PHANTIS LEGACY

ENGLISH

THE GAME

The year 2017. The inhabitants of the planet Phantis lived in peace for thirty years. But during the celebration of this anniversary paying tribute to Lorna, brave and sexy heroine, an unknown force attacked and destroyed all their defenses in a few hours.

Fortunately, the legendary Lorna has already placed his ship in orbit and was able to take control of an enemy ship remotely by hacking its security system. You play Lorna and you will have to program the movements of this ship to recover the flag of each of the 20 levels constituting as many territories to be reconquered.

HOW TO PLAY

The main screen allows you to choose your starting level and the display mode. Use the arrow keys or joystick to navigate on this menu, the spacebar or the FIRE1 button allows you to choose an option.

WHILE PLAYING

	JOYSTICK	KEYBOARD
Move the pointer	Directions	Arrows
Drop/pick up an icon	FIRE1	Space
Choose an icon	FIRE2 + Left/right	X/C
Open the option menu	FIRE2 + Down	I
Launch the ship	FIRE2 + Up	Return/Enter

Key 'Q' allows you to abort the game; 'R' allows you to restart the level and 'M' turns the music off or on. You can also switch between levels by simultaneously pressing 'CONTROL' and the left or right arrow keys.

At the beginning of each level, the ship is stationary. Knowing that it will move by default in a straight line, it is up to you to lay out a path by depositing instructions that will allow it to reach its objective while destroying or avoiding traps and enemies. These instructions are represented by instruction icons available in limited quantities depending on the level. A green line in the control panel indicates the selected icon. Once you think you have correctly placed these icons, start the ship's engine to verify that your path allows it to reach the flag.

 Rotating the ship in the corresponding direction.
Allow the ship to fire before it.
Allow the ship to fire in 4 directions.
Teleport the ship to another icon of this type.
Activate a shield while moving on 5 squares.

Depending on the level, some icons are already present on the map and are not movable :

 Rotating the ship in the corresponding direction.
Teleport the ship to another icon of this type.

Many elements are deadly to the ship: flying over water or hitting a wall, go over a mine, passing a turret or cannon firing a laser beam that can stretch out on 1 to 3 squares. The shield protects the ship on 5 squares, allowing it to fly over the mines or cross the laser beams. However, it is not powerful enough to protect it if it passes just over the square next to a cannon or a turret.

It is not possible to drop an instruction icon on a non-moveable icon as well as on water, walls, flag or enemy elements. Don't forget your fuel gauge that empties with the ship's displacement. The order in which you finish the levels does not matter but only the recovery of the 20 flags will allow you to win the game.