# Table of Contents

<table>
<thead>
<tr>
<th>CONTENTS</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>MENU</td>
<td>4</td>
</tr>
<tr>
<td>MOTHERSHIP</td>
<td>8</td>
</tr>
<tr>
<td>DRIVING TEST</td>
<td>eleven</td>
</tr>
<tr>
<td>JOURNEY TO THE FIRST PLANET</td>
<td>fifteen</td>
</tr>
<tr>
<td>ACTIVITY: CAREER</td>
<td>2, 3</td>
</tr>
<tr>
<td>ACTIVITY: AVOID OBSTACLES</td>
<td>32</td>
</tr>
<tr>
<td>ACTIVITY: DISCOVER THE FORMULA</td>
<td>38</td>
</tr>
<tr>
<td>ACTIVITY: MAGIC SQUARES</td>
<td>52</td>
</tr>
<tr>
<td>ACTIVITY: LATITUDE</td>
<td>60</td>
</tr>
<tr>
<td>FINAL ACTIVITY: TEMPLE</td>
<td>67</td>
</tr>
<tr>
<td>GETTING A CRYSTAL</td>
<td>74</td>
</tr>
</tbody>
</table>
From the *MENU* we can create a new game, load a current game or change the language and subtitles settings. Window *SETTING* it is opened by clicking on the "Settings" button.

To create a new game we follow the following process:

- We press the "Play" button, this will open the submenu in which we will choose whether to create a new game or load an existing one.
- In the window *NEW GAME* we enter the name and age of the player, clicking on the text box will open the keyboard for data entry.

- The keyboard will allow us to enter the name and age data using some drumsticks. It will be written as if it were a xylophone.
- The keyboard to enter the age will be only numeric and will limit the entry
- Once the "Start" button is pressed, the game will begin to load. It will take a few seconds.
- Once the game is loaded we will appear in the mother ship. A message will appear that will tell us how to move around the ship.

The movement stick will be used throughout the game to move through the worlds and thus find the activity panels.
- Once we touch the cue ball with the remote, it will wake up. WIBU will explain an introduction to the game and the ship.

- WIBU shows us the main screen from where we will choose the planet to which to travel and where we will consult the scores.
- Once WIBU invites us to get the license of the flying motorcycle we will have to touch it again with the remote control to transport us to the driving area
- Once we are transported to the driving area, WIBU will explain to us step by step in a guided way everything necessary to control the flying motorcycle.

The stage is an asteroid belt that will help us practice driving using obstacles.

We are outside the ship, inside an asteroid group. A good place to practice, right? Try tilting your hoverbike using your body.
- WIBU will indicate the steps one by one graphically and audibly in the following way: Hands should be placed on the handlebars so as not to lose control.

- We will use the trigger of the right control to accelerate the motorcycle.
- Turning our head to the right the motorcycle will turn to the right

- Turning our head to the left the motorcycle will turn to the left
- The left control trigger will be used to brake the motorcycle

- When we finish the test, the button will return to the ship to press
JOURNEY TO THE FIRST PLANET

- Once the driver's license for the motorcycle is obtained, WIBU will indicate that we can travel to the first planet from the main screen.

Fluridium will be unlocked on this screen and we will have to choose it to start the journey, we can also choose an avatar.
- The other planets will appear locked and these will be unlocked when we complete the previous planet.

- By clicking on the planet, a window will appear that will start the trip to the planet and there will be no going back until you return to the mother ship.
- We will be transported to the small ship that will take us to the different planets

- To start the trip we will push the starter lever on our right
During the trip to the planet WIBU will tell us a brief introduction about that planet. Some data will be useful for some activities on that planet.
Once we enter the planet, the landing will begin.
- Once disembarked, WIBU will guide us to the first activity, the rest we will have to find on our own by looking for the activity panels.
ACTIVITY: CAREER

- The character of that planet will explain the history behind that activity. Broadly speaking, we will have to beat a certain time in an obstacle course with audiovisual guides.

- The screen from which we will start the activity Race is almost always close to the character of that planet.

- Below are images of this activity for the planets Fluridium, Kowat and Atimolod.
KOWAT:
ACTIVITY: AVOID OBSTACLES

- Once the race is completed we will have to find the next activity, for that we will have to look for its panel. The panel will have been activated upon completion of the race.
- In this activity we have to dodge the objects that the character throws at us. For that we will use the audiovisual indications that WIBU provides us.

Below are images of this activity on the different planets:

FLURIDIUM:
KOWAT:

Dodges.
ACTIVITY: DISCOVER THE FORMULA

- Once we overcome the dodging activity, we must find the activity panel of the activity to discover the chemical formula of the element of that planet

Below is that panel on different planets
- The development of this activity on the planets Fluridium, Kowat and Atimolod is shown below.

**FLURIDIUM:**

or WIBU gives us important information about the mineral to choose the tool correct
or The tool selection panel appears

or If we fail, we will get a brief characteristic of the mineral that to help us
or Now we will choose the correct tool (UV Laser for Fluridium)
In Fluidium the molecules will appear from top to bottom and it will be necessary to choose them in the correct order.
or Once the formula is completed, we will obtain that crystal fragment
or The same process is followed as in Fluridium but the molecules will rotate around us.
That's not correct, remember that cobalt is believed to have magical properties.

Choose the right tool

Magic Wand: A magic wand from a powerful wizard.
Nice, we can use the magic wand to reveal what's inside the molecules.
or in Atimolod it is very different from the previous planets. You should look for the
formulated by breaking the crystals from the position indications and following the
green dot in the first instruction as a reference.

For the following instructions, the previous broken glass will be used as a reference.
The Mallet This powerful mallet breaks atoms
Fantastic. That's the formula. CA - MG - CO3 -
2. That will help Janna
quite a bit.
ACTIVITY: MAGIC SQUARES

- Once the fragment of the formula has been obtained on each planet, we will have to overcome the activity of the magic squares.

- The activity consists of discovering syllables and memorizing the element they contain in order to form the key that will appear on the screen in order. For Fluridium these elements will be symbols, for Kowat they will be sounds and for Atimolod they will be images.

- The location of these activity screens on different planets is shown below.
- The development of this activity for the different planets is shown below.
KOWAT:

Learning a word in their language will make them trust us more. You'll need to find the right symbols in order. Remember, the position of correct syllables to find the word.
ATIMLOD:

Jenno need us to connect to the network so we need the code. You'll need to find the right picture in order. Remember the position of the correct syllables to find the code.
ACTIVITY: LATITUDE

- In this activity we will have to find the location of the temple where to assemble the power crystal of that planet.

- For Fluridium and Atimolod we will have a map of the planet and we will be told some locations that we will have to discard to obtain the final location. Next, images of this activity will be shown on those two planets.

FLURIDIUM:
- This same activity for Kowat and Atimolod is completely different. It is based on awareness of dyslexia. You must answer some true / false questions to tear down the wall that will reveal the location of the temple of that planet.

Next, images of this activity will be shown on the planet Kowat.
The coordinates are behind that wall. If we remove key bricks, we can weaken it and bring it down. Aim for the bricks and mark whether the phrase statement is true or false by hitting the barrels with the missiles. We're getting closer to getting the cobalt crystal.
Kids with dyslexia just need to try harder to read.
Perfect! There's the location of the crystal. Let's go quickly. You've done a great job.
FINAL ACTIVITY: TEMPLE

- In the final activity we have to assemble the crystal of the planet using the crystal fragments that we have obtained by completing all the activities of that planet.

- The activity consists of listening to the magic word that assembles that crystal and replicating it on the panel.

- Below are images of this activity for the different planets.
Finally, we are about to get the first crystal, the powerful Runite Crystal. We're at the Runite temple. You discovered the coordinates of the Runite Wall. You just need to assemble it by choosing the correct tiles. Listen to the magic wall and choose the syllables on the panels.
YES, YES! THERE'S THE GLASS!
WE'RE GETTING CLOSER TO
GETTING THE EARTH BACK!
LET'S CONTINUE WITH THE OTHER
CRYSTALS ON OTHER PLANETS.
GREAT JOB!

There is the second power crystal. The cobalt
crystal has been protected for years by the
beings of this planet. They have given us the
coordinates of this temple, and we can finally
assemble it. Listen to the magic word and
choose the symbols on the panel. Then we
can build it.
Janna has given us all the dolomite crystal fragments because we have helped her with her experiments. But first, we must put them together to generate the power crystal. Listen to the magic word and choose the syllables on the panel.
YES, YES! THERE'S THE GLASS! WE'RE GETTING CLOSER TO GETTING THE EARTH BACK! LET'S CONTINUE WITH THE OTHER CRYSTALS ON OTHER PLANETS. GREAT JOB!
GETTING A CRYSTAL

- When we manage to complete a planet we will be transported to the main ship from the temple of that planet. That planet will appear as completed and the next planet will be unlocked.