1200 or 2400 Baud; 8 Data;
N Parity; 1 Stop Bit. Once you are logged in,
follow the menus.

5. Many other bulletin boards also provide hints to our games. For more information on these BBS lines, you can call these toll-free numbers:

Compuserve (800) 848-8199
Prodigy (800) 822-6922
PCLink (800) 458-8532
America On-Line (800) 827-6364
GEnie (800) 638-9636

6. The magazine *Questbuster's Journal* is a helpful source of many game hints.

7. Write a letter to: **Sierra Hint Department**
P.O. Box 200
Coarsegold, CA 93614-0200

ATTENTION U.K. CUSTOMERS: To better serve our European customers, Sierra On-Line now has an office in England. This office can provide customer support for all of your Sierra On-Line products. From disk replacements to technical problems, the Sierra U.K. office is anxious to help you get the most from your Sierra software. **The Customer Support phone number is [0] 734 303171.**

The address is: **Sierra On-Line Limited**
Unit 2, Technology Center, Station Road
Theale, Berkshire RG7 4AA, U.K.

If you're stuck in a Sierra game, the U.K. office can provide hints to help you out. **The hint line phone number is [0] 734 304004.** If you have a modem, the Sierra U.K. Bulletin Board Service [BBS] can be a source of hints and other information. **The Sierra U.K. BBS is [0] 734 304227.**

Need Technical Help?

First refer to the Technical section in you manual. If you continue to have problems, technical assistance is only a telephone call away. Call **(209) 683-8989** for convenient, person-to-person service, or if you prefer, you may request assistance by mail. If you choose to write to us with your request, please state your computer type, nature of your problem, and any other information you feel will be helpful.
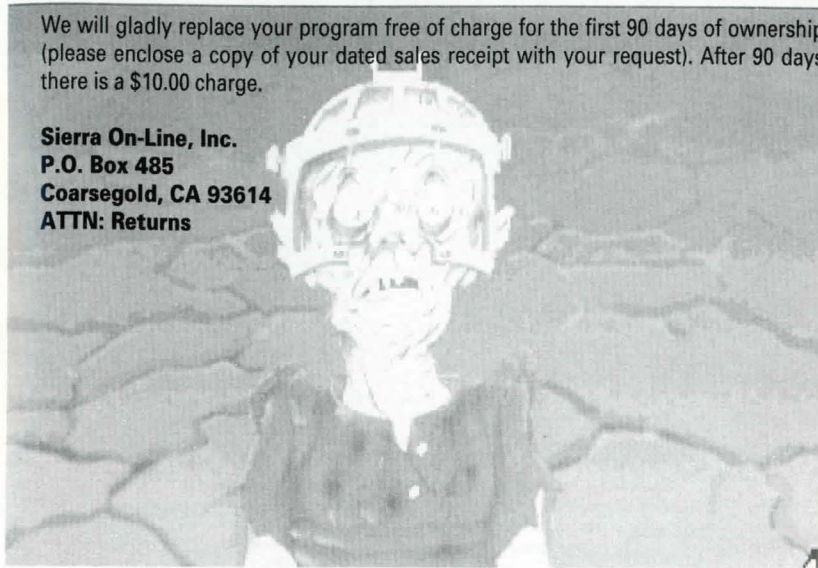
Sierra On-Line
ATTN: Technical Support
P.O. Box 800
Coarsegold, CA 93614-0800

You may also fax a description of your problem. Include a return phone number and one of our representatives will call you. **Our fax number is (209) 683-3633.**

Compact Disc Replacement Policy

We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a $10.00 charge.

Sierra On-Line, Inc.
P.O. Box 485
Coarsegold, CA 93614
ATTN: Returns

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