

FRANKIE

GOES TO HOLLYWOOD



WELCOME TO THE PLEASUREGAME



COMMODORE 64

ocean

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Made in the U.K.

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THE GAME

Frankie have sent you over 60 tasks in your journey from Mundanesville through the Pleasure Dome. Tasks ranging from the trivial, to heroic feats of skill and intelligence.



Whenever you complete these challenges a bar-chart will show your increase in the various elements of your personality and Pleasure points will be awarded.

Your goal is to become a complete person and to achieve this you must reach the top on the Bar Charts (when the word BANG will light up above the personality factors) and achieve a score of 87,000 Pleasure Points. This combination awards you the minimum requirement (99% a complete person) to search for the Special Door – the Door to the Ultimate Experience – the heart of the Pleasure Dome.



YOUR

CONTROLS

LOADING

CASSETTE

Before loading ensure that all peripherals such as disc drive or printer are disconnected.

Position the cassette in your Commodore tape recorder with the printed side upwards and make sure that it is rewound to the beginning.

Ensure that all the leads are connected.

Type: LOAD (return). The screen message should follow; press PLAY on tape. This program will load automatically. When loading is complete follow screen instructions.

DISC:

Insert joystick, if used, into joystick port two of your Commodore 64. Turn on the disc drive then turn on the computer.

Insert the game disk into the drive with the label facing upwards. Type: LOAD "FRANKIE",8,1 (return). The introductory screen will appear and the program will then load automatically.

KEYBOARD

After acquainting yourself with the keyboard controls, on the following page, study the joystick controls and the full repertoire of movements available – all these movements can be achieved through using relevant combinations of keys.



YOUR

CONTROLS

Relevant keys are indicated in RED.

FIRE



UP



LEFT



RIGHT



DOWN



These controls will also operate the CURSOR FINGER when required.

JOYSTICK



PUSH JOYSTICK IN OPPOSITE DIRECTION TO WALK LEFT.



PUSH JOYSTICK IN OPPOSITE DIRECTION TO WALK RIGHT.

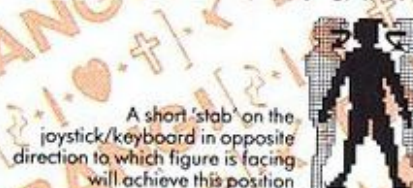


REACH - WAIST HEIGHT



REACH - SHOULDER HEIGHT

THESE MOVEMENTS CAN ALSO BE USED TO 'ZAP' WHEN REQUIRED.



TO ENTER A DOOR ETC. YOU MUST BE IN THIS POSITION THEN PUSH JOYSTICK/KEYBOARD 'UP'.

TO CLOSE 'INVENTORY' WINDOW OR ANY WINDOW IN WHICH THE 'CURSOR FINGER' IS USED, MOVE 'CURSOR FINGER' TO 'QUIT' ICON AND PRESS 'FIRE'.

TO PICK UP OBJECTS EITHER TOUCH OR STAND OVER OBJECT AND PRESS 'FIRE' BUTTON AND 'UP'.

Your 'INVENTORY' window can be accessed by pressing FIRE button and joystick/keyboard 'DOWN'. You may then use object/objects you are carrying moving 'CURSOR FINGER' to chosen object and pressing 'FIRE' button.



THE GAME PLAY



You begin your adventure devoid of personality in an environment of suburban boredom, but don't be put off by ennui, all may not be as it appears!

There are different streets and different houses, take nothing for granted. Touch everything, explore, probe, experiment – your curiosity will be rewarded. Pick up objects – some of these will help you now, others you will need to survive and succeed in the Pleasure Dome.

Remember you can only carry 8 objects at a time so you need to be selective about the items you take with you, once abandoned they may not be used again.

YOUR INVENTORY

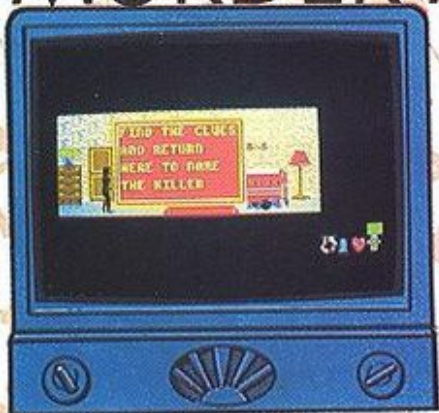


You may check your inventory at any time by pressing the FIRE button and moving the joystick downwards.

To resume play immediately use the QUIT icon to close window.

As you explore the aspects of everyday life, keep your wits about you as sooner or later you will stumble upon the ...

MURDER MYSTERY

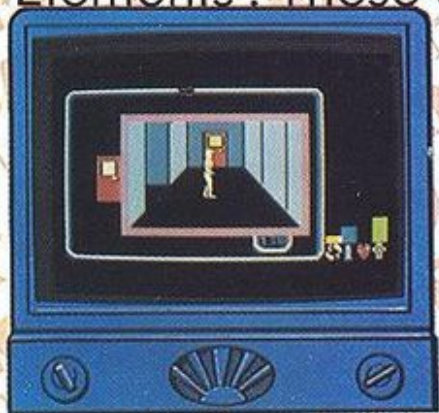


You will come across a body, who is the killer? ... Solve the mystery by a process of elimination:- Find all twenty three clues

which appear in windows, return to the scene of the crime, when a window will appear naming all the possible suspects. Use the Cursor Finger to point to the killer.

TIP: TAKE A A system of noting the clues may help your investigation.

In the quest to form your personality you must use what has been gleaned from everyday life to complete all the 'Arcade Elements'. These elements are linked within the Dome by a conduit, the ...



CORRIDORS OF POWER

This Labyrinth enables you to move at will within the Dome and connects with ➡➡



THE
GAME

PLAY



THE GAME PLAY

Mundanesville (though other routes may also be discovered).

It can be mapped by observing the colour of manhole covers located along its path. Fireballs emerge from the manholes, Zap them and you will create additional exits.

The entrances will appear as the game is played. Learn to use the Corridors well, they will help you succeed in elements that follow and within them (when your personality is completed) will be revealed the door to the very centre of the Pleasure Dome ...

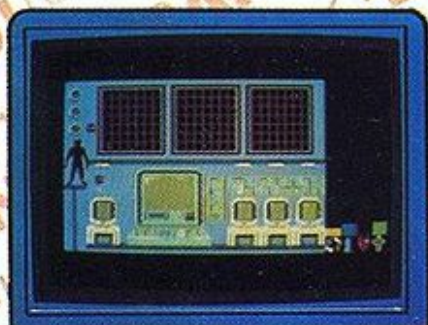
The Ultimate Screen.

THE PLEASURE DOME

Inside the Pleasure Dome are a variety of games and puzzles which must all be completed to gain sufficient points to form your personality. Through experience and inspiration you WILL succeed. There are principal entrances into this world of the mind (one from each street), however others can be found but only used once, so be prepared.

These entrances and the ones which will become evident in the Corridors of Power give access to the ...

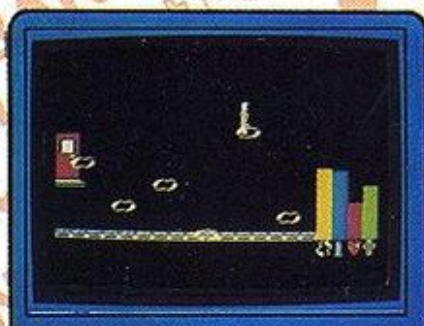
ARCADE ELEMENTS



THE TERMINAL ROOM

You must use information to complete this task – pay close attention to your inventory and the objects on the screen.

TIP – If your inventory is incomplete the lift may aid your escape.



SEA OF HOLES

Go in and out of time and space to reach the floor beneath you.

HINT – There's more here than meets the eye.



CYBERNETIC BREAKOUT

One game must be completed for each symbol (guide the symbol into the spark).

HINT – What you are carrying could halve your pain or double your pleasure!



RAID OVER MERSEYSIDE

Stop the bombers destroying Merseyside and its shipping. You have a time limit to survive or destroy the enemy (multiple hits on the planes).



THE ZTT ROOM

Break down the wall to enter the control section and then solve the puzzle. Use the Power of Zap to fire but be careful to dodge the bullets. (Remember you must complete the puzzle to win.)

HINT – You may bring protection from the rooms of the Mundane, quite appropriate to cover this task.
TIP – Locate the key which switches pieces on and not off



THE
GAME

PLAY



THE GAME PLAY



CUPID'S ARROWS

Follow screen instructions and grasp the Halos, they could be of use elsewhere.



FLOWER POWER

Catch falling flowers.



TALKING HEADS

This dialogue between World Leaders can get nasty. A counter tells you how many (political) lives you have left. Choose your politics by moving left or right and remember to protect yourself.



SHOOTING GALLERY

Take pot shots at famous personalities (100% score to complete). If it turns into a Duck Shoot you may get an extra shot or loose your chance to win.

HINT – Reload to fire (allow the sights to fall to the bottom of the screen).



WAR ROOM

Shoot the symbols in this task to gain Pleasure Points. (one game for each symbol).

HINT – Sainly qualities may be of use.

CONTROL PLAN

Throughout your journey different objects and elements will emerge, the cat for instance has other roles than to drink milk. As you become more familiar with the Pleasure Dome and its interface with the Ordinary World, you will begin to learn the layout of the Game and be able to move quickly from

one element to the next using the Corridors of Power or other methods you will discover. REMEMBER, to develop your personality completely you must finish all the tasks, for only then will the opportunity arise, to re-enter the maze and search for that door, behind which lies the secret of self discovery ... Go for it!

FRANKIE GOES TO HOLLYWOOD

THE GAME

Game design

OCEAN/DENTON DESIGNS

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With many thanks to BILL BARNA

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ZTT



RELAX

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GILL/JOHNSON/O'TOOLE

Produced by

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Published by

PERFECT SONGS

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THE CREDITS

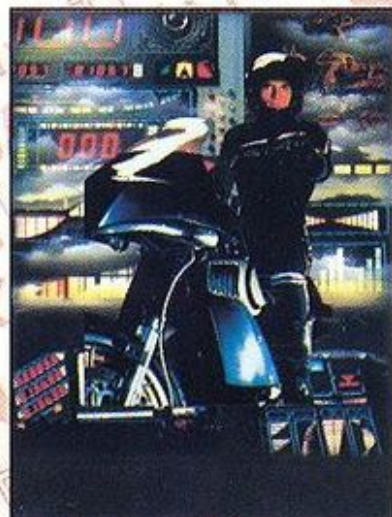


NEW

RELEASES

KEEP A LOOK-OUT

for these 'Blockbusters' at your local software dealer – these are just the crest of the best from the big names in all-action computer games.



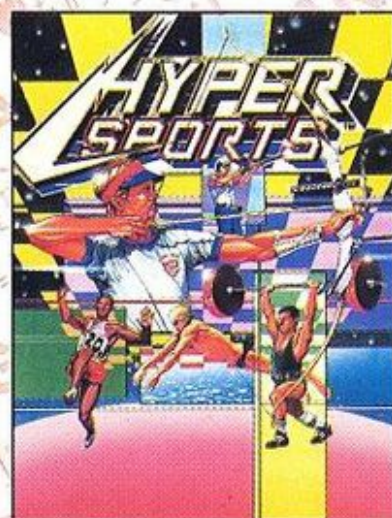
STREET HAWK

Become the hunter and the hunted in this breathtaking simulation of the famous film and TV series with Hyperthrust feature, helicopter attacks and daring rescue attempts that only the man and machine combination of Street Hawk can survive. Don't miss it – burn tread on the streets!



NEVERENDING STORY

Like the film this fantasy, text adventure with illustrative graphics is a classic in its own right – a trilogy where you are cast as the hero Atreyu with his friend Falkor, the Luck Dragon. Your almost impossible task is to save the world of 'Fantasia' from the ever consuming 'Nothing'. If it's adventure you want look no further – this is your story.



HYPER SPORTS

Enter the stadium to take part in this officially endorsed version of the No.1 Arcade game. Six events of skill and stamina from the precision accuracy of Skeet Shooting, the strength and split-second timing of Weight Lifting to the endurance of Swimming to test you to your breaking point. Stunning graphics make Hypersports a fun game for all the family – continuing where 'Track and Field' left off.