# Fantastic Voyage 1.2

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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.

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).

New things about version 1.2

- None, really. Just many internal improvements and the bug-fix of the duodenal problem.

New things about version 1.1a

- A new animation interface. Moving objects are now drawn correctly onto the screen, with no flashing when they cross over other objects (thanks to Ingemar Ragnemalm).

- The Help, coming from the "About..." dialog now has a scroll bar rather than having to make you press the button to pause the scrolling text.

- This package contains *FVoyage File Converter*, a program that converts old file formats (game situations you might have saved in version 1.0 that you wish to play using this version).

- There is a new menu item in the "Special" menu called "Speed". If you're running on a Mac II or other fast computers, the game might become too quick for you to play. If this happens, choose the appropriate item from the submenu. I haven't tested the game on a quick Mac but I expect it will work out well since the objects will be drawn very smoothly onto the screen.
  **Note**: When you save a game, the speed will not (yet) be saved in the file. This will be handled in future versions.

- There is another new menu item in the "File" menu called "Key settings...". This enables you to choose from three different sets of pre-defined keys. Unfortunately since key tracking is

not done by key-pressing, (you might be pressing two keys at a time for example: up and left, going diagonally) you can't define your own keys. If you find it a problem, send me "Key Suggestions".

- Previously saved files can now be opened directly from the Finder (no need to open the app first and then open the file). Files in version 1.1a MUST NOT be converted to a newer version since no change was performed on file salvage.

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