

USING ICONS

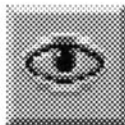
At the top of the screen of every point-and-click game is an icon bar containing several icons that can be selected to execute the command choices available to you.

To open the icon bar, press [ESC] or move the mouse cursor all the way to the top of your screen.

Some icons will have a menu of choices. Use the [TAB] key, arrow keys or mouse cursor to move between choices within an icon menu.



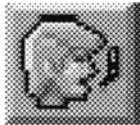
WALK



LOOK



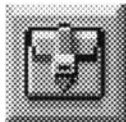
ACTION



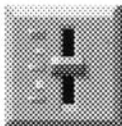
TALK



ITEM



INVENTORY



SYSTEM



HELP

Note: There may be slight variations in the appearance of icons from game to game. If you are unsure of an icon's purpose, click on the icon with the HELP symbol (the question mark located at the right end of the icon bar).

OTHER TECHNOLOGICAL ISSUES

(Or, Moving Around in Several Time Zones)

USING A KEYBOARD

To position the on-screen cursor or move your game character using a keyboard, press a direction key on the numeric keypad.

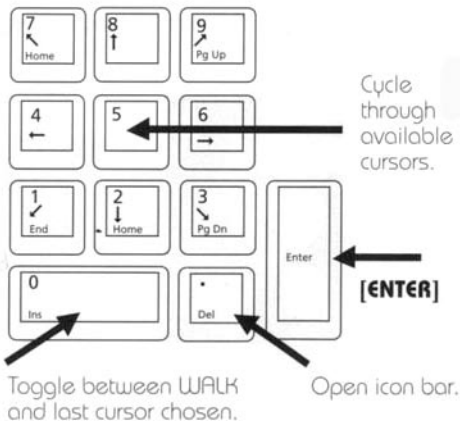
To stop your character, press the same direction key again.

To execute a command, press [ENTER].

To move the on-screen cursor or game character in smaller increments for exact positioning, hold down the [SHIFT] key and use the arrow keys.

For more detailed keypad instructions, see the picture.

The menu bar is accessible by hitting the [ESCAPE] key. When the menu bar appears, you can move through the different menu selections by using the arrow keys.



USING A MOUSE

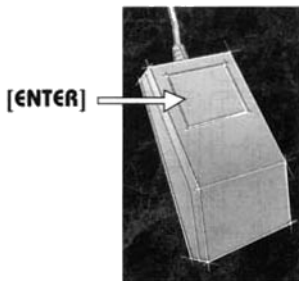
To activate the icon bar, move the cursor to the top of the screen.

To position the on-screen cursor, move the mouse to the desired position.

To move your character, position the WALK icon at the desired screen location and click the mouse button.

To execute a command, click the left mouse button.

One-Button Mouse



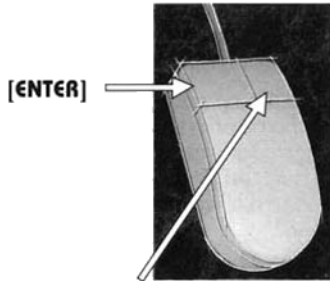
[SHIFT] - CLICK

Cycle through available cursors.

[CTRL] - CLICK

Toggle between WALK and last cursor chosen.

Two-Button Mouse



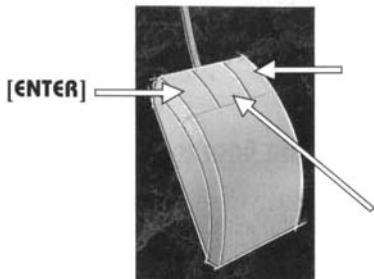
RIGHT - CLICK

Cycle through available cursors.

[CTRL] - CLICK

Toggle between WALK and last cursor chosen.

Three-Button Mouse



RIGHT - CLICK

Cycle through available cursors.

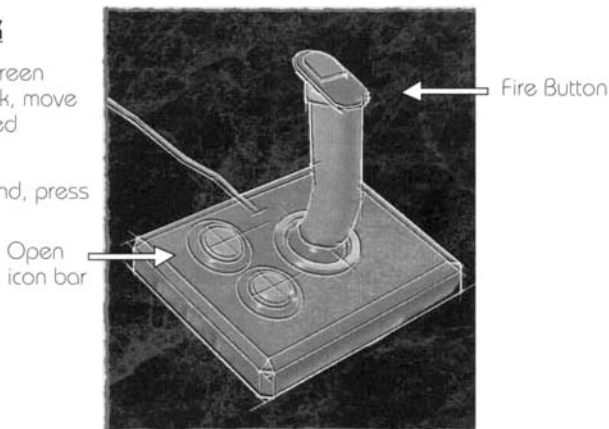
MIDDLE - CLICK

Toggle between WALK and last cursor chosen.

USING A JOYSTICK

To position the on-screen cursor using a joystick, move the stick in the desired direction.

To execute a command, press the FIRE button.





SPACE QUEST IV

Roger Wilco and the Time Rippers

Time travellers everywhere are flocking to futuristic Xenon to view and photograph the amazing post-apocalyptic landscape. If you and your family plan to visit this bleak yet fascinating vacation getaway, this walking tour will help you get the most from your stay. Here's a Safety Tip: **AVOID THE CYBORGS!**

A BRIEF WALKTHROUGH

WARNING!! The following section includes hints that experienced game players may not want to see. Continue reading **ONLY** if you have trouble getting started playing Space Quest IV.

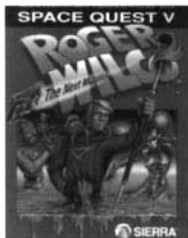
As you arrive on the streets of Xenon, click the **EYE** cursor on various locations on the screen to learn about your surroundings. Walk one screen East and click the **HAND** cursor on the rope in the lower right side of the screen. Avoid the cyborg if he should appear. Walk between the red columns on the upper

right side of the screen. Select the rope from your inventory window and click the ROPE cursor on the ground. Wait for the bunny to walk into the noose, and click the HAND cursor on the rope.

Walk two screens east. A skimmer is parked on the street. Click the EYE cursor on the skimmer. Click the HAND cursor on the skimmer to search it. Click the HAND cursor on the glove box to open it, and again to take the PocketPal inside.

Walk one screen north. Click the EYE cursor on the large object on the street corner. Click the EYE cursor on the hole in the side of the tank. Now would be a real good time to SAVE YOUR GAME. Click the HAND on the unstable ordnance to take it.

Walk two screens west, to the opposite street corner. Click the Hand cursor on the sewer grates, until you find one you can climb into. After you explode, restore your game and DON'T take the unstable ordnance. Return to the sewer grate, descend below the city, and enjoy the rest of the game!



SPACE QUEST V - The Next Mutation

A BRIEF WALKTHROUGH

WARNING: The following information is for beginning adventurers only. The contents include hints and answers to puzzles that experienced adventurers may not wish to see. Continue reading only if you are having trouble getting started in Space Quest V.

After Roger gets ejected from the academy bridge simulator, he must get to class quickly to avoid being expelled from the StarCon Academy. Use the WALK icon to move Roger north until the door to the classroom is visible. (It has a locker next to it.) Click on the

door with the HAND icon to enter the room. TRANSLATION: After the Roginator gets hosed in the sim he needs to beat feet to class—so he can scan for babes.

Surprise! The StarCon Aptitude Test is today. Of course Roger hasn't studied for it, so he's going to have to cheat. Click the EYE icon on the student's desk to your left when the proctor droid is facing the back of the classroom. The miniature version of the test question you are on will pop up over the cadet's shoulder. You can tell the answer he marked by its position on the screen (i.e. the top one is "A", the next one down is "B", etc.). TRANSLATION: Oh shoot! The SAT is today and it's been "party-hearty" for the Rog-meister. Eyeball the nerd-herd chieftain's console to scam the hot top!

After the test, you need to clean the Academy crest as part of your punishment for being late to class. Get the cleaning supplies from the closet located one screen north of the classroom. Make sure you get the Scrubomatic™ floor scrubber AND the orange safety cones from the closet. TRANSLATION: Bummin', the Rog-man has to spic-and-span the academy crest 'cause he got busted. Snag the Scrubomatic and the orange party hats from the closet.

Next move Roger south until you find the only hallway leading to the right. Take it to the rotunda area. In the rotunda hallway you find a burly security guard (don't bother him!) and the anti-gravity personnel lift. Click the HAND icon on the lift to ride it down to the floor of the rotunda. TRANSLATION: Rotate the Roginator southward 'til you scope the right hallway. Jam down it to Rotunda then hitch a ride on the a-grav lift. Don't cut on the rent-a-cop, he's a real jerk!

Place the safety cones at the corners of the crest on the floor of the main rotunda (if you don't, people will walk all over it and spoil your work). Next, take the Scrubomatic out of your inventory and place it on the floor. Click on it with the HAND icon to clean activate it. Use the scrub brush icon to mover

Roger around on the scrubber. TRANSLATION: Toss the cones around the crest and snag a ride on the Scrubomatic. Shred the duffers if they get in your way! When you have finished cleaning the crest it will sparkle and Captain Quirk will walk in with a woman of your acquaintance (pay attention to their dialogue exchange). Then go back and put your cleaning supplies away...and watch the nifty "meanwhile" sequence. TRANSLATION: Chill, scope the babe, and let the fresh artwork slide by your eyeballs...

After the meanwhile sequence Roger can go back and pick up his test scores. Results are posted on the bulletin board next to the classroom. If Roger scored well on his test, he should be on his way toward commanding his own ship. Give yourself a pat on the head, you've earned it! TRANSLATION: Scan the scores, and see if Rog busted a move or got '86ed. If the Rog-man scores some new duds, pop a cold one! You scored a bonus!

YESTERDAY'S STATE-OF-THE-ART SYSTEMS

SPACE QUEST IV - Roger Wilco and the Time Rippers

Originally Released - 1991

State-Of-The-Art-System -

386 PC-Compatible; 1 Mg. memory; VGA;

CD-ROM Drive; DAC compatible soundcard

SPACE QUEST V - The Next Mutation

Originally Released - 1993

State-Of-The-Art-System -

486 PC-Compatible; 16 meg memory;

SVGA; Dual speed CD-ROM Drive; 16-bit

soundcard

SPACE QUEST V

During your interplanetary journeys, you'll save light years if you know the coordinates of your destinations. Please refer to the handy in-flight Planetary Coordinates Chart below.

ENGLISH	GERMAN	FRENCH
Thrakus#53284	Thrakus#53284	Thrakus#53284
K U#20011	Kiz Urozgubi ...#20011	K U#20011
Lukaszuk II#91001	Inkubus#91001	Lukaszuk II#91001
Gingivitis#81100	Kokolores#81100	Gingivitis#81100
Monostadt VII ...#54671	Furunkel IV#54671	Monostadt VII ...#54671
Klorox#90210	Ohmo II#90210	Omo II#90210
Gangularis#71552	Influenzaris#71552	Gangularis#71552
Commodore LXIV .#01015	Ratzbutz LXIV ...#01015	Commodore LXIV .#01015
Spocebar#69869	Allbar#69869	Bar de L'Space ...#69869
Peeyu#92767	Limburgis#92767	Peeyu#92767
Spittoonie#44091	Saliva#44091	Spittoonie#44091

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Special thanks go to all the Space Quest veterans, both convicted and acquitted, whose contributions have made the series possible.

SPACE QUEST® 6

ROGER WILCO™

IN
THE SPINAL FRONTIER

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PLAYING SPACE QUEST 6 ///

When the game is started, you will see a screen with your choices listed. They will be:

1. Start a New Game. Click on this button to start a new game.

2. Continue a Game. Click on this button to continue a game you've already started. You will be asked to choose which game you'd like to continue from a list of your saved games. This option will not be available until you've saved a game.

3. Quit. Click on this button to quit your game. You will be asked to confirm the choice.



THE INTERFACE //////////////////////////////////

THE ICON BAR

The icon bar appears across the bottom of the screen. Your cursor choices appear as words, and consist of the following:

FEET



Walk

EYES



Look

HANDS



Take, give, or otherwise manipulate

MOUTH



Talk

HELP



If you don't know, push this button

These are also available from the icon bar.

POCKETS INVENTORY

CONTROL GAME CONTROLS

At the far right your score will appear. The rectangle in the bottom right corner of the screen is your inventory box; your most recently selected inventory item will appear here.

THE CURSOR

The cursor is what enables you to effect an action on-screen. With the cursor you can pick an item up, walk over to something, examine an object, or talk to someone. The sensitive part of the cursor is at the top point. If you wish to look at an object, for example, click the cursor on the eye which appears on the icon bar. The eye will now appear in the cursor. Position the cursor with the top point on the object you wish to examine. Now click on the object. Voilà!

INVENTORY

Experienced players know that adding objects to their inventory is the secret to ... having a big inventory. Be sure to lift everything that isn't nailed down. In order to pull up your inventory box, click on the POCKETS icon.

Taking Inventory Objects. If, in the course of playing the game, you come across an object you would like to acquire, click on the HAND icon and then on the object. If it is available to you, it will move to your inventory.

Examining Inventory Objects. You can examine inventory objects by clicking on the POCKETS icon on the icon bar. When the inventory box appears, click your cursor on the EYE, then click on the object you're interested in. You will now be given more information about the object.

Manipulating Inventory Objects. If you wish to manipulate an item in your inventory, click on the HAND cursor and then the

item you wish to manipulate. If the object can be manipulated, it will now reflect that change.

Combining Inventory Objects. Some inventory items can be combined with others to create a new inventory object. To do this, click on the CHOOSE icon and then on an inventory item. The cursor will change to resemble that item. Now click that cursor on the inventory item you wish to combine it with. If the two objects can be combined, they will become a new item, which will appear in your inventory.

GAME CONTROLS

Traditionally, Sierra has provided a controls icon to give players that oh-so-comforting illusion of control. *Space Quest 6* offers a new concept in controls icons: we actually give you control. From the game controls you can do the following:

- ☛ SAVE A GAME
- ☛ CONTINUE A SAVED GAME
- ☛ FIND OUT ABOUT *SPACE QUEST 6*

- ☛ GET HELP ON THE OTHER CONTROLS
- ☛ SWITCH TO SPEECH, TEXT, OR BOTH
- ☛ TURN THE SCROLLER ON OR OFF
- ☛ QUIT THE GAME
- ☛ ADJUST THE SPEED, DETAIL, OR VOLUME OF THE GAME
- ☛ CHANGE THE SPEED THAT THE TEXT MESSAGES CLEAR

SCROLLING

As you travel through the exciting worlds of *Space Quest 6*, you'll notice that when Roger walks off the edge of one screen, a new screen appears with Roger in it. Some screen shifts, however, are handled differently. In the Orion's Belt bar on Polysorbate LX, for example, when Roger walks to the edge of the screen, you will see him continue to walk as the background screen moves, or "scrolls," behind him. When SCROLLing is turned off, the screen will change in the usual way. If yours is a less powerful computer, you may find that switching off SCROLLing on the Control Panel will speed up the game.

GAME STRATEGY

Space Quest 6 provides you with a world to explore in detail. In any given room there might be an item you need, a hidden entrance, or a puzzle's solution. So look around already! Click the eye on objects that look interesting. Click the hand icon on items that don't look bolted down. Explore every nook and cranny. We want you to have as much fun playing *Space Quest 6* as we had making it.



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Pa Conshohocken: Charles Martinet

Elmo Pug: Doug Boyd

Fester Blatz: Jarion Monroe

Circuit Sydney: Doug Boyd

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3. A brief note describing the defect, the problem(s) you encountered and the system on which you are running the product
4. If you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include a cheque or money order for £6.00 sterling per CD replacement or £9.00 sterling per DVD replacement.

Note: Certified mail is recommended.

In Europe send to:

WARRANTY REPLACEMENTS
ACTIVISION (UK) Ltd., 3 Roundwood Avenue, Stockley Park, Uxbridge UB11 1AH, United Kingdom.
Disc Replacement: +44 (0) 870 241 2148

In Australia:

For all Warranty replacements, please return to the store of purchase along with your receipt or proof of purchase.

If you are returning the software product after the 90-day warranty period, but within one year after the date of purchase, please contact Activision on 02 9869 0955. **Note: No returns will be issued unless you have contacted Activision first.**

If an Activision representative advises you that your game is valid for a return, please return the original software product disc to:

In Australia send to:

Activision Asia Pacific, Level 5, 51 Rawson St Epping, NSW 2121, Australia and include:

1. A Photocopy of your dated sales receipt
2. Your name and return address, typed or clearly printed
3. A brief note describing the defect, the problem(s) you encountered and the system on which you are running the software product.
4. Please include a cheque or money order for AUD \$20 per CD or AUD \$25 per DVD replacement (subject to availability).

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