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SEGA CD™

MARY SHELLEY'S FRANKENSTEIN™

TEEN

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AGES 13+

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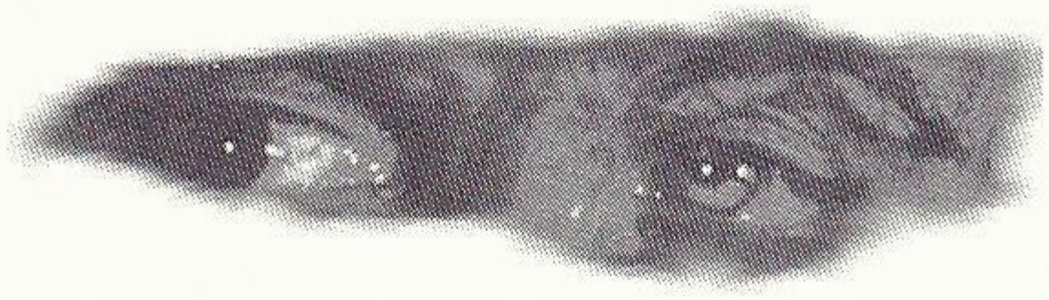
Rated by V.R.C.

MA-13

Parental Discretion Advised.

Mature Audiences

T™



SET UP

1. For Mary Shelley's Frankenstein, plug the Genesis Control Pad into the "Control 1" port on your Sega Genesis.
2. Make sure that there's no game cartridge in your Sega Genesis System and follow all Sega CD System directions to activate your Sega CD System.
3. If your system is already on, follow all Sega CD System directions to activate your Sega CD System.
4. If your Sega Genesis System is turned off, place the Mary Shelley's Frankenstein game disc in the CD System with the label facing up, close the door, and turn on your Sega Genesis System.
5. At the OPTIONS screen, you may select to have music and sound on or off. After making your selections, highlight EXIT and press the START button.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

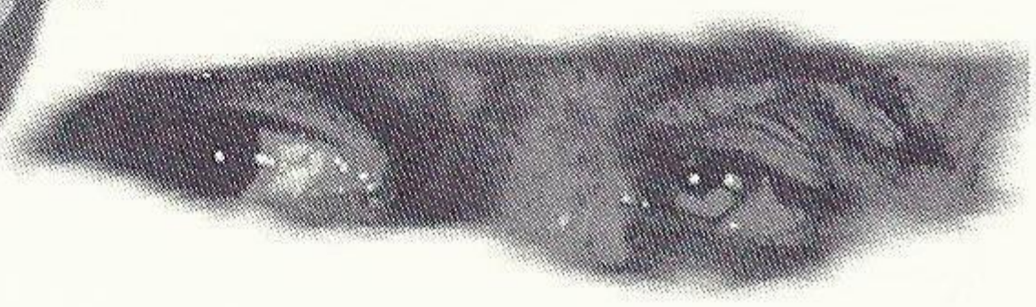
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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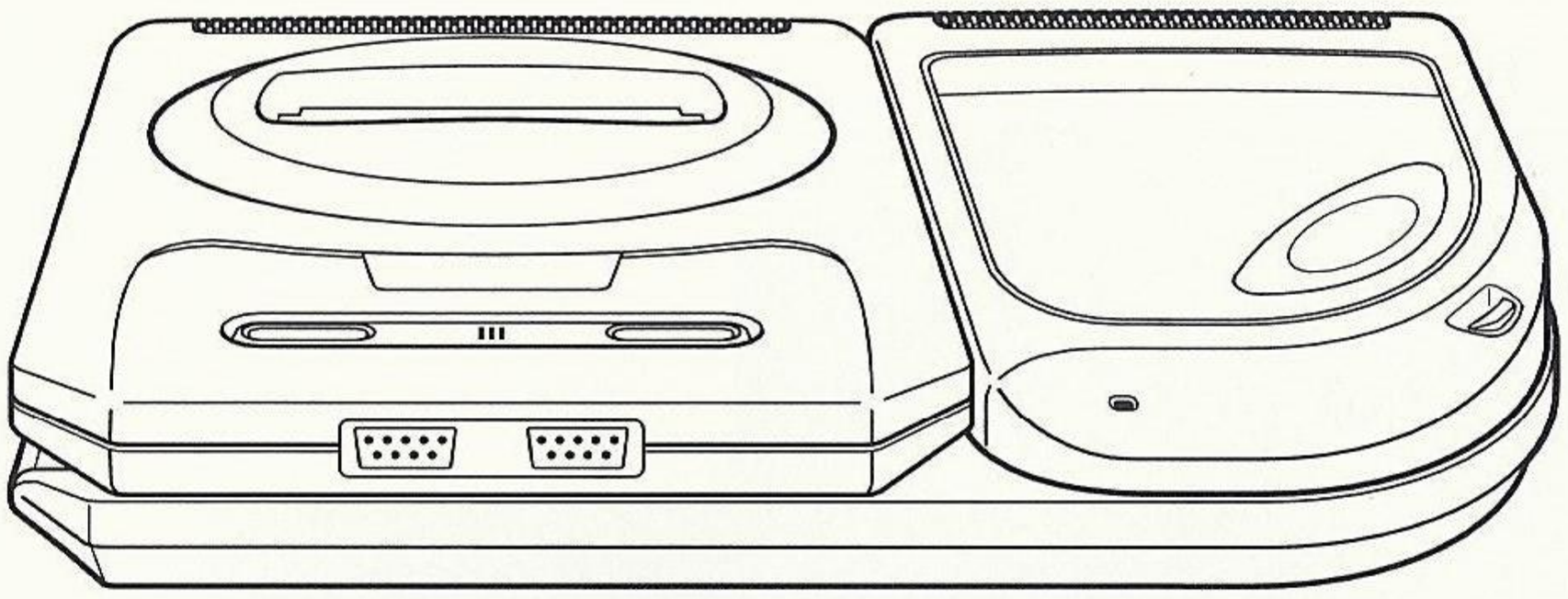
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This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ CD™ SYSTEM.



HANDLING YOUR SEGA CD DISC

- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.



Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

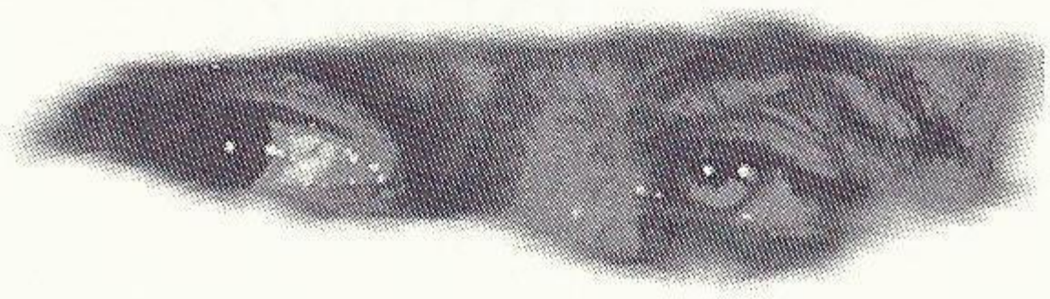


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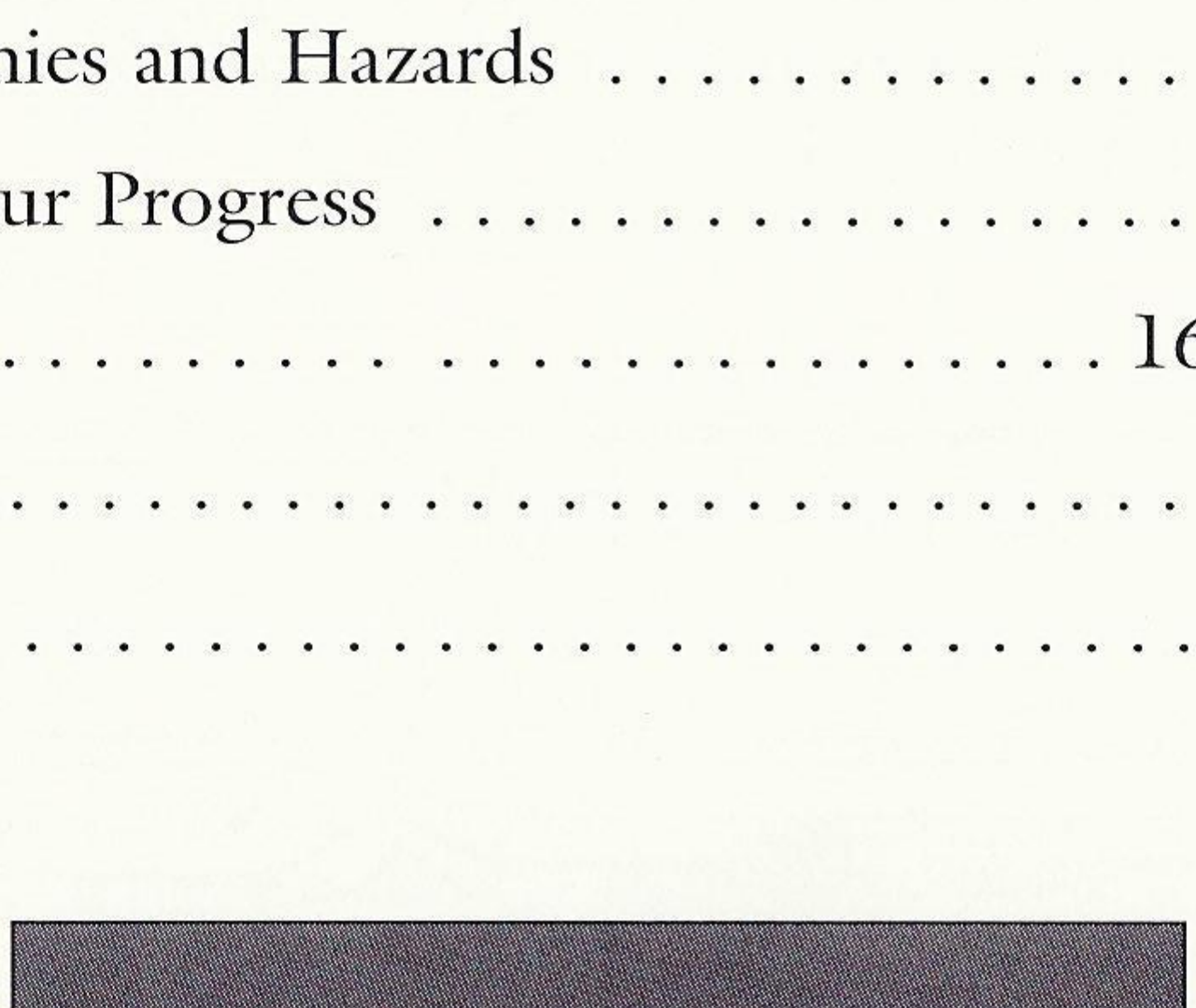
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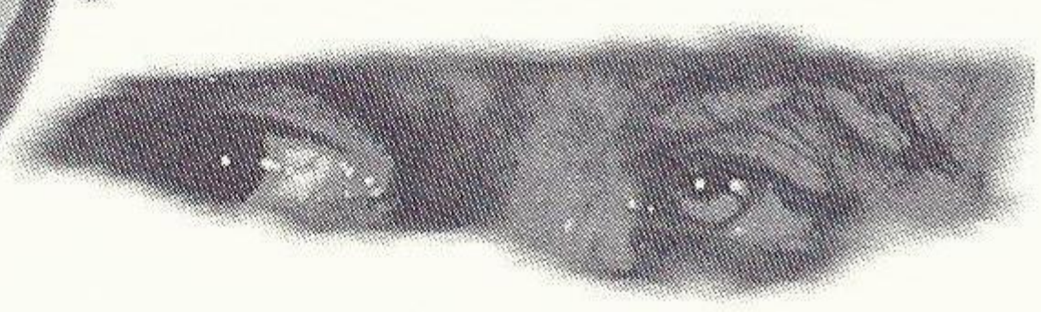
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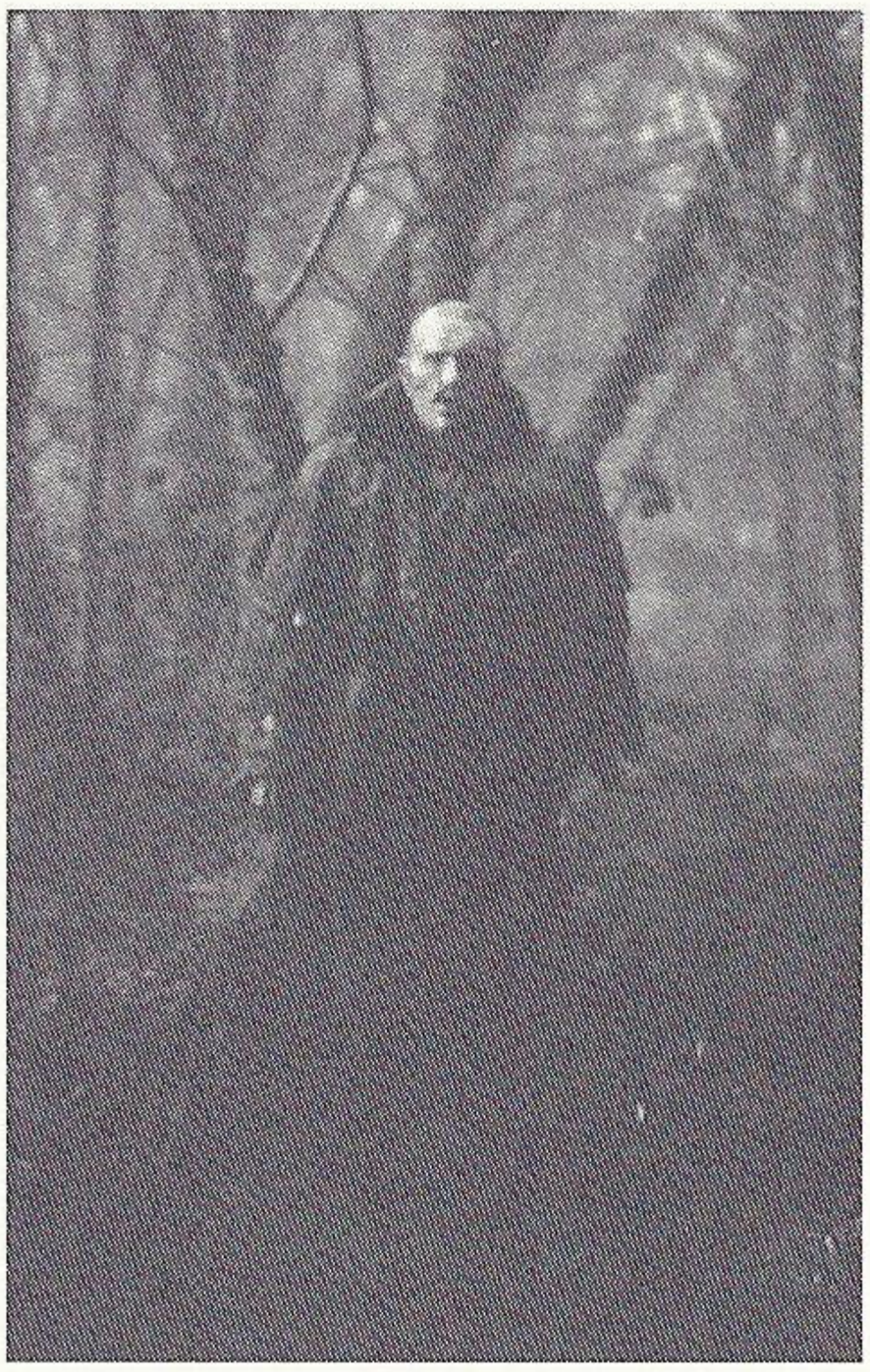




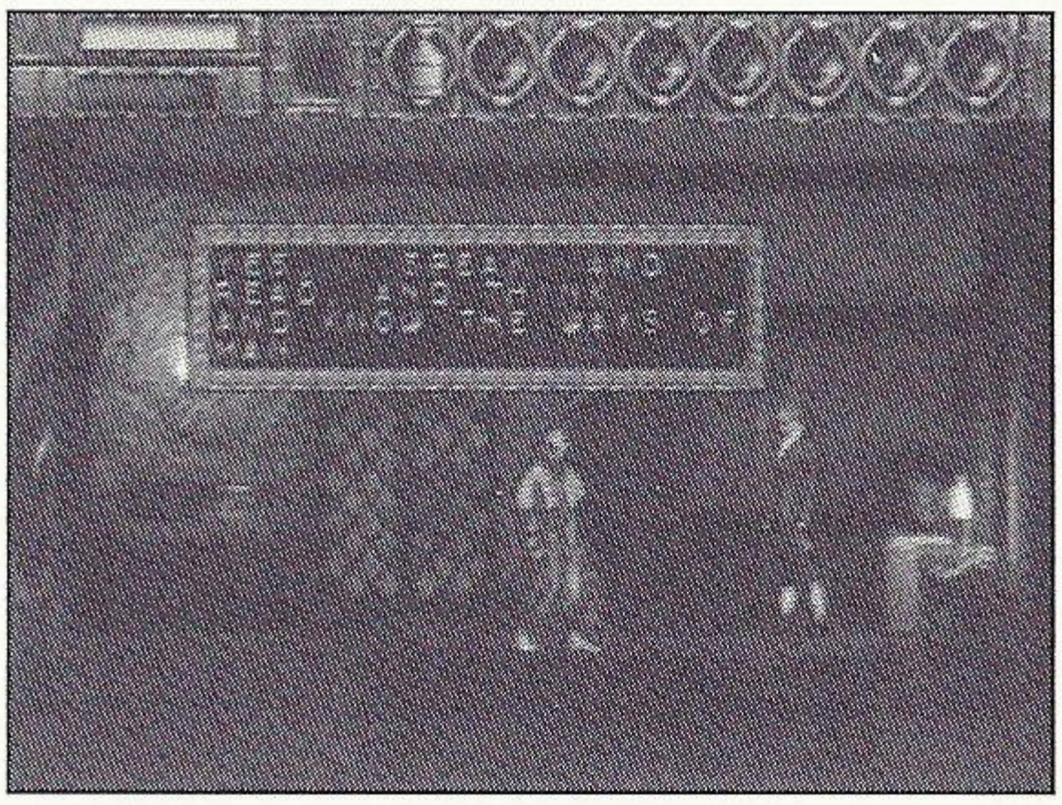
THE STORY

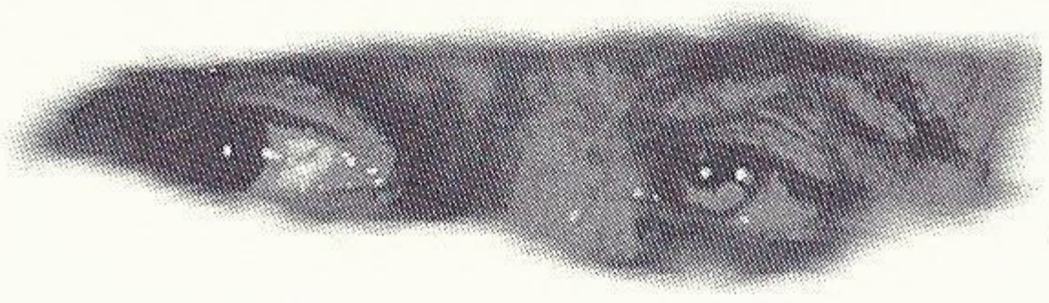
A TERRIFYING CREATURE WALKS AMONGST US . . .

As the awesome creature of Dr. Frankenstein, you have become a new and hated form of life among the human race. You have super human strength and wield incredible power! You have the very secret of life's energy coursing through your veins. A secret that other men covet or wish to be destroyed forever.



The action begins as you awaken in the garret where Victor Frankenstein has completed his greatest experiment — you. Now you must leave the confines of this hostile village to explore life on the road as a hideous creature without a single friend in the world.





GETTING STARTED

There are four selections on the menu screen: Start, Load Game, Practice Fights, and Options.

Press Button A on the Start icon to begin the game.

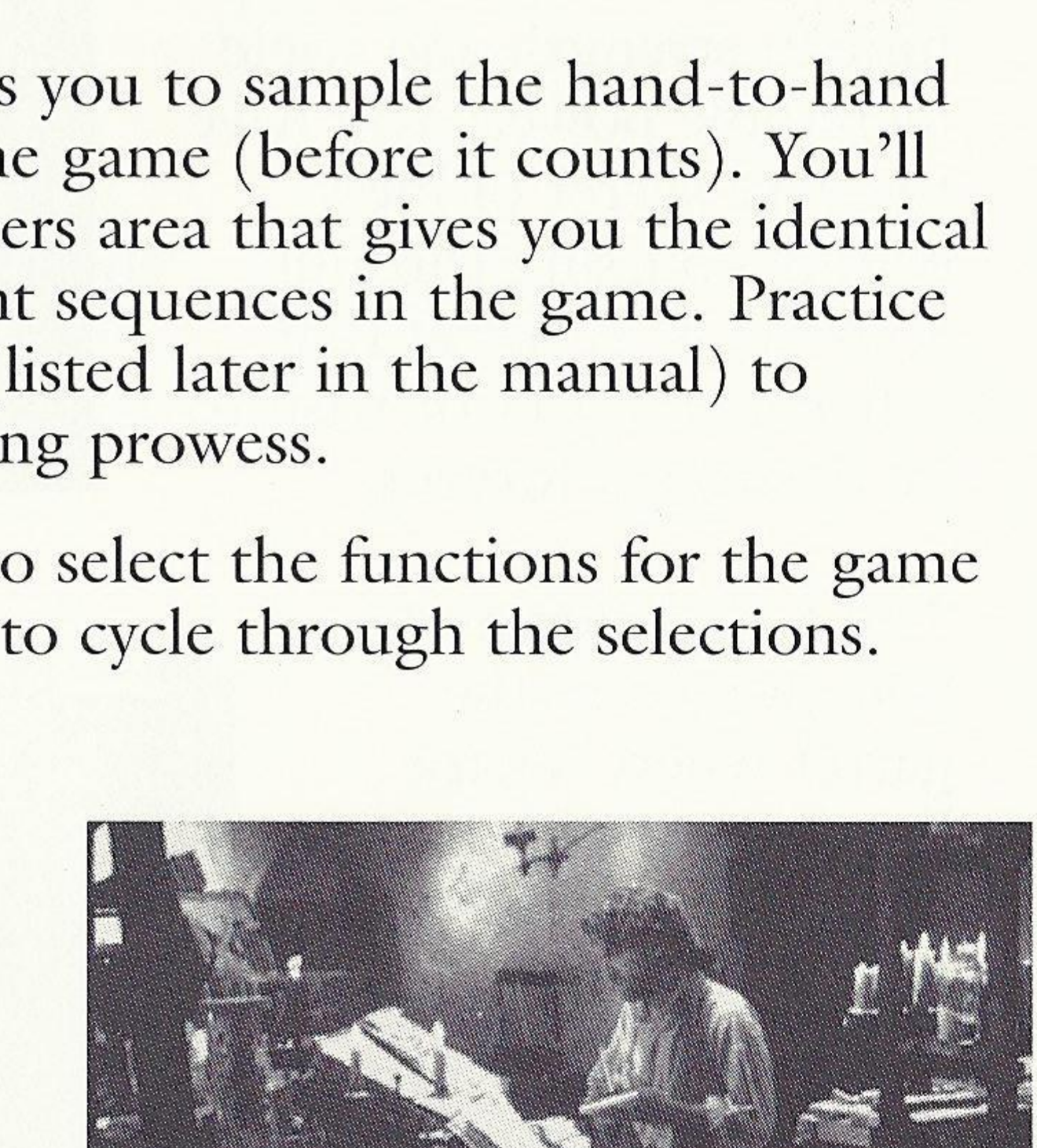
Load Game allows you to return to the location you last achieved in a previously saved game. NOTE: This is a very long game and it is wise to "Save" your position often.

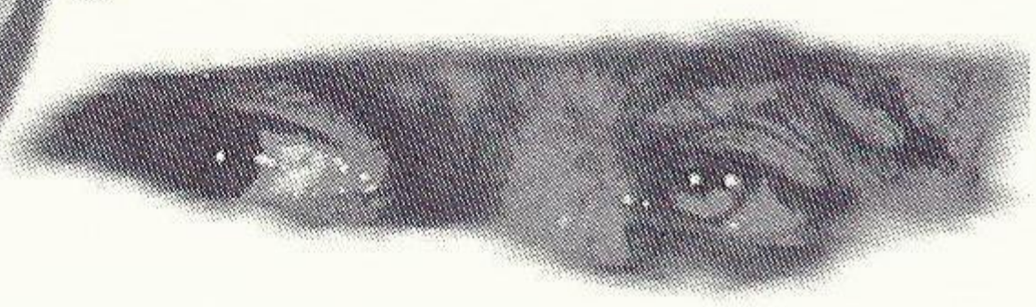
Practice Fights allows you to sample the hand-to-hand combat portion of the game (before it counts). You'll fight in a close-quarters area that gives you the identical feel to the actual fight sequences in the game. Practice the different moves (listed later in the manual) to maximize your fighting prowess.

Options allows you to select the functions for the game play. Use the D-Pad to cycle through the selections. The selections are:

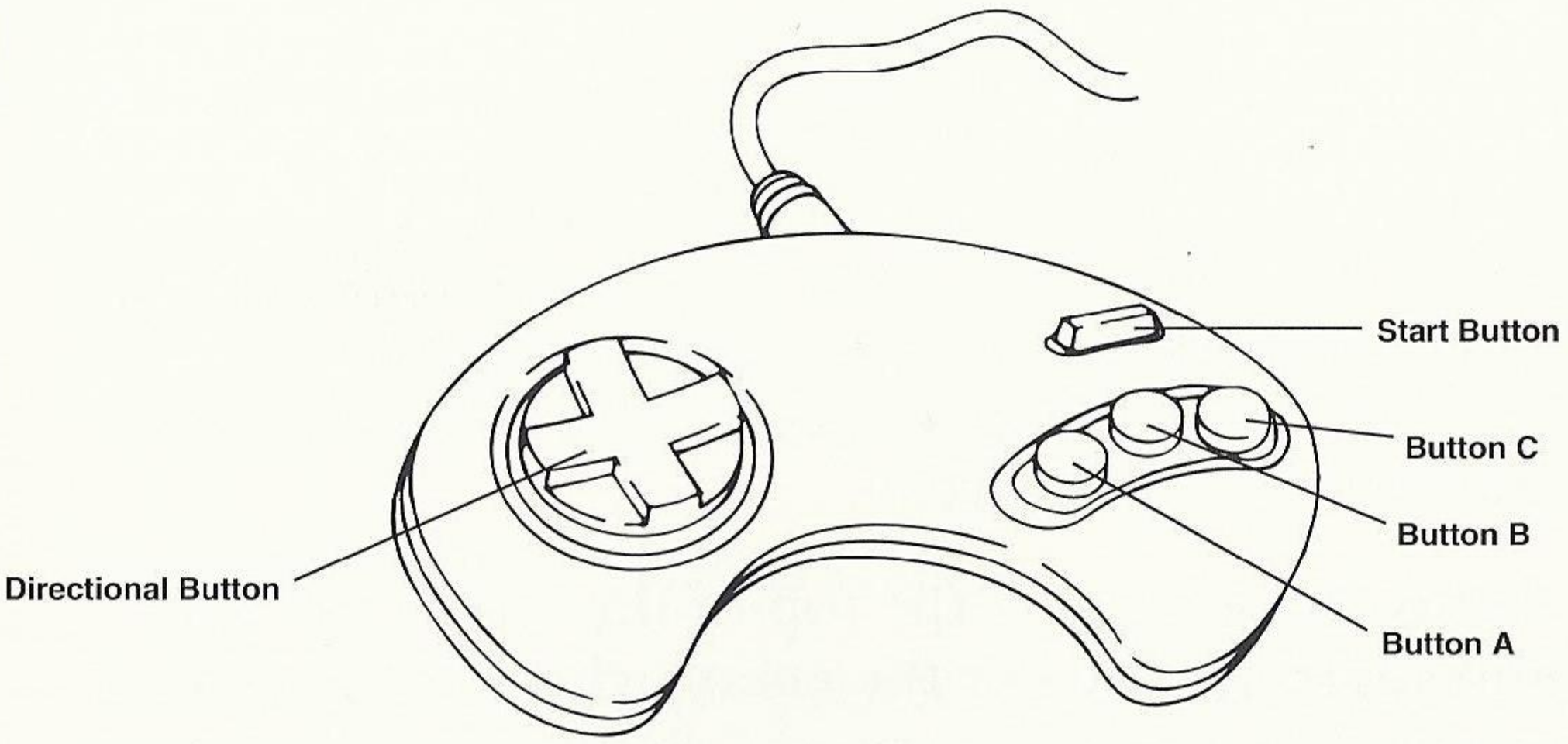
Music On/Off
Sound FX On/Off
Animations On/Off
CD Music Test

Use Button A to make your selections. Go to Exit Options and press Button A to leave this screen.

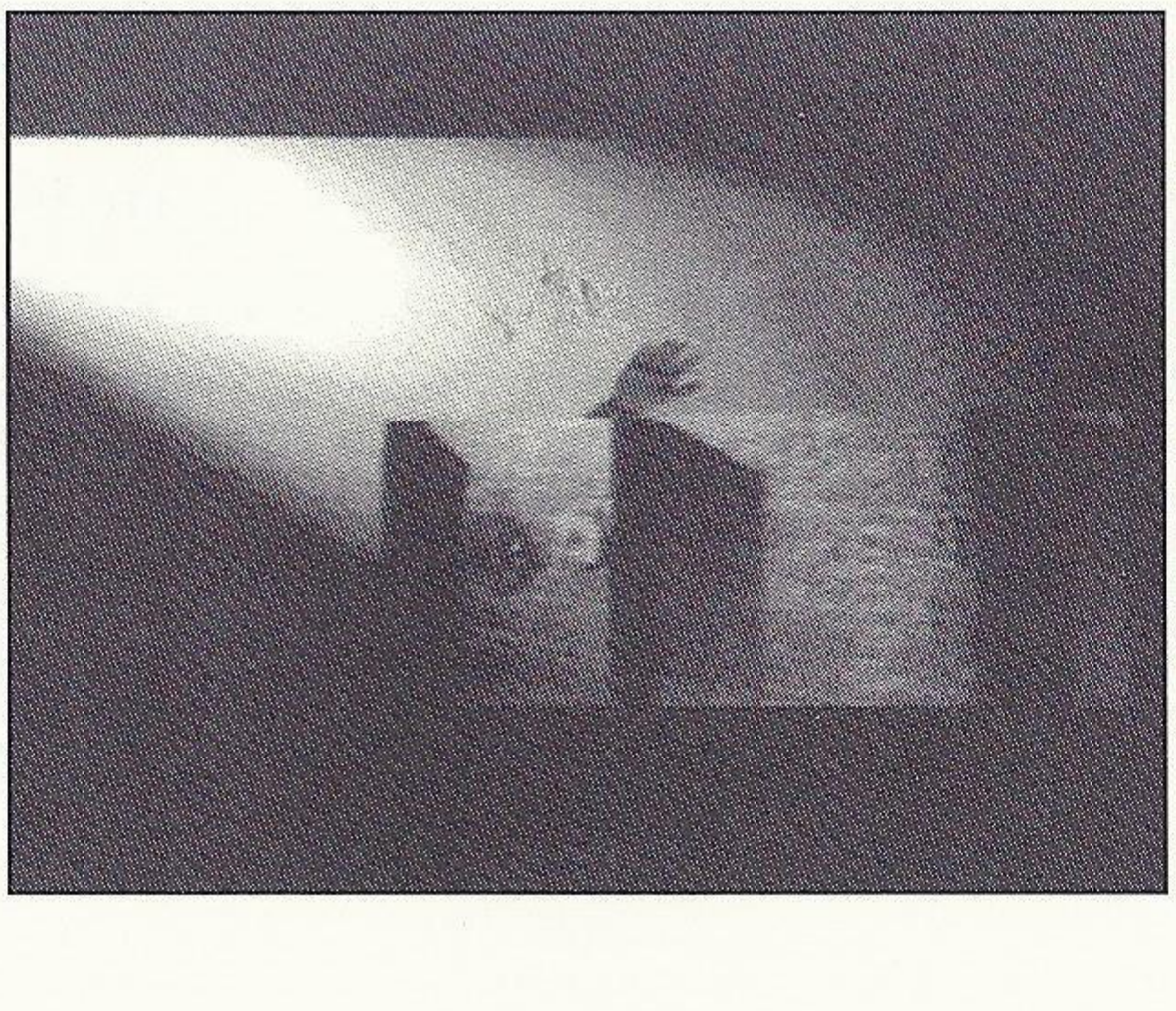


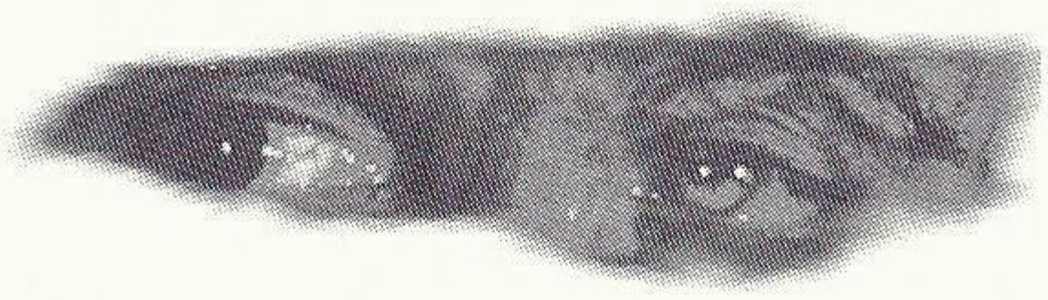


TAKE CONTROL



Throughout the manual, the buttons on the Sega CD Control Pad will be referred to as follows: Directional Button (D-Button), Start Button, Button C, Button B, and Button A. There are three modes of operation in Frankenstein. They are: Combat, Exploration, and Long View. There are different functions for each button based on the mode the creature is in. The list of functions follows for each mode.





TAKE CONTROL

MODE #1: COMBAT

This is when the creature is fighting for his life in one-on-one, hand-to-hand combat. Although the creature is imbued with super human strength, the enemies are rather tenacious and can prove to be his undoing! This is the mode seen in the Practice Fight section of the menu screen.

A status bar appears at the top of the screen for both combatants. As you (or the enemy character) sustain damage, you lose energy on the status bar. The loser of the combat is the one who has lost all of their energy first.

The commands for the buttons in this mode are:

Start Button

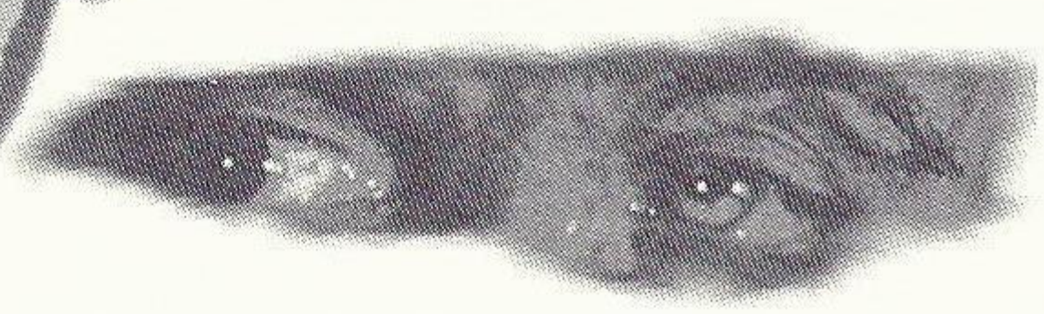
- Press to pause the action.

Directional Button (D-Button)

- Press Left or Right to advance or retreat.
- Press Up to jump in battle. Press Up/Right or Up/Left to jump in those directions.
- Press Down to crouch down and aim punches and kicks low.

Button A - Punch button

- Press this button to punch or swat at your enemies. The attack depends on which direction you are holding the D Button.



TAKE CONTROL

Button B - Side Kick or Head Butt

- Press this to perform either attack (depending on which direction you are holding the D Button).

Button C - Block button

- Press this button in combination with any of the directions to block an enemy attack.

MODE #2: EXPLORATION

In this mode the player has complete freedom to wander about the interiors of buildings while collecting items. Because of the necessity of collecting helpful items, this is the most important part of the game. The screen in this mode has a control panel (to be described later), at the top. The button controls for this mode are as follows:

Start Button

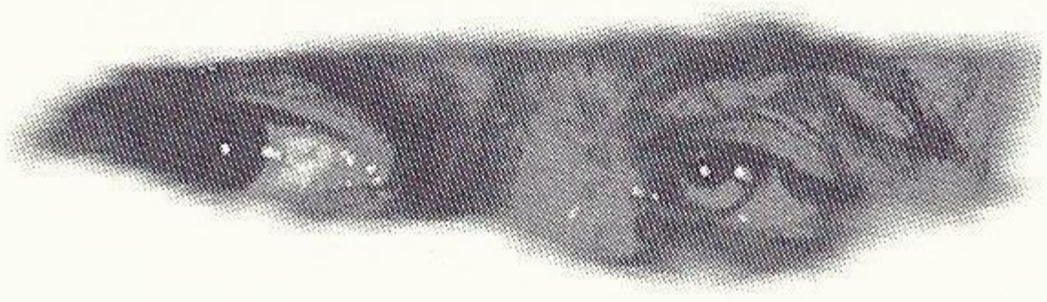
- Press to pause.

D-Button

- Press Left, Right, Up, Down, or any combination therein to move in one of eight directions.

Button A - Obtain Item

- Press this button to collect an active item and add it to your inventory of items. If you wish to use an item, press this button and move the cursor (with the D-Button), to get to the item you need. If you do not wish to use or view an item, press this button again to exit the inventory bar.



TAKE CONTROL

Once in the inventory bar:

Button B - Examine Item

- Press this to see exactly what item the creature has picked up. This only works if you have collected an item.

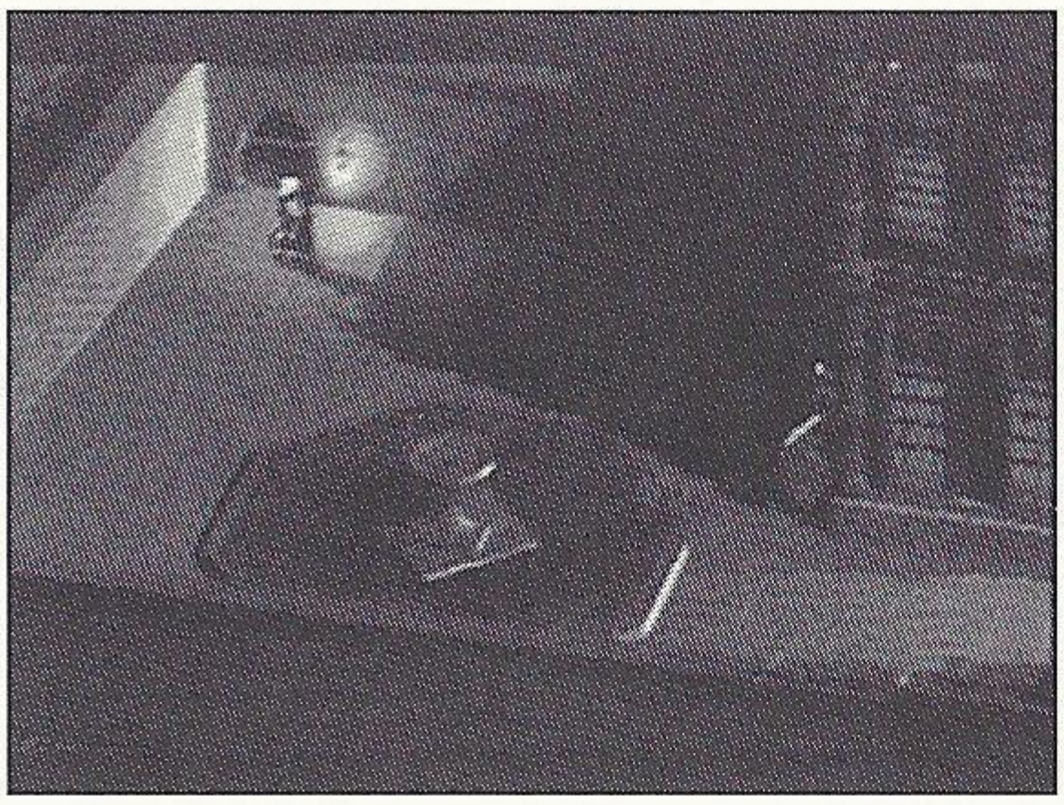
Button C - Use Item

- Press this button to use an item that the creature has selected from his stash of items. A message appears telling you of the results of using any item.

Button B + Button C - Save menu.

- Press Button B and C simultaneously, at any time to enter the save game menu.

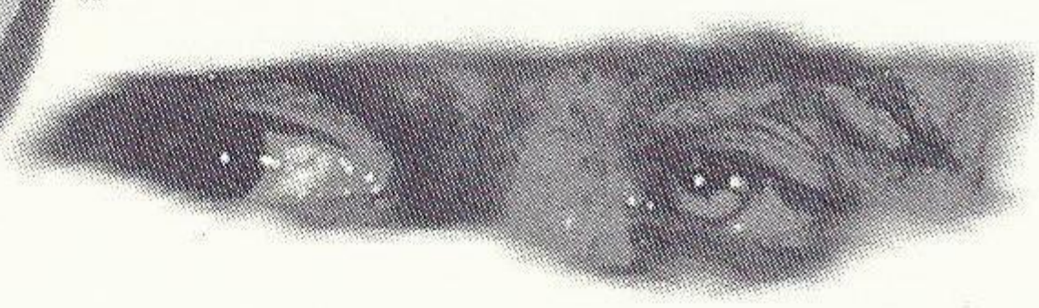
MODE #3: LONG VIEW



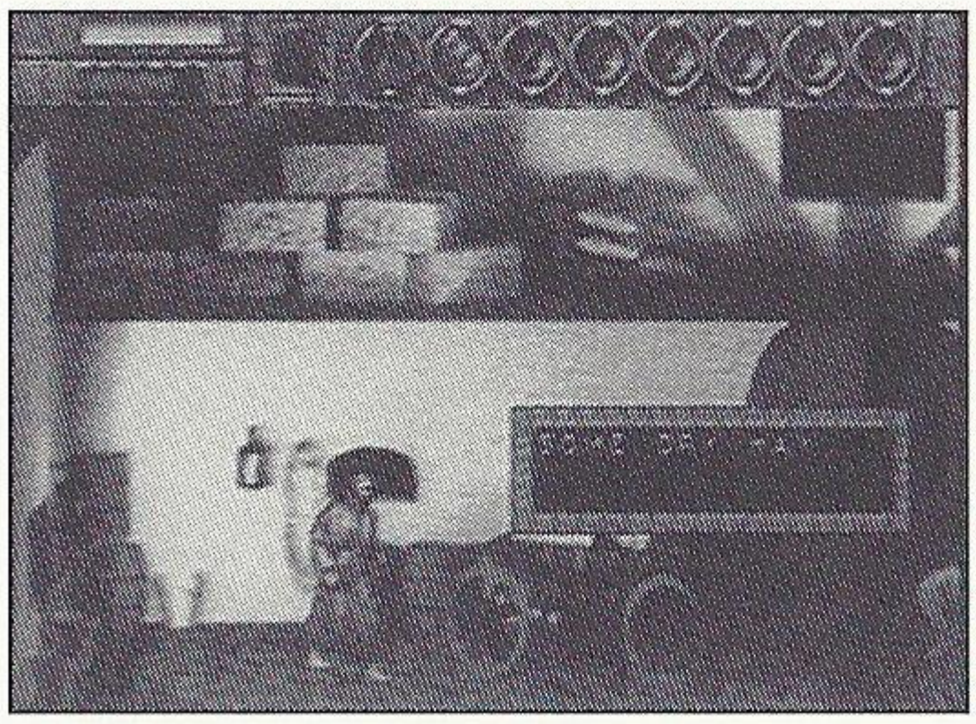
The creature must make his way through a city, a forest, and many more areas in his travels. The Long View Mode shows an aerial view of the creature's location so that you know exactly where he/you are. The Long View Mode uses the following controls:

D-Button: Move about in all eight directions.

Start Button: Press to pause the game play. While in this mode, the game can be saved at any point by pressing buttons B and C simultaneously.



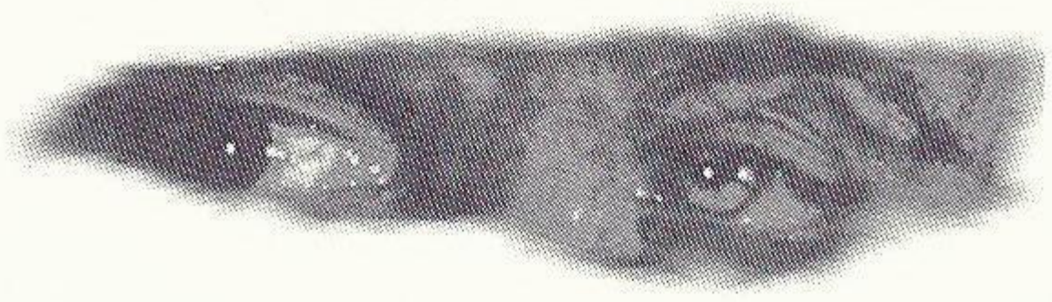
MOVE INTO ACTION



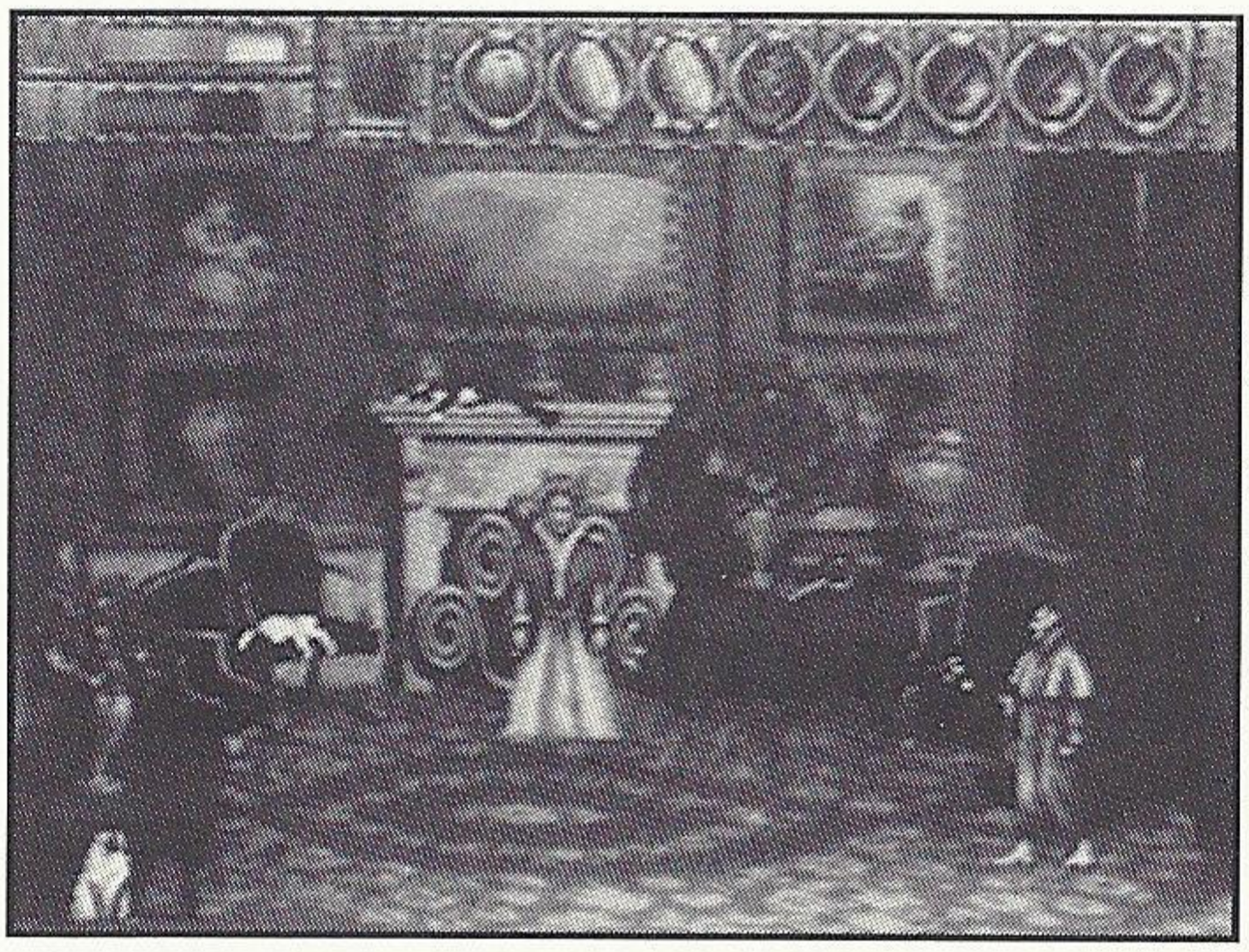
When the story begins you will see Frankenstein's creature standing inside the garret. From this point on, his sole mission is to survive to the end of each level. Along the way Victor Frankenstein is hunting his creation, looking for a way to stop its rampage. Various items and devices give you, as the creature, the ability to bypass deadly traps and obstacles. There is more than one way to make it to the end of a level. Examine the items in your inventory to seek a solution to the dilemmas posed in every area.

Each land (level) that you enter has its own set of dangers and traps. For the most part, you can endure these obstacles by fighting your way through the threats, but some of these opponents can make it very difficult for you.

The objective of this game is to solve the multitude of problems facing the creature and find lasting peace for the walking horror.



THE CONTROL PANEL



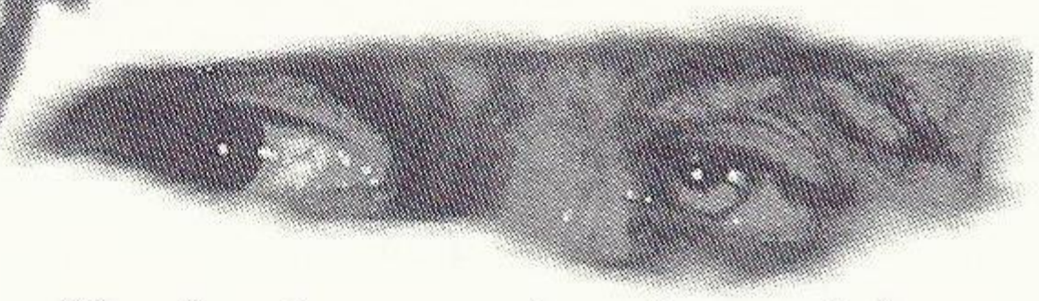
Once the creature is in the exploration mode, his status appears at the top of the screen in the following icons:

Green Energy Bar: How much energy the creature has left in a heart.

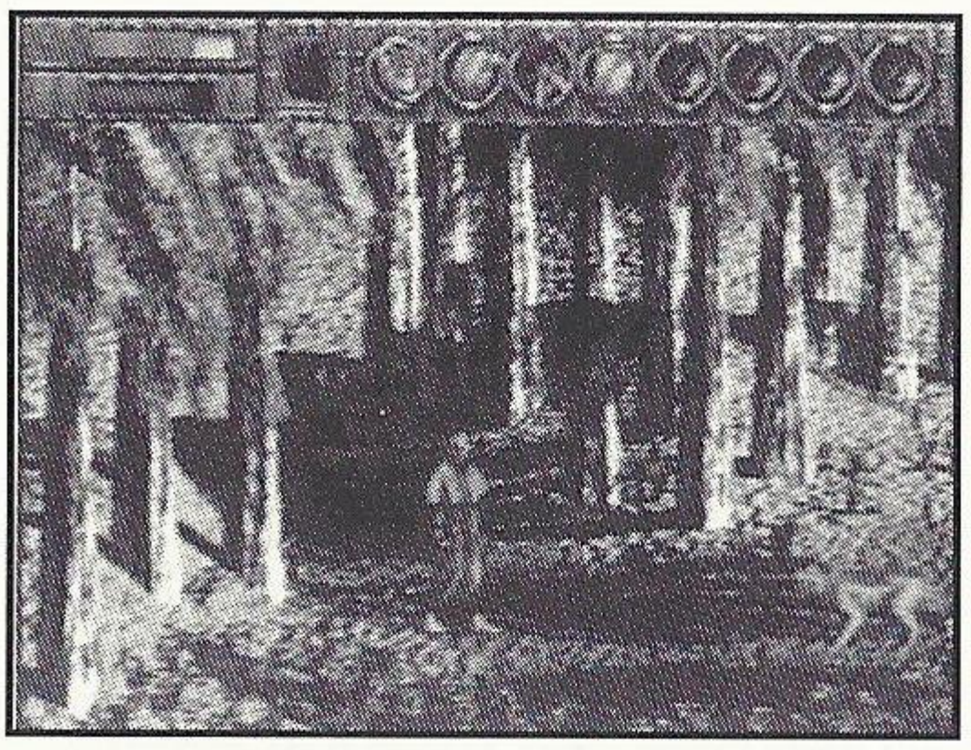
Row Of Hearts: How many lives the creature has left. A heart represents one full energy bar.

Item Window: When the creature walks up to an item that he can collect, it appears in this window. Use your judgment if you think the item may have a valuable future use.

Item Boxes: The creature can collect up to eight (8) items at any one time. All the collected items are seen in these boxes.

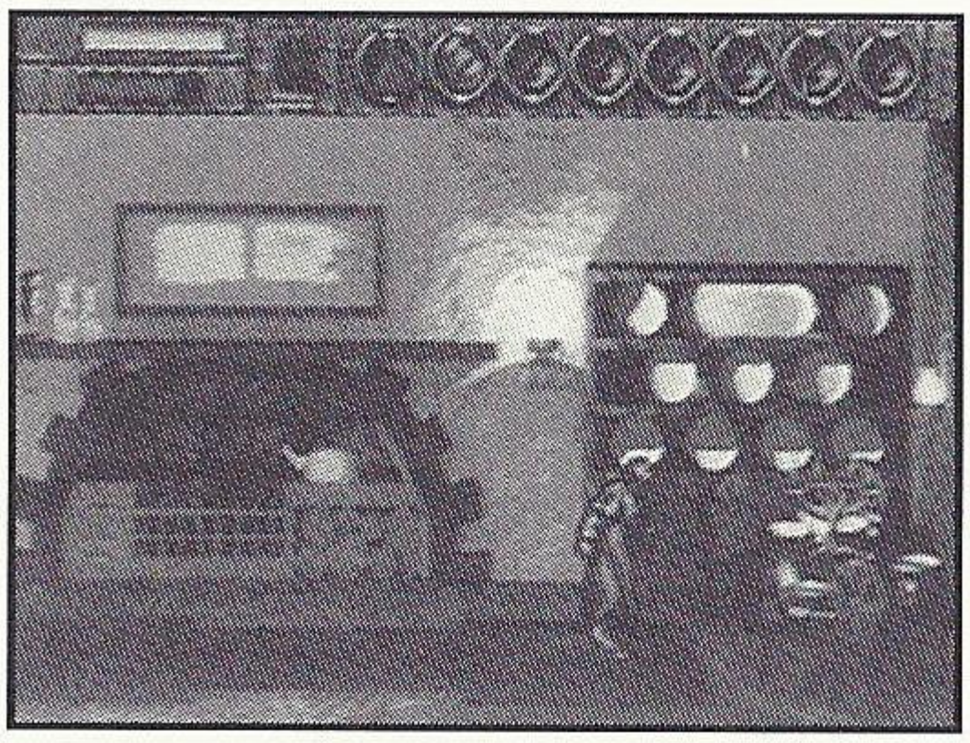


THE CHAPTERS



Each chapter begins with the creature in a tough situation. Universally despised, the creature must fend for his existence in all settings. Even Victor, his creator, has it out for him. The story has the following chapters:

The Garret - Victor's home at the university, the garret is the birthplace for the Creature. Surrounded by alien sights and scents, the Creature must find a way out of this nightmarish residence.



Ingolstadt - Home of the university and secret experiments performed by Victor Frankenstein. The Creature leaves this tiny European hamlet to find what life has in store for him.

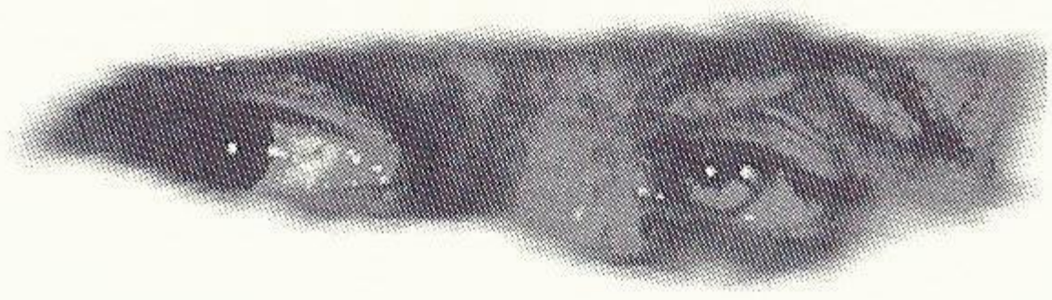
The Forest - Dark and remote, the forest hides many secrets of its own. Frankenstein's creature must survive the elements as well as the many inhabitants of this domain.

Geneva - Here in the major city of Geneva, the Creature meets a very special someone. What does he have to do to make her his own?

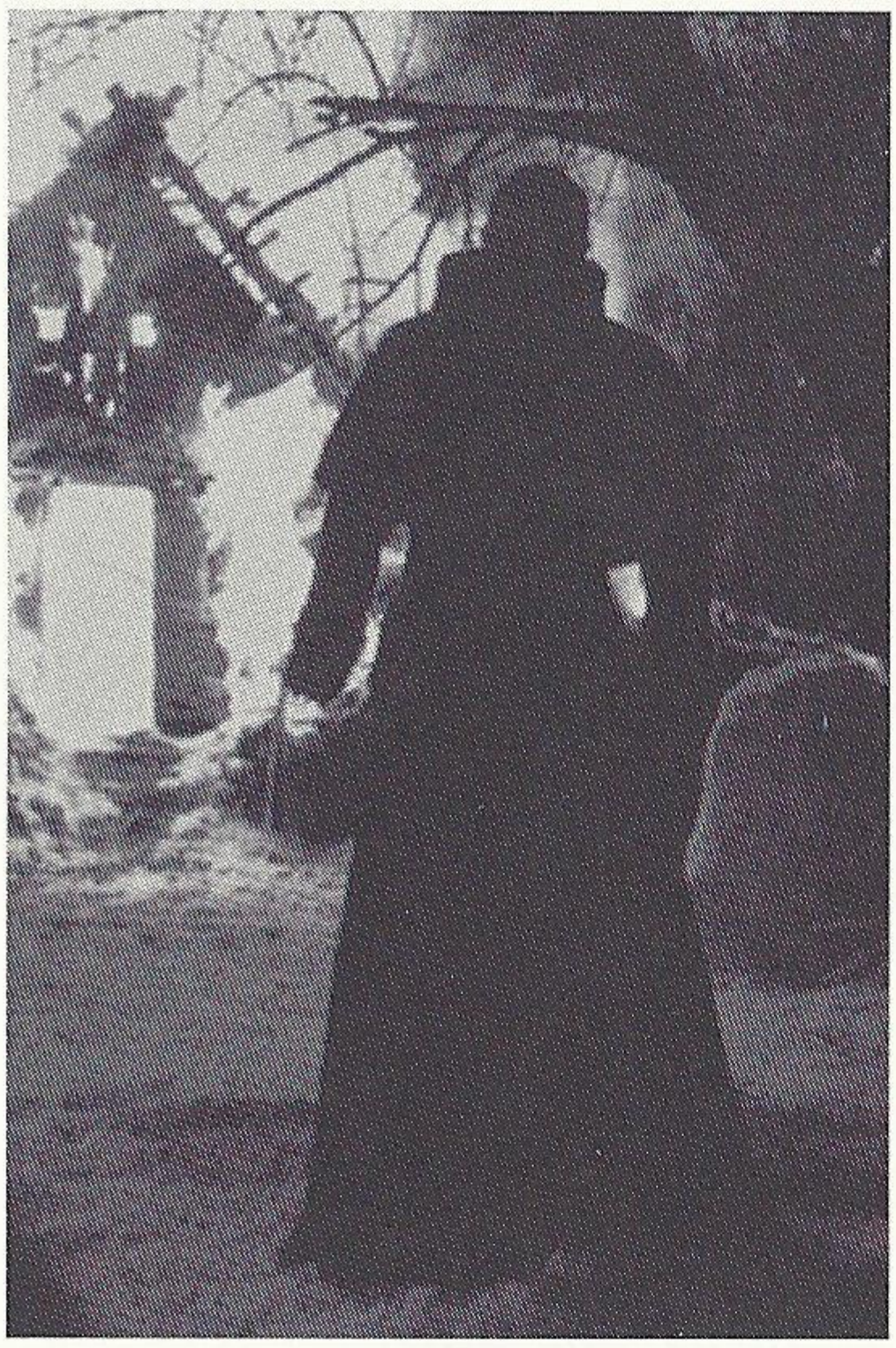
Return To Ingolstadt - Back to his point of origin, the Creature must collect all of the items Victor needs to create the creature's bride. So many parts, so little time . . .

Frankenstein Mansion - You must once again confront Victor, but first you must deal with his wife, Elizabeth.

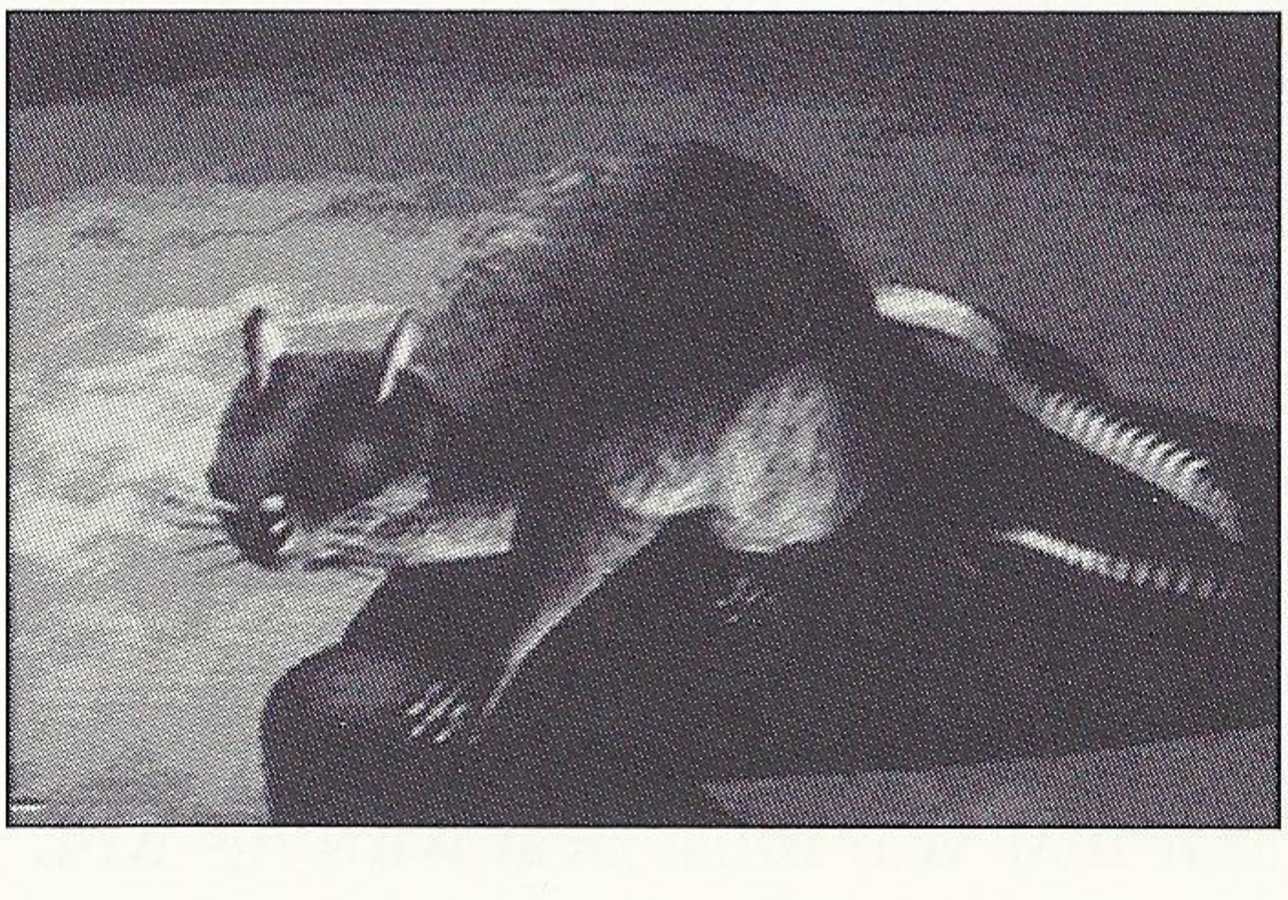
The Arctic Wastes - The final chapter and showdown between Creator and Creature.

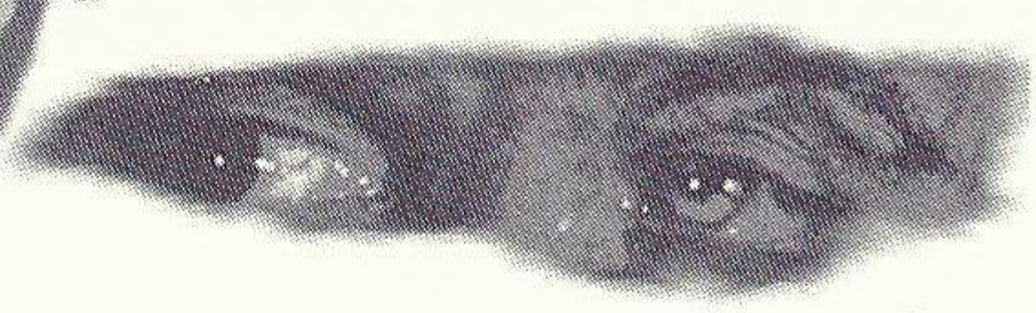


THE HERO



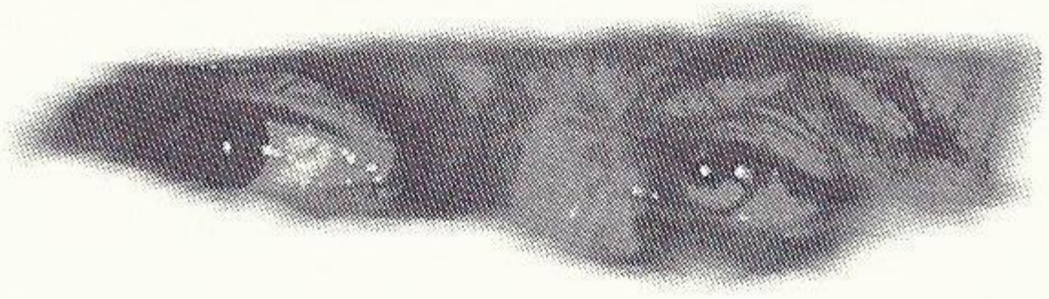
The Creature — Never given a chance to experience life as a normal man, the creature shambles along in an attempt to make his life have meaning. Shunned and hunted by humans and animals alike, the creature walks a lonely path. His patchwork visage frightens even the stoutest fighters, his enormous size strikes fear in the hearts of those who dare to come too close. Only the random, broken thoughts of the creature know what compels him to keep seeking a reason for his very creation.





THE ENEMIES AND HAZARDS

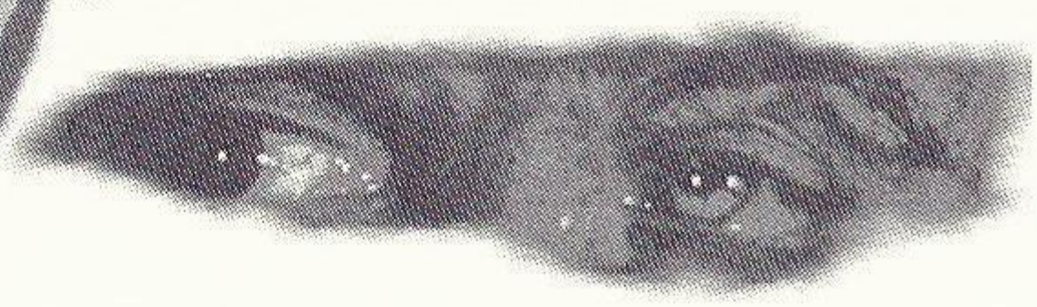
Peasant Men	Working men of Ingolstadt who don't take kindly to the likes of the creature.
Peasant Women	Less aggressive than the men, they flee from his ugliness.
Soldiers	Well armed and sturdier than the regular peasants.
Dogs	Feral animals that prowl the streets, prison, and forest.
Giant Spiders	Affected by the serum, these arachnids are very large and hungry.
Bandits	They have holed up in the forest in an effort to avoid trouble.
Victor Frankenstein	The crazed scientist himself is looking to undo the damage he created by bringing life to his creature.



SAVING YOUR PROGRESS

This adventure takes many hours to complete successfully, so we have included a feature to allow you to "Save" your position so that you may return to later.

Press Buttons B and C together to reach the save menu. There you may save your game to RAM by pressing Button A. Load a previously saved game by pressing Button B, or continue on with your game by pressing Button C.



HINTS

- Keep moving! Look around every room, every street corner and shop to find anything that may be of use to the Creature.

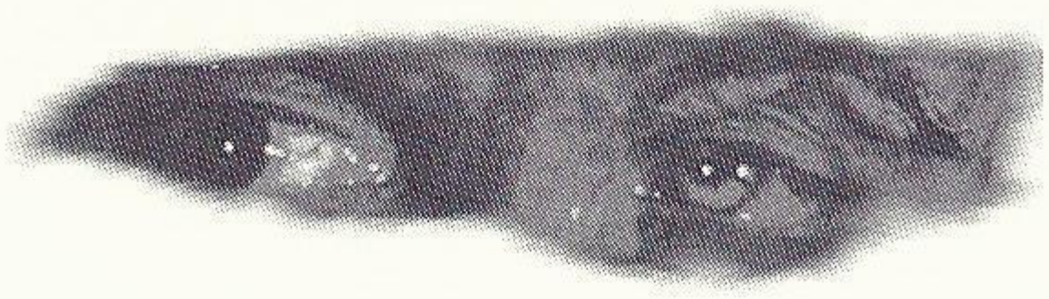
- You can use collected items to find a new exit to a level. You don't always have to fight an enemy to get what you need from him.

- Don't forget to eat from time to time. This restores vital energy to the Creature.

- Take your time to explore each level to its fullest. You may find new objects and locations (on a second or third look) in an area that you thought you had already examined thoroughly.

- Try different strategies in the Combat Mode. Certain fighting techniques may work well against one opponent, but fail against another.

- Some tasks that you are sent out to accomplish can get complicated. Write down your current assignment (especially if you Save half way through it), so you may refer to it later.



CREDITS

FOR SONY...

EXECUTIVE PRODUCER
Rich Robinson

SENIOR PRODUCER
Mary Ann Norris

PRODUCER
Mike 'Km' Arkin

TESTING
Jose Cruz
C.J. Connoy
Bruce Cochrane
Jody Kelsey
Kurt Schwengel
Seth Luisi
Andrew Stein
Tobin Russell
Andre Leighton

SARCASTIC COMMENTS PROVIDED BY:
Dave Poe

FOR PSYGNOSIS...

TEAM LEADER
Nicky Carus-Westcott

PROGRAMMING
Martin 'Ex Wing Eh' Linklater
Dave 'Not Doom Again' Smith
Cris 'M.Y.B.' Eden
Andy 'The' Scott
Jed 'Mr. Credit' Adams
Simon 'Dennis' Moore
Dave 'Betty Helmet'Berrisford

ARTWORK
Nicky Carus-Westcott
Louise Smith
Keith Roberts
Lee Carus-Westcott
Darren Douglas
Laura Grieve
Mark Stokle
Rogan MacDonald
John Dwyer

INTRO AND EXTRO RONDORS
Lee Carus-Westcott

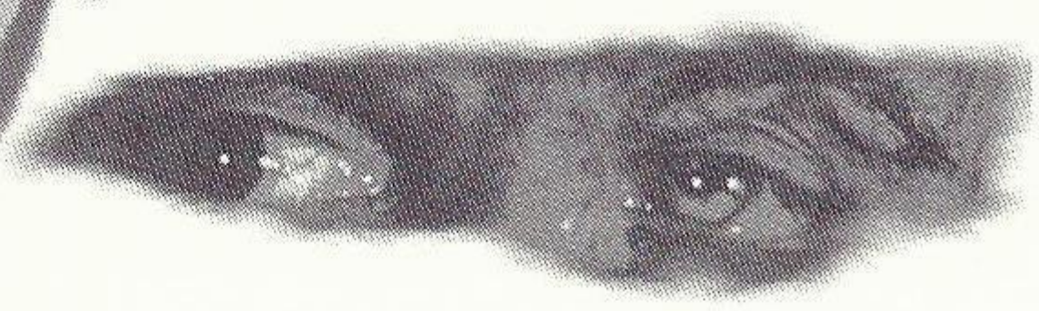
MUSIC AND SOUND EFFECTS
Mike 'Mike Clarke' Clarke

EXTRA SOUND
Tim 'Y.F.M.L.' Wright

DESIGN
Gary 'Dr. Code' Mercer
Kristian Ramsay-Jones

GAMEPLAY DIRECTOR
Gary 'Not again' Mercer

CHARACTER DIGITIZATION
Craig Duddle



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