

REVIEW

SPACE

PC

£34.99

BY SIERRA ON-LINE

Roger Wilco, sanitation expert, part-time hero, and star of the three previous Space Quest adventures is back! Having rescued The Two Guys from Andromeda (the authors of the Space Quest series) from the diabolical clutches of the Pirates of Pestulon, our hapless hero is out for a little R'n'R on his home planet of Xenon. The problem is this - the dreaded Sequel Police have had enough of Wilco and all this Space Quest nonsense, and are determined to make sure that Space Quest V will never see the light of day!

Saved only by the timely intervention of a squad of rebels from the future, Roger finds himself hurled into a hole in the time-space continuum - only to find himself on his now-devastated home planet in the scenario for Space Quest XII - Vohaul's Revenge III! Can Roger find out who wants him dead? Will he find a way back into his own time? Will someone tell me what's going on? Who knows? Who cares? Find out, same time, same channel, next week!



AND THE TIME RIPPERS!



As someone who enjoyed the first three Space Quest games immensely, I can safely say that part four not only matches the hilarity and insanity of the series, but excels it! SQ IV is not so much an adventure, but a mass of hilarious problems which the hapless Roger

Wilco has to make his way through. The VGA graphics are absolutely gorgeous, with some of the most detailed backdrops ever seen in a game of this type, and if you've got a sound card for your PC, you can really appreciate the terrific soundtracks that make SQ IV more like an interactive movie than an adventure. The sheer amount of depth is enough to have even the most experienced adventurer stuck to his machine for ages, and the puzzles are enough to have you pulling your hair out - once you've solved one, you're confronted with another almost instantly! Quite frankly, if you're a PC owning adventure nut, then there is absolutely no excuse to go out and buy this immediately. Now you'll have to excuse me, the Sequel Police are after me again...

ROBERT SWAN

GOT THE RIGHT TIME?

To get back from Space Quest XII to his rightful place in the Space Quest IV scenario, Roger is obviously going to have to find some kind of time machine, then find the required co-ordinates to zap him to the correct location in Space-Time.

Luckily, if Roger can hop a shuttle to that large structure outside the city on Xenon, he will find a Timebuster 2000 SUX, and after working out that the symbols on the control pad look a bit like letters, he just has to find a likely set of six letters which the time-drive computer will accept as co-ordinates.

Unfortunately, the first string of co-ordinates only gets him



as far as Space Quest X - Latex Babes of Estros, where the Sequel Police will soon catch up with him. If he wants to stay alive, Roger has to find his next set of co-ordinates and get to the next scenario FAST! Those Sequel Police tend to shoot first and say "halt" later!



ROGER, WILCO, AND OUT

Roger Wilco's three previous adventures would be enough to drive anyone nuts, let alone the Sequel Police. The original Space Quest saw Roger, then a lowly janitor aboard the space lab Arcada, foil the evil Sariens' plot to steal the Star Generator and thereby single-handedly save the planet Xenon and the entire Earnon star system from a fate worse than death. Part two saw the Sariens' leader, the vile Sludge Vohaul, intent on conquering the galaxy with an army of genetically-engineered life insurance salesmen! Again, our bumbling good guy was able to save the day (more by luck than judgment!). The third chapter, The Pirates of Pestulon, saw Roger's "creators", the Two Guys from Andromeda, kidnapped by a band of outlaws out to flood the galaxy with a load of sub-standard software - once again, it was down to Roger to save the day! Now Space Quest IV is here - can Roger save himself?



As the green slime dissolves the flesh from your bones, you think, "Hey! This stuff consumes 47 times its weight in acid!"



ICON-TROLS

Unlike the previous Space Quest adventures, part four involves absolutely no typing whatsoever. Now it's just a simple case of point and click with whatever option you have selected. Pressing the right mouse button cycles through seven command icons (walk, look, action, talk, smell, taste and inventory), or you can select one directly by moving the cursor to the top of the screen.



MAY THE FARCE BE WITH YOU!



HARD DRIVIN'

Unfortunately, all these luvverly graphics (which were hand-drawn then digitised, actually) take up a lot of memory and hence, disk space, so you won't be able to play Space Quest IV unless you have a hard drive in your PC! Aieee! Oh, by the way, the game supports MCGA and VGA graphics, mouse, joystick and keyboard controls, and PC, Adlib and Roland sound. Just thought we'd better give you all the facts.



UPDATE

Space Quest IV should be emerging on the Amiga and ST real soon, but no release dates or prices have been set. Be warned, though that the Amiga game requires one Megabyte of memory and two disk drives or a hard drive to run! The ST version also requires either two drives or a hard drive, but it has the added feature of being able to use any attached MIDI device to produce enhanced music.



Unlike Rob, I've never really been a big fan of the Sierra adventures because of the rather ugly graphics and those annoying guide-the-man-through-the-maze-of-tight-gaps bits. However Space Quest IV is one of Sierra's new-look games so it certainly doesn't suffer from any ugliness problems (if you've a VGA card the digitised graphics are superb) and the mazes I came across weren't as intolerably difficult as they were before so I really enjoyed myself. The other attraction is the unusual storyline, the jokey scenarios and the oddball predicaments which are actually pretty funny, and keep you playing the game just to see where the next laugh is. The new command system is, I suppose, less daunting to a novice than the old text-entry system, but seven icons seemed pretty restrictive to me, and it reminded me somewhat of all those old text adventures with tiny vocabularies which forced the player to word commands strangely so that the computer could understand. The system Lucasfilm used in Indiana Jones and Monkey Island is far more flexible. That gripe aside, I was very impressed with Space Quest IV, and I'm sure any Wilco fans out there won't be disappointed by this installment in the series.

**PAUL
GLANCEY**

PC

GRAPHICS	95
SOUNDS	92
PLAYABILITY	86
LASTABILITY	92
OVERALL	90