EUCLIDES XXI

WHAT IS AN ADVENTURE?

An adventure is a type of computer program that allows you to move where you want and examine objects that can provide clues and help you to finish the game and achieve the goal of the program. On the other hand, the graphic-conversational adventure is a game that, besides being entertaining and exciting, will make you think, posing problems and situations that you will have to solve by yourself.

The basic sentence structure that the computer understands is: VERB+NAME.

For example:
EXAMINE THE WALL
OPEN THE CAPSULE

The interpreter also accepts the introduction of a verb in different people. For example:
EXAMINATE SOIL
LET'S EXAMINE WINDOW

ATTENTION! ONLY FOR BEGINNERS

VOCABULARIO

EUCLIDES XXI has an extensive vocabulary, but this list will be of great help to take advantage of the program.

EXAMINE, CATCH, OPEN, CLOSE, PRESS, PUT, TAKE OFF, ENTER, FILL, CONNECT, EXIT, PENETRATE

ADDRESSES: N, S, E, W..
TYPE: "instruction", to use the station terminals.
(R)EDESCRIBE or (L)OOK : Used to describe the room again.
(I)NVENTORY: Give a list of the objects you carry.

And don't forget, the central computer will understand much more than you imagine! Experience it for yourself.

HISTORICAL PRECEDENTS

Euclides XXI is a homage and spin-off of the conversational adventure ARQUIMEDES XXI, originally created for Spectrum and MSX by Dinamic and converted for Amstrad CPC by ESP Soft.

PRESENT SITUATION

The situation is desperate. You wake up in the infirmary at the Euclides XXI space base. For the last three years you have been working in this station of exchange between the quadrants Alfa 23 and Nhemiria 1, destined to the study of a temporary vertex near the station.

Slowly you reincorporate and note that the base is in a state of alert. The sound of the alarm and the flashing orange lights confirm this. What happened?

You quickly approach a terminal and desperately type the necessary commands to know the status of the installation:

  - Base Euclides XXI in red alert state.
  - Self-destruction system activated.
  - Base personnel evacuated.

What are you going to do now? Run away? Deactivate the self-destruct of the base?

Translated with www.DeepL.com/Translator

TIPS FOR ADVENTURERS

I, as a good adventurer, give you this advice:

1. A map you must elaborate if you don't want to find death.
2. The wise descriptions will give you clues. Do not let them escape.
3. Examine everything well, as there are clues everywhere.
4. Patience you must have, it is not so easy to solve.
5. Drawings for something are, great clues will give you.
6. Don't give up the first time, interpret it in another way.
7. The impossible you must not try, logic is fundamental.
8. Read the instructions well, there are solutions in them.
9. Fingers must cross and luck will find.

LOADING INSTRUCTIONS

Insert the disc, on side A, into the disc drive.
Type RUN "DISC and press ENTER

DESIGN TEAM

PROGRAMMER: Carlos de Ana (LITOS)
GRAPHIC ROUTINE: Miguel Ángel Silva (MIGUELSKY)
COLLABORATION: Raúl Simarro (ARTABURU)
PROOFREADING OF ENGLISH TRANSLATION: Nicholas Campbell
ILLUSTRATION: Rafael LÓPEZ ESPÍ
PRODUCTION: ESP SOFT 2019 .

PROGRAMMERS

Have you done any programs? Are you a graphic designer? Come and show us your work at http://www.amstrad.es/forum