



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

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 and displayed as an icon in the item required panel at the bottom of the screen. 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

Once Egor has collected the Weather Chart requested by Baron Frankenstein, the race for items takes place against the clock. The Weather Chart indicates the time remaining until the start of the electrical storm that could bring the monster to life. 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 and mechanical bits collected by Egor during the game.

CONTROLS

Egor, Baron Frankenstein's assistant, is controlled via a Joystick. An item can be collected by Egor by walking to it whilst not carrying any other objects in his sack. Pulling down on the Joystick allows Egor to crawl through confined spaces, and pressing **FIRE** allows him to jump to reach higher levels. Any object that Egor is carrying can be dropped by pressing **FIRE** whilst pulling down on the Joystick.

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 play Frankenstein.

ATARI ST LOADING INSTRUCTIONS

Remove all cartridges. Switch on the computer and place the **FRANKENSTEIN** disk in the drive. The game then loads automatically.

AMIGA LOADING INSTRUCTIONS

Remove all cartridges and switch on the computer. When the "Workbench" prompt appears, insert the **FRANKENSTEIN** disk in the drive, and the game then loads automatically.

IBM PC AND COMPATIBLES LOADING INSTRUCTIONS

Switch on the PC and enter **DOS**. Install a mouse driver if required. Insert the **FRANKENSTEIN** disk into drive A and type **A:** followed by **[ENTER]**. Then type **FRANK [ENTER]**. Choose your required Graphics Adaptors by moving the pointer with the cursor keys and pressing **[ENTER]**.

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:

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

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, Spiders, Witches,
Dismembered Hands, Mad Gardeners, Sadistic Housemaids,
Psycho Nurses, Griffins posing as Gargoyles, Skeletons, Dismembered
Feet, Zombies, The Village Drunk, Headless Huntsmen, etc..

If Egor should scare himself to death, he reaches a state of blind panic, drops whatever he is carrying and runs back to the Baron's lab whilst letting out a scream 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.

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Graphics:	Chris Edwards - <i>Enigma Variations</i>
Game Design:	Zeppelin Games and Darren Melbourne
Made in UK	

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