# Game instructions

**Game Story:**
Once upon a time, there was a luxuriant forest where a small insect lived, his name was Segismundo Eduardo de todos los Santos. Segismundo Eduardo de todos los Santos was not like the other insects, he dreamt of exploring and discovering new and wondrous places. One day, while he walked among the leaves of his home tree, he discovered an anthill on the ground and immediately decided that he had just found his next great adventure. Segismundo Eduardo de todos los Santos slowly got down to the nest and was welcomed by a group of working ants from the colony. Outgoing as he was, Segismundo Eduardo de todos los Santos introduced himself and started exploring this mysterious new world.

The ants kindly showed him the different parts of their intricate lair, with all their tunnels and chambers, their storage areas and secret passageways, Segismundo Eduardo de todos los Santos was truly amazed with this underground community. However, everything was about to change.

While Segismundo Eduardo de todos los Santos continued his guided visit, back up on the surface a curious boy had found the anthill, and wanting to see how quickly the ants could react to a threat, decided to flood the nest and watch what would happen. Back down in the ants lair, Segismundo Eduardo de todos los Santos heard a loud sound, similar to the sound of a gushing river after a heavy rainfall. It wasn't long before a lot of the chambers started to flood, causing panic among the ants and their new guest.

The ants, experts at working together, quickly came up with an evacuation plan.Segismundo Eduardo de todos los Santos, although not an ant, was determined to help in any way he could. And thus, it was decided that all resources were to be focused on building a boat to escape, and avoid a complete catastrophe.

They ran through the flooded tunnels and chambers, fighting the flow of the water and putting in all their effort just to keep moving.Segismundo trembled with fear as the walls started to crumble down, but the ants didn't waver and finally got to the workshop, where the boat that would take the to the surface was to be built.

Segismundo Eduardo de todos los Santos, knowing of the need to act quickly, took it upon himself to gather the much needed materials and filled himself with courage. Back into the flooded tunnels he went, risking his life for his new friends and determined not to let them down. The quest to save the ants had just begun!

**Game objective:**

Build a boat to escape before the anthill is completely flooded and the ants drown.

To build the boat you need to obtain a Stick, a Leaf, a Walnut and a Shell; all of which are to be taken back to the port. To obtain such parts, you must first gather smaller pieces and join them together at the workshop, where you can create a bigger, boat size piece. Everything you need will be found in different spaces inside the anthill.

You will also encounter objects that will help you with your quest, as well as enemies that you must defeat to continue the search.

**Game dynamics:**

The map is divided in spaces along 3 different levels, you can check your position at any given moment thanks to a minimap located on the right hand side of the screen. The spaces are shown in the minimap with an O if the player is in it, ? if the space is dark, ~ if it flooded, X if there is an enemy in it, W for the Workshop and H for the Harbour. Sunk spaces can not be seen in the minimap.

Throughout the game you will find different objects needed to build the boat, keep in mind that your bag has a limited number of objects that it can carry. There will also be lamps to illuminate the way and keys to open hidden passages between spaces. Objects can also be hidden, so you  have to inspect the spaces to find them. Some objects may be picked up while others not, likewise, some may be used to illuminate spaces while others not.

The anthill will slowly flood, and different spaces will get partially flooded; if a flooded space floods again, it will sink and become inaccessible, so visit them while you can.. In order to keep using such spaces, you must secure them by dropping certain objects, but keep in mind that you will only be able to use such objects once and the space may still flood later on. The position of all the visible objects is shown in order to let the player think of the best route to take them all.

Each character has special abilities and powers that may be used during the game, fighting enemies or crossing partially flooded spaces for example. You can also save the game at any given moment and reload it whenever you want, but if you don't explicitly save it you won't be able to continue on where you left it, so be careful. All the information regarding the game can be found inside the Description Box, and feedback to your actions is given in the dialogue box.

You must find the best route to take all the objects and use them to build a boat fast enough to escape before drowning.

Good luck and have fun exploring the anthill !

**Commands:**

Exit (e, exit): exit the game.

Move (m, move): Move your character to an adjacent space. Upon introducing this command you must specify the direction you want to move in. The following options are:

*North (n, north), East (e, east), South (s, south), West (w, west), Up (u, up), Down (d, down)*

Attack (a, attack): Attack an enemy. The result of the command is not deterministic, for it is randomly decided who wins the engagement. However some objects may be used in your favor.

Take (t, take): Pick up an object from the space in which you are.Take into account that there is a maximum number of objects that the player can carry. Upon introducing this command you must specify the name of the object.

Drop (d, drop): Drop an object. Upon introducing this command you must specify the name of the object.

Inspect (i, inspect): Inspect either an object or a space to acquire extra information about it. Objects can be hidden in spaces and you must inspect them in order to see them, they can only be hidden in spaces whose description starts with the word "Suspicious". Upon introducing this command you must specify the name of the object or an "*s*" if you wish to inspect the space where you are located.

Turn On (to, turnon): Switch on an object. Only some objects can illuminate. Upon introducing this command you must specify the name of the object.

Turn off (tf, turnoff):  Switch off an object. Upon introducing this command you must specify the name of the object.

Openlink (op, open): Open a link between spaces using a specific object. Upon introducing this command you must specify the name of the object.and the name of the link.
*(op <link name> with <object name>*

Closelink (cl, close): Open a link between spaces using a specific object. Upon introducing this command you must specify the name of the object and the name of the link.
*(op <link name> with <object name>*
Load (l, load): Load a game from a file. Upon introducing this command you must specify the name of the file.

Save, (s, save): Save a game to a file. Upon introducing this command you must specify the name of the file.

Info (y, info): Print game information. Used mainly to debug.

**Objects:**
Stick: you must take three of them in order to combine them to create a boat mast.
Leaf: you must take three of them in order to combine them to create a boat sail.
Walnut: you must take three of them in order to combine them to create a boat hull.

Boat_Mast: it is one of the three final elements that are needed to create the boat, it is the result of combining three Sticks.
Boat_Sail: it is one of the three final elements that are needed to create the boat, it is the result of combining three Leaves.
Boat_Hull: it is one of the three final elements that are needed to create the boat, it is the result of combining three Walnuts.

Lantern: it lights up spaces when it is turned on.
Ground: it secures a space. To use it you must go to the flooded space and drop it.
Key: it opens the door that separates the Haze Gardens and the Lost Chamber.

Goldkey: you must take three of them in order to combine them to create a Magicalkey. They can ONLY be taken in order.
Magicalkey: it opens the secret tunnel between the Workshop and the Harbour.

**MAP:**
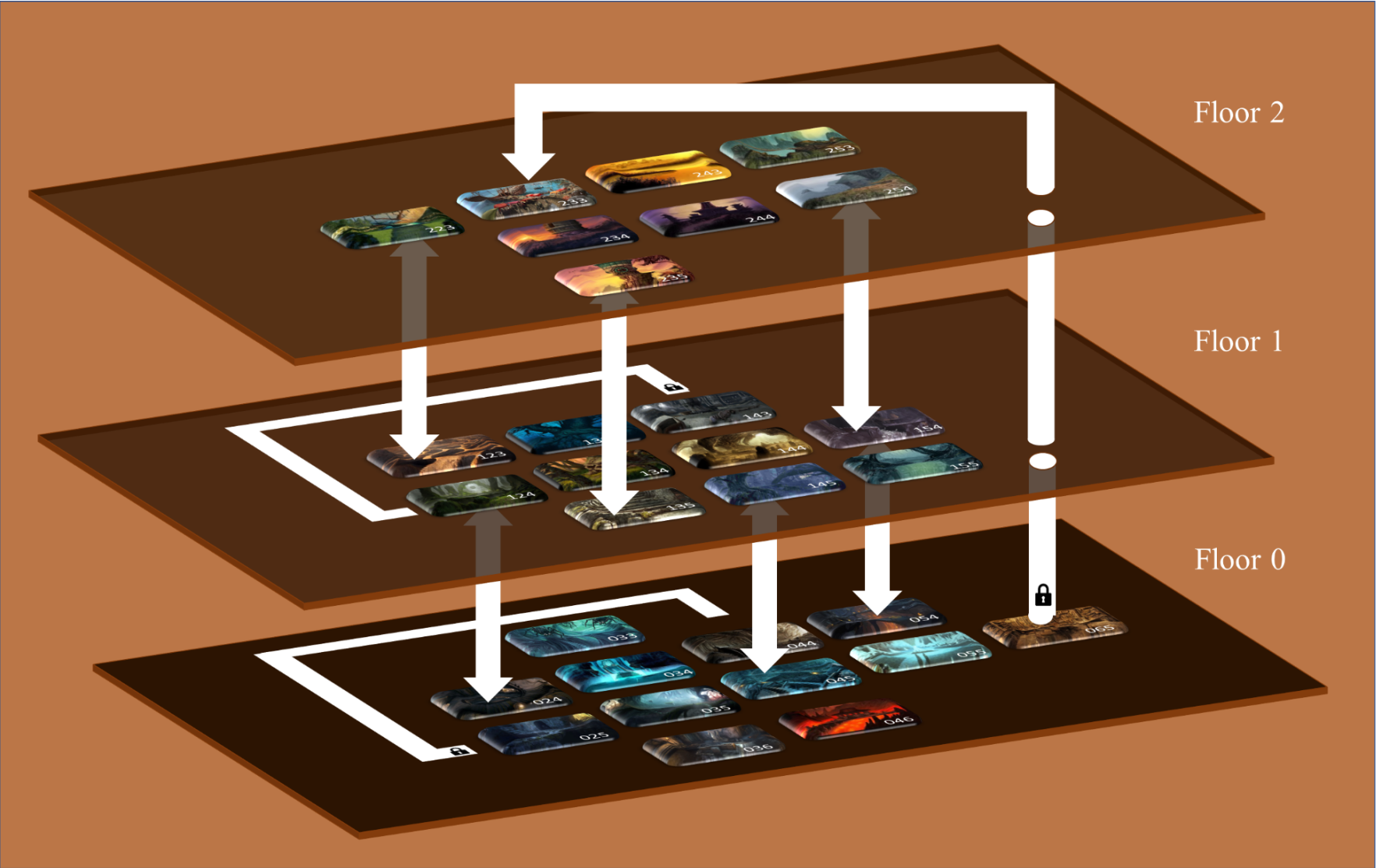
# FLOOR 0



024 Wooden Stairs

025 Forgotten passages

033 Spiders lair

034 Glass Throne

035 Queens chamber

036 Ancestors rest

044 Iron Mines

045 Stone quarry

046 Cave of Embers (enemy)

054 The Crossroads

055 Cave of Shadows

065 The Workshop

# FLOOR 1



123 Dunes of deception (Dunas del engaño)

124 Haze gardens (Jardín de la bruma)

133 Black tree

134 Phantom rock (enemy)

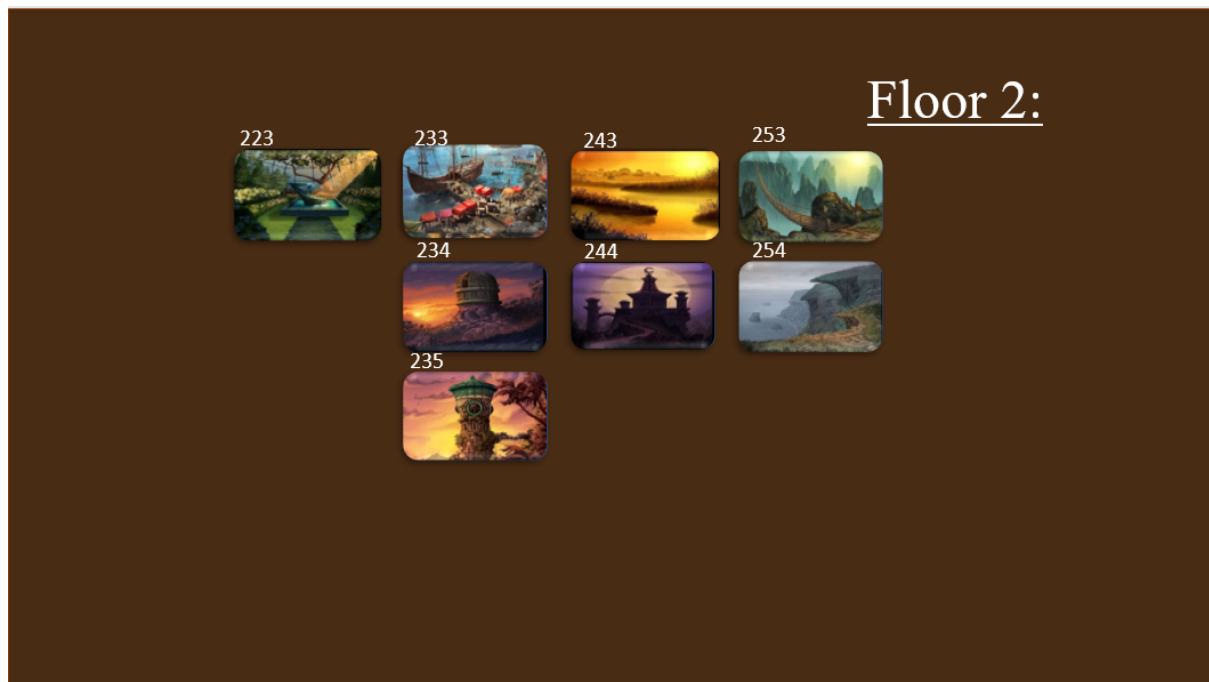135 Stone stairs

143 Lost chamber

144 Worms Have

145 Enchanted forest

154 Old mines

155 Dark swaps (enemy)

**FLOOR 2**



Floor 2:

223 Whispering garden

233 Harbour

234 Observatory

235 Watchtower

243 Misty Marshes

244 Temple of the moon (enemy)

253 Breakers bridge

254 Cliffs of abandon