# ARQUIMEDES XXI

## ENGLISH

THE GAME

Year 2492 ... The scientific base ARQUIMEDES XXI is producing biological memories that equip the army of androids of the Black Galaxy of Yantzar for the last seven years. These androids sow panic throughout the ALPHA 23 sector of the Gamma Universe, and now it is time for someone to put an end to ARQUIMEDES XXI. You are not the first to try. Two years ago, your friend and companion Spofytus was sent there, but never return. The base is a complex maze ruled by the CPM2 computer and guarded by hundreds of humanoid robots.

Your goal is to make the base explode. The adventure begins when you entered the base and just placed the particle beam bomb on the generator. Now you have 1200 seconds to escape or else you will be blown with the base. Entering was easy, but the security system has detected your presence and robots arrive. Let's go! There is no time to lose!

HOW TO PLAY

"Arquimedes XXI" is is a graphical adventure game in which you have to type your orders using the keyboard to execute actions.
These orders use the form VERB + NAME (for example: EXAMINE WALL). Verbs are always in the infinitive. Here is a list:

*EXAMINE, TAKE, OPEN, CLOSE, PUSH, WEAR, FLY, ENTER, FILL, CONNECT, PILOT, WALK*

| | |
|---|---|
| *N, S, E, W, NW, NE, SW, SE* | Directions to move in the base |
| *TIME* | Time before the explosion. |
| *INVENTORY* | List of objects you are carrying |
| *MUSIC* | Toggles ingame music on/off |

TIPS FOR THE PLAYERS

1. A map of the ship should be developed.
2. You should check the remaining time.
3. Everything should be examined carefully.
4. Remain patient; the game isn't so easy to complete.
5. The drawings are there for a reason and provide information.
6. Don't give up easily; think of an alternative option.
7. Don't attempt the impossible; logic is fundamental.
8. Read the instructions carefully; there are solutions in them.
9. Cross your fingers and may luck be with you.

MORSE CODE

| | | | |
|---|---|---|---|
| A | .- | S | ... |
| B | -... | T | ... |
| C | -.-. | U | ..- |
| D | -.. | V | ...- |
| E | . | W | .-- |
| F | ..-. | X | -..- |
| G | --. | Y | -.-- |
| H | .... | Z | --.. |
| I | .. | 1 | .---- |
| J | .--- | 2 | ..--- |
| K | -.- | 3 | ...-- |
| L | .-.. | 4 | ....- |
| M | -- | 5 | ..... |
| N | -. | 6 | -.... |
| O | --- | 7 | --... |
| P | .--. | 8 | ---.. |
| Q | --.- | 9 | ---- |
| R | .-. | 0 | ----- |

| | |
|---|---|
| BEGIN TRANS. | -.-.- |
| RECEIVED | ...-. |
| ERROR | ..... |
| END OF TRANS. | ...-.- |
| WAIT | .-... |

