



HAVING
TROUBLE
GETTING
STARTED?

DON'T GET
FRUSTRATED.
GET A CLUE!
LOOK INSIDE.



S I E R R A®

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Space Quest 6 continues the exciting intergalactic saga of Roger Wilco, hero extraordinaire. We join Roger as he is being stripped of the rank of Captain. Fortunately for Roger, he is too effective as a janitor to be jettisoned from the ship as extraneous non-recyclable waste material; he is given his prior post as Janitor Second Class. What does *Space Quest 6* have in store for Roger Wilco? Will he find true love? Will he be able to regain his command? Will he ever get those stubborn rust stains off Mr. Soylent... Well, we're not going to tell you. You have to play the game to find out!

WARNING: This document is meant for new adventurers. It offers solutions to some of the game's opening puzzles. Unless you need help getting started on *Space Quest 6*, or you'd like to see what ridiculous tips we give beginners, you shouldn't read any further.

TIPS

Be sure to read the documentation in the CD-ROM jewel case carefully. It contains important information about game installation and start-up, the player interface, and general gaming strategy.

Popular Janitronics also contains a couple of hints, but mostly it's just for fun. So just enjoy it — no assembly required!

When you can change rooms, the cursor will in most cases change to an exit arrow when it nears the edge of the screen.

If the game is running slowly, pull up the game's controls icon. Adjust the detail level down, and turn off the scrolling. This should speed up the game considerably.

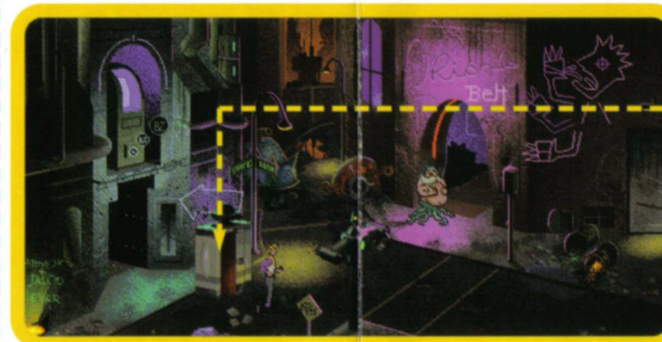
For additional help, consider buying the *Space Quest 6* Strategy Guide by calling 1-800-757-7707. There's also a Hint Hotline at 1-900-370-5583. Calls cost 75¢ per minute. In Canada call 1-900-451-3356. Calls are \$1.25 (Canadian). If you're under 18, you must have your parents' permission. For on-line support and hints, you can access Sierra's BBS through CompuServe by typing GO SIERRA. You can also access the Sierra Forum on America Online with the keyword: SIERRA.

IT'S TIME TO FLY!

Welcome to Roger's world. Here's how to get through a small part of this little byte collection we like to call a game.

1. There you are, Janitor Second Class Roger Wilco. As is evident, you're waist deep in asphite, and in need of help. Circumstances, and the general low regard you're held in by shipmates, lead you to the conclusion that there's very little hope that the bucket of PC boards and rivets at the transport console is going to help you out. You put in a few attempts at freeing yourself but find, because you've skimped so heavily in the exercise department and done quite the opposite with regard to the ordering of donuts from the replicator, you don't quite have the leverage you need. Since *Space Quest 1*, we've tried to give you at least a slight break at the beginning of the story before Roger's life hits the proverbial fan. No such luck this time.

Since it's apparent that his own acts are proving futile, the realization — after a couple of seriously blank stares — is that some assistance will be required. Below the picture on screen is a row of buttons representing acts you may wish to carry out, such as looking at things, talking to things, that sort of stuff. These are the instructions you, the player and Roger's alter ego, have to choose from. In this case, we need to have Roger's HANDs ready to grab by clicking the **HAND** cursor onto the first not-in-Kansas-anymore looking robot with legs that enters into view from the right side. Click the **HAND** cursor on him early while he's within grabbing distance and he'll supply the power necessary to extract you from



your predicament. (It may take you a couple of tries, and for some of you, even more.)

2. Once you're on your feet, you've got some checking around to do. On the very right side of the screen is a rusted out bi-pedal device known as a bicycle. Something's there that you can acquire by once again using the **HAND** cursor on the bike. If you then click on the **POCKET**, you'll see that an ID badge is now one of your possessions.

Somewhere along the main streets of Polysorbate LX a mobile photo booth will show up. Click the buckazoid from your pocket on the booth entrance and enjoy a quickie photo shoot. After emerging from the booth, you can take a look into your **POCKET** once again and you'll now see an incredibly bad photo of yourself (as Roger, of course).

3. These two items you've just acquired can be used together to make a new or altered item. Open your **POCKET** and **CHOOSE** the photo. Now, click it on the alien ID. Your not-so-lovely photo now replaces the one of the alien individual. Go upstairs in the colorful establishment of Orion's Belt and have some fun with the nitro loadies in the back booth. This same ID will also give you an extra privilege or two at the bar. You'll have to check around a bit and talk to some of the locals before its use will become truly handy.

Now, we'd suggest you check around town and find your lodgings, talk to a few folks and just generally get the lay of the place. What a little slice-o-heaven it is!