



Original concept 2002 by Paolo Gallo
Original game concept developed by 7 th Sense
Original Game design by Emanuele Marchese and Paolo Gallo

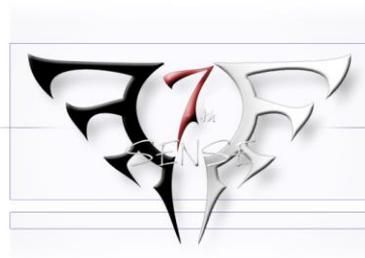


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Introduction

"Phantom - the ghost who walks" is an adventure-arcade game that exploits and isometric perspective that mixes both action and puzzle game elements.

A big Multinational company (ChemSearchCorp.) has installed some research sites in the jungle in the "Bangalla island" to lead some genetic and synthesis experiments for the production of pharmaceutical products.

Facilities are headed by Herman Xander professor and his daughter, Anne Xanders biologist. After a few time from the installation, a series of dangerous sabotages take place, and some company employees get killed. Among them one young guy of a local indigenous tribe named "Bandar", that worked as a guide. The family of the young guy asks for justice to the chief of the "Bandar" tribe, that will ask our masked hero for help. Phantom will have to solve a plotted mistery that will lead him to find out a secret sect that protects the jungle, and some sacred sites over all; to explore ChemSearch secret labs; to discover the vestiges of an ancient and vanished civilization and finally to defeat an ancestral evil that has been awoken from a millenary sleep to serve the aims of a fanatic, young, above suspicion researcher.

Description

Game title:	Phantom- the ghost who walks
Genre:	Adventure arcade
Platform:	Game Boy Advance
Number of players	1
Age	9+

Game plot

Prologue

ChemSearch Corp. has installed some research sites in the Bangalla island.

The first one of these facilities, tha Alpha lab, takes care of research in the genetic field and its exploitation for medic aims those take advantage of the properties of the recombining DNA.

Research is headed by Hermann Xanders professor. Xander's daughter Anne and the young researcher Johnatan Douglas Jr. are members of the research team too. After about two years of research the company decideds to install a second lab, the Beta lab. The facility is finalized towards the synthesis of pharmaceutical products using the almost unique vegetables species those are present in the jungle. Professor Xanders himself moves to this new and more modern structure, relying on the young and promising Dr. Douglas for the head of the Alpha lab.

But some works to create new underground rooms to innovate and expand the base structure of the Alpha lab, will unveil some ruins of a long time forgotten civilization. Young Douglas will understand before his workers the relevance of this discovery and, on his own, achieves in finding an access to the giant underground cave that hides the ancient forgotten Kaha-thùm city, inside.

Into the pyramid / temple in the center of the city, he finds out some rites description and potions those can turn a man into the mortal incarnation of the primitive Zsàh-dahrr god, a monstrous divinity that judges dead souls and escorts them during their trip from life to

death.

Exploiting his new powers and with the complicity of Anne Xanders doctor, he kills the workers those led the excavations, and takes control of some natives those start venerating him bestowing him divine honors.

In the meanwhile, ChemSearch company installs a third site in the Jungle to help the sending of men and materials. That's a little communication facility with a landing field for small airplanes named Gamma site.

Company researchers activity on living animals, anyway, do raise the rage of Umbadas, a secret tribe that protects some sacred places insite the Jungle.

Umbadas start sabotating company facilities. Taking advantage of this situation dr.

Douglas do eliminates some employees of the company those may have been giving him problems, and among them there are two young guys of the Bandar tribe, those had been working as guides for the exploration of the jungle near the Alpha site.

The chief of the Bandar tribe, worried about the death of two members of his village next to ChemTek, asks Phantom for help.

NOTE: The whole story will be unveiled step by step during the game.

The Game

At first time killings seem to be carried out by the the authors of the sabotages (Umbada).

Investigating the surrounding of Gamma site Phantom will meet Anne Xander for the first time, that has just received the monthly stock for ChemSerarch. On the same site, our hero finds some hints those will lead him to the Umbada sect.

But just after having been reached the sect lair and its chief, Phantom will understand that he's been following the wrong path.

Reached the surroundings of Gamma site, Phantom will notice that the place is nothing more than a landing field and some prefabricated structures, being patrolled by armed patrolling teams with guard dogs.

Sneaking inside the base, he will find different useful objects. Among then an eletrric torch, a screwdrivers that will be used to force some cabinets, and a map of the Jungle.

If being found by the patrolling troops or by the dogs he will have to defend himself. The first part of the game will end In this little structure where Anne Xanders doctor and some technicians works

Xanders lady doctor works in the small laboratory of the main building of the Gamma site. Phantom will be able to get into it only after having found a magnetic key card, located inside one of the cabinets at the second floor of the building. Convinced by Anne Xanders that the responsibility of the death of the two Bandar is up to the legenday Umbada, a tribe hidden into the heart of the jungle that worships a a baboon featured god, that tried to sabotage ChemSearch facilities, Phantom will have to find their hidden lair and clear Umbada role in the Bandar murders. After facing some trained baboons patrolling the perimeter of the Umbada territory, Phantom will be able to enter the caves those lead to their village.

Caves are linked by a set of impervious tunnels fullfilled with traps and secret rooms, where some warriors and shamans of the sect will make some ambushes to the incautious visitors. The undergroud complex arises to a little outdoor valley where the village resides.

The village is made up of a group of small mud buildings. The village itself is protected by a hag that turns into a giant baboons to front Phantom in a deadly fight. Defeated the hag, Phantom will be able to talk with the Umbada tribe chief to find out the link between the tribe and the sabotages led to the Company airport.

Coming back to the Gamma site, the arrival of a group of mercenaries will attract the attention of the masked hero.

Mercenaries have been engaged by Douglas himself to keep intruders out of ChemSearch labs.

Backstage:

Anne Xanders has pushed Phantom towards the Umbada trap, sure that those ones would have been able to defeat the masked hero.

After having cleared the reason of the involvement of the indigenous tribe in the Company airport sabotage (scientists use some primates for their experiments), Phantom goes back to the Gamma site to talk once again with the lady doctor, but he finds the place controlled by a group of mercenaries (the most of them has already moved towards Beta site). Once at the site, Phantom will find the magnetic key card of prof Xanders. Phantom will of course wonder why it's there.

The key card allows access to the entrance elevator of the Beta site.

As our hero will find out going on, anyway, the access codes to Beta site underground levels have been changed for security reasons (Prof. Xanders is held in the underground levels, victim of the machination of her daughter and doct. Douglas).

That's why, while Phantom goes to the Umbada tribe lair, prof. Xanders has found out Douglas plans and tries to reach Gamma site to warn ChemTek corp.

Of course he will talk about this with his daughter, that being an accomplice of Douglas lays a trap to her father making him being trapped by the mercenaries, making the scientist father believe she's a victim of the machination too.

The truth is that, while the professor is taken to the Beta site and kept prisoned in an artificial habitat, in the monkeys cages, Anne will reach Douglas to the Alpha site to complete his transformation into the Zsàh-dahrr god.

Mercenaries do have the task of avoiding professor Xanders to escape from Beta site and ask for help too.

Beta site is the most modern and better equipped lab of the three ones. When Phantom arrives there, he'll find it patrolled by mercenaries and only after having been fully explored it he'll find prof. Xanders prisoned.

1st level,

Once out of the external elevator, Phantom will find on his left for administrative offices (finding a deodorant spray can in one of the four rooms).

In front of the offices there are the bathrooms of this level.

A long corridor, that leads from the first to the second elevator, is unluckly really patrolled. That can be used anyway only by means of another magnetic key card that will be found around the floor. After the offices this main corridor is crossed by another one: on the right a cafeteria can be reached where it'll be possible to use some coins to regenerate some wounds. Moreover there is a microwaves oven (using the spray can with the oven the player will be able to create a diverting situation for the mercenaries those guard the elevator).

From the left part of the crossing corridor it'll be possible to enter a lab, where two scientists are working. If Phantom won't achieve in killing them with caution, they will call the alarm for the guards. The long main corridor ends with a bifurcation that allows the access to the greenhouse (that's really a vegetable labyrinth where the second

magnetic key card can be found; anyway in order to find it Phantom will have to look at it from outside the greenhouse itself, in the outdoors of the Beta Site).

Note : In case the alarm will take place some armed mercenaries will get out of an hidden elevator inside the greenhouse.

II nd level

It's the inhabitants level of the site. Here there are some lodgings, bathrooms; a big refectory with eight for sits tables, a kitchen where hidden inside two cabinets there'll be two rations; a recreation room, with some gym equipments, and where, forgotten on a bench, there'll be a suite with a new magnetic key card attached to. This key card will be used to get access to the lower floor; there is a conference room too with a TV, a stereo and some chairs, where, under one of them there'll be found some coins; an infirmary, bigger than the one on the gamma site but really similar to that one (a recovery room, a medication room, and an operation room). One of the medical cabinet windows contains a medikit.

Finished the exploration of the level and found lost key card Phantom will be able to get to the last level; if he wouldn't find the key card, he will be able to get down anyway using the emergency stairs exit corridor, which access is on the right. Once outside the elevator. (Opening the emergency exit will cause the Alarm to get active; causing that even if Phantom has been sneaking hidden in the structure till now this will warn upstairs guards).

III rd level,

Created to contain all the labs of the site, this floor contains a baboons habitat too. The elevator opens on a little octagonal shaped ground, and the floor is a big grid that lays over the habitat; in front of the elevator there is an undercarriage turned upside down. Behind the undercarriage there is a mercenary sentry with a machine gun that covers the access corridor that leads to the reactor. Surpassed this first obstacle, all the alarms will start running, and all staff will abandon the site that is just going to self-destruct. The reactor that feeds the site with energy has been sabotaged (if Phantom would have gone through the stairs he would have reached directly the place where the reactor resides having to face the mercenaries those made the sabotage).

From now on a fight against time takes place (of course the time flow is controlled by events not by a real timer). Since the voice of prof. Xanders comes from the habitat, Phantom has got only a way to get there and save the scientist, that is to use the telescopic stairs, maneuverable by a control cabin. Naturally the zone is patrolled by mercenaries. Got near to the cited cabin (laboratories are positioned in a way to create some kind of labyrinth with a unique path), Phantom will find there the boss of the mercenaries, who's heavy weaponed and represents a difficult obstacle. At the end of the match, Phantom will find on the body of the mercenary boss a key, that allows to deactivate the self-destruction of the site. The killing of the boss will allow Phantom to use the controls of the cabin those will get down the stair of the habitat. There Phantom will find prof. Xanders, but some baboons too. The professor is trapped in a cage that is linked to the ones of the male baboons those are raged.

Our hero will have two choices now: to leave the site quickly with the professor, now freed and to ignore the self-destruction of the reactor, or to ask professor Xanders how to deactivate the self-destruction counter.

The first choice will see Phantom escaping with Xanders not taking care of the monkeys and baboons and of the effects of the explosion on the ecosystem (at the end of the game Phantom will be repudiated from the Bandar with the due explanations: the isle has become inhabitable because of the radiations). In the second case,

Phantom asks Xanders how to stop the self-destruction system, showing him the key found on the body of the mercenary boss: the professor unveils then a control panel that can be found in the **room 36**, protected by a door with numeric code access, and that a second key is needed to stop the process. Reaching and entering room 36 Phantom will find out that a key has been broken inside the second hole for the control panel, so in fact there'll be no need for a second key and he'll have to use only the one he gets to stop the upcoming destruction and avoid the negative ending: this way jungle is save.

Note : This level's rooms are almost the same as the ones of the first floor.

Once freed the scientist, Phantom will be told by him (that doesn't know his daughter is involved in Douglas machination) that Anne is prisoned in the Alpha lab : Phantom will start acting then to try to free her going to the Alpha site.

Once Phantom Arrives to Alpha Site, he finds a little group of scientists and some mercenaries. The lower floor of the site is still under construction and personnel is not allowed to enter. In one of the rooms of the lower floor there is an hole on the ground that opens on a little burial room. That's the internal room of a funeral complex made up of many little graves linked each other by a complex structure of little corridors with a little temple laying upon. Graves entrance opens on a flank of a slope on a very big underground cave, with a lake on the center where a Pyramid arises. On the opposite side of the lake there are the ruins of an old city, now with no inhabitants. The city can be reached only by the lake, through two bridges those link the two sides of the Pyramid. The Pyramid is the most complex and big structure.

To go through the bridge that links the necropolis with the pyramid, Phantom will have to deactivate some deadly traps. The temple is the key to solve the enigma (to go through the bridge that crosses the city of the deads leads to the city of the livings).

To achieve on this task, Phantom will have to find some keys.

In order to take the keys needed once outside, on the basements of the statues those are upon the bridge, it will be needed to unlock the dishes of a balance that lies at the feet of the statue of the Judge God, located inside the little temple. To do this the player will have to get out of the temple and follow the path that leads to a little hut near the bridge.

Inside the hut, to unlock the clockwork of the balance the player will have to guess the right path on the ground of the little chapel. Hints about the path to be followed can be found on the walls of the temple, those show the journey of the spirit of the deads to reach once purified the afterlife. Once unlocked the balance, three dishes will have to be filled with offerings to the three gods of Live, Dead and Soul Judge (the monstrous Zsàh-dahrr). The offerings to be put on the dishes are a given right amount of respectively water, grain and gold. To retrieve this offering Phantom will have to enter the graves on the side of the slope and front some guardians (Zombies). Inside the graves Phantom will find some votive containers where different offerings were put in the past.

The correct combination of the offerings on the balance, will unlock the clockworks of the two statues of the Life and Death gods allowing the access to the keys hidden on the basements of the statues themselves.

The City is all but desert.

Followers of Douglas/Zsàh-dahrr do protect it from intruders and the ancient sorcery of the underground civilization makes his paths really deadly.

Story ends with final encounter between Phantom and Douglas, that will front him turning into the monstrous Zsàh-dahrr.

Reached the Pyramid, Phantom will find out that it's still under the protection of the ancient

Kaha-thum sorcery and by the deadly living statues those protect that place from intruders. Along the corridors of the ancient rooms killing traps do wait for the incautious and a group of zealot worshipers of the reborn Zsah-dharr who live in the pyramid. One last peril is embodied by Xanders lady doctor. Phantom will find the lady scientist, bound inside a room in the second floor of the pyramid. Infact that will be just a fictitious situation to fool the masked hero. Reached in front of Douglas, infact, Phantom will have to front with the scientist turned into the monstrous primitive god, even Xanders lady doctor armed with a gun.

Main Character

The main character is the amazing masked hero, known as the Phantom .

Game controls

D-pad	Movement
A button	Fist/Fire
B button	Use- Lock/Unlock target
R Shoulder	Enter Stealth mode/ duck
L Shoulder	Cycle weapon
Select	Menu/options
Start	Pause

CONTROLLO	COMUNI	PHANTOM
D-pad	Movement	
A button		Fist/fire
B button	Use object	Lock /Unlock weapon
R Shoulder	Duck	Stealth mode
L Shoulder		Enter weapon mode /Weapon Cycle
Select	Menù options	
Start	Pause	

Movement (D-pad)

Character's movement is possible on the main four directions and on the 27° diagonals So that you can move along the map walls . The character can then move on eight directions.

Fist/Fire (A button)

Phantom can fight both in hand to hand and using a weapons.

To attack in hand to hand, just push the A button when the character has no weapon in his hand. In hand to hand combat Phantom can start little combos.

To attack with weapons enter weapon mode (see Weapon cycle paragraph) and push A. The character enters attack mode by pushing A button.

Combo

The combos start automatically, when the player repeatedly pushes the fist button and the attack is not broken

The maximum fire range of a weapon varies from character to character.
Some weapons can even strike the character from outside the screen.

Use Objects (B button)

During the game, it is possible to find and collect objects. These objects are stored in the character menu inventory. The player can use such objects by pushing the select button to open the menu inventory interface on screen (on the left edge), and then choosing the proper item by cycling the item list with the D pad. Once selected, the item can be used by pushing the B (Use) button.

Lock / unlock weapon

When in attack mode push the B button to lock the closest target.

The character will start firing at the enemy by facing it while he moves.

You can switch to another enemy by pushing the lock button again.

To unlock the weapon just cycle all available targets until there will be any locked target

Different ways of using objects

1) Object used on the main character:

Enter the menu inventory interface; choose the desired object and press B button (i.e: Use a Medikit, eat food)

2) Use an object on map areas (includes still characters)

Place the main character into the proper ground tile; open the menu inventory interface; choose the desired object and press B button. (i.e: give something to someone or use a previously collected item (at point A) in a different place (point B))

3) Interact with onscreen objects

Move the character on the proper tile and press B (use) button (i.e: open a closet door or take an object from the ground).

Duck (R Shoulder)

During a hand to hand combat it is possible to avoid enemies' attacks by pushing the R shoulder (duck) button. So you can break enemies attacks and start your own combos. You can enter the duck mode just during a combat sequence.

If you're not engaged in combat, the R shoulder button is used to enter stealth mode.

Stealth mode (R Shoulder)

Moving in stealth mode the character can go close to an enemy in order to surprise him or moving without being heard.

The character will move crouched down producing no noise

Weapon Cycle (Phantom) (L Shoulder)

By pushing the Left shoulder button you will use/sheathe the last used weapon.

On the right screen edge there is fast weapon selection interface

By keeping the left shoulder button and using the d pad you will cycle the weapons therefore entering in weapon mode.

It shows the in use weapon and the weapon ammo held by the character.

When the proper weapon is displayed on the screen, release the L shoulder button and the weapon will be selected and in use after a few instants.

NOTE: You can strike enemies by hand to hand combat when you're not in weapon mode (that is the character doesn't have any fire weapon in his hands)

Menu Options

To access the menu inventory interface press the select button.

The proper interface will be displayed on the left edge of the screen.

The interface shows the current, next and previous object. To make the character use the current object press the B button.

(also see Use objects paragraph)

Pause

Push the start button to pause the game

Character's injuries and death

Phantom can be harmed by enemies weapon , traps or falling from high places.

The Stamina level of the main character is shown by a status bar. Each wound causes the loss of a given amount of Stamina. When the bar reaches the 0, the character is slain.

Character sight range

The sight range is modified by the obstacles such as walls, deep tree areas and so on.

All character can see what is directly in front of them in an arc of about 100°

Save Game

Save game can be performed in some set save points.

In order to save a game, the player has to collect some little skulls which are spread all over the game area.

Each saving requires one of such skulls, so that there will be limited savings allowed.

The Skull cave is a unique Save point, because, whenever a save game is performed in it, the character's stamina level will be fully restored.

Game Interfaces

- 1) Language selection interface
- 2) Game options interface
- 3) save slot interface
- 4) menu Interface
- 5) Fast on screen selection interface
- 6) Map interface.
- 7) Store objects interface

Language selection interface:

It is the first interface you meet, after having turned your agb on. By means of this interface you can select the proper language among (English, French and Spanish).

Game Options Interface:

By means of this interface you can choose between "New Game" and "Load game" option.

If you choose the "new game" option and there are still empty save slot, the game will immediately start. If all the save slot have already been used, it will be displayed a message which will warn the player and let him choose either to continue to play the game (in such a case he'll have to overwrite a saved game, in order to save the current game), or to exit the game to go back to the main menu screen.

If you choose the "load game" option you'll enter the saveslot interface screen and choose a saved game.

There are (4) save slot available.

Save slot interface

By means of this interface you can select to load a saved game or to save the current game. There are (4) save slot available. If there are no empty slot, you will have to overwrite a full slot.

In such a case it will be displayed a warning message and you will have to confirm the "Overwrite? Yes/No" option.

A resume option will let you go back to the game without saving the game.

After a save game, the game will be automatically resumed.

Menu interface

By means of the menu interface you can manage the objects taken during the game, and held on by Phantom.

The interface can be opened by pushing the SELECT button. It is displayed on the left edge of the screen and it is 2 tiles wide.

The interfaces shows the object in use (current object) and the previous and next object. Use the D pad, to scroll the object list. You have to push the B button to use the current (selected) object.

When the menu interface is opened onscreen the game freezes.

The menu inventory can store a limited number of objects. The inventory store room is measured by means of boxes. Each objects has a certain encumbrance value in terms of the number of boxes occupied from the overall storage capability of the main character

Fast on screen selection interface

This interface is always visible on the right side of the screen. It lets a fast weapon selection.

You can choose the current weapon by pushing the weapon cycle button (L shoulder) and cycling the weapons by the D pad.

When you release the L shoulder button the weapon currently displayed onscreen becomes available in a few seconds.

Store objects interface

There are a given number of store object locations in the game map. The player can use these "rooms" to store objects exceeding the character's boxes limit.

One of such store object location is the Skull Cave.

In order to use a store object location, the Player has to find it in the game area. Once discovered, a store object location can store objects up to its room limit. From then on the Store object area is displayed on the map by means of the proper icon.

To store an object in such a location from the character's menu inventory, you must use the object itself next to the Store object location (in the proper tile) (also see how to use an object with some part of the game screen

To take an object stored in such a location, you have to directly interact with the store object location, by positioning the character on the proper tile and pushing the use (B) button.

The proper interface will open on the left part of the screen. This works as like as the menu inventory of the main character.

The object to be taken is the "current" (selected Object). But the interface also displays the previous and the next object. The object list can be scrolled by means of the D pad.

Once you have chosen the object to be transferred from the store object to the character's menu inventory, just push the use (B) button.

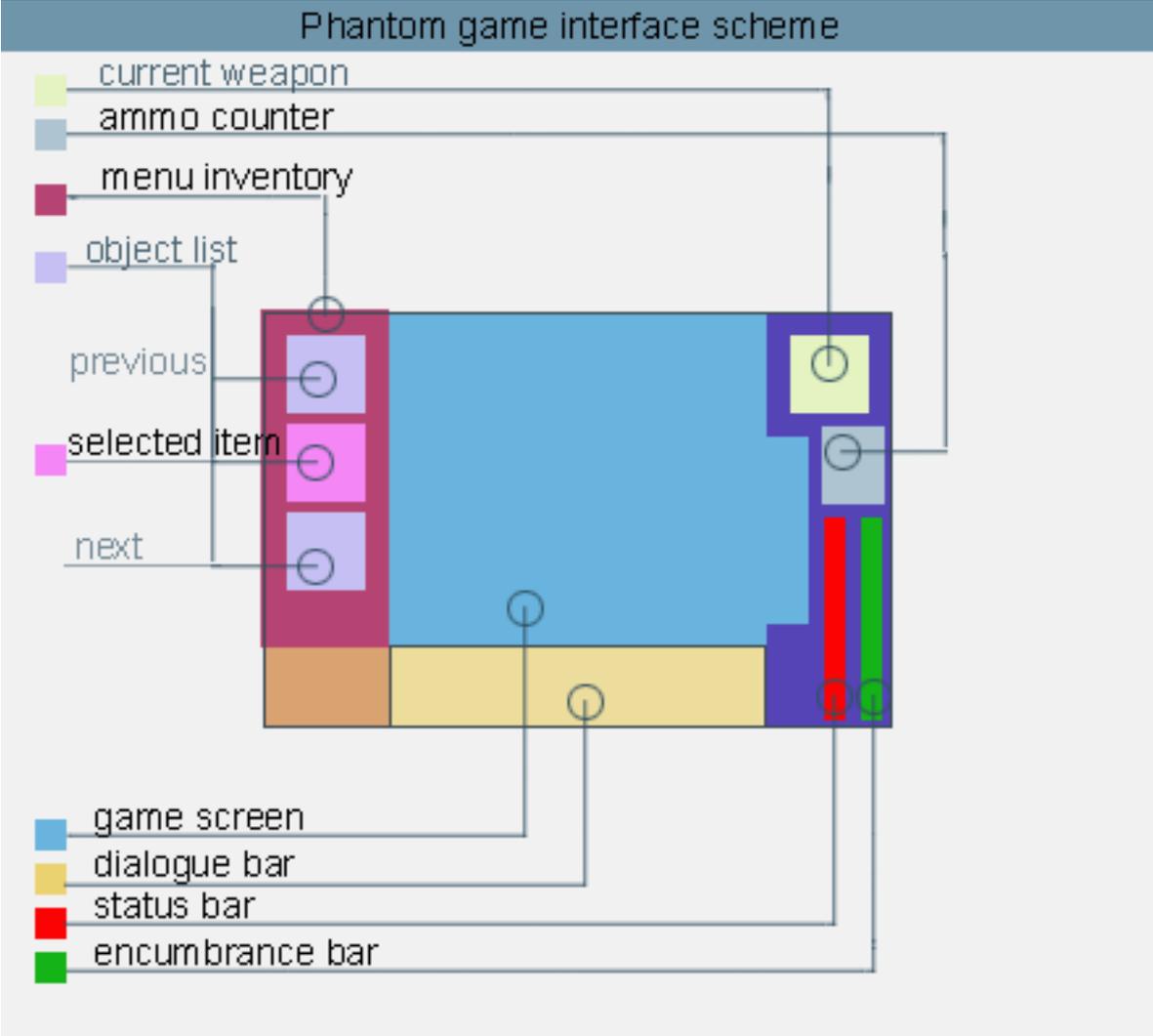
The Map

During the game the player will find a map. From then on he will be able to look at it in order to know character's and locations' position.

The map will update automatically.

When the map is found a message will be displayed on the dialogue bar.

To access the map push the two shoulder buttons simultaneously.



Npc characters

Npc characters are those who take a relevant part in the game plot. All other enemies are treated in the "villains and dangers" section here after.

Professor Herman Xanders

He is the chief researcher of the Chemsearch. He's so much clever, as he is honest.

He is 63 and he has spent 30 years in the medical research field.

At present, he is carrying on researches on new remedies based on the properties of recombining Dna, in the Chemsearch labs, in Africa.

During the game, Phantom will have to rescue him from the scientist's own laboratory.

Dr. Anne Xanders

She is a young, beautiful and charming scientist specialized in the molecular biology field.

She's 29 and since she took her university degree, She works with her father into the Chem search sites in the Jungle.

At first, she seems to be a victim of Dr. Douglas plot.

Imbabwa

Imbabwa is the chief of the Bandar tribe.

He asks Phantom for his help in order to avert the menace which frightens the Jungle.

Johnatan Douglas JR.

He is a young and promising researcher..

Even if he pretends to be a modest scientist and a trusty Chemsearch employee, he is aimed by a fool ambition. When he discovers the ancient ruins next to the Alpha Site he start to fear to have to share the wealths buried in the forgotten city of the Kaha thum with the Chemsearch Corp.. But in his first explorations of the ruins, he unveils a dreadful secret, buried with the city itself. With the complicity of Anne Xanders, he unleashes the power of an ancestral god, the monstrous **Zsàh-dahrr**, worshipped by the Kaha thum fallen civilization.

Mercenaries boss

He is a dangerous enemy. He is waiting for Phantom arrival at Beta Site.

In order to rescue professor Xanders from the baboons habitat, Phantom has to defeat the mercenaries' boss.

He knows several information concerning Dr. Douglas' plot and the scientist's bond with Anne Xanders .

The Umbada hag

She is the Umbada wisest and oldest woman. Thanks to her witchcraft she can shapechange into a giant baboon.

Villains and Dangers

During the game, Phantom will have to challenge and defeat several enemies, as well as bypass lots of dangers.

Mercenaries

Chemsearch laboratories are warded by some mercenaries who patrol the sites areas.

Umbada Tribe

The Umbada are primitive pigmies, worshipers of the baboon god. They are settled in the deepest and secret areas of the jungle, in a small valley hidden by a curtain of rocky hills. Their territory is protected by trained baboons which hurl stones or carry on savage attacks to the intruders. The baboons are often led by the Umbada shamans who have the ability to shapechange into giant baboons.

The gate to the Umbada village is placed on a baboon head shaped rock featuring the baboon god itself.

The Umbada tools and weapons are very primitive. They are made of stone and/or animal bones.

Wild Animals

Some places in the jungle conceal wild animal lairs. (apes, panthers, snakes, wild baboons)

Zsàh-dahrr zealots

After having discovered the ancient ruins and the ancestral power lying beneath them, Dr. Douglas has gathered a certain number of zealots of the rebirth Zsàh-dahrr god who live in the underground Zsàh-dahrr pyramid.

Living statues

The ancestral Kaha-thum magic enlives the frightening stone statues which protect the Pyramid from intruders.

Other dangers

Several places in the jungle and the ruins themselves hide lots of concealed dangers (pits, with spiked poles, disguised walls falling upon the incautious, and so on)

Automatic Machine Guns

Some places in the Chem Search labs are warded by automatic weapon systems.

There are two different Automatic disposals:

The first one is activated by walking on a ground tile.

The second one is activated by a laser beam system.

An automatic machine gun has a fire arc of about 90°

Concealed pits:

Somewhere in the game area there are concealed pits. Falling down such pits causes damage to the character, and it could even cause sudden death.

Fire traps :

A fire trap is a concealed disposal, hidden in a wall. It releases a fire bolt causing damage to the target.

Disguised walls:

Some walls in the ancient ruins conceal deadly traps. Entire sections of stone bricks fall upon the incautious visitors causing a lot of damage.

Enemies' Behaviours

Animals

Trained and wild animals do have different behaviours.

Trained Animals

Dogs.

Trained dogs are used to watch some location. They will attack the intruders who enter their sensorial range (better than the humans' one).

If a dog detects someone it will make the humans who are nearby aware of the intruder's presence.

The dogs use to protect certain limited regions of the game map and they will not leave such areas to run after a fleeing character. Such dogs will be found in enclosed areas, such as rooms or enclosures.

Some dogs do have peculiar behaviours so that they will run after the character.

Baboons

These baboon kindreds are trained by the Umbada shamans who often shapechange themselves into giant baboons to lead packs of these animals against intruders.

They are frightening enemies in melee combat, but they also can hurl big stones with amazing accuracy.

Wild Animals

Wild animals are often met next to their lairs. Some of them may unexpectedly jump in front of the character. They often run after fleeing character to kill and eat him, but some of them will not move beyond a given distance from their lair.

If they are seriously wounded they'll flee to reach their lair and won't leave it for some time.

Enemies death

Killed enemies lay on the ground till the main character leaves the location map of the level. Whenever the corpse of a killed enemy contains useful infos or objects and it is possible to interact to it, the killed enemy won't be removed till the end of the game.

Enemies surrender

Human enemies who are seriously damaged will surrender.

A surrendered enemy will drop on his knees and start to crave for mercy. He won't leave this position till the character exits the location map of the level. In that case they will be removed from the game.

A surrendered enemy can be questioned to learn what he knows.

The player has the choice to finish a surrendered enemy, but this will affect the game ending by making the player collect malus points.

Weapons and Armors

There are several weapons used by the main character and by his enemies. Each weapon has

its own damage range and characteristics.

Each character in the game (even the main characte) has his own Stamina score.This score is modified by weapon damage.If the Stamina score reaches the 0, the character is slain.

Some npc characters could surrender when their Stamina scor reaches a certain level. Whenever their Stamina score is dropped beyond this level, they surrender and crave for mercy.

Each both melee attack and throwing or fire weapon attack hits the target if it enters its collision area

Weapons and Armors

Some objects can modify weapon damage. Such objects are commonly defined as “armors”.This term refers both to modern or primitive handcrafts (flackjackets, shields,medioeval armors) and to natural protection (animal fur, scales or skin)

Each armor subtracts a given number to a weapon damage.

Armors are not treted as other objects: they don't subtract inventory space, cause they are supposed to be weared by the character when he takes them.

That's why wearing a new (better) armor will cause the previous one to be dropped and lost.

Phantom Weapon list

Weapon name	Type	Damage	Ammo	Weapon Encumb.
Fist	Hand to hand	2-12	no	no
Phantom skull fist	Hand to hand	5-25	no	no
Gun, 9mm	Fire weapon	10-20	15	15
H&K Mp5k	Fire weapon	15-25	30	35
M16 like Rifle	Fire weapon	25-50	20	Not allowed
Precision rifle	Fire weapon	30-60	9	Not allowed
Grenade	Fire weapon	30-60	no	Not allowed
Knife	Hand to hand	3-15	no	Not allowed
Javelin	Throwing weapon	3-18	no	Not allowed
Claws (panther)	Hand to hand	15-30	no	X
Claws ()	Hand to hand	10-20	no	X
Claws (ape)	Hand to hand	12-24	no	X
Claws Zsàh-dahrr	Hand to hand	25-50	no	X
Fist Colossus	Hand to hand	20-35	no	X
Sabre Statues	Hand to hand	10-20	no	X
Fire spit statue	Fire weapon	15-25	no	X
Machine guns	Fire weapon	30-60	no	X
Undead grasps	Hand to hand	3-15	no	X
Stones	Throwing weapon	3-15	no	X
GasolineExplosion	Special	15-50	no	X
Mine Explosion	Special	15-50	no	X
Blow gun	Special	0 (poisoned)	no	X
Fire trap	Fire weapon	15-25	no	X
Falling wall sections	Special	25-100	no	X

Phantom Armor List

Armor name	Active defence
Kevlar T-shirt	Dmg -5
Light flack jacket	Dmg -8
Heavy flack jacket	Dmg -10
Gentex protective vest	Dmg -15
Ape fur	Dmg -8
Umbada shield	Dmg -8
Statue stone skin	Dmg -15
Colossus stone skin	Dmg - 25
Zsäh-dahrr Scale body	Dmg - 10

Phantom Object List

Object name	encumbrance	Description
Ammo clip	no	Allows weapon reload
Skull	5	Allows save game
Medikit-small	10	Restores stamina +10
Medikit-typical	15	Restores stamina +20
Medikit-Large	20	Restores stamina +40
Poison Antidote	8	Stops poison effects
Food	Not takeble	Restores stamina +5
Special food	5	Restores stamina +5
Rope	35	Climb up-down
Infrared glasses	18	See laser beams
ID card	2	Open doors
Spray deodorant	5	Combine with Microwave oven.
map	5	Locate Phantom position in the jungle
cablo	2	Useful message
diary	10	Understand ancient Kaha-thum writings
Key	2	Disable reactor self destruction
Pottery1	15	Store water (first offer)
Pottery2	20	Store bread (second offer)
Gold necklace	5	(third offer)

Poison damage

Some enemies use poisoned weapons. Such weapons don't cause a great amount of damage when they first strike the character, but the poison can produce different effects:

Killing poison (blue) : the stamina level lowers in a few time and the poison kills the character.

Weakening poison (green): halves character damage.

Stunning poison (yellow): prevents character to enter stealth mode.

Poisoned weapons are, for example, the Umbada Blowguns.

Each time the character is poisoned a warning message will be displayed in the dialogue bar. Moreover the Stamina bar will change color according to the poison type (ie: blue, green or yellow).

Poison and antidote

During the game it is possible to collect some poison antidote.

Each use of the antidote can stop the effect of poison. Anyway it doesn't restore character lost stamina.

Each poison has its a proper antidote of the same color as the poison itself.

Such an antidote stops the poison effects.

There is also a generic antidote (grey) which can stop every poison.

Settings and levels

The game area is not subdivided into levels, but into ocaion maps, so that the player will always feel free to move in the whole game area (even if specific location will be accessible as a consequence of an event).

The main game scenarios are:

- 1 **Bandar village**
- 2 **The skull cave**
- 3 **The Jungle**
- 4 **The Umbada lair(outdoors)**
- 5 **The Umbada lair (indoors)**
- 6 **Gamma Site (outdoors)**
- 7 **Gamma Site (indoors)**
- 8 **Beta Site (outdoors)**
- 9 **Beta Site (indoors)**
- 10 **Alpha Site (outdoors)**
- 11 **Alpha Site (indoors)**
- 12 **Ancient Kaha-thùm ruins (city of the dead)**
- 13 **Ruins indoor.**
- 14 **Zsàh-dahrr Pyramid**

Bandar village

The Bandar are a small tribe protected and ruled by the Phantom himself. They ask Phantom fo raid in case of danger.

The skull cave

The skull cave is the Phantom headquarter. Whenever the Phantom is in the cave he can

heal wounds and take stored equipments. The cave contains a save point as well as a Store objects area with unlimited room. Whenever the player saves a game in the Skull cave save point, the character's injuries are fully healed.

The Jungle

The Jungle is a wild landscape inhabited by both friendly and hostile tribes. It conceals wild animals' lairs and lots of dangers such as quicksands, pits, falls, wild rivers and so on.)

The Umbada lair

It is a small villane concealed in the deepest area of the jungle, behind a coutain of hills. The only way to reach the village is a web of tunnels digged into the stone. The gate to the tunnel is a huge rock shaped as a baboon head.

Gamma Site

It is the newest ChemSearch site in the jungle. It is closet o the Bandar village. The site is basicly an airport, but there's even a small laboratory in the main site building.

Beta Site.

It is a big complex set in the hearth of Bangalla Jungle. In its labs some scientists carry on researches on remedies based on the properties of the jungle vegetable species.

The Site is directed by dr Anne Xanders. It is more modern and bigger than the other two Chemsearch sites.

Alpha Site

It is the first site built by the ChemSearch into the heart of Bangalla Jungle ,where Chemsearch scientists carry on researches on recombining DNA.

During a dig performed to enlarge the old laboratories, it has been found an underground chambre leading to the kaha-thum necropolis.

Kaha-thum ancient ruins

They are the ancient ruins of a lost city built in an underground cave by a forgotten civilization.

The main building is a huge pyramid shaped temple built in the center of a lake.

The pyramid gates can be reached only by two bridges which link the building with the lake banks: the necropolis and the city of the living. The bridges conceal mortal traps.

Zsàh-dahrr Pyramid

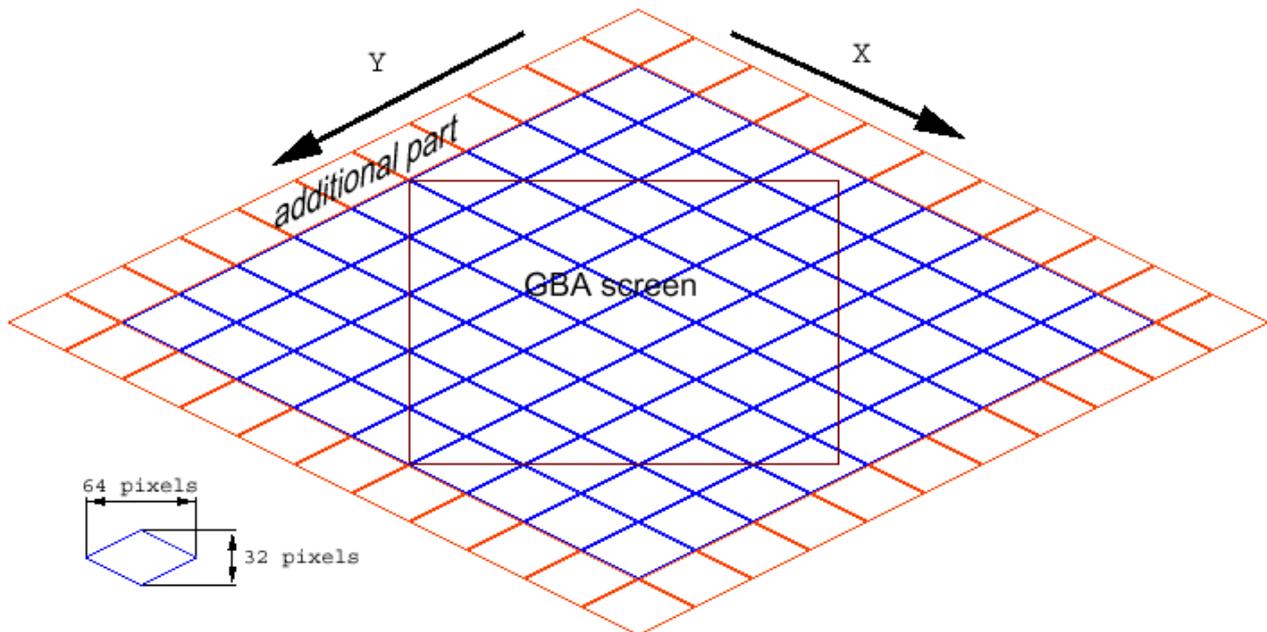
The pyramid is a huge building, devoted to the ancient cult of the god Zsàh-dahrr, the judge of the souls. Dr. Douglas has learned how to turn himself into the mortal incarnation of the monstrous creature.

The final fight between Phantom and the ancestral god will take place on the Pyramid top.

“Phantom” and “Mandrake” engine technical doc

Graphic level Handling

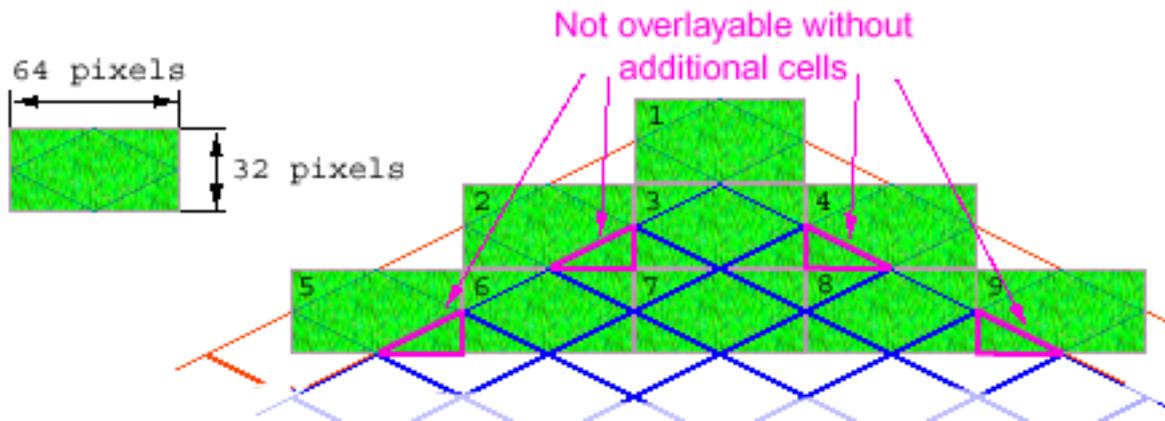
Every game level is represented by a map that contains floor and walls tiles. The map is a cell(isometric) array that contains the reference ID to “wall agglomerate” and “floor brick” that fall in that cell. The map appears therefore as it follows:



The map can be of arbitrary dimensions in order to represent the environment size. Every cell can have some walls that surpass it, in addition of having always an ID to a “floor brick” which can also be animated (I.e. Water).

Floor

Every “floor brick” is a 64x32 bitmap that is put on the cells in this way



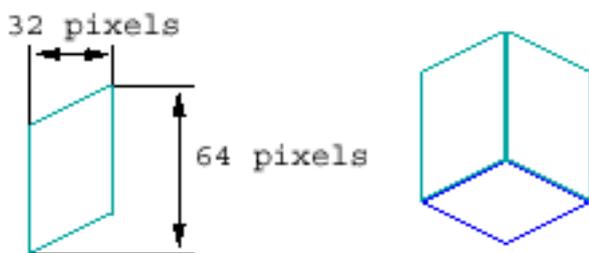
With the exception of many isometric engine the floor brick will not be designed like rumbles, but like rectangular bitmap, for GBA hardware employee issues.

In this way it will not be necessary that each brick is associated to an isometric map cell. As you can see in the image.

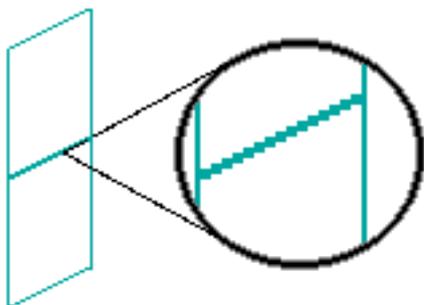
Moreover the map will be logically wider by a cell in all directions in order to cover some spaces that otherwise could not be covered. It isn't possible to put any wall in this additional cells.

The Walls

The walls on cell have one fixed dimension of 32x64 pixels:



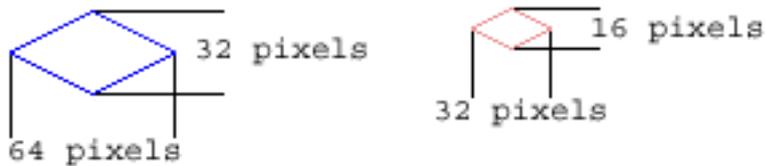
Beginning from walls of these dimensions it must be possible to create “wall agglomerates” gathering more walls up to a maximum number of 4.



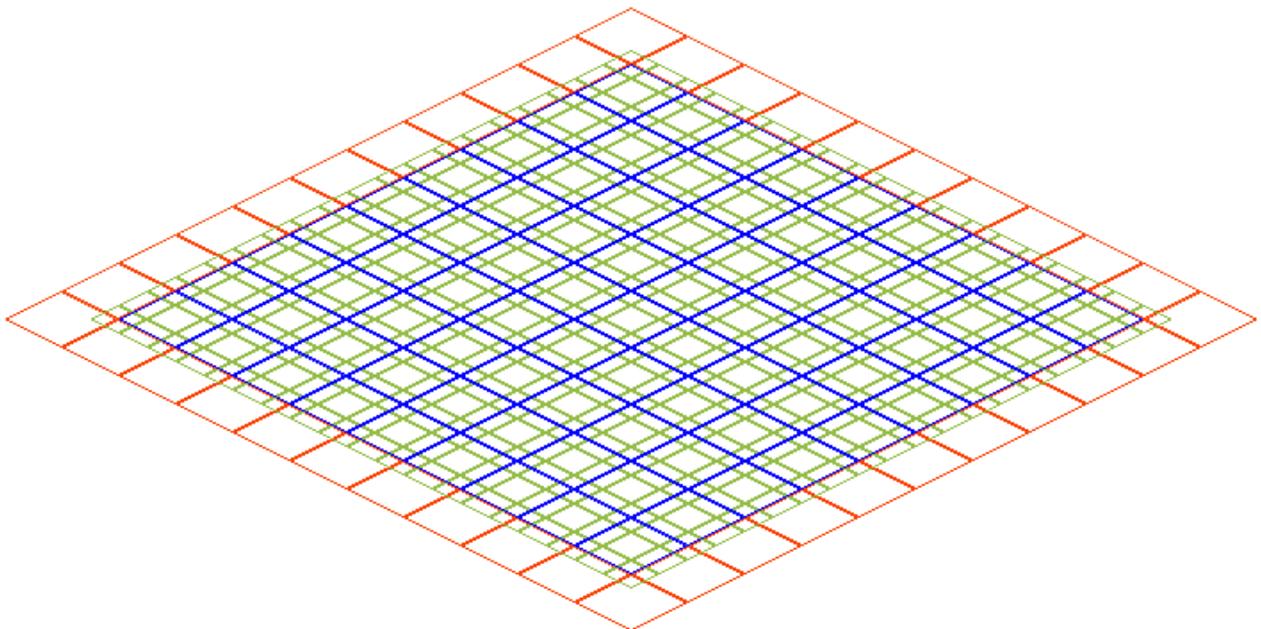
Every cell can contain two agglomerated of walls, one on the left part and one on the right part. Both on the cell top
It is not necessary that each cell manages four walls, infact, the walls on the bottom of the cell can be managed from lower cells.

Collision Handling

The collisions will be managed on a separate and more tightened map(in terms of cell dimension). Cells on the collision map will be exactly a quarter of the graphic map cells.



The collision map will have logically a little offset with respect of the wall and brick map:



The green map represents the collision. The red zones are the map limits on which it is not possible to put the walls, for this reason is not necessary that the collision map covers those areas too.

Palette

The floor/interfaces palette and the walls/characters/objects palette are separated, every palette have 256 colors which are shared like follow:

Palette Sprite

16 colours NPC 0
16 colours NPC 1
16 colours NPC 2
16 colours NPC 3
16 colours NPC 4
208 colours walls and characters for each map
32 colours menu objects and interface objects
16 colours PC

Palette Background

176 colours ground for each map
80 colours interface backgrounds and screens

Objects

The objects are logical structures with several properties, they can either have or not a graphical representation and can be placed on the map like walls. It's possible to vertically offset an object over the cell. The objects can have a keyframing animation that allows to specify the frame, the activation state and to shoot something. Every object can have more than one status in order to react to other objects and characters.

Object properties:

FLAG activation	ON/OFF	(SAVE)
FLAG collision	ON/OFF	(SAVE)
FLAG visible	ON/OFF	(SAVE)
FLAG animated	ON/OFF	(SAVE)
FLAG flipped	ON/OFF	
Sprite	(optional)	
MenuIcon	(optional)	
Specification	(optional)(One for each status)	

NPC

The NPC are organized into structures that contains a sprite stripe with all animation frames of a character movements. The possible characters' actions are:

Walk
Duck
Attack
Weapon Attack
Break an attack
Surrender
Die

Every character can carry a single weapon and will always walk with that weapon in hand so that it is not necessary to repeat the frames for the walk.

Each character will also have its own property set:

activeFLAG ON/OFF (Slain characters are disabled) (SAVE)
Sight Range
Hear range
Close combat damage
Distance combat damage
Fastness
Stamina

Each NPC character can follow a movement path, by means of a script containing some game instructions just like:

Go to (x,y),
Turn to face set direction
Wait for a given time

Cut Scene

Cut scenes aren't linked to the game map so that it is possible to use the keyframing system for themenus, credits screens and other still screen scenes.

During a Cut scene, the NPC and objects are managed in the same way, by means of movement paths and frame interpolation so having control to the scenes.

Palette Sprite

16 colours NPC 0	
16 colours NPC 1	
16 colours NPC 2	
16 colours NPC 3	
16 colours NPC 4	
208 colours walls and characters for each map	
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16 colours PC	

Palette Background

176 colours ground for each map
80 colours interface backgrounds and screens

Key features

- 1 Beautiful pre rendered isometric graphics.**
- 2 9 different game scenarios.**
- 3 Involving game plot.**
- 4 Different game endings.**

USP

- 4 Stealth mode**
- 5 Combos**
- 6 Artificial intelligence**
- 7 Sneak attack**

Visual Samples

