

The Adventures of Roger Wilco in



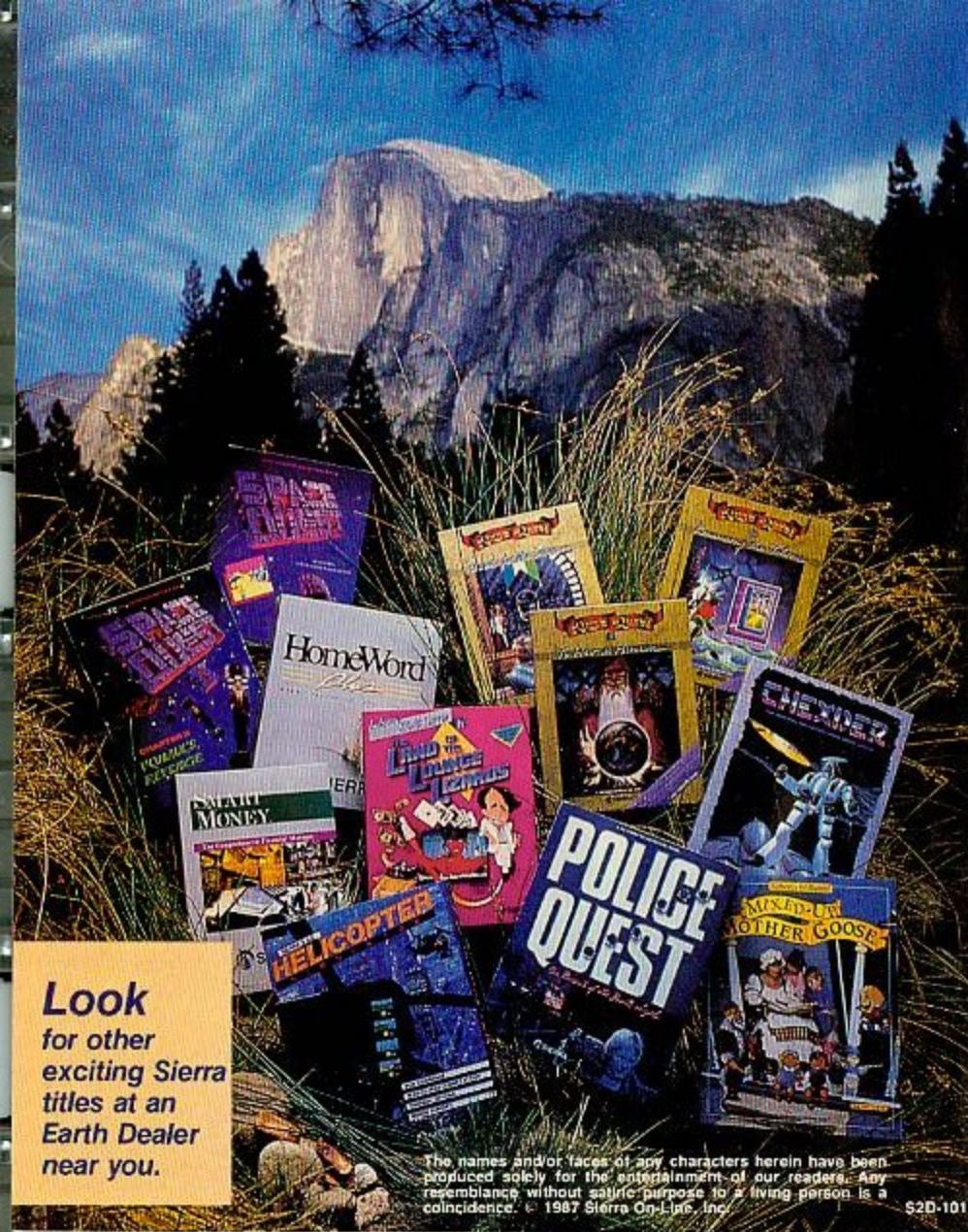
# SPACE PISTON™

APPROVED BY THE INTERNATIONAL COMICS ASSOCIATION

5 PAGES



## VOHAUL'S REVENGE



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S2D-101



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Looks and smells like the genuine thing! Gross out teachers, stewardesses, and waitresses! A great gag for all occasions. A variety of flavors, including pizza, meat loaf, and orange Twang (the drunk that went to the moon).

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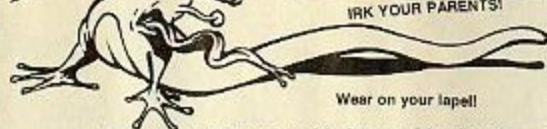
**NUCLEAR EXPLOSIVE CIGAR LOADS!**



LOADS OF FUN!!

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**Live Pet!**



**ANTAREAN SLIME DEVIL**

IRK YOUR PARENTS!

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are very affectionate and will leave only a minimal amount of droppings. Four sodium crystals on them and watch them impode! Their acidic entrails will burn through anything. Outstanding educational and scientific value. Great for young naturalists. **Antarean Slime Devils, 1 pair . . . . . 6 buckazoids**

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SCIENTIFIC MIRACLE!

IT CAN'T BE TRUE BUT JUST LOOK FOR YOURSELF.



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One size fits all . . . . . 3 buckazoids

**BLOOD CURDLING SPIDER DROID**

- Climbs, crawls, dances, taunts you in mid-air
- Makes creepy sounds
- Eyes glow in the dark
- Spits phosphorescent venom 10 feet!!

Terrorize your buddies on those dark, scary nights. Seems so alive--so real, it even fools other spider droids! Comes in authentic, natural colors. Hidesous fangs. Take it with you wherever you go. Guaranteed to shock everyone!

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UBESUCKA WEBEES HOHOHO

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Planet \_\_\_\_\_ Galaxy \_\_\_\_\_

**NO C.O.D.'S EVER!!**

How Many	Number or Name	Price Each	Total

PLEASE ALLOW 4 TO 6 WEEKS FOR DELIVERY. IF MERCHANDISE NOT RECEIVED WITHIN ALLOTTED TIME, PLEASE SEND ADDITIONAL 15 BUCKAZOIDS PER ORDER TO INSURE SAFE DELIVERY. NOTHING GUARANTEED!

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Ask for **FREE THINGS** . . . . . 2 buckazoids



AS YOU RECALL FROM OUR LAST EPISODE, OUR HERO, SANITATION ENGINEER ROGER WILCO HAD FOILED THE DASTARDLY PLANS OF THE EVIL SARIENS BY DESTROYING THE SECRET STAR GENERATOR...



PHEW!!  
TALK ABOUT A CLOSE CALL!

ART: JIMMY SMITH  
SCRIPT: JERRY ALBERT  
GREG GIFFEN  
LETTERING: GREG GIFFEN



FACTORS: SOME OF THEM ARE: AGING, BUT ONLY DO IF EQUATE WITH HIS LIFE... BUT WITH THE PLANS THAT COULD SAVE HIS OWN PLANET!



A RIGHT! I CAN'T BELIEVE IT!  
WELL, IT'S THE FALLS IN THE JANTORAL POOL, SEE THIS SHAPED VERSION OF 'LET'S GET TOGETHER' IS THE WARRIOR OF MAGE!



UH, THANK YOU, MARR... BUT, CA. IT WAS REALLY NOTHING AT ALL.  
FOR YOUR UNAPPRECIATION, WE'VE BASTED UPON YOU THE COVETED DIVISION PAIR AWARDS, A TOKEN OF OUR ETERNAL GRATITUDE.  
FROM LIKE AT THE...  
BAM...  
DOH! AAAA!!  
ROG

RIGHT ON ROGER!!

OH, HAVE YOU BLISS... BARR THIS BLISS!!



WELL, IT ALL STARTED WHEN THOSE SAREN SLIMEBUCKLERS BASTED THEIR WAY ONTO OUR SAID! OUR CREW WAS TAKEN ON SURPRISE... BUT MY INNER FORTITUDE TOLD ME TO WAIT FOR THE RIGHT MOMENT.



LET'S GETTE EM!!

THERE REMAINS NOT ANOTHER LIFE FORM, SIR!

SCOTTY, IF YOU'RE LISTENING... BEAM ME UP! NOW!!



HOW'Z THIS FOR A FLOSSING... BARF BREATH!!

AH BLOK!!

KLONK!



KLEEN, LET'S GUNTLE THESE SAREN SLIMEBUCKETS! NOW!!



YOU'RE ALL WAVED UP KLEEN!



HOW ABOUT ME BRINGING YOU ANOTHER CRIFICE! BIG MOUTH!!

UH, NO, I'VEEM QUITE HA... RA... PEE WID DA ONE EYEE... GOT... YASSY, THANKS!



SUDDENLY, ROGER DISPLAYS HIS LIGHTNING-QUICK REFLEXES (FROM YEARS OF MOPPING TIGHT CORNERS)...

PUNGE!

I KNEW THOSE SL EPISODES OF 'KUNG FU' WOULD COME IN HANDY!

BUT BATTLING THE SARENS WAS ONLY THE BEGINNING...



BIAAF!  
BIAAF!  
BIAAF!

EEEE! CAN I GUSTE YOU ON THAT?





HEY!! I'M NOT THAT KIND OF GUY!!!

BLAAF!  
BLAAF!  
BLAAF!

GULP!



WELL, IT'S BEEN A REAL BLAST, BUT...

ZLASK!

BLAAP!  
BLAAP!  
BLAAP!



I GOTTA TAKE OFF!

BRUMPH!

FROG!



ROGER DESCENDS TO TAKE A CLOSER LOOK...

HAM... NO PULSE... (GRAS)... NO BREATHING... (GRAS)... NO VITAL SIGNS!... WELL... WHAT'S THE DEAL?

HEY! CAN ANYONE LEND ME A HAND?

ARMED AND READY, WILKO EXITS STAGE LEFT...



BUT, UH... THAT'S NOT ALL! LET ME TELL YOU ABOUT THE NITELIFE IN KERONIA... PHUEW! TALK ABOUT WILD!

OOOH!!

AWWW!!

WE YOU, ROG!

HI, MOM!

WOOF!



ROGER ENTERS THE KERONIAN PALACE TO FINALLY RELAX AFTER A HARD DAYS NIGHT...

WELL, I'M NOT THAT KIND OF GUY!!!

I DON'T KNOW...

YEAH YEAH YEAH

CHECK OUT THE ACTION THAT JUST WALKED IN. NICE BIPED MATERIAL, EH?



ONE BREW LATER...

LADJ LKSAD LFLJKIOM

I'VE GOT A REAL FEELING ON THIS ONE!!



ONUR OIWR SBNIL EOWRLT OUSJ OCPMTLAPT PSKJRL OKSMD LA OEBKTR DMBELT PPKRON ERSH DFEYVNIOT KLZS!

UH ON!!



FROZZ!

HE GOT THE FEELING! FOR REAL!!



TWO BREWS LATER...

SEE! (HIC) POOR LITTLE OL' SUCKER!!

YOU CALLED ME A WHATT?!?

NO, WHAT... MEEEE!!?

THINK ROGER SHOULD HAVE PAID MORE ATTENTION TO THE AUD IN THE COMEDY...

TAP TAP!

# THE INSULT THAT MADE A HUMANOID OUT OF 'BOYD'





THA-  
RUM-  
P!



HAR! HAR!  
WELL... I GUESS THAT JUST PROVES I  
CAN TAKE IT ON THE CHIN WITH THE  
BEST OF 'EM. ANYWAYS...

ONE BRUISED LATER...  
I THROU MYSELF ON THE SUREST PROTECTION  
I'M WED OF A BUCKLE DISCOURSE



LIKE A SPACE PISTON, WITH DIVERGING FISTS  
OF STEEL, ROGER FIRES ONE UP...



ONCE AGAIN, ROGER, MANFULLY ESCAPES HIS FATE!

# SPACE QUEST™ II

VOHAUL'S REVENGE

Designed and Programmed  
by Scott Murphy and Mark Crowe

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## WELCOME TO THE WORLDS OF 3-D ANIMATED ADVENTURES

A Sierra 3-D animated adventure game, simply stated, is an interactive movie where you become the main character. In this game, the main character is Roger Wilco (or any name you choose), the head (and only) janitor on Xenon Orbital Station 4.

Each 3-D animated adventure game has a main goal, and yours in Space Quest - Chapter Two is to escape the clutches of the evil Sludge Vohaul and foil his despicable plans to destroy your planet. You will need to survive many perilous escapades in order to thwart the nasty Vohaul. Your goal: to restore peace and safety to the universe once again.

It's a jungle out there, and it will take raw courage, quick wits and sheer fortitude in order to survive. So why even try? Because your planet depends on you, that's why...so get going! And good luck. The universe knows you will need it.

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## TIPS FOR FLEDGLING SPACE CADETS

**NOTE:** If you have played an animated adventure before, this section can be skipped.

If you haven't played one of Sierra's 3-D animated adventure games before, here are a few suggestions to help you get on the right track.

**MOVE AROUND.** Go from place to place and investigate your surroundings. Basic instructions on how to interact with this game are included on the reference card enclosed. For those who are not sure of what to do, there is a WALK THRU included at the end of this manual.

**LOOK** everywhere. When you travel to a new location, the first thing you should do is look around. Get a description of the general area. Often you will find clues to the game or information about objects in the scene that merit further investigation.

**EXPLORE** each location of the game very carefully. Search the jungles of the planet Labion, and examine the various creatures you will meet there. Probe the asteroid fortress of the vile Sludge Vohaul. Leave no space rock unturned.

**DRAW A MAP** that includes each place you visit, objects found, dangerous areas, and any other interesting things you may see along the way. Don't forget to revisit places from time to time. The creatures of Space Quest get around almost as much as you do.

**COMMUNICATE** with the various beings you meet. Some are friendly and some are wicked, but most are bound to have valuable information or objects that will help you out.

**TAKE OBJECTS** that you find during your voyage. Most will have a use (either good or bad) during the course of the game. It's up to you to decide which ones might be beneficial.

**USE** the items in your possession to solve the various obstacles you will encounter. Some problems have obvious solutions. Others will require a good imagination to unravel.

**WATCH OUT.** This is an extremely dangerous mission and you are an extremely klutzy janitor. Be sure to remain on your toes at all times--you don't want to end up as breakfast for a Labion terror beast.

**GET WARPED!** Try all kinds of actions--even crazy ones! No one ever caught a space squirrel without being a little nuts! Besides, if you do encounter trouble you can always resort back to your RESTORE GAME function.

**TWO HEADS ARE BETTER THAN ONE.** A space janitor's life can get lonely...so why not play Space Quest with a friend? It's loads of fun, and different people often come up with different ways to use items and interpret clues. Besides, two heads are better than one -- just look at the Bicranial Crudsnoter.

**SAVE YOUR GAME** often. In case of misfortune (such as sudden death), you won't have to start over from the beginning if you've saved your game. See your reference card for instructions on saving games.

**DUMBSTRUCK?** Space Quest understands a wide variety of words such as:

CALL	CLIMB	DIVE	DRINK
EAT	EXAMINE	GET	HIDE
HOLD	LOOK	OPEN	PLAY
PRESS	PUT	RUB	SEARCH
TAKE	THROW	TIE	USE

---

**DON'T DESPAIR.** If you come to an obstacle that has left you with cold feet, don't fret. Explore different areas in the game, then come back later and try again. If you're stuck, you might try backtracking to an earlier point in the game--you might have forgotten to do something important.

If you think you've tried everything and you're still going nowhere fast...don't yank out your hair! Hint books for all of Sierra's 3-D animated adventures are available (including this one!). You can order the hint book for this game using the order form in this package. You can also get hints by calling the Sierra Customer Support Line at (209) 683-6858 or the Sierra Bulletin Board Service at (209) 683-4463. Don't feel bad, it happens to us all sometimes (just some of us more often than others).

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**WARNING! THE FOLLOWING DOCUMENTATION IS FOR BEGINNING ADVENTURE GAME PLAYERS ONLY. THE CONTENTS INCLUDE ANSWERS TO SOME OF THE GAME'S PUZZLES AND HINTS THAT EXPERIENCED ADVENTURERS MAY NOT WISH TO SEE. CONTINUE READING ONLY IF YOU ARE HAVING DIFFICULTY GETTING STARTED WITH SPACE QUEST II.**

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## **MASTERING THE UNIVERSE...A BEGINNER'S GUIDE TO SPACE QUEST - CHAPTER TWO**

Press The Space Bar to bypass the title screen)

You begin aboard the Xenon Orbital Station 4. The computer will prompt you to enter your name (up to 18 characters). Type in your name and press Enter.

*Orbital Station 4 is one of many orbiting Xenon, your home planet. It is a transfer point for travelers seeking transportation to the various planets in the Earnon system.*

Press Enter.

*As we begin this chapter of our story, we find you, (name), ace janitor, doing what you do best. You are currently sweeping up the decks of XOS 4.*

Press Enter.

*A beep emanates from your wrist watch. You release your grip on the broom.*

Press Enter.

*The broom floats away, never to be used again. That makes the third one this week. Wait 'til your boss finds out.*

Press Enter.

Type:  
**LOOK AT THE WATCH**  
(A close-up shot of a wrist watch will appear.)



---

Type:

PRESS H

*Your horoscope for today: Keep up the good work! Today could bring that big promotion you think you deserve! Don't take any wooden buckazoids!*

Press Enter.

Type:

PRESS T

(The watch will display the current time and temperature.)

Type:

PRESS C

*“(Name)! Get in here on the double! You've got a mess to clean up in the shuttle which just returned. One of the passengers got space sick on the way down. Besides, you should have been done out there an hour ago. Get a move on!”*

Press F10 to exit the close-up wrist watch.

Type:

LOOK

*You are working outside Xenon Orbital Station 4. This area hasn't been completed yet. You have been sent out here to remove construction debris and space dust.*

Press Enter.

Now walk around with your character. Notice how your character walks upside down. Move your character to the round object at the center of the ceiling. Stand there. After a few moments, you will be transported.

*You are whisked away to the airlock chamber.*

---

*Stand by for decontamination.*

Press Enter.

Type:

LOOK AT THE ROOM

*This is the airlock chamber. From here you can gain extra-vehicular access. Spare suits hang on the back wall. Some lockers are mounted on the side wall.*

Walk to the lockers at the right side of the screen.

Type:

OPEN THE LOCKER

Type:

LOOK IN THE LOCKER

*You bravely peer into the locker to find a cubix rube puzzle and your athletic supporter.*

Press Enter.

Type:

TAKE EVERYTHING

Type:

CLOSE THE LOCKER

Walk over to the spacesuits against the back wall.

Type:

TAKE A UNIFORM

Type:

LOOK AT THE UNIFORM

*You are attired in the smart-looking uniform of a Xenon Orbital Station employee.*



---

Press Enter.

Walk out the door at the left side of the screen. You will be approached by a man.

*"It's about time you got in here, (Name). Head for the shuttle bay on the double. I'm warning you. You're on your last leg around here, bud. One more screw-up and you're history."*

Press Enter.

*(He then orders the transportation officer to send you directly to the shuttle bay and nowhere else until the job has been completed.)*

Press Enter.

Type:

LOOK AT THE ROOM

*You are in the transportation control room of the orbital station. The room is abuzz with activity as technicians monitor XOS 4 operations. A pneumatic transport tube is accessible from the walkway above.*

Press Enter.

Walk over to the men working on the consoles.

Type:

TALK TO THE MAN

*"The chief's not happy with you, (Name)" the man says. "You'd better get over to the shuttle bay soon."*

Press Enter.

*"By the way. You still owe me 20 buckazoids. You'd best cough it up soon."*

Press Enter.

---

Walk to the center of the platform at the left side of the room. It will transport you up to the second floor. Walk along the corridor to your right and enter the transport. It will transport you to another room.

Type:

LOOK AT THE ROOM

*You are in the Orbital Station's shuttle bay. A shuttle, fresh from a passenger drop-off on Xenon, is refueling for its next trip. A pneumatic transport tube is accessible from the walkway. A refueler replenishes the shuttle's supply.*

Press Enter.

Walk along the corridor to your right and go down the stairs.

Type:

LOOK AT THE SHUTTLE

*The shuttle craft is your standard 10 passenger short commute vehicle. It was primarily designed to ferry people and supplies between Orbital Stations, Xenon, and other orbiting spacecraft.*

Press Enter.

Walk to the shuttle craft and climb up the stairs.

*You enter the shuttle and start sniffing around for the mess you must clean. You are surprised to find that the shuttle is not empty. There are two extremely ugly suckers walking toward you.*

*"Hey! What the (your favorite expletive here)..."*

*POW!! THACK!! BINCK!! THUD!!!*

*Your protest is cut short as two interstellar ruffians proceed to thump you unconscious. Everything fades.*



---

*Time passes...*

*More time passes...*

*A strange dream turns into the realization that you are being shaken and talked to by a voice unfamiliar to you. A dull ache triggers a distant memory of a scuffle in which you were the focal point.*

*Upon awakening from your forced rest, it becomes quite apparent that you aren't in Kansas, er Xenon, anymore. You find that you are being held upright and under physical restraint from both sides by, you guess, the galactic goons you met on the shuttle.*

*As you try to struggle free you notice that your hands are tied behind your back.*

*As the eyes dial into focus you make out an oddly disfigured being seated before you.*

*A sagging mass of flesh that appears to have been human at one time, tubes and wires extend from his body leading to machines which keep him alive. Suddenly, his visage stirs and he begins to speak.*

Press Enter.

*"Well, well. Did we have a nice nap? I thought we would have to resort to drastic measures to wake you. (Sigh) Oh, well."*

Press Enter.

---

*"Welcome to my humble fortress, (Name). The name's Vohaul, Sludge Vohaul. I was the genius behind the Star Generator when it was still in the concept stages."*

Press Enter.

*"It was to be my ultimate war weapon until some sissy pants scientists decided it would be better used saving lives rather than destroying them. What a waste of technology! Excuse me if I sound bitter."*

Press Enter.

*"Anyway, you ruined my Sarien operation. I was going to use the Star Generator to make Xenon pay for what they did to me. They were going to know my wrath in a big way. You somehow managed to change all that."*

Press Enter.

*"Oh, I suppose I should have known better than to use those mental midget Sariens. That's not the point, however. You are responsible and you shall pay. Besides, I have another plan. And you'll not be around to foil it."*

Press Enter.

*"I have devised a plan so horrible, so frightening, so diabolical, that no one will be able to stop me. Observe my latest creation."*

Press Enter.



---

*"I intend to infest your planet with thousands of these genetically engineered door-to-door life insurance salesmen. I will at last reap sweet revenge from the scientific community that mocked me."*

Press Enter.

*"My plan was to kill you but I've had a change of heart. Ha, ha, ha... Get it?" He peers down at the hoses protruding from his chest and connected to a life support system. "Forgive me. I'm a kidder."*

Press Enter.

*I've decided I would get much more enjoyment watching you suffer. My associates will escort you to the surface of Labion where you will perform many hours of manual labor in my mines. Be seeing you."*

Press Enter.

*You are injected with something which renders you unconscious and carried away to a shuttle. When you awake you look through the viewing port and see Vohaul's massive asteroid fortress.*

*After touching down on a giant landing platform, you are ushered to a hovercraft waiting to transport you to the mining site. Utter despair sets in.*

Press Enter.

*You will travel for some time on the hovercraft. After a while, a message appears.*

*"Uh Oh."*

Press Enter.

---

---

*"Oh great. I suppose we're out of fuel. Way to go, Gorf breath!"*

Press Enter.

*"Don't blame me. It was your turn to fill up. You're always forgetting to do it! Wait 'til the Master finds out. You're in big trouble."*

Press Enter.

*"Hey! Don't talk to me that way, you slime bucket! I filled it last time, dip..." The argument between the two guards is cut short as gravity reasserts itself.*

Press Enter.

*CRASH!*

*Good thing that guard broke your fall. He doesn't look too happy about it, though.*

Press Enter.

Type:

**LOOK AROUND**

*You seem to be in a rather exotic forest. The growth here is unlike anything you are used to. On the ground lies the wreckage of the hovercraft you crashed in. Nearby are the bodies of your former captors.*

*What a fine mess you've gotten yourself into! You'd better devise a plan and clear out of here before you end up like your flattened foes! Time is wasting...so hurry. Good luck, brave janitor.*





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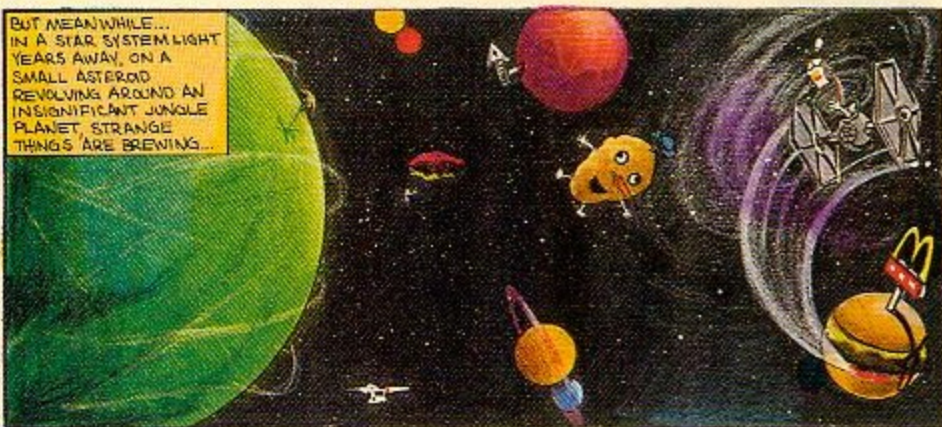
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S2D-100





BUT MEANWHILE...  
IN A STAR SYSTEM LIGHT  
YEARS AWAY, ON A  
SMALL ASTEROID  
REVOLVING AROUND AN  
INSIGNIFICANT JUNGLE  
PLANET, STRANGE  
THINGS ARE BREWING...



AS WE APPROACH,  
WE OBSERVE WHAT  
APPEARS TO BE A  
MASSIVE, HIDDEN  
FORTRESS.



ON CLOSER INSPECTION,  
WE OBSERVE WHAT...



YEP, JUST AS WE THOUGHT,  
A MASSIVE, HIDDEN  
FORTRESS.

EVEN CLOSER STILL...



DOOPS! WRONG PANEL!  
QUIT MESSIN' AROUND GUYS...  
GET US BACK TO THE STORY.

BACK TO THE STORY...



VOHAUL, TEDIIOUSLY WATCHES THE  
VIEWING MONITORS IN HIS SHADY  
CHAMBERS, AS ONE OF HIS  
MINION APPROACHES...

YO, VOHAUL, SIR...  
I BELIEVE SCREEN'S MAY  
HOLD SOME INTEREST  
FOR YOU!

VOHAUL GAZES INTO SCREENS...



LET'S BRING ON  
THAT HERO OF HEROES, THAT  
SARIEN SANITIZER,  
THAT SPACE AGE  
SWASHBOCKLER...  
THE MAN YOU  
ALL KNOW AND LOVE...  
ROOGER!!  
WILCO!!



ROGER  
WHO??  
SARIEN  
SANITIZER!!!



THOSE SARIENS WERE  
A PIECE OF CAKE. I HAD NO  
PROBLEM CLEANING THEIR  
CLOCKS... WHENEVER,  
PLANNED TO STEAL THE  
STAR GENERATOR, DIDN'T  
KNOW THEY'D HAVE ME  
TO MESS WITH...



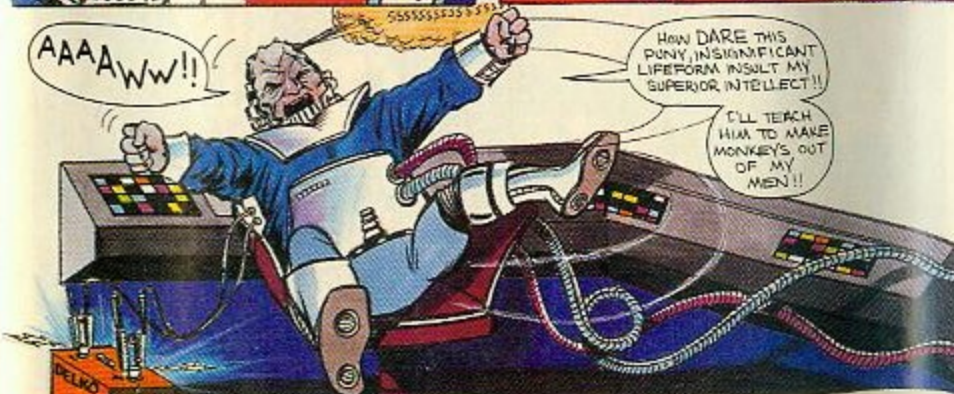
I HEAR THIR LEADER IS  
A REAL HOSE...  
SOME SUIY NAMED  
OVERHAUL, OR UHAUL...  
SOMETHING STUPID LIKE  
THAT. IN FACT,  
HE'S PROBABLY CONVERING  
IN SOME DEEP, DARK CAVE  
SOMEWHERE...  
ANYWAY... LET ME TELL  
YOU ABOUT THE TIME  
I WRESTLED THIS  
EXPLOSIVE  
SPIDER, DROID...



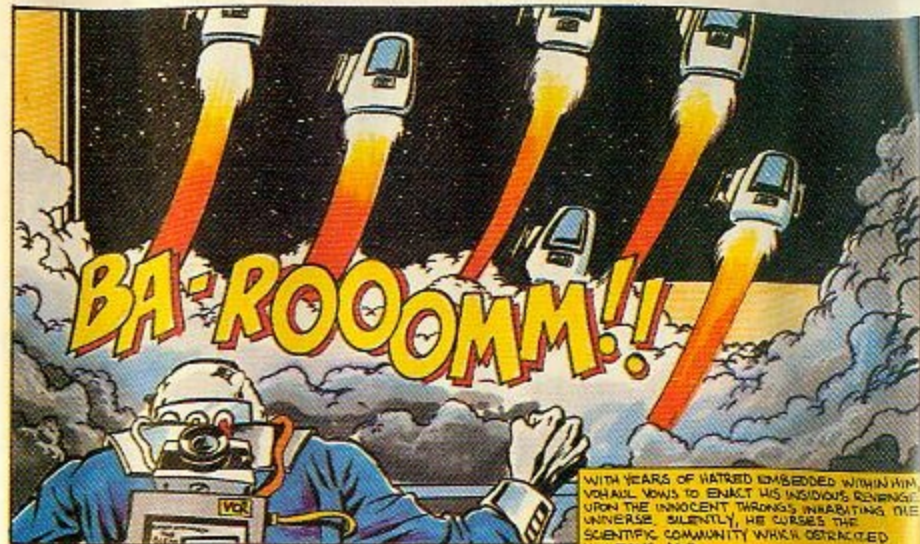
AAAAWW!!

HOW DARE THIS  
PUNY, INSIGNIFICANT  
LIFEFORM INSULT MY  
SUPERIOR INTELLECT!!

I'LL TEACH  
HIM TO MAKE  
MONKEYS OUT OF  
MY  
MEN!!







WITH YEARS OF HATRED EMBEDDED WITHIN HIM, VORAL VONS TO ENACT HIS INSIDIOUS REVENGE UPON THE INNOCENT THINGS INHABITING THE UNIVERSE. SILENTLY, HE CURSES THE SCIENTIFIC COMMUNITY WHICH OBSTRUCTED HIM EONS AGO...







SOON THOUSANDS UPON THOUSANDS OF MY GENETICALLY ENGINEERED LIFE INSURANCE SALESMEN WILL BE PROJECTED AGAINST YOUR GALAXY AND ITS PEOPLES...

NOTHING YOU OR THEY CAN DO WILL STOP MY CLONES FROM KNOCKING ON YOUR DOORS!!

AND THEY WON'T TAKE NO FOR AN ANSWER!!

HA! HA! HA!  
HA! HA!

MYSTERIOUS PRICES

# THE UNIVERSAL MYSTERY BOOK CLUB

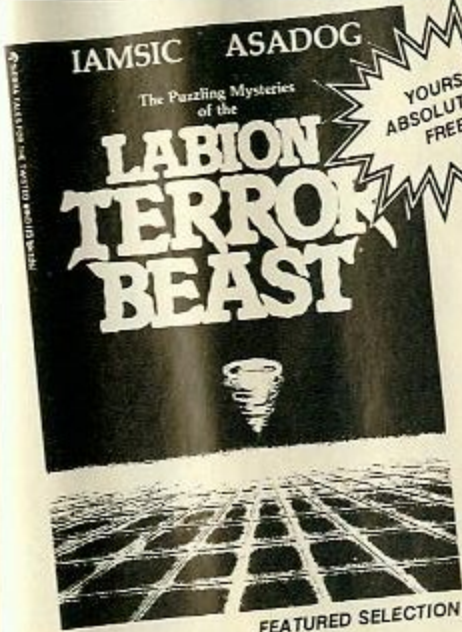


A questionable??! OFFER?

(You may be right, but...)

**BUY NOW...receive whenever.**  
Your guess is as good as ours!!

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YOURS ABSOLUTELY FREE! \*

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