

# FRANKENSTEIN

Through The Eyes Of  
THE MONSTER™

*Interplay*  
BY GAMERS. FOR GAMERS.™

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MN-MPC-504-0

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Through The Eyes Of  
THE MONSTER™

A CINEMATIC ADVENTURE

STARRING  
TIM CURRY



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C I N E M A T I C



M U L T I M E D I A™

AMAZING MEDIA PRODUCTIONS

# FRANKENSTEIN

Through The Eyes Of  
THE MONSTER

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.

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* to 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.

## **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 **LORING CASARTELLI, KEITH METZGER**  
PRODUCER & CREATIVE DIRECTOR **KEITH METZGER**  
ART DIRECTION **KEITH METZGER, PAUL TAYLOR**  
GAME DESIGN **PHIL MIKKELSON, NORM BADILLO, KEITH METZGER, PAUL TAYLOR, IAN BROWN**  
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CHARACTER DIALOGUE **PHIL MIKKELSON, ANDY VALVUR, KEITH METZGER**  
VIDEO DIRECTION **KEITH METZGER, LORING CASARTELLI, PHIL MIKKELSON**  
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WARDROBE **VICTORIA MORENO**  
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STUDENT TEACHER **JEWELL ASHBY**  
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MANAGER OF INFORMATION SYSTEM **BOB WOLCOTT**  
GAME MANUAL **S. LEE WHITE**  
SUPERVISING PRODUCER **KEN ALLE OF INTERPLAY PRODUCTIONS**  
GRAPHIC DESIGN **SALMA ASADI**  
ILLUSTRATION **VANCE KOVACS**  
STARRING **TIM CURRY AS DR. FRANKENSTEIN, ROBERT ROTHROCK AS THE VOICE OF THE MONSTER**  
CO-STARRING **REBECCA WINK AS SARAH, AMANDA FULLER AS GABRIELLE, BRIAN NARELLE AS GARDENER, BUTLER, VLADIMIR AND WHIPPING BOY**



## 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 IPECH. 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 GAMBUPUB at any "I" 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 GAMBUPUB. 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 "PLAY9SB".

## LIMITED WARRANTY

### INTERPLAY LIMITED 90-DAY WARRANTY

Interplay warrants to the original purchaser of this Interplay Productions™ product that the compact disc or floppy disk(s) on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the compact disc or floppy disk(s) is found defective within 90 days of original purchase, Interplay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its factory service center of the product, postage paid, with proof of the date of purchase. This warranty is limited to the compact disc or floppy disk(s) containing the software program originally provided by Interplay and is not applicable to normal wear and tear. This shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose are disclaimed. Interplay disclaims all responsibility for incidental or consequential damages.

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### LIFETIME WARRANTY

If the compact disc or floppy disk(s) should fail after the original 90-day warranty period has expired, you may return the software program to Interplay at the address noted below with a check or money order for \$5.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you need to enclose the original defective compact disc or floppy disk(s) in protective packaging accompanied by: (1) a \$5.00 check or money order, (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (714) 553-6678. If your compact disc is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disc(s) only (not the box) with a description of the problem and \$5.00 to:

**Warranty Replacements,  
Interplay Productions,  
16815 Von Karman Avenue,  
Irvine, CA 92606**

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**NOTICE:** Interplay reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.

## INTERPLAY'S WORLD WIDE WEB SITE

Welcome to the Interplay Web! As a company dedicated to providing innovative, high-quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is the latest example of our ongoing effort to provide a wealth of information and opportunities to you.

As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, welcome.

Brian Fargo

### HOW TO GET THERE

Interplay's World wide Web site is an Internet service designed to give you the latest information about Interplay and our products.

The site features our demos, upgrades, product information and ordering information.

From your Internet account, point your favorite browser to:

<http://www.interplay.com>

