

Infamous Adventures



No. 2
30 december



free

Approved by the
intergalactic
comix code

Authority

SPACE PISTON



THE TYRANT

THE HENCHMAN

THE LOCAL

SPACE QUEST™ II

VOHAUL'S REVENGE

Original Game
Designed and Programmed By
Scott Murphy and Mark Crowe

Remake Produced By
Infamous Adventures

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Greg Greiner
Xenon Orbital Station Commander -
James Mulvale
Sludge Vohaul - Steven Alexander
Ugly The Ape - Greg Greiner
Gross The Ape - Steve Alexander
The Pinkunz King - Isaac Lundgren
Marvin - James Broom
David Letterdroid - Josh Mandel
Paul Schafferbot - Rich Brum
The Narrator - Isaac Lundgren
Herb The Hunter - David Robert Smith
Hannibal Lecter - As Himself

THE BIG BELCHER COMBO

When your hunger is the size of a Keronian Grell,
do yourself a favour and order a Big Belcher. Your stomach and your toilet will thank you.



This game has been a labor of love for the past five years for all of us here at Infamous Adventures. It's been fun and challenging, to say the least, but it's all been for the love of the games. We're just happy to be able to share our enthusiasm for these classics with other Adventure Game fans around the world. We'd like to thank the entire crew at Infamous Adventures for giving so much of themselves to make this game great. We'd also like to thank the fans that have encouraged us to keep going when things got bleak. We'd also like to thank all of our families for their support. The biggest thanks go out to Scott Murphy and Mark Crowe for creating these games. Without their intrepid spirit, sense of humor and tenacity, we'd have never had these games to fall in love with in the first place.

Happy Adventuring!

Blackthorne and Klytos.





BASIC GAME CONTROLS: ICONS and CURSORS



WALK - Use to move Roger around the screen. Sometimes walking to or on something will be enough to use it.



TASTE - Roger's a curious sort. Why not lick and taste everything you find? That's what this cursor is for. Go Nuts! Have Fun!



LOOK - Use this all seeing eye to examine objects on the screen. Remember to look at everything!



INVENTORY - Roger likes to pick up stuff and jam it in his pockets. Select this icon to see what you've collected so far.



ACTION - Use this to interact with objects on the screen. It can be used to pick up items or activate something (like pushing buttons or using levers).



CURRENT ITEM - This lets you know what item you currently have selected from the inventory. Use the item cursor itself to try using an object on, in, or with something...maybe even try it out on Roger himself.



TALK - Do what Roger does best: Gab away at other people, aliens and thingamabobs by using this cursor.



CONTROLS - This icon takes you to the game controls for various fun things like controlling game speed and sound. Make Roger run around like a crazy person by increasing the speed!



SMELL - Use this magical cursor to sniff your surroundings. You never know what things might smell like, so treat yourself and sniff everything!

PARSECS AWAY
FROM ORDINARY



An Interview with Gene Melmitz



By E.W. Pehnrighter

Gene Melmitz is best known as the head custodian at Xenon's Information Systems, but he is also an instructor at The Xenon University for Janitorial Arts. Gene sat down with us at SPACE PISTON to talk about the Janitorial Arts and his famed pupil, Roger Wilco.

A Message From The Intergalactic
Firefighters Association:

**Don't put your butts
in the trashcan...**



**IT WILL BURN
AND KILL YOU!**

SPACE PISTON: Gene, it's a pleasure to meet you.

GENE MELMITZ: What?

SP: I said it's nice to meet you!

GM: It's ice that beets you?

SP: No, no – it's nice to meet you!

GM: Well, I'd say wear a warmer jacket!

(Ed. Note – we had Gene adjust his hearing aid. The interview continued.)

SP: So, Gene how long have you been a janitor?

GM: I'm a custodian, sonny!! Show some damn respect! I'm no mere plebe janitor!

SP: Sorry, Sir.

GM: You're welcome. And I've been at it for over 76 years now.

SP: That's quite a career.

GM: Thank you.

SP: So, what have you found is the most important part of the custodial arts?

GM: You have to have an iron stomach. You're going to see some [stuff] that's mighty unsavory, and you have to dive right in and get that [stuff] cleaned right out, or some one of those high falutin scientist is gonna bust your [cotton pickin'] head right open! Also, clean socks. You never know what kind of nasty [stuff] is going to eat the toes right off you. Iron stomach, clean socks. The rest is cake.

SP: Thank you Gene for that... colorful and insightful advice. Now, what can you tell me about Roger Wilco - Xenon's latest hero?

GM: Wilco? I've been teaching for over 70 years, and I've never met a bigger [dingbat]! That guy can [do bad things] with the [expletive deleted]. There's no substitute for that kind of language.]. He impressed me so much with his ability to [screw] up! I went from hating the kid, to admiring his unflicking ability to [stumble] his way through everything! The boy took it to an artform!

SP: Sounds interesting.

GM: Heh, yeah. Even taught me a thing or two about getting a good nap in on a shift. It's no surprise to me he ended up a hero. He was either going to do that or end up dead.

SP: Sounds like Wilco.

GM: You bet your sweet bippy!

SP: Well, Gene it was nice talking to you.

Join us in our next issue as we interview Melba Bournemouth, the first girl Roger ever tried to ask out. Until then, stay clean, Piston fans!

AN EPIC FANTASY ADVENTURE
TROLLS TALE



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Infamous Adventures Hint Lines:

FREE - Dial MOM (Warning, may not provide actual game help and instead tell you to go clean your room)

19.95 per minute - Dial #äª40-3937-800-800 - This line provides step by step walkthroughs and hints for getting through troublesome spots without giving away the answers.

39.99 per minute - Dial your local frat house - These guys will play the game while you watch. They may also be willing to do so without a shirt on and then rake your leaves afterwards. (Leaf raking may cost extra)

Infamous Adventures Hint Guide:

Hint line not doing it for you? Maybe ink and dead trees are more your style? Never fear, a hint guide is also available for the low price of 99.99 Buckazoids and a fruit basket (We like fruit). Just send it to our offices located conveniently on the Internet Super Highway.

And check out the first page of the 798 page hint book on the next page to see what all that money gets you!

*You may have better luck just checking out our free forums:
www.infamous-adventures.com

LEGAL DISCLAIMER

This game is a fan-made production based on the original Space Quest II published by Sierra On-Line.

No money, goods or services may be exchanged for this game. It is entirely free and available for download from www.infamous-adventures.com.

Do not contact Sierra Entertainment with any questions, concerns or hint requests regarding this game. All communication should be directed to Infamous Adventures.

Having trouble? Never fear, we at Infamous Adventures won't shy from lending a helping hand to the smaller brained. Heck, our hero himself has his own challenges mentally. Here you go, a complete walkthrough of Space Quest 2 Vohaul's Revenge. In this guide we will point out step by step how to complete the game will full points, point out any easter eggs and secrets, as well as make you read a lot more than what is needed to get the game over with!

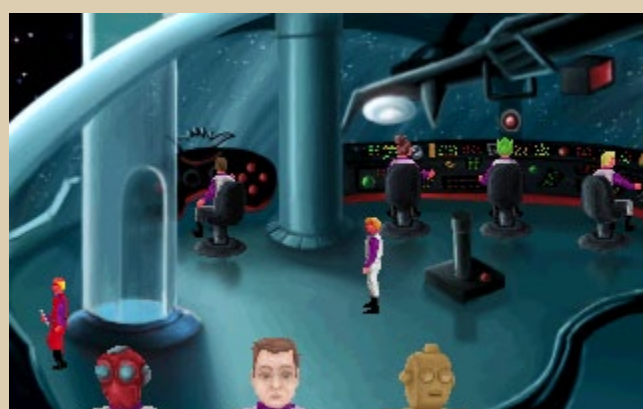
Room 1: Did you notice the beeping sound? Of course you didn't. Check your wristwatch to receive your first points of the game! Also, please feel free to take a step off the edge of the ship and explore the vast depths of space! The possibilities are endless!

Once you are done exploring, go to the decontamination chamber via the transport tube (located overhead).

Room 2: After decontamination you will need to remove your space suit, mainly to avoid looking like a complete numbskull to the rest of the crew. Also, don't forget to check the lockers for some fun and smelly surprises! Once complete, exit West through the door.

Room 3: This is the main cockpit of the ship. Chat with your superior, he really loves having you aboard Roger! Exit via the tube transport to the West, or just stand around picking your butt.

Room 4: Cargo bay. Here lies the key to completing this portion of the game. Yes, pushing the button opens the cargo bay doors. Enter the ship within. Enjoy the cutscene.





MONOLITH BURGER

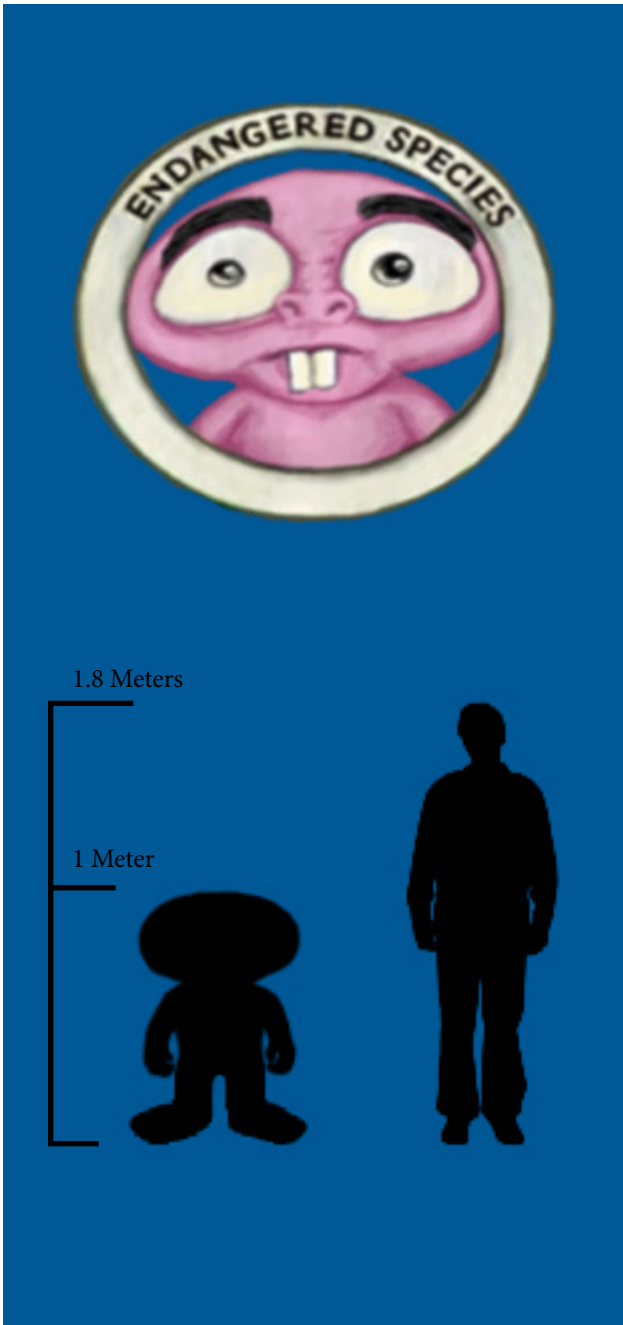
When all the destruction and pillaging gets to be too much, come on down to Monolith Burger. Your kids will thank you, and your enemies will appreciate the reprieve. Do something special. Do Monolith.

WE ARE HERE FOR YOU.



UNCLE DON'S SPACE SAFARI BEAST GUIDE

PINKUNZ



The Pinkunz are a race of many contrasts. They're so cute you just want to eat them up, but you can't because they're very tough. One could chew them for hours without making any headway. Which is perfectly fine, because they taste like the bottom end of a burnt shoe that has been dipped in Orat excrement.

They live on the lush planet of Labion and create elaborate warrens or "dens". They also swim through the Labion swamps with ease by using certain distasteful berries to repel the swamp slurpies that inhabit the marshes and bayous.

However, these berries are ineffective against the monstrous Killer Cave Beavers who invade the dens and feast on the Pinkunz within.

The Cave Beavers are not intelligent enough to figure out how tough and chewy the Pinkunz are, and often sample every Pinkunz in the den before realizing that none of them are tender enough to actually eat.

Pinkunz are herbivorous, so they only eat creatures named "Herb." They will also eat the young shoots of the Wandering Athiest.

(Replicator #4366314)



Letters to the

MISERY MONARCH

I Fell In Love With The Sarien Who Blew My Ship Up

Dear Misery Monarch,

My name is Desko Baba, I grew up in Xenon. I'm one of the few surviving members of the Nabopolassar III which was infiltrated by the Sarien race. Our ship's mission was and still is confidential but all our work perished in the ultimate explosion which took 191 lives with it. Anyway, enough about the ship, I want to talk about the tough rogue in shining red armour. I didn't get his name, I didn't see his face but whatever it was about him, I just couldn't resist his space thuggery nature. Is thuggery a word? I don't care. His brute exterior may be a match for others but to me, I knew deep down he was good. I knew there was a gap in his life, a hole in his heart. He just needed something to fill it... or someone. As he patrolled up and down the room, shouting at me in a beautiful language beyond my capacity, I imagined the words to be romantic poems and gestures. And pointing his weapon at me was his way of saying, 'I choose you.'

When I came to after he accidentally knocked me unconscious with his Pulse Ray, silly thing, he had already gone. Disappeared. Never to be seen again. All that was left was a half smoked cigar and a impending sense of doom as if the ship had been programmed to self destruct. And as these thoughts were confirmed to be true I made a dash for the escape pods, hopping over the bodies of my former colleagues and grabbing a Monolith Burger. But all I could think about was him. He was probably regretting not taking me with him, but how was

I to know he was just using me? I couldn't bare to think about it. With 60 seconds to go, I had made it to the pod. The last pod. As it shot out of the ship at speeds as fast as the beat of my heart, successfully escaping the explosion wasn't the highlight of my day. It was the 17 minutes I spent with the mystery man whom I thought I'd never seen again. But then it struck me. He took my purse, and inside was my Autobucks Teller Machine card. Which means he knows my name and has my picture!

So if you're the red hot metal stud who put the host in hostage then find me. I'll be waiting at the Magmetheus Bar. You can buy me dinner with my money.

Senselessly yours,

Desko.

Dear Desko,

Woah. You are seriously messed up.

Thanks,

MM

I'm A Puppet To Society

Dear Misery Monarch,

Can I call you Miz? Well, Miz it's a pickle this one. Let me start out by saying the work you did for the Upson couple was remarkable. Truly inspirational. Now I bring to you my own affair. My name is Younes Dervart and I have no control over my life. What do I mean? I do things without even thinking about it. I parade myself into a situation I wouldn't normally feature. Just last week I was searching for a red fish for a 6 headed green gentleman (well, brutishman morelike) just so he would step aside to let me through a passing. Normally I'd just find another way around but I was almost compelled to complete this task. As if I was setting myself this target and had no other choice.

It's small things as well. Sometimes I'll pick up random items, like a cigar or a stapler and try to combine them. Nothing ever works though, it's as if I think it makes sense but I know it won't work so I have no idea why I even try. I did, however successfully combine a bowling pin with a sponge but I still have no use for it. Either way, I have so much junk on me right now I'm surprised I have the space but it all somehow fits. Somehow. I even had a robotic cat on me the other day. I'm glad that maid had a use for it but she gave me this feather duster in return. I feel duped to be honest.

I also find myself experiencing major deja vu recently. I go into a room, I pick up a hammer and think to myself... "wait this is all too familiar... didn't I pick this hammer up and an ugly demon creature tried to eat me?" And sure enough there it was. And it gets worse. I get premonitions of me being eaten by this creature. I feel it's already happened once! But it's like I was given a second chance and I somehow knew what to do. As anti climatic as it was, the feather duster was enough to succumb the beast. No idea why I thought it'd work though, a dangerous risk indeed. The premonitions don't stop there though, the amount of times I've dreamt of falling down a chasm by just walking over the edge mindlessly to eating a obviously poisonous plant is beginning to show that my life is not all that it appears to be. And I swear this all started happening just because I wanted to become a space pirate.

I just don't know what to do. And I literally do not know what to do with this stupid sponge bowling pin. Do I give it to the Leper Queen? Do I throw it in the Pit of Lemon

Lime? Give me a clue, Misery Monarch.

Yours,

Younes.

Dear Younes,

No you cannot call me Miz. I hate that name. And your condition is not rare I tell you this. I get letters from this whiny janitor all the time about how much his life sucks. It's very funny hearing his pleas for help. Trust me, the stuff he say's he's done without thinking about will make your skin crawl. Well, it made me laugh but you seem like a wimp so I'll stick with the former.

Either way, I can't help you. You've probably hit a dead-end in life and may need to take some steps back and rethink your priorities. Or just give up and go back to your day job. If I was you I'd do that. Whatever you're doing sounds like it sucks and makes no sense.

Thanks,

MM



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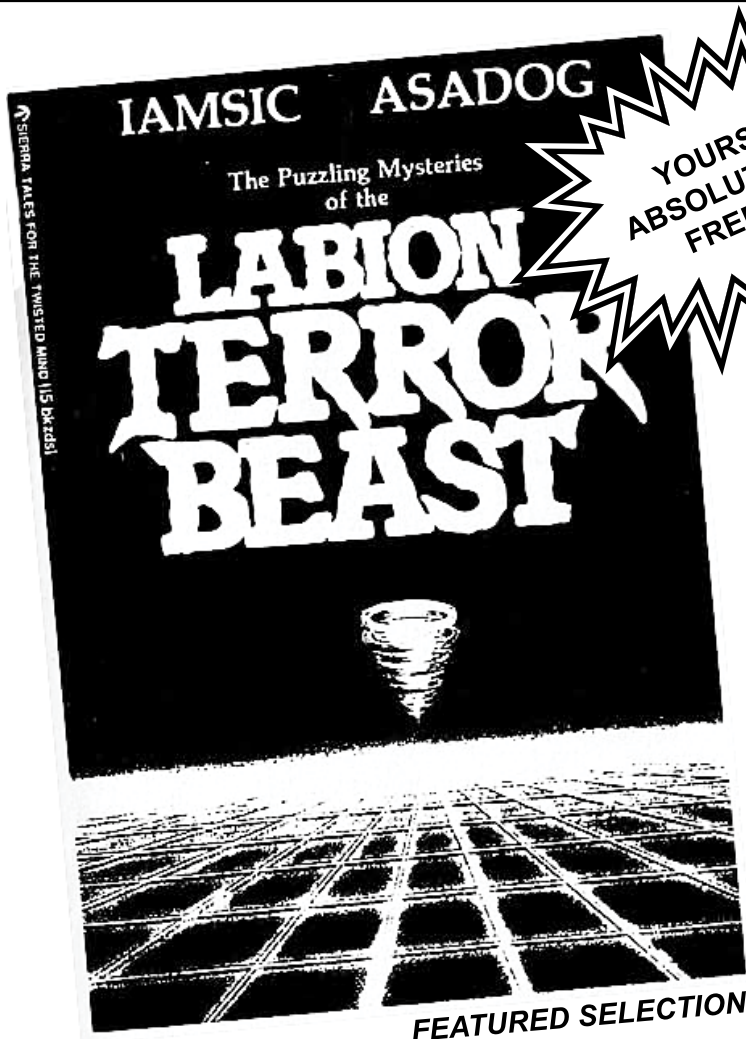
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BEERFEST 2011

*Does not imply that all drank beer. Many drank Apple Juice. They were silly just the same. In fact, the non-drinkers drove everyone home. Stay safe! IA says don't drink and drive. Or drink and make games.



From back left to front right:
Blackthorne, Roger, Klytos, Zeek, Fizzi, Lambonius,
Sjors, Sinister, Jstoll, Jerminator, Chucklas,
Pokercrow, Broomie, Gargin, and Musically Inspired.

These are the people that make IA a reality.
Cheers!

A Conversation with Roger Wilco

& Roger Wilco

Roger Wilco, space adventurer and some-time janitor has been relaxing these last few years and while sitting on a beach somewhere in the vicinity of Betelgeuse, he is visited by himself just after the events of Space Quest II.

(EDITORS NOTE: It's a time travel thing, Roger discovers a time ship and ... just take our word for it. SQ2 Roger is talking to current Roger.)

Roger Wilco: Hey there Roger!

Space Quest 2 Roger: Roger my good and dear friend. You're looking well!

RW: Thanks Roger. Before this turns into a meeting of the mutual admiration society, we should check diaries and work out where you're from.

SQ2 : Well, if it's any help I just defeated that tinpot dictator Sludge Vohaul and entered cryogenic sleep. I guess I'm going to sleep until Space Quest III.

RW: Hmm, wait a second, how can you be here talking to me if you're also in suspended animation aboard the escape shuttle from Vohaul's asteroid fortress?

SQ2: Wibbly-wobbly-timey-whimy.

RW: Okay! That's a good enough explanation. So what I'd really like to know is what you think of my / our new look?

SQ2: Very nice. At least 256 colors now I assume?

RW: 16-bit thank you very much!

SQ2: Excellent!

RW: The Infamous Adventures crew really have done a nice job on me. You know, they're sending me / us back to visit the events of Space Quest II again?

SQ2: Oh. Well, better you than me. I only just bumbled

my way through it last time. Why are they doing that anyway?

RW: They've spent a lot of time terra-forming the planet. Making it look so much nicer. You'd almost imagine it was Space Quest IV or V. Oh, wait, you've not done those yet. Hmm. Remember back when the two guys terra-formed Space Quest 1? It's like that. But more infamous this time.

SQ2: So how many games do we have now?

RW: Well, officially, there's six. Although the last one was 16 years ago now. The old crew has pretty much gone their own ways now. The two guys are developing their own brands of interstellar amusements. The third guy seems busy, he keeps dropping into fantasy lands and pretending he's a king.

SQ2: So what've you been doing since Space Quest 6 then? Sounds like you've not had much to do.

RW: Nothing productive, that's true. Of course, I have done a few odd jobs. I got strapped to a rocket at one point shortly after 6, that was kinda fun. Of course, then there were the plans to split me into dozens, if not hundreds, of duplicates and make us all compete against each other to win some prize of hazy significance. Fortunately that plan was dropped.

SQ2: That was all a while ago. Been doing much since then?

RW: Oh yes! Unofficially I've been really busy. There was

going to be an “unofficial” Space Quest VII at one point. We were going to be all 3D and they even had creative input from Guy 3, but that got canned when ... hmmm how to put this nicely ... it got canned when the team decided their work was too pure to be owned by a faceless corporation.

SQ2: Sooooo ... what you’re saying is, some group tried to make an official sequel without permission of the giant mountain and got told to close down or sign over rights.

RW: *Cough* Something like that. Anyway, between that, a couple of really cool adventures in “The Lost Chapter” and “Replicated”, a remake attempt of Space Quest 2 by another (inferior to Infamous Adventures) fan group and a few other bits and pieces, that’s what I’ve been doing. Of course, now I’ve been contracted to revisit Labion again. Which is good. I enjoyed the simplicity of it the first time around.

SQ2: So this isn’t the first remake of Space Quest II?

RW: Oh no. It’s the first one that’s been finished. But that other team I mentioned couldn’t finish it when they attempted (although I got to wander around a badly

designed Orbital Station before it finished.) And then they handed over the reigns to some guy called ... what was it ... tomato soup ... chicken soup ... roast penguin ... I can’t remember. Anyway, he dropped the ball too. So Infamous Adventures did what they always do, picked up that ball, rolled it in some custard and fish fingers, and made the game. They even considered calling it “Space Quest 2 : Vohaul’s Revenge – the one even Teirra couldn’t make!

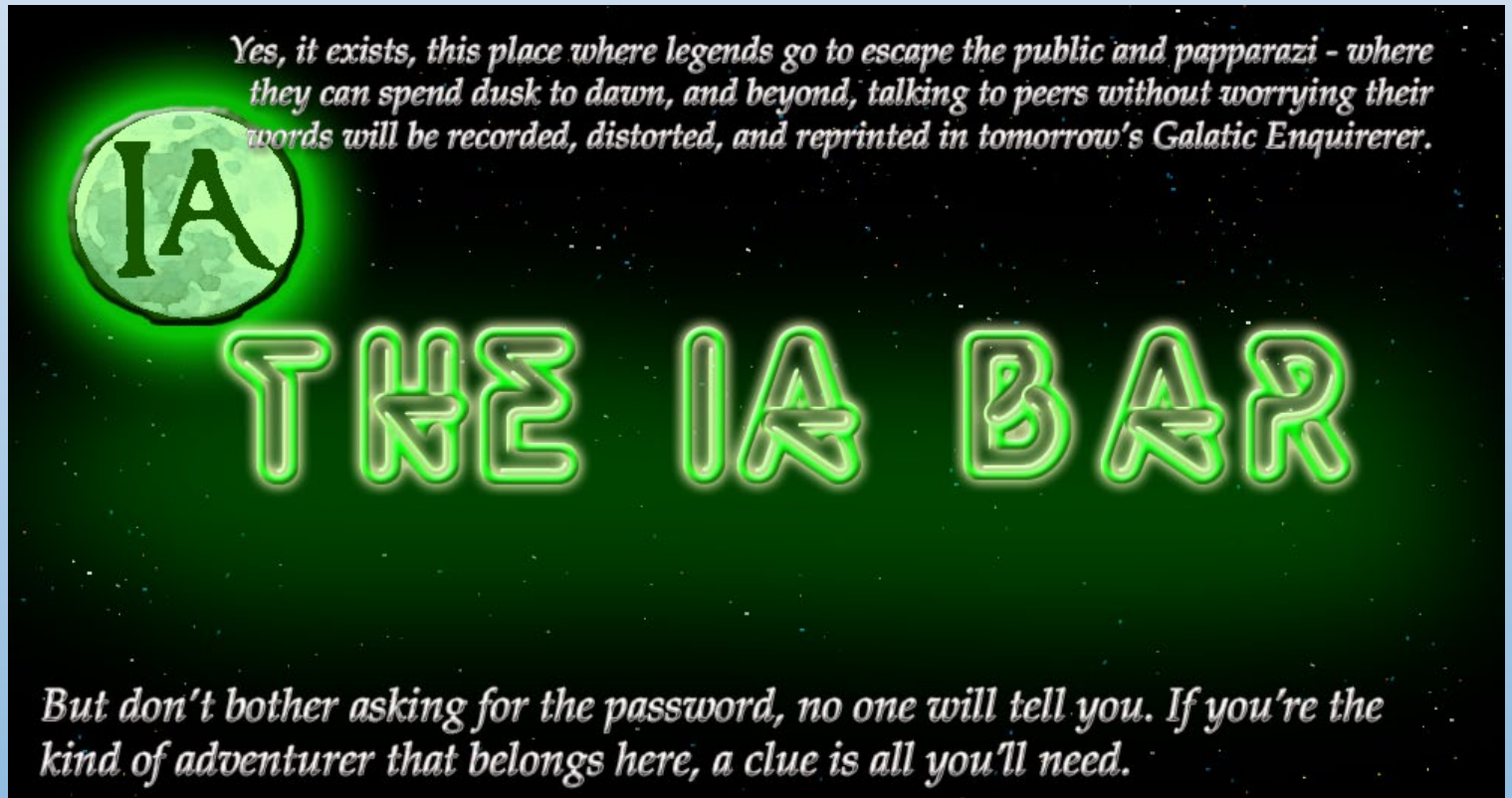
SQ2: That’s a great name.

RW: They’ll probably finish their version now. They have a track record of oneupmanship. IA always wins out though. Being cool does that.

SQ2: So, I just wanted to drop in and say hi. I’ve really got to head off now. Time police will be after me shortly. They’re a nasty crew. Watch out for them.

RW: I know. I met them in Space Quest XII. Or was it Space Quest IV.

SQ2: You’re a strange man Roger Wilco.



Thanks
for
playing!



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December 30, 2011

