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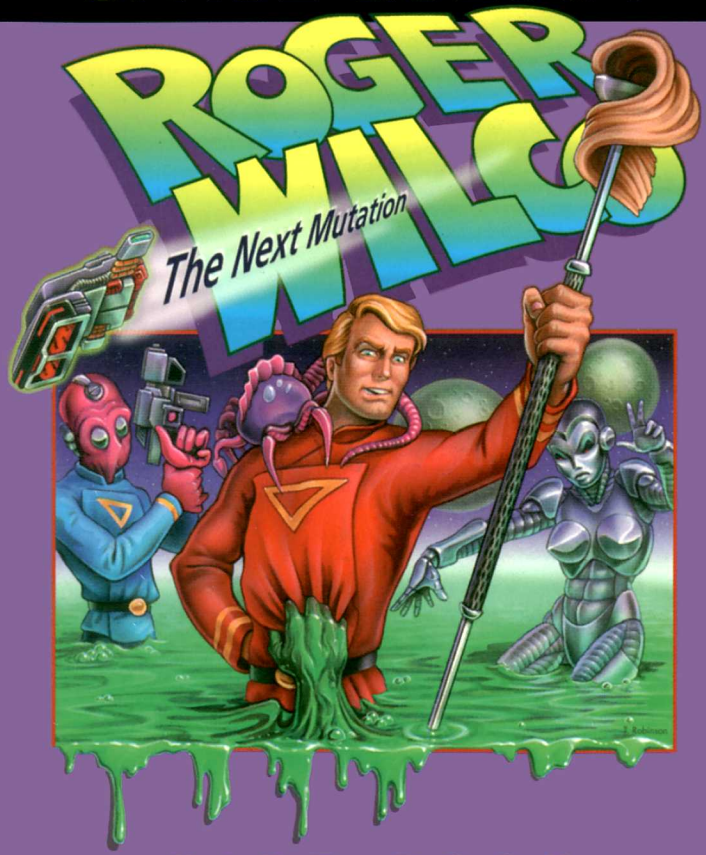
SPACE QUEST™ V



HINT BOOK

Includes hints, area maps, object locations and points list.

SIERRA®

SPACE QUEST V

HINT BOOK AND INSIDE INFORMATION

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INTRODUCTION

Welcome to the world of Roger Wilco.

We hope you have as much fun playing this game as we did creating it. *Space Quest 5: The Next Mutation* is an interactive adventure game which allows you to follow multiple paths to win the game.

The whole point of playing an adventure game like *Space Quest 5: The Next Mutation* is to discover puzzles and find the solution to them in a limited amount of time. However, some puzzles may be extremely well hidden, or so obscure that you don't have any idea where to begin. Or, this may be your first experience with an adventure game. If so, don't feel badly if you get stuck occasionally, you'll get the hang of it in no time.

How to use a hint book.

If you get stuck, look through this book for a question that sounds like your problem. The hints for each question are organized from "slightly helpful," to "here's a big clue," to "smack! here's the answer!," so you should read them individually and in order. Place your viewer card with the red plastic window over each answer to reveal it.

How NOT to use a hint book.

Use this book only for the hints you really need. It defeats the purpose of an adventure game to read this manual from cover to cover and learn all the answers. Just to keep you honest, we've thrown in a few "Red Herrings" to trip up those of you who choose not to heed this advice.

If you've finished *Space Quest 5: The Next Mutation*.

Even after you've "won" the game once, we're sure we can interest you in playing again. There are lots of little tidbits tucked away in *Space Quest 5* that you probably won't encounter your first time through the game. You may want to go back and try some puzzles again to achieve a maximum score or just experiment "to see what happens."

If you've enjoyed this game, be sure to check out some of the other installments of the *Space Quest* series from Sierra. Good luck in your adventuring and we hope you enjoy *Space Quest 5*!

HOW TO PLAY AN ADVENTURE GAME

To master this game, you'll need good adventure game strategy. Here are a few tips that will help.

1. Use the Look **and Hand** **icons on just about everything,** especially on a new screen or when new items appear on a screen you've previously seen. A little discretion is required here as some game characters may not appreciate being given this kind of once-over. You may want to think twice before putting your paws on that drooling, seven-foot-tall terror beast that just walked in, for instance. Always pay close attention to what your crew and the other characters in the game say to you.

2. If it's not nailed down, take it. There's no limit to how much Roger can carry in *Space Quest 5*, so the more items you have, the merrier. If you can pick it up, you'll probably need it.

3. Try to use all of your Inventory items on the various puzzles in the game. Even if an item doesn't work, it might be good for a few yucks.

4. Save early, and save often. This advice is not only good for retirement planning, it's good for adventure gaming too. You never know when a nasty

surprise could deep-six Roger. It may also be helpful to save a game right before a particularly challenging puzzle to allow you the opportunity to test several approaches.

5. Read and save the *Galactic Inquirer*. The *Galactic Inquirer* is a vital part of what we like to call, the "*Space Quest 5* Experience." If you throw it away you will not only be missing out on some of the galaxy's juiciest gossip, but you will also seriously impair your chances of finishing the game.

6. If you get stuck, try visiting places you've already been. Clues are given in many places, going back may give you a chance to find something that you overlooked previously.

7. Talk to your crew. They often have a better idea of what's going on than you do. Even if they don't, they may have a helpful suggestion about where you should go.

THE MAKING OF SPACE QUEST V

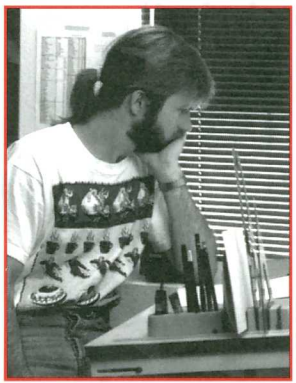
The Making Of Space Quest 5: The Next Mutation.

The development process for *Space Quest 5*, began in December 1991 when Director Mark Crowe and Assistant Director David Selle sat down and began roughing out the story line for *The Next Mutation*. It took them about a month of conceptual work to come up with the preliminary design and story for *Space Quest 5*.

Mark Crowe and Dave Selle

The next phase of development was to firm up the story line, flesh out the design and draw the storyboards for the project. Technical issues and feasibility of designer ideas were evaluated and revised with input from both the programming and art teams. For *Space Quest 5*, this process stretched out over a two month period, during which time Art Director Shawn Sharp penciled over 200 sketches for the storyboards.

With the storyboards under development, backgrounds for the game were being roughed out. Nearly one hundred backgrounds and close-ups were called for in *The Next Mutation*. Background painter Rhonda Conley was the in-house specialist responsible for painting the many backgrounds sketched out by hard-working Shawn Sharp.



Shawn Sharp

Space Quest 5 *Art Team From left to right: Mike Jahnke, Rhonda Conley, Sean Murphy, Ron Clayborn, Kerrie Abbot and Jarrett Jester.*

After the storyboards were drawn up and the backgrounds specified, the animation sequences were planned and a preliminary art schedule worked out. An extensive list was drawn up for *SQ5* detailing the more than 1100 loops of animation that would be called for in the finished game. Lead Production Artist Mike Jahnke headed up the team of artists that undertook this formidable task.

After the static backgrounds were painted, they were digitized and scanned into the computer. The animation sequences were brought into the game in two ways: some loops were hand-painted, while others were digitized in a video capture process using live actors and a 3-chip video camera. Production artists Jarrett Jester, Kerrie Abbott, Ron Clayborn and Sean Murphy took these raw images and shaped them into the animation loops and backgrounds that were incorporated into the final game.

Space Quest 5 *programming team taking care of the project manager. From left to right:Geoff Rosser, Nancy Hamilton, Mark Crowe, Joe Nelson, David Sandgathe and Hugh Diedrichs.*

About four months into project, the final production schedule was arrived at and the programming team fired up, led by David Sandgathe. As the artists finished artwork, the programming team went to work combining the disparate elements of the game into a cohesive whole. Programmers Geoff Rosser, Hugh Diedrichs, Joe Nelson and Nancy Hamilton faced the daunting task of bringing together art, music, and story elements within the framework of the overall game design. *Space Quest 5* was programmed using a proprietary scripting language called SCI (short for Sierra Creative Interpreter).

Composers Chris Stevens and Tim Clarke

Early in the production process for the game, a sound and music specification was drawn up by the design team and given to composers Chris Stevens and Tim Clarke. Together, they sweated over every grunt, gasp and groan that went into the final game soundtrack. Meanwhile, Assistant Director David Selle shouldered the burden of writing the myriad of text and dialogue needed for *The Next Mutation*.

Dave Selle

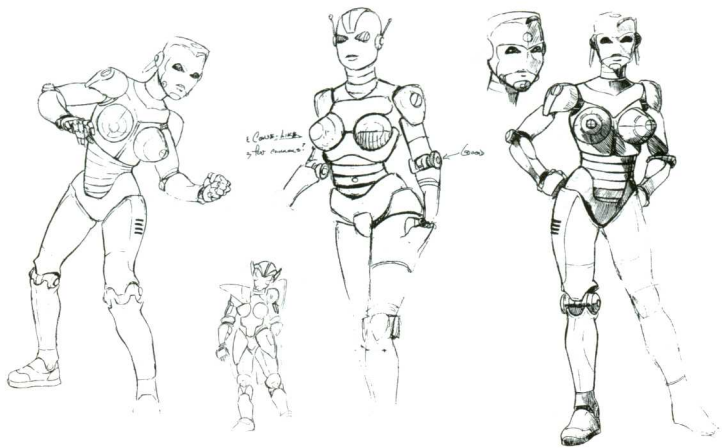
After programming was completed, the game faced a four-month quality assurance process led by Forrest Walker and Greg Giles to ensure that no bugs or glitches remained in the shipped version of the game.

Finally, 14 months after the preliminary design meetings were held, *SQ5* was shipped to eager *Space Quest* fans across the galaxy. But the story doesn't end there, *The Next Mutation* will be translated into five languages and converted to a full-voice CD-ROM version as well. Whew!

Quality Assurance Team. Seated in front: Forrest Walker. Back row from left to right: Nat Rudolph III, Tucker Hatfield, Dave Steele, Dan Hinds, Eli Haworth, Corey Reese and Gregg Giles.

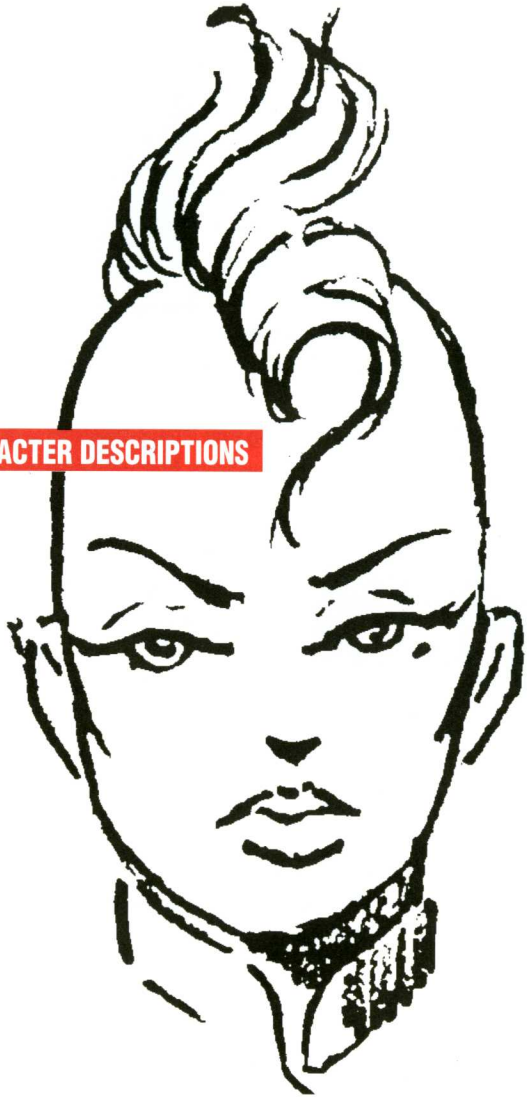
Development Sketches

WD40

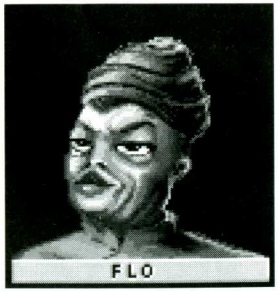


CLIFFY

CHARACTER DESCRIPTIONS



Florence Qwerty - "Flo"



Rating: Communications Specialist, Grade 4.

Age: 40 something

Personality profile: Flo is a highly skilled and effective communications officer— in the rare moments when the mood strikes her. She spends most of her time on the bridge reading glamour magazines and doing her nails. Flo has her own set of priorities and will not undertake any task she deems pointless or beneath her talents. Needless to say, this has led to a certain amount of friction with her superior officers in the past. Flo has a bit of difficulty maintaining long-term relationships with men, but it's not for lack of trying; her trail of ex-husbands stretches across the Galaxy.

Clifford Crawford - "Cliffy"

Rating: Chief of the Boat, SCS *Eureka.* Chief engineering officer.

Age: 51

Personality profile: More at home with machines than people, Cliffy spends most of his time puttering about the nooks and crannies of the engineering section. He's the kind of guy who can fix a warp motivator with bailing wire and chewing gum, and still make it exceed rated output by 20%. Cliffy is extremely loyal to those few people he considers friends, but those who don't know him often find Cliffy bad-tempered and querulous.

Droole

Rating: Nav/weapons technician, second class.

Age: 102

Personality profile: Droole is a surly and sarcastic navigation/weapons officer with an itchy trigger finger. Given the chance, Droole will shoot first and ask questions later. His current posting to the *Eureka* is the result of an unfortunate incident involving an unarmed freighter and a defective com-link.

WD40

Rating: Science officer third class (field commission).

Age: n/a

Personality profile: WD40 was a DeathStalker Mark VI Annihilator android from the planet Oakhurst IV before Cliffy reprogrammed her to serve as a member of the *Eureka's* crew. WD40 is both cool and efficient, maintaining a cybernetic aloofness no matter how tense the situation may be.

Raems Tipper Quirk

Rating: Captain, SCS Goliath

Age: 38

Personality profile: Captain Quirk is an ambitious, petty and opportunistic sycophant, slithering his way towards the upper echelons of the StarCon hierarchy. His dislike of Roger is immense. Captain Quirk's latest scheme for personal aggrandizement is a clandestine effort with the Genetix corporation to dump toxic wastes illegally on planets in the G6 quadrant. He also has designs on Ambassador Beatrice Wankmeister.

Beatrice Creakworm Wankmeister

Rating: G6 Quadrant 's Ambassador to the Star Confederacy

Age: 29

Personality profile: Striking looks, a keen intellect, and a strong personality have combined to make Beatrice Wankmeister one of the most effective negotiators in the history of the G6 Quadrant's diplomatic corps. An outspoken advocate on sentient species' rights and environmental issues, Beatrice's vigorous activities in these areas have led to several legislative measures and two stellar protocols, including one on hazardous waste disposal. Beatrice's natural inclination to speak her mind has been tempered, but not eliminated, by her years of service in the diplomatic corps. She has gone after the interstellar consortiums with a dogged tenacity that, at times, bordered on the obsessive. Beatrice is currently single, having little time or interest for anything but her work.

Academy Daze

I can't figure out what I'm supposed to do at StarCon Academy.

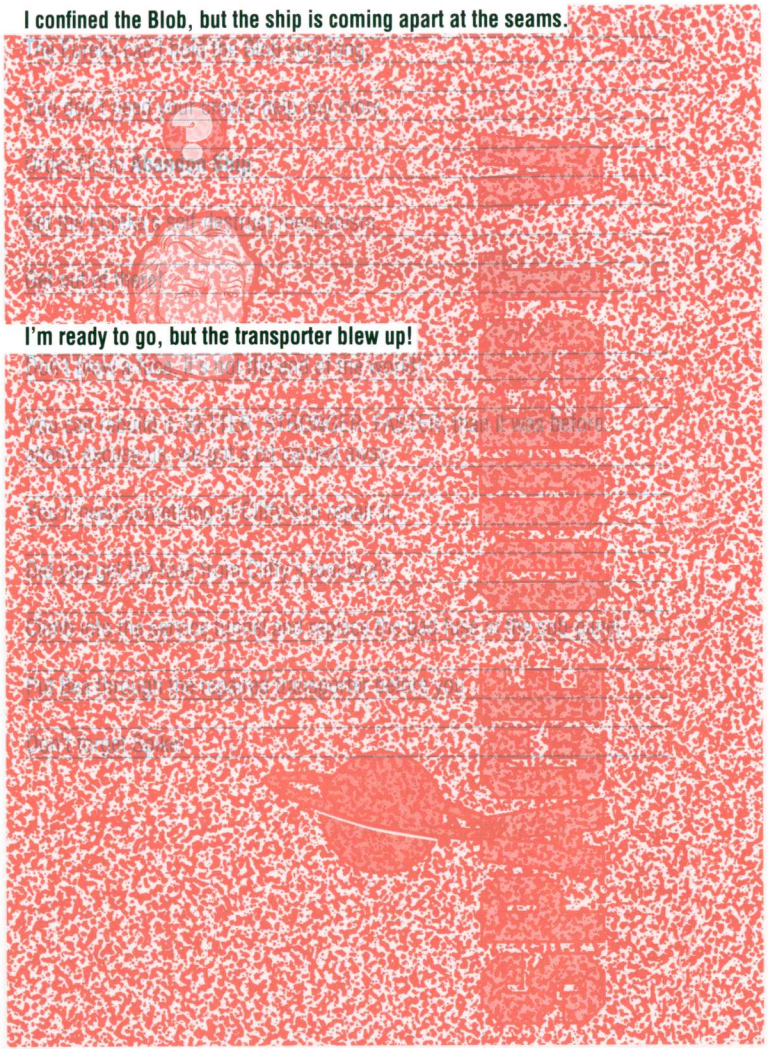
I'm in class taking the SAT but I don't know any of the answers.

I got busted by the Proctormatic 9000.

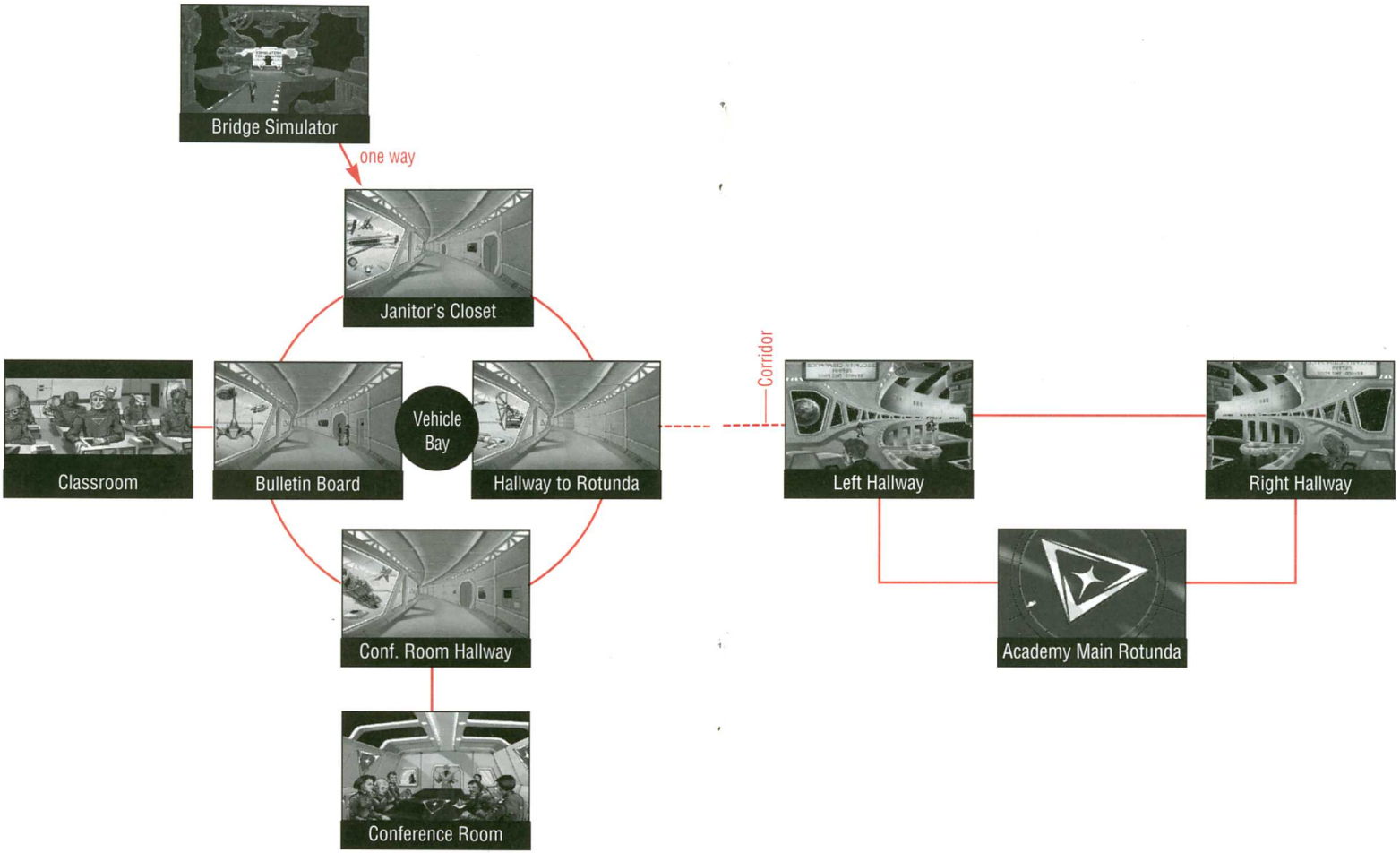
All the other cadets are really mean to me!

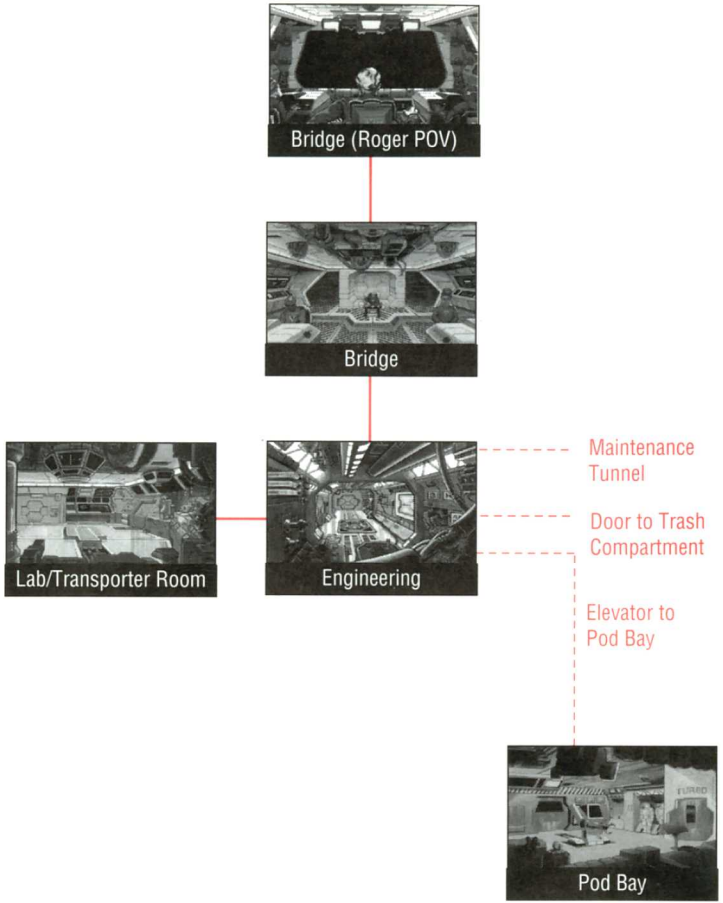
I was told to clean the academy crest but I don't know how.

O.K., I got the cleaning supplies, now what?

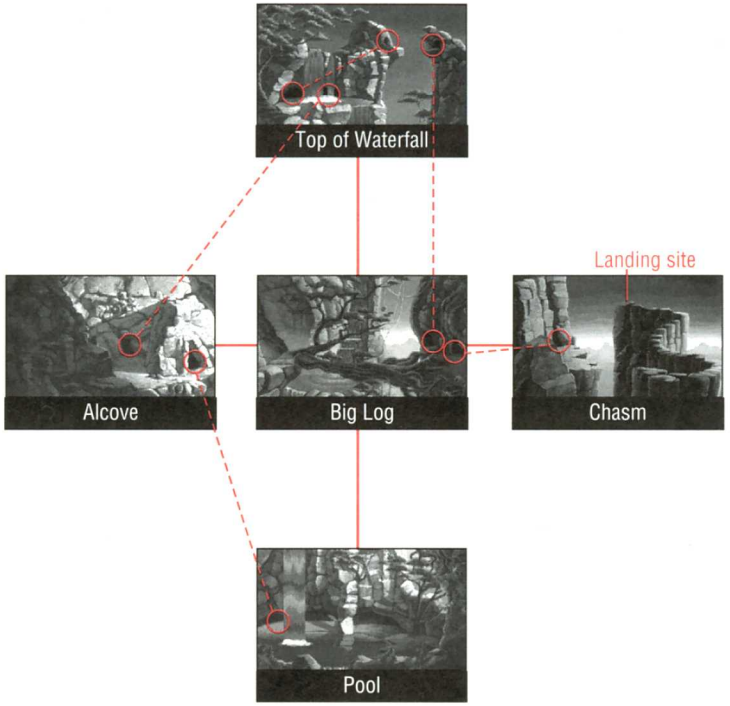


MAPS AND STATS

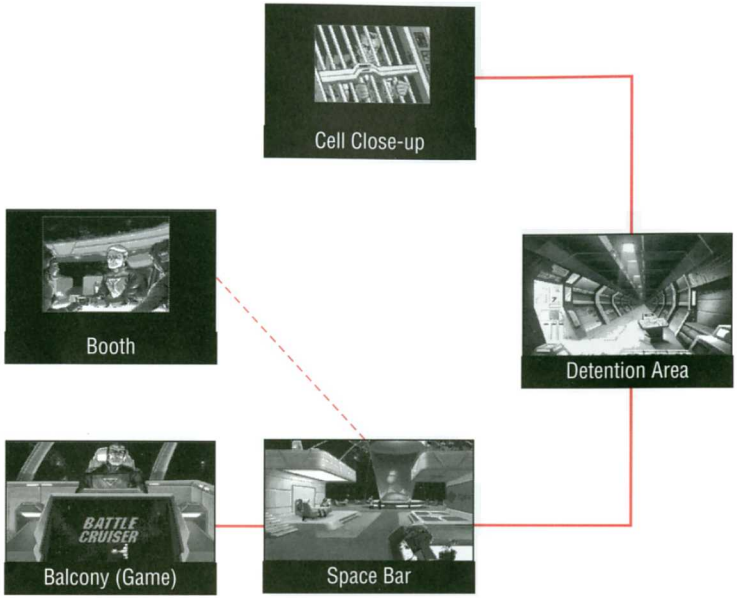

Bridge Simulator
one way
Janitor's Closet
Classroom
Bulletin Board
Vehicle Bay
Hallway to Rotunda
Corridor
Left Hallway
Right Hallway
Academy Main Rotunda
Conf. Room Hallway
Conference Room



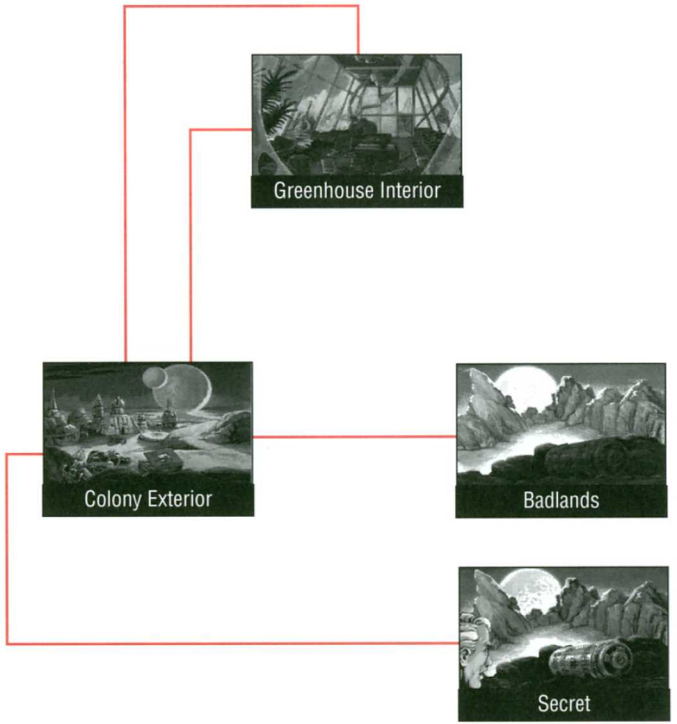
Kiz Urazgubi



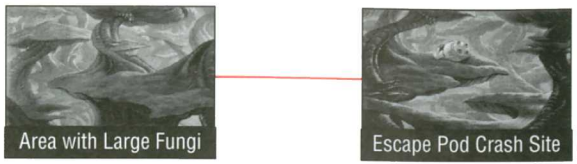
Space Bar



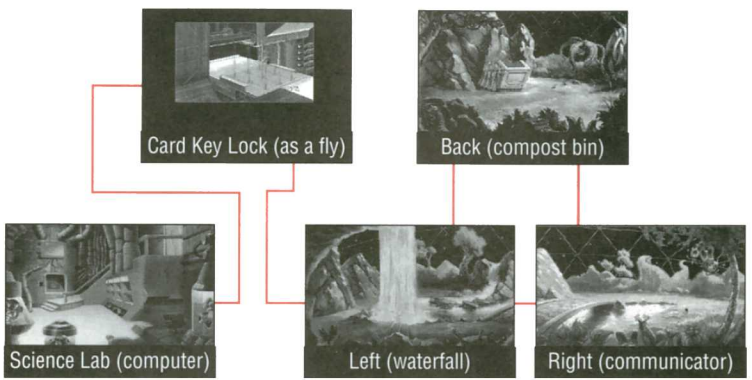
Klorox II



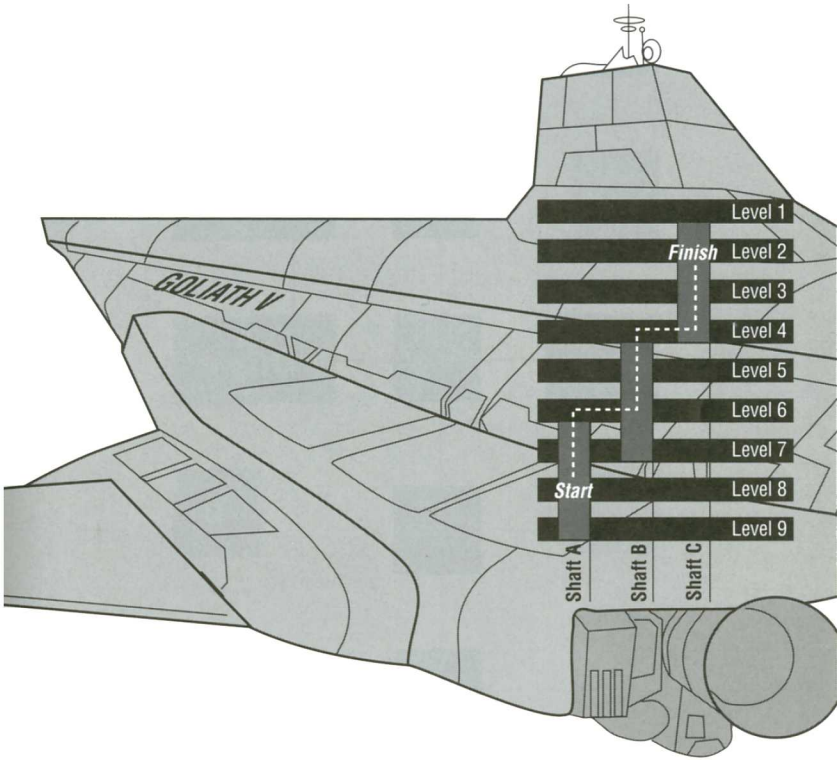
Thrakus



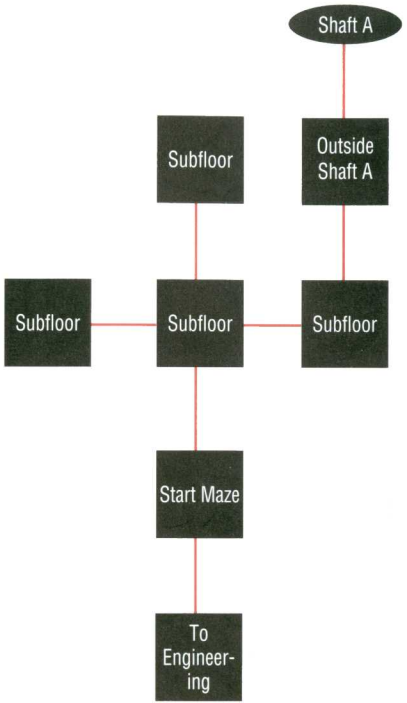
Genetix



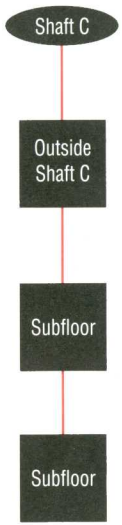
Goliath Cross Section



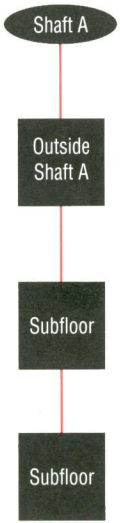
Goliath Level 8-A



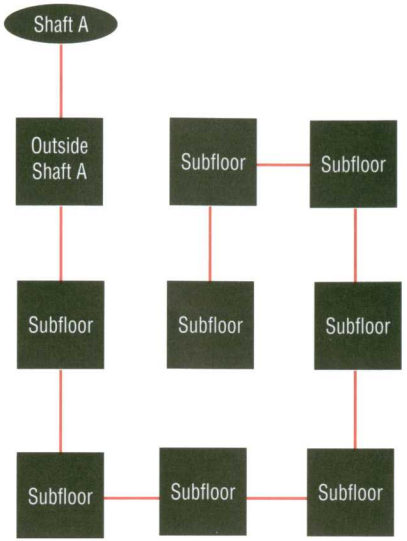
Goliath Level 8-C



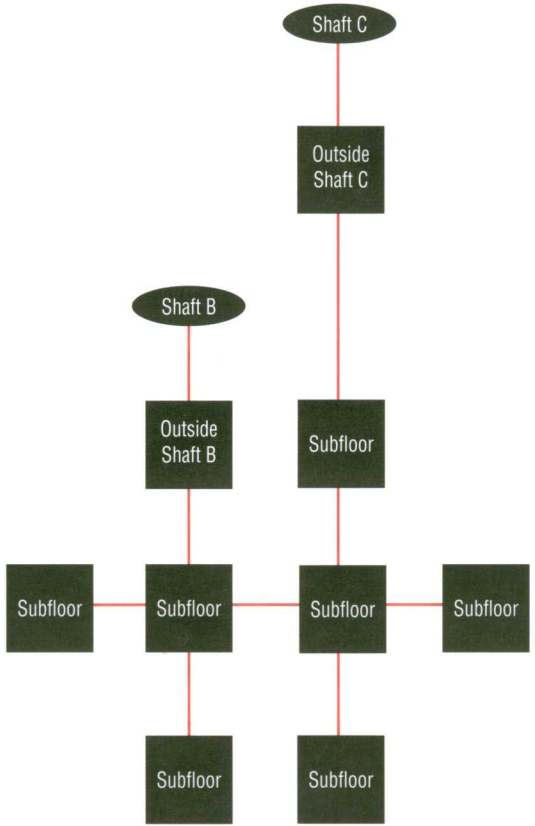
Goliath Level 9-A



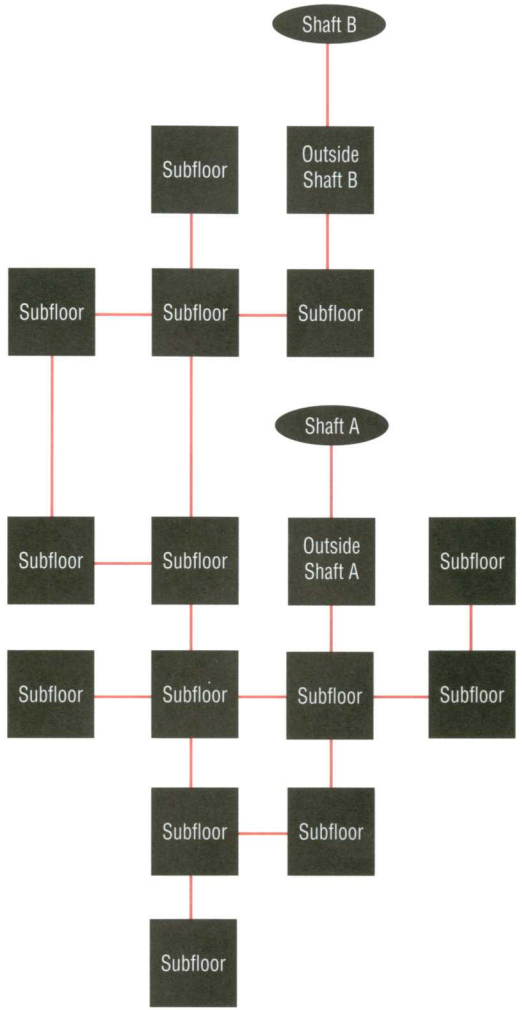
Goliath Level 7-A



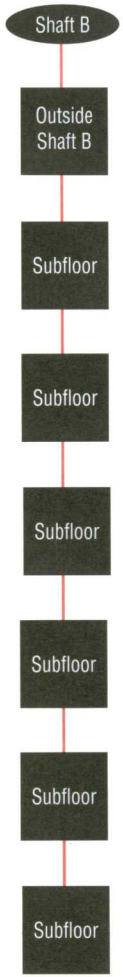
Goliath Level 7-B/C



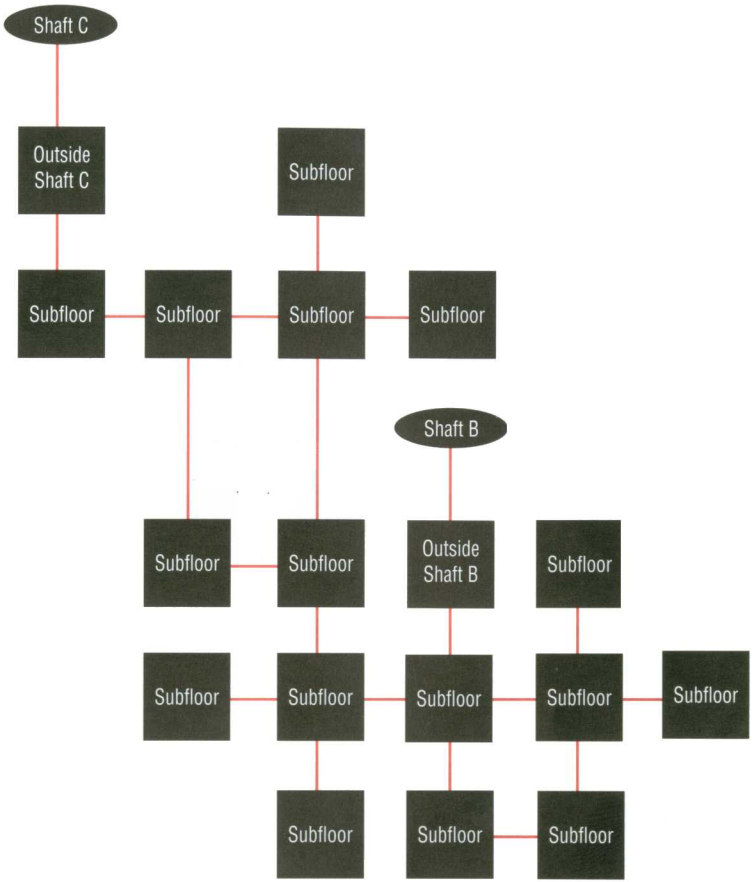
Goliath Level 6-A/B



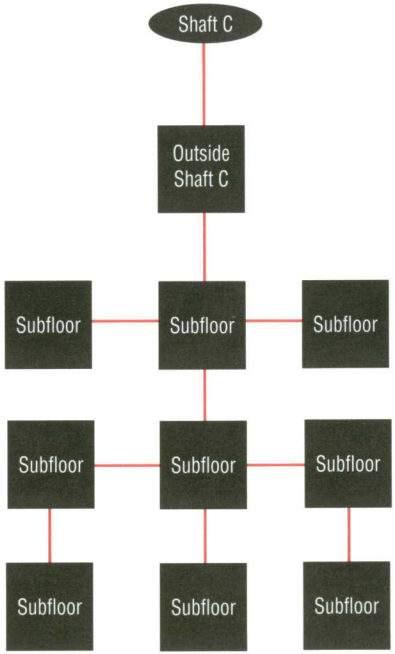
Goliath Level 5-B



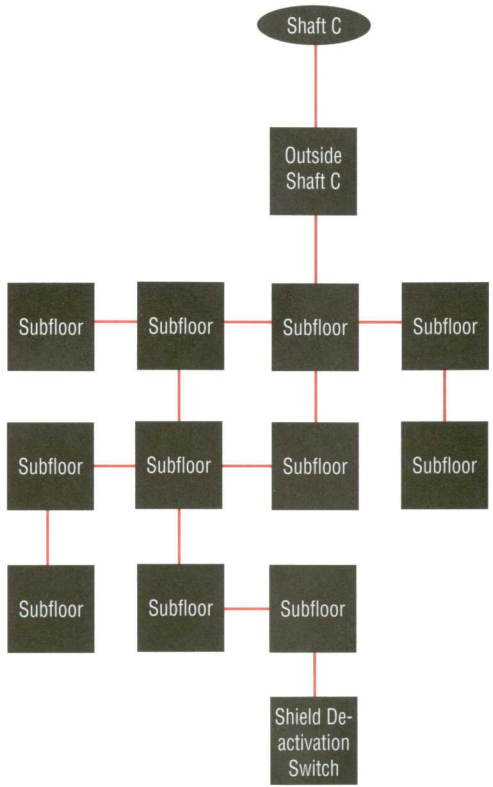
Goliath Level 4-B/C



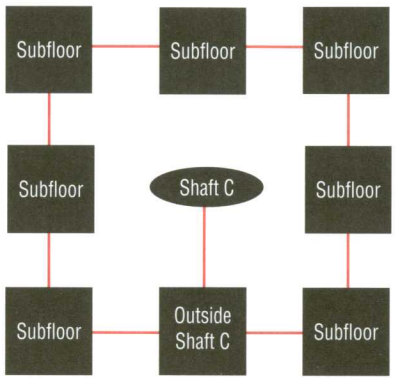
Goliath Level 3-C



Goliath Level 2-C



Goliath Level 1-C



Object	Where Found	Where Used
ANTACID TABLETS	Cliffy's Tool Box (*Eureka*) engineering section	*Eureka* science lab specimen tank (while Spike is inside tank)
CLOAKING DEVICE	Klorox II, in WD40's ship	on the *Eureka* (installed by Cliffy)
BUCKAZOIDS	Inventory	never
BUSINESS CARD	Space Bar	Genetix-Science lab door lock (with hole punch)
COMMUNICATOR	*Eureka*	various
FROCK	escape pod on Thrakus	Thrakus – handed to Bea while hanging on cliff
FUSE	Cliffy's tool box	fuse panel (inside service tube in *Eureka* engineering section)
HEAD	Kiz Urazgubi "big log" scene	on the *Eureka* – given to Cliffy
BROKEN BRANCH	Kiz Urazgubi "big log" scene	falls to bottom pool in "log" scene – used to reach fruit and to pry up the boulder which smashes WD40

Object	Where Found	Where Used
BANANA-LIKE FRUIT	Kiz Urazgubi "big log" scene	use the branch to reach it – Roger stuffs it in exhaust pipe while hiding inside the hollow log on Kiz Urazgubi
SPACE MONKEYS	Space Bar	Space Bar, in Roger's drink
LIQUID NITROGEN CANISTERS	Genetix science lab	Given to Cliffy (used later by WD40 on *Goliath's* bridge)
OXYGEN MASK	in storage locker inside *Eureka* pod bay	just before beaming down to Thrakus
OXYGEN TANK	*Eureka* pod bay storage locker	EVA pod
PAPER	floor of Klorox II greenhouse	contains password for computer log-in.
HOLE PUNCH	Cliffy's tool box	at Genetix, to punch holes in the business card
SAFETY CONES	closet at StarCon	academy crest
FLOOR SCRUBBER	closet at StarCon	academy crest
SHIP OPENER	"Souvenir" from WD40 given by Cliffy in *Eureka* science lab	on Kiz Urazgubi – to open WD40's ship

Object	Where Found	Where Used
SPIKE (BABY FACE-HUGGER)	*Eureka*'s trash compartment	Space Bar detention area, to dissolve bars on Cliffy's cell
LASER TORCH	Cliffy's toolbox	EVA pod (to cut opening in *Goliath's* hull)
WARP DISTRIBUTOR CAP	*Eureka* science lab (given by Beatrice)	*Goliath* engine room

Points list for *Space Quest 5*

StarCon

Going to Class	5
Cheating off big-head cadet (first time)	5
Passing the SAT test (awarded at "Captain" transformation)	100
Taking the safety cones from the closet	10
Getting the floor scrubber from the closet	10
Completion of scrubbing detail on Academy Crest	50
StarCon Region Total	**180**

Eureka

Garbage pickups (100 for each)	200
Rescuing Spike from the trash	20
Putting Spike in the specimen tank (1st time)	20
Getting antacids from Cliffy's toolbox	15
Giving antacids to Spike in the specimen tank	20
Taking the hole punch from Cliffy's toolbox	5
Taking the torch from Cliffy's toolbox	5
Taking the fuse from Cliffy's toolbox	5
Successful beam in from KU (1st time)	175
Beaming back from the Space Bar after rescuing Cliffy	200
Arriving at Klorox II (orbiting)	10
Hailing ship (Quirk) at Klorox II	10

Orbiting Genetix (after it's been blown up)	10
Orbiting Thrakus (when Bea is there)	20
Getting the air mask from the locker	5
Putting on air mask (before beaming to Thrakus)	20
Activating the cryo-chamber at the correct time	20
Putting Bea in the chamber	20
Successfully freezing Bea in the cryo-chamber	75
Defrosting Bea (when you know how to cure her)	50
Putting Bea in the transporter (to cure her)	50
Choosing **Evasive action** in the asteroids	35
Getting the oxygen tank	25
Grappling Cliffy with the EVA pod arm	100
Successfully returning to the *Eureka* with Cliffy	50
Cloaking the *Eureka* at the correct time	50
Taking the EVA pod to the *Goliath*	300
Successfully attaching the EVA pod to the *Goliath*	50
Using the laser torch on the *Goliath's* hull	100
Firing on the Quirkoid blob while it's attacking the *Goliath*	50
Sucking the Blob up with the RRS	200
Giving Flo the order to abandon ship (at the right time)	10
Activating the self-destruct (at the right time)	100

Fixing the transporter (by replacing fuse in service tunnel sub-panel)	175
Getting Spike before you leave	10
Getting Bea before you leave	10
Eureka Region Total	**2220**

Kiz Urazgubi

Beaming in before *Eureka* is blown up	10
Picking up the branch	10
Taking the banana-like fruit	25
Hitting WD40 with the boulder	100
Shoving banana in WD40's jet-pack tailpipe	200
Picking up her decapitated head	25
Getting WD40's ship open	100
Taking cloaking device from WD40's ship	200
Kiz Urazgubi Region Total	**670**

Space Bar

Beaming in (1st time)	10
Putting Space Monkeys in your drink	50
Beating Quirk at *Star Cruiser* (25 pts per ship)	100
Turning off the force-field in the detention area	25
Using Spike to dissolve the bars of Cliffy's cell	50
Space Bar Region Total	**235**

Klorox II

Beaming in	5
Surviving the Pukoid's phlegm attack	50
Finding the piece of paper	5
Entering the pass code in computer	20
Finding the Genetix "Primordial Soup" canister	50
Klorox II Region Total	**130**

Thrakus

Taking the frock from the escape pod	10
Deactivating the escape pod homing beacon button	35
Lowering frock to Bea while dangling	35
Using communicator at right time (while dangling)	25
Grabbing the vine	5
Thrakus Region Total	**110**

Genetix

Getting the Mwog (mutant amphibian) to jump on the communicator	100
Using communicator (Talking to Flo)	40
Flying into keycard slot	20
Activating computer	10
Finding payoffs to Quirk in data banks	15
Finding Primordial Soup information in data banks	20
Taking liquid nitrogen	50
Landing on Cliffy (as fly)	5
Leading Cliffy to the dumpster (as a fly)	10
Getting restored to human form	50
Using hole punch on business card	5
Opening lab door lock : 1st try	500
2nd try	300
3rd try	100
4th try	50
5th try	25
Genetix Region Total	**825**

Goliath

Getting inside engineering section	20
Replacing the warp distributor cap	100
Getting into the sub floor	100
Finding shield generator terminal	350
Turning shields off	20
Giving "NOW!" signal at the right time	20
Beaming back to *Eureka*	20
Goliath Region Total	**630**

Total Points Possible	**5000**

Hint Book Credits

Written by	David Selle
Editors	Barbara Ray Bob Lindstrom
Photographer	Dale Tendick
Designer	Jenny Gray

FOR YOUR INFORMATION

Space Quest 5: The Next Mutation consists of:

2,548,819	bytes of source code, which compiles down to
798,693	bytes of object code
6,277,836	bytes of animation
3,014,153	bytes of background picture
1,376,996	bytes of sound effects and music
171,608	bytes of programs, drivers and interpreter.
288,541	bytes of message files
11,927,827	bytes total are compressed by a proprietary program down to the 7,142,190 bytes of resources on your program disks.

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