

COMMODORE 64/128

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64/128

ZEPELIN
GAMES

Frankenstein - a huge gory platform romp through terrifying countryside and evil castles in the search for fresh bodies for Baron Frankenstein's latest monster.

Egor has to have nerves of steel as the minutes tick away to the electrical storm that will bring Frankenstein's Monster back to life!

Featuring: Animated game sequences, massive platform maps, skilful gameplay, Baron Frankenstein, Egor, Zombies, Headless Huntsmen, terrifying puzzles, Frankenstein's Monster, and lots more gory action!

Program: David Sowerby
Graphics: Neil Hilsop
Music: Andrew Rodger
Made in UK

FRANKENSTEIN



**COMMODORE LOADING
INSTRUCTIONS**
Press **SHIFT** and **RUNSTOP**
together.
Press **PLAY** on the tape.

Frankenstein...
"Hur!! Hur!! Hur!! Yes Master..."
Egor - Half man..Half creature...All idiot
Good staff are so hard to find these days. Take Egor....faithful manservant to the eccentric Baron Frankenstein. Brave. Handsome. Intelligent. Just a few of the things he longs to be. But with the Baron absorbed in his ultimate creation, someone has to bring back the bits...
With qualifications in total stupidity and basic incompetence would you trust him with a delicate scientific experiment? Every body needs some body, so get a head and get Frankenstein.



GAMEPLAY

Baron Frankenstein is up to his old tricks again - building a monster from the bodies of freshly dead village folk.

Incidents of bodysnatching have occurred all over the area, and rumour has it that the village hunchback, Egor, is helping Baron Frankenstein to collect the fresh human pieces.

Egor, a man scared even of his own shadow, has the thankless task of gathering the pieces of body from the following locations:

TOWER VAULTS
LOCAL VILLAGE
BARON FRANKENSTEIN'S CASTLE
BLACK FOREST
GRAVEYARD
MORGUE

Baron Frankenstein may also send Egor for pieces of special equipment needed to bring the monster to life. Each required item is explained to Egor by the Baron at the start of his quest. The following information is used to help, hinder and guide Egor in his search for the newly dead:

ITEM REQUIRED

All of the items requested by the Baron are available to Egor. Failure to bring back the correct item to the laboratory will result in the loss of a life for Egor.

WEATHER CHART

This part of the control panel indicates the time remaining until the next electrical storm. Egor's failure to have everything ready by the time the storm begins will cause serious frazzling to all concerned and the end of the game.

SCORE

Based on the number of human bits collected by Egor and the new locations entered.

FRIGHTOMETER

Egor begins his quest in quite a calm frame of mind, but meeting with the following evil elements causes his level of fear to quickly rise:

Ghosts, Skulls,
Bats, Owls, Swinging Pendulums,
Spiders, Witches, Snakes, Dismembered Hands, Falling
Boulders, Evil Eyes, Zombies, The Village Drunk,
Headless Huntsmen, etc..

If Egor should scare himself to death, he reaches a state of blind panic and screams to reduce his level of fear. If this happens, Egor loses one of his lives.

Egor is defenceless - all he has is his very low cunning and desires for the local serving wench. If Egor meets the girl on his travels, she soothes his fevered brow and reduces his state of fright to zero.

CONTROLS

Egor, Baron Frankenstein's assistant, is controlled via a Joystick connected to **Port Two** on the Commodore 64.

Pulling down on the Joystick allows Egor to pick up an object, and pressing **FIRE** allows him to jump to reach higher levels.

"Runstop" -	Freezes the Game
"Space" -	Re-starts Frankenstein
"Q" -	Quits the game once it has been frozen

Pressing **FIRE** can be used to reduce the length of any of the animated sequences.

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