



FATHOM

GameTank cartridge

Serbek Technologies, LLC

Inspired by Parsec (Texas Instruments, 1982)

Setup & Controls

On hardware — insert the cartridge label-side up, power the console on, press Start.

Any GameTank machine. The game starts at the title screen; press **B** to read HOW TO PLAY on the console, or **Start** to fly.

On the web — play in the browser at <https://spritecart.retroactive.cloud/play/fathom>

No console needed — the cartridge runs in the browser at the address above, with the same controller buttons mapped to your keyboard (the mapping is shown on the play page).

Controls

Button	Action
D-pad	Move the ship (left/right along the canyon; up/down at your current lift speed)
A	Fire the laser. Hold it for a continuous beam — but the gun overheats: release to cool before it explodes.
B	Cycle lift 1 → 2 → 3 (the HUD shows the current lift). From the title screen, B opens HOW TO PLAY.
Start	Pause

Your mission

You pilot the last fighter over a sixteen-level canyon, and the canyon is at war. Fighter waves — Skimmers, Wedges, Discs — swoop in groups of four; cruisers — Hornet, Lancer, Wraith — come one at a time and shoot back. Between waves the asteroid belt streams past, and from level 4 Mines drift in without warning. Every level turns the ground a new color and speeds everything up; level 16 repeats forever.

Enemies toughen as you climb: one hit kills at level 1, two at level 2, three from level 3 on — watch each one's tint step after a hit.

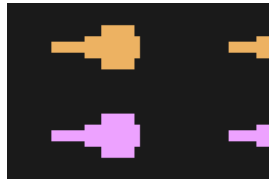


The seven — and a Mine (far right, second row from bottom).

Lift, flying and fuel

Lift sets your vertical speed: 1, 2 or 3 pixels per frame. Lift 1 is the calm tour; lift 3 threads a tunnel corridor in a blink — that's where the skill lives. Your fuel gauge drains constantly (a full tank lasts about 90 seconds on level 1, less later), so watch it: at 25% the console shouts TIME TO REFUEL, and at zero the ship is lost — OUT OF FUEL.

Tunnels are your refuel: fly into the tunnel mouth and the drain freezes while the gauge climbs back to full. No enemies spawn inside a tunnel. Clearing the exit pays a bonus — T1 pays 1,000, T2 2,000 and T3 3,000 points.



Your ship, at two rotations.

The laser and overheat

Tap **A** for single shots or hold it to draw a continuous beam. Holding builds heat — faster each level — and above 75% the ship flashes red and green; at 100% it explodes. Release early and the heat bleeds off. The beam is silenced while your nose is below the no-fire line: it is forbidden to shoot the ground.

The console talks

The game speaks. Banners like ALERT ALERT (wave incoming), TUNNEL AHEAD, TIME TO REFUEL, ASTEROID BELT, EXTRA SHIP, GOOD SHOT PILOT and the 5·4·3·2·1 countdown to each NEXT LEVEL are spoken aloud as they appear — listen for them while you fly.

Scoring

You start with 5 ships; an EXTRA SHIP is awarded at 5,000, 15,000 and 25,000 points, then every 10,000 after that — up to 7 ships in reserve display. The score counter stops at 999,900. Death clears your beam and shots but keeps your wave, level and score; fuel and heat reset.

Target	Points
Belt asteroid	100
Mine	400
Fighters & cruisers (per kill)	100/100/200/200/300/300 at level 1, +100 per level (capped)
Tunnel T1 / T2 / T3 cleared	1,000 / 2,000 / 3,000
Belt cleared	1,000, rising to 10,000

The seven

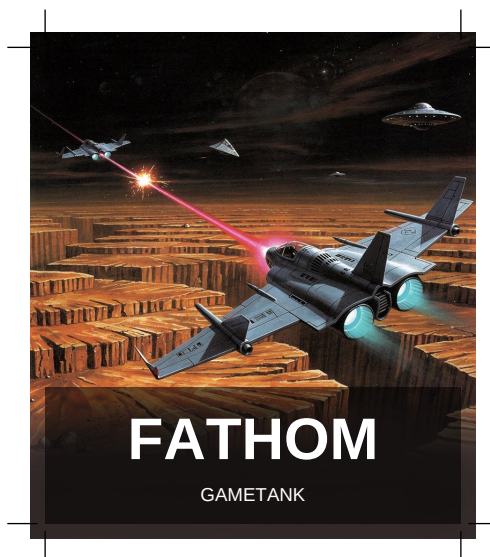
Enemy	Kind	Behavior
Skimmers (×4)	Fighter	Enter right, swoop in a sine wave, accelerate; wrap until shot
Hornet	Cruiser	Twin parallel shots; from level 4 spawns nearer your ship
Wedges (×4)	Fighter	Head-on at your altitude, accelerating
Lancer	Cruiser	Tracks your altitude, fires one fast shot
Discs (×4)	Fighter	Enter from the left behind you, overshoot, loop back
Wraith	Cruiser	Three-shot spread; from level 2 turns black after its first hit
Belt	Stream	A counted rock stream — level 1 has 20 rocks, +4 per level, at most 5 on screen
Mines	Hazard	Level 4+, erratic drift, no warning banner — 400 points

Cartridge Label

The final page element below is the cartridge sticker at true physical size. Print this page at 100% scale on sticker paper (or ordinary paper plus adhesive), cut on the crop marks, and apply to a bare cartridge shell.

PRINT AT 100% / ACTUAL SIZE

Do not scale to fit. Verify with the bar below.



30 mm reference — measure this bar to verify no scaling

Front panel 55 x 55 mm; the 8 mm band above it wraps over the cartridge's top edge.
Cut on the crop marks. Check the fit with a paper cut-out before printing on sticker paper.

About

Fathom is a game for GameTank machines by Serbek Technologies, LLC.

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Manual revision 2026-09-13.