

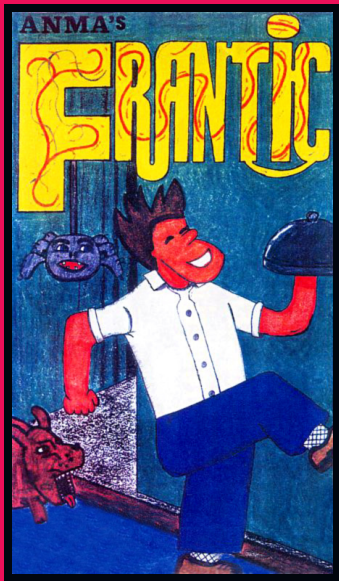


# FRANTIC

MSX<sup>2</sup>  
ANMA

■ ORIGINAL RELEASE 1992 • f34,95  
▲ DOUBLE SIDE DISK

● MSX2 + PSG + FM-PAC  
◆ PLATFORMS



**Franc** went to the park one day to calm down and read the newspaper. Suddenly he saw an advertisement asking for a butler. Because **Franc** was a fired butler, he could use the job well. The ad told about a well paid job. He would also be treated well. **Franc** did not really understand what was meant by the great experience. **Franc** immediately went to the address to apply. Arriving at the address, he saw a very high building. **Franc** went in and the door closed behind him, he stood face to face with a terribly ugly man called **Earl Cramp** who forced **Franc** to become his butler.

Can you help **Franc** escape from the house of **Earl Cramp**?

## HOW TO PLAY

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To start the game, press SPACE or button of the joystick 1.

You may start at any level with a password. Push SHIFT, GRAPH, or Fire-B in the title screen. Then type the password followed by ENTER.

The playfields screen is divided into 2 sections:

The bottom of the screen looks like this:



- *Items* (left)
- *Vitality* (yellow bar)
- *Spit* (blue bar)
- *Spit force* (red beam)
- *Advice item* (right)

The rest of the screen is filled by the scrolling playing field.

The goal of **FRANTIC** is to bring your tray with the drink to **Earl Cramp's** guests. The glass must not be broken, which happens when the tray is falling. However, if the height is limited or an item (lid) is active then the glass will remain alive. The tray does not fall, but if the ceiling is hit, enemies touch the tray or **Franc** places the tray over an empty surface.

Sometimes the tray must be laid down for further consideration. Beware! The tray can be destroyed! The tray can also be moved by walking against it, touching it with the feet. There are also blocks that **Franc** can shift (handy!).

**Franc's** vitality decreases as he is poisoned, touched by an enemy or if he falls too deep. It is wise to pay attention to the advice item (bottom right). Get that item (can be multiple items) as soon as possible!

One of the advice items can be a glass of water, which adds spit. Spitting is **Franc**'s weapon to defeat most enemies. Some enemies have a special reaction to Franc's spit (pausing / turning). The spitting force indicates how far be spitted. Spitting takes place as follows: The longer the SPACE / Button A will be pressed, the further **Franc** will spit.

On the side of the playground are doors that give **Franc** access to a lift. **Franc** is now transported to another part. There are also movable platforms within the playground that transport **Franc**. Of course there are items to meet:



#### **BOMB**

to blow up walls



#### **BOUNCING SHOE**

to jump higher



#### **LID**

to protect the tray



#### **GLASS OF WATER**

the spit is supplemented



#### **ANTIDOTE**

makes you invulnerable



#### **FOOD**

to supplement vitality



## **CONTROLS**

**Franc** can be controlled with both the cursor keys and joystick on port 1.

- Right / Left to walk.
- Down to bending or get / left tray.
- SHIFT / Button B to detonate bomb.
- F3 Sound effects on / off
- F5 Suicide
- Up to jump.
- SPACE / Button A to spit.
- STOP to pause.
- F4 Music on / off

