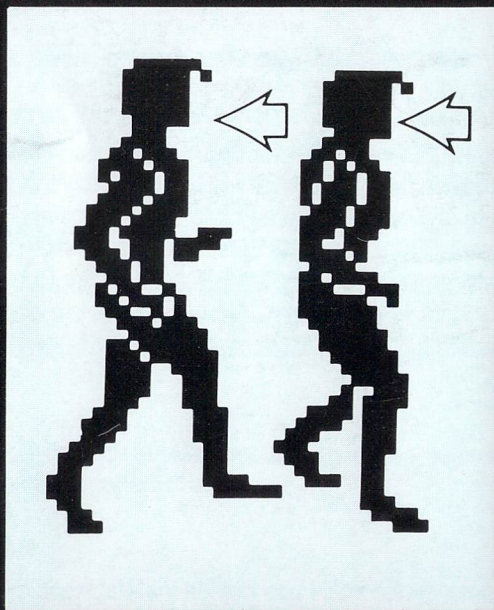

COMMODORE
64/128K

FRANKIE

GOES TO
HOLLYWOOD



THE GUIDE TO THE PLEASURE GAME

THE GAME

Frankie have sent you over 60 tasks in your journey from Mundanesville through the Pleasure Dome. Tasks ranging from the trivial, to heroic feats of skill and intelligence.

Whenever you complete these challenges a bar-chart will show your increase in the various elements of your personality and Pleasure points will be awarded.

Your goal is to become a Complete Person and to achieve this you must reach the top on the Bar Charts (when the word BANG will light up above the personality factors) and achieve a score of 87,000 Pleasure Points. This combination awards you the minimum requirement (99% a Complete Person) to search for the Special Door – the Door to the Ultimate Experience – the heart of the Pleasure Dome.

YOUR CONTROLS

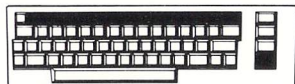
DISK: Insert joystick, if used, into joystick port two of your Commodore 64. Turn on the disk drive then turn on the computer. Insert the game disk into the drive with the label facing upwards. Type: LOAD "*",8,1 (return). The introductory screen will appear and the program will then load automatically.

KEYBOARD

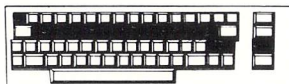
After acquainting yourself with the keyboard controls, on the following page, study the joystick controls and the full repertoire of movements available – all these movements can be achieved through using relevant combinations of keys.

Operational keys are indicated in SOLID BLACK.

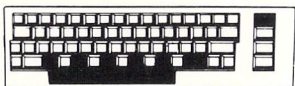
A FIRE



B UP



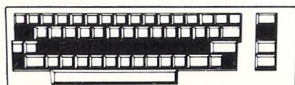
C LEFT



D RIGHT

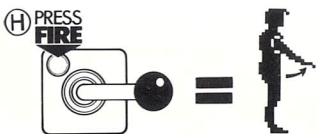
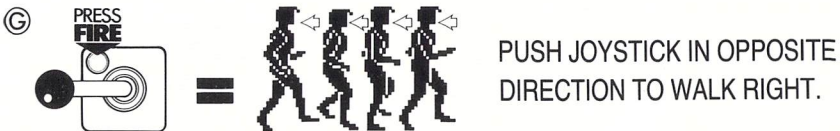


E DOWN

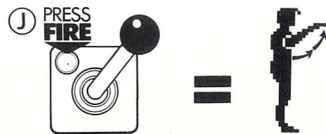


These controls will also operate the
CURSOR FINGER when required.

JOYSTICK

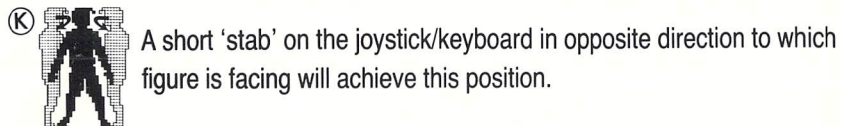


REACH – WAIST HEIGHT



REACH – SHOULDER HEIGHT

THESE MOVEMENTS CAN ALSO BE USED TO 'ZAP' WHEN REQUIRED.



TO ENTER A DOOR ETC. YOU MUST BE IN THIS POSITION THEN PUSH JOYSTICK/KEYBOARD 'UP'.

TO CLOSE 'INVENTORY' WINDOW OR ANY WINDOW IN WHICH THE 'CURSOR FINGER' IS USED, MOVE 'CURSOR FINGER' TO 'QUIT' ICON AND PRESS 'FIRE'.

TO PICK UP OBJECTS EITHER TOUCH OR STAND OVER OBJECT AND PRESS 'FIRE' BUTTON AND 'UP'.

Your 'INVENTORY' window can be accessed by pressing FIRE button and joystick/keyboard 'DOWN'. You may then use object/objects you are carrying moving 'CURSOR FINGER' to chosen object and pressing 'FIRE' button.

THE GAME PLAY

You begin your adventure devoid of personality in an environment of suburban boredom, but don't be put off by ennui, all may not be as it appears! There are different streets and different houses, take nothing for granted. Touch everything, explore, probe, experiment – your curiosity will be rewarded. Pick up objects – some of these will help you now, others you will need to survive and succeed in the Pleasure Dome.

Remember you can only carry 8 objects at a time so you need to be selective about the items you take with you, once abandoned they may not be used again.

YOUR INVENTORY

You may check your inventory at any time by pressing the FIRE button and moving the joystick downwards. To resume play immediately use the QUIT icon to close window.

As you explore the aspects of everyday life, keep your wits about you as sooner or later you will stumble upon the...

MURDER MYSTERY

You will come across a body, who is the killer. .? Solve the mystery by a process of elimination:– Find all twenty three clues which appear in windows, return to the scene of the crime, when a window will appear naming all the possible suspects. Use the Cursor Finger to point to the killer.

TAKE A TIP:

A system of noting the clues may help your investigation. In the quest to form your personality you must use what has been gleaned from everyday life to complete all the 'Arcade Elements'. These elements are linked within the Dome by a conduit, the...

CORRIDORS OF POWER

This Ladyrith enables you to move at will within the Dome and connects with Mundanesville (though other routes may also be discovered).

It can be mapped by observing the colour of manhole covers located along its path. Fireballs emerge from the manholes, Zap them and you will create additional exits.

The entrances will appear as the game is played. Learn to use the Corridors well, they will help you succeed in elements that follow and within them (when your personality is completed) will be revealed the door to the very centre of the Pleasure Dome... The Ultimate Screen.

THE PLEASURE DOME

Inside the Pleasure Dome are a variety of games and puzzles which must all be completed to gain sufficient points to form your personality. Through experience and inspiration you WILL succeed. There are principal entrances into this world of the mind (one from each street), however others can be found but only used once, so be prepared.

These entrances and the ones which will become evident in the Corridors of Power give access to the...

THE TERMINAL ROOM

You must use information to complete this task – pay close attention to your inventory and the objects on the screen.

TIP – If your inventory is incomplete the lift may aid your escape.

SEA OF HOLES

Go in and out of time and space to reach the floor beneath you.

HINT – There's more here than meets the eye.

CYBERNETIC BREAKOUT

One game must be completed for each symbol (guide the symbol into the spark).

HINT – What you are carrying could halve your pain or double your pleasure!

RAID OVER MERSEYSIDE

Stop the bombers destroying Merseyside and its shipping. You have a time limit to survive or destroy the enemy (multiple hits on the planes).

THE ZTT ROOM

Break down the wall to enter the control section and then solve the puzzle. Use the Power of Zap to fire but be careful to dodge the bullets. (Remember you must complete the puzzle to win.)

HINT – You may bring protection from the rooms of the Mundane, quite appropriate to cover this task.

TIP – Locate the key which switches pieces on and not off.

CUPID'S ARROWS

Follow screen instructions and grasp the Halos, they could be of use elsewhere.

FLOWER POWER

Catch falling flowers.

TALKING HEADS

This dialogue between World Leaders can get nasty. A counter tells you how many (political) lives you have left. Choose your politics by moving left or right and remember to protect yourself.

SHOOTING GALLERY

Take pot shots at famous personalities (100% score to complete).

If it turns into a Duck Shoot you may get an extra shot or loose your chance to win.

HINT – Reload to fire (allow the sights to fall to the bottom of the screen).

WAR ROOM

Shoot the symbols in this task to gain Pleasure Points. (one game for each symbol).

HINT – Sainly qualities may be of use.

CONTROL PLAN

Throughout your journey different objects and elements will emerge, the cat for instance has other roles than to drink milk. As you become more familiar with the Pleasure Dome and its interface with the Ordinary World, you will begin to learn the layout of the Game and be able to move quickly from one element to the next using the Corridors of Power or other methods you will discover. **REMEMBER**, to develop your personality completely you must finish all the tasks, for only then will the opportunity arise, to re-enter the maze and search for that door, behind which lies the secret of self discovery... Go for it!



FIREBIRD LICENSEES INC. P.O. BOX 49, RAMSEY, N.J. 07446 HOTLINE: 201.934.7373