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### 1. Introduction

So you want to play an adventure game? The odds are stacked against you that VSB is your first adventure ever, but we've taken it upon ourselves to provide a handy explanation of the game's interface and functions in case you're only just picking up a mouse for the first time, lack any form of intuition, or you're living in the year 3000 and somebody's found this game in a time capsule. In which case, kudos to you for figuring out how to open a PDF file!

Just follow the instructions provided in this manual and you'll be saving the galaxy with Roger Wilco in no time!

### 2. The Main Menu

The first thing you'll see when you start the game is the main menu. You can select four options from it:

- A. **New Game:** This will start the game for you. Upon clicking it, you'll also be asked if you want to watch the game's introduction sequence or skip straight to the game. If you choose the intro, but want to skip to certain parts, you can use the ESC key.
- B. **Watch Recap:** For people who are uninitiated with "Space Quest" (or those who just want a refresher course), the recap will bring you up to speed on Roger's story so far. The recap keeps spoilers to a minimum and only shares information relevant to this game's plot.
- C. **Restore Game:** Use this to continue any saved games you have in progress.
- D. **Quit:** This closes the game.

### 3. The Icon Bar

The icon bar is what sets adventuring gaming apart from every other genre. While most shooters are simply point-and-shoot, and most fighting games are simply Up-Up-Down-Down-Left-Right-Left-Right-B-A Combos, adventure games often employ the use of different cursors to navigate the world and perform actions.

By default, your cursor will either be a pointer, or a waiting sign. The other cursors become available once you're in control of Roger. You can use the right mouse button to cycle through any available cursors.

To open the icon bar, move your mouse to top of the game-screen and it will appear. Now click on the various buttons available to you. When you move the cursors around the screen, certain hotspots will appear as a text at the bottom of the screen. While you can still click anything on the screen, these hotspots will become your points of interest.



- A. **Walk:** Naturally, this is how you move Roger around. Just point the walk cursor at the place you want him to be, and he'll try really hard to get over there. You can also use this cursor to locate exit points around the screen.

- B. **Interact:** Interact has many functions. You can use it to pick up items, move things, operate machinery, open doors, and so on. If you want your hands to do something, just use this cursor and Roger will take his best guess at following your lead.
- C. **Use Mouth:** Roger's mouth can be used to talk to people/inanimate objects, eat, taste, chew, spit, bite, lick and whatever other nasty things are going through your mind right now. WARNING: This may end up being your favorite cursor.
- D. **Look At:** In case your own eyes aren't enough, this handy cursor will provide a description of anything you click on. While it's not necessarily used to solve puzzles, investigating your surroundings can sometimes turn up clues.
- E. **Inventory:** The inventory box opens up a window that shows you the contents of Roger's pants (the PG-rated version, anyway). Here is where Roger stores everything you pick up and then some. This window also contains **Look** and **Interact** cursors for use on your items, as well as a **Pointer** cursor to select an item for use on the game screen. Pressing **OK** closes the Inventory window.
- F. **Current Inventory:** When you've selected an item, it will appear in this blank window for easy access. When you've selected a new item, the new item will appear here and the old one will return to your inventory.
- G. **Control Panel:** Open this window to access the game's settings and special functions.

#### **4. Additional Game-play**

**Dialogs:** Talking to other characters sometimes brings up a list of conversation options. You can select these dialogs to either solve puzzles, drill for information, or just chat it up with your new friends (or enemies). Most conversations have an optional exit dialog, usually found at the bottom of the list. Sometimes, your actions can unlock new dialog options which can be used to solve puzzles, so be sure to check back with people you've already spoken to.

**Combining Items:** On top of inspecting and interacting with your inventory, you can sometimes create new inventory items by mixing them together.

**Skipping Cut-scenes:** If you're the impatient type, you can use the ESC key to skip almost any cut-scene. A fair warning about skipping scenes – if you haven't played the game before, you could miss important information, and would have to restore an older game to re-watch the scene you missed.

**Deaths:** Roger dies a lot. Don't let this discourage you, though. There's a "Try Again" button which brings him back to life. There's also a "Restore" button and a "Quit" button for you rage-quitters out there.

## 5. The Control Panel

**Save:** This is the most important button on your control panel. With it, you can bookmark your place in the game so you don't have to play it again from the beginning each time. You can also use F5 to access this feature.

**Restore:** Remember that bookmark you just made? This is the button you need to go back to that bookmark. You can even use it to cheat at gambling puzzles if you find any gambling puzzles in this game. F7 is your short-cut key for this.

**Restart:** This restarts the game. You'll probably never use it, though. It just looks professional.

**Quit:** This is how you leave the game and go back to your boring old desktop.

**Play:** Use this button to resume the game.

**About:** This button tells you about the game engine, and who copyrights it.

**Volume:** Use this slider to crank up or turn off that annoying music.

**Speed:** Use this slider to make Roger run faster, or to slow down the game if you run into a time-based puzzle and have no reflexes.

## 6. Mini-Walkthrough

Stuck already? Believe me, this game won't get any easier. But for anyone who can't even figure out how to play the game, here's a short walk-through to familiarize yourself with the interface:

### **Escaping the Mallard:**

So you find yourself crashed on the ice planet of Radon with your wife-to-be, Beatrice Wankmeister. If you **talk to Beatrice**, she'll suggest consulting the ship's computer to find a way out of the ship.

**Interact with the computer** and **turn on the power**. Unfortunately the ship's OS has crashed and you'll need to re-install it first. **Click to the sides of the computer to exit** back to the previous screen.

Search the ship. There are two things in here you can pick up. One of those things can help you escape.

**Search the captain's chair** to find a disc case for the ship's operating system.

**Open your inventory** and **open the case** to find a back-up disc inside.

Go back to the ship's computer and **put the disc in the slot**. You'll be prompted for the game's copyright protection.

**Look at the case** in your inventory and **interact with the case** to dig out the manual. Roger will handle this part himself and get the ship back up and running. Alternatively, you can also **use the case with the computer** to complete this puzzle.

**Interact with the ship's hatch** to leave.

On your journeys, the puzzles will get more difficult. Be sure to think of creative ways to use your inventory as tools, and be sure to talk with everyone and re-trace your footsteps whenever you get stuck.

Good luck!