

Nintendo®

GAME BOY®

DMG-FN-USA

DR. FRANKEN

INSTRUCTION  
BOOKLET

KEMCO



## **ADVISORY**

### **READ BEFORE USING YOUR GAME BOY SYSTEM**

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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# I N T R O D U C T I O N

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1 When Dr. Von Frankenbone passed away and went to the great Laboratory in the sky, he left behind a legacy of countless experiments. His finest creations, Franky (a masterpiece of spare-part surgery), and Franky's girlfriend Bitsy, were left to fend for themselves in their creator's castle.

Unfortunately, Franky and Bitsy were not the only creations the immoral Doctor had kept secret from the outside world! Hordes of disembodied spirits and leftovers from Dr. Von Frankenbone's earlier failed experiments still roamed the countless chambers of the castle.





Watching Franky and Bitsy happily going about their business had driven those misfits insane with jealousy. One night, while Franky slept, they spirited Bitsy away, dismantled her and scattered her pieces around the vast castle and its grounds. Franky awoke in the morning to find his beloved Bitsy gone and himself reduced from a seven foot giant to a three foot squeaky midget. It is your quest (as Franky) to seek out Bitsy's pieces, and in the laboratory where the Doctor first created you, restore her to your side(in one piece).



# H O W   T O   U S E   T H

## START SCREEN

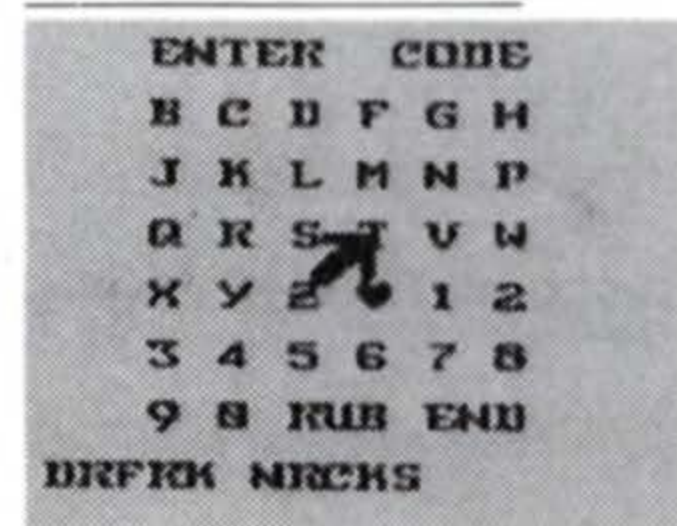


**Control Pad:** Press up and down to move flashing highlight to the desired option.

**SELECT, A or B:** Activate currently highlighted option.

**START Button:** Press to begin game.

## ENTER CODE SCREEN



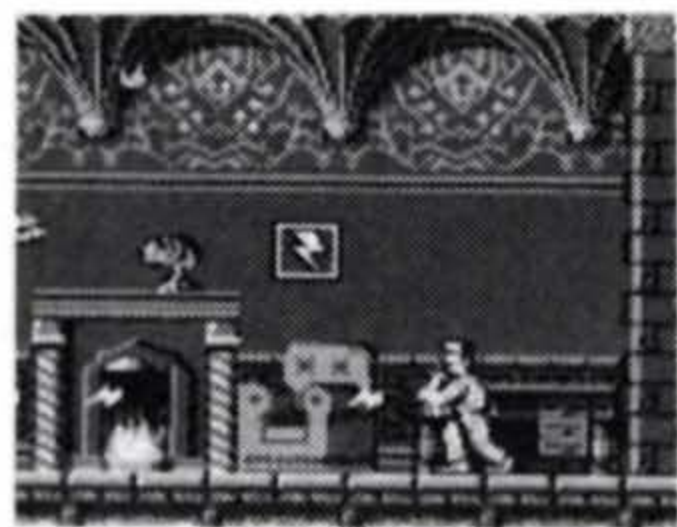
**Control Pad:** Use this to move the arrow to the desired letter or function.

**A or B Button:** Select Highlighted letter or activate selected function.



# E C O N T R O L L E R

## GAME SCREEN



**Control Pad:** Run left and right. Press down to duck. Press up in front of an unlocked door to exit to the room behind the current one. When standing behind an exit sign; push down to exit to the room in front of the current one.

**A Button:** Press to jump.

**B Button:** Press to Shoot in direction Franky is facing.

**SELECT Button:** Press to enter the "Game Option Screen."



## GAME OPTION SCREEN

5



**START Button:** Press to Display the Map.

**Control Pad:** Press up and down to move flashing highlight to the desired option.

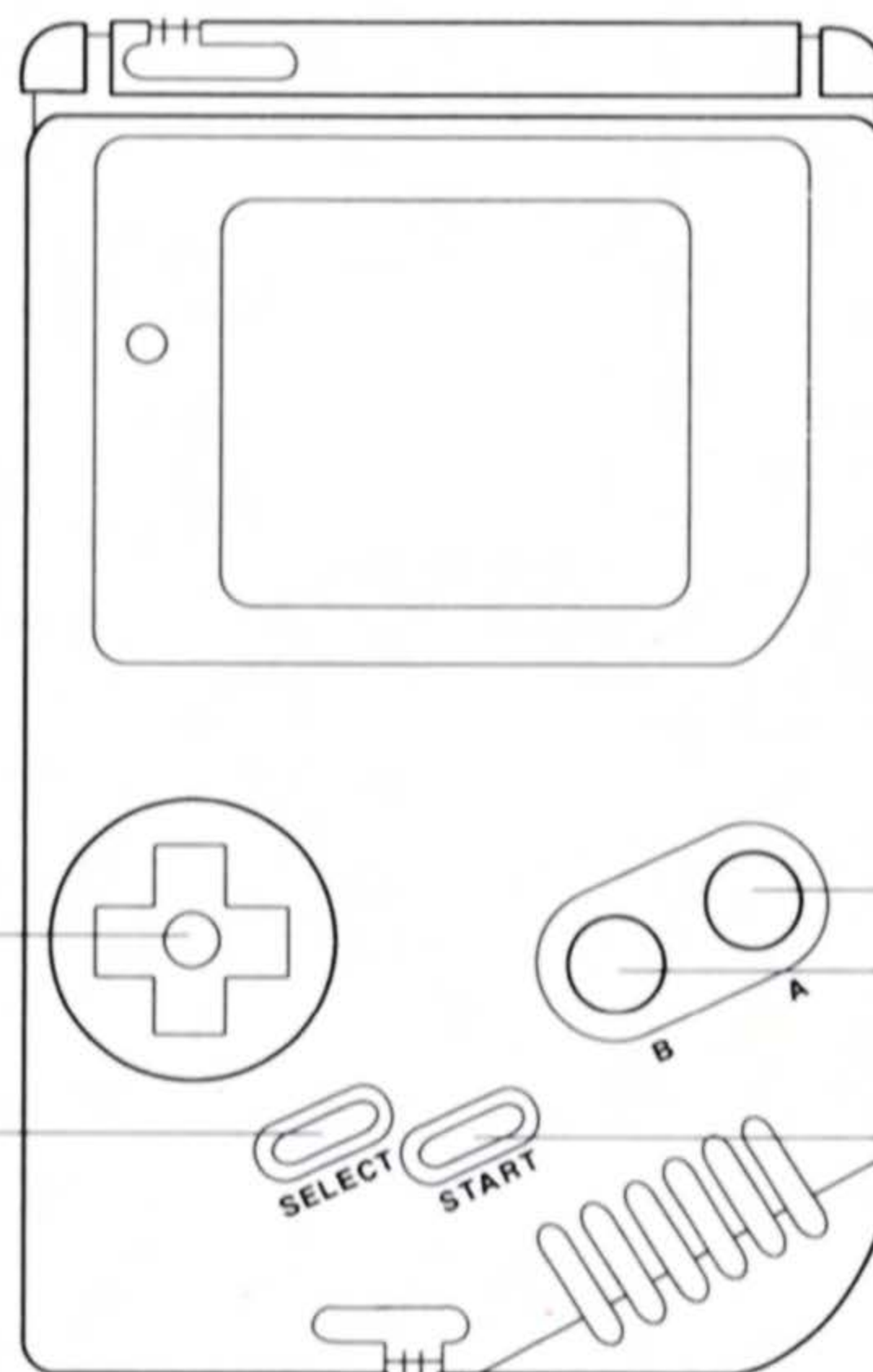
**A or B Button:** Press to select, or toggle, highlighted option.

**SELECT Button:** Return to main menu.



CONTROL PAD

SELECT



A BUTTON  
B BUTTON

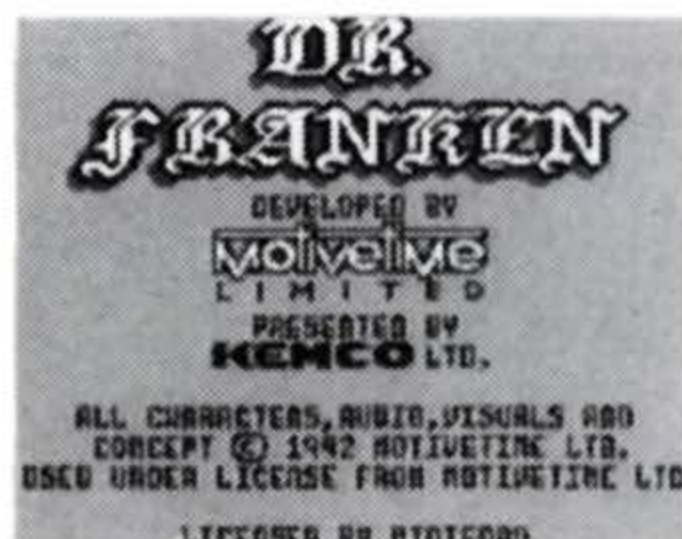
START



# H O W T O P L A

## GETTING STARTED

Insert your Dr. Franken Game Pak into the Game Boy and turn the power on. First the Nintendo logo will be displayed, followed by the Title Screens and Start Screen. The option 'Start Game' should be flashing. Press either the A, B or START Button to begin the game. The Floor Three map of Von Frankenbone's castle will appear, with an arrow pointing to one of the rooms. Pressing any key will bring up the game screen with Franky in the center.






# Y T H E G A M E

## PLAYING THE GAME

The gameplay takes place on 230 play screens that are the rooms and courtyards of the late Dr. Von Frankenbone's castle. It is your quest, as Franky, to seek out the scattered pieces of your girlfriend Bitsy and take them to the Doctor's abandoned laboratory. You must also find the objects required to put Bitsy back together and restore Von Frankenbone's Life Machine to working order. Lying around the







9 castle you will find many other objects, all of which serve some purpose. The castle is riddled with secret passages and rooms, all must be explored if you are to succeed. Along the way you will face many challenges. You will be called upon to climb high, search low, battle and defend, all before your quest is done. Good Luck!

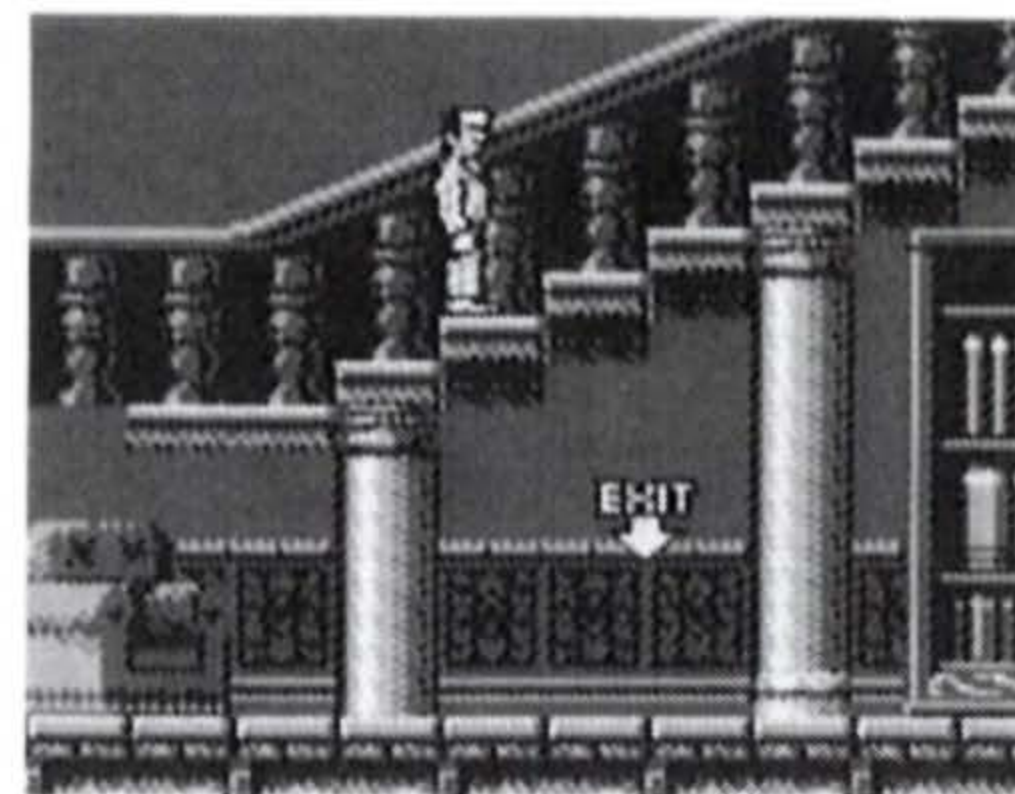
### IMPORTANT

In order to gain full enjoyment and avoid frustration we recommend that a player reads the following instructions before commencing play.




## GETTING AROUND

The castle's 230 rooms are laid out on seven different floors. Each room has up to six possible different exit directions; Left, Right, In, Out, Up and Down. To exit to screens to the LEFT or RIGHT walk off the respective side of the screen. To exit IN to the room behind the current one stand in front of a door drawn into the backdrop and push UP on the Control Pad. To exit OUT to the room in front of the current one stand







behind a bobbing 'EXIT' sign (Franky should turn to face the screen) and push DOWN on the Control Pad. To exit UP or DOWN to floors above and below the current one jump or drop Franky through holes in the top and bottom of the screen.

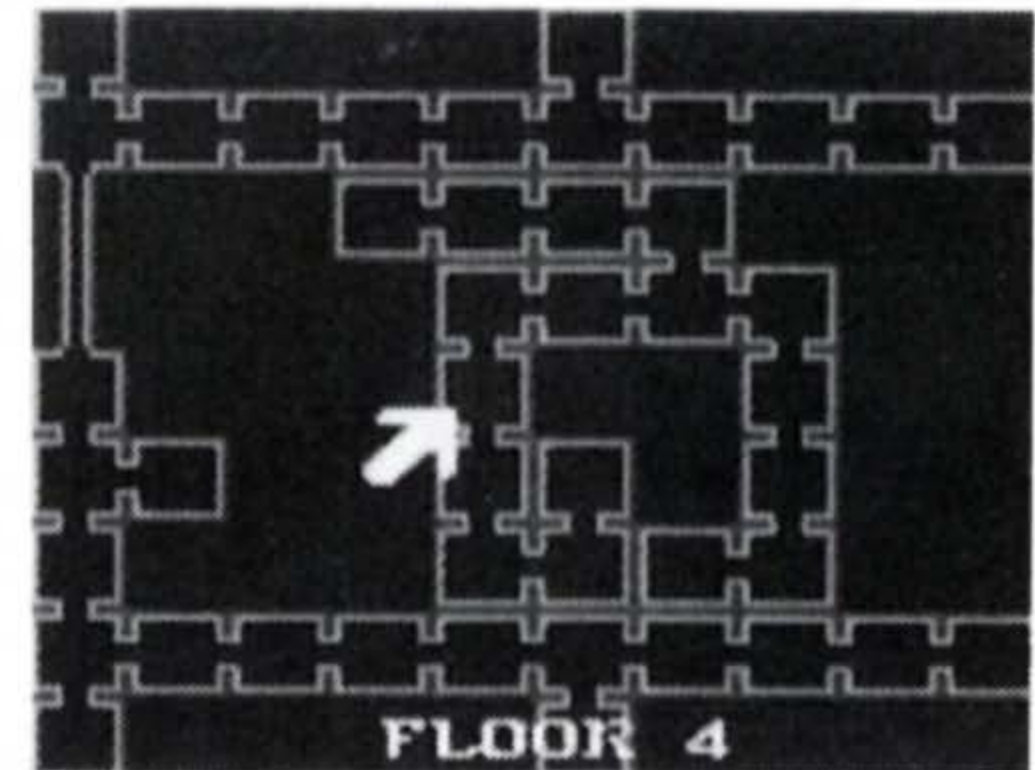
11

NOTE: In the early stages of the game you will have to solve a set of simple puzzles to gain access to the entire castle.



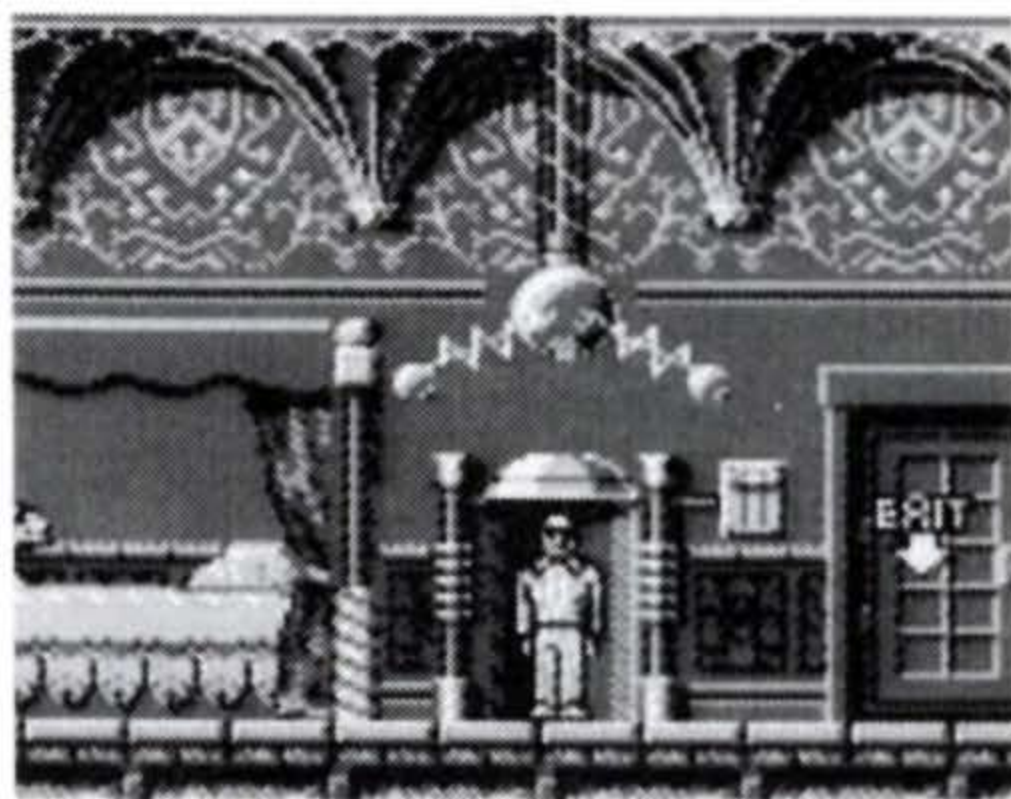
## MAP SCREEN

Pressing the Start Button will present the player with an overhead map of the floor Franky is currently on. The floor number is overlaid at the base of the screen. The room Franky is currently in is indicated by a bouncing arrow. Referring to the map and noting your position, as you move from room to room, will help you to learn the layout of the castle.





## ENERGY




Franky's energy store is in the form of an electrical cell within his body. Contact with castle creatures will deplete this energy store. Should Franky's energy be completely lost the game will end. His energy store



can be restored in small amounts by collecting bouncing energy icons, shaped like lightning bolts, found all through the castle. A much larger charge of energy can be





obtained by utilizing the “Recharge Cubicle” found on Floor 4. Once found, if Franky stands in front of the cubicle, and the Control Pad is pushed up, he will begin to recharge (causing the screen to flash).

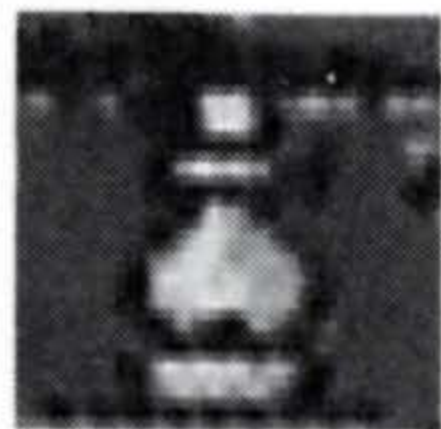
14

### LANTERN POWER

Certain parts of the castle are shrouded in darkness at the onset of the game. Using his lantern Franky is able to see in these dark areas. Unfortunately the lantern has only a limited amount of fuel, which decreases rapidly as Franky spends time in these dark areas. Collecting Lantern icons, adds to the

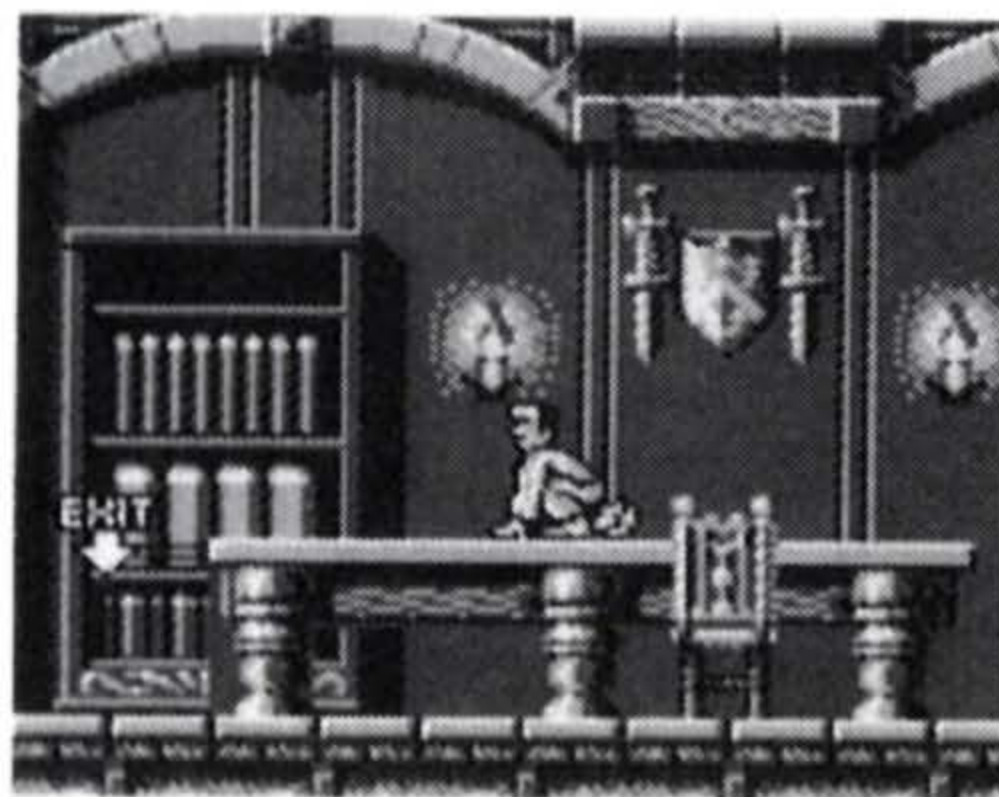


lantern's store, thus increasing the time Franky can spend exploring the dark regions. Sometimes fake lanterns will fall on Franky's head, depleting his energy.




## OBJECTS

There are five main types of objects littered throughout the castle.





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- i. Pieces of Bitsy.
  - ii. Objects to repair the Life-Giving Machine.
  - iii. Objects that unlock doors/floors.
  - iv. Objects that move scenery to reveal hidden rooms.
  - v. Objects that make other objects appear.

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## THE WORLD

The way that Franky interacts with his surrounding background has been designed to be as logical as possible. You may stand on most things that look as though you can stand on them i.e. tables, chairs



windowsills, crates etc. Franky may pass in front of almost everything with the exception of solid objects such as walls, roofs, boulders etc.


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## GAME OPTIONS SCREEN

At any time during play, by pressing the Select Button, a menu screen may be called up with the following functions:








**Save Game:** Selecting this option presents the player with a fifteen digit code which may be used to restore the game to its current status. (See 'CODE FUNCTION.') Write this code down each time you see it.

18

**Reset Last:** Selecting this option resets the game to the status at which the 'SAVE GAME' option was last used.

**Music On/Off:** By highlighting this option and pressing the A Button the player





may toggle the background music on and off.

19 **Inventory:** Selecting this option displays a list of all of the objects Franky has collected so far.

**Energy:** The Bar below represents the amount of energy Franky has remaining.





**L a n t e r n :**

The Bar represents the amount of lantern fuel Franky has remaining, the longer the bar the longer Franky may illuminate his surroundings in dark areas of the castle.

**P e r c e n t  
C o m p l e t e :**

The number represented here indicates the percentage of the game's objects Franky has collected.




## CODE FUNCTION

When the 'SAVE GAME' option is selected from the option page the player is presented with a 15 digit code. This code has encrypted within it information about the current status of the game. This code can be used to restore the game to its current status at a later date. To enter a code select the 'ENTER CODE' option from the start screen, shown after the title screens. A grid of letters and symbols with an arrow pointing to one of them will be displayed. Using the Control







Pad to move from symbol to symbol and either the A or B or Select button to select symbols, you are able to enter the digits of the code. As the code is entered it will be printed at the base of the screen. If a mistake is made, and an incorrect symbol is entered, selecting 'RUB' will remove the last digit entered. Once all of the 15 digits have been entered and you are sure they are correct select 'END'. If the code is valid the game will begin from the point at which this code was saved. If the code was entered incorrectly or is not a genuine code the message 'INVALID CODE' will flash at the base of the screen and the screen will revert to the start screen.



# H I N T S A

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1. Using the game map as a template, create your own map showing where all the objects and useful features are located.
- 23 2. Most of the objects are logically linked with their destination use. For example where is the most logical place to take a book to? A spanner is a tool, where are tools made? These are the sort of questions you should ask yourself when you find an object.
3. Some of the creatures in the castle return shortly after being shot, and usually reappear where you



# N D T I P S




don't want them to! It may be wise not to shoot them so that you always know where they are.

4. Some creatures are impervious to your weapons, but there are ways to pass them all without losing energy, it is up to you to find them. 24

5. The larger the creature the more energy it will take from you.

6. Save the game regularly, you never know what lurks around the next corner!





7. Sharp and hot objects hurt Franky so avoid them!

25 8. Keep a close eye on your energy, do not let it fall too low.

9. Franky flashes each time he makes contact with an object that depletes his energy.

10. Franky flashes continuously when his energy is very low. If you see this happen you would be wise to head for the 'Recharge Cubicle' or find a lightning bolt to restore Franky's energy.



N O T E S



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