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Nintendo

GAME BOY

DMG-DJ-USA

# Dr. Franken II

TM



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INSTRUCTION BOOKLET

## INTRODUCTION

*It is many years since Dr. Von Frankenbone passed on and Franky is in big trouble again! The late Doctor's castle, where Franky had spent many happy years with his girlfriend Bitsy, is crumbling and badly in need of repair. If his problems weren't already enough, the electricity company have finally caught up with him and presented him with a huge bill. Franky's only hope is to find the late Doctor's lost treasure; a golden tablet depicting the image of Bitsy, famed throughout the land, but now scattered and lost.*

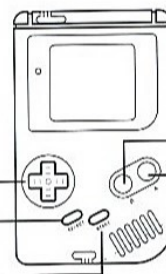
*Drastic situations call for drastic measures! Franky has fled Von Frankenbone's Castle and is sheltering in the Doctor's hidden chateau. Unhappy at the thought of an uncontrolled monster on the loose, the local villagers have locked him in. It is your quest (as Franky) to search the Chateau for clues to the whereabouts of the lost fortune and to escape captivity so that you may search the estate grounds and beyond. From the depths of the ocean to the pyramids of Egypt. Only after much traveling may you return to pay off your debts.*

*Franky is back - with new levels and new challenges, but hurry... time is running out!!*



+ Control Pad  
SELECT Button  
START Button

### The Controller



B Button  
A Button

## HOW TO USE THE CONTROLLER

### Language Select Screen

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Control Pad: *Press up or down to move flashing highlight to the desired language.*

START, SELECT,  
A or B: *Select highlighted language.*

### Start Game Screen

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

SELECT,  
A or B: *Activate currently highlighted option.*  
START Button: *Press to start game, regardless of highlighted option.*

### Password Screen

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Control Pad: *Press up or down to scroll through digits. Press the A button simultaneously to scroll through quickly. Press left or right to select desired digit.*

START Button: *Press to enter selected password.*

### Game Screen

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Control Pad: *Run left and right. Press down to duck. Whilst in front of an unlocked door; press up to exit to the room behind the current one. Whilst behind an exit sign; pull down to exit to the room in front of the current one. To climb up steps and the stair cases, press left and right (depending on the direction the steps take) while pressing up.*

A Button: *Press to jump.*

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

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

START Button: *Pause/unpause game.*

### In Game Option Screen

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Control Pad: *Press up or down to move flashing highlight to the desired position.*

### Buildings

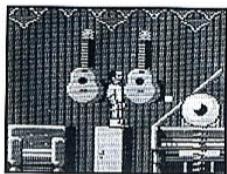
Each building you encounter will have a number of rooms, with most having more than one floor. Each room has up to six possible exit directions: LEFT, RIGHT, IN, OUT, UP and DOWN. To exit screens to the LEFT or RIGHT, walk off the respective side of the screen. To exit IN to the room behind the current one, stand in front of a door drawn in to the backdrop and push up on the control pad. To exit OUT of the room in front of the current one, stand behind a bobbing 'EXIT' sign (Franky will turn to face the screen) pull down on the control pad. To exit UP or DOWN to the floors above or below the current one, jump or drop Franky through holes in the top or bottom of the screen.

### Large Scrolling Levels

While Franky is on his travels, he will encounter large scrolling areas which are taller and wider than the size of the screen. To explore these areas horizontally, simply run left or right. To explore them vertically, Franky will need to climb. He can do this by jumping on to ledges in the backdrop. Remember that Franky has a limited jump. Find a ledge that is near the ground, it should be possible to jump from here to others that are nearby. If you fall off, you may have to start again.

### In The Sea

In one of the areas Franky will encounter, he is required to explore the depths of the ocean. Gravity will pull down to the sea bed



unless you make him swim. By pressing and holding the A button, Franky will begin to gradually swim up. The longer you keep the A button pressed, the higher he will swim. To float back down, you must release the A button. Remember to keep an eye on Franky's oxygen level. Swim through floating oxygen tanks to keep it topped up. Avoid the creatures of the sea, they are just as harmful as the ones on land.

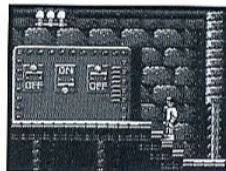
## GAME FEATURES

### Map Screen

Selecting the MAP option from the In Game Option Screen will present the player with a plan view map of the floor Franky is currently on if inside a building, or a general map of the location Franky is in. While in a building, the location and floor number are overlaid at the base of the screen. The room Franky is in will be indicated by a bouncing hand. Referring to the map and noting your position, as you move from room to room will help you learn the layout of each building. When Franky is roaming around outside, the map will indicate (clockwise): Egypt, The Village, The Forest, Sea World, The Garden and The Chateau in the centre.

### Room Names, Sound Effects & Music

When you leave one room and enter another, the room name will be displayed at the base of the screen for a short period. This can be used to help guide Franky on his travels. Once you have become more familiar with the layout of each building, you may



turn the room names off. This is done by standing in front of the left hand electrical switch, located on the ground floor of the Chateau in the Electric Room. Jump UP and the switch will disengage, turning the room names off. Jump UP again and the switch will engage, turning the room names back on.

In the same way, you may turn the Sound Effects and Music on and off by using the middle and right hand switches respectively. N.B. Switch positions are not saved when you save the game.

### Energy

Franky's energy store is in the form of an electrical cell within his body. Contact with any other creature or gaseous bubble will deplete this energy store. Should this energy be completely lost, you will lose a life. You begin the game with three lives. When all three lives are lost, the game will end. The only way to restore Franky's energy, is by means of the recharge machine located in the Electric Room on the Ground Floor of the Chateau. Unfortunately, it has not been maintained very well and a vital component has gone missing; this must be found before you can recharge. Recharging is performed by standing inside the cubical (Franky will turn to face the screen if he is standing in the correct position) and pressing UP on the control pad. The screen will flash as Franky's energy supply is replenished.

Franky's current energy level is indicated on the In Game Option Screen.



### Shields

To protect himself against harmful enemies, Franky can collect a Shield. This will cause Franky to flash accompanied by a beating sound. Whilst in this state, Franky may walk through any enemy unharmed. Take care though; it only lasts for 20 seconds. Shields are found in the same spot each time.

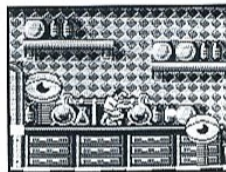
If you loose a life or a transporter, Franky will return on screen with shield protection. You must be quick however, since it only lasts a few seconds.

### Oxygen

While exploring the depths of the ocean, Franky will need to maintain his oxygen supply. He can do this by swimming through oxygen tanks which will be floating at various points throughout the level. Franky's current oxygen level is displayed on the In Game Option Screen.

### Transporter

This is probably the most useful object you will come across. Franky may pick it up and drop it at any location he wishes. Once that is done, you may then jump back to it from any location throughout the game, as often as you wish. The transporter is operated from the In Game Option Screen. You must first PICKUP the transporter from its hidden location, then you may DROP it at another location. Once this has been done you can then GOTO the location at which it was dropped, at any time.



If you save the game after you have collected and dropped the transporter, when you restart the game with this code Franky will return, carrying the transporter. You will therefore need to drop it again.

N.B. You may only drop the transporter inside a building or structure and only on a level surface.

### Objects

The game play map is littered with objects, all of which are accompanied by a written clue. There are six main types of objects:

- i) Pieces of the golden Bitsy tablet.
- ii) Objects to repair the recharge machine.
- iii) Objects that unlock doors or remove blockages from entrances.
- iv) Objects that move scenery to reveal hidden rooms.
- v) Objects that make other objects appear.
- vi) Gold coins to allow access to other locations.

### 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 objects that look solid, i.e. barrels, boxes, tables, chairs, crates, tree stumps etc. Franky may pass in front of almost everything with the exception of solid objects such as walls, roofs, boulders etc.



### In Game Option Screen

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

- (A) Save Game: Selecting this option presents the player with a sixteen digit code which may be used to restore the game to it's current status. (See 'CODE FUNCTION'). Write this code down each time you see it.
- (B) Transporter: Selecting this option will allow you to perform the transporter functions. (See 'GAME FEATURES').
- (C) Inventory: Selecting this option produces a list of all the objects Franky has collected so far and also indicates the percentage of the game completed at this time.
- (D) Map: Calls up a map of the current floor of the building you are in or general map of Franky's location.
- (E) Leave: Return to the game screen.
- (F) Energy: This bar represents the amount of energy Franky has remaining on his current life.
- (G) Oxygen: This bar represents the amount of oxygen Franky has remaining on his current life.



### Code Function

When the SAVE GAME option is selected from the option page the player is presented with a 16 digit code. This code has encrypted

within it, information about the current status of the game and can be used to restore the game to its current at a later date. To enter a code, select 'PASSWORD' from the start screen, shown after the title pages. The password screen will be displayed containing a row of sixteen zero's (0) with a pointer above the first one. Use the control pad to move the pointer left or right and select symbols by using up or down. Use the A button to select symbols quickly. When you have entered the correct code, press the START button. If the code is invalid, the game will begin outside the backdoor in the Moat section (if you have the backdoor key). If the backdoor key has not been collected, Franky will begin at the front door of the Chateau. If the code was entered incorrectly or is not a genuine code, the message 'INVALID CODE' will flash for a short period and the screen will revert to the start page.

### **GAMEPLAY HINTS 'N' TIPS**

1. Make a map (using the map provided in the game as a template) showing where the various objects and useful features are. As you discover the name of each room, enter it in the map that you have drawn.
2. Most of the objects are logically linked with their destination or use. For example: Where is the most logical place to take a cannon ball? Where is a passport most likely to get you? These are the sort of questions you should ask yourself when you find an object.
3. Some of the 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.
4. The larger the creature, the more energy it will take from you.
5. Save the game regularly, you never know what lurks around the next corner!
6. The transporter is a very useful object, so is the recharge machine!
7. Keep a close eye on your energy (and your oxygen in the sea); do not let it fall too low.
8. It will be unwise to leave the Chateau and attempt to pay the Debt Collector at the front door without having collected ALL the pieces to Von Frankenbone's treasure!!