Phenomenon 32

www.phenomenon32.com

Created by Jonas Kyratzes
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Developed in Construct
www.scirra.com

Music by B.L.Underwood
www.blunderwood.co.uk

A Short Introduction by the Author

This has been one hell of a journey. So many months, so many hundreds of hours of work, so many disappointments and failures and experiments and successes and little joys and... well, here we are. And I'm at a loss for words.

I'm only going to ask one thing of you. When you go into this world, this Earth that is not ours, *believe that it's real*. Believe that it's a place. Because it is, you know. I've been there.

Let the game take you on a journey – not an easy one, but one worth taking. It did this for me, and as with all good journeys, I'm not entirely the same anymore.

Jonas Kyratzes
(Frankfurt, March 2009 - May 2010)

The game can be divided into two modes: the **map screen**, where you upgrade your ship and do research, and the **exploration screen**, where you discover new areas and collect resources.

> The Map Screen

The map screen is controlled via the mouse. Left click to execute a command or enter an area, right click to move the map.

>> Saving and Loading

Saving and loading is automatic. There's only one game state, so your decisions count. But don't worry, your save file won't be deleted if your ship is destroyed.

>> Headquarters

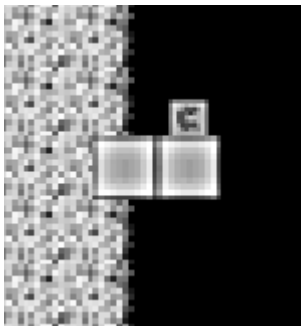
Click the HQ icon on the map to open the headquarters screen. From here you can exit the game and, once you've found it, use the Saganite Converter. (Your engineers didn't have enough space to put it elsewhere.) The statistics shown here are not relevant to gameplay.

>> Research and Development

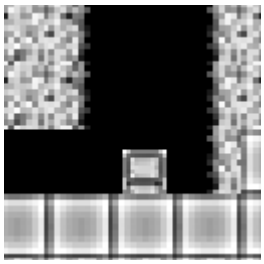
Once you've reclaimed the building, click the R&D icon on the map to open the research screen. Here you will see various icons; hovering your mouse over these will show you how much each project will cost you. Some projects also have special requirements, meaning you have to accomplish something before you can research them. New projects appear as old ones are finished and the plot progresses.

>> Construction Workshops

Once you've reclaimed the building, click the Construction icon to open the construction screen. From here you can repair your ship, build more missiles, recharge your stealth field, etc. You can also upgrade your weapons and improve your ship's structural integrity by using Construction Materials. These can be found by exploring, and look like this:

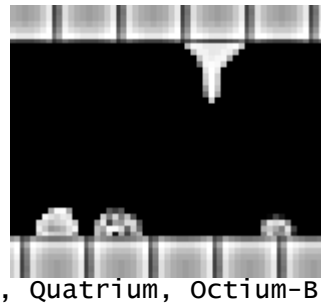


>>> Workshop IV
You can access this workshop, which has its own separate screen, from the construction screen. The projects here are not your own research, but pre-war projects that the engineers and scientists are trying to reconstruct. To finish these, you need to find the various data storage containers scattered around the game world:



> Exploration
Use the keyboard to control the EXS Sagan. Collect resources and explore the gameworld, adding new locations to the map.
Remember that each level can have multiple exits, and that these exits may lead to different areas. It is worth exploring levels in detail, and noting down places you haven't been able to reach yet.

>> Resources
There are four types of resources: Saganite, Quatrium, Octium-B and Xordite. The bar at the top of the screen shows how much you have of each. Resources come in two forms: small amounts that regenerate when you return to an area, and big heaps that don't. Xordite, the rarest of the resources, only comes in small amounts.


(Saganite, Quatrium, Octium-B, Xordite)

>> Structural Integrity
Your ship's structural integrity, shown in the upper left corner, determines how much damage you can take. If it goes to 0 or below, the level restarts.

>> Radiation
Some areas are radiated, making them extremely dangerous if you don't have the right shield. You can partially tell how radiated an area is from the map screen: when you hover the mouse over an icon, the degree of radiation will appear next to the area name.

[R1] or [R2] or [R3] – most of the area is radiated, the degree of radiation being indicated by the number.

[TR] – Traces of radiation. Parts of the area are radiated to an unknown degree. You can probably still cross it, if you're careful.

>> Weapons

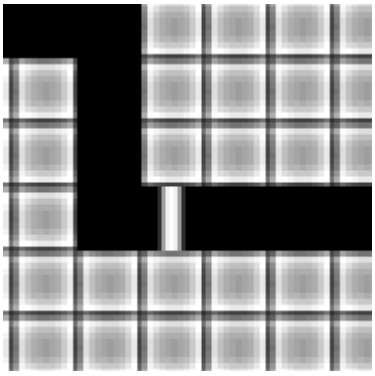
Weapons can be categorized into two types: the four standard weapons, that have infinite ammo, and special weapons that have limited ammo or charges. You begin the game with one of each.

>>> Laser Beam

The weapon you start out with. It's not very powerful, but can be upgraded quite extensively.

>>> Fusion Beam

Slightly slow but quite powerful, this weapon is the only one that can destroy these barriers:

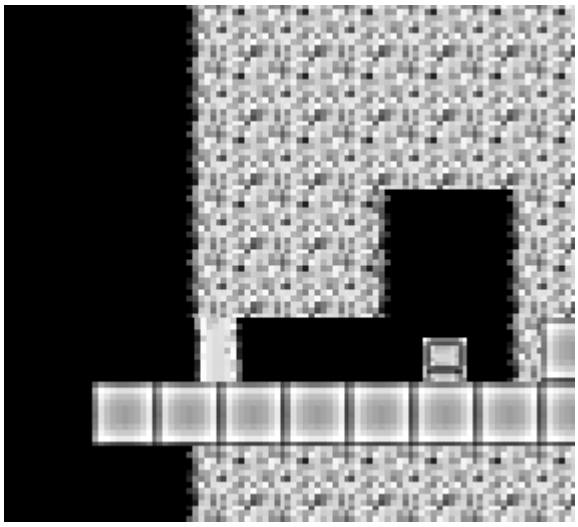


>>> Ion Cannon

The perfect weapon against any mechanical target.

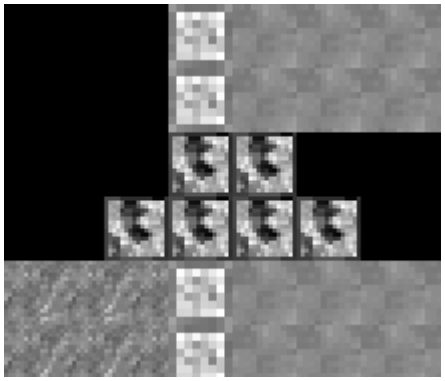
>>> Plasma Cannon

An incredibly powerful weapon, especially against organic targets. Reconstructing the **Plasma Generator** doubles its strength. The plasma cannon is the only weapon that can destroy these barriers:



>>> Quatrium Missile
A target-seeking missile that causes a small explosion.

>>> Octium-B Bomb
Can be upgraded to explode immediately when enemies touch it. Can also damage you. This is the only weapon that can destroy these barriers:



>>> EMP Generator
Creates an electromagnetic pulse than will destroy any robotic enemies near you.

>>> Xordite Missile
A non-target-seeking missile that causes catastrophic damage to all targets, but not to you.

>> Special Systems
Other abilities you can acquire.

>>> Autorepair Units
Using these allows you to regain structural integrity.

>>> Stealth Field
Makes you invisible to your enemies for a limited amount of time. Very useful for avoiding some of the larger creatures. Charges are cumulative.

>>> Boosters
Allow you to jump higher.

> Controls

SPACE – Shoot
SHIFT – Jump
UP + SHIFT – Higher Jump
ARROW KEYS – Move
M – Shoot special weapon / use special system
B – Enable/disable boosters
1 – Switch to Laser Beam
2 – Switch to Fusion Beam
3 – Switch to Ion Cannon
4 – Switch to Plasma Cannon
5 – Switch to Quatrium Missile
6 – Switch to Octium-B Bomb
7 – Switch to EMP Generator
8 – Switch to Xordite Missile
9 – Switch to Stealth
0 – Switch to Autorepair Unit
ESC – go back to map

> Tips

>> Slow down.
This is not *Super Mario*. You don't have a time limit, and you won't get bonus points for rushing. The ruins of Earth are full of danger, and if you're not careful, you'll very soon be as dead as most of humanity.

>> Don't underestimate stealth.
Sometimes it's better to avoid enemies than to fight them. This is not our planet anymore.

>> Take notes.
The world of *Phenomenon 32* is large and full of secrets. You will often come across an area that you can't reach yet, but where something useful is waiting to be found. More importantly, you will come across levels with multiple exits, some of which lead to new levels that you have to find in order to make progress.
It may seem terribly low-tech, but take a piece of paper and a pen, and start taking notes.

>> Explore
There is a lot to be found, and much of it you're going to need. Many areas are worth exploring in detail. Don't be afraid to go back to a level and have another look around.

>> Take notes.
Trust me on this. You won't regret it.

>> Play in reasonable amounts.
Don't force yourself to finish the game in one setting; it's quite big. This is not a casual game, so take your time. And if you're getting frustrated, put it aside for a bit and come back later. Meanwhile, you could read a book. How about some Carl Sagan?

> Credits

Written, Designed and Developed by **Jonas Kyratzes**

Developed in **Construct**

Music by **B.L.Underwood**

Starring:

Evan Balster as Jonathan T. Wilson

Marcus Heckler as Martin Lazius

Verena Kyratzes as Emma Bronstein

Jonas Kyratzes as Alexander al-Farabi

Dana Pastor as Anna Halvorsen

Sebastian Preußer as Klaus McKie

Ivaylo Shmilev as Svetlozar Georgiev

Special Thanks to:

All the fans who supported the game while it was in development – thank you!

Wolfgang DelaSangre, **Evil Roda** and **Cat** for extra support

Gregory Weir for large doses of wisdom and niceness

My good friend **Ivo** for many long and enjoyable discussions, as well as life-saving technical support

BiggerJ, **Dojutrek**, **TJF588**, **DalaranJ**, **Guillaume** and **Theo** for feedback on the early versions of the game.

The Almighty Sky Cat

My wife, Verena – this symbiosis thing is awesome, and the game (like most things I do) would never have been finished, or been as good, without you

Dana Pastor, **Kristin Hanna Bode**, **Sebastian Preußer** and **Christina Powell** for lending me their faces

Dedicated to **Carl Sagan**