

Richard O'Brien's

**THE
ROCKY
HORROR
SHOW**

Don't Dream It, Play It!

For Commodore® 64™ and 128™
and Apple® II Series Computers

*Electric
Dreams®*

Electric Dreams is a new software group dedicated to finding the best in entertainment software from around the world and bringing it to America.

The Rocky Horror Show computer game is based on the hugely successful stage play by Richard O'Brien. The play was first produced in England and inspired the making of *The Rocky Horror Picture Show*, a film which has enjoyed tremendous cult status in the United States for over ten years. This computer game was first designed, marketed, and distributed in the United Kingdom by CRL for the Sinclair Spectrum computer.

This version of *The Rocky Horror Show* was produced by Jim Charne.

The graphics were done by Jersey Cow Software.

The music is by Richard O'Brien.

The Apple II Series version of *The Rocky Horror Show* was developed by Mark Nichols, with graphics by Jersey Cow Software.

This manual was written by Alison F. Levy; editorial management by Steven Young.

LET'S GET TO KNOW EACH OTHER

We're working hard to design the kind of computer software you want, and we'd love to hear your comments. So drop us a note. We'll put you on our special mailing list. If you'd like to find out about our newest computer software, call 800 633-4263 (recorded message). If you have questions about using one of our products, call (in California) 415 940-6044/5 or (from outside California) 800 227-9759 *between 9:30 a.m. and 5:00 p.m. Pacific time, Monday through Friday.*

Or write:

Consumer Relations
Electric Dreams
P.O. Box 7287
Mountain View, CA 94039

COPYING PROHIBITED

This software product is copyrighted and all rights are reserved by Activision, Inc. The distribution and sale of this product are intended for the use of the original purchaser only and for use on the computer system specified. Copying, duplicating, selling, or otherwise distributing this product without the express written permission of Activision are violations of U.S. Copyright Law and are hereby expressly forbidden.

© 1986 Activision, Inc. All rights reserved.

Electric Dreams is a registered trademark of Activision, Inc.

Apple is a registered trademark of Apple Computer, Inc.

Commodore is a registered trademark and Commodore 64 and 128 are trademarks of Commodore Electronics, Ltd.

Program © 1984 CRL Group

Janet: What’s happening here? Where’s Brad? Where’s anybody? If only we hadn’t made this journey — if only the car hadn’t broken down — if only we were amongst friends or sane persons.

Narrator: “If” and “only” — two small words — words that kept repeating themselves again and again in Janet’s thoughts. But it was too late to go back now. It was as if she were riding a giant tidal wave, it would be folly to fight against it — her only chance would be to ride it out — *adapt* — and perhaps also — survive.

THE ROCKY HORROR SHOW

**“...It’s astounding — time is fleeting
Madness takes its toll...”**

A flat tire and a stormy night have brought you and your fiance to the Frankenstein Place, home of the evil doctor Frank N. Furter and his fellow Transylvanians. You begin to sense that you’re in no ordinary roadside castle, however, when your many requests to use the phone are rudely ignored. Just as the two of you are about to leave, Dr. Frank N. Furter himself appears and makes it very clear that he would like you to stay. Judging by his unconventional attire, you would rather decline the invitation. Tough luck. Frank won’t take no for an answer and turns your beloved into stone with his diabolical Medusa machine. Since you cannot leave without your loved one, you must find a way to unfreeze him or her. This can only be accomplished with the De Medusa machine, which Frank has dismantled and scattered about the castle. You must find all the pieces of the machine, put it back together, and escape with your revitalized sweetheart before the castle turns into a spaceship and takes off for Transylvania.

“...But listen closely — not for very much longer...”

You'll need three things to play *The Rocky Horror Show*: a computer, a joystick, and a sense of humor (optional but recommended). You will also need to decide if you'd like to be Brad Majors, the all-American hero, or Janet Weiss, the all-American heroine. Start thinking about that now, because it's a big decision you'll have to face. While you're pondering your gender choice, here's how to load the game:

Apple II® Series

1. Insert the game diskette in your disk drive, label side up.
2. Turn on your computer, disk drive, and monitor.

Commodore 64™

1. Turn on your disk drive and insert the game diskette, label side up.
2. Turn on your computer and TV or monitor.
3. Type **LOAD“*”**,**8,1** and press **Return**.
4. Plug your joystick into Port #2.

Commodore 128™

1. Turn on your disk drive and insert the game diskette, label side up.
2. Hold down the **C** = key while turning on your computer.
3. Turn on your TV or monitor.
4. Type **LOAD“*”**,**8,1** and press **Return**.
5. Plug your joystick into Port #2.

Now you must make the big decision. When instructed to do so, press **B** or **J** to be Brad or Janet, and to begin the game. Press the joystick button or the spacebar to enter the castle (at your own risk).

You're in the front room of the Frankenstein Place. At the bottom of the screen are the time clock (you have approximately 25 minutes in Earth time) and a blank box which will display your progress as you reconstruct the De-Medusa machine. At the right edge of the screen is a thermometer which indicates the temperature in the freezer (more on that later).

“...I’ve got to keep control...”

Such joy is a joystick. Here’s what it can do for you:

To move your character, just point your joystick in the direction you want to go. Press the joystick button to pick up pieces of the machine, keys, and clothes. You can pick up only one key and machine piece at a time. The joystick button is also used to put pieces into the De-Medusa machine and to deactivate laser beams around the house.

“...It’s just a jump to the left...”

In order to find all the pieces of the De-Medusa machine, you’ll have to do a great deal of traveling throughout the Frankenstein Place. Be sure to explore every room; you never know what you’ll find. An important room to locate is the theatre, because that’s where your petrified lover is hidden and where you’ll be building the De-Medusa. Remember, you can carry only one machine piece at a time, so you must always return to the theatre and drop off each piece before picking up another one.

The elevator is a convenient means of transportation. On the Commodore version, pull the joystick towards you *before* the door opens to exit the elevator.

As in any other “normal” house, you need a key to get through a locked door. There are keys available for every room, so just pick them up as they appear. Once a door is open, a key is no longer required for entrance. Any key will open any door.

“...Let’s do the time warp again...”

There are some strange characters wandering around the Frankenstein Place. Since you’ll inevitably run into them quite often, it may be helpful to know who they are:

Riff-Raff is a manic-depressive butler with a laser gun. The beam emitted from his gun is composed of pure Anti-Matter and kills instantly. It’s advisable to avoid him, since he can be extremely unpredictable in choosing a target; it could very easily be you.

Magenta is Riff-Raff's sister. They're very close and don't take kindly to strangers. She has a Bride-of-Frankenstein hairdo which she is very proud of. Magenta is the housekeeper, so don't make a mess when she's around.

Columbia is a high-strung groupie who sees the world through rose-tinted glasses. She tends to be friendly and a bit frantic.

Dr. Frank N. Furter is engaged in the harmless pursuit of absolute pleasure. Or so he says. He's actually a mad scientist who tends to be a bit self-centered. Fortunately for you, he's in his bathrobe.

Rocky Horror is Frank's creation. You'll have the pleasure of witnessing his birth. He is basically harmless.

Eddie is one of Frank's failed experiments — a motorcycle meanie with a penchant for rock-and-roll. Eddie is suspended in the deep freeze upstairs, but when the temperature reaches the melting point, he'll de-frost and come tearing out on his motorcycle. You must either get up to the freezer in time to prevent Eddie from thawing or avoid a speeding motorcycle. Eddie is Columbia's boyfriend.

“...In another dimension — With voyeuristic intention...”

These Transylvanians have very nasty habits and a sick sense of humor. They'll do whatever they can to make things difficult for you. Their favorite trick is to bump into you and steal your clothes. Watch out, because once you're in your underwear, you're helpless. You must find your clothes and put them back on before you can continue the game. Running around the castle in your underwear will also expose you to some humiliating remarks from the crude and insensitive Transylvanians.

“...Nothing can ever be the same...”

There are various danger spots in the castle, but if you're smart, you can find your way around them. You have only one life in *The Rocky Horror Show*, so use it wisely and *be careful!* The game will start over automatically if you are killed or run out of time, so you always have another chance to switch gender and try again. If you are just too exasperated to go on and want to start over, just turn off your computer and reload the game according to the instructions.

ELECTRIC DREAMS LIMITED 90-DAY WARRANTY

Activision, Inc. warrants to the original consumer purchaser of this Electric Dreams computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase.

This warranty is limited to the recording medium containing the software program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to Activision, Inc. at the address noted below with a check or money order for \$7.50 (U.S. currency), which includes postage and handling, and Activision will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a \$7.50 check, (2) a brief statement describing the defect, and (3) your return address. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

WARNING

Any attempt to duplicate this product may damage it. Such damage is not covered by the warranty. Please see above for complete warranty. U.P.S. or registered mail is recommended for returns. Please send to:

Electric Dreams
WARRANTY REPLACEMENTS
Consumer Relations
2350 Bayshore Parkway
Mountain View, CA 94043

The logo for "Electric Dreams" is written in a stylized, cursive script. The word "Electric" is on the top line and "Dreams" is on the bottom line. A long, thin, curved line arches over the text, starting from the left and ending on the right, framing the words.

distributed and
marketed exclusively by
Activision®

Part No. G-943-38