About this Hint Book

his book was designed to help you into and out of dozens of frustrating situations while playing Space Quest IV. We've attempted to cover every possible obstacle you might encounter, and even a few you probably won't, to make this book your complete guide to the game.

How to Use this Book

ow you use this book is entirely up to you. Maybe you want to dive in now and read the whole darned thing. Go ahead, see if we care. We know your kind — you probably read the last page of a book first, too, don't you?

Ahem. Those of you who don't read the last page first understand that an adventure game, like a good book, is meant to be explored, to be experienced, to unfold for the player one page (or screen) at a time. Unlike a book, the progress of an adventure game depends on your actions and reactions to characters and situations. Problems will arise, and you'll have to solve them. Sometimes the answers will be crystal clear, other times you'll find yourself yanking your hair out or abusing your pets in utter frustration. Then, and only then, should you peek at the contents of these pages. Find the question that best describes your problem, and use your Adventure Window to reveal one hint at a time until you're able to solve it. Hints progress from a nudge in the right direction, to a shove in the right direction, to an all-out, bash you on the head solution.

After the Game

he last section of this book contains a detailed walk-through and points list. When you've finished the game, take a look at this section to see what you might have missed. WARNING: Reading this section before playing the game is right up there with reading the last page of a book, and is highly frowned upon.

Note to Beginning Adventurers

f this is your first time playing a Sierra 3-D Animated Adventure Game, the following tips may help you get started.

- Remember to save your game frequently — see your Sierra Game Manual for details.
- Examine your surroundings carefully. Look at everything, and talk to everyone. Clues can be found in the most unlikely places.

- When in doubt, try everything. You can never tell just what will help you out of a given situation.

Thanks for playing Space Quest IV.

Interview with the Two Guys From Andromeda

A.K.A. Scott Murphy and Mark Crowe

he misadventures of Roger Wilco have been coming at you since 1986, driven by Sierra's craziest design team, the Two Guys from Andromeda. Here to tell you a little bit about themselves are their alter-egos, Scott Murphy and Mark Crowe.

You guys have been at it for a heck of a long time. How did you team up?

Scott: Mark and I teamed up working on the Black Cauldron project. I begged Ken to let me work on it; I wanted to be more creative. I was interested in programming, but I didn't really have any background. I bugged Ken, and he finally said, "Okay, we're working on it out at my house. Come on out, and we'll see what you can learn."

Mark: I had been working in the Marketing Department as an illustrator and layout artist, and had been transferred into the computer graphics division. During the Black Cauldron project, which was my second "medieval" fantasy, we decided to put our heads together and develop a space adventure.
Scott: In other games, you always played this very noble hero. We wanted to do something different. What if this guy was just your average Joe, forced into the hero role? He gets lucky sometimes, and does the right thing, but he's nobody special.

We knew that space games didn't really excite Ken, because I'd already proposed one, but it had just been an idea; no art, no storyline or anything. For this one, Mark whipped up four rooms of graphics, and I put together the code to run them. It was basically the first four rooms of Space Quest I. Ken came and looked at it and said, "That looks like fun." So, we went ahead and did it, and darned if people didn't seem to like it!

So it was an idea whose time had come?

Scott: Well, it was an idea anyway. A lot of people seem to like it, which tells me that there are a lot of people out there who are quite deranged, and I'm happy to have almost known them. At least, they've known me a bit.

Mark: We can't really say that it was the first space adventure, but certainly the first funny one!

Scott: One of the really fun things about making Space Quest I was that we were so ignorant,

Mark: Hey, speak for yourself!

Scott: We didn't know what we were getting into. We really had no idea how much goes into creating a game, and how much it takes out of you. It seems simple from the outside, but it all has to work together, and I don't think everybody can make that happen.

Do you get a lot of fan mail?

Scott: Yeah, we do get a lot. One of the most interesting pieces of mail we've gotten recently was from Russia. They don't sell the games there, so obviously it had to be smuggled in somehow, but there's a computer club there. It's very exciting to get mail from people all over the world, and seeing how we've affected them, made them forget their problems, or just given them a laugh — it's one of the best parts of the business.

Mark: We also, on occasion, get letters on cassette tapes from some very imaginative people. Those are the most fun. But it's becoming harder and harder to answer all of the mail. We're trying, folks!

How does game design happen for you? Do you know exactly where it's going from day one, or is it more spontaneous?

Scott: A lot of our design starts with a basic idea: "Here's where we're going to start, here's where we're going to end, and I think we want to go here, and here, and here in between." Then we get bored with talking about it, and we just start doing it. I think we've done some of our best work that way — Seat-of-the-Pants game design. There were a lot of brainstorming sessions where we'd be working, and one of us would turn around and say "Hey, what if we did this?" and the other one would say, "Yeah, and then we could do this!" There were times when we didn't have any idea what was going to happen next. It was really fun for us. It was almost like a game, making a game. If it isn't fun for us, we can't feel like it will be fun for people who buy it.

Mark: Yeah, we're our own toughest critics. We have to make a game that we would enjoy playing. If we don't, it's like, why bother? Oh yeah, the money. I forgot about that.

What kinds of projects do you want to be involved with in the future? What's your dream game?

Scott: My dream game is a game that has much more depth of story and character. Space Quest is kind of a fluffy game, which is fine, but I want to do something a bit more hard-edged. Actually, right now I'd like to do absolutely nothing. I'm going to be brain-dead for a while.

Mark: Well... I'd really love to design something for the new "Brain Boy" game system. It's a brain-implanted micro-game card that...

Scott: Shut up, Mark!

Mark: Oops! I guess I let the cat out of the bag on that one. Sorry, Ken!
ON THE STREETS OF XENON

I keep seeing this really annoying rabbit with a bass drum. Can I kill him?

- I'm being stalked by a shrieking zombie. Every time he gets near me, I get zapped by a Security Droid. Is there a way to get rid of him?

- I killed the Security Droid, but his homing beacon is still flashing. How do I turn it off?
ON THE STREETS OF XENON

I keep seeing this really annoying rabbit with a bass drum. Can I kill him?
• Geez, you've been playing this game five minutes tops, and already you want to kill something. Have you tried talking to him?
• Didn't work, huh? Hmm... maybe you could... shush him?
• There must be a rope around here somewhere...
• Walk one screen East of the starting screen. You'll find the rope in the lower right corner of the screen. Click the HAND cursor on the rope to pick it up.
• Now find a place to hide. Choose the rope from the inventory window and click the ROPE cursor on the ground to use it. When the bunny walks into the area, click the HAND on the rope to catch him.
• Can't find a place to hide? That's easy. Walk between the two large red columns in the upper right side of the screen where you found the rope.
• Make sure you're completely out of sight.

I'm being stalked by a shrieking zombie. Every time he gets near me, I get zapped by a Security Droid. Is there a way to get rid of him?
• Nope
• He's really fairly harmless and blind as a bat. Just stay out of his way and he'll leave you alone.

I killed the Security Droid, but his homing beacon is still flashing. How do I turn it off?
• I can't believe you thought this was a real question. You're not even armed — how do you suppose you'd manage to disable a laser-shooting droid before he reduced you to a writhing mass of goo? I hope you've learned your lesson.
I've found a skimmer parked on the street. Can I use it?

What about the tank?

How do I get into the bank?

I can't get into any of the buildings around here. Can I get into that big ugly dome thing?

I've been wandering the streets of post-war Xenon for hours, and this zombie guy is really starting to annoy me. Is there anywhere else I can go?

I tried to go underground and I exploded! Did I do something wrong?

I'm in an empty room under Xenon. Now what?

Vehaul's Super Computer—this early design was later changed to fit the 'biomechanical' concept of the Super Computer.
I've found a skimmer parked on the street. Can I use it?

- I don't think it'll run, if that's what you mean. There might be something in it, though — try searching it. Click the HAND cursor on the skimmer.
- Maybe there's something in the glove box. Click the HAND cursor on the glovebox to open it.
- Hmm... there's something in there, I wonder what it is? Click the EYE cursor on the object to find out.
- Gosh, it's a PocketPal™! Click the HAND cursor on the laptop to take it.

What about the tank?

- It won't run either.
- There is an item you can get... but it's dangerous.
- So you went to pieces, huh? I warned you.
- You get points for taking the unstable ordinance, right?
- Check out what happens when you put it back.
- As a wise man once said, you can't take it with you.

How do I get into the bank?

- What do you wanna make a deposit?
- The bank's closed, pal — it's Charles Keating's birthday.
- In fact, it's closed for the rest of this game.

I can't get into any of the buildings around here. Can I get into that big ugly dome thing?

- You can't get there from here.
- See the little window way up on top? You'll have to fly up there.
- When the Sequel Police land, catch a ride in their shuttle. (See the hint about the spaceship.)

I've been wandering the streets of post-war Xenon for hours, and this zombie guy is really starting to annoy me. Is there anywhere else I can go?

- You bastards! Find yourself a nice sewer grate and jump in! (Doesn't that sound like fun?)
- Walk one screen North of the starting screen, then head East. That's grate!
- Click the HAND cursor on the grate, and you're outta here.

I tried to go underground and I exploded! Did I do something wrong?

- Yep. Does the word "unstable" mean anything to you?
- You took the unstable ordinance from the old tank. Unless you're ready to end it all, you don't need that. Next time, look it up!

I'm in an empty room under Xenon. Now what?

- Geez, you give up easy. This room's not empty, there's a desk here, with a jar on it. Did you get the jar? Good.
- Oh, you didn't get the jar? Well, click the HAND cursor on it. It's yours.
- Now click the hand on the desk blotter. Eureka! Sit back and watch the show.
The movie's over, and I'm stuck in this room. How do I get out?

I'm in a sewer pipe. It's not bad, really, but there's not much going on (except for the green slime that keeps following me around). Any suggestions?

How do I get out of the sewer?

A ship landed on the street, and a lot of mean looking guys with guns got out. Should I hide?

IN THE DOME

Can I get back down to the street?

I'm still in the landing bay, and I keep getting shot. What the heck am I supposed to do here?

I'm in the timepod, but I can't get it started. Did I miss a set of keys somewhere?
The movie's over, and I'm stuck in this room. How do I get out?

- Let's side of the room - the big door with the wheel, like in Pizzeria? Yeah. That's how it works.
- Check the HAND cursor on the door to open it, then click the WALK cursor on the doorway to leave.

I'm in a sewer pipe. It's not bad, really, but there's not much going on (except for the green slime that keeps following me around). Any suggestions?

- In case you haven't figured it out yet, that's not eating slime. Don't let it eat you.
- Do you have the empty jar from the previous room? It was on the desk.
- Yeah, that one. Use it to scoop up some of that slime — it'll come in handy later on.
- I know it's not easy. Choose the JAR from your inventory window. Now walk around until some slime starts oozing from somewhere. Stand downstream and click the JAR cursor on the slime. You're gonna have to get close, but not too close. Good luck!

How do I get out of the sewer?

- Walk to the far West side of the sewer and find the ladder.
- Yes, climb it. Now watch what's happening above ground for a while.
- When the shuttle has landed and things quiet down a bit, you can click the WALK cursor on the street to leave your hiding place.

A ship landed on the street, and a lot of mean looking guys with guns got out. Should I hide?

- Well, I wouldn't let them catch you. On the other hand, they do have a ship...
- These guys are the Sequel Police, remember? They're out to get you, but you can outsmart them. You'd better, they're your ticket out of here.
- Wait until they've all hit the pavement, walk to the shuttle and climb into the landing gear compartment.
- Click the hand on the area just below the leg. Off you go!

Can I get back down to the street?

- Yeah, the same way you got here.
- Climb back into the shuttle, and it'll take you down.
- To return to the landing bay, go through the sewer and out the manhole again after the shuttle has landed. Then board the shuttle through the landing gear like you did the first time.

I'm still in the landing bay, and I keep getting shot. What the heck am I supposed to do here?

- You're supposed to steal a timepod! (Sheesh!)
- After you exit the shuttle, go West. Wait for the second pod to land and for the pilot to get out, and walk West. Quickly click the HAND cursor on the pod. Safe!

I'm in the timepod, but I can't get it started. Did I miss a set of keys somewhere?

- Yeah, they're back in Space Quest III (just kidding). You need the U.L.Y.P.P.P. (User Identification Verification Pirate Protection Program) code.
- You have a code, no?
- You have documentation, no?
I entered the U.I.V.P.P.P., but the pod still won't go anywhere. What's the deal, guys?

I've landed the timepod, now how do I get out?

I found a cave, but every time I go in, a troll eats me. Do I need a lantern?

I keep getting zapped by the Sequel Police. How can I avoid them?

I've fallen into a giant bird's nest. How do I get out before I'm lunch?
I entered the U.I.V.P.P.P., but the pod still won't go anywhere. What's the deal, guys?

- Have you ever used a timepod before? I thought not. Okay, each timezone has its own set of coordinates. The ones that were on the screen when you entered the pod were for Xenon, sometime in the future. I hope you remember them — you might need to get back here sometime. You don't remember them? Hope you saved your game (snicker)! To get anywhere from here, you'll have to punch in the correct coordinates for some other zone.
- Use the force, Luke!
- Aw, come on, just try it — punch in six digits and see what happens.
- Whadd'ya mean nothing happened? Did you press ENTER? Okay, try six more. Presto!
- P.S.: Don't forget to write 'em down!

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I've landed in the timepod, now how do I get out?

- Click the HAND cursor on the red button on Roger's left.

I found a cave, but every time I go in, a troll eats me. Do I need a lantern?

- Only if you're playing King's Quest IV.
- You're not playing King's Quest IV, so you must know that the above question was a clever ruse to ferret out indiscriminate hint book users!
- There is no cave, there is no troll, and you won't need a lantern on Estros, or anywhere else in this game. Now stop reading hints you don't need!

I keep getting zapped by the Sequel Police. How can I avoid them?

- If I were you, I'd catch the next flight out of here.
- No, I don't mean leave the planet. Say, have you seen any giant pre-historic flying creatures around here?
- The best way to avoid the Sequel Police is to exit your pod and walk immediately to the far West side of the butte. After a large, formidable shadow passes over the ground, walk back to the pod and take the stairway down. There's a mama of a pterodactyl I just wanted to give you a lift.

I've fallen into a giant bird's nest. How do I get out before I'm lunch?

- There's a hole at the bottom right side of the nest. Click the WALK cursor on the hole to escape.
- By the way, did you search the Sequel Police officer's body? Click the HAND cursor on the body.
I've escaped the pterodactyl nest, only to be captured by a bunch of scorned women. Is there any way out of this?

The Latex Babes have fled, and I'm about to become a slug snack. Is this the end?

I zapped the slug, but it just made him mad. How do I finish him off?

The Sea Slug's maw animation was worked out in early pencil drawings.
I've escaped the pterodactyl nest, only to be captured by a bunch of scorned women. Is there any way out of this?

- Those scorned women are the famed Latex Babes of Extros. You have one of them at the altar in a future game, and they never forget a grudge.
- I'm afraid there's no way out of this one, you'll have to go with them.
- Wait 'til they tell you to get in the tub, then click the WALK cursor on the hatch.

The Latex Babes have fled, and I'm about to become a slug snack. Is this the end?

- Not if you can reach that button...
- When the slug's sticky tentacles are wrapped around your legs, click the HAND cursor on the button on the arm of the chair.
- It's at least you don't succeed... do it again!

I zapped the slug, but it just made him mad. How do I finish him off?

- Didn't you see JAWS?
- See those air tanks to the right of your chair? Grab one and feed it to him.
- Click the HAND cursor on the air tank nearest you, then click the TANK cursor on the slug's mouth.

The Sea Slug's maw animation was worked out in early pencil drawings.

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The Latex Babes have gone shopping, and I'm wandering around the mall. It's a cool enough place, but I'm not feeling very heroic. Is there something I should be doing?

- Well, you don't look very heroic in your bare feet and cut-offs — don't you think you ought to get some new clothes?
- From the top of the escalator, go West on the walkway. Stop at the Big and Tall Alien store and talk to the clerk. He's got just what you need.

This automatic walkway is too slow. Can I make it go faster?

- Click the WALK cursor on the place you want to move to, or use the direction keys. Look at Roger go!
- If Roger is walking in place, you're trying to walk in the wrong direction.

I'm wearing my Generic Space Hero suit, but I don't have enough Buckazoids to buy anything else. What's next?

- Did you get the ATM card?
- The Autobucks card the babes dropped at the top of the escalator — you picked it up, right?
- No! Well, go back to the escalator and get the ATM card. Don't worry, it's still there. Now all you have to do is find an Automatic Teller Machine.

Excuse me, is there an Automatic Teller Machine around here anywhere?

- Right next to the software store.
I found the Automatic Teller Machine, but it won't let me use my card. How do I make it work?

The cute alien girl asked me to go skating with her. Where can I rent some skates?

I know I need to buy some things, but I don't have enough money. Where can I pick up a few quick Buckazoids?

Vohaul's speech would be animated.

How am I supposed to earn money when I keep getting fired?

Can I buy anything at the software store?

Do I need anything from Radio Shock?
I found the Automatic Teller Machine, but it won't let me use my card. How do I make it work?

- Your card? That's not your card — it's Zandra's card. Why, you don't look anything like Zandra. You can't even fool me — did you really think you'd be able to fool that machine?
- You'll need a clever disguise.
- Visit the Women's Clothing Store, and talk to the clerk. She'll be more than happy to assist you.
- Now go back to the Automatic Teller Machine and Clean House.

The cute alien girl asked me to go skating with her. Where can I rent some skates?

- Oh, she did not!
- You're doing it again...
- Why are you still reading this? All the cute alien girls in this game are off skating with cute alien boys. Grow up, Rog! You've got a planet to save!

I know I need to buy some things, but I don't have enough money. Where can I pick up a few quick Buckazoids?

- Have you considered getting a job? Somebody around here is bound to need a janitor, or something.

How am I supposed to earn money when I keep getting fired?

- All these years as a space hero haven't really prepared you for the working world, have they, Roger? Oh well, you only needed another $21.00, anyway.
- You couldn't even manage 21 burgers? Boy, you're worse off than I thought. Have you tried going back and begging for another chance?
- Go back to Monolith Burger and apply for a job again. As long as you didn't earn more than $34.00 the first time, he'll hire you back.

Can I buy anything at the software store?

- Sure you can — if you have enough Buckazoids.
- The only thing you need is the Space Quest IV hint book from the bargain bin.
- Yeah, I know this is the Space Quest IV hint book! Just pretend, okay?

Do I need anything from Radio Shock?

- There is an item you'll need, but you may not know what it is yet.
Okay, this is my second trip to the mall. Now do I need anything from Radio Shock?

I've been reading the Space Quest IV hint book. It's been very entertaining, but it hasn't helped me yet. Is there any useful information in it?

I'm at the Women's Clothing store. The clerk seems eager to help me — is there something I need here?

I'd really like to waste some time and buckazoids at the arcade. Can I do that without getting shot?

Where can I change out of this ... uh ... disguise?

I've done and seen everything I can at the Galaxy Galleria Mall. How do I get out of here?
Okay, this is my second trip to the mall. Now do I need anything from Radio Shack?

- Are you telling the truth? Is this really your second trip to the mall? Or are you reading hints you don't really need yet? I want you to think very carefully about this before reading any further. This might be one of those trick questions — wouldn't that make you feel foolish?
- Last chance.

Okay, if you're really at the mall again, then you must have an idea of what you need. In order to use your Pocket Pal in the Super Computer terminal back on Xenon, you need an adapter — but not just any adapter.

While looking at the Super Computer terminal, you need to pay special attention to the shape and pin configuration of the plug. At Radio Shack, look at the available adapters, and buy the one that looks like it will fit.

Now go back to the Super Computer on Xenon.

I've been reading the Space Quest IV hint book. It's been very entertaining, but it hasn't helped me yet. Is there any useful information in it?

- I beg your pardon? Oh, you mean that hint book. Yes, there's definitely something in it you'll need.
- Can't you find anything that pertains to your situation? Come on, look one more time.
- (Sigh.) It's the question about the junk pod. The last window contains part of the coordinates you'll need to get out of here.

I'm at the Women's Clothing store. The clerk seems eager to help me — is there something I need here?

- Believe it or not, yes. If you're stuck for Backazoids, you need what she's selling.
- Do you have the AutoBucks card? The ladies dropped it at the mall entrance.
- Go back and read the questions about the Automatic Teller Machine.

I'd really like to waste some time and Backazoids at the arcade. Can I do that without getting shot?

- Don't you have anything better to do?
- Until you're finished at the mall, I don't advise wandering around the arcade.
- There are only games you can play if you visit the arcade early enough. Don't waste a lot of time if you're history. Vax Astro Chicken is the first game on the list — it's a real gas!

Where can I change out of this ... uh ... disguise?

- Aw, don't go changin', you look so cute!
- Oh, alright. You left your generic Space Hero suit in the dressing room at the Women's Clothing store — maybe you should go back there and change, huh?

I've done and seen everything I can at the Galaxy Galleria Mall. How do I get out of here?

- You'll have to deal another junk pod. Have you seen one around?
- If you're really done at the mall, go to the arcade. Walk to the right rear of the room, and your change will arrive — whether you like it or not!
Help! The Sequel Police have tracked me down at the arcade — can I lose them?

I ditched the Sequel Police at the arcade, but they always catch up to me sooner or later. Where can I hide?

I've out-foxed the Sequel Police once again, but now I'm at a loss. What should I do?

I'm in the stupid timepod. Where else can I go?

Wow, déjà vu! I'm back at Ulence Flats, and it's in AGI! Can I get into Droids B Us?

Every time I try to explore this lovely low-res landscape, I get zapped. What should I do?

I went to the bar, but I got tossed out on my ear (so to speak) by the Monochrome Boys. Am I here for a reason?

I got rid of the Monochrome Boys, but there's nothing much else going on around here. If I hang around too long, they're bound to come back, right? What do I need to do before I can get the heck out of here?

I think I'm done at Ulence Flats. Where do I go from here?
Help! The Sequel Police have tracked me down at the arcade — can I lose them?

- Your future was bound to catch up with you, Rog. You're going to have to outsmart them again. This is going to take some clever maneuvers — think you're up to it?
- First, get out of the arcade without getting shot.
- When the S.P.'s arrive, you should be standing in the right rear of the room. Move the cursor to the front (bottom right) of the screen and click the WALK cursor as soon as you have control again.

I ditched the Sequel Police at the arcade, but they always catch up to me sooner or later. Where can I hide?

- Come now, did you really think it was going to be that easy? They're armed! You're going to have to make it difficult for them to get a shot at you.
- Even tried to shoot somebody in Zero-G?
- Skate-o-Rama? What a great idea! You're a genius, Rog. Now, get out there and keep moving.

I've out-foxed the Sequel Police once again, but now I'm at a loss. What should I do?

- Bring back to the arcade and steal their locomotive.

I'm in the stupid time pod. Where else can I go?

- If you've been a good little adventurer, you have the coordinates you need for your next stop.
- The first half is in the Space Quest IV hint book. Look for the question identical to the one above.
- The second half is on the gum wrapper which I hope you lifted from the Sequel Policeman's body back in the prehistoric past.

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Wow, déjà vu! I'm back at Ulence Flats, and it's in AGI! Can I get into Droids B Us?

- No. Droids B Us is closed, and so is Tiny's. The only place you need to go is the bar.

Every time I try to explore this lovely low-res landscape, I get zapped. What should I do?

- Don't go out there!
- The only place you need to go is the bar.
- So go there already!

I went to the bar, but I got tossed out on my ear (so to speak) by the Monochrome Boys. Am I here for a reason?

- Ringer, it's time you stood up for yourself. Go back in there and... well, may be that isn't such a good idea. Just do what any other red-blooded space hero would do — get even.
- See those motorcycles? Okay, take a deep breath and click the HAND cursor on them. (Hee, hee.)

I got rid of the Monochrome Boys, but there's nothing much else going on around here. If I hang around too long, they're bound to come back, right? What do I need to do before I can get the heck out of here?

- Now that they're out of the bar, you can go back in. There's something in there you're going to need.

I think I'm done at Ulence Flats. Where do I go from here?

- Head back to Xenon. You do have the coordinates, don't you?
- The coordinates were on the screen when you first entered the pod back on Xenon. If you didn't write them down, you're out of luck, pal.
I can’t get back to my timepod—the Monochrome Boys keep killing me!

- Artist’s concepts of Roger’s future wife.

BACK ON XENON AGAIN

I’ve landed back on Xenon. Can I get inside the dome? Do I even want to?

- I’m in a tunnel. When I try to walk to the other end, I get fried. Is there a way through here?
I can't get back to my timepod—the Monochrome Boys keep killing me!

- Use the mouse or arrow keys to dodge. Yeah, GOOD LUCK!

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**BACK ON XENON AGAIN**

I've landed back on Xenon. Can I get inside the dome? Do I even want to?

- Yeah, you want us. You're going to have to get past that locked door though. Hmm... do you have the lock-picking kit?
- Wait, there's no lock-picking kit in this game—I must be thinking of Quest for Glory. Well, what else do you have that might be useful here?
- A blowtorch? No, that's not it. A jar of acid? Hey, it's crazy, but it just might work.
- Pour the acid on the lock, choose the jar from your inventory window, then click the PAR cursor on the door. Click the HAND cursor on the door to open it.
- You do have a jar of acid, don't you? You remember, the green goo in the sewer? If you don't have it, you'd better go and get some now.
- Find your way back into the sewer, then refer to the question about the sewer on page 19.
- To get down to the street, see the question on that subject, page 11.

I'm in a tunnel. When I try to walk to the other end, I get fried. Is there a way through here?

- This is a test! How resourceful are YOU? It's time to review the items in your inventory.
- The items you'll need to get through this tunnel are: 1) A book of matches, 2) An old cigar butt and 3) A bean. The first two can be found in this game. The third is located between your ears (we're counting on this). 
- Okay, choose the matches from your inventory window. Click the MATCHES cursor on the cigar butt. Now select the cigar butt from the window. Click on OK.
Uh... I don't want to sound like a dork, but where do I get the cigar butt?

I can see the laser beams, but I still can't walk through them without killing myself. Is this a trick?

I made it through the tunnel, but I keep getting zapped by Security Droids. How can I avoid them?

I went through the tunnel, looked at the terminal, and got back out alive. Is there anything else I need to do here?

I bought this PocketPal™ adaptor thing — what do I do with it?

Later color versions of the Monochrome Boys stayed true to the original sketches shown here.
Uh... I don't want to sound like a dork, but where do I get the cigar butt?

- You dork, the manager of Monolith Burger threw it at you right after he fired you. It's laying at the end of the Galaxy Gallera walkway in the escalator area.

I can see the laser beams, but I still can't walk through them without killing myself. Is this a trick?

- This is where the grey matter comes in. See the keypad on the wall? Click the EYE cursor on the keypad to get a closeup view. Now look at the angles of each set of laser beams. The object is to enter the correct rotation angle for each set, in order to place each in a straight up and down position.
- With this accomplished, you can walk through the tunnel un molested.

Later color versions of the Monochrome Boys stayed true to the original sketches shown here.

- All that stuff about rotation angles just too confusing? Okay, I'll give you the first one to get you started. With the beams in the initial position (before you made any attempts to adjust them), and the flashing bar in the top window, press 156 on the keypad, and press ENTER. The first set of beams will rotate to the desired position.
- The second set of beams can be adjusted from the initial position by entering 924 into the keypad.
- To adjust the last set of beams from the initial position, enter 108 into the keypad.
- If you've already adjusted the beams to the wrong angles, use the keypad to enter multiples of 12 until the beams are in the correct position.

I made it through the tunnel, but I keep getting zapped by Security Droids. How can I avoid them?

- At this point, you need to get in and get out, stopping only for a bit of information.
- At intervals along the walkways, are a series of small boxes; these are terminals for VDaul's Super Computer. Click the EYE cursor on the first terminal you see upon entering this area. You'll get a close up view of the terminal, and you should study it carefully. I suggest making a sketch — you'll need to remember what it looks like. Then get the heck out of there.

I went through the tunnel, looked at the terminal, and got back out alive. Is there anything else I need to do here?

- Now you need an adaptor to make your Pocket Pal™ work with the Super Computer's terminal. Where might you go for a nifty electronic gadget like that?
- Radio Shock! Jump in your timepad and head back to the Galaxy Gallera mall.
- Now see the question about your 'second trip' to the mall, on page 18.

I bought this Pocket Pal™ adaptor thing — what do I do with it?

- Adapt your Pocket Pal™, of course!
- Choose the adaptor from the inventory window. Click the ADAPTOR cursor on the Pocket Pal™.
My PocketPal™ won't work. What am I doing wrong?

- Any other brilliant ideas?

I plugged in my PocketPal™, and Sludge Vohaul showed up. Did I do something wrong?

Roger's trip through the timestream required some creative perspective tricks on artists' parts.

I'm wandering around inside Vohaul's Super Computer. Where should I go?

- I found a door with a keypad on it. I think this is the Programming Chamber, but what's the code?

I'm in the Programming Chamber, and all I can see is a lot of strange symbols on my screen. What am I supposed to do here?
My PocketPal™ won't work. What am I doing wrong?
- It's only a terminal - it won't work by itself. You'll have to find a computer to plug it into.
- Plug your PocketPal into the Super Computer terminal inside the dome.
- Choose the laptop from the inventory window, then click the LAPTOP cursor on the Super Computer terminal. This will allow you to monitor the movements of the Security Droids. Nervous Don't try to click the LAPTOP cursor on the close-up view of the terminal.
- The flashing gray rectangle fuses your the flashing blue or green octagon is a Security Droid. Click the HAND cursor on the POWER button to exit this view and continue along the walkway, avoiding the path of the droid.
- The Security Droids travel along a predetermined path until they detect your presence and start to move for disposal. This is a real and terrifying situation. Keep trying until you reach the Programming area - that's where the real fun begins.

My PocketPal™ won't work, and the above answer didn't help me. Any other brilliant ideas?
- Boy, you're really in trouble. Well, the way I see it, you have one of two problems: either you've never bought the right adapter at Radio Shack.
- Secondly, the PocketPal needs power. Do you have a battery?
- Don't give up yet - maybe you just don't know what you have. Look closely at your inventory items.
- If you still can't find a battery, I must conclude that you haven't shared the hate. See the question about the rabbit on page 27.
- If you have the rabbit, click the EYE cursor on him. See the battery? Now click the HAND cursor on the battery. The battery will become a separate inventory item. Choose the battery from the window, and click the BATTERY cursor on the PocketPal™.

I plugged in my PocketPal™, and Sludge Vohaul showed up. Did I do something wrong?
- No. Just pay attention to what he says. and continue on your way.
- He's got your son, Roger. You're going to have to rescue him.

Roger's trip through the timstream required some creative perspective tricks on artists' parts.

I'm wandering around inside Vohaul's Super Computer. Where should I go?
- Find your way to the Programming Chamber.
- Use the map in the back of this book.

I found a door with a keypad on it. I think this is the Programming Chamber, but what's the code?
- You're right, it's the Programming Chamber. The code is in the hint book.
- Look under the question that begins with "I'm in a strange room inside the Super Computer..."
- You don't have the Space Quest 4 hint book. You were supposed to buy it at the Software store.
- The code is 09-6584-74-69.

I'm in the Programming Chamber, and all I can see is a lot of strange symbols on my screen. What am I supposed to do here?
- That depends... are you feeling brave? More importantly, have you saved your game lately?
- This is the place where you can really get things moving, if you know what I mean.
- You can disable the Security Droids by clicking on the DROID icon and dragging it into the toilet. This will make it a lot easier to get around in the Super Computer.
- To format Vohaul, click on the BRAIN icon and drag it into the toilet.
- Now the master's running. Run - hurry up and rescue Roger Jr!
I can't find Roger Jr! Where are they keeping him?

I've found Roger Jr., but these orbs keep shooting at me. How do I help him?

I've reached Roger Jr. only to find him possessed with Vohaul! What now?

I fought Roger Jr./Vohaul, and he's stuck in the beam again. How can I get Roger Jr.'s disk back?

I've got the disk, now what do I do with it?

---

**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 our story begins, Roger finds himself back on his home planet, Xenon, sometime in the future.

**On the Streets of Xenon**
I can’t find Roger Jr! Where are they keeping him?
- He’s in Vohaul’s chamber.
- Use the map in the back of this book.

I’ve found Roger Jr, but these orbs keep shooting at me. How do I help him?
- Have you started the formatting sequence?
- Find the Programming Chamber and start the formatting sequence. When you’ve done that, the orbs won’t shoot at you.

I’ve reached Roger Jr. only to find him possessed with Vohaul! What now?
- You have to get that disk back into the drive. Before the formatting sequence is over!
- Roger Jr/Vohaul threw the disk containing Roger Jr.’s essence over the edge of the platform. You have to retrieve that disk and put it back into the drive!
- You’re going to have to fight Roger Jr/Vohaul, and win. Use the mouse or Arrow keys to fight him.

I fought Roger Jr/Vohaul, and he’s stuck in the beam again. How can I get Roger Jr.’s disk back?
- See that ladder on the left side of the platform? Use it.
- Click the HAND icon on the ladder.

I’ve got the disk, now what do I do with it?
- Put it in the drive!
- Choose the disk from your inventory window, then click the disk cursor on the disk drive.
- Now click on BEAM UPLOAD to upload Vohaul into the Super Computer. Click on DISK UPLOAD to upload Roger Jr. into the computer.
- Select Roger Jr. from the list and click on BEAM DOWNLOAD. Roger Jr. will be downloaded to his body, and Vohaul will be formatted in the Super Computer.
- Now sit back and watch the touching ending.

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 our story begins, Roger finds himself back on his home planet, Xenon, sometime in the future.

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 house, and click the HAND cursor on the rope.
- Walk two screens West. 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 Pocket Pals inside.
- Walk one screen North. Click the EYE cursor on the large object on the street corner. Click the EYE cursor on the hole on the side of the tank. DON’T take the unstable substance.
- Walk two screens East to the opposite street corner. Click the HAND cursor on the sewer grate until you find one you can open. Roger will climb into the sewer.
IN THE SEWER

- Click the EY€ cursor on the items on the desk. Click the HAND cursor on the desk blotter. Watch the holographic message, then click the HAND cursor on the empty jar to take it.
- Click the HAND cursor on the door on the left side of the room. Click the WALK cursor on the doorway to exit the room.
- Select the jar from the inventory window. Click the WALK cursor on the tunnel floor on the left side of the room. Change screens and click the WALK cursor on the South tunnel floor. When the image starts to zoom from the up-screen vent, activate the JAR cursor. Wait for the shuttle to get close to you, and then close, and click the JAR cursor on the shuttle to scoop some up. Click the WALK cursor down-screen to avoid the shuttle.
- When you come to the tunnel intersection, move one screen West. Click the HAND cursor on the ladder to climb it.
- Wait until the shuttle lands on the street, and watch the Sequel Police disembark. When they are out of sight, click the WALK cursor on the street to exit the sewer.
- Arriving at the street corner, move one screen East. When you see the shuttle, click the HAND cursor on the opening below the landing gear to climb into the compartment.

IN THE LANDING BAY

- When Roger exits the shuttle in the landing bay, walk one screen West of the shuttle. When the second tinepod appears, wait for the pilot to exit and walk up-screen. Click the HAND cursor on the pod to climb into it.
- Write down the six-digit code on the keypad display. These are the coordinates you'll need to return to Xenon later. Follow the computer prompts to complete the U.F.F.P.P. sequence.
- Punch any six digits into the keypad, and press ENTER. Punch in six more, and press ENTER again.

ON ESTROS

- After the time warp sequence, click the HAND cursor on the red switch to the left of the pilot's seat to exit the tinepod.
- After exiting the timepod, walk one screen West. Wait for the pterodactyl shadow to pass overhead, and walk one screen East. Now walk one screen South. Down the steps.
- After you land in the pterodactyl's nest, wait for the Sequel Policeman to land. Click the HAND cursor on the body to search him. Click the WALK cursor on the hole in the lowest right side of the nest to exit.
- When the sequa Babies arrive, wait for them to prompt you, then click the WALK cursor on the submarine hatch to get in.
- Watch the short program-controlled sequence until the Luxe Babies Bee the giant sea slug. When the slug wraps his tentacles around your legs, click the HAND cursor on the red button on the left chair arm.
- When Roger stands up, click the HAND cursor on the air tank on the right (the closest to Roger). When Roger picks one up, wait until you have control of the program again, then click the TANK cursor on the slug's mouth.

AT THE GALAXY GALLERIA

- Wait for the Babes to leave, then click the HAND cursor on the Autobucks card they dropped. Get on the automatic walkway heading to the right, and stop at the Autobucks machine to the left of the software store. Select the Autobucks card from the inventory window, and click the CARD cursor on the machine.
- After you fall the identification test, get back on the walkway heading West, and get off at the Big and Tall store. Click the TALK cursor on the clerk. When you're dressed again, choose the Breezoid from your inventory window. Click the BREEZOYD on the clerk to pay him.
- Get back on the walkway heading West, and get off at Monolith Burger. Click the TALK cursor on the manager, and apply for a job when you're prompted. Complete the arcade sequence, or just skip it if you don't mind missing the extra points.
After you're fired, get on the walkway heading East. When you come to
the escalator area, click the HAND cursor on the cigar butt at the end of
the walkway.

Walk across the escalator platform and get on the walkway heading West.
Stop at the women's clothing store to stir the first store on the left and click
the TALK cursor on the clerk.

When you're all "dressed" up, select the Buckaizord from the inventory
window and click the BUCKAZOID cursor on the clerk to pay here.

Exit the women's clothing store and get on the walkway heading West.
Cross the escalator platform, and get on the walkway heading East. Stop
at the AutoBucks machine to the left of the software store. Select the
AutoBucks card from the inventory window, and click the CARD cursor
on the machine. Click on Clean House.

Continue heading West on the walkway until you can cross to the opposite
walkway. Head East and return to the escalator platform.

Get on the walkway heading West, and return to the women's clothing
store. Go back into the dressing room and change into your Generic Space
Hero suit. Exit the women's clothing store and get on the walkway
heading West.

Cross the escalator platform and get on the walkway heading East. Stop
at the software store. Click the HAND cursor on the Bargain Bin on the
left. Click the EYE cursor on the various packages. Use the HAND cursor
to move the packages around.

When you find the Space Quest IV Hint Book, click the EYE cursor on
the package. Click on KEEP. Select the Buckaizord from the inventory
window, and click the BUCKAZOID cursor on the clerk to pay him.

Exit the software store and go East to return to the escalator platform.

Get on the walkway heading West. Stop at the arcade. Walk to the right
rear of the arcade. When the Sequel Police arrive, click the WALK cursor
at the bottom right side of the screen.

Get on the walkway heading West. Change screens and stop at the center
platform in front of the women's clothing store. Cross the walkway and
walk down the stairway.

When you enter Skate-O-Rama, avoid the laser blast and swim up into
the dome. Change screens and swim West. Dodge the Sequel Police, and
swim down East on the West stairway, and get on the walkway heading
East. Continue until you reach the arcade again.

Enter the arcade and click the HAND cursor on the timepod. Once inside,
write down the coordinates on the display. These are the coordinates
you'll need to return to the mall later.

Open the inventory window and click the HAND cursor on the Space
Quest IV hint book. Find the question about the "stupid timepod," and
click on the last answer. Write down the three digits displayed there. Exit
the hint book, and click the HAND cursor on the gun wrapper. Write
down the three digits displayed there.

Using the timepod's keypad, enter the three digits you found in the hint
book, followed by the three digits you found on the gum wrapper. Press
Enter.

ON ULENCE FLATS

After you exit the timepod, walk one screen south and enter the bar. Click
the TALK cursor on the man sitting at the bar.

After they throw you out, click the HAND cursor on the motorcycles.
Watch the program's controlled sequence. When Roger emerges from his
hiding place, return to the bar and click the EYE cursor on the bar. Click
the HAND cursor on the book of matches lying on the bar. Exit the bar.

Return to the timepod and enter the coordinates for Xenon.
BACK ON XENON

- Exit the timepod and walk two screens East. Use the [0 of acid] on the door lock and click the HAND cursor on the tunnel door. Select the matches from the inventory window, and click the MATCHES cursor on the catch bin. Click on OK.
- Click the EYE cursor on the keypad on the East wall of the tunnel. Using the close-up keypad, press 1 2 6, then press ENTER. Press 1 0 8, then press ENTER. Press OK to exit this view.
- Click the WALK cursor on the far end of the tunnel to proceed.
- Exit the tunnel to the North. When you change rooms, you’ll be inside Volshall’s Super Computer. Click the EYE cursor on the nearest terminal (the terminals are small boxes along the walkway — the nearest one is just ahead of you on the left). Take careful note of the appearance of the close-up view of the terminal (suggest drawing a sketch). Quickly return to the tunnel.
- Exit the tunnel to the South, and return to the timepod. Enter the coordinates for the Galaxy Galleria Mall.

BACK AT THE GALAXY GALLERIA MALL

- After you exit the timepod, enter the arcade and toss the walkway heading East. Walk three screens East and enter Radio Shack.
- After the Friends’ Salebot greets you, click on Electronics, Gadgets, Computers. Proceed to the PocketPall™ Adaptor section, and purchase the adaptor that matches the terminal plug in the Super Computer. Exit Radio Shack and walk three screens West to the arcade.
- Enter the arcade and click the HAND cursor on the timepod. Enter the coordinates for Xenon.

BACK ON XENON (ONE MORE TIME)

- Exit the timepod, walk two screens East, and click the HAND cursor on the tunnel door.
- Once inside the tunnel, open the inventory window and click the EYE cursor on the bunny. Click the HAND cursor on the bunny’s battery, then select the battery. Click the BATTERY cursor on the PocketPall™ laptop terminal.
- Select the adaptor from the inventory window, and click the ADAPTOR cursor on the PocketPall™ laptop terminal. Select the PocketPall™ and click on OK.
- You are now ready to enter the Super Computer. Exit the tunnel to the North. Click the LAPTOP cursor on the nearest terminal. Note the location of the Security Droid. Click on the POWER button to exit this view.
- Walk one screen North, then one screen West. Click the LAPTOP cursor on the terminal at the top of the stairs. Again, note the location of the Security Droid. Click on the POWER button to exit this view.
- Take the left stairway down to the next screen, wait for the droid to appear on the right, then quickly walk North again to the top of the stairway. From here walk one screen East, one South, and then proceed West until you come to a large door. This is the Programming Chamber.
- Open the inventory window and click the HAND cursor on the Space Quest IV hint book. Find the question about the “Programming Chamber”, and click on the last answer to reveal a code. Click the EYE cursor on the keypad on the Programming Chamber door. Enter the code found in the hint book into the keypad. The correct code is 6965847689.
- Place the HAND cursor on the SECURITY DROID icon. Hold down the left mouse button and drag the DROID near to the top-right corner of the screen, then release the mouse button. This will disable the Security Droid in the Super Computer.
- Next, place the HAND cursor on the BRAIN icon. Hold down the left mouse button and drag the BRAIN icon to the top-left corner of the screen, then release the mouse button. This will initiate the formatting sequence that will destroy Volshall.
Original concept for Latex Babes' space cruiser.
Exit the Programming Chamber, and click the LAPTOP cursor on the first terminal you see. Watch the programmed sequence, then click on the POWER button.

Walk three screens East, one screen North, then one screen West to the stairway. Take either stairway down, and proceed West to the glass elevator. Arriving at level 3, walk one screen North, one screen East, then North into Vonhal's chamber.

Walk toward the edge of the platform; a bridge will extend to Roger Jr.'s platform. Walk across the bridge. After Roger Jr. throws the disk over the edge of the platform, use the mouse or Arrow keys to fight Roger Jr. and force him back into the beam.

When Roger Jr. is caught in the beam again, click the WALK cursor on the ladder on the left side of the platform to climb down. When you come back up, select the disk from your inventory window. Click the DISK cursor on the disk drive. A menu will appear. Click on BEAM UPLOAD to upload Vonhal into the Super Computer. Click on DISK UPLOAD to upload Roger Jr. into the Super Computer. Click on Roger Jr.'s name, then on BEAM DOWNLOAD. Roger Jr. will be downloaded into his body, and Vonhal will be formatted.
Access to these rooms depends on where you entered from.

Estros Buttes Area
<table>
<thead>
<tr>
<th>Points List</th>
<th>SUPER COMPUTER</th>
</tr>
</thead>
<tbody>
<tr>
<td>XENON STREET</td>
<td></td>
</tr>
<tr>
<td>SEWER</td>
<td>ESTROS</td>
</tr>
</tbody>
</table>
## Points List

### XENON STREET

<table>
<thead>
<tr>
<th>Task</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get PocketPal</td>
<td>5</td>
</tr>
<tr>
<td>Get Rope</td>
<td>5</td>
</tr>
<tr>
<td>Hide From Security Drone</td>
<td>5</td>
</tr>
<tr>
<td>Catch Rabbit With Rope</td>
<td>10</td>
</tr>
<tr>
<td>Get Ordnance</td>
<td>25</td>
</tr>
<tr>
<td>Return Ordnance</td>
<td>20</td>
</tr>
<tr>
<td>Open Grate And Go Underground</td>
<td>5</td>
</tr>
<tr>
<td>Climb Out Manhole (from sewer)</td>
<td>3</td>
</tr>
<tr>
<td>Escape in Sequel Police Shuttle</td>
<td>5</td>
</tr>
</tbody>
</table>

### SEWER

<table>
<thead>
<tr>
<th>Task</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get Jar</td>
<td>5</td>
</tr>
<tr>
<td>View Hologram</td>
<td>10</td>
</tr>
<tr>
<td>Scoop Slime</td>
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### SUPER COMPUTER

<table>
<thead>
<tr>
<th>Task</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Take Timepod</td>
<td></td>
</tr>
<tr>
<td>Pour Acid In Door Lock</td>
<td>10</td>
</tr>
<tr>
<td>Use Cigar And Matches</td>
<td>10</td>
</tr>
<tr>
<td>Align Laser Beams</td>
<td>15</td>
</tr>
<tr>
<td>Install Plug On PocketPal</td>
<td>3</td>
</tr>
<tr>
<td>Extract Battery From Rabbit</td>
<td>5</td>
</tr>
<tr>
<td>Install Battery To Pocket Pal</td>
<td>7</td>
</tr>
<tr>
<td>Use Pocket Pal in Super Computer</td>
<td>10</td>
</tr>
<tr>
<td>Find Programming Chamber</td>
<td>10</td>
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<tr>
<td>Find and Open Programming Chamber Door</td>
<td>10</td>
</tr>
<tr>
<td>Flash Brain</td>
<td>15</td>
</tr>
<tr>
<td>Flush Droids</td>
<td>5</td>
</tr>
<tr>
<td>Get To Vaulat's Chamber After Bashing Brain</td>
<td>5</td>
</tr>
<tr>
<td>Get Disk</td>
<td>5</td>
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<tr>
<td>Insert Disk In Drive</td>
<td>5</td>
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<tr>
<td>Download Jr. Into Body</td>
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<tr>
<td>Formatting Over Vaulat</td>
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### ESTROS

<table>
<thead>
<tr>
<th>Task</th>
<th>Points</th>
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<tbody>
<tr>
<td>Get Paper With 1/2 Code From SP</td>
<td>5</td>
</tr>
<tr>
<td>Zap Tentacles</td>
<td>5</td>
</tr>
<tr>
<td>Get Air Tank</td>
<td>5</td>
</tr>
<tr>
<td>Throw Tank Into Slug's Mouth</td>
<td>5</td>
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</tbody>
</table>
Location of Objects

<table>
<thead>
<tr>
<th>Objects</th>
<th>Where Found</th>
<th>Where Used</th>
</tr>
</thead>
</table>

MALL

ULENCE
### MALL

<table>
<thead>
<tr>
<th>Object</th>
<th>Where Found</th>
<th>Where Used</th>
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</thead>
<tbody>
<tr>
<td>Get ATM Card</td>
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</tr>
<tr>
<td>Buy Pants</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Get Jobs At Mochi Burg</td>
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<td></td>
</tr>
<tr>
<td>Buy Dress and Wig</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Get Cigar Butt</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Get Money From ATM</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Get Normal Clothes Back On</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Buy Plug</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Buy Hmibook</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Escape mall after SP chase</td>
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</table>

### ULENCE

<table>
<thead>
<tr>
<th>Object</th>
<th>Where Found</th>
<th>Where Used</th>
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<tbody>
<tr>
<td>Use Ulenence Code</td>
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</tr>
<tr>
<td>Kick Bike</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Get Matches</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Evade Bike</td>
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| TOTAL                    |             |            |
First sketches of Roger's reunion with his son.

HINT BOOK ORDER FORM

<table>
<thead>
<tr>
<th></th>
<th>PRICE</th>
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<tbody>
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<td>King's Quest I</td>
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<td></td>
</tr>
<tr>
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