

## Space Quest I: Roger Wilco in the Sarien Encounter

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### Start:

You, Roger Wilco, are a lowly janitor aboard the spaceship Arcada. The Arcada is notable for creating the Star Generator, which could bring either new life or mass destruction to Xenon, your home world. You are not so notable.

The adventure begins with the Arcada under attack by Sarien space thugs. Most of the personnel are dead; you aren't because you were sleeping in a utility closet. Your inventory is a mere 3 buckazoids.

### Bug:

The inventory window treats USE A ON B as USE B ON A. Luckily you never need to have your inventory objects interact in this game.

### Arcada, Levels 1 (upper) and 2 (lower)

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#### General Warnings:

- 1) The ship will self-destruct in 15 minutes. You must escape by then!
- 2) Sarien thugs with guns roam the hallways. When you hear footsteps, you only have time to either hide or go to another screen/room. If you stop to search a body or pick your nose, you'll die!
- 3) Levels 1 and 2 are four screens wide, including the Data Archive room. The only ways to go between these two levels are the blue and red elevators. The yellow/black elevator on Level 2 goes down to Level 3.

#### What needs to be done:

- 1) Get the KEYCARD. Head west through the Data Archive room, walk past the blue elevator door to the dead body. Search Jerry (that was his name) using the hand-icon to find the keycard. He's the only dead body with something worth taking.
- 2) Get the DATA CARTRIDGE. The third time you enter the Data Archive room and reach the room's center, an old scientist will enter from the east door. Talk to him to hear him gasp the name of the cartridge you want. Sit at the module, and touch the control panel to see the close-up of the broken CRT and a keypad. Punch the 4-symbol code (as per the game's documentation) for the required cartridge, and press the keypad's "ENTER" button. The robot will retrieve the cartridge. Take it from him. [Note: the "OFF" button leaves the close-up view; the "EXIT" button leaves the intermediate view.]
- 3) Get the WIDGET. Go down to Level 2 via the blue elevator, and go thru the dark entryway behind the two dead bodies (David and Blanche) to reach the Star Generator Room. The magnetic widget is the blinking purple thing on the smashed generator. Neither Randy or Hugh (more dead bodies) have anything.
- 4) Go to LEVEL 3. Enter the yellow/black elevator. (It's two screens east of the two dead bodies on Level 2.)

### Arcada, Level 3

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Level 3 is three screens wide; you need to go east twice. When you hear footsteps as you start to cross the central room, head for the upper-left corner instead and don't move. The Sarians won't (usually) see you there and leave. The eastmost screen shows the red bay doors thru a window. Look at the buttons near the window and when you see the Bay Door controls, push the OPEN button. Once the bay doors are open, use the keycard on the elevator to go to Level 4.

### Arcada, Level 4

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The panel that looks like a Star Trek transporter panel will only tell you "CAUTION: LAUNCH BAY DECOMPRESSED". Click the closet door to find a spacesuit and helmet. Take the spacesuit to put it on. Click the drawer button (the drawer is left of the closet) to find a GADGET, which you'll take. Click the airlock doors to walk thru to the Launch Bay. [The closet door shows the I.S.S. Enterprise sword-thru-earth symbol.]

In the Launch Bay itself, simply go to the escape pod/ship and get in. Take care not to walk off the edge of the walkway.

### Escape Pod

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Assuming the bay doors are open, escaping the Arcada is simple.

- 1) Put on your seat belt. (near your right shoulder)
- 2) Power up the ship. On a upper mounting, there are 3 buttons. Left button is AUTONAV. Center button is DON'T EVER PUSH THIS BUTTON. Right button is POWER. Push the rightmost button.
- 3) Pull the stickshift to start forward momentum and leave the Arcada.

Once the pod is in space, you've gotta go<sup>4</sup> somewhere, so...

- 4) Push the AUTONAV (left) button. This'll crashland the pod on a desert planet called Kerona. (If you push the center button instead, you'll end up (dying) in the Dark Ages outside Nottingham Castle!)

### Kerona, near the ship

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- 1) Undo your seat belt to leave the ship.
- 2) Take the SURVIVAL KIT (seen in the ship's hatchway).
- 3) Take the REFLECTIVE GLASS (in front of the ship, fallen from the broken viewscreen).
- 4) In the inventory window, hand-click the kit to find both the SWISS-ARMY KNIFE and the DEHYDRATED WATER BOTTLE.

WARNING 1: Don't wander into any open desert screen! A giant sand snake will eat you if you take one (1) step into any such screen! Return the way you came!!! From the ship, you can only safely go either east (to a giant skeleton) or south (to see the ship from a distance).

WARNING 2: Drink water from your water bottle often or die of thirst! This is a HOT desert planet! Don't ignore the warning messages!

## Kerona, near the giant skeleton

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This skeleton fills 9 screens in a 3x3 grid, and is the \*only\* place to go to from the ship. You can go south of the skeleton (to see the whole thing from a distance) or west from the north-west corner (to get to the ship). All other directions away from the skeleton are deadly (see WARNING 1 above).

Soon after arriving at the skeletal remains, a deadly spider drone arrives looking for you. You must get away from it!!! It won't leave the area of the skeleton, so can try escaping back to the ship, or south of the remains. The latter is preferred, since you can walk directly from there to the south-east corner of the skeleton. At that corner, the tail enters the sand, and you can walk up onto it along the backbone. The spider won't walk up there either. Around this time you'll need a drink of water. Avoid dunes; you trip on them when the spider is after you.

On the east side of the remains is the creature's skull. It is also the home of a vicious Orat. Find the spider, and have it follow you into the skull. Walk behind the large boulders just inside. When the spider walks in, it'll attack the Orat instead of you. When the explosion clears, an ORAT PART is left behind. Take it.

Now that the spider is gone:

- 1) TAKE STICKY PLANT. Any of those pinkish/purplish plants will do. Smell them first to learn about them.
- 2) Don't try to enter either cave. The large one on the west side is both empty and inaccessible. The one on the north side contains something that eats you up and spits the bones out.
- 3) WALK ALONG THE BACKBONE. Start at the tail at the SE corner, and walk to the neck at the NE corner. You can safely walk across the bridge twice before it'll break. At the neck is a sign, but before you can get close enough to read it, a hidden trapdoor opens up under you, and you fall down into an underground passageway!

## Kerona, Underground

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- 1) TAKE THE STALAGMITE. Go west 1 screen.
- 2) Approach the grate, but cautiously, not too close! When you see mini-sand snakes appear, toss the sticky plant to them. When they're stuck, you can safely walk past them. Go west 1 screen.
- 3) To open the door, put the stalagmite in the geyser hole.
- 4) Don't touch the acid! Don't smell the acid! Don't taste the acid! Go west 1 screen.
- 5) To neutralize the laser beams, put the reflective glass in the beams' path. Walk up to the upper pathway and go east 1 screen.
- 6) To defeat the acid rain, you simply have to be FAST. Get real close to the acid holes, set the program's speed to max on the control panel, save the game, and watch the drops. When it looks like all the drops on the left side have fallen, RUN across!! If you're lucky, you'll bypass all the drops to safety. Otherwise, restore and try again.

- 7) Turn on your translator gadget before heading towards the unknown. You'll enter a darkened area, where a hologram will speak. If you don't have the translator working, you'll hear only gibberish and be sent back to the surface. Of course, you DO understand him, and he'll want you to kill the Orat and bring back proof of the deed.
- 8) So, before he sends you back to the surface, drop the Orat Part at his feet ... er, neck? ... oh, just drop it. He'll open a door to...
- 9) The steam generator room. A kind alien will provide a skimmer; the key is already in the lock. There's also a cartridge reader here. Click the cartridge on the reader to learn that 1) the cartridge must be returned to the Xenon ruling body, and 2) the Star Generator has a self-destruct code "4815", with a 5-minute countdown and 5 km range of destruction. Enter the skimmer to leave.
- 10) There's an optional arcade game as you skim along to the other side of Kerona. I skipped it.

### Kerona, the town of Ulence Flats

- 1) TAKE THE KEY from the skimmer when you leave it. The hustler will offer you money for it. Say no twice; agree the third time. You'll get about 30 buckazoids, a jetpack and two coupons.
- 2) Search the ash pile behind the bar twice to find more buckazoids.
- 3) In the bar, use the bar (blue) coupon on the bartender to get 5 more buckazoids and a free beer. Buy two more beer. Then you'll hear which sector the Deltaur, the Sarien spaceship, was last in (eg: "GG").
- 4) Put the magnetic widget on the slots machine. You'll always win, so bet the 3 buckazoid maximum until the machine breaks. If you don't cheat, the slots machine will kill you! Save and restore won't help you beat the slots machine; use the magnet.

You've now got as much money and you're gonna get, so...

- 5) Go to Droids-B-Us and use the gold coupon to buy the NAV-201 robot. First, give the gold coupon to the salesbeing, then when the NAV-201 is displayed, give buckazoids to the salesbeing. Pick up the robot outside, one screen to the left.  
[Talking to the salesbeing about the different models is fun.]
- 6) Go to Tiny's Spaceships and meet Tiny. Go one screen north to where the cruiser is. Go to the cruiser, center screen, to indicate your choice. Give buckazoids to Tiny, then enter the ship. Your robot will also enter, and you'll take off.

### In Space

- 1) When the robot asks where you're going, type in the 4-symbol code corresponding to the sector you heard in the bar. The codes are in your documentation.
- 2) Exiting hyperspace, you'll find the Deltaur. When the robot asks if you want to scoot, answer No. You'll leave the cruiser, and, using the jetpack, maneuver to an airlock.
- 3) Open the airlock by pushing the handle (left edge of airlock).
- 4) Inside, you'll toss the malfunctioning jetpack. IMMEDIATELY walk to the far side of the elevator door. When a cleaning robot enters, scoot out behind him into the elevator. Don't let him see you!!

## Snaking about the Deltaur

Wandering about the enemy ship is very dangerous. First you need a disguise...

- 1) Push the box (over to the airvent). Ignore the storage lockers. [This box disappears later in the game]
- 2) Use the knife on the airvent (to open it).
- 3) Entering the airvent, climb up one screen. Ignore the mice. Go to the closed airvent, and hand-click it to kick it open.
- 4) In the laundry room, open the washing machine and get in. An alien will disrobe, put his uniform in the machine, and turn it on. You and the uniform will spin around a lot, but at the end, you'll emerge wearing a uniform with disguising helmet. You'll have lost everything but the data cartridge in the wash.
- 5) Pick up the ID on the floor. You are now Eutaton Freeman (ick). Ignore the cling-free fabric sheets.

## Disguised on the Deltaur

Finding your way around is tricky, but locate the <sup>yellow</sup> elevator for the captain's escape pod (guarded yellow), the Star Generator, and the Armoury. There's one screen where you can see armoured guards, but you can't actually reach those areas.

- 0) There's a cartridge reader one screen right of the storage lockers. You can re-read the data cartridge here, if you like.
- 1) In the Armoury, show the ID to the robot. When the robot goes to the back, quickly hand-click the flip-up part of the counter, and pick up one of the two gas grenades. Return to the front of the counter, replacing the counter door behind you. Don't wander in the back! Don't try for both grenades! The robot will return with your zappgun. You are now armed! [Don't zap energy globes!] [Just for fun, save game and flip-up the counter when the robot is there!]
- 2) From the upper level of the Star Generator chamber, drop the gas grenade directly on the big guard's noggin. He passes out. You can now, if you want, show the ID to the armoury robot again and get the 2nd grenade, but there's no reason to.
- 3) En route to the elevator down, you'll trip and lose your disguising helmet to the cleaning robot. You must now zap all aliens you encounter before they zap you! Save the game here. [The circular hatch behind the cleaning robot's resting post is a garbage disposal. Don't enter it!]
- 4) In the Star Generator room, lower level, search the downed guard to find a remote control. Use it on the Star Generator to remove the force field.
- 5) Hand-click on the blinking spot on the bottom of the Star Generator. It's a small area; put the center of the hand-icon over the blinking pixel. You'll walk up close to it, kneel and look at a keypad. Type in the self-destruct code (eg: "4815") and press "ENTER". Then "EXIT".
- 6) To escape the ship, you'll have to zap the guard in front of the yellow elevator first. Take the elevator down to the escape pod and enter it!
- 7) You escape the Deltaur! The Deltaur goes KABOOM! You get a golden mop from the Xenon ruling council! Now watch the credits and wait for the sequel!

## Objects Found

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- BUCKAZOIDS - you start the game with 3 buckazoids on your person.
  - there's more to be found in Uience Flats in the ashes, from the hustler, the bar (using coupon) and the slots machine.
  - use them to play the slots machine, buy the NAV robot and a cruiser in Uience Flats.
- KEYCARD - on Jerry's dead body on Level 1 of Arcada.
  - used to operate the elevator from Level 3 to Level 4.
- DATA CARTRIDGE - from the Data Archive robot on Level 1 of Arcada.
  - read it either in Kerona's steam generator room or on the reader in the Deltaur to learn the self-destruct code for the Star Gen'r.
- MAGNETIC WIDGET - from the Arcada's smashed Star Generator.
  - use it on the slots machine to win.
- SPACEJUIT/HELMET - from the Level 4 closet.
  - needed to survive decompression in the Launch Bay; deep space.
- TRANSLATION GADGET - from the Level 4 drawer.
  - needed to understand hologram in Kerona's underground.
- REFLECTIVE GLASS - from the broken viewscreen of the escape pod.
  - used to neutralize the laser beams in Kerona's underground.
- SURVIVAL KIT - from the escape pod.
  - contains the knife and water bottle.
- SWISS-ARMY KNIFE - inside the survival kit.
  - used to open a airvent in the Deltaur.
- DEHYDRATED WATER BOTTLE - inside the survival kit.
  - need to drink water often to survive in Kerona's desert.
  - you don't need water while in the Orat's skull-cave.
- ORAT PART - found in skull-cave after spider-droid kills the Orat.
  - used to get past the hologram in Kerona's underground.
- STICKY PLANT - grows beside the large skeleton on Kerona.
  - used to defeat the baby snakes in the grate underground.
- STALAGMITE - in Kerona's underground cave, near pneumatic tube.
  - used to open a doorway, also in Kerona's underground.
- SKIMMER KEY - in the skimmer.
  - take it with you until you agree to trade the skimmer
- JETPACK - received in trade for skimmer.
  - used to reach the Deltaur's airlock door from the cruiser
- BLUE BAR COUPON - received in trade for skimmer.
  - used to get a free beer and 5 more buckazoids
- GOLD DROID COUPON - received in trade for skimmer.
  - used to get 20% off cost of nav droid
- NAV DROID - buy it with gold coupon and buckazoids at Droids-B-U's.
  - needed to get to the correct sector of space wrt the Deltaur.
- CRUISER - buy it with buckazoids from Tiny.
  - needed to leave Kerona and get to the Deltaur.
- SARIEN UNIFORM - found in the washing machine (after you enter said machine).
  - used to walk around the Deltaur in disguise.
- SARIEN ID-CARD - found on floor of Deltaur laundry room.
  - used to get weapons at armoury
- ZAPGUN - received at Armoury.
  - used to kill Sarians
- GAS GRENADE - stolen at Armoury.
  - used to knock out the guard guarding the Star Generator.
- REMOTE CONTROL - found on the Star Generator's guard.
  - used to turn off the force field around the Star Generator.

## How to Die!!!

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- found by Sariens in the hallways of the Arcada: shot.
  - enter the airlock without a spacesuit: explode due to decompression.
  - stay too long in the Arcada: Arcada explodes.
  - don't put on the seat belt: die [wimpy?].
  - push the forbidden button: die in the Dark Ages at Nottingham Castle.
  - walk into open desert: eaten by sand-snake.
  - don't drink water in the desert: die of thirst.
  - caught by spider-droid: explode, empty helmet bounces onto the sand.
  - caught by the Crat: compressed into a ball.
  - enter northern cave: eaten and bones spat out.
  - caught by the grate monster: pulled under grate and eaten.
  - touching the acid pool: hand eaten away followed by Instant Replay!!!
  - smelling/tasting acid pool: head evaporates.
  - walk thru the electric beams: sliced wafer-thin, and Instant Replay!!!
  - walk under acid rain: liquify into a puddle.
  - lose big at slots machine: zapped into ashes, and dumped outside.
  - caught by robot in Daltaur's airlock: zapped by decontamination machine.
  - enter the Daltaur's garbage disposal: shredded!
  - found behind armoury counter or with open counter: zapped by robot.
  - flip-up the counter when the robot is there: anvil falls on you!
  - drop grenade on your own level: choke to death on the gas.
  - found by Sariens in the hallways of the Daltaur: shot.
  - zap an energy-globe on the Daltaur: kaboom!
  - escape Daltaur without setting self-destruct: planet Xenon is blown up.
  - fail to escape Daltaur after self-destruct set: Daltaur blown up.
- walk off the edge of the launch bay platform: fall to death.*
- walk on the cracked area of the skeleton throne: fall and go splat.*