

# PHAETON



INSTRUCTIONS

# PHAETON

A SPACE-AGE GAME OF SKILL AND LOGIC FOR ZX SPECTRUM.

IDEA, CODING AND GRAPHICS: RAFAŁ MIĄZGA

MUSIC: MISTER BEEP

MUSIC ENGINE: SHIRU

PUBLISHED BY MONUMENT MICROGAMES

COVER ART: DAVID EAST



NO REPRODUCTIONS PERMITTED.

## >>> Loading Instructions <<<

Phaeton is recorded twice on each side of your cassette  
It should load in approximately 3 minutes and 30 seconds.

### For 48k Machines:

Turn on your computer with a cassette deck attached.  
Ensure the cassette is rewound.

Type LOAD "" and press the ENTER key

(LOAD "" is obtained by pressing the J key when the computer is first turned on, and then pressing the Symbol-shift and the P key (together) twice. There is no SPACE between " and ".)

Press play on the cassette deck.

### For 128k Machines

Turn on your computer

Ensure the cassette is rewound.

Select the TAPELOADER option from the main menu.

Press play on the cassette deck or Datacorder.

There are no additions when loading into a 128k Spectrum.

Should you discover any loading problems, then try the other side of the cassette. Failing that, email us at [microgames2000@yahoo.co.uk](mailto:microgames2000@yahoo.co.uk) with the heading, "TAPE CLINIC"

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## STORY OF PHAETON

In the 24th century, humanity was still faced with threats of crime and war.

New technologies enabled more efficient, more devastating weaponry, and its implementation was so refined, that accessibility was no longer a constraint.

From this science, a powerful terrorist organisation achieved the synthesis of highly radioactive isotopes of heavy elements, integrating them into weapons that would ensure a stranglehold upon the planetary leaders of the known cosmos.

The subjugation of multiple worlds by a single entity became a frightening reality, as the biggest nuclear threat in the entire universe was initiated.



Cargo freighters drifted the dark space ways, commandeered by pirates or mercenary agents. It was widely known about the terrorist involvement, but military vehicles remained on the fringe, and police patrols dared not venture out.

With the weapons industry underway, the cargo ships continued, storing the new isotopes in abandoned space-bases, asteroid caves, and ruins from the old war, guarded by unmanned drone ships.

All primary and sub-wave contact to the areas were quickly blanketed, so any remotely controlled aircraft could not intrude upon the terrorist's hideouts. And with a proportion of the radioactive matter vented into these bases, any human entering, suited or not, would almost instantly perish.

As the weapons and delivery systems drew close to completion, when all seemed lost, a secret counterplot was revealed.

"It involves a human pilot entering the death-zones in an experimental aircraft, stealing the isotopes from the terrorists, and making their escape."

"Ships don't make it through. Even those cargo freighters don't last the trip. They go in, they come out, and they barely make it back to the nearest rock. Any sustained mission is impossible."

The aircraft name was PHAETON. In mythology, Phaeton was the son of Helios, god of the Sun, and he was said to have ridden a fiery chariot in the skies.

The similarities did not end there. As Phaeton was born of Helios, so the ship was created following new studies of helium, the most stable element in the universe.



"As the atom of helium has two electrons, spinning around its nucleus, so the ship has two satellites, which rotate around its central pilot-hub. These in turn create a protective field, to separate the human pilot from the deadly radioactivity."

That's when they looked towards me, in a room full of project-control directors, mathematicians, and army generals. The only pilot. And that was a very long time ago.

"You have been selected for the mission of retrieving the isotopes. Good luck. You will need it."

Seriously, that was my briefing. And within the hour, I was standing at the quayside, bay-doors wide open, and Phaeton before me.

## THE GAMEPLAY: BASICS

The game consists of 4 levels (2 levels on easy difficulty).

At each level you need to collect 9 boxes with radioactive content. The boxes can be collected only by your ship, and not by your satellites.

There are also automatic gates, controlled by switches.

To open a gate, you'll need to find the proper switch and touch it with your ship.

Your satellites are sturdy and can withstand some damage which occurs if they crash into enemies or scenery. Their remaining energy is shown in the game-menu on the right. If this energy reaches zero, then you'll lose a life.

Your ship is much more fragile. Any contact with scenery or enemy will result in instant death.

When you lose a life, you'll begin from the start of current level, but all the boxes you collected and all the gates you opened will be remembered, so you won't need to deal with them again.



## THE GAMEPLAY: ADVANCED

Navigating through the maze isn't an easy job. There are many narrow passages which require skilful manoeuvring. You will need to adjust your movement to the position and rotation of your satellites.

You can change the direction of satellites rotation with FIRE key.

You will often need it to go through some obstacles. But remember that the number of such changes is limited and shown in the menu.

You will get one extra change for each box collected. When you make a direction change, some shot-time must pass before you will be able to make another change.

On easy difficulty level you have unlimited number of changes.



## THE GAMEPLAY: TIPS

- Entering a new screen with your satellites in a suitable position is often the key to success, especially in case of screens with propellers. You may need to go out of the screen, adjust your position, and go back.
- There are many ways to go around the obstacles. Make your decisions wisely. You may need to choose between getting some damage on satellites or using up a rotation change.

### CONTROL :

- keyboard Q A O P Space
- Kempston joystick
- Sinclair joystick



# Monument Microgames Checklist

- [ ] Catacombs of Balachor
- [ ] Sid Spanners Collection
- [ ] Zombie Calavera
- [ ] Genesis - Dawn of a new day
- [ ] Balachor's Revenge
- [ ] El Stompo
- [ ] Game About Squares
- [ ] Forest Raider Cherry
- [ ] Cray 5
- [ ] Future Looter
- [ ] Lala the Magical
- [ ] Sir Ababol
- [ ] Phaeton
- [ ] Snake Escape



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If you've written a game for an 8-bit micro,  
and you'd like to see it given the Monument  
treatment, then please get in touch.

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