Dracula

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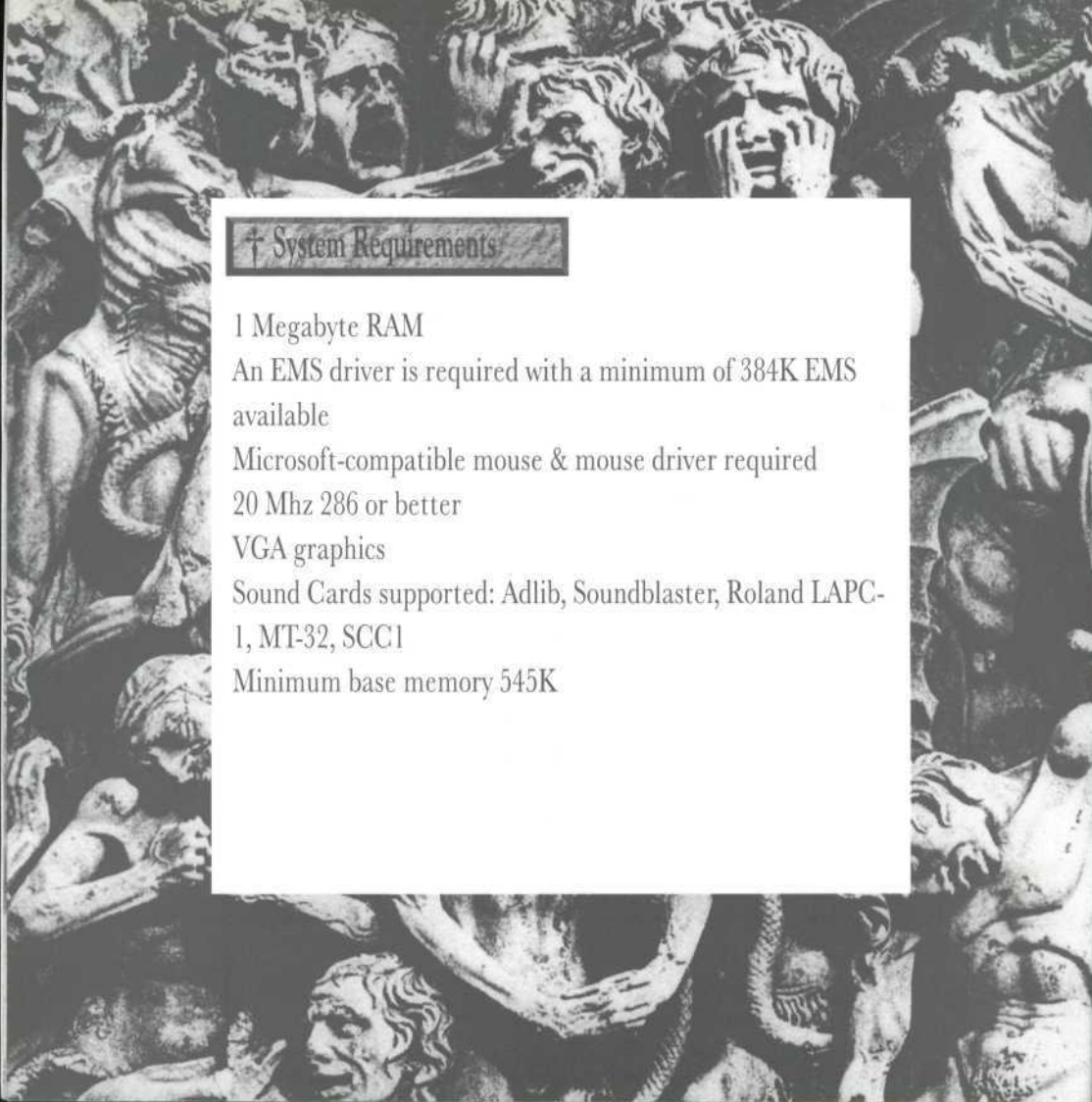
Technical
Instructions

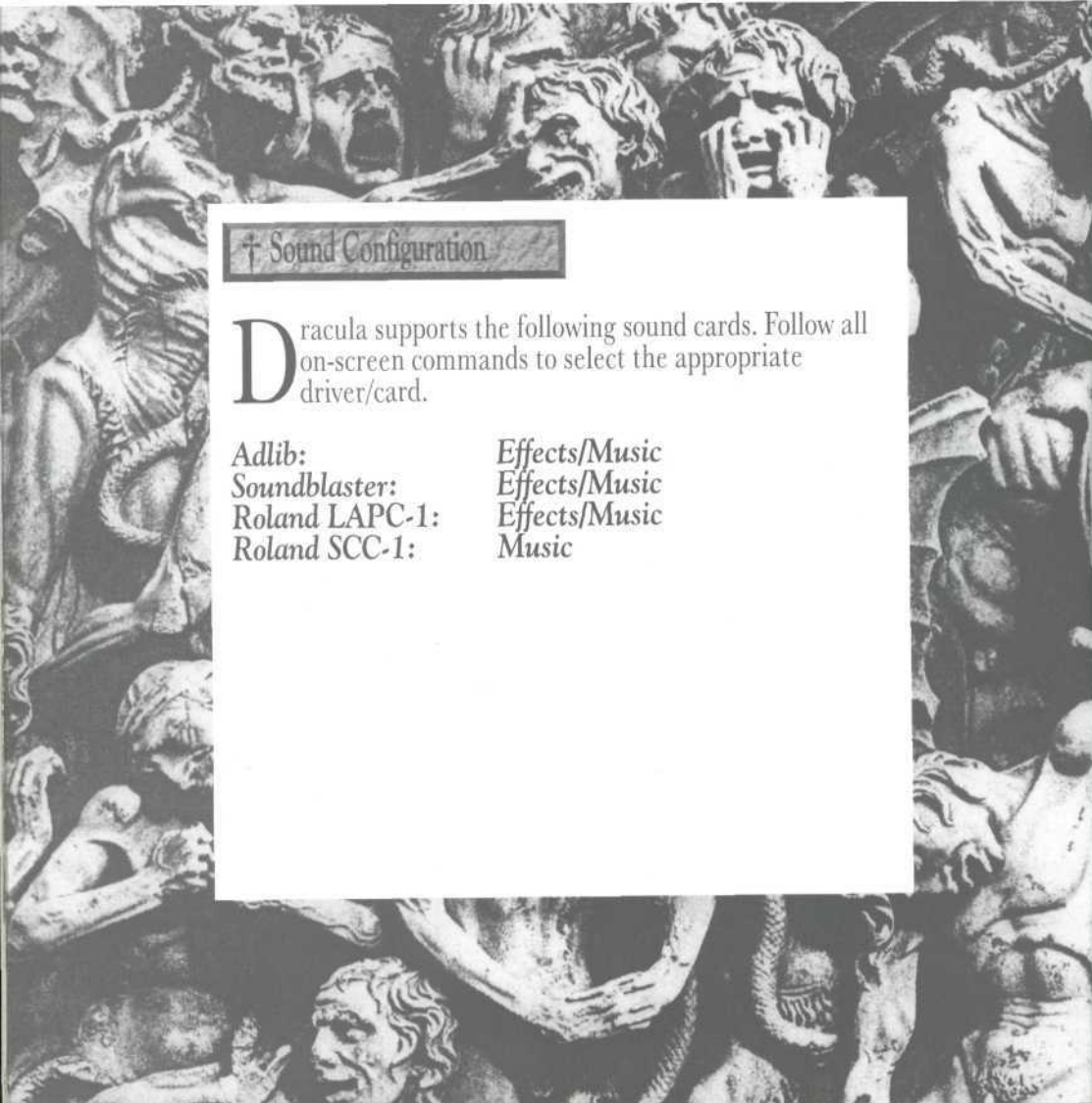


† System Requirements

1 Megabyte RAM
An EMS driver is required with a minimum of 384K EMS available
Microsoft-compatible mouse & mouse driver required
20 Mhz 286 or better
VGA graphics
Sound Cards supported: Adlib, Soundblaster, Roland LAPC-1, MT-32, SCC1
Minimum base memory 545K

† Installation

To install Dracula onto your internal hard disk drive, first insert Disk 1 into the floppy drive and select that drive as the current drive - either A: or B:, depending on which drive Disk 1 is in. Next type **INSTALL C:\DRACULA** and press return. Follow the on screen prompts. Once the game is installed, run the game by changing to the **DRACULA** directory and type **DRACULA.** The game will now load.



† Sound Configuration

Dracula supports the following sound cards. Follow all on-screen commands to select the appropriate driver/card.

Adlib:	*Effects/Music*
Soundblaster:	*Effects/Music*
Roland LAPC-1:	*Effects/Music*
Roland SCC-1:	*Music*

† Trouble Shooting

If the game does not run, make sure you have a Microsoft compatible mouse driver and an EMS driver installed (such as EMM386.SYS). Also check that your PC meets the system requirements at the beginning of this document. If you don't have an EMS driver, you can also get the game to run from inside Microsoft Windows by opening an MS-DOS window, changing directory to the **DRACULA** directory and typing **DRACULA**.

Example Startup Files

If you are still having problems getting **DRACULA** to run and you have MS-DOS 5.0 or greater, then try using the following CONFIG.SYS and AUTOEXEC.BAT on a bootable DOS floppy:

CONFIG.SYS:
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE 384 RAM
DOS=HIGH,UMB

AUTOEXEC.BAT:
LOADHIGH C:\MOUSE\MOUSE.COM

You will have to modify the above line so that it contains the full path to your mouse driver installed on your hard drive. If you have a disk compression program such as Stacker or DoubleSpace, simply copy the lines concerning the compression program to these files.

Still Having Problems?

First make sure that you have followed the above directions correctly. If you are still having problems, feel free to contact Psygnosis customer support.

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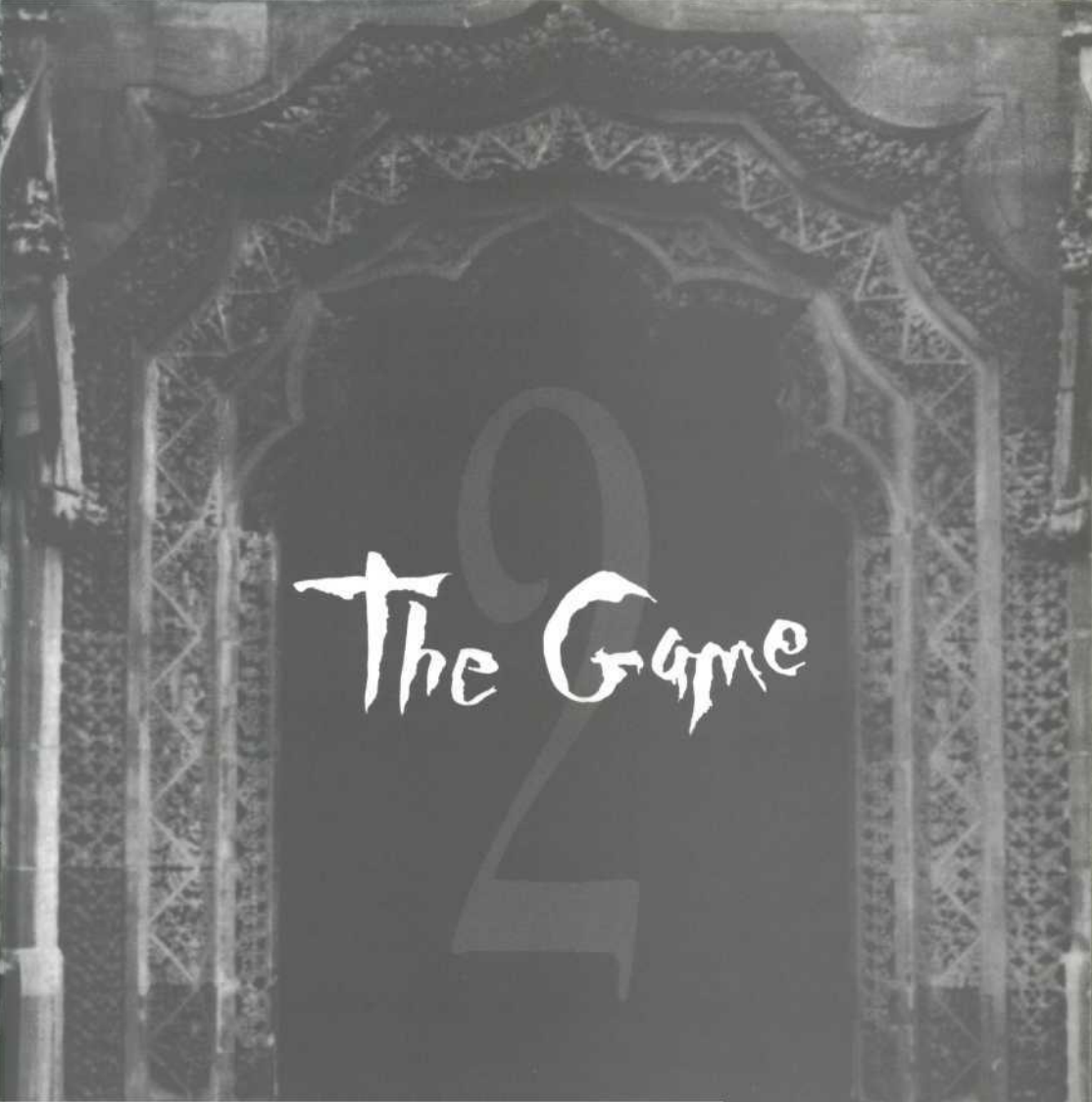
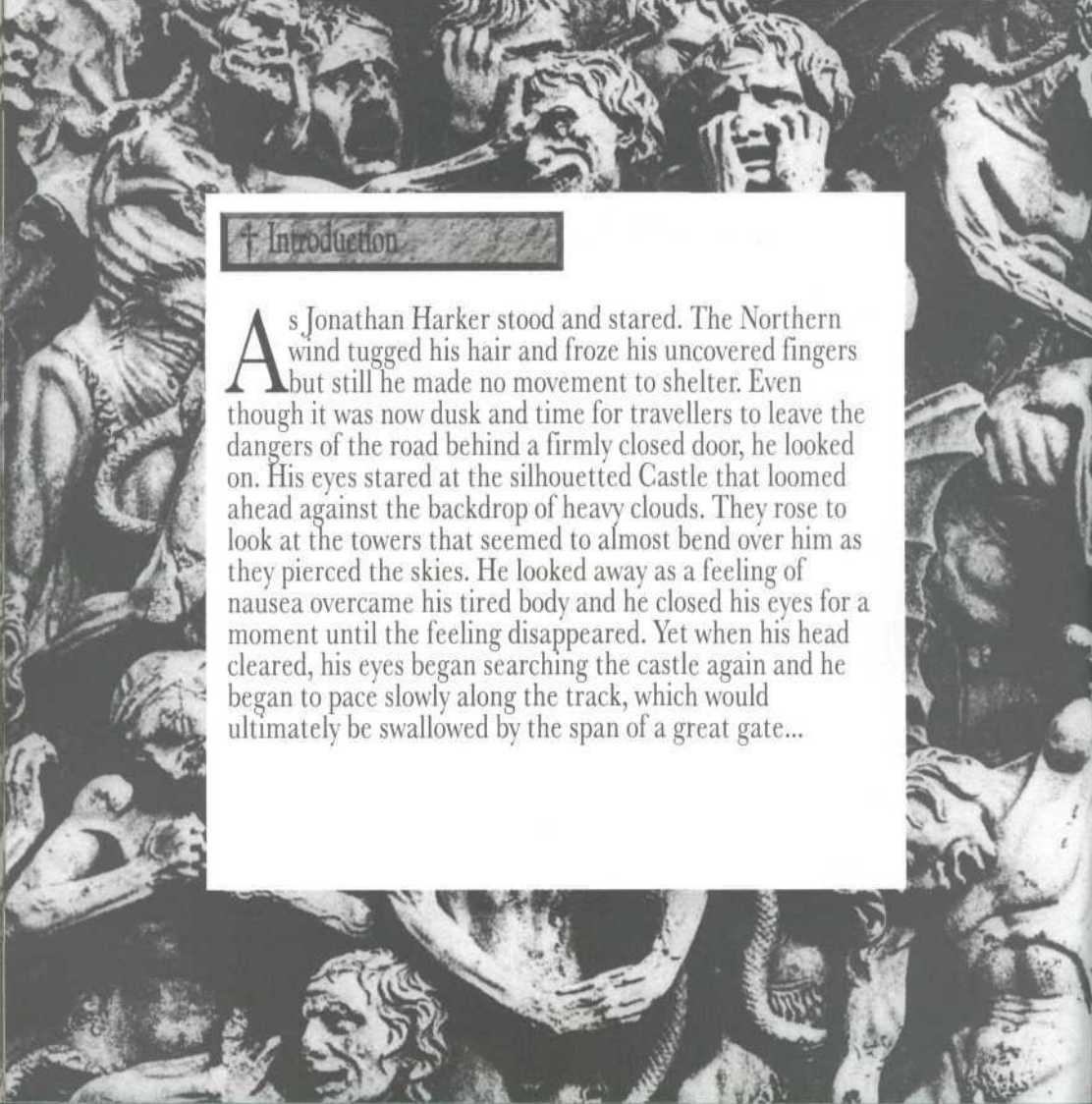
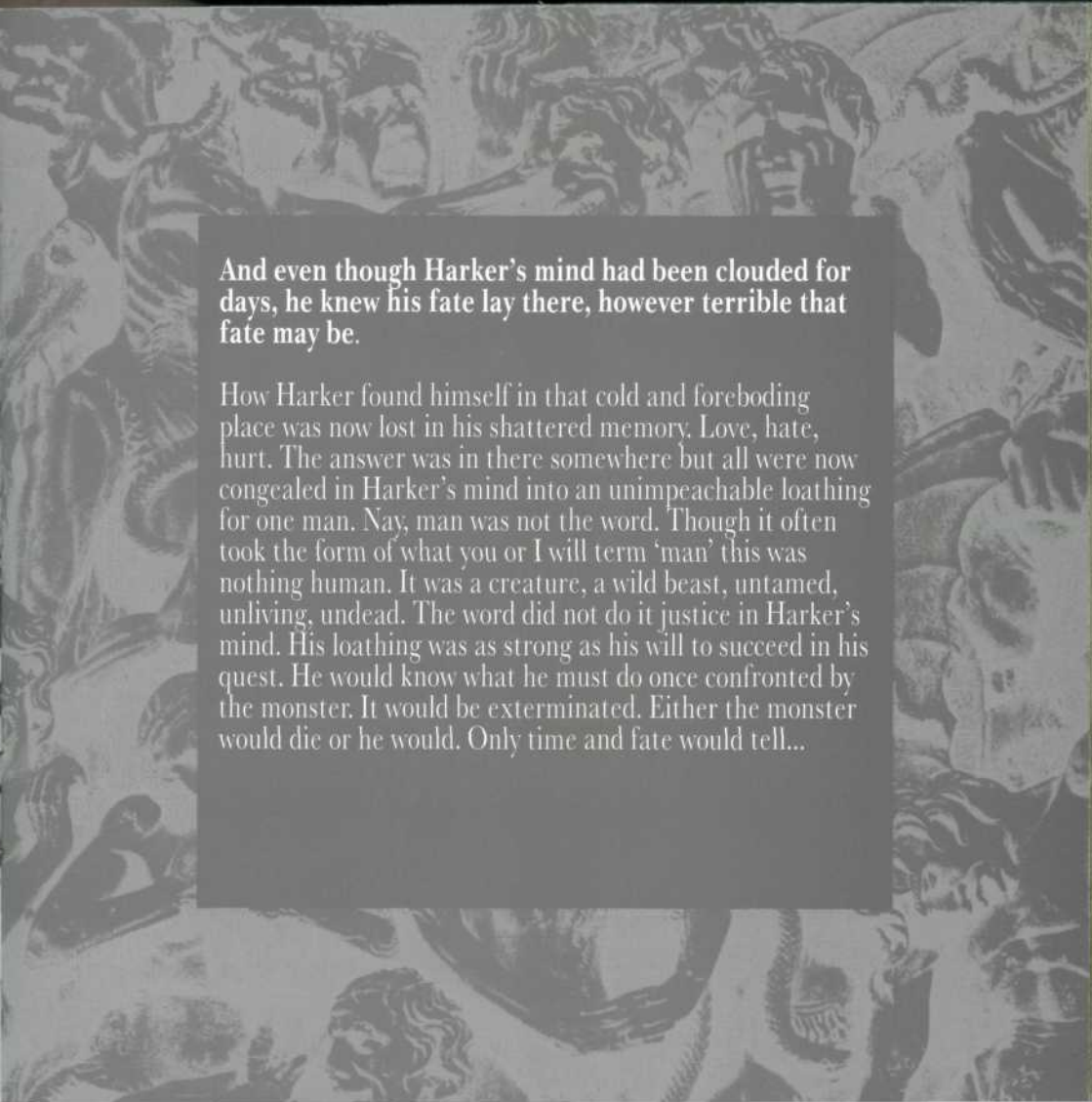

2
The Game



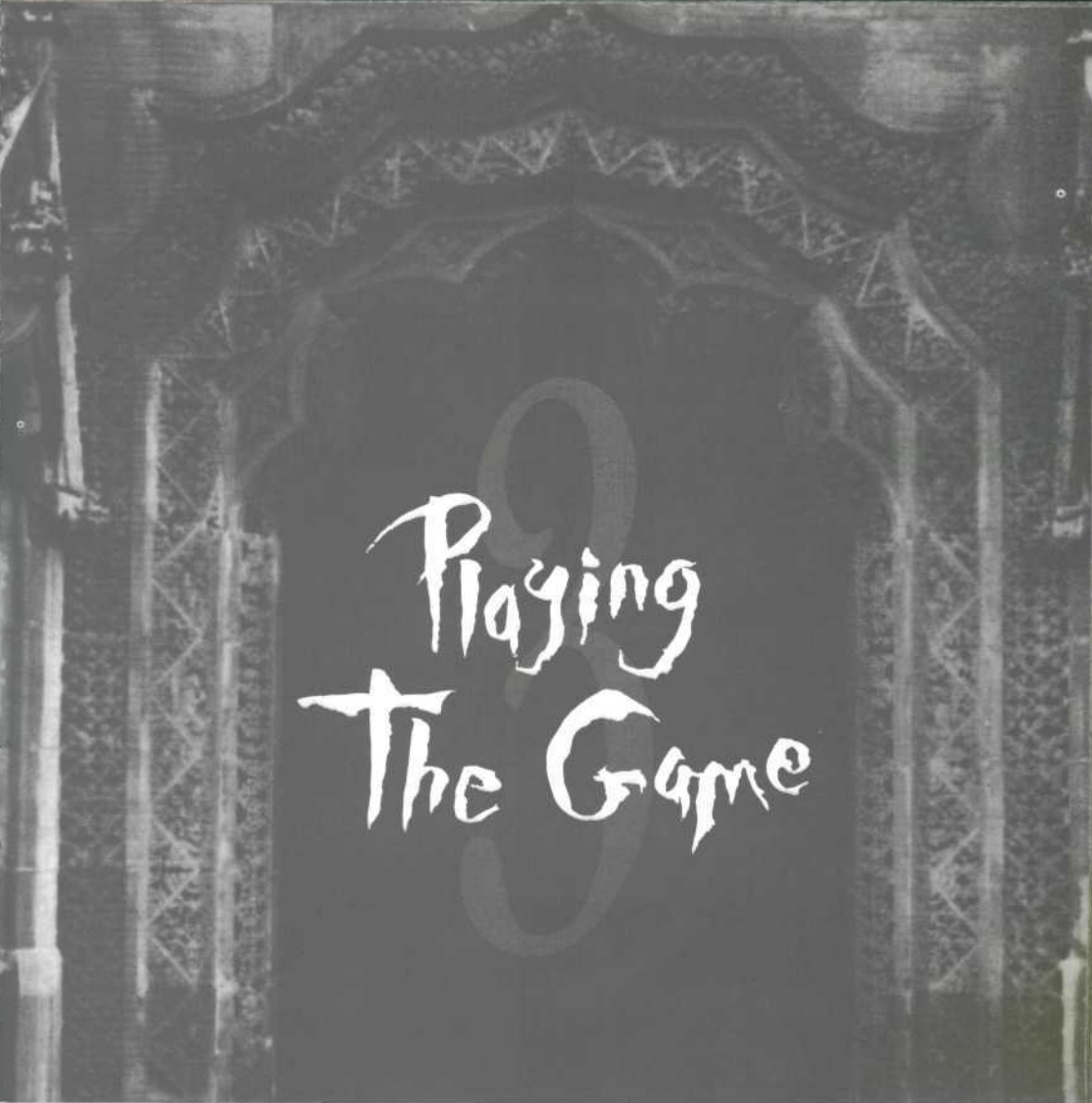
† Introduction

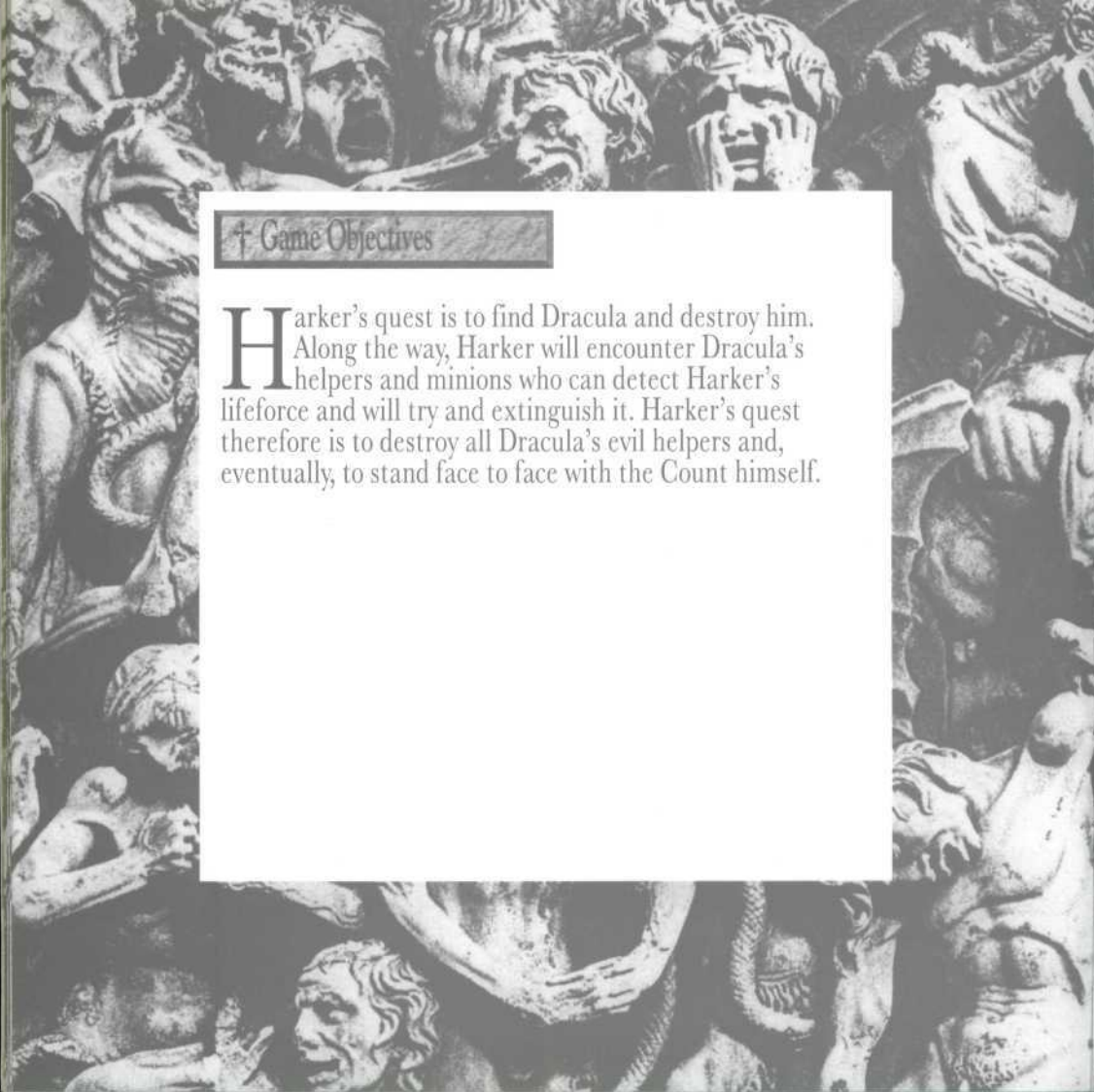
As Jonathan Harker stood and stared. The Northern wind tugged his hair and froze his uncovered fingers but still he made no movement to shelter. Even though it was now dusk and time for travellers to leave the dangers of the road behind a firmly closed door, he looked on. His eyes stared at the silhouetted Castle that loomed ahead against the backdrop of heavy clouds. They rose to look at the towers that seemed to almost bend over him as they pierced the skies. He looked away as a feeling of nausea overcame his tired body and he closed his eyes for a moment until the feeling disappeared. Yet when his head cleared, his eyes began searching the castle again and he began to pace slowly along the track, which would ultimately be swallowed by the span of a great gate...



And even though Harker's mind had been clouded for days, he knew his fate lay there, however terrible that fate may be.

How Harker found himself in that cold and foreboding place was now lost in his shattered memory. Love, hate, hurt. The answer was in there somewhere but all were now congealed in Harker's mind into an unimpeachable loathing for one man. Nay, man was not the word. Though it often took the form of what you or I will term 'man' this was nothing human. It was a creature, a wild beast, untamed, unliving, undead. The word did not do it justice in Harker's mind. His loathing was as strong as his will to succeed in his quest. He would know what he must do once confronted by the monster. It would be exterminated. Either the monster would die or he would. Only time and fate would tell...


3
Playing
The Game

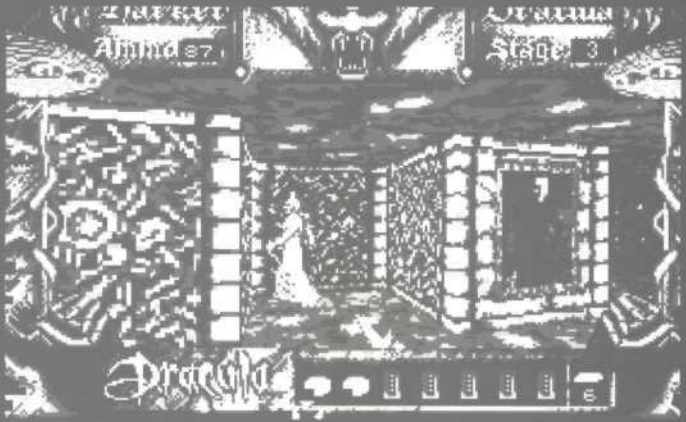


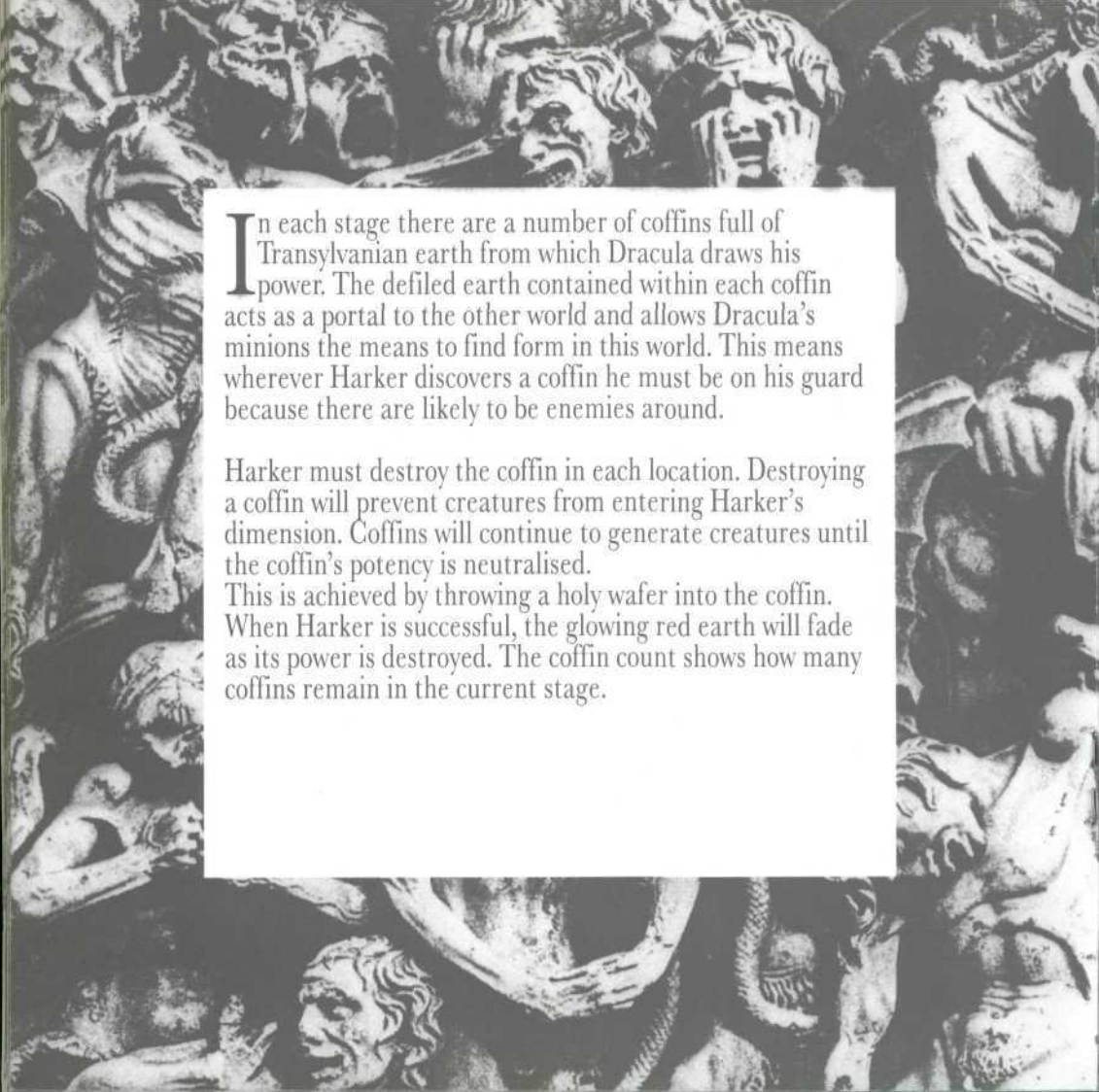
† Game Objectives

Harker's quest is to find Dracula and destroy him. Along the way, Harker will encounter Dracula's helpers and minions who can detect Harker's lifeforce and will try and extinguish it. Harker's quest therefore is to destroy all Dracula's evil helpers and, eventually, to stand face to face with the Count himself.

† The Game Screen

THE COFFINS OF THE UNDEAD





In each stage there are a number of coffins full of Transylvanian earth from which Dracula draws his power. The defiled earth contained within each coffin acts as a portal to the other world and allows Dracula's minions the means to find form in this world. This means wherever Harker discovers a coffin he must be on his guard because there are likely to be enemies around.

Harker must destroy the coffin in each location. Destroying a coffin will prevent creatures from entering Harker's dimension. Coffins will continue to generate creatures until the coffin's potency is neutralised.
This is achieved by throwing a holy wafer into the coffin. When Harker is successful, the glowing red earth will fade as its power is destroyed. The coffin count shows how many coffins remain in the current stage.

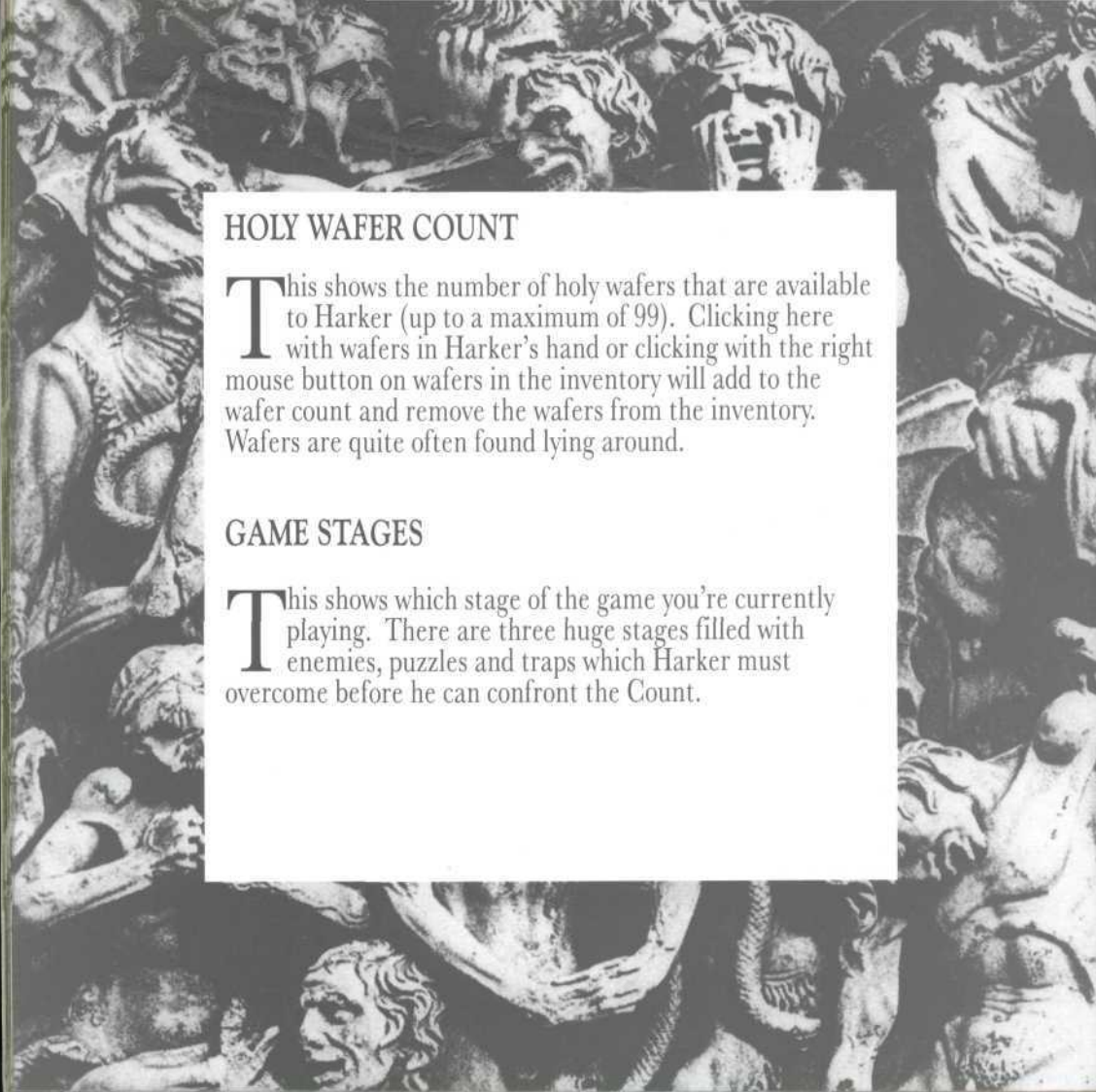
LIFE BAR

This shows Harker's current health. When the bar is entirely green, Harker has 100% health. Each time Harker is struck or wounded by an enemy, the bar will reduce – a more severe attack will reduce it more than a minor scrape. Consuming food from the inventory will restore health.

If Harker dies, his fate will be to join the ranks of Dracula's vampiric servants.

AMMUNITION COUNT

This shows the number of loaded bullets in Harker's gun (up to a maximum of 99). Clicking here with bullets in Harker's hand or clicking with the right mouse button on bullets in the inventory will add 20 bullets to the ammo count and remove the bullets from the inventory. Bullets are quite often found lying around.



HOLY WAFER COUNT

This shows the number of holy wafers that are available to Harker (up to a maximum of 99). Clicking here with wafers in Harker's hand or clicking with the right mouse button on wafers in the inventory will add to the wafer count and remove the wafers from the inventory. Wafers are quite often found lying around.

GAME STAGES

This shows which stage of the game you're currently playing. There are three huge stages filled with enemies, puzzles and traps which Harker must overcome before he can confront the Count.

The first stage (the Cemetery) comprises a forest level and two underground levels. On this stage, a total of 53 coffins must be destroyed. Once the area is cleansed of coffins, you will be confronted by Dracula in one of his many forms. Defeating Dracula will provide Harker with a Crystal key which allows him to pass through the portcullis.
There is abundant food and ammo in the forest which Harker must collect to resupply himself. He must also visit the wooden stockade to collect the Gold key before progressing on to the dungeon. At the end of the stage Harker is confronted by Dracula in his youngest form - Vlad the Impaler.

The second stage commences at Carfax Abbey. This stage has 6 different levels. The exit point is the portcullis directly opposite the player's entry point to the first level. In this level, a total of 72 coffins must be cleansed and the Crystal key must be obtained from Dracula. At the end of the stage you must defeat Dracula

in his second form - disguised as a Victorian gentleman. Defeating him drives him back to Transylvania for the third stage.

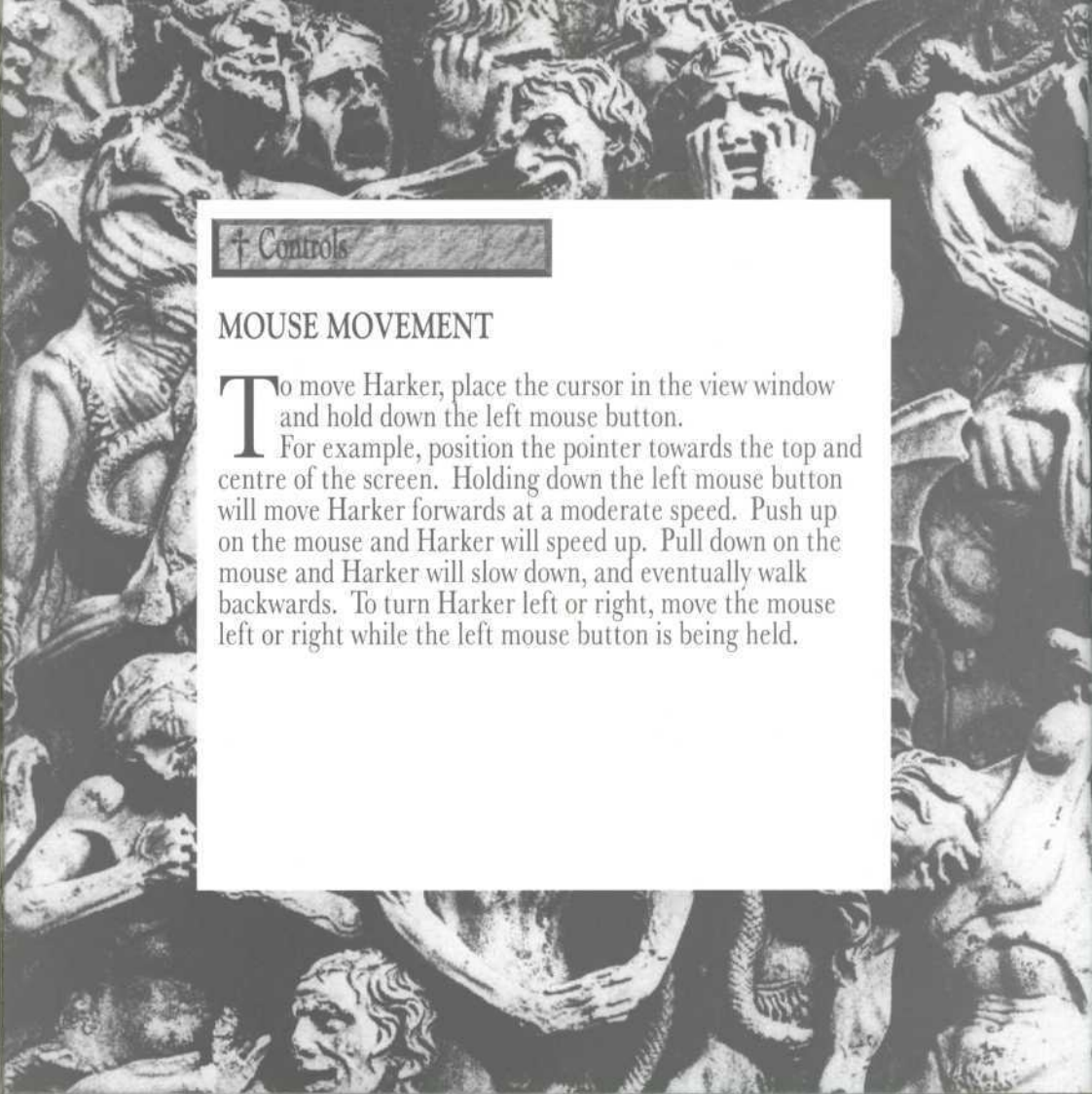
The third and final stage is Dracula's castle and consists of four levels. Four Night keys must be located to gain access to Dracula's inner sanctum. Even then his resting place may not be disturbed until all the other coffins have been destroyed and Dracula no longer has a source from which to draw his power. A total of 72 coffins must be destroyed. At this point, Dracula is in his third and oldest form, and the final battle begins.

ITEMS

The player can carry up to seven items plus a number of holy wafers at any one time. There are four different kinds of items which may be carried: food, ammunition, wafers, and keys.

COMBAT

Harker has the option of shooting monsters, if he's carrying sufficient ammunition, or of stabbing them with his knife. The Space Bar will toggle between the two weapons. When Harker runs out of ammo, he will automatically use his knife - the gun cannot be used until more ammo is found and loaded. When Harker uses his knife, he turns as he stabs. To operate the current weapon, move the mouse so that the pointer is on the enemy creature. Then, click the right mouse button to activate the weapon. Note that Harker is not able to fight while carrying an item in his hand.



MOUSE MOVEMENT

To move Harker, place the cursor in the view window and hold down the left mouse button.

For example, position the pointer towards the top and centre of the screen. Holding down the left mouse button will move Harker forwards at a moderate speed. Push up on the mouse and Harker will speed up. Pull down on the mouse and Harker will slow down, and eventually walk backwards. To turn Harker left or right, move the mouse left or right while the left mouse button is being held.

KEYBOARD MOVEMENT

For your convenience, any one of three different banks of keys can be used for movement.

	BANK 1	BANK2	BANK 3
Forward (fast)	W	keypad 8	up arrow
Left turn (fast)	Q	keypad 7	none
Right turn (fast)	E	keypad 9	none
Forward	S	keypad 5	none
Left turn	A	keypad 4	left arrow
Right turn	D	keypad 6	right arrow
Walk left	Z	keypad 1	none

MANIPULATING ITEMS

To pick up an item from the ground, move close to the item so that it is under your arm, but still visible. Then, click the right mouse button on the object. The item will now be in Harker's hand.

To throw an item in Harker's hand, click the right mouse button when the cursor is in the view window. The higher the position of the cursor, the further the item will be thrown. If Harker is standing too close to a wall, tree or similar object, then the item may not be thrown.

INVENTORY

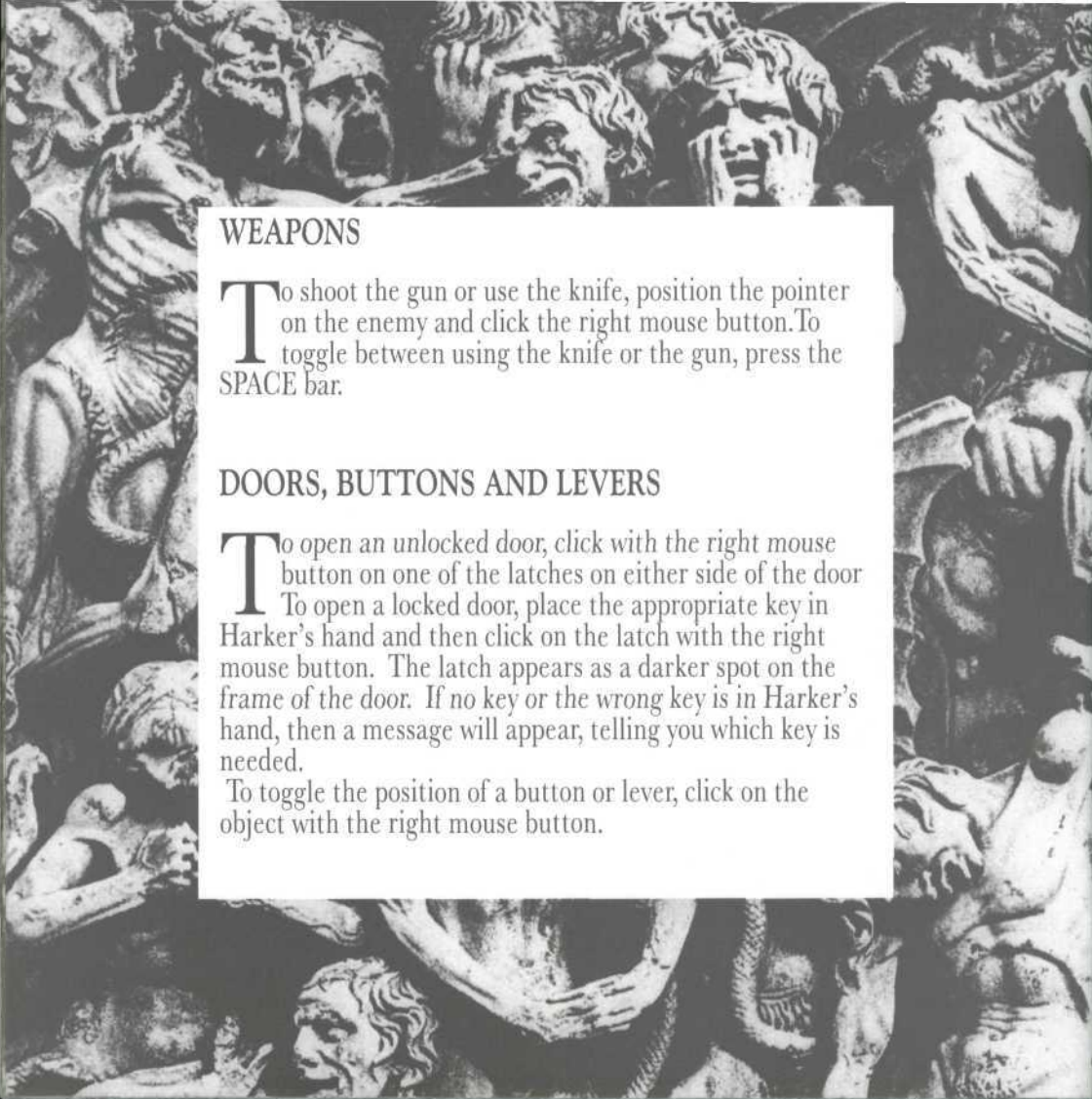
To put an object in Harker's hand into the inventory, move the cursor over an empty space in the inventory and click the left mouse button.

To put an object in the inventory in Harker's hand, move

the cursor over the object in the inventory and click the left mouse button. If an object was already in Harker's hand, it will swapped with the item you clicked on.

RELOADING, EATING AND REPLENISHING SUPPLY OF WAFERS

To use an item in the inventory, move the cursor over the item and click the right mouse button. This will make Harker eat food, reload his gun, or replenish his supply of wafers. You can reload Harker's gun by picking up the ammunition, moving the pointer over the ammunition count, and clicking the left or right mouse button.
You can also replenish Harker's wafer supply by picking up a wafer, moving it over the wafer count, and clicking the left or right mouse button.



WEAPONS

To shoot the gun or use the knife, position the pointer on the enemy and click the right mouse button. To toggle between using the knife or the gun, press the SPACE bar.

DOORS, BUTTONS AND LEVERS

To open an unlocked door, click with the right mouse button on one of the latches on either side of the door To open a locked door, place the appropriate key in Harker's hand and then click on the latch with the right mouse button. The latch appears as a darker spot on the frame of the door. If no key or the wrong key is in Harker's hand, then a message will appear, telling you which key is needed.

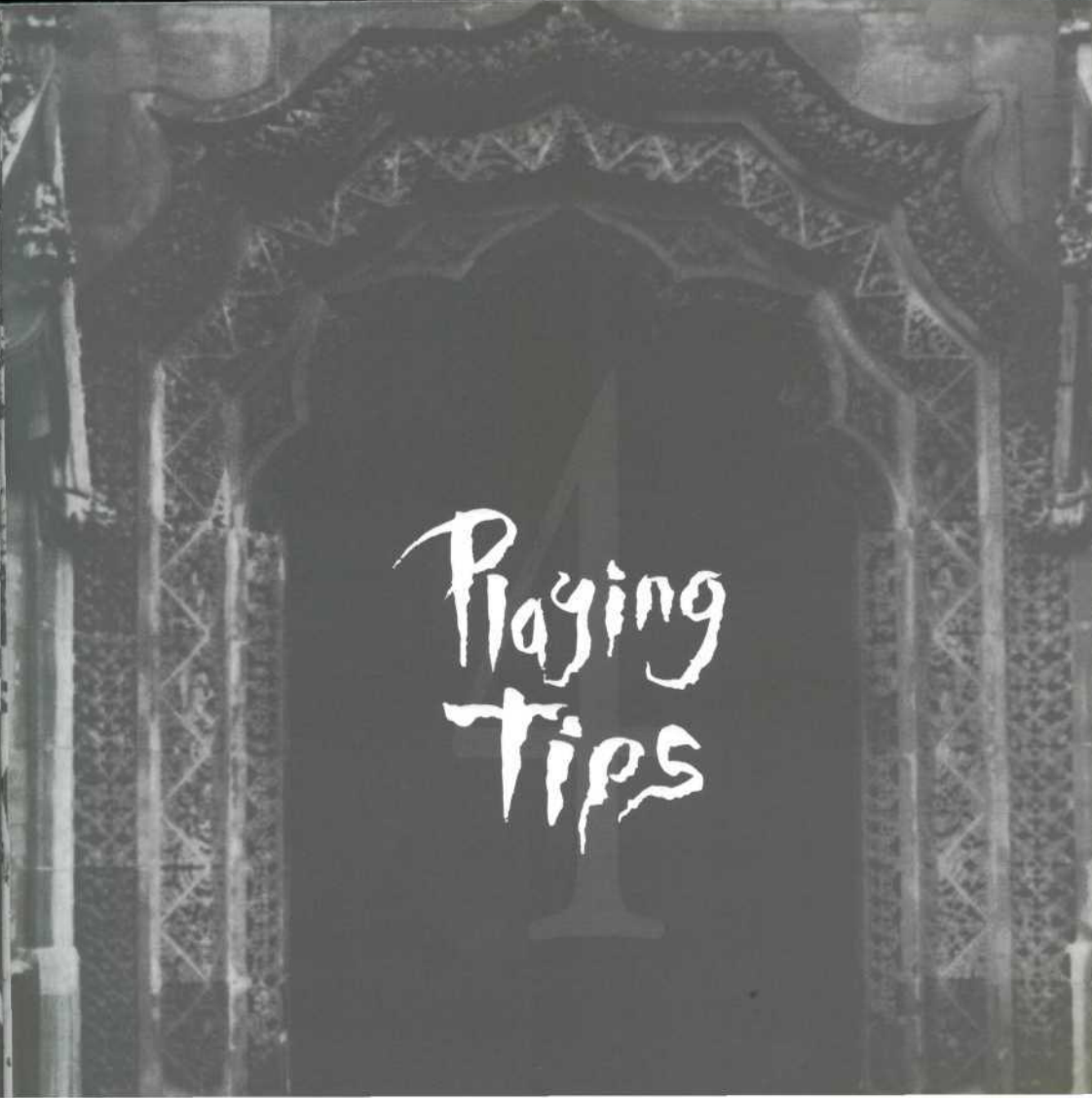
To toggle the position of a button or lever, click on the object with the right mouse button.

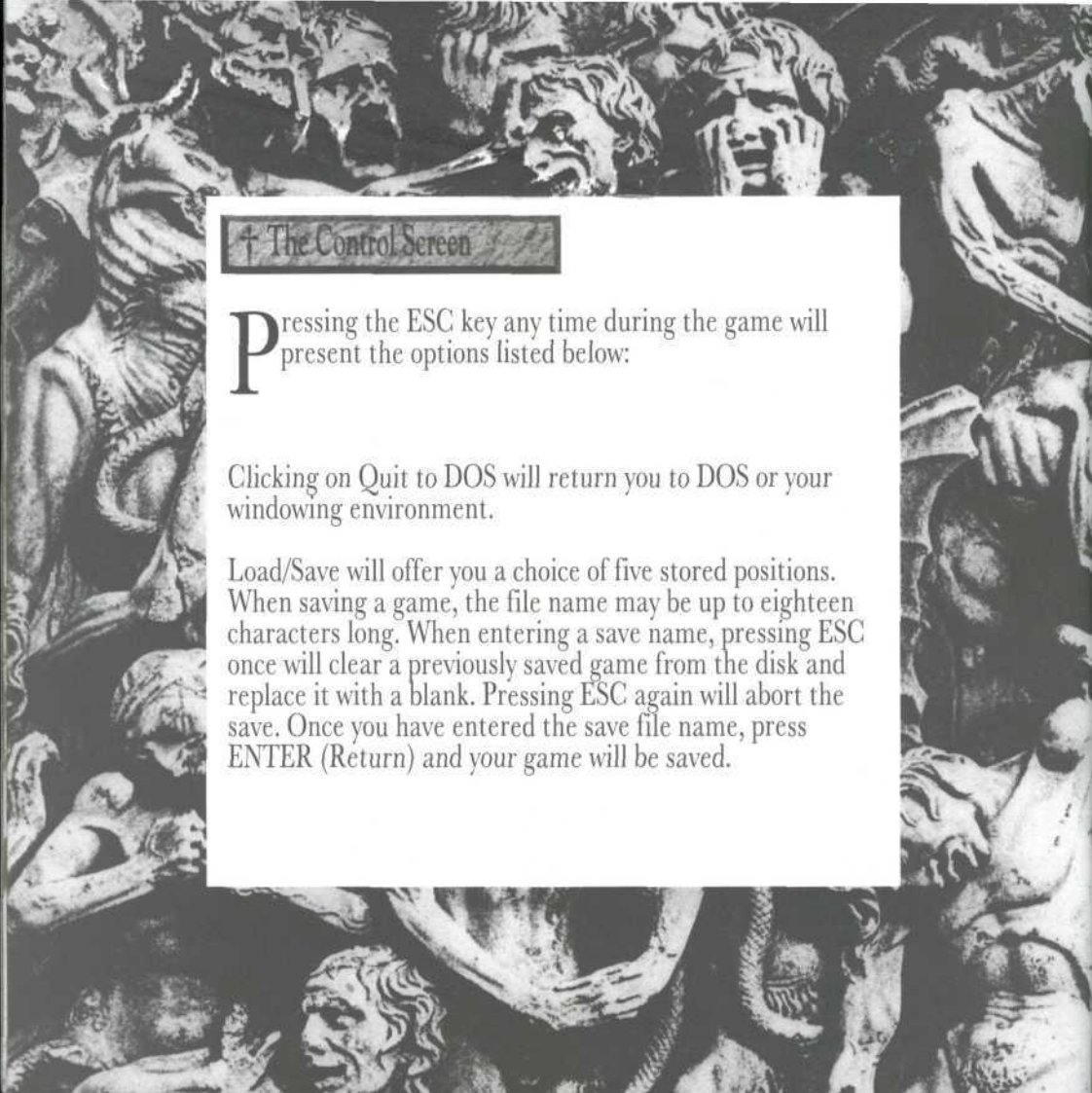
PRESSURE PADS

Pressure pads are activated by walking over them. But beware! Some pressure pads are undetectable and will only be discovered when Harker walks onto them. There are many different kinds of pressure pads; each kind has a different effect. Spinners will change the direction you are facing without you noticing. Teleporters will instantly transport you to another location.

DESTROYING COFFINS

To destroy a coffin, place a wafer in Harker's hand, and throw it into the coffin. See Manipulating Items to learn how to throw wafers.


Playing
Tips



† The Control Screen

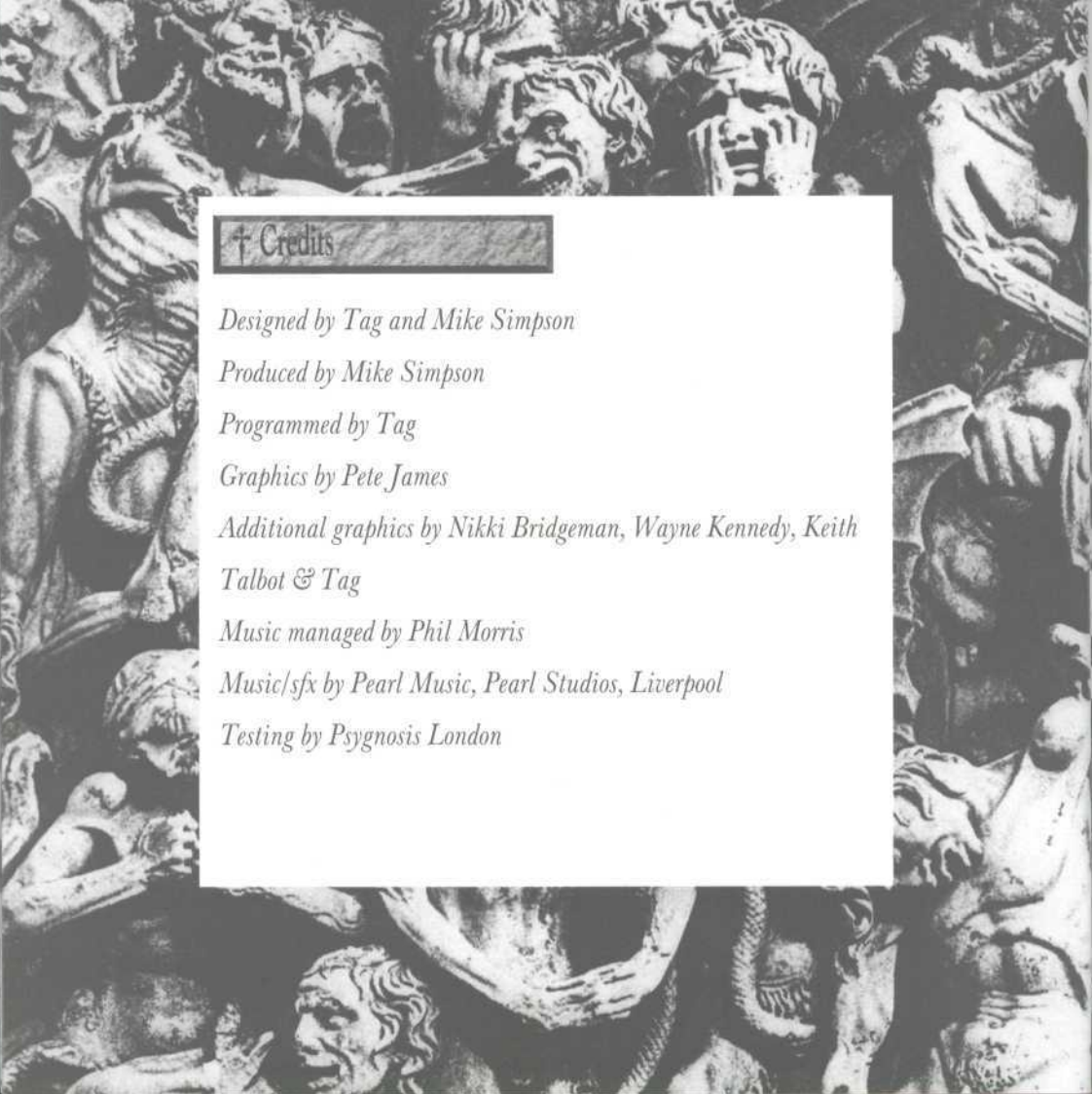
Pressing the ESC key any time during the game will present the options listed below:

Clicking on Quit to DOS will return you to DOS or your windowing environment.

Load/Save will offer you a choice of five stored positions. When saving a game, the file name may be up to eighteen characters long. When entering a save name, pressing ESC once will clear a previously saved game from the disk and replace it with a blank. Pressing ESC again will abort the save. Once you have entered the save file name, press ENTER (Return) and your game will be saved.

When loading a game, choose Load from the menu, and then simply select the name of the game file you wish to load and press ENTER. The game will be restored to exactly the point it was saved at. Pressing ESC will abort a request to load.

Click on Mouse Speed to change mouse sensitivity, and Return to Game to continue play.



† Credits

Designed by Tag and Mike Simpson

Produced by Mike Simpson

Programmed by Tag

Graphics by Pete James

Additional graphics by Nikki Bridgeman, Wayne Kennedy, Keith Talbot & Tag

Music managed by Phil Morris

Music/sfx by Pearl Music, Pearl Studios, Liverpool

Testing by Psygnosis London