Fantastic Voyage 2.0

Designed for
Apple Macintosh

© 1994-1996 Miguel Frias

This game can be played in any System (tested from 6.0.3 up to 7.1); it works in B/W or colour monitors with no adjustment needed. If the game fails to load, please increase the memory value in the 'Get Info' dialog, in Finder. Only in systems 6.0.7 upwards will there be sound.

Would you like to travel inside the human body?
If the answer is no, stop reading now. Otherwise, you're in for a Fantastic Voyage!

To know more about the game, open Fantastic Voyage and choose "About..." from the Apple menu (which you should do in any game).

Please remember that this program has given me a lot of work and that by paying for the program ($15) will encourage me to continue to program.

New things about version 2.0

• New icons. Thanks to Jason Lewis, the game now has great icons.

• Music. As you play, you can now listen to the original game's music. If you get tired of it, deselect menu item "Music" on the "Special" menu.

• There now exist infections like in the original game. Infections will only disappear if you shoot them. They always appear in groups of 5 and will kill the body in 4 minutes. You will know there is an infection when a special sound plays, and the information bar shows the infection information in inverse video. If you are hit by one, you will remain imune for that infection period. But the body will remain in risk.

• The shooting facility has been implemented which enables shooting viruses and infections. You shoot at things by using the Spacebar in any of the keyboard modes.

• You now don't get sticked to the walls any more. This means that you can, for example, walk normally on a wall without having to jump around.

• The untangle command has been removed, since it has become obsolete. If, by any chance, you get glued to a wall and can't continue, please let me know exactly where you were (which part of the body and location on the screen).

• Finally, the game now has a highscore chart, which records the name of each player, their score, and how much time they had left.

Thanks to Jason Lewis for the icon art design, and for testing.

Special thanks to **Ingemar Ragnemalm** for his support on the animation interface. This program uses **SAT**, Sprite Animation Toolkit, created by him.

Do you have any suggestion? any remark? any comment? Please send it to:

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You can also find info on more recent versions of Fantastic Voyage or other programs created by me using your favourite browser:

http://pobox.com/~mac/toolbox.html