

Frankenstein 2000

(Atlantis)

LOADING:

Type **CHAIN** " " and press **PLAY** on your cassette recorder. You will need to pause the loading after about 2½ mins. to allow the body of Frankenstein to be created, when re-started the game will finish loading automatically.

NOTE: THE ELECTRON VERSION IS RECORDED ON ONE SIDE OF THE TAPE AND THE BBC VERSION IS RECORDED ON THE REVERSE. PLEASE ENSURE THAT YOU HAVE SELECTED THE CORRECT VERSION FOR YOUR COMPUTER.

CONTROLS:

Z = Left, **X** = Right, ***** = Up

? = Down (used in Heart & Brain only)

Return = Fire.

GAME:

The year is 2000 AD and Freddy Frankenstein has inherited his great grandfather's castle in Bavaria. On taking possession of the estate he discovers the location of his great grandfather's creation, the monster. He decides to follow in his ancestor's footsteps and revive the monster by using the advanced 21st century technology that is now available. After many weeks of sleepless nights the experiment is ready. Using a micro-particle reduction field, Freddy is going to shrink an explorer class submarine to the size of a pin head (whilst he is inside it) and inject it into the vast body of the monster in an effort to locate and correct the defects that have caused the experiment to fail in the past.

PLAYING INSTRUCTIONS:

Trachea — Destroy as many hopping frogs as possible whilst you journey down the throat.

Lungs — Wipe out the rampaging cigarette packets whilst avoiding the lethal CO² bubbles.

Heart — Guide your way carefully through to the implant, avoiding the electrical impulses and pumping heart valves. Launch a torpedo at the implant to activate the heart.

Stomach — Your motors are now starting to overheat and are in desperate need of some lubricating grease. Within the stomach walls, the deadly fried eggs must be avoided until you have managed to obtain 6 slices of greasy bacon.

Brain — Finally you reach the brain. You must now neutralise the eight mutant electrons by nudging them off the delicately tuned circuit board.

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If you have written a good programme and would like to discuss marketing, please write to:

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