

**Interactive Rocky Horror Document  
& Technical Specification**



**Interactive Rocky Horror Document & Technical Specification**

**© May 1995  
Diverse Interactive Ltd  
On-line Entertainment Ltd  
The Rocky Horror Show Company**

series of games: essentially, a way of living in the world of the show - which isn't the easiest experience in the world... In terms of look and feel, a camp, baroque, funny take on video game and Dungeons and Dragons culture, extending and updating Rocky's camp take on the Great American B-Movie.

You play Brad or Janet. You need to rescue your other half from the house before it turns back into a spaceship and takes off for its home planet of Transylvania. Unfortunately your other half's been turned to stone by the fiendish Medusa machine: you need to find the Demedusa and set her/him free. Time's against you.

The Demedusa is broken down into nine separate pieces, which are hidden around the house and guarded by complex - and generally bizarre - puzzles, characters and some extravagantly locked doors. It ought to be simple. You need to locate the pieces, stay out of trouble, re-assemble the Demedusa and get away. But life isn't quite like that... The house is full of Rocky characters - Frank 'n' Furter, Riff Raff, Eddie - some of whom may want to help you, some to hinder you, some to talk to you, some to sing with you, some to seduce you, some to do even more...

The house itself isn't straightforward, either. There are lifts, stairways, basements, bedrooms (always dangerous with Frank 'n' Furter around), a ballroom, labs, kitchens, freezers, turret rooms and a dungeon, and these areas are no more predictable than the characters.

This introduces the Interactive Rocky Horror Show's other aspect. The house is an electronic Rocky bible. There are launch points for background information - facts, figures, clips, memorabilia, interviews, fan club details - littered about all over the place, and, it has to be said, in some pretty unexpected places.

You can access these as you come across them in the course of gameplay; you can simply wander and explore; or if you want, perhaps when you first load the title, you can take a guided tour of the house and its mysteries in the form of a semi-interactive navigation accompanied by the not-entirely-trustworthy Riff Raff (Richard O'Brien).

And then there's rock and roll. The house is also a music venue: you can browse through the full soundtrack - including some wild alternate versions; select from a wealth of video clips; or let the music and gameplay take you through the various performance areas. There are also musical pay-offs for solving puzzles and progressing your quest for the Demedusa. And beware of some unexpected karaoke opportunities...

## **The Players**

Rocky Horror Interactive is a creative collaboration between three British companies: Diverse Interactive Ltd, On-Line Entertainment Ltd and Druidcrest Ltd. Diverse Interactive is a newly- formed subsidiary of Diverse Production, one of the UK's largest independent television programme-makers, with over 200 broadcast programmes in 1993 alone. On-Line Entertainment has been a leading games developer and specialist publisher for the past ten years. It has developed its own multimedia authoring system, has been active in the CD-Rom market since 1989, and is also one of Europe's leading providers of on-line multi-user games. Druidcrest is the management company behind The Rocky Horror Show; the company has been responsible for every aspect of the show's creative and commercial success, and will take an active part in the development of this title. This commitment also confirms the active involvement of Rocky's creator, Richard O'Brien.

## 1.2 A Games Design

A games design is a blueprint for the game itself. It does not deal with cosmetic presentation or detailed art direction, but with the underlying structure of the game mechanic itself.

Essentially a game can be simply broken down into Movement, Controls, Obstacles and Goals. The game design is broken down into these categories so that the creative team will have a plan to construct the game, knowing fully in advance how the game play works, rather than trying to construct it after the event.

## 1.3 Premise

"Well you got caught with a flat, well, how about that?" :- Frank-n-Furter.

A young naive couple are stranded in wild countryside near a spooky old house. Asking for help to fix their flat tyre, they are entrapped by the strange inhabitants of the house, who are rogue aliens from another planet. You (either BRAD or JANET, according to taste) must rescue your partner from the old mansion's stage where he/she has been turned to stone by the terrifying Medusa machine. You must find the pieces of the Demedusa machine, which are hidden randomly around the house, and assemble it.

But time is running out. The house/ship takes off at midnight, and it's already eleven thirty when you arrive (though the half hour can be extended almost infinitely by skilful play). And just before the house takes off the principal 'enemy' characters change from humans into Transylvanians, armed with deadly ray guns. Can you solve the riddles, stay clothed, stay pure, and get out in time?

Everything seems to be against you- including 'ultimate pleasure' and the biggest party this side of Transexual Transylvania.

## 1.4 Givens

The Interactive Rocky Horror Show will be developed using proven custom authoring software, which has already been used to author two best-selling CD-Rom games titles.

This is essentially a figurative product. The 'objects' which are to be controlled are characters, rotoscoped from video images. This applies also to many of the obstacles.

The game has one main setting - the haunted house - which is subdivided into 27 areas, each with its own specific characteristics, objects, hazards etc. The house is modelled on the original 'Hammer House of Horror' in Bray, England, and will be 3-D rendered using SoftImage on SGI workstations.

The game is of an entirely graphical nature, using character and object animations, rendered locations and streamed video.

Extensive use will be made of video streamed 'pay-off' sequences, running in pop-up screen windows after key animated events.

Controls must be sufficiently straightforward to transfer between delivery platforms: console, computer, interactive TV.

There is a heavy audio and musical component, which will be generated by a combination of sampled sound and CD audio.

Throughout the title THE NARRATOR, appearing in a video window, acts as a Help function. He has additional functions in the Game, which are outlined in detail below.

## 1.5 Viewpoints

### A. Selection Screens

First person perspective.

Full screen, animation based, with video streamed window

### B. In Play

Game

Third person perspective.

Viewpoint: As if the player is centre balcony or in the best seat at the cinema.

Distance: 60'

Richard O'Brien's Rocky Rockumentary

First person perspective

Rocky Bible

First, then Third person perspective

Richard O'Brien's Guided Tour

Third person perspective

Karaoke

First person perspective

Screensaver

Third person perspective

Help

First person perspective

## 1.6 Size and Scale

The main characters will be large, detailed animated sprites, taking up 15-20% of screen height and 5% of screen width. The playing area will cut or pan around the player character depending on context and the sets

## 1.7 Controls

The controls are by joystick, joypad or keyboard, giving eight-direction control plus a fire button select.

### Left:

Walk left across room.

### Right:

Walk right across room.

### Up:

Move into room.

If (and only if) at foot of staircase or ladder: Climb staircase or ladder.

### Down:

Move towards screen

If (and only if) at top of staircase or ladder: Climb down staircase or ladder.

### Fire:

Uses object or unlocks door on proximity basis.

#### Proximity basis:

'Fire' will unlock door if player is by door

If player is not near a locked door, 'Fire' uses an object.

If player is near a locked door, 'Fire' will open this before the object can be used.

### Pause:

Suspends play. Can be used at any point. Then press any key to restart.

Unlocked doors open when you walk into them.

Locked doors open if you walk into them with a key and press fire.

Walking over an object picks it up, often via a specific puzzle.

Many of the bonuses and hazards in the game represent time. The PLAYER monitors this on a miniature version of the grandfather clock in the hall, which is permanently displayed in the top right hand corner of the screen.

## 1.8 Objects

### Keys

Number: 1 for each locked door.  
Set: Random distribution, 1 per location  
Max carried: no limit.  
1 used when door unlocked

### Demedusa Pieces

Number: 9  
Set: Random distribution; 1 per location  
Max carried: 1  
Incorporated into the Demedusa machine when PLAYER reaches stage.  
(See Special Puzzles)

### Clothes bundle:

Number: 1  
Set: 50% FRANK-n-FURTER'S BEDROOM, 50% random location.  
Clothes replaced when bundle is walked on  
Created and randomly placed when player stripped.

### Special Objects: (see 3.8 for detailed listing)

Number: 13  
Set: See Special Objects and Sets  
Max carried: 6  
Disappear permanently when used.

## 2.0 GAMEPLAY RUNNING ORDER

### 2.1 Credits

Sound fx: Blood-curdling scream

Music: Science Fiction

#### Introduction:

MAGENTA (as USHERETTE) walks forward out of darkness, until her tray fills the entire screen.

#### Then fade to

MAIN MENU - an elaborate Fifties American car dashboard, in which dials and controls relate thematically (and comically) to different areas of the title.

#### Music:

Tail end of Science fiction.

#### MAIN MENU Options

GAME

TOUR

ROCKUMENTARY

ROCKY BIBLE

KARAOKE

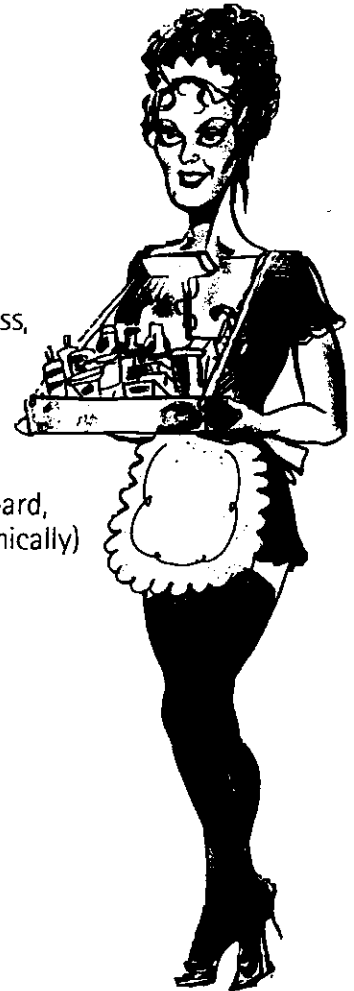
SCREENSAVER

Select GAME

#### Option/Sub-Interface:

Visuals: Alternating haloes on BRAD and JANET. Choose sex (BRAD or JANET)

Music: 'Over at the Frankenstein Place'



## **2.2 Game Goals**

You are now in the game proper. After entering the house, your main object is to collect the nine pieces of the Demedusa, returning them individually to the stage.

Reassemble them before the clock gets to midnight to unfreeze your partner and save DR SCOTT.

Get out of the building in time, with your partner, who can't travel unless unfrozen - not forgetting DR SCOTT.

## **2.3 Music and Sound fx**

These are used heavily all through the game. Sound fx punctuate actions and reactions throughout the gameplay, musical set-pieces are triggered by specific events and actions during the game, and there is a background soundtrack throughout.



## 2.4 Game Characters

THE NARRATOR - an Edgar Lustgarten-style of story teller

### Presentation:

Video Clip

### Use:

Apart from his permanent role as a Help function, THE NARRATOR interrupts the action to inform the player of changes in the game that he/she may or may not be aware of, eg RIFF-RAFF's transition from butler to alien, and so from passive to aggressive. He also warns of the imminent end of the game when less than 5 minutes remain, and gives cryptic hints from time to time. He makes individual comments on:

### Player Status

#### Modes of Death:

- Falling off BALCONY
- Sexual encounter with FRANK-n-FURTER
- Ray-gunned by RIFF-RAFF
- House takes off
- Run down by EDDIE
- Zapped by lasers

### Game Status

- RIFF-RAFF going alien
- EDDIE getting out of the freezer
- Imminent take-off - counts down from five minutes to zero.
- Major AI-triggered events occurring in play

### Hints

THE NARRATOR has a hint for each location in the castle. These are not instant solutions, but useful, though by no means essential, for solving puzzles. The player can call only 5 of these.

Apart from THE NARRATOR, all the characters are rotoscoped animations. From time to time they come out with a catch phrase from the show or an appropriate original line (or in ROCKY's case a posture). This is a bonus for the PLAYER. A character is inoperative for 5 seconds after he/she has said a line, so can be safely navigated around during this window.

**BRAD MAJORS** - an American in his twenties

One of the two options for the PLAYER. He is either the PLAYER or frozen on the STAGE for the majority of the game. No advantage or disadvantage. When stripped of his clothes by hostile characters, moves at 50% of normal speed with hands over naughty bits. When dressed in bondage gear, moves at 75% of normal speed.



**JANET WEISS** - BRAD's fiancée, also an American in her twenties

One of the two options for the PLAYER. She is either the PLAYER or frozen on the STAGE for the majority of the game. No advantage or disadvantage. When stripped of her clothes by hostile characters, moves at 50% of normal speed with hands over naughty bits. When dressed in bondage gear, moves at 75% of normal speed.

**BRAD/JANET (on the stage):**

Movement: None

Sets: Stage

Special: When unfrozen will follow closely behind you.

Lines: 'Help me mommy'

A fixed obstacle to be navigated around and when Demedused, led to safety. Speed loss 20% when with you.

RIFF-RAFF - a seedy butler who is more than he seems

A) Movement:

Erratic pacing around a location

Sets: All

Special: Always near the ballroom when you have a Demedusa piece

Lines:

'Come in - you're wet'

'Nobody loves me'

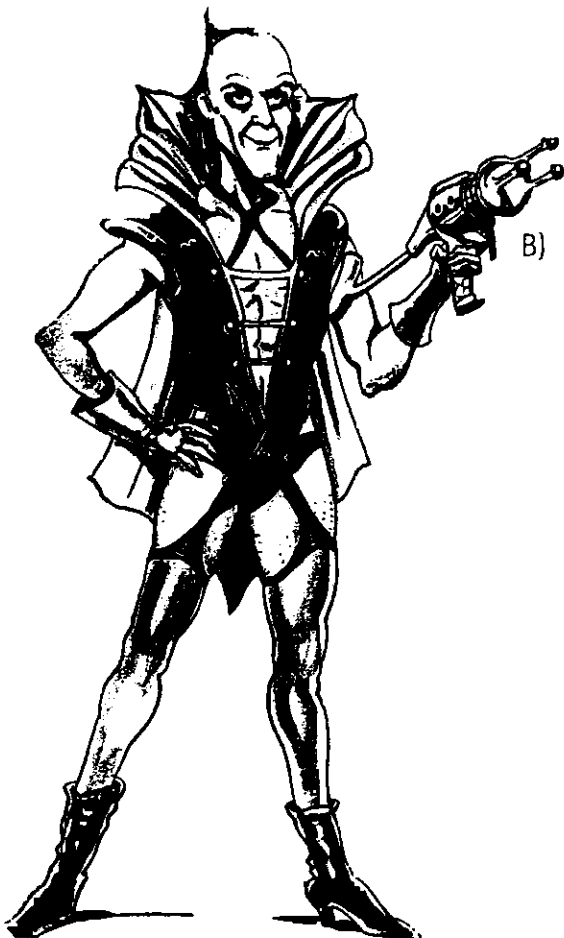
'They've never liked me'

'I've got to take control'

'Madness takes its toll'



Steals your clothes and dumps them in the WINE CELLAR or FRANK-n-FURTER's bedroom. Chases BRAD/JANET. Speed loss 50%.



B)

After a time break in the game, RIFF-RAFF is armed with a randomly-firing Ray Gun which he fires indiscriminately. If you are hit the game ends.

Movement:

Erratic pacing around a location

Shooting at random. The beam snakes out of the lazer. The Beam kills.

Sets: All

Special: Always near the ballroom when you have a Demedusa piece

Lines:

'Say goodbye to all this and hello to oblivion'

'It's all over'

**MAGENTA** - RIFF-RAFF's sister (they are quite incestuous).

She is cool, mysterious and womanly. This part is doubled with the USHERETTE.

Steals your clothes and dumps them in her bedroom or the tower.  
Chases BRAD/JANET. Speed loss 50%. Alternatively, will only let you pass if she can dress you in bondage gear. Speed loss 25%.

Lines:

'I ask for nothing, master'

**COLUMBIA** - a high-speed kid who was picked up by FRANK-n-FURTER somewhere and fell in love with EDDIE.

Steals your clothes and dumps them in her bedroom or the tower. Chases BRAD/JANET.  
Speed loss 50%. Alternatively, will only let you pass if she can dress you in bondage gear.  
Speed loss 25%.

Lines:

'Stay sane inside insanity.'

**EDDIE** - a reject 50s-type rocker from the locker

Movement: In a straight line on his bike at high speed. Stops to say his lines.

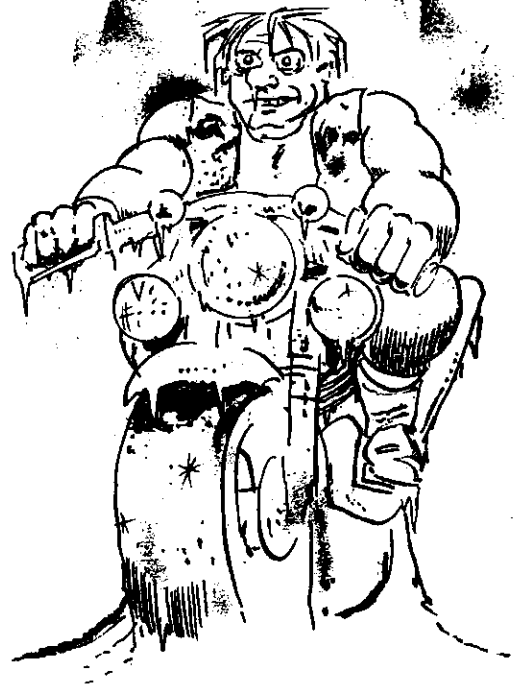
Not on stairs

Lines:

'Hotpatootie bless my soul'

'What Ever Happened to  
Saturday Night?'

Can run you down with his motor bike, which is set loose if you enter the freezer or after 60% of the game time is elapsed. Rethaws after 10 minutes having been refrozen. If you get run down you are dead.





**ROCKY HORROR** - a new body that FRANK-n-FURTER and RIFF-RAFF have put together - rather vain  
- very beautiful

Steals your clothes and dumps them in the lab. Chases BRAD/JANET and obstructs them, but not too smart. Easily decoyed to dog another character. Speed loss 50%. Adopts static Body Builder poses, at random, which allows you to escape.

Lines:

'Urgh!'

'I'm just seven hours old'

**FRANK-n-FURTER** - a cross between Ivan the Terrible and Cruella de Ville  
(from Walt Disney's 101 Dalmatians)

Insatiably sexual. Will pursue BRAD/JANET at every opportunity, steal their clothes, and in certain locations ravish them. Ravishment in his bedroom is mortal. Although certain objects protect you against this, the one sure-fire defence is to be in full drag when you meet him.

Movement: Random walk. Long linear strolling

Sets: All

Special: Teleports 50% of time to bedroom when PLAYER enters it.

Lines:

'Is that a candlestick you're holding?'

'Let me take you by the hand'

'It isn't easy having a good time'

'My, my, my...'

'I'm a wild and an untamed thing'

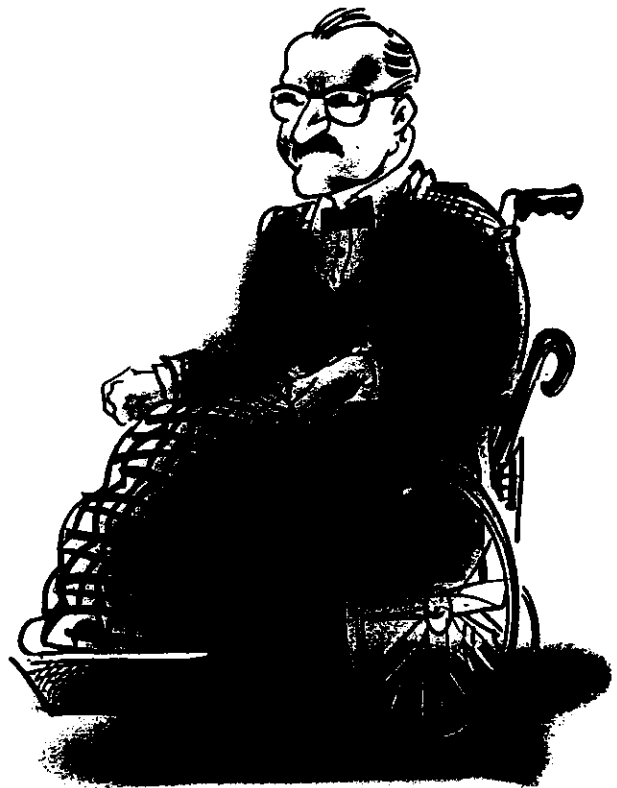
'I'll get you a satanic mechanic'

Steals your clothes and dumps them at a random location. Chases BRAD/JANET. Speed loss 50%. The game ends if you bump into FRANK-n-FURTER in his bedroom.



**DR EVRETT SCOTT** - BRAD and JANET's old science tutor from Denton High. Fifty or so, confined to a wheelchair.

Friendly but cumbersome. Appears first in the TOWER ROOM. If he bumps into you, you must push him around until you can ditch him by running down a character with his wheelchair - after which he automatically returns to the TOWER ROOM. Speed loss 50%. Automatically moved to the freezer by refreezing EDDIE. He must be pushed out of the front door before your other half, so that the game cannot be completed without him.



## 2.5 Locations

There are 27 individual locations. The descriptions which follow detail Layout, Special Events, Payoffs, Hazards and Puzzles. Demedusa pieces are placed at random, and change from one play session to another. Consequently the PLAYER will always select his/her own route through the castle, starting from the STAGE/BALLROOM.

Every room has at least one key secreted in it. The PLAYER must collect the key, by locating and then passing over it, in order to unlock the door. Not all doors are automatically locked.

For clarity, locations are listed in ascending order, working up from the basement of the castle.

Bonus objects are always in the locations given here, and are described as they are picked up by the PLAYER. Their value and use are outlined separately at the end of the Game description.

Music payoffs are listed on a similar basis. The PLAYER can stay where he/she is and hear a whole number, but can move on by a key press and so hear only a brief snatch of the song.

Where an event or action is, for example, both Hazard - from the PLAYER's point of view - and Special Event - from the game design point of view - it is listed under both heads. So occasional duplications in this document are deliberate.

### Basement

1. The DUNGEON
2. The SWIMMING POOL
3. The WINE CELLAR

### Ground floor

4. The CAR/MAIN MENU
5. OUTSIDE THE CAR
6. The DRIVE
7. The FRONT DOOR
8. The HALL/STAIRS
9. The LIBRARY
10. The STAGE/BALLROOM
11. The KITCHEN
12. The GARDEN
13. The ZEN ROOM
14. LIFT ROOM

## First Floor

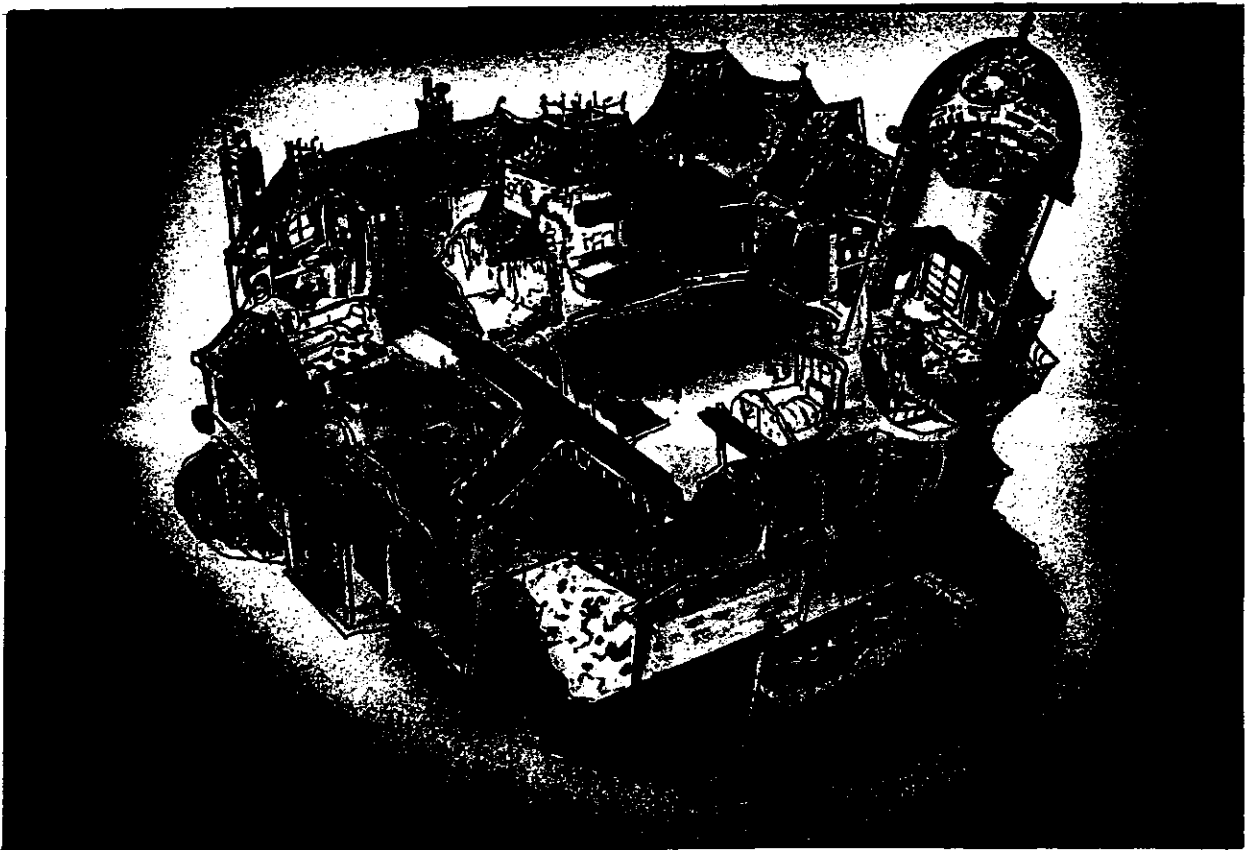
15. The LANDING
16. FRANK-n-FURTER'S BEDROOM
17. The BALCONY
18. MAGENTA'S BEDROOM
19. COLUMBIA'S BEDROOM
20. GUEST ROOM
21. The BATHROOM
22. The ANTE-ROOM
23. The LAB
24. The FREEZER

## Second Floor

25. UPPER LANDING
26. ATTIC

## Third Floor

27. TOWER ROOM (and Spaceship CONTROL CENTRE)





## The Basement

### 1. The DUNGEON

Description:

Manacles and other bondage items hanging from the wall, and a rack of whips and chains.

Sound:

Distant (not unsexual) moaning and water dripping.

Special Event:

FRANK-n-FURTER comes in and executes hazard.

Puzzle:

Lash yourself up in chains - select the right chains and bondage gear - and earn a WHIP object.

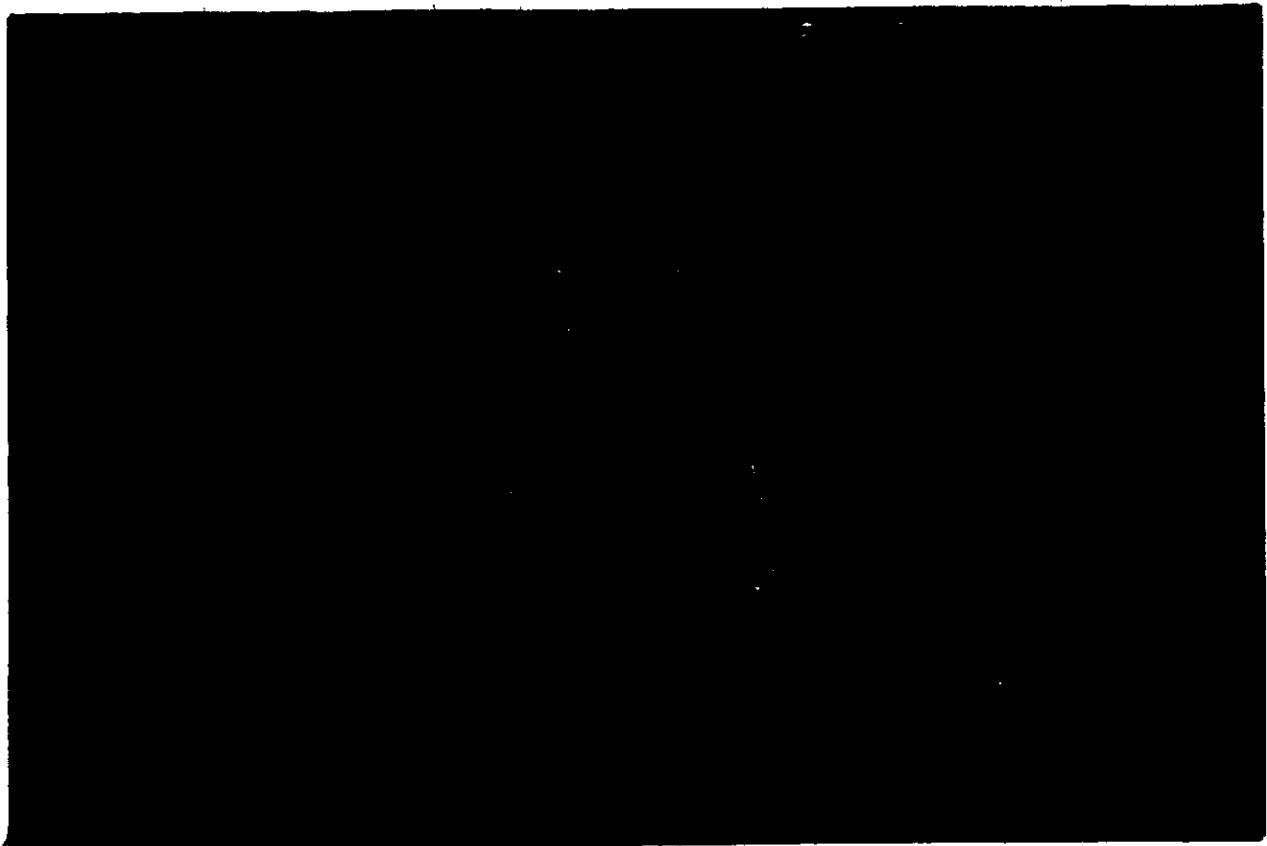
Hazard:

If FRANK-n-FURTER enters while you are chained up, he will zero in on you and:

First time: Strip you

Second time: Relocate and strip you

Third time: Kill you



Special Events:

Ravishment sequence (funny; non-explicit)  
Relocation

Object:

the WHIP lives here

Teleport:

from LIBRARY

## 2. The SWIMMING POOL

Description:

The pool takes up most of the screen and you can walk around the side of it. The water is very blue and a small amount of steam rises from it.

Special effects:

Visuals: Moving and lapping water  
Sound: Harps playing dreamily.

Puzzle:

If you jump in off the diving board, you win 3 minutes.  
Sound: Splash

Pay off:

Rendition: 'Floor Show'

First time:

Win three minutes and get the song

Second time:

You lose your clothes and get the song  
Payoff: Short video clip of you covering your modesty  
Sound: Embarrassed gasp

Third time:

There is a random 50/50 chance of gaining 3 minutes or getting stripped.  
You get the song either way.

Special Events:

- i) When you jump into the pool off board, you get 'Floorshow'
- ii) If you just step into the pool, rather than use the diving board, you get saved by the nearest character, stripped and dumped in FRANK-n-FURTER'S ROOM..

Hazard:

If you just step into the pool, rather than use the diving board, you get saved by the nearest character, stripped and dumped in FRANK-n-FURTER'S ROOM.

Object:

None

### 3. The WINE CELLAR

Description:

A pile of barrels and racks against the wall. There are cobwebs everywhere, and a family of deviant spiders which crawl all over you. There are also popping corks everywhere, from badly-kept wine. These can knock you down or drive you back.

Special effects:

Crawling spiders, popping corks

Sound:

Scampering vermin, popping corks

Puzzle:

Grab a COKE BOTTLE, well hidden in a wine rack.

Special Events:

- i) A Loose Flagstone in the floor (random) drops you down a chute into an unusually stupid escape tunnel which, although it seems long and tortuous, actually leads next door to the DUNGEON.
- i) Assault by randomly popping corks

Hazard:

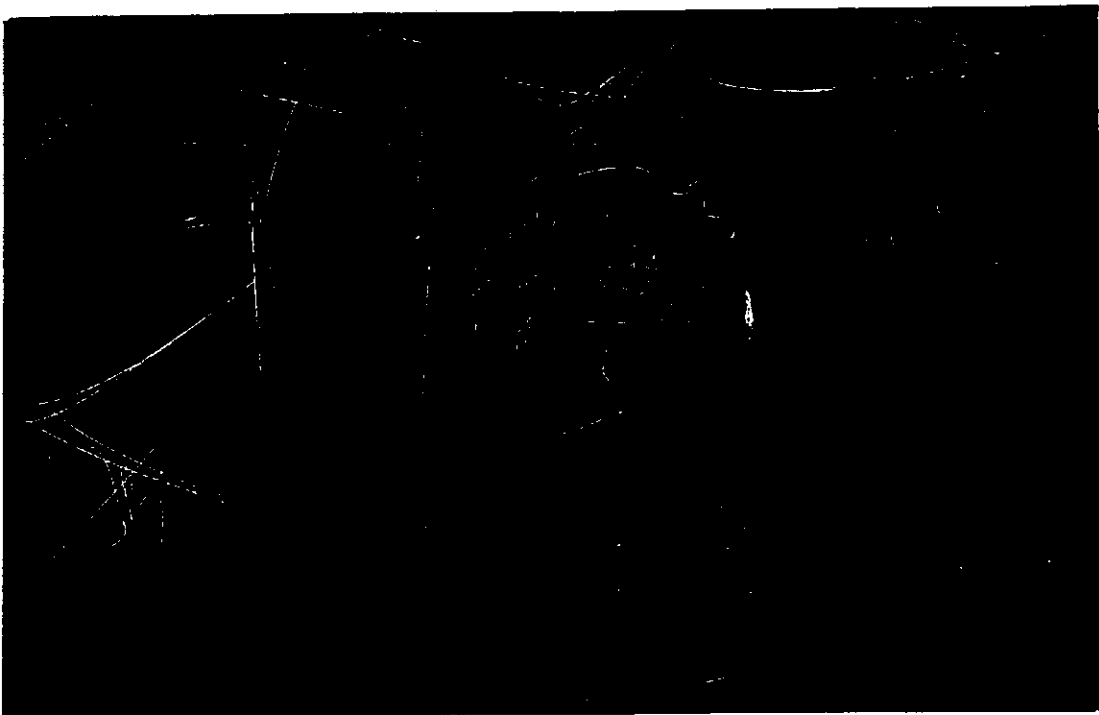
- i) Step on Loose Flagstone, fall down a chute and arrive in DUNGEON minus two minutes.
- ii) Popping corks can knock you down or drive you back

Object:

A COKE BOTTLE lives in here, half-hidden in a wine rack.

Sound:

Clinking glass.



## Ground Level

### 4. The CAR

Description:

The Dash Board of a 57 Chevrolet. This is the Option Screen.  
See Special Locations (2.7): Options



### 5. OUTSIDE THE CAR

Description:

The car has large fins and a very flat tyre. It is raining. There are muddy puddles everywhere. A WEDDING INVITATION is on the ground.

Special effects:

Visuals: Pulsing sheet lightning lights up the backdrop, illuminating some strange and freaky detail.

Sound: Crunching gravel. Wind, thunder and rain.

Special Events:

- i) BRAD/JANET selection See Special Locations (3.7)
- ii) When you pick up the (squelchy) WEDDING INVITATION, you get 'Damn it, Janet'

Puzzle:

Learn how to pick up an object, in this case the WEDDING INVITATION

Payoff:

'Damn It, Janet'

Objects:

A WEDDING INVITATION card is in the mud here.

## 6. The DRIVE

### Description:

A long, straight gravel drive with very dark brooding borders and a door at the far end. It is raining. Intermittent lightning illuminates the foliage and the front door, and shows the outline of the castle in shadow. There is a TREE STUMP not far from the FRONT DOOR. This is a secret door to the WINE CELLAR, which is locked until you have pushed over the Cherub in THE GARDEN

### Special effects:

Visuals: Pulsing sheet lightning lights up the backdrop, illuminating some strange and freaky detail.

Sound: Crunching gravel.  
Wind, thunder and rain.

### Puzzle:

Open the TREE STUMP (which pushes over the Cherub in the GARDEN)

### Special Event:

Falling down the TREE STUMP.

Hazard: None

Object: None

## 7. The FRONT DOOR

### Description:

A large, creaking, Gothic door and portico, modelled on the Hammer House of Horror.

### Special effects:

Visuals: Pulsing sheet lightning, all the light playing on the door so that it seems to alternate between night and day.

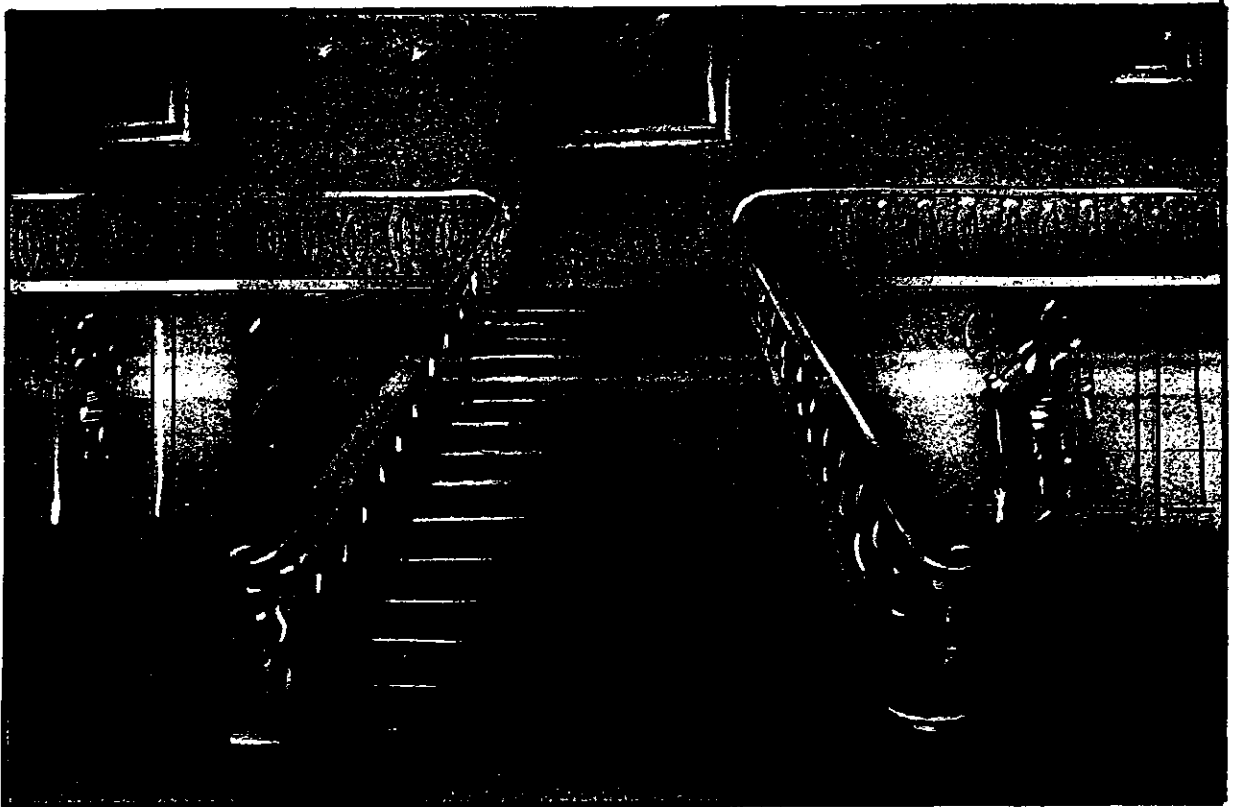
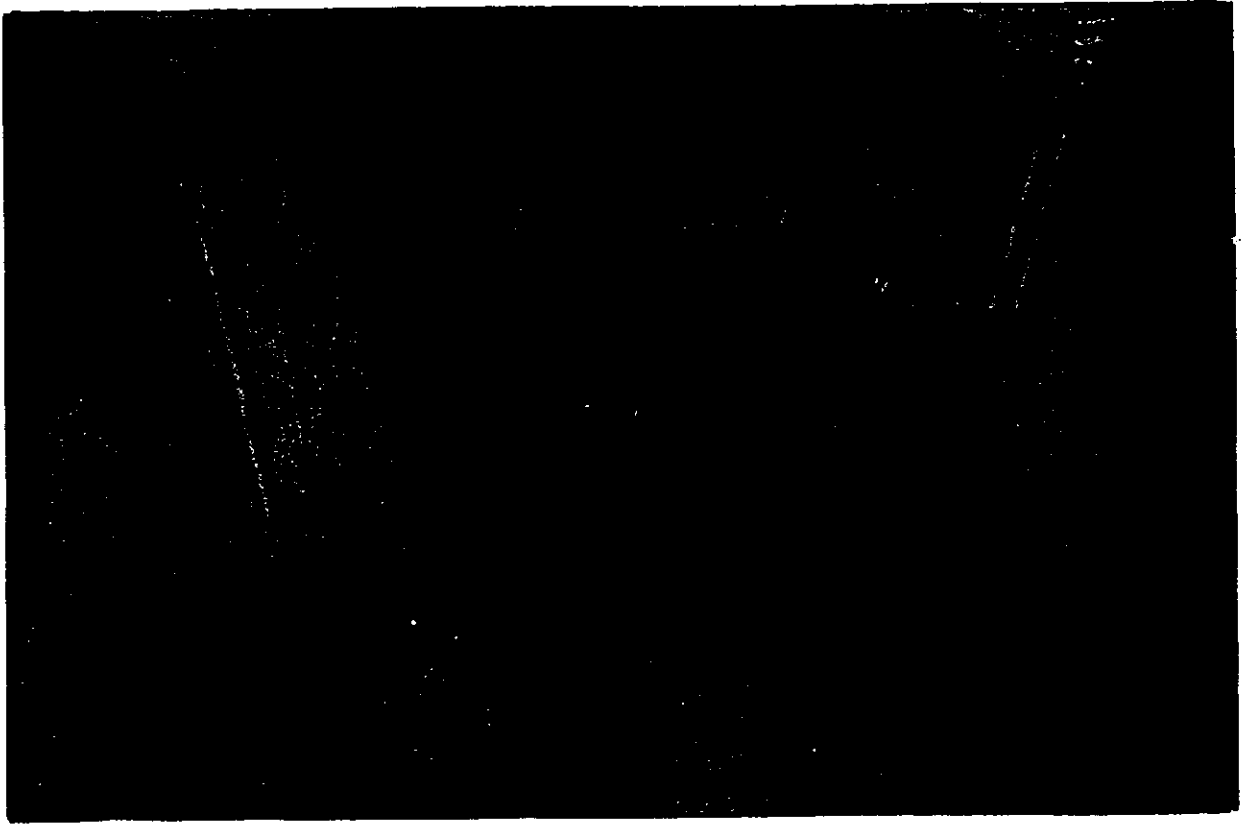
Sound: Creaking door.  
Wind, thunder and rain.

### Puzzle:

Ring the bell.

### Payoff:

'Hunchback of Notre Dame' bell ring



Special Event:

First time you ring the bell.

The door opens.

RIFF-RAFF answers: 'Come in - you're wet'

Cut to 'Sweet Transvestite'

Put PLAYER in HALL/STAIRS with your 'other half' gone (frozen, without warning, on STAGE/BALLROOM).

Music:

'Sweet Transvestite'

Payoff:

Video sequence of BRAD/JANET at the moment of being turned to stone.

Hazard:

If the FRONT DOOR is used after the alien character change, the door opens when you ring, but RIFF-RAFF is in the HALL/STAIRS shooting at random.

Object:

None

## 8. The HALL/STAIRS

Description:

A huge central staircase and a balcony with pictures. Extremely gothic, again based on the Hammer House of Horror. Near the foot of the stairs is a large GRANDFATHER CLOCK with a loud, creepy, irregular tick. This keeps time for the entire game.

Puzzle:

Match the WINDER with the GRANDFATHER CLOCK.

Wind back the GRANDFATHER CLOCK (and gain 5 minutes).

Once used, the WINDER disappears.

Special Event:

WINDER being used to turn the GRANDFATHER CLOCK back.

Hazard:

If you re-enter through the FRONT DOOR while RIFF-RAFF (B) is in action he is in this location and firing at random.

Object:

None

## 9. The LIBRARY

### Description:

A classic booklined study: musty, dusty, full of occult and fetish books, an old leather Chesterfield, a leather-topped desk and odd busts and ornaments. Where other libraries have hunting prints and engravings on the wall, this has transvestite orgy pictures. THE NARRATOR's smoking jacket is hanging up. A set of library steps.

### Puzzle:

Find the right combination of books to open the teleport to the DUNGEON.

### Payoff:

Falling down chute.

### Special event:

- i) Falling down chute to DUNGEON
- ii) Books fall on you, knocking you to the ground

### Hazard:

Push the wrong bookcase more than once and several books fall on your head, knocking you to the ground. Lose 1 minute.

### Objects:

BOOK OF FREEZING See Special Locations (3.7)

### Teleport:

to DUNGEON





## 10. The STAGE/BALLROOM

### Description:

There is a stage set as for The Rocky Horror Stage Show, with your other half frozen on the stage. There is a Coke Cooler to the right of the stage. The shell of the Demedusa machine lies to the right of the stage. The player must approach it and build it piece by piece, by moving over the Demedusa shell with a pieces, thus gradually assembling all the component parts prior to the final assembly puzzle. A Ballroom edged in old cinema carpet lies in front of this.

### Special effects:

Visuals: Glittering chandelier

Sound: A distant big band playing 'The Time Warp' as a syrupy waltz.

### Puzzles:

- i) The Demedusa must be assembled with its nine pieces to release your other half (BRAD/JANET).
- ii) Final assembly puzzle: see Special Locations (3.7)

### Payoff:

When you place a piece, 'The Time Warp' plays.

If you can get out of the house before time runs out, you win the game.

### Special Events:

- i) at first entrance into STAGE/BALLROOM:

BRAD/JANET says, "Oh no! Two hours ago we were at Betty Munroe's wedding to Ralf Hapshatt, and now Janet/Brad has been turned to stone..!"

Cut to.

NARRATOR:: 'Yes, it was all too true. By a tragic accident of fate, Janet Weiss/Brad Majors - an ordinary, healthy kid - had indeed been petrified by the fiendish Medusa machine. Only by finding all nine missing pieces of the Demedusa could Brad/Janet reverse this diabolical process. And on this night, which they were to remember for a very long time, the countdown had already begun..!'

- ii) 'The Time Warp' when a Demedusa piece is brought in

Hazard: None

Objects:

a COKE BOTTLE lives by the Coke Cooler

Sound:

Clinking glass

Teleport:

from FRANK-n-FURTER'S BEDROOM

## 11. LIFT ROOM

### Description

At the end of the long room attached to the stage is a lift which goes up and down. It opens for a few seconds before closing and going upstairs to the ANTE-ROOM.

This can be used to evade hostile characters in the HALL/STAIRS, and to get Demedusa pieces back to the STAGE/BALLROOM quickly.

### Puzzle:

Open gate when Lift arrives.

Jam the door open with any object

### Sound:

Rattling lift door.

Special Event: None

Object: None

Hazard: None

## 12. The KITCHEN

### Description:

The least hygienic cooking area imaginable. A medieval throwback, with a range with an open spit; snoring, reeking wolfhounds in front of the fire; dead birds and small animals hanging everywhere. A dresser full of broken crockery. A mat in front of the fire, where RIFF- RAFF sleeps, and RIFF-RAFF's dusty, threadbare clothes strewn around.

### Special effects:

Visuals: A pig turns on a spit.

Sound: Sizzling

### Puzzle:

Open one of the ovens and find the MOM'S LAXATIVE APPLE PIE

### Sound:

Creaking iron, growling dogs

### Special Events:

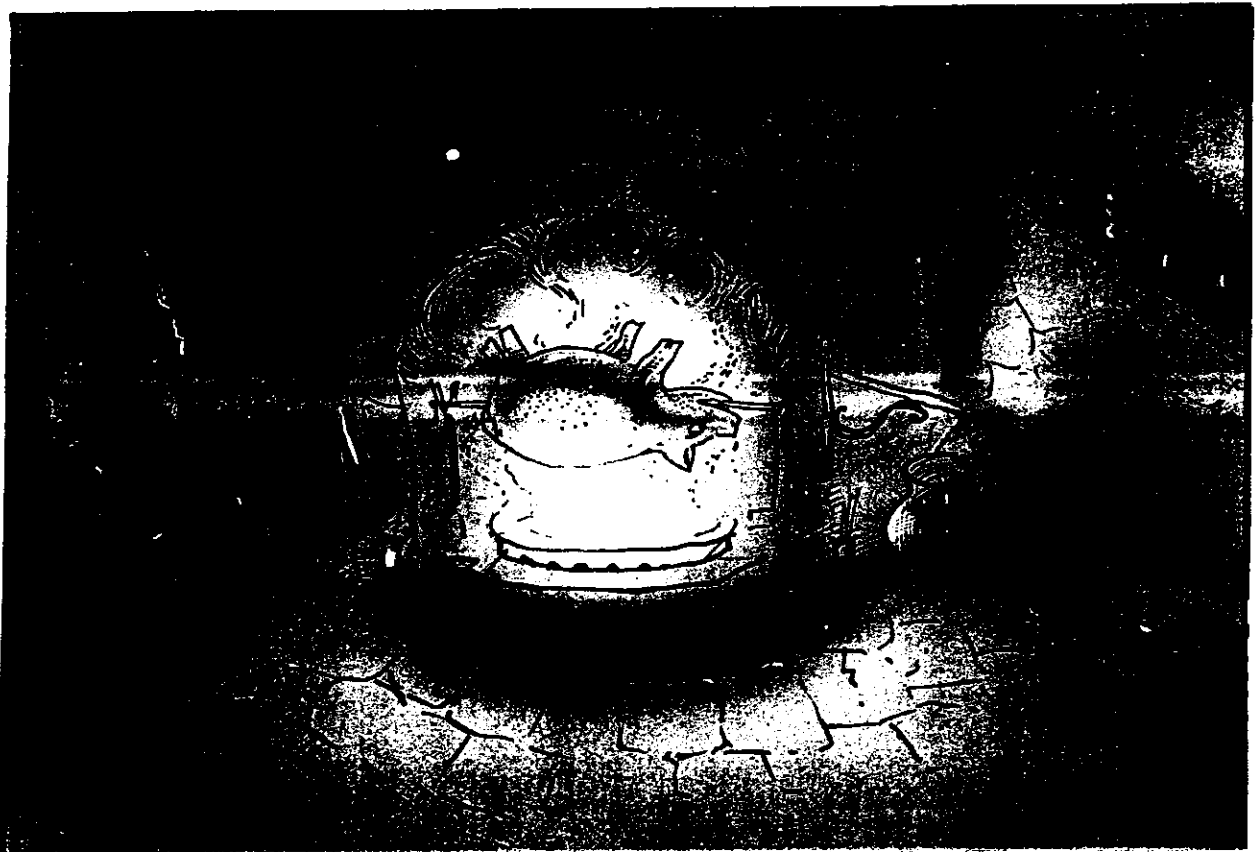
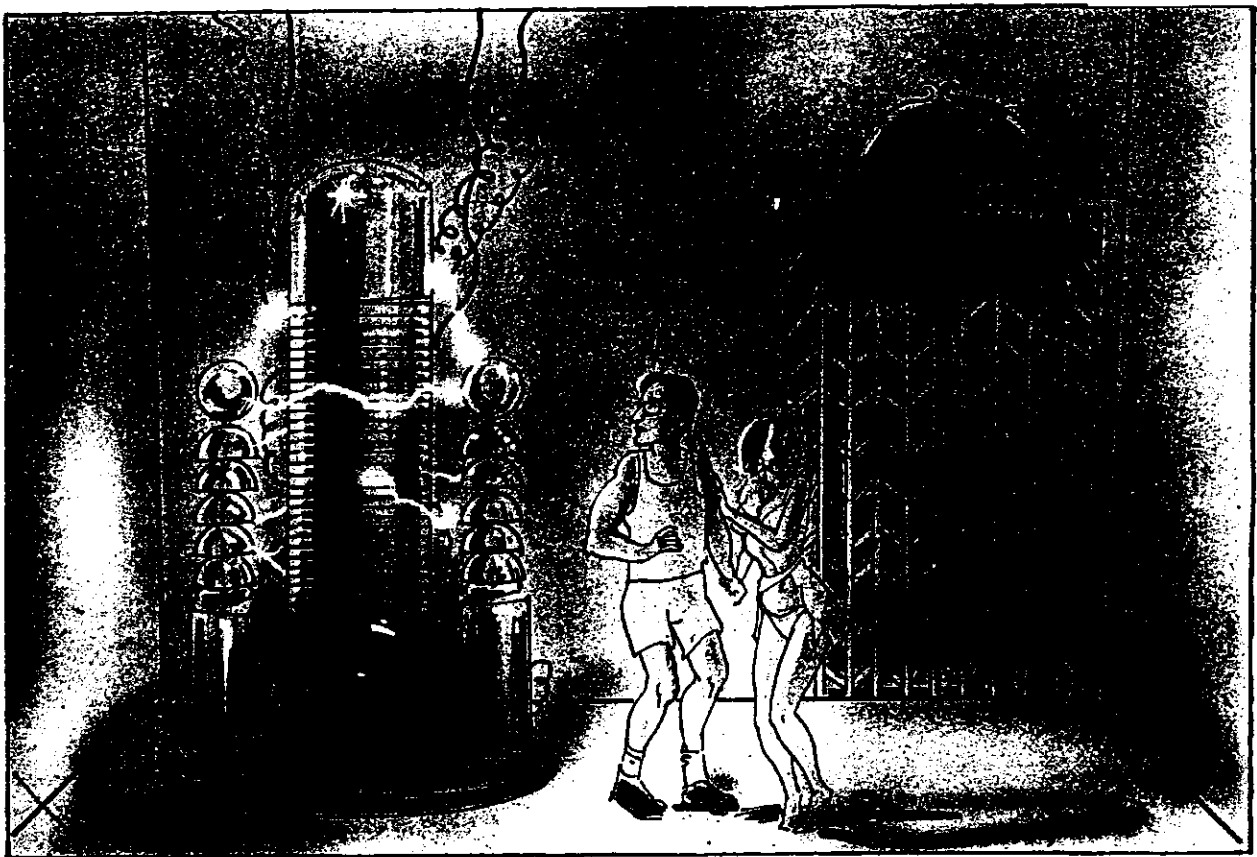
- i) Pick up the LAXATIVE MOM'S APPLE PIE and hear 'Planet-Schmanet'
- ii) Dogs drive you away if you disturb them
- iii) Get too close to the fire and burn to death

### Hazard:

Fire and spit burns you to death.

### Objects:

MOM'S LAXATIVE APPLE PIE lives here



### 13. The ZEN ROOM

Description:

This is where the Transylvanians go to chill out. A quintessentially Sixties room, with a haze of rising smoke, psychedelic visuals, strobe lighting and, as a main backdrop, a pulsating fractal mandala. This is a non-threatening area, but it contains a powerful object - the MINI-MEDUSA. The problem is that your controls freak out completely here, and you have to re-learn movement from scratch. If you wander into the lower right-hand corner of the room, you teleport to the LAB.

Special effects:

Visuals: Yin and Yan symbols bounce around

Sound: Long, ethereal Sitar sequence

Effect: Change controls if player bumps into them.

Puzzle:

Control scrambled. Battle your way to the MINI-MEDUSA

Special Event: None

Hazard: None

Objects:

the MINI-MEDUSA lives here

Teleport:

to LAB

### 14. GARDEN

Description:

Only ever seen in the dark, lit occasionally by lightning. A small lawn. A ruinous fountain with a (functional) peeing Cherub. An ornamental border, almost destroyed by the 24-hour-a-day rainstorms in this area.

Puzzles:

i) Push over the Cherub and open the stump on the DRIVE.

Sound: Cherub up: Peeing into fountain.

Cherub down: Gurgling water.

ii) locate clock WINDER, very thoroughly hidden under a bush

Special Event:

'Sword of Damocles' after Cherub puzzle solved

Hazard: None

Object:

the WINDER lives here



## First Floor

### 15. FRANK-n-FURTER'S ROOM

#### Description:

A classic boudoir, with French Empire hangings in high-class brothel colours. An outrageously high Four Poster bed. A picture of FRANK-n-FURTER on the wall. A tiger Skin rug on the floor by the bed. KY JELLY on a dressing table. French windows, leading to the BALCONY. Escape routes are important here, so in addition to the BALCONY there is a teleport in the most ornate of several wardrobes. There's a selection of tranny fetish gear, including high heels and wig, and there are also items of bondage gear, including handcuffs

#### Special effects:

Functional Tiger Skin

#### Puzzle:

Regardless of your own sex, you must put on full tranny costume - basque, suspenders, wig, heels - which is lying about in different parts of the room.

#### Payoff:

Full TV gets you a piece of the Demedusa (which is consequently removed from another location). Video sequence of character in full drag.

#### Sound effects:

On Demedusa piece appearance: Rolling harp

Special Events:

If the PLAYER bumps into FRANK-n-FURTER in his bedroom, the game ends. BUT: if the PLAYER is wearing full drag, he/she is simply forced to wear the bondage gear, incurring a 50% speed loss.

Payoff:

'Touch a Touch Me'  
Step on Tiger Skin

Sound effect:

Growl

Hazards:

- i) Touch FRANK-n-FURTER's picture: Summon FRANK-n-FURTER  
Sound effect: Thunder
- ii) Accidentally step on Tiger's head  
Tiger comes to life and drives you out of the room

Object:

the KY JELLY lives here

Teleport:

to STAGE/BALLROOM

## 16. BALCONY

Description:

A decrepit, creaky, cast iron balcony, overlooking the garden.

Special effects:

Visuals: lightning  
Sound: creaking

Puzzle:

If you have the LINEN BUNDLE you can turn it into a rope and climb down into the GARDEN.

Special Events:

- i) Tying knots in sheets and dropping over ballustrade.
- ii) Fall into GARDEN alive
- iii) Fall into GARDEN dead

Hazard:

Jumping into the GARDEN without the LINEN BUNDLE kills you 50% of the time.

Object:

None

## 17. GUEST ROOM

### Description:

Two-way mirrors, a water bed, fur rugs, basques, peignoirs and posing briefs strewn around. A large Gothic window. A video recorder with tape of Fifties 'B' movies (Steve Reeves, Ed Wood etc). There are four tapes in the stack.

### Special effect:

Visual: The window is intermittently lit up by lightning.

Sound: Thunder

### Puzzle:

Put the right tape in the video (this cycles; it could be any one of the four; they all play short clips) and get your clothes back.

### Special events:

- i) When you play a video you get a clip of an old B movie.
- ii) Ravishment by COLUMBIA or MAGENTA

### Payoff:

Ravishment sequence

### Hazard:

Either COLUMBIA or MAGENTA shows up here 50% of the time. If you touch them, they ravish you. Lose five minutes.

### Object:

the CLOTHES BRUSH lives here

## 18. MAGENTA'S ROOM

### Description:

Compared to the other rooms, strikingly impersonal, giving away very little about its occupant. A neat dressing table with scent bottles and make-up things. When five minutes remain, an Usherette's tray and costume appear on the bed.

### Special Events:

Put on the costume and tray (checking in a mirror).

### Puzzle:

After RIFF-RAFF, MAGENTA and FRANK-n-FURTER become aliens, the Usherette's tray and uniform appears. Wearing these makes you invulnerable to RIFF-RAFF's ray gun.

### Hazard:

None

### Objects:

- i) the LINEN BUNDLE lives here
- ii) the VANISHING CREAM lives here

## 19. COLUMBIA'S ROOM

### Description:

A gloriously overdone American teenager's room. Fanzine pictures of EDDIE and FRANK-n-FURTER pinned up on the wall.

### Special Event:

If you grab the SPEEDING TICKET, you get 'Super Heroes'.

### Puzzle:

Grab a picture:

FRANK-n-FURTER:

Teleport to FRANK-n-FURTER'S BEDROOM

Sound effect: Ripping paper

EDDIE:

Teleport to FREEZER

Sound effect: Ripping paper

EDDIE on Motorbike:

Get SPEEDING TICKET:

Sound effect: Ripping paper

Hazard: None

Objects:

the SPEEDING TICKET lives here

Teleports:

i) to FRANK-n-FURTER'S BEDROOM

ii) to FREEZER



20. The BATHROOM

Description:

A small but well appointed bathroom, with a Condom Machine on the wall

Puzzles:

i) If you flush the toilet.

First time:

2 minutes off the clock

Sound effect: Pull and Flush

Second time:

You drop a Special Object down the drain.

Sound effects: Something falling in.

Third time

30 seconds are added or subtracted at random

Sound effects: An empty 'glump'

ii) Operate the Condom machine to get CONDOMS

Special event:

BRAD/JANET: 'Oh golly! I've dropped something down the John.'

Hazard: None

Object:

the pack of CONDOMS lives here

## 21. The LANDING

### Description:

A large internal hallway with locked doors leading to the BEDROOMS, TOILET and LAB. This is effectively a 'time out' safe zone. Other characters can attack you here, but there aren't any location-specific hazards.

Puzzle: None:

Special events: None

Hazards: None

Objects: None

## 22. The ANTE-ROOM

### Description:

The way into the LAB. The lift comes up here from the LIFT ROOM. A giant Van Der Graaf Generator (reminiscent of the crackling electricity in the James Whale Frankenstein) is buzzing when you enter. There are two ladders on each side, each with a button on top. Pressing the button on the right side turns off the electric flashes from the generator just long enough for you to climb down and get under. The button on the other side turns the flashing off for one minute. There's no way of guessing which ladder is which when you first encounter them.

### Special Events:

- i) Lift arrives and departs
- ii) The generator is switched off from the ladders

### Puzzles:

- i) Jam the lift open or closed (if being pursued) with an object.
- ii) Switch off the generator.

### Hazard:

The electric flashes kill you outright.

### Objects:

the CHINESE BOX lives here

## 23. The LAB

### Description:

A Grade A 'B' movie Mad Scientist's Lab, with all manner of implausible looking electrical gizmos. A large tank, containing ROCKY HORROR, floating in mid-air. On a platform up a short ladder is a winch. You must wind the winch to bring down the tank. Then you need to get down the ladder and up another on the other side of the room, where you have to throw a switch in order to stop the tank rising up again. There is a Demedusa piece hidden underneath ROCKY HORROR, in the tank, so you must bring him to life - which naturally brings FRANK-n-FURTER rushing in - and avoid the two of them in order to get the piece.

### Puzzle:

Activate ROCKY HORROR by winching down tank to get Demedusa piece on top. Press button on top of ladder and lock in place with wall switch on a platform on the other side of the screen. Otherwise tank rises up again. ROCKY HORROR is then activated and the piece falls to the ground.

### Special Event:

Activate ROCKY HORROR

### Payoff:

Get 'Charles Atlas', and ROCKY HORROR/FRANK-n-FURTER posing sequence.

### Hazard:

Falling off platforms loses you 1 minute

### Objects:

None

### Teleport:

from ZEN ROOM

## 3rd Floor

### 27. TOWER ROOM

#### Description:

A tiny box room full of rubbish, lit by a pulsating, unearthly green light until the master clock reaches 11:55pm. DR SCOTT has somehow become stranded up here. At 11:55, it turns into the CONTROL ROOM of the space ship.

#### As CONTROL ROOM:

A Fifties 'B' movie version of a space ship, with many pointless flashing lights and baroque dials, the whole thing apparently made out of egg boxes. There are three command seats (taken from a 54 Pontiac), one each for RIFF-RAFF, MAGENTA and FRANK-n-FURTER, with consoles on the arms and identical crystal levers. One of the crystal levers is the last piece of the Demedusa. It is also the ignition key of the space ship. As soon as you have this in your hand, the other characters converge on you. This ceases when you play it or - if forced - give it up. If you're astute, this will happen only after you have used it to unfreeze your other half. If lost beforehand, this final piece/ignition key returns automatically to the TOWER ROOM.

#### Special effects:

##### As BOX ROOM:

Visual: A strange, green, throbbing glow.

##### As CONTROL ROOM:

Visual: The screen shakes, indicating imminent take-off

Sound: Thundering engines far below

Synthetic nasal voice calling countdown

#### Puzzle:

##### As BOX ROOM

Get DR SCOTT out of here. (See also FREEZER for the quick method)

##### As CONTROL ROOM:

Get the final piece of the Demedusa.

Sitting in a chair plays a melody from a song. Each has its own:

MAGENTA's                    'Science Fiction'

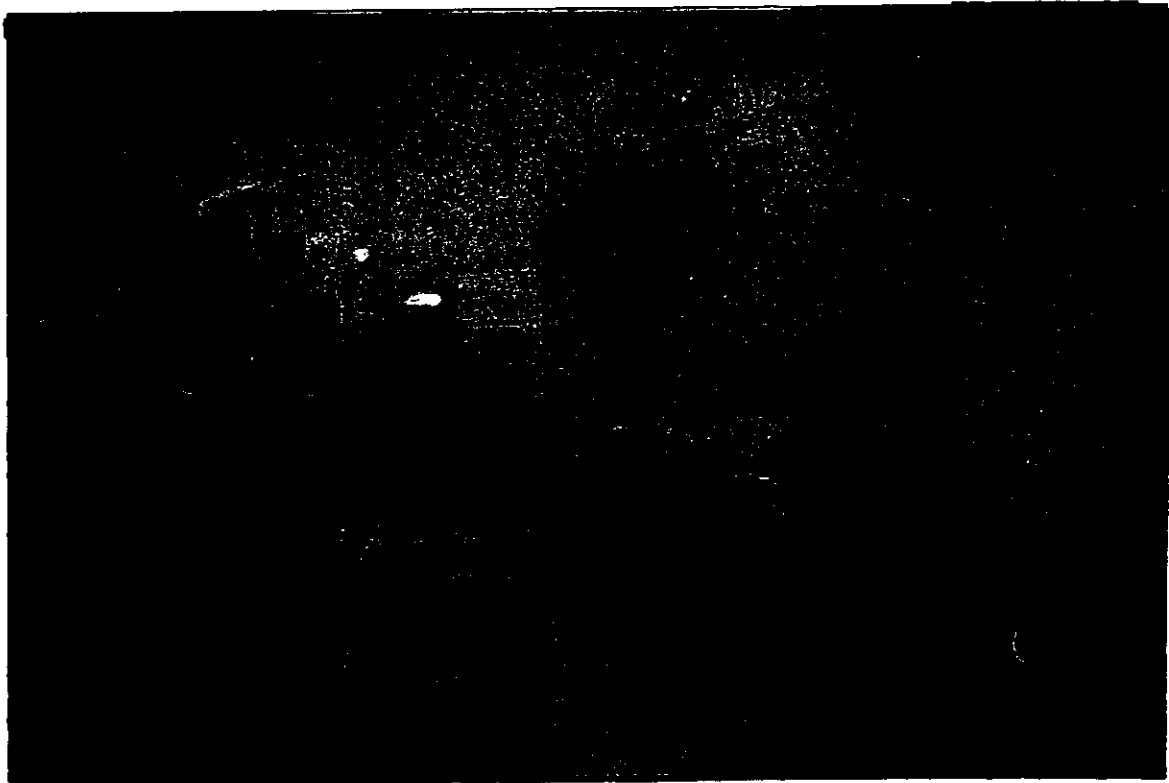
FRANK-n-FURTER's        'Sweet Transvestite'

RIFF-RAFF                    'Time Warp'

MAGENTA's seat wins three minutes

RIFF-RAFF's seat launches the space ship and ends the game

FRANK's seat gets the final piece of the Demedusa



Special Events:

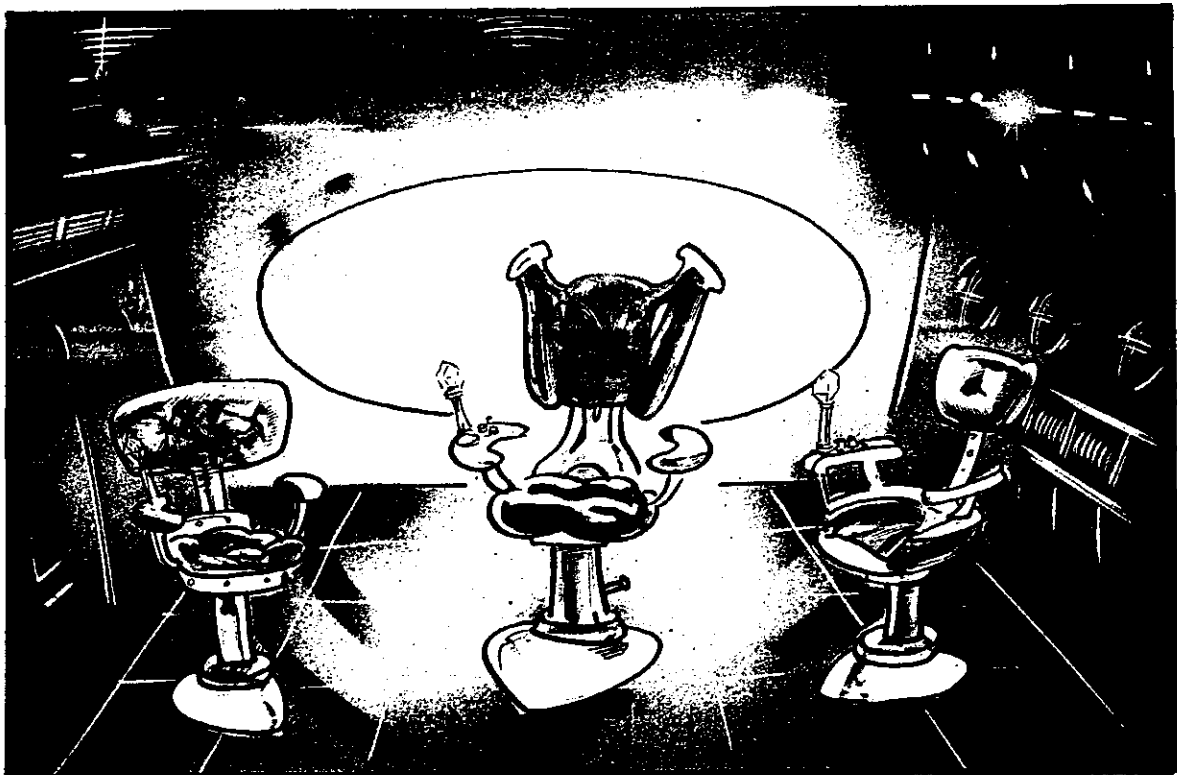
- i) When you locate and move DR EVRETT SCOTT, he sings 'Eddie's Teddy'.
- ii) Touching RIFF-RAFF's console launches the space ship

Hazard:

Touching RIFF-RAFF's console launches the space ship and ends the game

Object:

The last piece of the Demedusa is here



## 2.6 End Credits

Music:

Reprise of Science fiction

## 2.7 Special Locations

Options

Inside the CAR

Options are drawn, and reflected pictorially, in the condensation on the windscreen

Sound:

Windscreen wipers

Rain.

Scrunching leather from the seats.

Options:

Game

Tour

Rockumentary

Bible

Karaoke

Screensaver

Special events.

Click on:

Radio:

Plays soundtrack

Tuner knob:

Change track.

Ignition:

Cut to still of flat tyre

Horn:

Horn blowing

Choose Sex

BRAD and JANET are standing by the car in the wet looking lost. We cut between them staring at the house, a little awestruck. Their various postures are humorous. Selecting one of them chooses your character.

Special Event:

Non-interactive animated sequence.

Teleports

1. LIBRARY to DUNGEON
2. ZEN ROOM to LAB
3. FRANK-n-FURTER'S BEDROOM to STAGE/BALLROOM
4. COLUMBIA'S ROOM to FREEZER
5. COLUMBIA'S ROOM to FRANK-n-FURTER'S BEDROOM

## 2.8 Special Objects

A Special Object has its own graphic representation and when it is picked up, dropped or used has its own sound effect. Some of these objects may be used as often as the PLAYER likes, some on a limited number of occasions, and some once only.

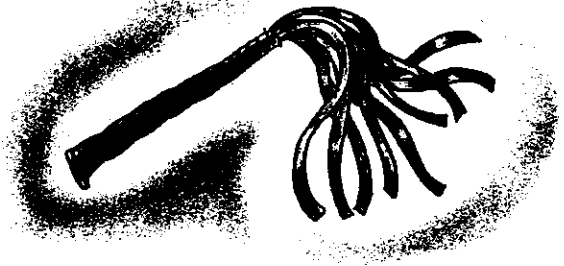
### 1. The WHIP

Makes any Transylvanian extremely friendly to you for 1 minute...

Lives: in the DUNGEON, as a reward for chaining yourself up

Visuals: video examination sequence

Sound: whip crack and sigh



### 2. The packet of CONDOMS.

Safe sex has even reached Transylvania. Gains three extra lives if FRANK-n-FURTER ravishes you, so a sound move to pick this object up as soon as possible. When played, the CONDOMS inflate like balloons. You still get the ravishment sequence, but afterwards FRANK-n-FURTER is teleported to another location and you proceed with the game.

Lives: in the Condom Machine in the BATHROOM

Visuals: video examination sequence

Sound: slapping rubbery noise.

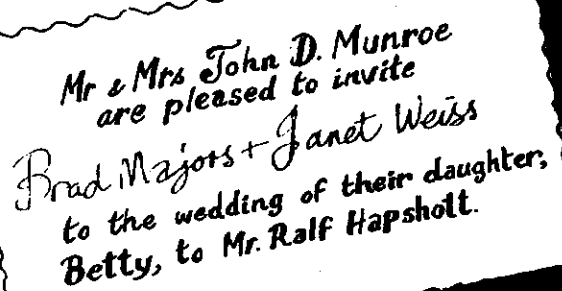
### 3. The WEDDING INVITATION card

An invitation to the wedding of Betty Munroe and Ralf Hapshatt. Anathema to Transylvanians: flash your card and clear the room of hostile characters

Lives: in the gravel, OUTSIDE THE CAR

Visuals: video examination sequence

Sound: 'The Wedding March'



Mr & Mrs John D. Munroe  
are pleased to invite  
Brad Majors + Janet Weiss  
to the wedding of their daughter,  
Betty, to Mr. Ralf Hapshatt.



4. BOW/BATON

Grabbing the BOW teleports you to the BATON and vice-versa. You pick a BOW up and can carry it but when you use it must drop it in that location.

Lives: BOW in LIBRARY

BATON in KITCHEN

Visuals: video examination sequence

Sound: orchestral climax and applause

5. The COKE (a Cola)

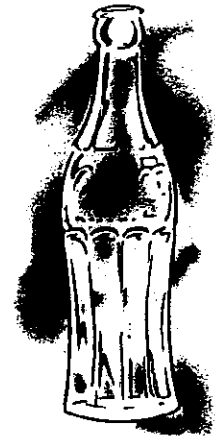
Use the caffeine buzz to go fast for a limited time  
(depends on play balance)

Lives: i) among bottles in the WINE CELLAR

ii) in a Coke Cooler on the STAGE/BALLROOM.

Visuals: video examination sequence

Sound: Psssssst....



6. The CLOTHES BRUSH

Teleports stolen clothes into current room

Lives: In COLUMBIA'S ROOM

Visuals: video examination sequence

Sound: Tardis sound effect

7. MOM'S LAXATIVE APPLE PIE

Sends you directly to the BATHROOM. Bail out of a nasty situation or get to the  
CONDOMS quickly.

Lives: in the oven, in the KITCHEN

Visuals: video examination sequence

Sound: humungous fart.



8. The VANISHING CREAM

You disappear completely for 2 minutes. Where the hell are you? Invulnerable, anyway, wherever you are..

Lives: in MAGENTA'S ROOM

Visuals: video examination sequence

Sound: slurping application noise.

9. The KY JELLY

Enables you to survive one fatal ravishment. Only effective once, and can only be used on the spur of the moment, in the room where you are about to be ravished..

Lives: in FRANK-n-FURTER'S BEDROOM

Visuals: video examination sequence

Sound: slurping and whimpering.

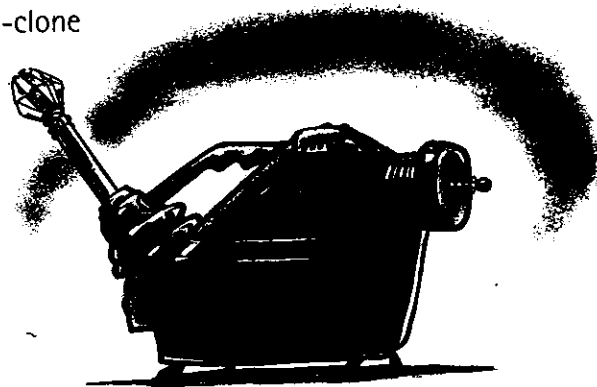
10. The MINI-MEDUSA

Freezes all the Transylvanians, once only, for two minutes..

Lives: in the ZEN ROOM

Visuals: video examination sequence

Sound: 'Twilight Zone'-clone



11. The PACK OF POLAROIDS

Orgy photos, which the Transylvanians are naturally keen to see... Summons the Transylvanians to one location (then get the hell out and close the door.)

Lives: in the ATTIC

Visuals: video examination sequence

Sound: shuffling cards, excited grunts

12. The SPEEDING TICKET

Puts EDDIE back in the freezer, if you can use it while he's in the room.

Lives: in COLUMBIA'S ROOM

Visuals: video examination sequence

Sound: police siren

13. The WINDER

Resets the GRANDFATHER CLOCK of The House, thus delaying take-off of the mothership. GRANDFATHER CLOCK lives in the HALL/STAIRS

Lives: in the GARDEN

Visuals: video examination sequence

Sound: creaky, laboured winding

14. The CHINESE BOX

A super-object. Contains a random selection of powerups and a small punishment:

Lives: in the ANTE ROOM

Powerups: 2

Gain key

Gain object

Gain 5 minutes

Punishments: 1

Lose object

Lose keys

Lose 3 minutes

Visuals:

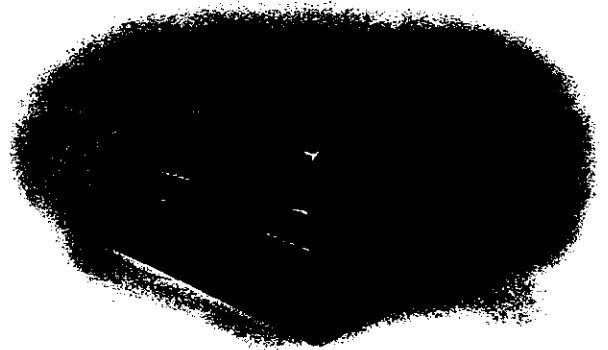
video examination sequence

Sound:

Fu Manchu sound.

Special Event:

Solve small puzzle to get into box



15. The LINEN BUNDLE

Makes a rope, enabling you to drop from the BALCONY to the GARDEN in safety.

Lives: in MAGENTA'S ROOM

Visuals: video examination sequence

Sound: none

16. The BOOK OF FREEZING

One of the books in the LIBRARY is the Transylvanian Book of Freezing. It contains a magic formula which will freeze one person permanently, and to which there is no known antidote. If you find this book, you have the option of selecting and freezing any other character in the game, either on finding the book or later.

Lives: in the LIBRARY

Visuals: video examination sequence

Sound: evil frozen hiss

Selection:

- i) locate book with joystick
- ii) within book, select victim and formula with keypad

Payoff:

victim in suspended animation

## 2.9 Special Puzzles

### 1. Assemble the Demedusa.

Irregular pieces assembled into a cube (4 variations). Not formally against the clock, but under great pressure from both GRANDFATHER CLOCK and Transylvanians.

## 2.10 Video Payoff Sequences

When you meet a hazard which changes your state in the game, a video payoff runs in a window. The windows aren't a standard shape: some are Gothic windows, some are like speech balloons, some are like bubbles. Each frame is appropriate to the surroundings in which it occurs.

These relate to the following characters and situations:

FRANK-n-FURTER

Death

Visuals

Result

Relocation

Visuals

Result

Stripping

Visuals

Result

Ravishment Sequence(s) - according to degree and location.

COLUMBIA

Stripping

Visuals

Result

Ravishment Sequence

MAGENTA

Relocate

Visuals

Result

Stripping

Visuals

Result

Ravishment Sequence

ROCKY HORROR

Visuals

Result

RIFF-RAFF

Death

Visuals

Result

Relocation

Visuals

Result

Stripping

Visuals

Result

Reaction shots

BRAD

- At moment of freezing
- Pre-death
- Relocation
- Getting stripped
- In full drag
- Post-ravishment
- At moment of unfreezing



JANET

- At moment of freezing
- Pre-death
- Relocation
- Getting stripped
- In full drag
- Post-ravishment
- At moment of unfreezing

## 2.11 In-Game Music Tracks

Musical set pieces.	Running order	Puzzle action
1) 'Science Fiction'	Opening Credits	
2) 'Damn It, Janet'	OUTSIDE CAR	Pick up the WEDDING INVITATION
3) 'Over at the Frankenstein Place'	BRAD/JANET	selection
4) 'Sweet Tranvestite'	FRONT DOOR	Bell ring
5) 'Time Warp'	STAGE/BALLROOM	Demedusa piece assembly
6) 'Sword of Damocles'	GARDEN	Cherub puzzle
7) 'Charles Atlas'	LAB	Launch ROCKY HORROR
8) 'What Ever Happened to Saturday Night?'	FREEZER	Release EDDIE
9) 'Touch a Touch Me'	FRANK-n-FURTER'S ROOM	Jump on the bed
10) 'Eddie's Teddy'	TOWER ROOM	Try to push DR SCOTT
11) 'Planet-Schmanet'	KITCHEN	Pick up APPLE PIE.
12) 'Floor Show'	SWIMMING POOL	Dive in
13) 'Super Heroes'	COLUMBIA'S ROOM	Grab PARKING TICKET
14) 'Science Fiction' (Reprise)	Closing credits	



### 3.0 RICHARD O'BRIEN'S ROCKY ROCKUMENTARY

From the CAR, select ROCKUMENTARY.

An interactive documentary on The Rocky Horror Show's genesis, and its growth to mega-cult status. Hosted and narrated by RICHARD O'BRIEN.

Because the Rockumentary is built from new interviews and rare archive material, - this is the one item in The Interactive Rocky Horror Show where a final structure will only be established after shooting. The basic formula is very similar to the Tour; there will be approximately 20 individual items, ranging from 5 to 20 seconds in length, linked by a funky audio and text narrative spine. Individual items are summoned by onscreen picons. We have access to the private collections of RICHARD O'BRIEN and ANDREW LEIGHTON, to a number of original cast members and to fan clubs worldwide.

Like the Tour, there are Active and Passive modes, so that you can choose either to call individual segments or run the whole item as a short documentary.

The Rockumentary can be ended at any time.

## 4.0 ROCKY BIBLE

From the CAR, select ROCKY BIBLE.

You go straight to the LIBRARY. The NARRATOR comes forward to greet you, holding a huge, dusty book, which he opens. Now you have a simple, Windows-type system of menus and sub menus.

The Rocky Bible contains, in text, scanned images and still photographs:

- full Stage Show script
- facsimile of the original manuscript
- full musical score
- details of all soundtrack recordings
- all (known) audience response script variants
- full professional performance history
- programme and poster copies
- other memorabilia
- the Top 10 FRANK-n-FURTERS.
- other Top 10s
- costume design details - make your own
- real anorak info - chart entries worldwide, dates, electricity consumed to date etc
- crazy facts - the Rocky Horror 'Believe It or Not'

You can end your Rocky Bible session at any time.

## 5.0 RICHARD O'BRIEN'S GUIDED TOUR

From the CAR, select TOUR

An introduction to the title as a whole, the GAME and the castle. RICHARD O'BRIEN is the host for this segment.

Host Introduction/Welcome:

RICHARD O'BRIEN introduces The Interactive Rocky Horror Show, briefly explains what the PLAYER will find in ROCKUMENTARY, ROCKY BIBLE, KARAOKE and SCREENSAVER, then offers a choice between two modes of GAME tour.

A. Active

From an interface which is a schematic of the castle, select which location or character you want to know more about.



Location Options:

1. The DUNGEON
2. The SWIMMING POOL
3. The WINE CELLAR
4. The CAR
5. OÜTSIDE THE CAR
6. The DRIVE
7. The FRONT DOOR
8. The HALL/STAIRS
9. The LIBRARY
10. The STAGE/BALLROOM
11. The KITCHEN
12. The GARDEN
13. The ZEN ROOM
14. LIFT ROOM
15. The LANDING
16. FRANK-n-FURTER'S BEDROOM
17. The BALCONY
18. MAGENTA'S BEDROOM
19. COLUMBIA'S BEDROOM
20. GUEST ROOM
21. The BATHROOM
22. The ANTE-ROOM
23. The LAB
24. The FREEZER
25. UPPER LANDING
26. ATTIC
27. TOWER ROOM (Space ship CONTROL CENTRE)

Characters:

1. NARRATOR
2. BRAD
3. JANET
4. RIFF-RAFF
5. EDDIE
6. MAGENTA
7. COLUMBIA
8. FRANK-n-FURTER
9. DR SCOTT

RICHARD O'BRIEN - as video - appears over the play area and describes (5 seconds for the shortest description, 20 seconds for the longest) what goes on here, relating it to the gameplay as a whole. He does the same with the characters, who are seen in their own rooms wherever this is appropriate. These introductions are not helpful in terms of gameplay, but are very entertaining.

B. Passive

The running order outlined above is the default route for a completely guided tour. The Tour can be ended at any time.

## 6.0 KARAOKE

From the CAR, select KARAOKE.

KARAOKE interface is set against the background of the STAGE/BALLROOM. Choose any title from the Track Listing below. Each has its own background, with appropriate character animations running in front. Words appear in large, clear script, scrolling sideways at the foot of the screen. A bleeding, blood-red ball travels from letter to letter in time to the music.

Track Listing:

1. 'Science Fiction'
2. 'Damn It, Janet'
3. 'Over at the Frankenstein Place'
4. 'Sweet Transvestite'
5. 'Time Warp'
6. 'Sword of Damocles'
7. 'Charles Atlas'
8. 'What Ever Happened to Saturday Night?'
9. 'Touch a Touch Me'
10. 'Eddie's Teddy'
11. 'Planet-Schmanet'
12. 'Floor Show'
13. 'Super Heroes'
14. 'Science Fiction' (Reprise)

If a second CD is available, this can be delivered as CD audio. Otherwise it will be delivered via all generally supported Sound Cards.

## 8.0 TECHNICAL SPECIFICATIONS

### 8.1 PC

The title is aimed at the machine level which will be the standard at the time of release. Although this will then be a Pentium with 8 MB of Ram and a 4x speed drive, the minimum level of machine is a 486DX on which it will run adequately. Although the product is constructed seamlessly, a Pentium machine with more RAM, a higher speed CD-ROM and more free disk will run even more smoothly as any fractional latencies on the lowest end 486 will be non-existent on the Pentium.

#### Minimum Requirements:

CPU 486 DX

Memory 4 MB

10 MB Hard Disk Free

Double speed CD-ROM drive with sustained 300K transfer

VGA or better

Dos 6 or higher

Joystick or Mouse

Soundcard (SoundBlaster compatible)

#### Platform Specifics:

Graphics:

256 Colour VGA

Full screen video and animations streaming

Variable size videostreaming

256 Colour sprites

Multiplane environment

Code:

Assembler

C++

DTVIII authoring layer

Video:

Variable frame rate: 8-30 fps

Variable sized window

Streamed Video 320x200

Multistreamed Video 320x200

Sound:

8 bit/16 bit sound

Stereo/Mono

Streamed 8Khz, 12Khz, 16Khz, 18Khz streamed sound

Full CD-A

Controls

Joystick, mouse or keyboard



## 8.2 Jaguar

With the bulk of the data being produced on the PC and high end graphics work stations, much effort will be expended porting the data to a format that maximises the strengths of the Jaguar, while accommodating the Jaguar's bottle necks of RAM, lack of HD and CD throughput. This will be achieved by maximisation of the data structures to allow the power of the Jaguar to compensate for these small pinch points. The front-end and multiplane graphics of the game should be prettier than the PC because of the availability of True Colour, which there should be no degradation in the video except perhaps in the aspect ratio.

### Minimum requirements:

Jaguar+CD-Rom drive only.

### Graphics:

*CBZ*

NTSC version >  
PAL version >

True Colour palette

Full resolution

256 Colour Video and animation streams

*16-BIT WHERE POSSIBLE*

Variable size videostreaming

*256 COLOR FOR MULTI-THREAD STREAM*

*CBZ*

256<sup>16-BIT</sup> Colour sprites

Multiplane environment

### Video:

Cinepak (where possible)

Non-cinepak (where necessary)

Variable frame rate: 8-30 fps

Streamed Video 320x200, 640x400

Multistreamed Video 320x200, 640x400

Code:

Assembler, MAD/MAC, ALN GPU/DSP/68K and GASM

*CAC*

C++ FOR PROTOTYPING

DTVIII authoring layer.

Re-Ported data structures and rerendered data for maximisation

Sound:

Stereo

16 bit DSP digital sound

Streamed 8 KHz, 12Khz, 16Khz, 18Khz streamed sound

Full CD-A

Controls:

Controller