

Story

Only one scientist in the world knows the secret of miniaturization of the human body and extending its time to more than 60 minutes. This is so important that you are dragged by the Secret Service men to the underground headquarters of CMDF - Combined Miniature Deterrent Forces. En route, the enemy sabotages your car and there is an accident. The scientist suffers a severe brain damage that can only be cured from inside the brain. A struggle for time has started.

You are selected to be miniaturized and injected into the scientist's body, knowing you only have 60 minutes to cure him. A specially conceived submarine is also reduced to the necessary size to help you on your journey. But the process evolves too quickly, desintegrating your submarine.

Now, its parts are scattered all over the body. At start, you find yourself in the scientist's mouth and your only hope is for you to find the eight pieces that must be assembled in the brain. Only then will you be able to emerge from the body.

The scientist cannot die, otherwise you will too. This will only happen after the 60 minutes are over, or if you can't prevent infections from killing the body.

The film

"Fantastic Voyage" is a 20th Century Fox production. The cast, Raquel Welch, Donald Pleasance, Stephen Boyd, played the role that you play now. Anyway, the film has several differences from the game.

The game

This game is based on the ZX Spectrum game in the early 80's with the same name, from Quicksilva.

You need to find the eight pieces of the submarine. The pieces come up one at a time, each one after the previous has been placed in the brain.

When the eight pieces are gathered together the submarine will shrink and you will have to find your way out of the body — how? think about it...

If you think it's easy there are several obstacles you must handle:

Glandulas:

They exist in many parts of the body (ex. liver, gall bladder, pancreas) and they will block your way. These obstacles can only be removed by freeing a white cell, which will dispose of the glandula.

White cells:

These will come up on your way. Each cell is in a different part of the body but never in the digestive or breathing system. You can find two white cells at a time, but only when a glandula is removed will there be another white cell on the body.

Cholesterol:

There are some cholesterol units that will block the way. But these are easily removed by using a red cell which appears often. The cholesterol will reappear when you leave the zone you are in. To remove cholesterol, simply cross over it. You will not pass them if you haven't got enough red cells (one for each unit).

Viruses:

They are as frequent as red cells. You can destroy a virus by shooting at it. If you touch it you will lose a life.

Infections:

From time to time, an infection occurs. You have to shoot at it, before it kills the body. Like viruses, if you touch them, you will lose a life; but then you will be immune while that infection lives.

The untangle command has been removed in this version, since it has become obsolete. If you touch a wall you will NOT stick to it any more, like in versions 1.x.

The standard keys to move yourself are: Q (up), O (left), P (right), M (to catch red or white cells) and the spacebar, to shoot. If you dislike these keys, there are 2 other sets of keys you can use by choosing "Key settings" in the File menu. To pick or drop pieces from the submarine type $\hat{C}\tilde{-A}$. To free white cells type $\hat{C}\tilde{-L}$.

There are one or more secrets which I leave to you...
There will be a landing site, outside of the body where you must place the submarine.
Good luck!