

SPACE QUEST

CHAPTER I THE ALIEN ENCOUNTER



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SQD-101

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. Triumphantly, 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 Sarians [Sair-ree-ins], space pirates who cruise the galaxies wreaking havoc. Once citizens of Earnon, the Sarians 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 Sarians' 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 Sarians 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 Sarians, 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 Sarians' 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 Sarians.

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

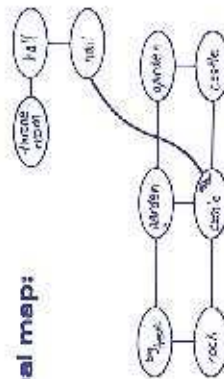
TIPS FOR THE BEGINNING ADVENTURER
If you haven't played one of Sierra's 3-D animated adventure games before, here are a few suggestions to help you get started.

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 Earrnon 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.

A NOTE FROM SIERRA

We hope you enjoy playing **Space Quest**, our first sci-fi adventure using the unique 3-D animated graphics. We certainly enjoyed bringing it to you.

Space Quest contains features not seen in any previous 3-D animated adventure. For one thing, you can name the main character anything you want. Or you can use his current identity: **Roger Wilco**.

The new **STATUS** line at the top of the screen tells you your current score, the maximum possible score, and whether the sound is on or off.

These and other new features represent Sierra's commitment to the advancement of adventure game technology.

Watch for **Space Quest - Chapter Two**, coming in 1987 to a computer near you!

OTHER 3-D ANIMATED ADVENTURE GAMES BY SIERRA: KING'S QUEST

by Roberta Williams

The first-ever 3-D animated adventure game, and a bestseller. Join Sir Graham as he strives to save the kingdom of Daventry and win a crown through glorious deeds.

KING'S QUEST II: ROMANCING THE THRONE

by Roberta Williams

The long-awaited sequel, and another bestseller. Join King Graham on his quest to rescue a beautiful maiden imprisoned in a faraway land.

KING'S QUEST III: TO HEIR IS HUMAN

by Roberta Williams

Help Gwydion, slave to an evil wizard, overcome his servitude to perform brave deeds and receive a royal reward. First in the series to include magical spells. Advanced level, 256K required.

THE BLACK CAULDRON

by Walt Disney Personal Computer Software and Al Lowe

Based on the classic children's books by Lloyd Alexander, and the feature film by Walt Disney Productions. A bestseller, designed specifically for younger or first-time adventurers. Join the boy Taran in his efforts to defeat the evil Horned King and free Prydain from his reign of terror.

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IN GENERAL

If your character is standing beside a tree when you save a game, title your saved game "BESIDE TREE" or whatever has meaning to you.

Saved game files will be listed in the dialog box in alphabetical order. If you wish to store your games chronologically name them "A.NAME, AA.NAME, B.NAME, B.NAME, BB.NAME," etc. to "Z.NAME, ZZ.NAME." After saving 48 games start a new directory and begin again.

You may continue to save games until you are prompted that the disk or directory is full. Each directory will store up to 51 games.

To create a new directory (folder) access the disk you are using to save games. Type in the name of your new directory but do not press RETURN. Click the mouse on "New Folder." To open this new directory click the mouse on "Open."

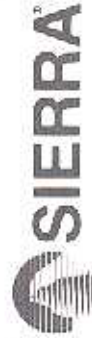
RESTORING A GAME

Select Restore Game from the file menu, type "restore game" and press RETURN or press (shift) 7 to restore a previously saved game. When the dialog box appears, all the titles of games you have saved on the disk will be shown. If you have one drive and are using a "saved game" disk, click the DISK button. If you have two drives and are using a "saved game" disk, insert it into your other drive and click the DISK button on the dialog box until the desired disk is shown. To select the game you wish to restore, scroll through the list of saved game titles and double click the mouse button on the game you wish to restore.

Games are stored alphabetically. Pressing the first letter of a saved game title will highlight the first game beginning with that letter.

WHEN YOU ARE DONE

When you want to quit playing the game select quit from the pull-down menu, press ALT-Z or type "quit" and press RETURN.



3-D ANIMATED ADVENTURE GAME REFERENCE CARD FOR APPLE IIGS

Sierra's 3-D Animated Adventure games represent a totally new approach to computer gaming -- a third generation in computer adventure. They feature colorful hi-res graphics, with animated characters moving through three-dimensional background screens. The improved parser lets you talk to the computer in whole sentences, and the mouse or an optional joystick can be used to help control your on-screen character.

Sierra's new series of adventure games are interactive, changing as you explore and solve the puzzles. New facets are revealed as you delve into the game, and the experience is both intriguing and enjoyable. It's the most fun you can have playing an adventure game!

GETTING STARTED: FLOPPY DRIVE(S)

If you will be playing from floppy disks (not hard disk), before starting to play you may wish to format a "saved game" disk. If you use this disk, you will not have to write saved game information to your original program disk and will be able to write-protect your original program disks.

To format a blank disk, see the instruction manual that came with your Apple IIGS computer.

LOADING INSTRUCTIONS (from floppy disk)

1. With the computer off, insert program disk 1 (label side up) into the disk drive.
2. Turn on the computer. The program will boot automatically.

GETTING STARTED: HARD DISK

INSTALLATION

1. Turn on your computer and allow ProDOS to load.
2. Insert program disk 1 into the disk drive and close the door.
3. Use the desktop or utilities to copy the files on the disk to the hard disk. Repeat for each program disk.

LOADING

1. Turn on your computer and allow ProDOS to load.
2. Boot your adventure game from the desktop.
3. Before play can begin, you will be prompted to insert your program disk 1 into the drive to verify you are an authorized user. All other information from the game will be loaded off of your hard disk.



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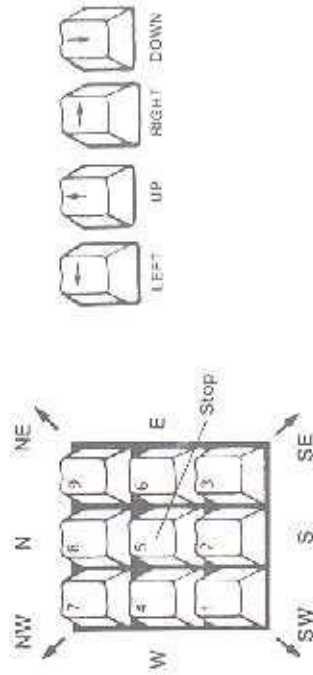
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COMMANDS FOR YOUR HERO

There are several ways to move your character around the screen. Using the mouse, start movement by clicking the mouse button. The character will move to the point where the mouse cursor was when you clicked and stop there (unless there is an obstruction in its path).

You may also manipulate your character with the joystick. If you have not used the joystick in the game, press CTRL-J to activate it. You may also use the number pad and direction keys (see the diagrams below).



Talk to your computer in commands of one or two words, or even simple sentences. Unless otherwise instructed, follow all commands with the RETURN key.

You may meet others who have messages for you. Command them to speak. Type:

TALK TO THE GNOME (RET)

You may need objects you see along the way. Type:

GET THE KEY (RET)

Pay attention to details. To see an object closely, type:

LOOK AT THE KEY (RET)

Use objects along the way. Type:

INSERT THE KEY IN THE LOCK

GAME CONTROLS AND OPTIONS

You may exercise various options by using the pull-down menus either with the mouse or function keys. Use the mouse to access the pull-down menus by moving the cursor to the top of the screen and pressing the mouse button.

Options on the menus can also be accessed through these function keys:

- (Shift) 1 Help: Shows list of function keys (including some that may be specific to your game and not mentioned here)
- (Shift) 2 Toggle sound on/off (access the IGS control panel to adjust volume).
- (Shift) 3 Echo (repeat) previous command
- (Shift) 5 Save game
- (Shift) 7 Restore game
- (Shift) 9 Restart game
- CTRL-C Cancel typed input
- CTRL-J Activate joystick
- ALT-Z Quit game
- TAB List inventory (what your character is holding)

SAVING AND RESTORING THE GAME

To allow for errors in judgment, and also for some creative exploration, we make it possible for you to save and restore your game at almost any point. Before you try something that looks dangerous, or just because you have been playing awhile and you don't want to risk losing the progress you've made, SAVE YOUR GAME!

You have a choice of saving your game on your program disk or to a formatted "save game" disk.

At almost anytime during a game you may select Save Game from the pull-down menu, type "save game" and RETURN or press (shift) 5 to save your game. At the dialog box, follow the directions below to save your game.

SINGLE DISK DRIVE USERS

If you are saving your game to the game disk, type the name you wish to title your saved game and press RETURN. If you are using a "saved game" disk, eject the program disk by pushing the eject button on the disk drive and insert your "saved game" disk into the drive. Click the DISK button on the dialog box. Type the name you wish to title your saved game and click the SAVE button on the dialog box. You will be prompted to return your original program disk when the save is complete.

TWO DISK DRIVE USERS

If you are saving your game to the game disk, type the name you wish to title your saved game and press RETURN. If you are using a "saved game" disk, place it in the other drive and click the DISK button on the dialog box until the desired disk name is shown. Type the name you wish to title your saved game and click the SAVE button on the dialog box.