museo galileo

Istituto e Museo di Storia della Scienza



GALILEO LEGACY

Player's Guide

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NextGenerationEU

MiC MINISTERO DELLA CULTURA

Mission

If you are reading this guide, you have crossed the threshold of Piazza dei Giudici and the spacetime anomaly has struck you too.

Florence is shrouded in fog. Museo Galileo is crumbling, and scientific truth risks disappearing with it.

Now it is up to you: enter, observe, verify every detail. The game begins here.



ISLAND SPECS

Genre:
adventure, riddles, platform

Difficulty:
hardcore, no automated hints.

Objective:
explore the 4 Wings,
solve the puzzles,
and retrieve all 4 hidden Seals.

Threat:
an unstable presence,
drawing closer with each Seal.

Hall of Seals: the Rules of the Game

You are in the Hall of Seals.
Four portals stand before you.

No weapons. No shortcuts. Here, observation, intuition, and method are everything.

To break the anomaly and free the Museum, you must cross each Wing, solve its riddles, and return the four Seals.

TIP

There is no set order: choose a portal and step through. You can switch at any time.

Every Seal delivered to the machine makes the Echo clearer and closer.

What is it, really?
The answer awaits at the end of the journey.



Astronomy Wing

It all begins with a freefall into the void,
dodging everything in your path.

Next comes a maze of deadly tiles.

At the very end lies the heart of the Wing:
an ever-shifting structure to read, scale, and cross.

TIP

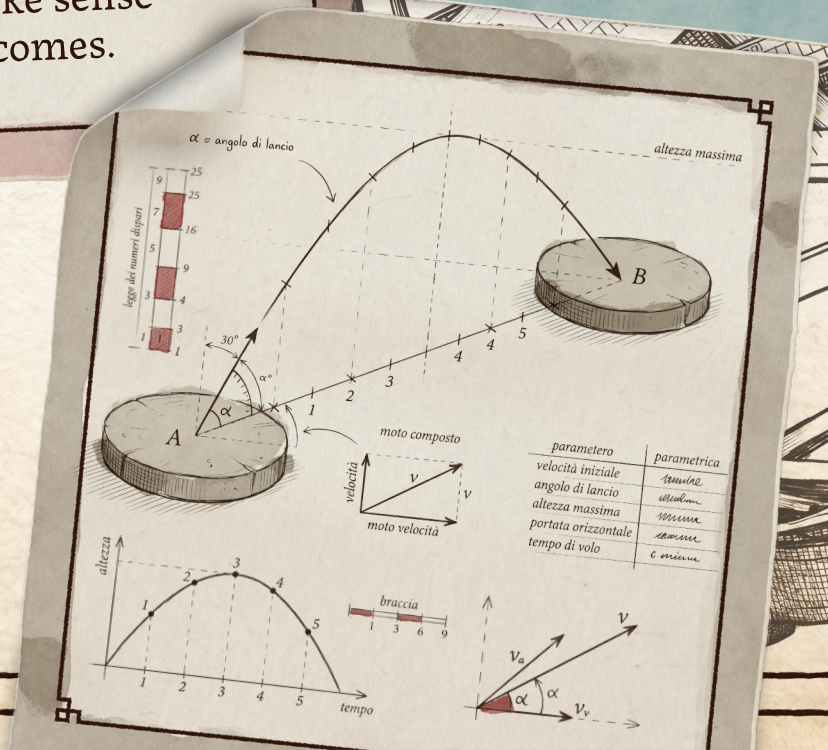
In the maze: compass, map, coordinates.

Piece them together to trace your path.

For what lies ahead,
trust your instinct and agility:
the rest will make sense
when the time comes.

Lore

The ***Armillary Sphere*** is an ancient model of the cosmos, crafted to map how the Sun, the Earth, and the planets move.
In the Museum, it is real history.
In the game, it is colossal.



Experiments Wing

A chemistry laboratory.
You do not know where, you do not know whose.

Someone once examined instruments that slipped through rifts just like the ones you stepped through, then vanished into silence. Two massive contraptions remain: the ***Chemistry Cabinet*** and an automaton holding a pen.

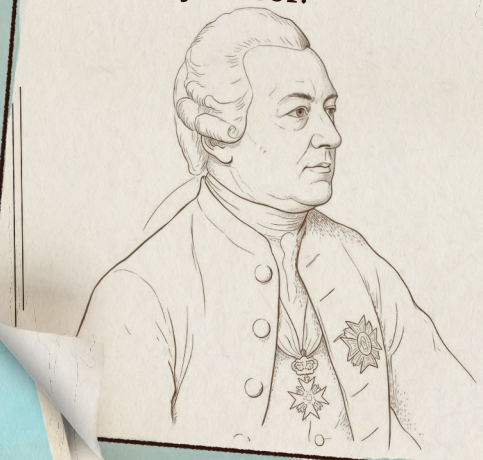
TIP

At the ***Chemistry Cabinet***, you must follow an exact recipe. A word of advice: sometimes going digital is not enough. Nothing beats good old pen and paper!



Lore

The ***Writing Hand*** is an automaton built in 1764 by Friedrich von Knaus: an intricate clockwork mechanism that guides the hand, letter by letter.



Gravity Wing

Here you climb, leap, and plunge, sometimes all at once.

It begins with the iconic Experiment of Falling Bodies inspired by Galileo, ending with a specialized tool to hit gravitational targets.

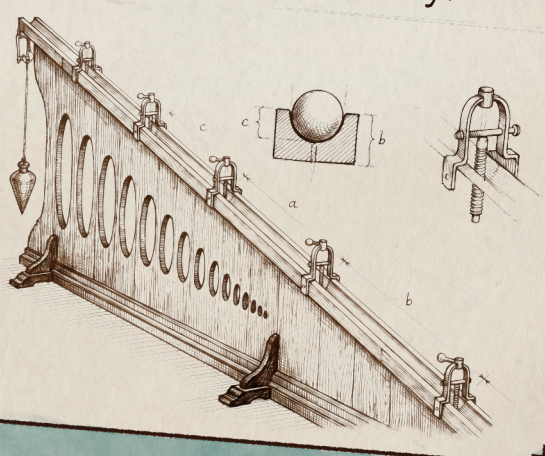


TIP

With the feather, timing is everything.

Lore

Did you know that to study falling bodies, Galileo relied on an ***inclined plane***? It slowed the fall just enough to measure it accurately.



Time Wing

An endless tower.

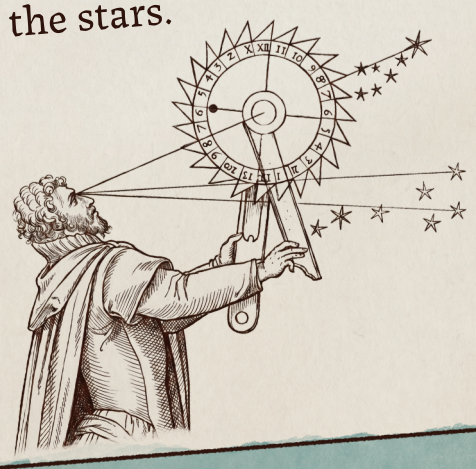
Scaling it means dodging pendulums swinging without rest: one misstep, and you are back at square one.

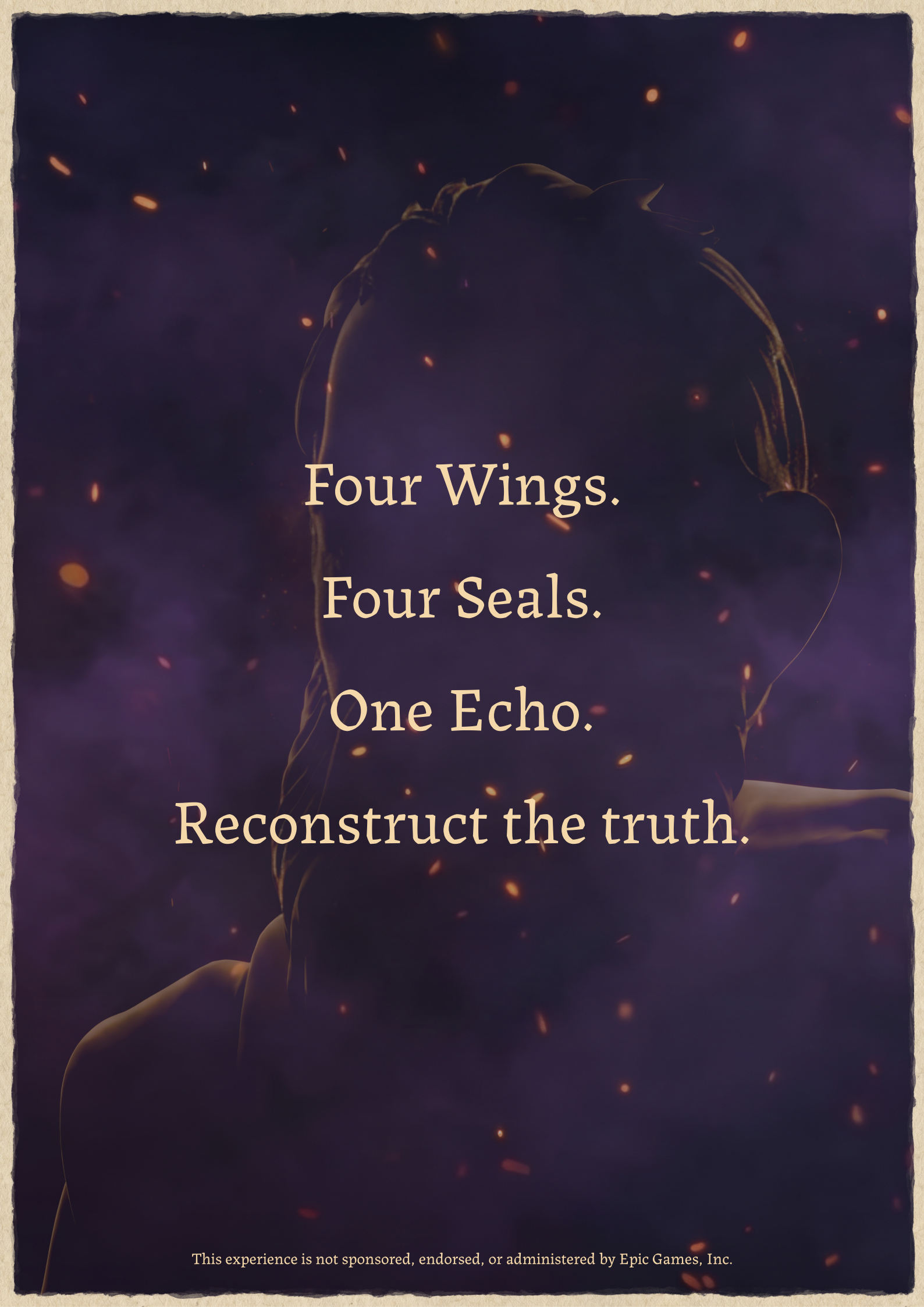
TIP

At the top of the tower, the ***Nocturnal*** awaits: read the sky the right way, and it will give you the code needed to unlock the final door.

Lore

The ***Nocturnal*** was used to tell time at night without mechanical clocks (and certainly no digital screens!), relying purely on the stars.





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