

SPACE QUEST® 6

ROGER WILCO™

IN
THE SPINAL FRONTIER

833294330/5329150



S I E R R A

<http://www.replacementdocs.com>

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GAME INSTALLATION // // // // // // // //

WINDOWS INSTALLATION

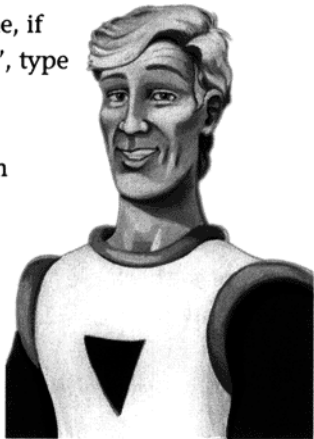
1. Place the *Space Quest 6* CD into your computer's CD drive.
2. Start Windows.
3. Click on [File].
4. Select [Run].
5. At the Command bar, type the letter of your CD drive, followed by “:\Setup.exe”. Click on OK or press [Enter]. For example, if the letter of your CD drive is “D”, type “D:\Setup.exe” and click on OK or press [Enter].
6. Follow the on-screen installation instructions.
7. Be sure to check the “Readme” file for the latest information.

Windows is a trademark of Microsoft Corporation.

GAME INSTALLATION // // // // // // // //

DOS INSTALLATION

1. Place the *Space Quest 6* CD into your computer's CD drive.
2. Type the letter of your CD drive, followed by a colon. For example, if the letter of your CD drive is "D", type "D:". Press [Enter].
3. Type "Install" and press [Enter].
4. Follow the on-screen installation instructions.
5. Be sure to check the "Readme" file for the latest information.



PLAYING SPACE QUEST 6 *////*

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

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

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

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



THE INTERFACE

THE ICON BAR

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

FEET



Walk

EYES



Look

HANDS



Take, give, or otherwise manipulate

MOUTH



Talk

HELP



If you don't know, push this button

These are also available from the icon bar.

POCKETS INVENTORY

CONTROL GAME CONTROLS

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

THE CURSOR

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

INVENTORY

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

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

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

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

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

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

GAME CONTROLS

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

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



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

SCROLLING

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

GAME STRATEGY

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



TECHNICAL SUPPORT // // // // // // // // // // //

Technical assistance is only a phone call away. Direct your inquiries to the Technical Support department if your question is about hardware and software compatibility specific to Sierra games (e.g. sound card configuration or memory management). For our 24-hour automated Technical Support, call (206) 644-4343. If you prefer, you may request assistance by facsimile; the U.S. fax number is (206) 644-7697.

SIERRA ON-LINE TECHNICAL SUPPORT

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Fax: (408) 644-2018

HINT LINE

For just 75¢ per minute get game hints to get you out of a jam. You must be at least 18 years of age or have your parents' permission to use this service. The Hint Line phone number is (900) 370-5583. The Canadian Hint Line Service is \$1.25 (Canadian) per minute. The Canadian Hint line phone number is: (900) 451-3356.

Or, you can order most Sierra Hint Books for just \$9.95 to \$14.95 each (plus shipping) by calling Sierra's Direct Sales during

regular Pacific Standard Time business hours. You can also find Hint Books at better software retailers and select bookstores.

Sierra Hint Books offer you a complete guide for the total Sierra game playing experience. You'll find out how to get the most out of your game. You'll find clues, tips, inside information, and expand your game enjoyment and experience.

BULLETIN BOARD SERVICES

The Sierra Bulletin Board phone number is (206) 644-0112. Call Sierra's own BBS with your computer modem and browse our technical knowledge database, get game hints online or download game patches and other files. You'll find the answers to the most commonly asked questions by selecting index choice #8 from the Main Menu. Set your communications program to 8 data bits, 1 stop bit, no parity. (8-1-N).

CompuServe: Join with other Sierra game enthusiasts online in Sierra's own Forum (GO SIERRA), or leave us an E-mail

message at CompuServe ID 76004,2143. Also, hints are available from other CompuServe members in the Gamer's Forum (GO GAMERS).

America Online: Type the keyword SIERRA to leave us a message, or follow the prompts to get the answers you need. This service is also available through Chicago On-Line, San Jose On-Line and other America OnLine services.

THE SIERRA NO-RISK GUARANTEE

The Promise: We want you to be happy with every Sierra product you purchase from us. Period. If for any reason you're unhappy with the product, return it within 30 days for an exchange or a full refund... EVEN IF YOU BOUGHT IT AT A RETAIL STORE. (Hardware ordered direct must be returned within ten days.)

One condition: We'd like you to tell us why you don't like the game. Your comments will help us continue to get better. Send it back to us and we promise you complete satisfaction. (If you bought it at a retail outlet, please send your original sales receipt.)

CREDITS



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Sharpei: Lucille Bliss

Docrot Beleauchs: Roger Jackson

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Djurkwhad: Joe Paulino

Manuel Auxveride: Joe Paulino

Dorff: Doug Boyd

Endodroid: Tom Chantler

Blaine Rohmer: Jarion Monroe

Pa Conshohocken: Charles Martinet

Elmo Pug: Doug Boyd

Fester Blatz: Jarion Monroe

Circuit Sydney: Doug Boyd

Sysinny: Carol Bach Y Rita

Singent Flembukit: Tom Chantler

Nigel Rancid: Tom Chantler

Ray Trace: Charles Martinet

PiTooie: Charles Martinet

Hotel Manager: Roger Jackson

Jebba the Hop: Denny Delk

Waitron: Lucille Bliss

Director: Joe Paulino

Intro voice over: Roger Jackson

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SPECIAL THANKS

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