

Part:

You, Roger Wilco, are minding your own business in a bar on Magmetheus, when two cyborg hitmen enter and take you outside. There, a handheld hologram of Vohaul appears to you, saying that he's now the Supreme Being of the Universe, and only one thorn in his side needs to be removed -- you! He tells the cyborgs to kill you, but before they can do that, two complete strangers jump into the scene and rescue you. One of the strangers pulls you into an alley and then creates a space-time rip using what looks like an oversized hairdryer. Dodging return fire and only explaining that there's no time to explain, he urges you to jump into the rip. You do, and fall thru a multi-coloured limbo to... Space Quest XII??

Your only item in inventory is 59 Suckazoids.

### Space Quest XII -- Vohaul's Revenge II

You are now on the planet Xenon, but it's after the apocalypse. There are nine screens of destruction: empty streets, derelict buildings, with garbage blocking off exploration beyond the 3 by 3 square. An ominous red citadel appears to the north, but you can't get there. You start on the southern edge of the walkable area.

An old man occasionally appears; look at him to see that he's wearing an unpleasant helmet that forces his eyes open at all times. DON'T get near him, else he'll raise an alarm, and a robot drone will zap you into dust.

A pink bunny beating a drum also occasional appears. Go the southeast corner screen, TAKE THE ROPE from the debris pile, then hide behind the building and click the rope on the sidewalk. Wait for the bunny to walk over the lasso, and click the hand icon on the bunny to nab him! In your inventory screen, look at the bunny, and when his back view shows the battery in his back, use the hand icon to TAKE THE BATTERY.

In the southwest corner screen, there's a red car. Look at it, open the glove compartment, and TAKE THE PORTABLE COMPUTER. In your inventory screen, look at the PortaPal to see that it needs a battery. Put the battery in it.

In the west side screen, there's a green tank with a hole in it. Looking in the hole, you see an unstable ordnance, but don't take it -- yet.

In the east side screen, watch out for the void going too far east. That's not darkness, that's no more street! Hand click the horizontal and dirty sewer grate to go underground. If you're carrying the unstable ordnance, you'll blow up at this point, so don't be carrying the ordnance.

In the sewer maintenance room, TAKE THE EMPTY JAR. Hand click the blotter on the desk to find and push a hidden button. A hologram of Prof. Lloyd appears to tell you how the master computer went loco after an ancient copy of Leisure Suit Larry (and computer virus) were installed on it. After the computer screamed "WILCO MUST PAY!", it went on a rampage killing most of the population, and turning others into zombies like the old guy you avoided topside. You are Xenon's only hope. The only way out of this room is into the sewer tunnels; hand click the panel on the right, then walk click into the foreboding darkness.

The tunnels are 9 screens in a 3 by 3 grid; the door that closes and locks behind you is in the northwest corner screen, and the ladder to leave here is in the west side screen. Before you leave the tunnels though, you want to get a sample of the green acid-slime creature(s) that live here.

There are several vents that the slime critter might enter the corner from; you can't so much as reach the vents. The slime will attempt to follow you for a few screens, then doubles back. Walking into a screen where you know the slime to be is fatal. What you need to do is let the slime follow you, let it get close and click the jar on it. As soon as you've got the sample, run away from it ASAP! Hand click the ladder to climb outta here.

You're peering out at the street with a manhole cover on your head, as you see a ship land nearby, and several stormtroopers emerge. SAVE THE GAME. Walk-click on the street to leave the sewer. (You can also return to the sewer by hand-clicking the manhole cover, but why bother?)

You're back at the tank containing the UNSTABLE ORDANCE. Ignore tank completely and head directly west to the center of the grid. There, you'll find the ship; click the hand on its "side-entrance" to enter the landing gear bay. Don't enter the ship via the front entrance (on right side of image); you'll be shot by the pilot. Don't delay or wander elsewhere, etc, else you'll be shot by the roaming Sequel Police. Head straight from the manhole to the ship's bay.

The ship flies high up into the citadel, where you disembark. Don't wander off the south edge! To the right, there's a screen where you'll be shot. To the left, there's a screen where an SP stands at a monitor. Beside a timepod, a second timepod appears, and a second SP emerges and talks to the first. They talk about the Labion sector from Space Quest II. When they start talking gibberish, hand click on the open timepod to sneak aboard. Don't walk click there.

[\*\*\* There's a blatant copy-protection test at this point. \*\*\*]

#### Inside the Timepod

There's a release hatch button to your left; it's above some unshielded quark power cables. A monitor and glove compartments aren't available for your use [\*\*\*at least not yet??\*\*\*]

There's also a panel with 16 buttons; 15 are symbols, the 16th is "ENT". The screen shows 6 symbols that represent the current place and time; i.e: Space Quest XII at the citadel. You have to key in a 6-symbol code, then push ENT to time-travel to your next location.

A \*very\* rough transcription of how the symbols on the panel look is this:

S	U	!	H	!
E	T	3	r	!
n	G	!I	X	?

Using this representation, I (eventually) learned the following codes:

Space Quest I:	!	X	3	U	G	T
Space Quest III:	S	U	!	H	!	E
Space Quest X:	3	E	H	U	G	T
	!	H	!	U	S	E
	!	!	S	U	S	E
Space Quest X (mall):	3	!	?	H	T	X
Space Quest XII:	3	E	H	!	!	n
	!	!	S	!	!	n

At first, you know no codes but the one for SQ XII displayed already. You must guess away for another valid code. Eventually, despite the 15-to-the-6th-power possibilities, you will luckily guess the code for SQ X...

Space Quest X -- Latex Sabes of Ethros

Head one screen west, walk west until you see a shadow of something flying across. Head back to the ship, then go south one screen (the shoal acts like a stairway). On that plateau, you'll suddenly be picked up by a pterodactyl!

In the nest, a dead SP body will drop in shortly after you get there. Search the body to find used gum wrapped in paper. In the inventory window, hand-click the paper to open it and reveal the last three symbols of a timescode: U G T. Exit the nest via the hole in the southeast corner.

You fall into the water, swim out, and confront three latex babes. One has the demeanor of a woman who has been done wrong. Enter the sub when directed.

You soon arrive in an underwater stronghold, where you're manacled to a chair that denudes your legs of most of your pants and shoes. A woman named Zondra is about to shave your legs -- off! -- when a sea slug appears and frightens the babes away.

Manacled to the chair, you must click the red button with your right-hand thumb when the sea slug has a) pulled your hands out of the manacles and b) has its tenacles in line to be zapped by the chair. Escaping from the chair, grab an oxygen tank (from the pile to your right) before the slug grabs you again. When you're in eat-or-be-eaten distance, put the oxygen tank in the slug's mouth. This gets rid of the slug, frees you, and makes you a hero! The latex babes forgive you their quarrel with you, and decide to go shopping. That's how you end up at...

### The Galaxy Galleria

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Soon after entering the mall, one of the babes drops an ATM card. Pick it up. Don't try to leave the mall; an SP guards the exits.

Walk thru the mall via the sidewalks provided; going east (counterclockwise) is the easiest route.

- 1) Software Store -- pass by it the first time; geeks are crowding the entrance to see the Two Guys From Andromeda.  
ATM Machine -- also here, but you can't use it yet; you gotta look like the image on the ATM card, i.e. female and blond.
- 2) Radio Shock -- talk-click or hand-click the robot's body to start the presentation. The only item you'll want is a PocketPal plug advertised under Catalog/Electronic Gadgets. It's 1999 buckazoids, and you only have 59 buckazoids.
- 3) Monolith Burgers -- you can't enter without shoes!
- 4) Big and Tall -- talk to clerk to get pants and shoes. Pay the 20.
- 5) Monolith Burgers -- head back in, talk to the owner and take the job offered. [Optional arcade possible here! You'll be paid for your efforts and fired. You now have 70 buckazoids. The owner throws his cigar onto the sidewalk, and it goes off screen before you can stand up again. Follow it to the end of the sidewalk, and take the etopie.]
- 6) Software Store -- go to the bargain bin, and move the boxes around until you find the Space Quest IV Hint Book. Keep it. Pay the 5. In the inventory, hand-click the book to open it, and click the pen on the buttons to reveal text in the rectangles. On one page, there's a set of hints about where to go in the timepod. You'll learn the first three symbols of a timescode for Clience Flats: I, X U. [This store will then be closed for business.]
- 7) Sack's -- talk to clerk to get a dress and wig. You'll change in the change room there. Pay the buckazoids; this'll almost clean you out.
- 8) ATM Machine -- in drag, click the ATM card on the machine, and clean

9) Radio Shack -- talk to robot, and order the PocketPal plug under Catalog/Electronic Gadgets. You'll pay the 1999, then be asked which of 10 different plugs you want. Pick the seventh one (the fourth one down in the first column). [So much for being rich.] How do you know to choose that one? Well, when you finally reach an area where you can use the plug, that'll be the shape needed. (I had to restore back to this point in the game to choose the correct plug. NOT a fair puzzle if you ask me.)

10) Back's -- go back into the change room to get out of drag. Incidentally, the Monolith Burger place won't hire you as a woman; nor will the clerk in Big and Tall serve you. When you leave Back's this time, the store will be closed for business.

11) Arcade -- Play the Ms. Astro Chicken game. Use the arrow keys to maneuver, and ENTER key to drop eggs. You gain points by eating corn and hitting the dogs and hunters with your eggs. Avoid all the hazards. Wish the game actually told you some of this. Ms. Astro Chicken is just played for fun (for free), and burns out after the third game.

You can't play any other game in the Arcade. Ignore the trash bin. Don't try to use/break the change machine. You can't buy any stuff.

After playing Ms.A.C. at least once, head for the back east corner of the room. A timepod appears in the fore west corner. One EP exits, and the second is heading towards you -- YOU exit and avoid him. Head straight for the zero-9 area opposite Back's. SAVE GAME.

12) Zero-9 -- Put speed to max and walk-click up above the west side, avoiding all skaters and raps from the EP! EPs block both exits, you must go up! When you're in the dome, head to left side of the screen, and both EPs will appear from the right. Immediately go down a screen, then left and out of the Zero-9 area. Take the sidewalk directly to the Arcade, enter the Arcade on the left side and enter the timepod: Note the timecode for the wall. Enter the code for Uience Plate: 1: X 3 U 9 T. (You got the first three symbols from the hint book; the last three from the gum wrapper.)

#### Space Quest I -- The Barrier Encounter

See, lo-ree time. Head south to the bar and enter. Talk to the crude guys at the bar. They'll insult you and toss you out. Hand-click their bikes to knock them over. The crude guys will get on their bikes and zoom around, looking for you. SAVE GAME.

Go back to the bar, pick up the warbook on the bar (that white pixel on the left corner) and go back to the timepod. Yeah, you travelled here last for a book of matches. Unfortunately, the guys on the bikes are gonna try to run you over as you approach either the bar or your ship. You sorta have to fake them out: head past the bar entrance, and approach the bar door from the right. Likewise, don't head straight north from the bar to your ship, go left a screen, up a screen, go to upper-right edge and then go right one screen so you're not approaching the ship from the south.

Back in the pod, head back to 9C XII...

#### Space Quest XII -- Vonauk's Revenge II

Back in the citadel, the EPs are elsewhere, so you can breathe a little. You can't use the monitor in the westmost screen, but you can open the tunnel entrance in the eastmost screen by pouring acid on it. (You still have that bar of acid with you, right?) Hand-click the door to enter the tunnel.

DONT WALK thru the tunnel! The tunnel has three rings with lasers pointing blocking the path irreversibly. A control panel is on the right wall. First, click the switches on the etogie to light it, then put the etogie on the first ring. The smoke will make the laser beams visible. You want to get all three pairs of beams completely straight up and down. Enter 0-digit numbers between 100 to 360 then EXT; the three 'fields' control the three rings respectively. Use trial and error to eventually line up all three rings; if you enter 180, you rotate the ring 180 degrees. Use multiples of 5 or 10. SAVE GAME when the lasers are all lined up. If the adaptor plug isn't in the computer yet, do that now.

On the other side of the tunnel are several screens of artwork forming a three-level maze with at least 2 flying killer security robots, and eight computer ports that you can plug your computer into -- if you have the correct plug, and if you have the time. The first time you plug your computer in, you'll see a schematic of the floor plan, your position, and the robots. You can hand-click the level numbers to see other levels. Hand-click the power switch to return to reality. Try not to let the robots kill you while you're viewing the computer screen.

If you manage to connect the computer a 2nd time, the face of Vonadi appears and shows you your son. Subsequent connections show the layout.

1) You must reach the room to the far west on level 2; the path there is the first west branch from where you initially entered this area. Unfortunately, the robots seem to guard this corridor well. To bypass it, set your speed to normal (so the robots aren't seeing about too), and head from the tunnel straight up a screen, left a screen, down either stairs, left a screen, up via elevator, go right a screen, circle back around left a screen, and retrace your path back near the tunnel entrance to reach the requested corridor. Check robot positions to see if your path is clear.

2) In the leftmost room, look at the panel and type in the entry code "67-90-84-76-89" that you read in the first book. Press "EXT" to open the panel, then walk in. (You only get one try at the code!)

3) On the "Windows" screen, use the hand-rod to drag the sector icon to the toilet icon. This gets rid of the robots. Then do the same thing with BSL4. Remember, this was what Prof. Lloyd said had the virus that started all this. Finally, put the brain icon in the toilet to start a re-former. (Don't forget BSL4 -- that'll quit the game!) Click the close-button to leave the screen.

4) Now, walk up to where Roger Jr., your son-to-be, is held captive on the uppermost level, north side. [\*\*\*Before the reformatting, two floating balls would normally zap you with lasers, and the platform Rog Jr. is on is not accessible to you. On the plus side, the robots don't fly in here, but it still isn't safe.\*\*\*] The field holding Rog Jr. collapses, as does his body. You walk over the bridge that'll momentarily slide out for you. Then you discover that Vonadi has taken over Junior's body, and Junior's mind is trapped on a diskette that he tosses over the edge. SAVE GAME. At this point, you and Vonadi will fight (you might lose, and the fight appears random). Then you'll push Vonadi back into the force beam.

5) Hand-click on the ladder to climb down and retrieve the diskette. (There's three programs on it). Put the diskette in the drive beside the beam, and a) DISK <sup>UP</sup>DOWNLOAD (to put Roger Jr. in the hard drive), b) BEAM <sup>UP</sup>DOWNLOAD (to put Vonadi in the hard drive and emptying the body too), c) select Roger Jr, and BEAM <sup>DN</sup>LOAD, to restore him to his body. The diskette is write-protected, so don't bother trying to put Vonadi there.

Epilog

You and Junior leave the complex, and talk about how Xenon was destroyed

by Vonacci, and since you, Roger White, was the only person ever to defeat him, they used time travel technology to find you to defeat him this time. Junior won't say why the you of his time wasn't available. Junior also shows you an image of his mother, and says how beautiful she was. "Was?" Junior claims up on that subject too. Then he sends you back to SOA, where your memories of this adventure will seem like a fuzzy dream. He's glad he's had this chance to meet his father.

Endless credits then appear until you restore, restart or quit.