



TEXAS INSTRUMENTS HOME COMPUTER

Frankenstein's Monster

Game requires 32K Ram Expansion and Joystick

*Can you prevent the creation of the Monster before it is too late?
You must travel the ghoulish castle to the dungeon in order to gather
stones and build a wall around the hideous creature.
You will encounter bats, giant spiders and terrifying ghosts!*



RETROSPECT
GAMES

FRANKENSTEIN'S MONSTER MANUAL

LOADING THE GAME

EDITOR/ASSEMBLER OPTION 5
PUT DISK INTO DSK1.
SELECT OPTION 5 FROM ED/ASS
MENU
TYPE "DSK1.FRANK-E" PRESS ENTER

EXTENDED BASIC DISK
PUT DISK INTO DSK1.
SELECT EXTENDED BASIC FROM
TITLE MENU SCREEN AND TYPE
"OLD DSK1.FRANK-X" PRESS ENTER.
TYPE "RUN" PRESS ENTER.

CARTRIDGE MODULE
INSERT CARTRIDGE INTO PORT
CAREFULLY. SELECT NUMBER 2
FROM THE MASTER TITLE SCREEN
MENU.

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When the game starts you will be presented with a screen displaying the game title and two options.

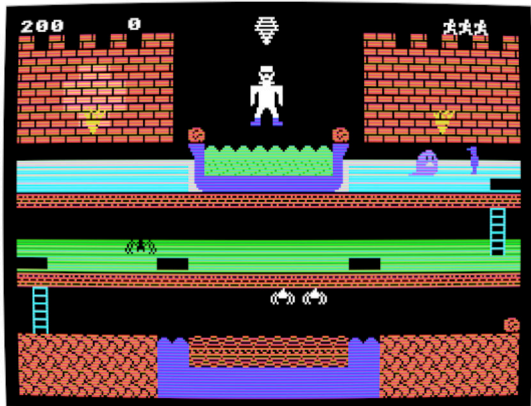
If you haven't played Frankenstein's Monster before, it is recommended to choose option 1 - Easy.

If you're a master of the game, choose option 2 - Hard.

The difference between the options is not at first apparent to the player. All the graphics are the same, the same trapdoors and monsters appear.

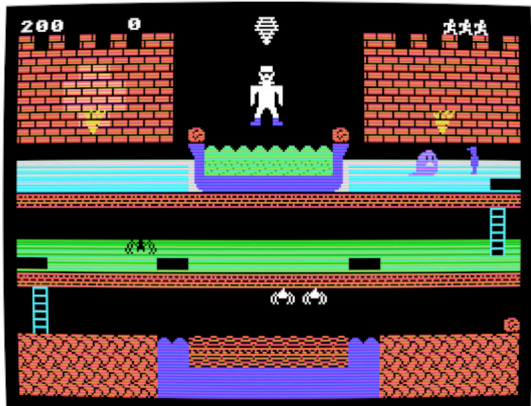
The game has a timer. In easy mode you have just short of nine minutes to complete your task. In hard mode, it's half that. You would have to do everything right the first time, and not lose a life or let anything touch you, in order to complete the game in hard mode.

FRANKENSTEIN'S MONSTER MANUAL



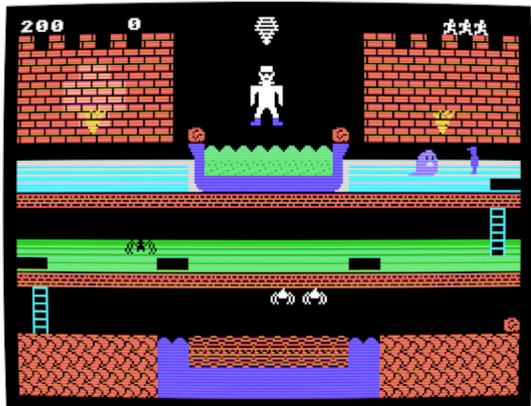
Your task is to stop Frankenstein's Monster from being fully energized, in order to prevent it from wreaking havoc on the nearby village. The monster stands beneath an energizer, taking energy from a storm. Beneath him is a vat of liquid, your aim is to collect rocks from the dungeon of the castle, bring them back up, walk into the side of the vat and place the rock so as to eventually wall the monster in.

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At the top of the screen is your score, next to it any high score you attain, and at the right side, your remaining lives. The black gaps that have ladders beneath them are used to get to the floor below or above. Push down on the joystick to go down the ladder, push up to go up it on your way back. The gaps with no ladders are trapdoors, be wary of these.

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When approaching a trapdoor from the left going rightwards, jump about 4 pixels before the gap. You'll make it across. It's easy to slip if you're too close to the edge. Beneath the trapdoors is the dungeon where the rock is. You must go right the way to the right of the screen to pick up the rock. You'll hear a tinkle sound if you successfully picked it up.

FRANKENSTEIN'S MONSTER MANUAL

Falling through trapdoors costs the player 50 points. This won't affect the score if it's already zero.

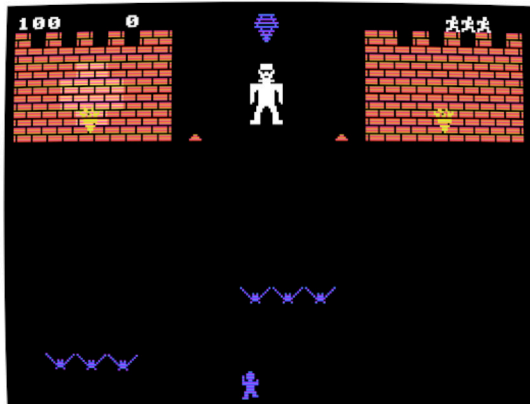
About the creatures of Castle Frankenstein:

The ghost on the upper floor won't kill you but it will stun you and that will cost you time. It's the ghost of the previous player!

The spiders on the middle floor won't kill you either, they too will stun you.

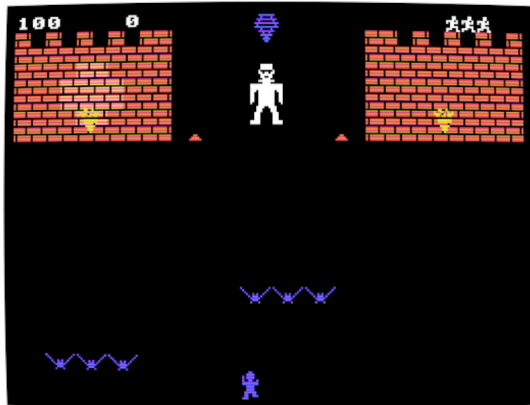
The spiders that hang from the ceiling in the dungeon are lethal and any contact with these will kill you instantly. You will get a warning that they are about to hang - you'll see their legs for a brief moment before they hang down. You have about two seconds to get out of their way.

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If you are successful in bringing the rock back to the top of the screen, you will be presented with this new stage. You have to get past the bats in order to place the rock next to the monster. These bats are attracted to you, and contact with them will slow your progress up the screen. You can in fact end up being pushed back to the bottom of the screen if the bats get their way!

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Head for the top of the screen. It doesn't matter where abouts you are in regards left side, middle , or right side. If you touch the part of the screen with the red wall or monster you'll place the rock. The bats are particularly hard to get past and can be frustrating to the player, however there are ways to get around them with persistence. They're trying to protect the monster by slowing you down!

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The steps you have taken to place the rock against the monster must be repeated six times further. Each time, will be more difficult. There will be more traps, faster creatures, the hanging spiders will appear more often each time, and the log that you have to use to cross the acid pit will break up into three pieces.

If you can get six rocks stacked up in height, you've walled the monster in and the village can live in peace. If you fail by dieing or taking too long, the monster will break loose and he will terrorize the people of the village until the next brave player comes along to stop him!

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Requirements to play the game:

This game will not run from a stock console. You will need a 32KB expansion in order for it to run, and ensure that you have a joystick.

The standard Texas Instruments joysticks, although they will work, are not recommended to play this game.

They have a tendency to be unresponsive and are far too fragile.

No other extra hardware is needed to play Frankenstein's Monster.

FRANKENSTEIN'S MONSTER MANUAL

Look out for more games from Retrospect!

Hunchback

Rescue Emeraldalda from the castle stronghold, avoid the arrows, fireballs and pikemen

Lunar Mission 2

Rescue the stranded astronauts in your pod, get them safely to the mothership

Doncaster Racecourse

Fancy a flutter on the gee-gee's? You won't have anything to lose betting on these nags. Uses parallax scrolling. F18-A recommended.

