

RODOLFO SKYLARRIENTE 3!

by Sakis Kaffesakis 2025

Music by Manossg

Digitized images by Brundij

RODOLFO SKYLARRIENTE 3 (THE ARCHAEOLOGIST) is a simple text adventure game (trial/error multiple choice).

There are 2 dsk files, part 1 (disk A) and part 2 (disk B).

Code for starting part 2 is <OFI>. It is shown at the end of part 1. (on greek pls use code <OΦH>).

Checkpoints: Code for part 1 is <OFARA> (on greek pls use <OΦAPA>). Code for part 2 is <OFARA4> (on Greek pls use <OΦAPA4>).

For all versions, load the dsk file and then type

< run"loadera.bas" > or < run"loaderb.bas" (depending on if you are on part 1 or part 2)

To avoid rare <memory full> problems, please load the game after you start the emulator/Amstrad.

In this game, you have to make the correct choices in order to finish the game.

Available in Greek and Spanish at the moment (translation is planned for English, and French).

464 version also planned (no colour/FILL).

Runs better in Winape emulator (Winape 2.0 beta 2).

There is a **BONUS GAME**, which is the same for all languages, for 6128 only. Please restart Amstrad/emulator before running the Bonus game.

Load the separate DSK file and then type <run"rodbonus.bas">

STORY

Bolivia, La paz, 1998.

The Urugyayan archaeologist Rodolfo Skylarriente is looking for the invaluable roundel of the Persian king Cyrus the Great.

Leandro, a bolivian friend and colleague of Rodolfo, had already discovered it, but was murdered by some mafia guys, former paramilitaries and supporters of Pinochet dictator.

Leandro had given you many notes, as he knew he was in danger, so you can start searching immediately.

Your goal is to find the Persian roundel and hand it over to the Iranian national museum.

Good luck!

INSTRUCTIONS/KEYS

To play this game, you only have to use the numbers (0-8).

Please have in mind that:

When you take an object, the object you were already holding returns to its initial place.

It is important to hold a specific object when you make a specific choice.

Some choices may appear only after you have made some other correct choices.

After ship departure (part A), you cannot go back, but you will not need any of previous objects.

After train departure (part B), you can go back only to the laboratory or the chemical lab, but you will not need any other objects from previous places.

SOLUTION

If you find the game difficult, you can load the RODOLFO BONUS disk. There, you will find the solution files in all languages.

For English, you can type run "SOLUTEN1.BAS" for part 1, or run "SOLUTEN2.BAS" for part 2.

For Spanish, you can type run "SOLUTES1.BAS" for part 1, or run "SOLUTES2.BAS" for part 2.

For Greek you can type run "SOLUTGR1.BAS" for part 1, or run "SOLUTGR2.BAS" for part 2.

The correct steps to finish the game will be showed one by one, so there is no possibility to see all the solutions altogether while you don't want to. But you may see some unwanted information, as there is not only one sequence of choices in order to complete the game.

BONUS GAME!

There is a BONUS GAME, which is the same for all languages.

HISTORY

You are in an underwater secret ancient city and found a rare ancient object.

You have now to escape without being caught.

But the two diver-guards spotted you and you have to escape.

Be aware of the electrical security system, as it is activated randomly in a circular and horizontal way.

You can refill oxygen by moving to the specific yellow little circle. If you have not complete a level and you run out of oxygen, then you die.

Moving underwater is a bit difficult, as there are ocean currents.

Have fun!

(Pressing <L> in menu offers you 99 lives!)

For playing the BONUS game only:

In the <Redefine keys> sections, you can choose controls.

You may choose Joystick keys, a w s d keys, or q a o p keys.

Pls note that you must not use capital letters. Also note that if your keyboard uses other language characters, you may have a problem. If you face any problem, use the joystick keys. Also, you can change lines 3020-3040 accordingly, if you are familiar with editing the code.

All pictures in BASIC are almost completely drawn using PLOT/DRAW/FILL commands.

Arkos Tracker is used for music, by MANOSSG. SFX from ARKOS TRACKER.

EXTRA INFO FOR PISTOL STAGE:

To play only Pistol stage, type (eg for ENG)

Load"PISTOLEN.BAS".

Edit line 2 and 3 and remove REM. Then <run>!

MUSIC INFO:

Music in part A, after entering all clues in Amstrad, is from <Tribute to Vassilis Karras on Amstrad CPC> (<https://www.youtube.com/watch?v=PjEjMEHOOp0>).

HISTORICAL/IDEOLOGICAL INFO:

DISK A (PART 1)

Ziggurat of Ur:

https://en.wikipedia.org/wiki/Ziggurat_of_Ur

Tiwanaku:

<https://en.wikipedia.org/wiki/Tiwanaku>

Lake Titicaca:

https://en.wikipedia.org/wiki/Lake_Titicaca

Matala, Crete, Greece:

https://en.wikipedia.org/wiki/Matala,_Crete

Hippies:

<https://exploringgreece.tv/en/greece/matala-the-history-of-the-legendary-beach-how-are-the-hippie-caves-today/61121/>

<https://www.matala.nl/>

Amstrad computer:

https://en.wikipedia.org/wiki/Amstrad_CPC

Persepolis:

<https://en.wikipedia.org/wiki/Persepolis>

Cyrus the Great:

https://en.wikipedia.org/wiki/Cyrus_the_Great

Darius the Great:

https://en.wikipedia.org/wiki/Darius_the_Great

Easter island:

https://en.wikipedia.org/wiki/Easter_Island

Rongo rongo:

<https://en.wikipedia.org/wiki/Rongorongo>

Rongo rongo tablets:

<https://imagarapanui.com/en/rapa-nui-culture/rongorongo/>

Decipherment of rongorongo

https://en.wikipedia.org/wiki/Decipherment_of_rongorongo

Arabic numbers:

<https://www.madinaharabic.com/blog/arabic-numbers-1-to-20.html>

University of Crete library in Rethymno:

<https://www.lib.uoc.gr/?styl=>

DISK B (PART 2)

Pompeii:

<https://en.wikipedia.org/wiki/Pompeii>

Lascaux:

<https://en.wikipedia.org/wiki/Lascaux>

<https://archeologie.culture.gouv.fr/lascaux/en>

Topkapi palace:

https://en.wikipedia.org/wiki/Topkap%C4%B1_Palace

Imperial council of Ottoman Empire:

[https://en.wikipedia.org/wiki/Imperial_Council_\(Ottoman_Empire\)](https://en.wikipedia.org/wiki/Imperial_Council_(Ottoman_Empire))

Cuba and Fidel Castro:

638 ways to kill Kastro:

<https://www.imdb.com/title/tt0918485/>

https://www.youtube.com/watch?v=N4Xkw_GmMdQ

Speech: History will absolve me

<https://www.marxists.org/history/cuba/archive/castro/1953/10/16.htm>

Recommended book:

100 hours with Fidel (links for English, Spanish, Greek):

<https://www.politeianet.gr/books/9789601623405-ramonet-ignasio-patakis-ekato-ores-me-ton-fintel-137758>

<https://www.amazon.com/Life-Fidel-Castro-Ramonet-Ignacio/dp/B002KPED4C>

<https://www.amazon.com/Cien-Horas-Fidel-Conversaciones-Ignacio/dp/9592740259>

Jose Marti:

https://en.wikipedia.org/wiki/Jos%C3%A9_Mart%C3%AD

Diatomite:

https://en.wikipedia.org/wiki/Diatomaceous_earth

Trans-siberian railway:

https://en.wikipedia.org/wiki/Trans-Siberian_Railway

Irkutsk:

<https://en.wikipedia.org/wiki/Irkutsk>

Yana Rhinokeros Horn site:

https://en.wikipedia.org/wiki/Yana_Rhinoceros_Horn_Site

<https://www.cam.ac.uk/research/news/dna-from-31000-year-old-milk-teeth-leads-to-discovery-of-new-group-of-ancient-siberians>

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Manossg for music, ideas!

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Antonio for ideas!

Badouvinio for his help in Arabic!

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Hope you enjoy! Many thx for your interest!

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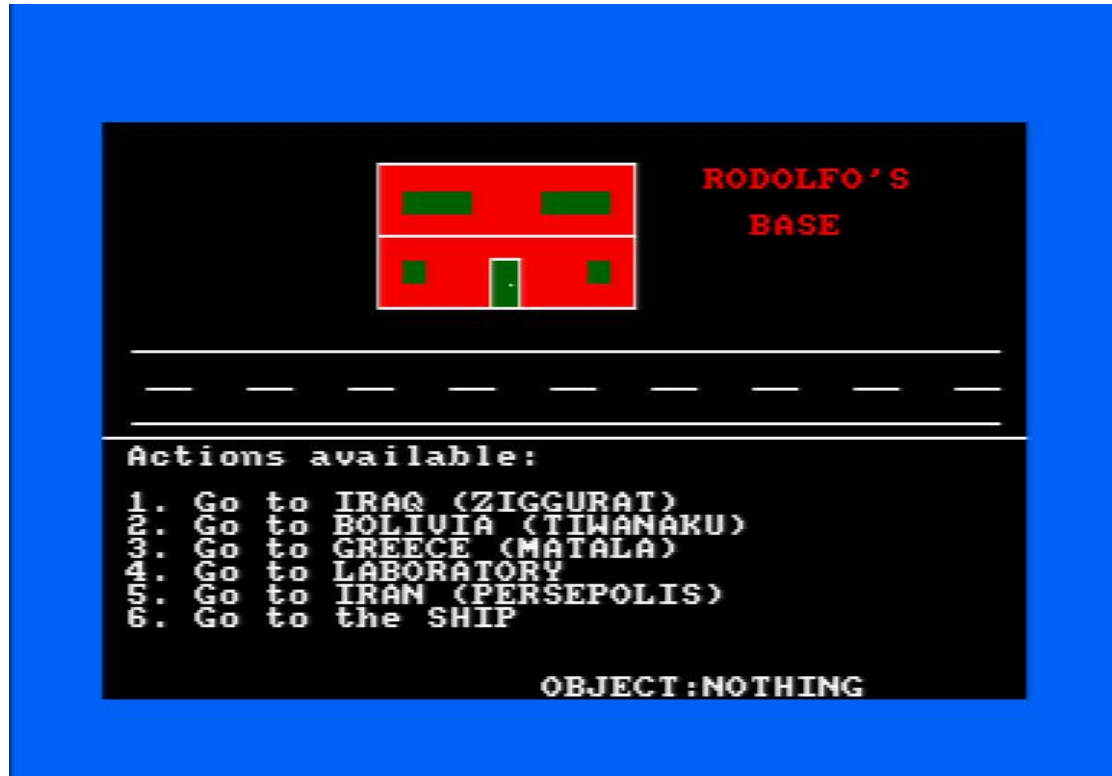


The game is dedicated to Fidel Castro and the heroes of Cuban revolution.

In the next pages, you will see info about the pictures of the game.

PICTURES IN BASIC AND ANIMATIONS (by Sakis Kaffesakis), USING
PLOT/DRAW/FILL COMMANDS

1: RODOLFO BASE PICTURE



2: CUBA FLAG



3. SHIP – AMSTRAD CRUISES



4. TRANS-SIBERIAN RAILWAY



5. ARABIC NUMBERS



We made them in excel and inserted them in Amstrad using SYMBOL command.

(<https://amstradsakis.blogspot.com/2024/07/arabic-numbers-on-amstrad.html>)

6. PISTOL (from our game <ART-WAR>) and path.



DIGITIZED IMAGES BY BRUNDIJ
PART 1 (DISK A)

PHOTO INTRO: GEORGE LILIS, ARCHAEOLOGIST

<https://www.archaeological.org/dig-team/lilis/>



PHOTO 1: ZIGGURAT OF UR, IRAQ

Retrieved from <https://www.britannica.com/topic/ziggurat-at-Ur>



PHOTO 2: TIWANAKU, BOLIVIA

Retrieved from <https://lookoome.home.blog/2023/06/02/bolivia-the-tiwanaku-mysteries/>



PHOTO 3: MATALA, CRETE, GREECE

Retrieved from <https://www.greekboston.com/travel/matala/>



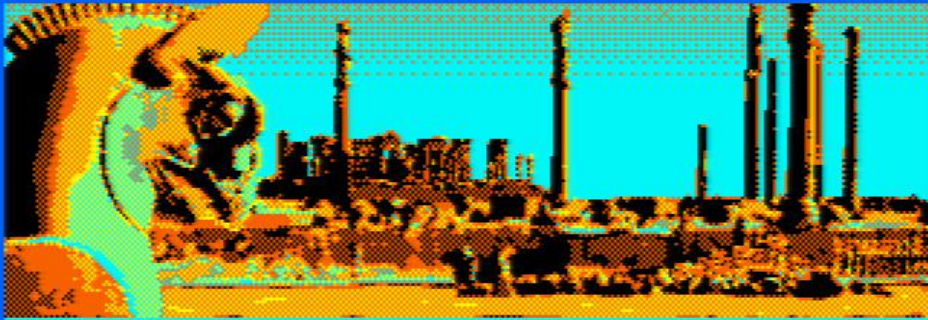
PHOTO 4: AMSTRAD HYPER-COMPUTER

Retrieved from <https://www.retrocomputers.gr/forum/amstrad-museum/2314-amstrad-cpc-6128>



PHOTO 5: PERSEPOLIS, IRAN

Retrieved from [https://www.tripadvisor.com.gr/Tourism-g790393-Persepolis Fars Province-Vacations.html](https://www.tripadvisor.com.gr/Tourism-g790393-Persepolis_Fars_Province-Vacations.html)



Είσαι στην Περσεπολη.

1. Ψάξε στο μανσωλειο του Κυρου
2. Ψάξε στο παλατι Απαντανα
3. Άνοιγεις το συρταρι ενος γραφειου
4. Βάζεις κωδικο σε προθηκη του μουσειου του Ιραν
- θ. Γυρνως στη βαση

ΑΝΤΙΚ: ΤΙΠΟΤΑ

PHOTO 6: EASTER ISLANDS, PACIFIC OCEAN

Retrieved from <https://www.istockphoto.com/photos/easter-island-statues>



PHOTO 7: PERSIAN ROUNDEL

Retrieved from <https://isac.uchicago.edu/collections/highlights/highlights-collection-iran>



PART 2 (DISK B)

PHOTO 1: POMPEII, ITALY

Retrieved from <https://www.livescience.com/27871-mount-vesuvius-pompeii.html>

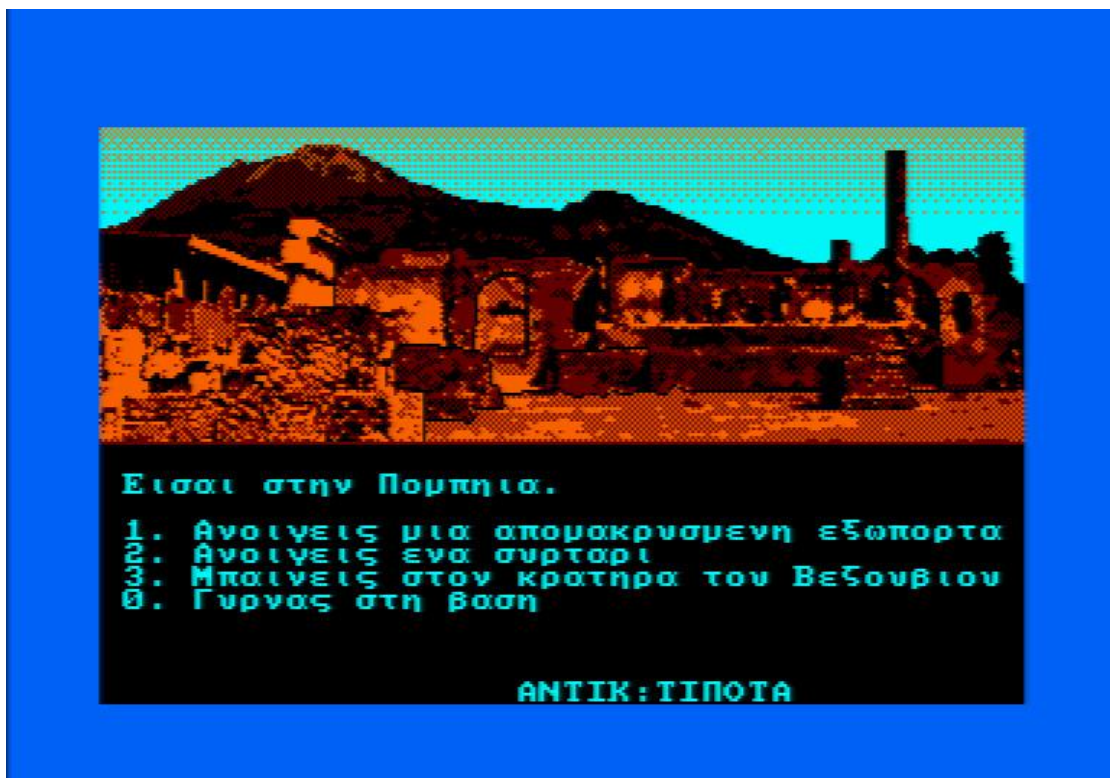


PHOTO 2A: LASCAUX, FRANCE

Retrieved from <https://archaeology-travel.com/france/lascaux-ii/>



PHOTO 2B: LASCAUX, PAINTING

Retrieved from <https://www.worldhistory.org/image/5589/painting-of-a-horse-lascaux-cave/>



PHOTO 3: TOPKAPI PALACE, TURKEY

Retrieved from <https://omanmegadeals.com/product/topkapi-palace-harem-hagia-irene-church-live-guide-recently-added-experiences/>

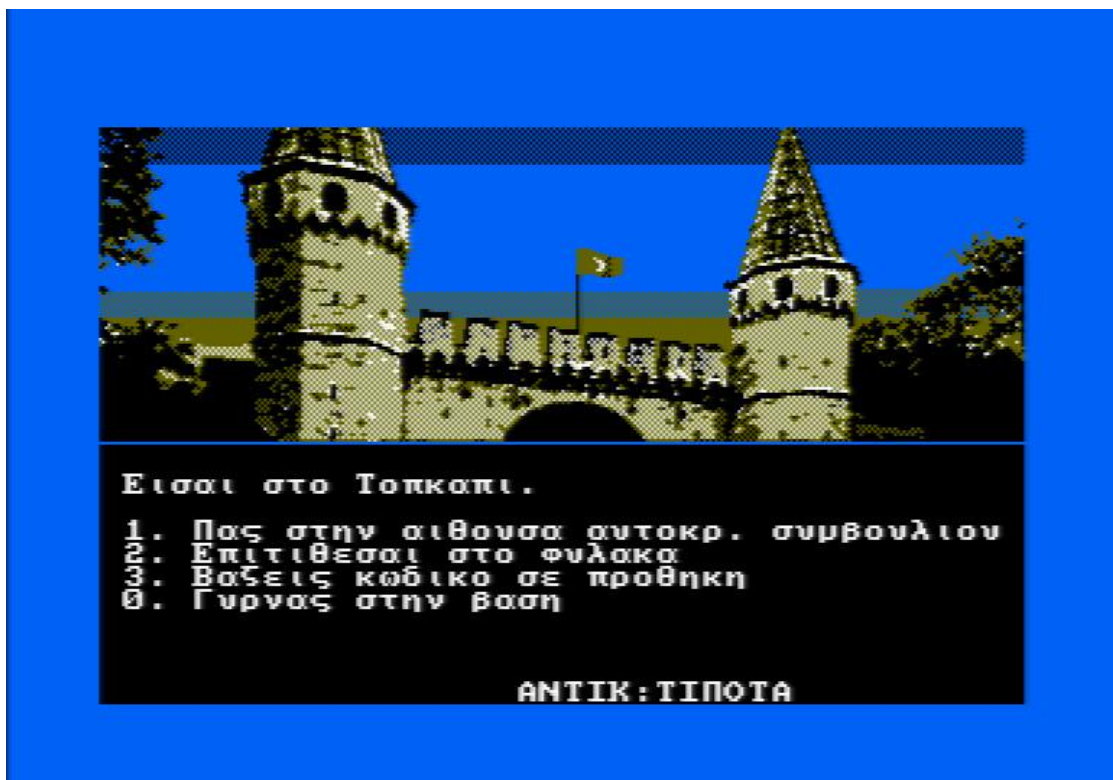


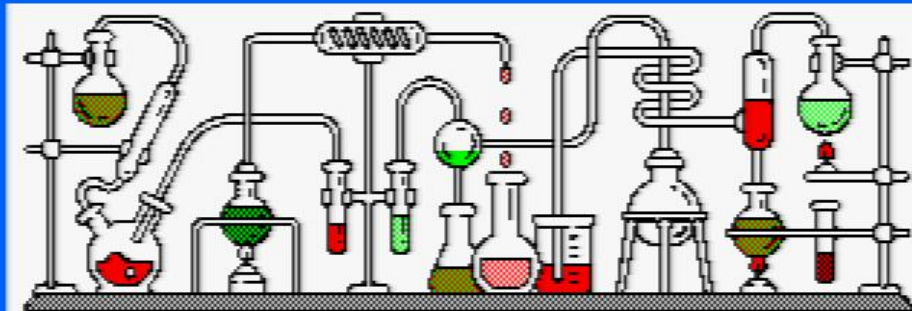
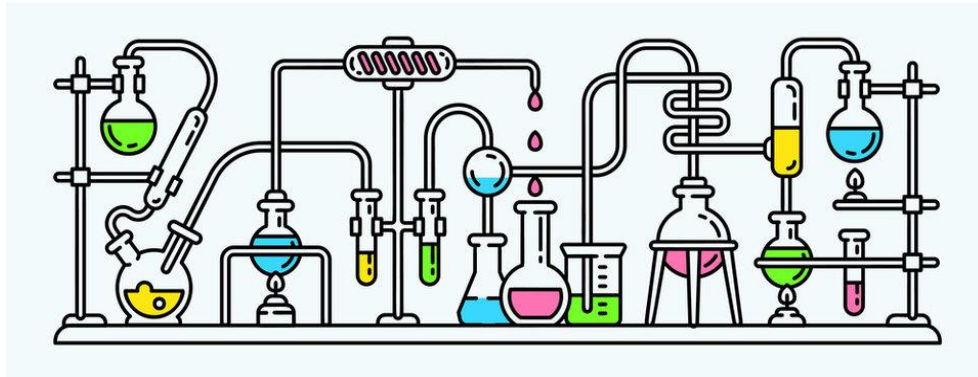
PHOTO 4: FIDEL CASTRO, CUBA

Retrieved from <https://www.britannica.com/place/Cuba/Cuba-since-1991>



PHOTO 5: CHEMICAL LAB

Retrieved from <https://www.dreamstime.com/chemistry-lab-banner-outline-style-chemistry-lab-banner-outline-illustration-chemistry-lab-vector-banner-web-design-image128272885>



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You are in laboratory.
1. Take the nitroglycerin
2. Take the water
3. Take the compass
4. Take the torch
5. Take the shovel
6. Take the MacGyver KIT
7. Take the backgammon
8. Go to chemical lab
9. Return to base
OBJECT:
  
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PHOTO 6: YANA RHINOKEROS, SIBERIA, RUSSIA

Retrieved from <https://www.ngenespanol.com/animales/los-mamuts-deberian-seguir-existiendo-su-extincion-es-todavia-un-misterio/>



Yana Rhinoceros.

1. Buscar en el yacimiento arqueologico
2. Atacar al guardian de la guarida de la mafia
3. Buscar/cavar en el exterior de la guarida
0. Volver al tren

OBJETO: NINGUNO

PHOTO 7: GEORGE LILIS, ARCHEOLOGIST, AND MARIANTHI (thank you both!)

