

WELCOME TO THE WORLD
OF 3-D ANIMATED ADVENTURES

SPACE QUEST™

II

VOHAUL'S REVENGE

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Designed and Programmed
by Scott Murphy and Mark Crowe

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Sierra On-Line, Inc., P.O. Box 485, Coarsegold, CA 93614

WELCOME TO THE WORLDS OF 3-D ANIMATED ADVENTURES

A Sierra 3-D animated adventure game, simply stated, is an interactive movie where you become the main character. In this game, the main character is Roger Wilco (or any name you choose), the head (and only) janitor on Xenon Orbital Station 4.

Each 3-D animated adventure game has a main goal, and yours in Space Quest - Chapter Two is to escape the clutches of the evil Sludge Vohaul and foil his despicable plans to destroy your planet. You will need to survive many perilous escapades in order to thwart the nasty Vohaul. Your goal: to restore peace and safety to the universe once again.

It's a jungle out there, and it will take raw courage, quick wits and sheer fortitude in order to survive. So why even try? Because your planet depends on you, that's why...so get going! And good luck. The universe knows you will need it.

TIPS FOR FLEDGLING SPACE CADETS

NOTE: If you have played an animated adventure before, this section can be skipped.

If you haven't played one of Sierra's 3-D animated adventure games before, here are a few suggestions to help you get on the right track.

MOVE AROUND. Go from place to place and investigate your surroundings. Basic instructions on how to interact with this game are included on the reference card enclosed. For those who are not sure of what to do, there is a WALK THRU included at the end of this manual.

LOOK everywhere. When you travel to a new location, the first thing you should do is look around. Get a description of the general area. Often you will find clues to the game or information about objects in the scene that merit further investigation.

EXPLORE each location of the game very carefully. Search the jungles of the planet Labion, and examine the various creatures you will meet there. Probe the asteroid fortress of the vile Sludge Vohaul. Leave no space rock unturned.

DRAW A MAP that includes each place you visit, objects found, dangerous areas, and any other interesting things you may see along the way. Don't forget to revisit places from time to time. The creatures of Space Quest get around almost as much as you do.

COMMUNICATE with the various beings you meet. Some are friendly and some are wicked, but most are bound to have valuable information or objects that will help you out.

TAKE OBJECTS that you find during your voyage. Most will have a use (either good or bad) during the course of the game. It's up to you to decide which ones might be beneficial.

USE the items in your possession to solve the various obstacles you will encounter. Some problems have obvious solutions. Others will require a good imagination to unravel.

WATCH OUT. This is an extremely dangerous mission and you are an extremely klutzy janitor. Be sure to remain on your toes at all times--you don't want to end up as breakfast for a Labion terror beast.

GET WARPED! Try all kinds of actions--even crazy ones! No one ever caught a space squirrel without being a little nuts! Besides, if you do encounter trouble you can always resort back to your **RESTORE GAME** function.

TWO HEADS ARE BETTER THAN ONE. A space janitor's life can get lonely...so why not play Space Quest with a friend? It's loads of fun, and different people often come up with different ways to use items and interpret clues. Besides, two heads are better than one -- just look at the Bicranial Crudsnorter.

SAVE YOUR GAME often. In case of misfortune (such as sudden death), you won't have to start over from the beginning if you've saved your game. See your reference card for instructions on saving games.

DUMBSTRUCK? Space Quest understands a wide variety of words such as:

**CALL
EAT
HOLD
PRESS
TAKE**

**CLIMB
EXAMINE
LOOK
PUT
THROW**

**DIVE
GET
OPEN
RUB
TIE**

**DRINK
HIDE
PLAY
SEARCH
USE**

DON'T DESPAIR. If you come to an obstacle that has left you with cold feet, don't fret. Explore different areas in the game, 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 important.

If you think you've tried everything and you're still going nowhere fast...don't yank out your hair! Hint books for all of Sierra's 3-D animated adventures are available (including this one!). You can order the hint book for this game using the order form in this package. You can also get hints by calling the Sierra Customer Support Line at (209) 683-6858 or the Sierra Bulletin Board Service at (209) 683-4463. Don't feel bad, it happens to us all sometimes (just some of us more often than others).

WARNING! THE FOLLOWING DOCUMENTATION IS FOR BEGINNING ADVENTURE GAME PLAYERS ONLY. THE CONTENTS INCLUDE ANSWERS TO SOME OF THE GAME'S PUZZLES AND HINTS THAT EXPERIENCED ADVENTURERS MAY NOT WISH TO SEE. CONTINUE READING ONLY IF YOU ARE HAVING DIFFICULTY GETTING STARTED WITH SPACE QUEST II.

MASTERING THE UNIVERSE...A BEGINNER'S GUIDE TO SPACE QUEST - CHAPTER TWO

Press The Space Bar to bypass the title screen)

You begin aboard the Xenon Orbital Station 4. The computer will prompt you to enter your name (up to 18 characters). Type in your name and press Enter.

Orbital Station 4 is one of many orbiting Xenon, your home planet. It is a transfer point for travelers seeking transportation to the various planets in the Earnon system.

Press Enter.

As we begin this chapter of our story, we find you, (name), ace janitor, doing what you do best. You are currently sweeping up the decks of XOS 4.

Press Enter.

A beep emanates from your wrist watch. You release your grip on the broom.

Press Enter.

The broom floats away, never to be used again. That makes the third one this week. Wait 'til your boss finds out.

Press Enter.

Type:

LOOK AT THE WATCH

(A close-up shot of a wrist watch will appear.)

Type:
PRESS H

Your horoscope for today: Keep up the good work! Today could bring that big promotion you think you deserve! Don't take any wooden buckazoids!

Press Enter.

Type:
PRESS T

(The watch will display the current time and temperature.)

Type:
PRESS C

“(Name)! Get in here on the double! You've got a mess to clean up in the shuttle which just returned. One of the passengers got space sick on the way down. Besides, you should have been done out there an hour ago. Get a move on!”

Press F10 to exit the close-up wrist watch.

Type:
LOOK

You are working outside Xenon Orbital Station 4. This area hasn't been completed yet. You have been sent out here to remove construction debris and space dust.

Press Enter.

Now walk around with your character. Notice how your character walks upside down. Move your character to the round object at the center of the ceiling. Stand there. After a few moments, you will be transported.

You are whisked away to the airlock chamber.

Stand by for decontamination.

Press Enter.

Type:

LOOK AT THE ROOM

This is the airlock chamber. From here you can gain extra-vehicular access. Spare suits hang on the back wall. Some lockers are mounted on the side wall.

Walk to the lockers at the right side of the screen.

Type:

OPEN THE LOCKER

Type:

LOOK IN THE LOCKER

You bravely peer into the locker to find a cubix rube puzzle and your athletic supporter.

Press Enter.

Type:

TAKE EVERYTHING

Type:

CLOSE THE LOCKER

Walk over to the spacesuits against the back wall.

Type:

TAKE A UNIFORM

Type:

LOOK AT THE UNIFORM

You are attired in the smart-looking uniform of a Xenon Orbital Station employee.

Press Enter.

Walk out the door at the left side of the screen. You will be approached by a man.

"It's about time you got in here, (Name). Head for the shuttle bay on the double. I'm warning you. You're on your last leg around here, bud. One more screw-up and you're history."

Press Enter.

(He then orders the transportation officer to send you directly to the shuttle bay and nowhere else until the job has been completed.)

Press Enter.

Type:

LOOK AT THE ROOM

You are in the transportation control room of the orbital station. The room is abuzz with activity as technicians monitor XOS 4 operations. A pneumatic transport tube is accessible from the walkway above.

Press Enter.

Walk over to the men working on the consoles.

Type:

TALK TO THE MAN

"The chief's not happy with you, (Name)" the man says. "You'd better get over to the shuttle bay soon."

Press Enter.

"By the way. You still owe me 20 buckazoids. You'd best cough it up soon."

Press Enter.

Walk to the center of the platform at the left side of the room. It will transport you up to the second floor. Walk along the corridor to your right and enter the transport. It will transport you to another room.

Type:

LOOK AT THE ROOM

You are in the Orbital Station's shuttle bay. A shuttle, fresh from a passenger drop-off on Xenon, is refueling for its next trip. A pneumatic transport tube is accessible from the walkway. A refueler replenishes the shuttle's supply.

Press Enter.

Walk along the corridor to your right and go down the stairs.

Type:

LOOK AT THE SHUTTLE

The shuttle craft is your standard 10 passenger short commute vehicle. It was primarily designed to ferry people and supplies between Orbital Stations, Xenon, and other orbiting spacecraft.

Press Enter.

Walk to the shuttle craft and climb up the stairs.

You enter the shuttle and start sniffing around for the mess you must clean. You are surprised to find that the shuttle is not empty. There are two extremely ugly suckers walking toward you.

"Hey! What the (your favorite expletive here)..."

POW!! THACK!! BINCK!! THUD!!!

Your protest is cut short as two interstellar ruffians proceed to thump you unconscious. Everything fades.

Time passes...

More time passes...

A strange dream turns into the realization that you are being shaken and talked to by a voice unfamiliar to you. A dull ache triggers a distant memory of a scuffle in which you were the focal point.

Upon awakening from your forced rest, it becomes quite apparent that you aren't in Kansas, er Xenon, anymore. You find that you are being held upright and under physical restraint from both sides by, you guess, the galactic goons you met on the shuttle.

As you try to struggle free you notice that your hands are tied behind your back.

As the eyes dial into focus you make out an oddly disfigured being seated before you.

A sagging mass of flesh that appears to have been human at one time, tubes and wires extend from his body leading to machines which keep him alive. Suddenly, his visage stirs and he begins to speak.

Press Enter.

"Well, well. Did we have a nice nap? I thought we would have to resort to drastic measures to wake you. (Sigh) Oh, well."

Press Enter.

"Welcome to my humble fortress, (Name). The name's Vohaul, Sludge Vohaul. I was the genius behind the Star Generator when it was still in the concept stages."

Press Enter.

"It was to be my ultimate war weapon until some sissy pants scientists decided it would be better used saving lives rather than destroying them. What a waste of technology! Excuse me if I sound bitter."

Press Enter.

"Anyway, you ruined my Sarien operation. I was going to use the Star Generator to make Xenon pay for what they did to me. They were going to know my wrath in a big way. You somehow managed to change all that."

Press Enter.

"Oh, I suppose I should have known better than to use those mental midget Sariens. That's not the point, however. You are responsible and you shall pay. Besides, I have another plan. And you'll not be around to foil it."

Press Enter.

"I have devised a plan so horrible, so frightening, so diabolical, that no one will be able to stop me. Observe my latest creation."

Press Enter.

"I intend to infest your planet with thousands of these genetically engineered door-to-door life insurance salesmen. I will at last reap sweet revenge from the scientific community that mocked me."

Press Enter.

"My plan was to kill you but I've had a change of heart. Ha, ha, ha... Get it?" He peers down at the hoses protruding from his chest and connected to a life support system. "Forgive me. I'm a kidder."

Press Enter.

I've decided I would get much more enjoyment watching you suffer. My associates will escort you to the surface of Labion where you will perform many hours of manual labor in my mines. Be seeing you."

Press Enter.

You are injected with something which renders you unconscious and carried away to a shuttle. When you awake you look through the viewing port and see Vohaul's massive asteroid fortress.

After touching down on a giant landing platform, you are ushered to a hovercraft waiting to transport you to the mining site. Utter despair sets in.

Press Enter.

You will travel for some time on the hovercraft. After a while, a message appears.

"Uh Oh."

Press Enter.

"Oh great. I suppose we're out of fuel. Way to go, Gorf breath!"

Press Enter.

"Don't blame me. It was your turn to fill up. You're always forgetting to do it! Wait 'til the Master finds out. You're in big trouble."

Press Enter.

"Hey! Don't talk to me that way, you slime bucket! I filled it last time, dip..." The argument between the two guards is cut short as gravity reasserts itself.

Press Enter.

CRASH!

Good thing that guard broke your fall. He doesn't look too happy about it, though.

Press Enter.

Type:

LOOK AROUND

You seem to be in a rather exotic forest. The growth here is unlike anything you are used to. On the ground lies the wreckage of the hovercraft you crashed in. Nearby are the bodies of your former captors.

What a fine mess you've gotten yourself into! You'd better devise a plan and clear out of here before you end up like your flattened foes! Time is wasting...so hurry. Good luck, brave janitor.

On great, I suppose we're out of fuel. Way to go, Doc. I'm
pressing against to transport with tenet and train at night
press that is like I remember someone will look at good bearings
and bottom of the mountain. It's a good way to go, Doc. I'm
pressing against to transport with tenet and train at night

Press Enter

Don't blame me. It was your turn to fill up. You're the one
to do it. Well, in the Master's hands, you're in bad trouble.
I'll be right there. I'll be right there. I'll be right there.

Press Enter

How? Don't talk to me that way. You filled it last time.
I'll be right there. I'll be right there. I'll be right there.
I'll be right there. I'll be right there. I'll be right there.

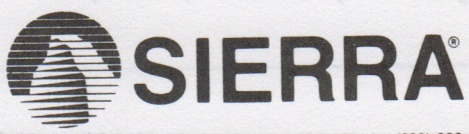
Press Enter

CRASH!
Good thing that thing broke. You're the one who's
about it. I'll be right there. I'll be right there. I'll be right there.

Press Enter

LOOK AROUND
You seem to be in a rather exotic forest. The ground here is
anything you are used to. On the ground lies the wreckage of the
however, you changed in history and the bones of your former
captors.

What a fine mess you've gotten yourself into! You'd better
plan and clear out of here before you end up like your flattened
foes! Time is wasting...so hurry. Good luck, brave adventurer!



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