Frankenstein's
MONSTER

Deactivation Instructions

In the cold dark night you make your way through the ghoulish castle of Dr. Frankenstein. There you must prevent him from completing his creation.

Your only chance is to gather stones from the dungeon and bring them to the tower where you must build a barricade around FRANKENSTEIN'S MONSTER before he has accumulated enough energy to come alive. To succeed you will have to move fast, avoiding poisonous spiders, vampire bats and terrifying ghosts. Complete the job and the village will be safe forever.

A Data Age Video Game.

Fiend Foiling Objective

You must build a barrier around FRANKENSTEIN'S MONSTER before he is completely energized.

Player—Player must collect stones from the dungeons of Dr. Frankenstein's castle and bring them to the tower where he must construct the barrier around FRANKENSTEIN'S MONSTER.

Frankenstein's Monster—A grotesque creature that is slowly being energized. Once completely energized, he will come alive and direct his fury on the helpless villagers.

Power Probe—This device absorbs the energy released by an electrical storm and distributes it to FRANKENSTEIN'S MONSTER.

Ghoulish Creatures To Avoid

Ghost—Whether real or mere illusion, these characters are equally terrifying. Contact one of them and you'll become mesmerized for a short time.

Giant Tarantula—These creatures crawl freely throughout the castle. Avoid them or their venom will temporarily immobilize you.

Spider—The dungeons of the castle are infested with these crafty pests. Without warning they'll drop upon you from the cracks in the stone ceiling. They seem determined to drive you into the deadly pool of acid.

Bat—Lurking in the dark corners are scores of bloodthirsty vampire bats who will swarm you as you make your final assault on FRANKENSTEIN'S MONSTER.
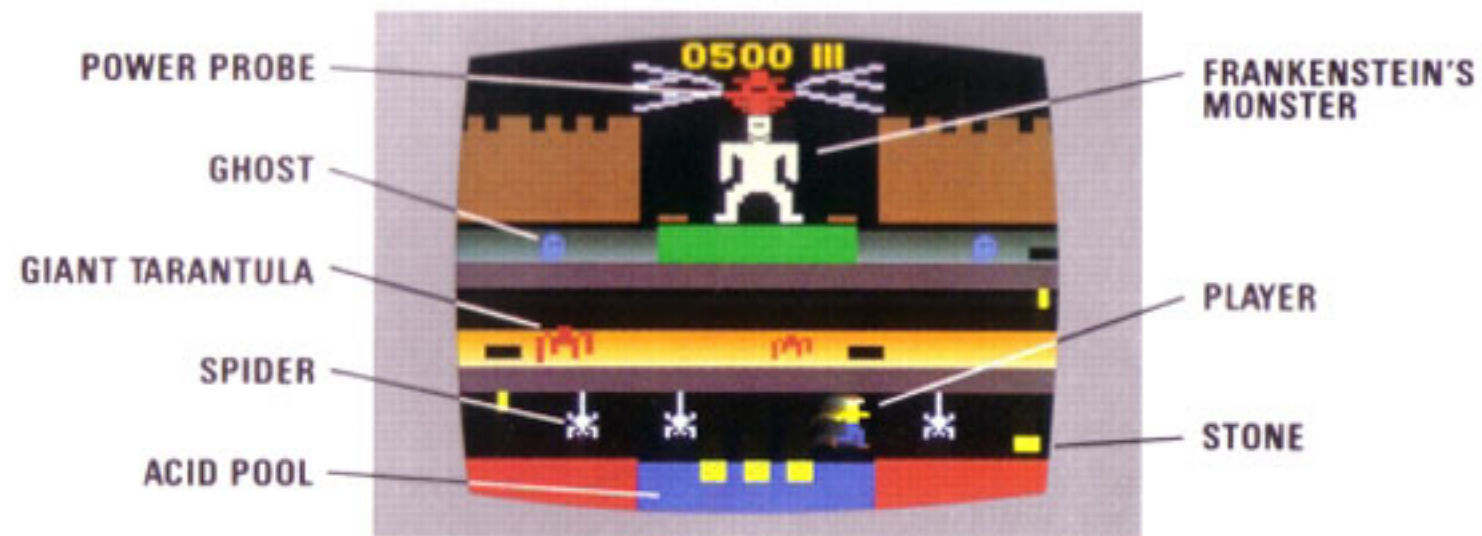
How to Stop Frankenstein's Monster

1. Hook up your video game system according to the manufacturer's instructions.
2. With game console off, firmly insert your FRANKENSTEIN'S MONSTER™ game cartridge.
3. Turn game console power on. The game scene should appear. It will be in a standby mode. If no picture appears, check to make sure your game unit is hooked correctly to your TV, then try steps 1 through 3 again.
4. Adjust the "Brightness" control on your TV for best contrast.
5. Plug your joystick controller into the left receptacle of your game console. For two players, use both joystick controllers. Player 1 uses the left controller and Player 2 uses the right controller.
6. Depress "GAME SELECT" switch for one or two player option. The number of players will appear on the top of your screen.
7. Select your level of difficulty by positioning the "DIFFICULTY" switch at either Level A (for Advanced) or Level B (for Beginners).
8. Depress the GAME RESET switch, then press the red fire control button on your joystick controller to start game play. Lightning will periodically flash across the screen toward the power probe which in turn will start to energize the Monster. As the Monster absorbs this energy he will slowly turn a green color. When he is completely green he will come alive and break away from the castle. Your objective is to prevent this from happening by constructing a wall around the Monster.

   If your difficulty switch is set for beginners you will have 8½ minutes to finish the wall. In the advanced level you will only have 5 minutes.

9. Use your joystick controller and make your way to the lower level of the castle and pick up the stone shown at the lower right hand corner of your screen. Avoid falling through trapdoors or contacting ghosts and spiders. They will lower your score and slow you down. You can either avoid them or use your fire control button to jump over them. NOTE: You cannot jump over the ghost.

   Once you have retrieved the stone you must make your way back to the top of the castle. To climb up through a trap door, press the red fire control button while holding the joystick in the forward position. When you reach the top of the castle you must make your way behind the green-colored wall. At this point Scene 2 will appear and you will be swarmed by vampire bats. Continue through the swarm toward the Monster. At each side of the Monster there will be a small footing where you must place your stone. If you succeed the screen will change back to Scene 1, which will show the beginnings of a wall on both sides of the Monster. To finish the wall you must repeat the above process 6 times. Each time will be more difficult.

10. If you fall into the pool of acid you will lose one turn. If in a single player mode, the game will automatically move onto your next turn. **The timer does not stop.** If there are two players, the game will automatically shift to player two's turn at which time his timer will start. When a player loses three turns the game will be over. Depress the RESET button and start a new game.

POWER PROBE — FRANKENSTEIN'S MONSTER

GHOST

GIANT TARANTULA

SPIDER — PLAYER

ACID POOL — STONE

0500 III

In this game you will start with 500 points. Each time you run into a ghost or a spider you will lose 20 points. Each time you contact a bat will lose 10 points. Falling through a trapdoor will cost you 100 points. If you are unfortunate enough to fall into the pool of acid, you will lose 200 points and one of your three lives.

For each stone you place around the Monster, you will gain a bonus of 500 points. Finally, if you finish the job before your time runs out, you will gain a bonus of 100 points for each unit of time saved. NOTE: It takes 30 units of time to energize the Monster.

Additional Fiend Foiling Strategies

The primary objective in this game is to beat the timer and enclose the Monster. A secondary objective is to complete the primary objective with the highest possible score.

BAT SWARM — FRANKENSTEIN'S MONSTER

PLAYER

0500 III
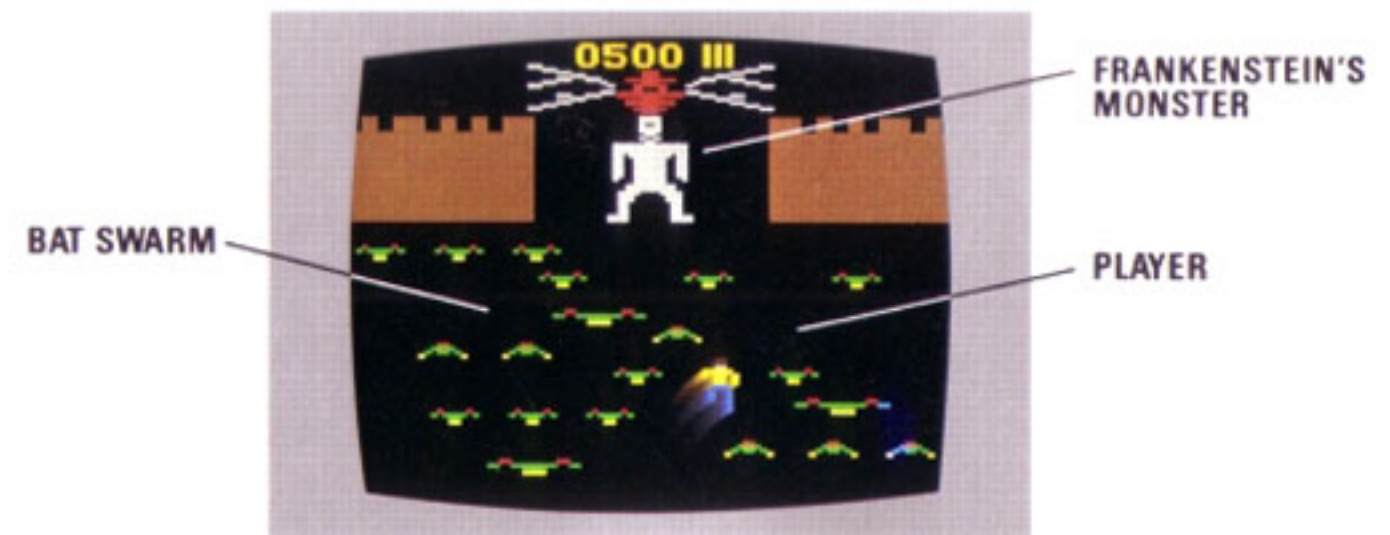
If you are beginning to run out of time, you can take short cuts by jumping through the trap doors to the platform floating in the acid. This will cost you 100 points, but it will save time.

When jumping over the pool of acid, watch closely for the spiders. They will give you about a one-second warning before they drop into your path. It is best to make your jump immediately after the spider has completed its descent.

Remember! This game gets more difficult with each stone you collect. Move as quickly as possible to save the time you will need later when you face additional trapdoors, even larger tarantulae, and movable platforms floating on the pool of acid. Be prepared for even more surprises as you get closer to completing the barrier.

All DATA AGE™ Video Games carry a limited one-year warranty—our guarantee that if you find your cartridge to be defective in materials or workmanship within 12 months of your original purchase, Data Age, Inc., will repair or replace (at your option) the cartridge free of charge upon prepaid receipt of the cartridge and proof of the date of purchase. (This warranty is limited to the electronic circuitry and mechanical parts of the cartridge, and does not apply to normal wear.)

Look for other **DATA AGE**™ *Video Games wherever video game cartridges are sold. If you can't find our games in your area, drop us a line and we'll send you a list of stores near you.*

DATA AGE™