

# FRANKENSTEIN

Through The Eyes Of  
THE MONSTER™

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*Interplay™*

BY GAMERS. FOR GAMERS.™

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# FRANKENSTEIN

Through The Eyes Of  
THE MONSTER™

A CINEMATIC ADVENTURE

STARRING  
TIM CURRY



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AN AMAZING MEDIA PRODUCTION

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## Instruction Manual

**"I have discovered a new element... Life Stone,  
that, when charged with enough electricity,  
emits a life-giving, force, which I have called:**

**Energy - L!"**

**Dr. Frankenstein**

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## INTRODUCTION

### TO CREATE LIFE...

It is an age-old proposition.

On the eve of civilization's Age of Genetic Engineering, it remains the question lingering in the minds of every social thinker: "Because we can manipulate the very building blocks of human life, ought we?" Do we have the wisdom to manage what we can create?

This is the very metaphor of Frankenstein: the creator losing control of his creation. The quest for ultimate knowledge at an ultimate cost. Every stride forward through a body of knowledge has been accompanied by the chorus chanting the familiar theme, "Beware, lest thy insatiable crusade consume thee!"

Obsession begets self-destruction.

It is a universal warning, told time and time again. Many storytellers have borrowed the story of Frankenstein's Monster and retold it with their own mad doctor and their own hideous creation.

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The story, with its warning, was heralded at the dawn of the electrical age. It was proclaimed at the birth of the atomic era. And today, as our scientists alter the genetic code of simple tomatoes and bovine hormones, the all-too-familiar cries admonish CAUTION, with a warning: take care not to unleash a hideous monster of our own making.

Frankenstein: Through The Eyes Of The Monster, starring Tim Curry as Dr. Frankenstein, retells this modern myth with a slight twist: you are Frankenstein's Monster! You awake on Dr. Frankenstein's "resurrection table" with only faint echoes for memories. No sense of purpose. No idea as to why you have been re-animated.

Except -

It appears as though you are nothing more than a science experiment! Which causes you to ponder, "Who is the real monster here?"

As you venture forth assuming the role of Frankenstein's monster, beware.

And - Be Warned...

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### SYSTEM REQUIREMENTS

The minimum requirements needed to play Frankenstein: Through The Eyes Of The Monster is a PC with 486 DX 25 CPU, 4MB of memory (560 K free base memory), SVGA display, double speed CD-ROM, MPC2 compliant sound card, Microsoft Mouse or compatible, DOS 5.0 or newer, Windows 3.1 or newer, Apple QuickTime for Windows 2.01 or newer and 8 MB of free hard drive space. (Windows95 users will need at least 8 MB of memory.)

The SETUP program will offer to also install Apple QuickTime™ 2.03. You should always install the newest version of QuickTime. (QuickTime is a registered trademark of Apple Computer Company.)

### INSTALLATION INSTRUCTIONS

Place the game CD-ROM into the CD-ROM drive of your computer.

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From the Program Manager, pull down the "File" menu to install in Windows 3.1 and select "Run". In the command line box type: D:\INSTALL

*(Note: Be sure to replace "D" with the drive letter of your CD-ROM drive).*

### **To install in Win 95**

Windows 95 users can install from the autolaunch window that appears after you've inserted the CD-ROM into the drive.

Now click to "OK" button to begin the installation process. Follow the on screen installation instructions.

## ON DISK MANUAL

The complete manual for Frankenstein is contained on this CD-ROM in a Microsoft Help file.

## TO ACCESS THE MANUAL:

### **Windows 3.1**

Start Windows. In Program Manager, under File, select Run and enter [CD-ROM drive letter]: MANUAL.HLP (e.g. D: MANUAL.HLP). select ok

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### **Windows 95 (Step 1)**

### **Start Windows 95**

Open the Start Menu, select Run.. and enter [CD-ROM drive letter]: MANUAL.HLP (e.g. D: MANUAL.HLP). select ok

## GAME PLAY INSTRUCTIONS

### POINT OF VIEW

Frankenstein: Through The Eyes Of The Monster is played from the first-person perspective; in other words, as you play the game, the computer screen will display what would be seen from the point of view of the character you are playing.

Occasionally, you will be presented with a close-up of hand-written notes or controls. To leave the close-up of controls, simply move the mouse to either the right or left edge of the screen and click. While viewing the close-up of a document, click anywhere to leave the close-up. Documents encountered in the game may be of several pages. This will be indicated by a "dog-ear" in the upper right corner of the document page. Move forward through the pages by clicking on the right edge of the dog-ear. To move backward through a document, click the left edge of the dog-ear.

## MOUSE USAGE

The mouse is used to allow you to navigate through the game and to interact with the environment or characters in the game. The mouse will change shape to indicate which direction you may travel.

## HELP CURSOR

For those who find game play too difficult, we have provided you with Help Cursors. When the Help Cursors preference is enabled, you can search for objects in a scene that can be manipulated or added to inventory simply by moving the cursor around. When the cursor animates to depict a grasping hand, click the mouse to use the item you have just located. You enable and disable Help Cursors by selecting the Preferences menu and choosing Help Cursors. (See the section describing the Preferences Menu.)

## INVENTORY

Once you pick up an item by "clicking" on it, you can carry it around until you find a use for it. You will notice, however, you can only carry one object around at a time until you find a container. Take care not to get caught carrying an important item. Dr. Frankenstein is very possessive about his notes, equipment and supplies.

While the doctor is not a threat to you at the beginning of the game, you can antagonize him enough to where he becomes hostile. Exercise good judgement in how you use what you find as you wander through his castle.

## MENU BAR

The Menu Bar is not displayed while you are playing Frankenstein. You activate the menu by pressing the space bar. A game menu will be displayed at the top of the screen, allowing you to change various settings or to save and restore your game. A menu command with a check-mark indicates the current setting of the game.

## File Menu

### *Saving And Restoring Your Game*

At any time as you play, you may save your place in the game. If an action you perform results in undesirable consequences, or if you simply want to stop playing for a while, you may restore the game to the state it was when you saved it.

Save a game by clicking on the **File Save** command in the menu bar. You will be prompted to name the file you want to save.

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Restore a previously saved game by clicking on the **File Open** command in the menu bar. A file selector box will be displayed allowing you to select the desired file.

### *Quitting Frankenstein*

Click on the **File Quit** command in the menu bar. You may also quit by pressing **CTR-Q**.

### **Transitions Menu**

In order to allow Frankenstein for perform optimally on your system, you can set the speed at which transitions take place. After hitting the space bar, select Transitions and choose the speed you find most pleasing for your computer. The current speed is indicated by the checkmark. If you prefer, you can even turn off transitions from this menu.

### **Preferences Menu**

By default, the movements of people or objects in Frankenstein cannot be interrupted and game-play cannot resume until the animation of the movement has been completed. You can change this by enabling the Interrupt Video command under the preferences menu item. With this function set, you can click the mouse button to fast-forward to the end of the animation and resume playing. Help Cursors can also be enabled by default or disabled from the Preferences Menu.

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### A COMPANY PROFILE



Founded in 1988 by Keith Metzger and later joined in 1990 by his partner Loring Casartelli, Amazing Media has become an award-winning producer of entertainment and educational multimedia software for both the Macintosh and PC-compatible line of computers.

Their recent releases ("Wyatt Earp's Old West," "Space Shuttle" and "Maniac Sports") serve as evidence that Amazing Media is a pioneering force in the interactive multimedia industry. Some awards received by Amazing Media include the Invision Award of Merit and the Publish Magazine Excellence In Design for "Clinton: Portrait of Victory," the National Educational Film & Video Bronze Apple Award, and the Children's Software Review All-Star Software Award for "Capitol Hill," as well as the Invision Silver Award for "Maniac Sports."

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## TIM CURRY

British-born stage and screen actor Tim Curry, having created a rich array of unforgettable characters, makes his first on-screen appearance in an interactive computer adventure, starring in *Frankenstein: Through The Eyes Of The Monster*.

He was recently seen in "Congo," a Paramount film based on Michael Crichton's book and in Universal's "The Shadow" with Alec Baldwin and Penelope Anne Miller. Curry has also co-starred in "The Three Musketeers" opposite Kiefer Sutherland.

Tim Curry is a graduate from Birmingham University with a degree in drama and English; he made his professional debut in the West End Production of "Hair." Later, he went on to appear in a Scottish Opera Company tour of "A Midsummer Night's Dream" and several other productions before landing his infamous role in the highly acclaimed stage production of "The Rocky Horror Show." Curry went on to reprise his role as Dr. Frank N. Furter in the motion picture adaptation.

Other screen credits include: "The Hunt For Red October," "Clue," "Home Alone II," "Legend," and "Annie."

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## CREDITS

EXECUTIVE PRODUCERS	<b>LORING CASARTELLI, KEITH METZGER</b>	VIDEO DIGITIZATION, EDITING & PROCESSING	<b>ALEX BOHN, CLAUDIO FERNANDES, ALAN MALDONADO, BRIAN UNFLAT</b>
PRODUCER & CREATIVE DIRECTOR	<b>KEITH METZGER</b>	WARDROBE	<b>VICTORIA MORENO</b>
ART DIRECTION	<b>KEITH METZGER, PAUL TAYLOR</b>	MAKE-UP AND HAIR STYLIST	<b>NANCY MARSALIS, LORING CASARTELLI</b>
GAME DESIGN	<b>PHIL MIKKELSON, NORM BADILLO, KEITH METZGER, PAUL TAYLOR, IAN BROWN</b>	STUDENT TEACHER	<b>JEWELL ASHBY</b>
PROGRAMMING	<b>IAN BROWN, JOHN PARKER, PETER YOUNG, NATALINE CHEW, CAROLINE SLOAN, ALAN MALDONADO, CHRISTOPHER PAULICKA, BRENDON GORMLEY</b>	AUDIO PROCESSING	<b>CLAUDIO FERNANDES, ALEX BOHN, KIRK AUSTIN, KATHLEEN ABING, BILL DIERSSEN, CRAIG DUMAN</b>
PROJECT MANAGEMENT	<b>DON SOUZA, HELEN GROVE, ANNE MARQUIS, SHANE KEEBLE</b>	AUDIO MASTERING	<b>CRAIG DUMAN, SERGIO BUSTAMANTE OF INTERPLAY PRODUCTIONS</b>
ARTISTS	<b>PAUL TAYLOR, DAVID PARSONS, EVA GASKIN, KEVIN BYALL, ERI JOHNSTON, JANINE KUBER, BEN DELEEUW, BARRETT FOX, JOSE SCARPITA, MICHAEL LUCAS, PETER DAVIS, SEAN MCKEE, GEOFF BRANDENBURG, ROBERT DOUGHERTY</b>	MUSICAL SCORE	<b>DAVID DVORIN REBEAT@NETCOM.COM</b>
ADMINISTRATIVE SUPPORT		ADMINISTRATIVE SUPPORT	<b>ERIC PLATT, TINA STOREY, DEAN SITTON</b>
MANAGER OF INFORMATION SYSTEM		MANAGER OF INFORMATION SYSTEM	<b>BOB WOLCOTT</b>
GAME MANUAL		GAME MANUAL	<b>S. LEE WHITE</b>
SUPERVISING PRODUCER		SUPERVISING PRODUCER	<b>KEN ALLE OF INTERPLAY PRODUCTIONS</b>
GRAPHIC DESIGN		GRAPHIC DESIGN	<b>SALEMA ASADI</b>
ILLUSTRATION		ILLUSTRATION	<b>VANCE KOVACS</b>
STARRING		STARRING	<b>TIM CURRY AS DR. FRANKENSTEIN, ROBERT ROTHROCK AS THE VOICE OF THE MONSTER</b>
CO-STARRING		CO-STARRING	<b>REBECCA WINK AS SARAH, AMANDA FULLER AS GABRIELLE, BRIAN NARELLE AS GARDENER, BUTLER, VLADIMIR AND WHIPPING BOY</b>
CHARACTER DIALOGUE	<b>PHIL MIKKELSON, ANDY VALVUR, KEITH METZGER</b>		
VIDEO DIRECTION	<b>KEITH METZGER, LORING CASARTELLI, PHIL MIKKELSON</b>		

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## CUSTOMER SUPPORT

If you have any questions about this, or any other Interplay product, you can reach our Customer Service/Technical Support Group at:

Interplay, 16815 Von Karman Avenue, Irvine, CA 92606 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-6678.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

### HINTLINE

If you need a hint about game play, you can call our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). The charge for this service is \$1.25 for the first minute and \$.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

**Internet:** You can reach Interplay by sending Internet E-mail to "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.interplay.com" or you may ftp to ftp.interplay.com.

If you have a modem, you can reach us at the following:

**The Interplay BBS:** We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to bbs.interplay.com. This is a free service. (Excluding toll charges.)

**America Online:** You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

**CompuServe:** We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBUP at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBUP. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

**PRODIGY® Interactive Personal Service:** You may send mail directly to us. Our ID is "PLAY99B".

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Interplay Productions,  
16815 Von Karman Avenue,  
Irvine, CA 92606

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