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Easter Egg:

To bring up Sierra's debug mode, press option and 'f'.

If you now type 'TP' the game will ask 'Which Room'. Type in a number and you will be transported to that room.

If you type 'GET OBJECT' the game will ask for a number. Enter a number and you will get the object of that number.

Note that debug mode doesn't work from System 6.

Space Quest

Includes two cracked disk images.

Space Quest was released for the IIgs in 1987 by Sierra.



The last platform that Sierra's AGI adventure scripting development tools were converted to included the addition of fantastic sound and music capabilities - but the same blocky, colourful graphics. No colour palette changes either.

Space Quest introduced gamers to Roger Wilco, janitor extraordinaire. Whilst during one of your usual sleeps on the job, the space station you pretend to work upon, the Arcada, is attacked and as the only survivor, you must escape with knowledge of the attackers' plans.



For lack of owning a ship, Roger decides to drown his sorrows...

Space Quest was the first adventure to expand the themes used in Sierra's line of the 3D adventure games. As a 3D Adventure Game, you controlled your character on screen with either the mouse (click where you want him to go) the arrow keys, keypad or even a joystick. You moved your character to avoid danger, or get closer to items or people so you could interact with them. A parser is used to input commands - get, talk, give, use, show, look, etc. Verbs are used first, then a noun. The parser understands most things you type in, and has a relatively good vocabulary that allows for synonyms. A good way to start adventuring with each new screen is to simply type "look" or "look room" which should supply some background information to what you can already see on screen. It's then a good idea to look at the individual objects given in the information you got from "look". You can never have too much information in a Sierra 3D animated adventure.

While the inclusion of a space related theme was inevitable, and it's inclusion welcome, I don't know that the original Space Quest quite hit the nail on the head. The adventuring was good, but like the earlier films within the Evil Dead Trilogy, you can't tell if the humour was purposefully put there or not. However, as the saga continues, it becomes evident that the humour IS included advertantly, as seen in Space Quest II. Oh, and one other note: Space Quest had a change in colour palette! A purple was replaced by orange. Wow.





...only to discover bizarre forms of live entertainment.

Note: There is an odd bug in Space Quest whereby when you enter into the triangle of light after showing proof of Orat's explosive demise, the game crashes. However, this only occurs if loaded from System 6, and doesn't occur with the ProDOS 16 version on disk (1.3). I don't recommend using System 6 with Space Quest because restoring saved games doesn't seem to work either.