

Gate house
Reception building



GATE HOUSE



RECEPTION



SAFE

Bioscopia

GATE HOUSE

- Go to the gate house on your right, and climb the ladder
- Open the door with the help of the crank
- Move right to the back of the room, and take the **phosphor rods** out of the First Aid kit
- Turn right towards the desk
- Attach cable on the robot
- Take **key 1** from the desk
- Remove the "X" from the open drawer
- Leave the gate house, climb down the ladder, and walk towards the right
- On the left is an office building with a black door

RECEPTION BUILDING

RECEPTION

- Open the door with **key 1**
- Go forward towards the door on the right
- Open the door

SAFE

- Take the **bucket** from the right corner below the window
- Go to the monitors, and read the book on the desk
- Solve the memory quiz at the door to the safe, press the button; the door will open
- Open the safe with the lever
- Take the **plasma cylinder**
- Leave the room, turn right and then left
- Enter the office on the left

Reception building
Inner courtyard
Sewerage passage



OFFICE

OFFICE

- Turn left towards the desk, and open the drawer
- Take **key card 1** from the drawer
- Charge it using the card charger
- Leave the room, and walk towards the exit



INNER
COURTYARD

INNER COURTYARD

- Turn right, walk towards the manhole in the ground
- Climb down into the manhole



INNER
COURTYARD

SEWERAGE PASSAGE



SEWERAGE
PASSAGE

- Inside the sewerage passage use the **phosphor rods**
- Run to the front, and then turn left
- Continue until the door on your right
- Open the door

Generator room,
Control room, Gate house
Main circle



GENERATOR
ROOM



CONTROL ROOM



GATE HOUSE



MAIN CIRCLE

GENERATOR ROOM

- Cross the room to reach the next door at the back on the left
- Open the door

CONTROL ROOM

- Turn left towards the desk
- Insert the **plasma cylinder** into the receptacle
- Move the lever located in the middle of the room (**main circuit is operational**)
- Leave the control room, the generator room, and the sewerage passage to return to the gate house

GATE HOUSE

- Climb the ladder, open the door
- Push down the lever (**Gate to main circle opens**)
- Leave the room
- By way of the gate at the end of the forecourt, run to the main circle

MAIN CIRCLE

- Turn left, open the third door using **key card 1**
- In case you find that your **key card** no longer opens any doors, go back to the office in the reception building and re-charge your card there.

Construction hall
Main circle
Industrial hall



GROUND FLOOR



MAIN CIRCLE



KIDNEY ROOM

CONSTRUCTION HALL

GROUND FLOOR

- Turn left towards the desks
- Open the first drawer, and read the book
- Open the second drawer, and take **slide 1**
- Open third drawer, and take **DNA 3 key**
- Leave the work stations, and turn right towards the slide projector
- Insert **slide 1**, and view the projection
- Leave projector, and turn left
- At the far left of the room you will find a card charger for the key card
- Charge the key card using the card charger
- Leave the room

MAIN CIRCLE

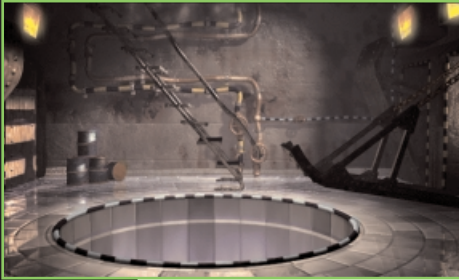
- Turn left, open the fourth door (wooden with horizontal iron bars) with help of **key card 1**

INDUSTRIAL HALL

KIDNEY ROOM

- Enter straight into the hall

Industrial hall



HALL

HALL

- Turn right, and walk towards the Big Brain
- Read mail (1) on the Big Brain
- Go towards the lowered trapdoor
- Fetch **DNA 4 key** from the floor
- Climb up the stairs

2. FLOOR



KIDNEY ROOM

- Go towards the pump on the left of the door
- Place the **bucket** under the faucet, and open the faucet
- Take the filled **bucket** with you
- Go back to the kidney room on the ground floor

KIDNEY ROOM

- Empty the **bucket** into the funnel
- Place the **bucket** under the faucet, and refill with fresh oil
- Take the **bucket** with you
- Return to the second floor



2. FLOOR

2. FLOOR

- Empty the **bucket** into the pump
- Walk to the door, and pull the chains; door opens
- Enter into the laboratory

2. FLOOR LABORATORY



2. FLOOR
LABORATORY

- Look at the book on the table, and jot down "**37°**"
- Walk towards the vent at the end of the experiment set up
- Push up the vent cover, and the **enzyme key 2** will fall down
- Take the **enzyme key 2**
- Read the notes in the book, note down the number **combination (2009)**

Main circle Construction hall



MAIN CIRCLE



CONSTRUCTION
HALL



2. FLOOR
CHIEF'S OFFICE

MAIN CIRCLE

- Turn right, and open the fourth door with key card 1

CONSTRUCTION HALL

- Turn left towards the Big Brain
- Read mail (2) on the Big Brain
- Charge the key card using the card charger
- Walk to the elevator, and send it down without entering
- Climb over the elevator, into the duct behind it
- Climb up the ladder
- Open the door to the office

2. FLOOR CHIEF'S OFFICE

- Turn left towards the skeleton
- Take the **enzyme key 1** from the skeleton's hand
- Walk towards the book shelves
- Press all books that have names containing parts of the cell (**chloroplast, nucleus, endoplasmic reticulum, dictyosome, mitochondrion, cell wall**)
- Wall opens
- Go through the ventilation duct

Cafeteria Main circle



KITCHEN

CAFETERIA

KITCHEN

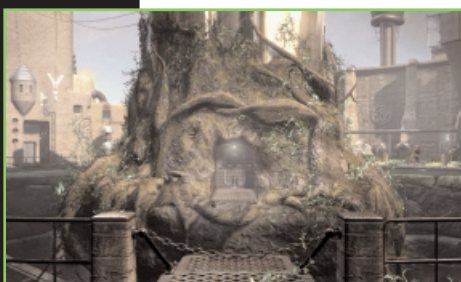
- Walk to the kitchen cabinet by passing around the stove
- In the cabinet you will find a cell biology symbol chart (to be noted down) Green=Paddle; Yellow=Study; Blue=Outer gate; Red=Elevator
- Run towards the door, and open the lock with **the number combination (2009)**
- Go into the dining room



DINING ROOM

DINING ROOM

- Turn left, and open the refrigerator
- Take the **mouldy bread** from the refrigerator
- Open the trash can on the left of the refrigerator, and take out **Circle symbol 1**
- Now, turn 180°, and walk towards the machine in the corner
- Insert the **2 enzyme keys** into the machine
- Set the **temperature (37 °C)**
- Take **key card 2** (opens all doors)
- Leave through the wooden door to the main circle



MAIN CIRCLE

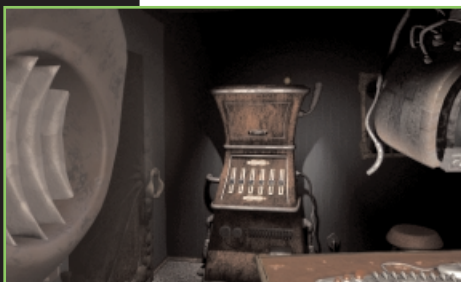
MAIN CIRCLE

- Turn right, open the first gate with **key card 2**

Cell biology



CELL BIOLOGY



STUDY



GROUND FLOOR



2. FLOOR
FLOODGATE

CELL BIOLOGY

- Cross the premises
- In front of the door, turn right, and walk around the building up to the window
- Open the window, enter through the window

STUDY

- Turn right to the desk
- Take the **DNA key 2** from the desk
- Solve the Protocytes/Eucytes riddle at the machine opposite; trapdoor flips open
- **(from left: 1. down; 2. down; 3. down; 4. up; 5. up; 6. up)**
- Press the **(blue)** "GATE" and the **(red)** "ELEVATOR" button
- Out through the window
- Return to the door on the right; it now opens by itself

GROUND FLOOR

- Walk through the door, cross the corridor, and enter the elevator
- Push the button in the middle (Elevator's continuous power supply)
- Push "Up" button; elevator goes up

2. FLOOR FLOODGATE

- Solve Protocytes/Eucytes riddle at the machine on the right side; trapdoor flips open
- **(from left: 1. up; 2. down; 3. down; 4. up; 5. down; 6. up)**
- Push **(yellow)** "STUDY" button
- Return to the elevator, go down

GROUND FLOOR

- Open door on the left

Cell biology



STUDY



2. FLOOR
FLOODGATE



2. FLOOR
LABORATORY

STUDY

- Solve Protocytes/Eucytes riddle at the machine across; trapdoor flips open
- Push **(green)** “PADDLE” and **(blue)** “GATE” button (Elevator operational since continuous power supply had been switched on)
- Open the door, and fend off the robot with a mouse click

GROUND FLOOR

- Turn right towards the elevator, and go up

2. FLOOR FLOODGATE

- Run towards the floodgate opposite; it will open automatically, cross through it

2. FLOOR LABORATORY

- Take the **flask** from the left side of the table
- Take the **culture medium** from the right side of the table
- Leave the laboratory, and go down using the elevator

GROUND FLOOR

- Turn left into the study

STUDY

- Turn right towards the Big Brain
- Read mail (3) at the Big Brain
- Leave the building and the premises

Main circle Botany



MAIN CIRCLE



BOTANIC WORLD

MAIN CIRCLE

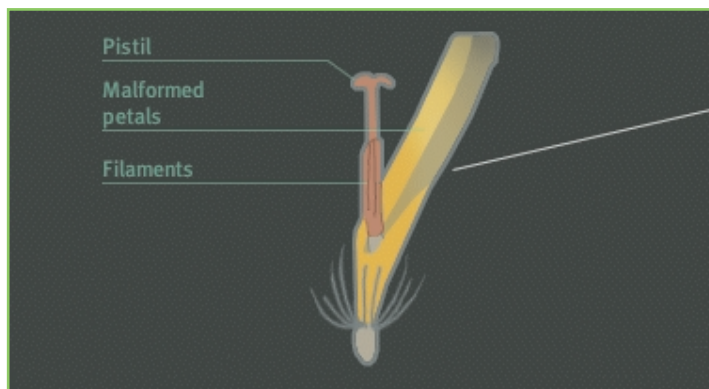
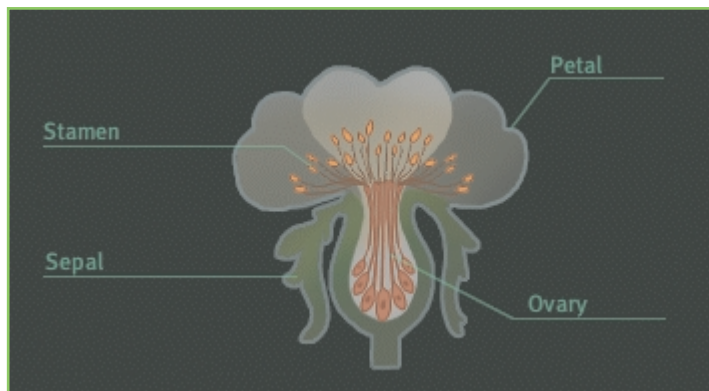
- Turn left, open the second gate with **key card 2**

BOTANY

- Cross the premises
- Open the gate with **key card 2**

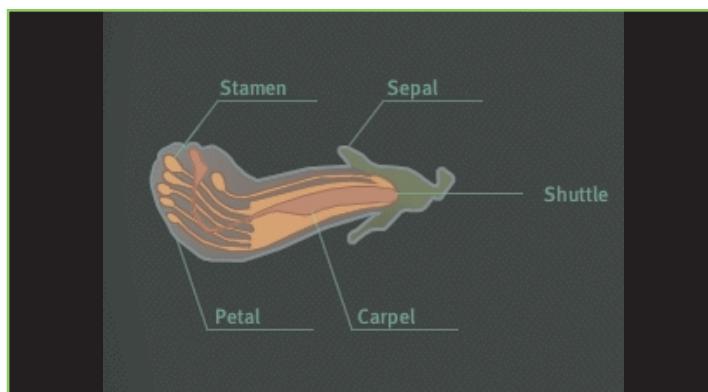
BOTANIC WORLD

- Follow the wooden path straight to the elevator
- Solve the flower types quiz for the elevator door to open
- In the elevator, press “Up”
- Go up using the elevator



Botany

BOTANY



2. FLOOR
LABORATORY 1



2. FLOOR
LABORATORY 2

2. FLOOR LABORATORY 1

- Leave the elevator, and turn right
- Run up to the box on the wall, and open it
- Turn on the water (**H₂O**) faucet
- Return to the elevator
- In the elevator, press the button with the arrow pointing left (elevator will turn 180°)
- Go to the second laboratory

2. FLOOR LABORATORY 2

- Turn on the "**CO₂**" on the pressure flasks
- Turn on "**Mineral nutrients**" at the experiment set up, and press red button
- Plant will start to grow
- Lamp will automatically switch to UV light
- Note down the code of the equation (C₆H₁₂O₆, 6H₂O)
- Return to the elevator
- In the elevator, press the button with the arrow pointing right (elevator will turn 180°)
- Return to the first laboratory

2. FLOOR LABORATORY 1

- Leaving the elevator, turn right towards the machine on the floor
- Choose the correct equation (C₆H₁₂O₆+6O₂+6H₂O) and push down the lever
- Turn left, and walk towards the safe
- Open the safe, and retrieve the fertilizer
- Take the elevator going down

Botany
Main circle
Genetics



BOTANIC WORLD

BOTANIC WORLD

- Follow the wooden path straight to the exit
- Open the door, and leave the building
- Leave the premises

MAIN CIRCLE

- Turn left, and open the second door with **key card 2**

GENETICS

- Crossing the premises, walk up to the genetics building
- Open the gate with **key card 2**

GROUND FLOOR



GROUND FLOOR

- Charge the key card using the charger on the right
- Enter into the auditorium
- Press the button at the lecture desk
- The screen will be lowered automatically, the projector turns on, a reference to the GTAC appears
- Walk up to the upper row, and turn left
- Take the **circle symbol 2** below the bench
- Leave the auditorium
- Turn right towards **sound machine 1**
- Note down sound and wave-form (**lion**)
- Take the elevator in the middle of the building going up

2. FLOOR



2. FLOOR

- Leave the elevator, and sit down on the chair
- Sit on the mitosis chair, and set the phases of mitosis
- (GTAC machine is now running)
- Set the correct letter code (**GTAC**) in order to stop the door's power circuitry
- Cross the floodgate, and turn right
- Remove the **DNA 1 key** from the glass case
- Open the safe, and complete the experiment set up
- Add the **beaker** and the **fertilizer** to the experiment set up
- Take the **wilting agent**
- Take the elevator down

Genetics
Main circle
Botany



GROUND FLOOR



MAIN CIRCLE



BOTANIC WORLD

GROUND FLOOR

- Walk straight up to the door
- Open the door, and leave the building
- Leave the premises

MAIN CIRCLE

- Turn right, and open the second door with **key card 2**

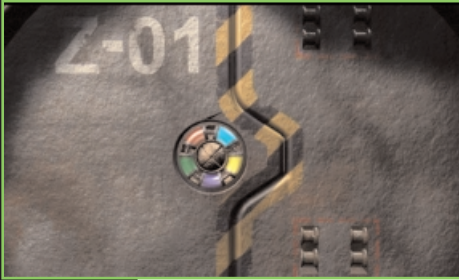
BOTANY

- Cross the premises
- Open the door with **key card 2**

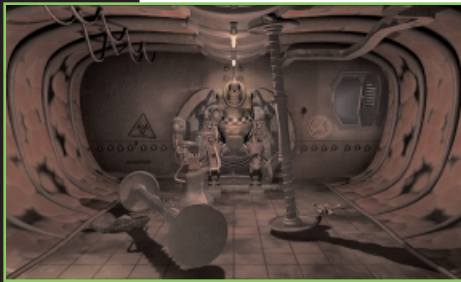
BOTANIC WORLD

- Follow the wooden path until the fork
- Turn to your left
- Go up to the safe with the overgrown plants
- Use **wilting agent** on the plants
- Safe door opens
- Insert all **DNA keys** in the receptacle
- Safe opens
- Remove the **ball**
- Note down the **color circle** combination (**purple, blue, red, yellow, green, blue, yellow**)
- Follow the wooden path to the exit
- Open the door, and leave the building
- Leave the premises

Main circle Zoology



MAIN CIRCLE



FOYER



VENTILATION
DUCT



CORRIDOR

MAIN CIRCLE

- Turn right, go to the fourth door
- Insert the **ball** into the receptacle
- Press **color combination** (purple, blue, red, yellow, green, blue, yellow)
- Door opens

ZOOLOGY

- Cross the premises
- Open the door with **key card 2**

FOYER

- Turn right, walk up to **sound machine 2** on the wall
- Note down wave-form and image (**eagle**)
- Turn 180°, and walk up to the ventilation duct opening
- Climb into the opening of the duct

VENTILATION DUCT

- Follow the duct until the tool chest
- Take the **screw driver** from the tool chest with you
- Continue up to **sound machine 3**
- Listen to the sound, and note down the frequency (**frog**)
- Follow the corridor to the opening
- Paralyze the robot using the **screw driver**
- Go to the control panel, and take the **“Y” key**
- Turn 180°, and open the door

CORRIDOR

- Turn right, and walk up to the Big Brain
- Read the mail (4) at the Big Brain
- Turn left towards the insects game
- Solve the unicellular-multicellular quiz (refer to the learn part)

Zoology



- Now, the door opens
- Enter the room

ANIMAL LABORATORY 1

- Turn right towards the device on the wall
- Turn the ventilation control to "OFF"
- Go to **sound machine 4**
- Note down the wave-form and sound (**eagle**)
- Turn right, and note down the number on the board; **Bee's dance (225)**
- Take the **slide** on the desk with you
- Leave the room

CORRIDOR

- Turn right, and leave the corridor

FOYER

- Cross the foyer, charge key card 2, and leave the room
- Leave the premises



ANIMAL
LABORATORY 1



CORRIDOR



FOYER

Human biology



HUMAN BIOLOGY



ENTRANCE



HALL

MAIN CIRCLE

- Turn right towards the first door
- Insert **"X"** and **"Y"** into the receptacle
- The gate opens

HUMAN BIOLOGY

- Cross the premises
- Open the door with **key card 2**

ENTRANCE

- Walk up to the monitors on the wall
- Number the phases of the acetylcholine process; if correct, the safe will open on the left side
- Take **acetylcholine** syringe with you
- Turn right, and open the door

HALL

- Continue straight, and open the robot's sleeve tube
- Inject the **acetylcholine**
- Take the **wrench**
- Read the diary entry, and note down the **number code (1804)**
- Go to the projector and insert the slide, view the projection
- Note down **bee's dance 2 (135)**
- Leave the hall

ENTRANCE

- Leave the building
- Leave the premises

Zoology



MAIN CIRCLE



VENTILATION
DUCT



POOL

MAIN CIRCLE

- Turn left, walk to the first door
- Press **color combination** (purple, blue, red, yellow, green, blue, yellow)
- Door opens

ZOOLOGY

- Cross the premises
- Open the door with **key card 2**

VENTILATION DUCT

- Follow the duct until the first fan
- Open the fan with the **wrench**
- Go to the hatch door on the floor, and enter the numbers (225, 135)
- Hatch door opens
- Climb down

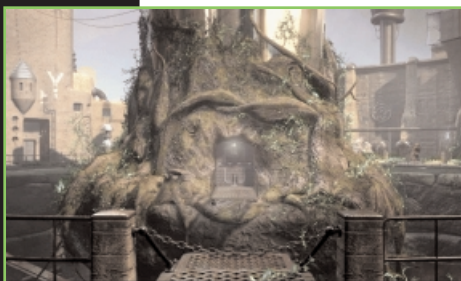
POOL

- Take the **nylon cord** off the hook
- Go up to sound machine 5
- Note down image and sound (**lion**)
- Go up to the faucets
- Turn the air control
- Put on the diving equipment
(The diving mask can be controlled with the mouse)
- Get into the water
- Throw the **nylon cord** into the fan
- Swim into the pipe

Zoology Human biology



SECRET
LABORATORY



MAIN CIRCLE



ENTRANCE



HALL

SECRET LABORATORY

- Walk up to the safe
- At the safe, dial in the **number code (1804)**
- Take the **pipette** with the microorganisms
- Take the **circle symbol 3** with you
- Walk up to **sound machine 6**
- Note down image and wave-form (**frog**)
- Read the diary on the desk
- Leave the building
- Leave the premises

MAIN CIRCLE

- Turn right, walk to the first door
- Door opens

HUMAN BIOLOGY

- Cross the premises
- Open the door with **key card 2**

ENTRANCE

- Read the mail (5) at the Big Brain
- Cross the room, and enter the hall

HALL

- Cross the hall to reach the machine on the wall
- Use the **6 sound machine codes**

Human biology

Main circle



BIO PLANT ROOM

BIO PLANT ROOM

- Walk up to the reactor
- Insert the **pipette** into the receptacle (on the right)
- Insert the bowl with **culture medium** into the receptacle (in the middle)
- Insert **mould** into the receptacle (on the left)
- Move lever on the left side and turn the faucet
- Container fills with **penicillin**
- Take the **penicillin**
- Turn 180°, and go to the exit
- Leave the room



HALL

HALL

- Cross the hall
- Cross the entry area and go towards the exit

MAIN CIRCLE

- Turn right, walk up to the door leading to the inner courtyard



MAIN CIRCLE

Inner courtyard
Reception building
Main circle



INNER
COURTYARD



OFFICE



SAFE



MAIN CIRCLE

INNER COURTYARD

- Turn right, enter into the reception building

RECEPTION BUILDING

OFFICE

- Put the **penicillin** into the air mail tube
- Move the lever
- Read the mail (6) at the Big Brain

SAFE

- Walk towards the monitor, and turn them on
- Note down the **activation numbers**
- Note down the status of the circles (**big wheel at 7 o'clock mark, middle wheel on 3 o'clock, small wheel on 12 noon**)
- Leave the building and return to the main circle

MAIN CIRCLE

- Turn right and walk to the machine on the left
- Attach circle symbols to the machine
- Enter the **activation numbers**
(randomly generated numbers)
- Move the **circle symbols** to the right position
- Confirm
- Circle opens