

SPACE QUEST™

CHAPTER I
THE SARIEN ENCOUNTER

WELCOME TO THE WORLD OF 3-D ANIMATED ADVENTURE

A 3-D animated adventure game is an illustrated story in which YOU are the hero. Stepping through an enchanted door into your computer, you BECOME Roger Wilco, the main character [you can even rename him with your name, or any other name that strikes your fancy].

Your own wits and imagination shape the adventure from start to finish. You identify problems, then set about solving them in the most creative way possible. The more creative your solutions, the higher your score will be at the end of the game.

Your character is fully animated, but YOU move him around the three-dimensional scenes. Use a joystick or the arrow keys on your computer to move in and about the different areas of the game. Detailed exploration is one of the keys to success in any adventure game.

SPACE QUEST

CHAPTER I THE SARIEN ENCOUNTER

**Designed and Programmed
by Scott Murphy and Mark Crowe**

Far beyond the reaches of known space lies a planetary system known to its inhabitants as Earnon [er-non].

For many years, Earnon's sun has been slowly dying. The planets are growing cold and food is no longer plentiful. The beings of these ever darkening worlds struggle to maintain the daily balance of life.

The only hope for Earnon's survival has rested in the scientific community on the governing planet of Xenon [Zee-non], which has been working for quite some time on a plan to convert one of the system's lifeless planets into a new sun. The effort has been centered around the development of a device called the Star Generator.

The development team for the project has been stationed aboard the spacelab Arcada [Ar-kaw-da] and sent to the outer edge of Earnon to further its research. You, a lowly apprentice sanitation engineer, are employed on the Arcada in tasks requiring only the lowest security clearance.

It is common knowledge aboard the Arcada that the scientists have just successfully completed the development and first stages of testing of the Star Generator. Although still in the experimental stages, it appears to be fully operational. Triumphant, the good news is flashed back to Xenon as the crew of the Arcada prepares for the trip home.

But the news does not travel far before it reaches unintended ears. Monitoring the Arcada's transmissions are Sariens [Sair-ree-ins], space pirates who cruise the galaxies wreaking havoc. Once citizens of Earnon, the Sariens were banished long ago for their warlike ways [one would think they would have gotten over it by now, but apparently they still hold a grudge].

The Sariens' immediate intent is to capture the Star Generator and bring it aboard their battle cruiser Deltaur [Del-tar]. With the Star Generator in their possession, the Sariens would have the ultimate weapon with which to be revenged on the civilization that ostracized them so long ago. They plan to unleash its awesome power on Xenon, destroying all life there, and bring the rest of Earnon to its knees.

The day of reckoning has now come, as the massive battle cruiser swings into attack position.

As your adventure begins, you are currently conducting one of your famous on-shift naps in the janitorial storage closet. Suddenly, you are rudely awakened by explosions that rock the ship. This does not amuse you as your dream was just getting interesting. Immediately, the alarm system is activated and an announcement comes over the intercom that Sarien troops have boarded the ship.

From your hiding place, you hear laser blasts mingled with the screams of your crewmates. With a well-developed sense of self preservation, you decide to stay put for awhile.

Soon, the commotion dies down and you get brave enough to take a look outside. You crack the closet door, and peer into the corridor. Your eyes fall upon a grisly sight. Several of your fellow crew members lie dead on the floor. A group of Sariens, apparently admiring their handiwork, are close enough for you to touch them! You breathe a sigh of relief as they move off.

Although you aren't used to doing a lot of thinking [your job doesn't usually require much], now your brain cells are working furiously. It is obvious [even to you] what their objective must be: the capture of the Star Generator!

You're no hero -- to leap out and try to stop these murderous marauders would cost you your life, and gain nothing. But to hide forever in this closet would also be pointless. You are bound to be discovered eventually. You must somehow escape from the captured vessel.

Before you leave your sanctuary, you have one last thought. You need to find a way to render the Star Generator inoperative in the Sariens' hands [perhaps some clue as to how to do this might be found somewhere on the Arcada]. Because, although you're not anxious to throw your life away, neither are you willing to see the entire galaxy under the rule of those fiendish, evil Sariens.

Little do you imagine the adventures in store for you, as you prepare to risk your life for the freedom of the entire universe!

TIPS FOR THE BEGINNING ADVENTURER

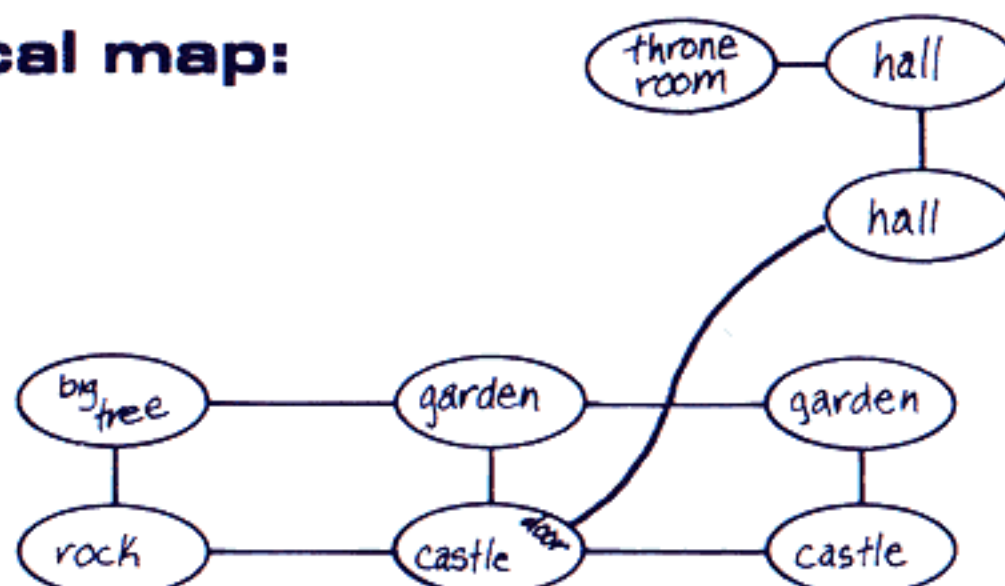
If you haven't played one of Sierra's 3-D animated adventure games before, here are a few suggestions to help you get started.

LOOK everywhere. When you go somewhere you haven't been before, the first thing to do is look around. You should get a description of the general area. Read these descriptions carefully -- often there is a clue to the game or an indication that something in the scene bears further investigation.

EXPLORE each area of the game very carefully. Search the spacelab Arcada, and the nearby planet where you may take refuge. Penetrate even the very stronghold of the evil Sarians, the starship Deltaur.

DRAW A MAP that includes each place you visit, objects found, dangerous areas, any and every landmark you see along the way. Try not to miss any area, or you may miss an important clue or item necessary to the completion of your quest. And don't think that because you've been somewhere once, it will be the same the next time. The population of Earnon can move around as well as you [some better].

Here's a typical map:



TALK to just about everyone you meet -- but use discretion! Some characters will be friendly and helpful. They will give you valuable information and advice. Others will try to trick you, so be on your guard. Some you meet will shoot first and ask questions later -- your best course of action with these might be to fight, to run and hide, or to use your low cunning to outwit them.

PICK UP anything that isn't nailed down. You'll come across several objects that have a use somewhere else in the game. Your inventory is listed on the "status" screen [press the **TAB** key to see the status screen].

USE the items you pick up to solve large and small problems in the game. Some problems have obvious solutions. If you're thirsty, take a drink of water. To purchase an item, you'll need some buckazoids. Other problems require more imagination to solve.

BE CAREFUL. The way you must travel is long and dangerous. Be sure to remain alert at all times -- disaster may strike in the most unlikely of places.

SAVE YOUR GAME often. That way, if misfortune should strike along the way, you won't have to start over from the beginning [see your reference card for instructions on saving your game].

DON'T GET DISCOURAGED. If you come to an obstacle that seems insurmountable, don't despair. Explore the game some more, then come back later and try again. If you're stuck, you might try backtracking to an earlier point in the game -- you might have forgotten to do something vital. [Or you can buy a **Space Quest Hint Book** for \$7.95. Sorry, buckazoids not accepted.]

May the farce be with you.

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