

I N S T A L L A T I O N / D E - I N S T A L L A T I O N

Windows 95, 98, NT, ME, 2000, XP

Insert the CD "Chemicus 1" into your CD-ROM drive. Select the "run" command from the "start" menu. Type "X: Chemicus Setup.exe" into the dialogue box (replace "X" by the letter representing the CD-ROM drive). Follow the instructions on the screen. In order to de-



install "Chemicus", insert the CD "Chemicus 1" into the CD-ROM drive. Select the "run" command from the "start" menu. Type "X: Chemicus Delete.exe" into the dialogue box (replace "x" by the letter representing the CD-ROM Drive).

Follow the instructions on the screen. You need at least 50 MB free hard disk space. To uninstall the game, click on the icon for de-installation and follow the instructions.

Macintosh

Start the game by doubleclicking on the "Chemicus" symbol. 

To uninstall the game, click on the icon for uninstallation and follow the instructions. You need at least 50 MB hard disk space.

Installing Quicktime

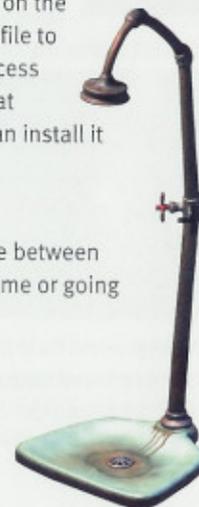
You will need "Quicktime 5.0" in order to play Chemicus. If you do not already have this Quicktime version, the program will give you the option to install it automatically.

Lost or stuck in Chemicus?

Find and read the Chemicus help.pdf file on the Chemicus CD 1 by double clicking on the file to open it — you need Acrobat Reader to access this file. If you do not have Adobe Acrobat Reader installed on your computer you can install it directly from the Chemicus CD 1.

Starting the game

When you start the game, you can choose between starting a new game, entering a saved game or going directly into the Brain Center.



THE STORY OF CHEMICUS



Richard, an avid chemistry expert, is being held. His kidnapers, odd strangers in hooded white cloaks, have locked him up. He's in a tower somewhere in a lost ancient city that's not part of our reality. Somehow, Richard fell into this situation when his experiments in a hidden lab led him to a secret gateway. He used the amulet he found there to travel to the other side ... Chemicus.

Richard's visit to this city of secret knowledge and power somehow got him into trouble. The mysterious inhabitants of Chemicus blamed him for stealing the transmission molecules that protected their energy source. Without the missing molecules, their energy is quickly dissipating. Your experiments and formulas are the only way to find a solution. Can you prove Richard's innocence and set him free? You must hurry to free him. Will power be restored? In this strange world based on real science knowledge is your key to the other side.



CHEMICUS BRAIN CENTER

To get the essential knowledge of Chemicus you must find various "knowledge chips." Once you put a knowledge chip into your inventory, it is stored in the brain center for your use.

To reach the Brain Center, click on the button in the middle of the lower part of the communicator. You will see the table of contents with six chapters and an appendix.

- Substances and their Properties
- Substances and Transformation of Substances
- Atom Structure and Chemical Bonding
- Electrochemistry
- Acids, Lye, and Neutralisation
- Organic Chemistry



Click on a chapter heading to highlight and display its topics. If you have already collected this knowledge chip, the topics are highlighted.

If you still have to find it, the topic remains dark. Click on the highlighted field to enter a chapter. Within chapters, you can move back and forth between pages by using the inner arrows, or between chapters by using the outer arrows.

HISTORY

If you click on the round button in the middle, you can view the pages you last accessed.

THE COMMUNICATOR



Once gameplay begins, you will see the communicator. This important device activates the functions shown by clicking on the green button on the left.

- score
- setup tools
- end



SAVING AND LOADING A GAME



If you want to save your game at a certain point, click on "score." A window opens where you can save your game.

- save
- load
- delete
- new game

Click on "save." If you want to load a saved game, choose it from the menu and click on "load."



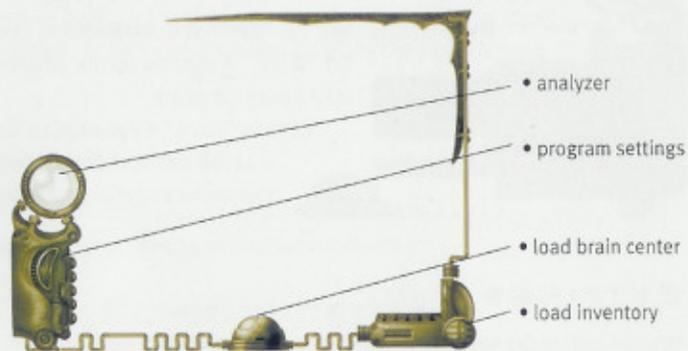
SETTINGS

You can adjust the settings by clicking on "set-up tools." Here, you can change the volume and switch music and sound on or off. You can also switch on the fade-in transitions. (Recommended for computers with low system requirements.) Last but not least, you can activate or deactivate tool help here.

EXIT

Exit the game by clicking on "exit." Don't forget to save your score first.

THE COMMUNICATOR AND ITS FUNCTIONS



MOVEMENT

In many places you can collect objects that might be useful later in the game. You'll find a key, for example, to open the door to a building. Drag and drop the object into the inventory box, which will automatically open up. If you want to use the object later just drag and drop again. If you drag an object into the wrong place it will automatically slide back.

normal			zoom (close up)
move an object from a screen to the inventory			move an object out of the inventory to a screen
move back			move up
right turn 180 degrees			left turn 180 degrees
right turn 45 degrees			left turn 45 degrees
look down			look up
slide left			slide right

USING OBJECTS

If you move an object into the inventory box or if you can do something with an object, the cursor turns into a hand with a pointing finger.

Your cursor will look like an open hand if you can use an object. Click while holding the mouse button down to perform the action.

ANALYZING OBJECTS

On the left side of the communicator you will see something that resembles a magnifying glass. This is your analyzer. With the cursor, you can move it across the screen and analyze unknown substances. If the analyzer "recognizes" a substance, a window with information opens.

HYPERLINKS

Sometimes you find highlighted words in the texts featured in the Brain Center. This means that other chapters also contain information on this word. If you click on the highlighted, you can view these chapters.



APPENDIX

In the appendix you can find useful charts and chemical overviews, as well as the Periodic Table of the Elements and danger symbols.

The appendix also features important tips on calculating reaction equations.

RIDDLES

Chemicus contains a lot of mysterious riddles and tasks. Some require logical thinking, others knowledge of Chemistry.

Task: You need a pane of glass. In the garden you find a greenhouse. It is overgrown with roses. You are unable to enter. Buried in the roses, you find a temperature gauge. Could this be a hint? Check out the Brain Center chapter on the greenhouse effect, it might help. Enjoy experimenting!



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