

ARQUIMEDES XXI

WHAT IS AN ADVENTURE?

An adventure is a type of a computer program which allows you to move everywhere and examine objects that can provide hints and tips, in order to reach the end of the game and achieve its objectives.

In the same manner, a graphical adventure is a game which, in addition to being entertaining and exciting, will make you think by posing problems and situations that you will have to solve and face yourself respectively.

The basic structure of how the phrases should be conducted in order for the computer to translate it correctly is the following:

VERB+NOUN

For instance:

EXAMINE THE WALL

OPEN THE CAPSULE

As far as the articles are concerned, the player can either skip or type them depending on what he/ she desires so. For instance: OPEN DOOR equals OPEN THE DOOR.

WARNING!! JUST FOR BEGINNERS

VOCABULARY

ARQUIMEDES XXI contains an extensive vocabulary. However, the following list will be of great help while playing the game.

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

DIRECTIONS: N, S, E, W, NW, NE, SW, SE.

Time: Time remaining for the explosion to occur.

EXAMINE ROOM: This phrase is used in order to examine what is in the room.

INVENTORY: Shows a list of the objects that you are carrying.

MUSIC: Toggles on/off the ingame music.

Do not forget! The central computer means much more than you think!

Experience it yourself.

HISTORICAL BACKGROUND

Year 2492 ... The scientific base ARQUIMEDES XXI is producing the biological memories that equip the army of androids in the Black Galaxy of YANGTZAR for the last seven years.

They are sowing the panic for all the ALPHA 23 sector of the Universe Gamma, and it is already the time for someone to put an end to ARQUIMEDES XXI.

You are not the first to try this. Two years ago, your colleague, and also friend, SPOFYTUS was sent there, but never returned.

This means that you should take into consideration that the entire base is a complex maze, governed by the CPM2 computer, while hundreds of different robots and humanoids will try to prevent you from completing your mission by all means.

ACTUAL SITUATION

Your objective consists of penetrating the base, placing the bomb in the central generator and escape.

Although this might seem too easy especially when you know that half of the job is already done, you still have to activate the countdown timer of the detonator. You will have 1.200 seconds to escape from the base. Otherwise, you will fly along with it.

Entering has been easy, but now the security system has detected your presence and will be expecting for you.

Let's get this job done, you have no more time to lose...

TIPS FOR THE PLAYERS

The advices listed below are provided in order to assist you with the completion of the game:

1. A map of the ship should be developed, if you do not want death to meet you soon.
2. You should check the remaining time; otherwise the base will be exploited with you.
3. Everything should be examined carefully; there are clues everywhere.
4. Remain patient; the game is not that easy to be completed.
5. The drawings are there for a reason; they can provide valuable information.
6. Do not give up easily; think of an alternative option.
7. You should not 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 (MIGHT NEEDED)

A.-

B-...

C-.-.

D-..

E.

F.-.

G--.

H....

I..

J.---

K-.-

L.-..

M--

N-.

O---

P--.

Q--.-

R.-.

S...

T-

U..-

V...-

W.--

X-.-

Y.-.

Z--..

1.----

2..---

3...--

4....-

5.....

6-....

7--...

8---..

9----.

0-----

BEGIN TRANSMISSION-.-.-

RECEIVED ...-.

ERROR.....

END OF TRANSMISSION...-.-

WAIT-...

CREATION TEAM

CODER: Jorge Blecua (EGROJ)

GRAPHICS: Luis Rodríguez

ADAPTATION MSX: Marcos Jourón

COLABORATION: Pablo.

ILLUSTRATION: Alfonso Azpiri.

MUSIC: Manuel Cubedo.

ART DESIGN: Alfonso Azpiri.

PRODUCTION: DINAMIC SOFTWARE.

AMSTRAD CPC VERSION

CONVERSION FOR ESPSoft ADVENTURE by MiguelSky and DevilMarkus

MAIN MUSIC CONVERSION: PulkoMandy

INGAME MUSIC: Alex Kidd in Spectrum Castle by Fenyx Kell

LOADING SCREEN: Litos & SyX

ENGLISH TRANSLATION: voXfReaX

FRENCH TRANSLATION: PulkoMandy

HELP, TIPS AND ADVICES: Kevin Thacker y DaDman

APPLICATIONS USED DURING THE IMPLEMENTATION OF THIS GAME: Spec-Print, ZXSpin, BlueMSX, ArkosTracker, CPCE, WinAPE, JavaCPC, Paint, Con-vmgCPC

DEVELOPERS

Have you developed an application? Are you a designer? Show us your work on www.amstrad.es/forum

