

PHANTOM CLUB

The Phantom Club is a collection of super heroes possessed with strange and deadly powers. Unfortunately the Overlord, Zarg developed an evil streak and managed to influence most of the other members of the club to practice his evil ways. Your character, Plutus stands alone against this evil band. Formerly a brotherhood, the faction has now split and you find yourself alone against an evil band of warriors as powerful as yourself.

You start the game as the lowest rank of the Phantom Club which is Zelator and your objective will be to rise through the ranks to attain the level of Ipsimus; only then will you have a chance of defeating the Overlord and bring good back to the Phantom Club.

To achieve all this you must explore over 550 rooms of the headquarters of the Phantom Club and complete various tasks that are set. The missions are hazardous and your powers only enable you to be regenerated four times.

Will the power of good triumph or will evil overcome all? It is up to you.

LOADING

1. Place the cassette in your recorder ensuring that it is fully reword.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum + then load as follows. Type LOAD"" (ENTER). (Note there is no space between the two quotes). The " is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual,
5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.

CONTROLS

Keyboard or joysticks can be used, the following Joysticks are compatible; Kempston, Sinclair and Cursor.

Bottom row of keys beginning at CAPS/SHIFT alternatively rotate your left or right i.e. rotate left is CAP/SHIFT XVN, rotate right is ZCBM.

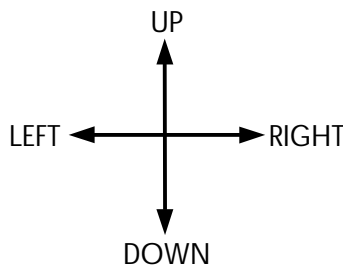
The middle row of keys starting at A will cause you to jump.

The second row of keys starting at Q is go forward.

The top row of keys starting at number 1 is fire.

NOTE. If you require directional control rather than rotational control then it is advisable to select the cursor option and use the cursor keys to move in the direction directly.

JOYSTICK



FIRE – FIRE

SPACE BAR – JUMP

Press Cap/SHIFT and H to pause the game, SPACE BAR to continue.

Press Cap/SHIFT and A to abort the game.

STATUS and SCORING

Your score is displayed in the bottom left of the screen, in the middle is your energy and bottom right is the number of lives remaining.

The points are awarded as follows:

Enemies disabled score between 20 and 200 points depending on how dangerous and how many hits are needed to accomplish this.

Finding and shooting a rotating sphere on a pillar will give you a bonus score of 10,000 or 25,000 points

Extra lives are obtained by finding the relevant object and touching it. See game play for more details.

GAME PLAY

You are imbued with the power of 'Brainstorm' which when implemented causes a psychic bolt to shoot from your head. This is your weapon.

You begin the game with five lives and full energy. Each time you hit an object or shoot your energy bar will diminish. When the energy bar has run down completely then you will lose a life.

In certain rooms you will find what appears to be a movie screen. When you activate this by shooting at it you will then be informed of a mission. However, each individual mission can only be given if you have attained the right rank and number of points. That is, there is one mission for each ranking and if you have not obtained the rank that a particular mission require you will be informed that you are ineligible to pursue this particular task. When you find the correct mission for your rank you must have at least 40,000 points to be given the details of this mission.

NOTE: Each time you complete a mission your rank is increased by one rating, your score resets to 0 and you will be transported to one of four random rooms within the complex. The ratings are as follows:

1. ZELATOR (Beginner)
2. TEORICUS
3. PRACTICUS
4. PHILOPHOSUS
5. ADEPTUS MINOR
6. ADEPTUS MAJOR
7. ADEPTUS EXEMPTUS
8. MAGISTER TEMPLI
9. MAGUS
10. IPSISIMUS (Overlord)

The dangers in each room are many and varied and take the forms as follows:

Various Inanimate and animate objects in the rooms must be avoided as the slightest contact will cause depletion in your energy.

Super heroes will be encountered in different forms - monks, buddas, 'transforming beings', 'man-spiders' and many other deadly adversaries who may require more than one shot to be put out of commission. Once disabled these characters may freeze, rotate aimlessly, levitate out of the room or, in the case of the 'man-spider' change into scuttling spiders which must be avoided.



When this symbol appears in the top left corner of your screen this indicates that a certain character in this screen needs to be destroyed before you are able to exit. One of which is the 'Psi-Man' who is Imbued with phenomenal telepathic powers. He causes a psychological barrier to be placed across the doorways of this room and can only be defeated by destroying his astral projection of his spirit (which takes the form of a bird) when he releases it. When the bird has been shot you will effectively disable the Psi-Mans abilities and he will retreat to the corner of that room enabling you to make your escape.



When this symbol appears in the top left corner of the screen then you will hear a bleeping sound. This is a countdown which signifies that all exits have been blocked. Only when this sound has stopped can you make your escape from this room. You will therefore have to evade any enemies in this room until the barrier has been reached or disable them totally.

Floating Sphere – This takes the form of a randomly floating ball which when touched for the first time will give you an extra life. The extra life feature can only be awarded once. Further contact with the sphere will result in a depletion of energy.

Floating Diamond – As above but instead of extra life, you will be awarded with extra speed.

Spinning Sphere – This takes the form of a rotating ball on a pillar. This can be shot once for a large bonus score.

Please note this facility can only be used once per sphere.

The missions that will be set are highly confidential but word has leaked out that they may take the form of locating and shooting a particular character or object. A full explanation is given when you have proved your eligibility for a particular mission and activate the relevant movie screen accordingly.

Because your overall objective is so enormous we have incorporated a save - load game facility which can be implemented as follows. In certain rooms you will find a spinning tube on a pillar. Shooting this will allow you to access the save game feature and you will be offered the option of saving the game at this point or continuing play. If the save game feature is required then insert a blank tape and press record and play on your tape player, ensuring that all the right leads are connected. When you press the save game key as offered in the option the game will be saved instantly, i.e. there will be no warning or pause. This option can be used as many times as you wish with any of the rotating cubes.

HINTS AND TIPS

- * Beware of traps in innocently appearing rooms.
- * Use your bonus scores very carefully.
- * You are only allowed a maximum of five lives at any one time so do not attempt to get an extra life if you have not already lost one.
- * Mapping is essential – make a note of where you find the missions,
- * Practice the accuracy of your jumping.
- * The extra speed facility is limited and will eventually run out.

PHANTOM CLUB

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CREDITS

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Produced by D.C. Ward

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