BRAM STOKER'S

Dracula™

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 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.

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.

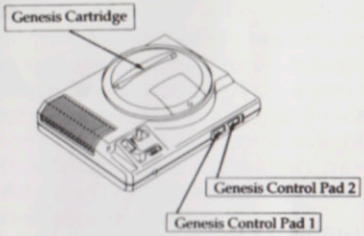
Sony Imagesoft
2100 Colorado Ave.
Santa Monica, CA 90404
For questions or comments about this
or other Sony Imagesoft products,
call (310) 449-2393.

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™ GENESIS™ SYSTEM.

CONTENTS

Starting Up 2
Handling Your Sega Cartridge 3
Introduction 4
Names of Controller Parts 5
Controlling Harker 6
Main Game Menu 7
Main Game Screen 8
Scenes 9

STARTING UP



1. A Genesis Controller should be plugged into the "Control 1" port on your Sega Genesis.

2. Make sure the power switch is OFF, make sure there is no game cartridge in your Sega Genesis System and follow all Sega Genesis System directions to activate your Sega Genesis System.

3. To begin play, press the Start Button when the Title screen appears.

HANDLING YOUR SEGA CARTRIDGE

The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.

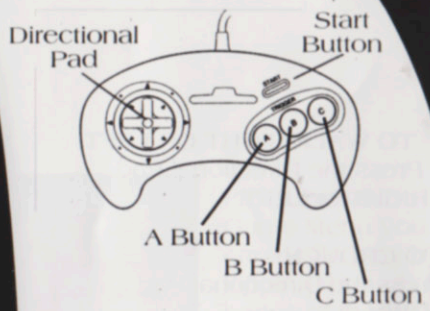
Handle it with care. Do not bend it, crush it or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

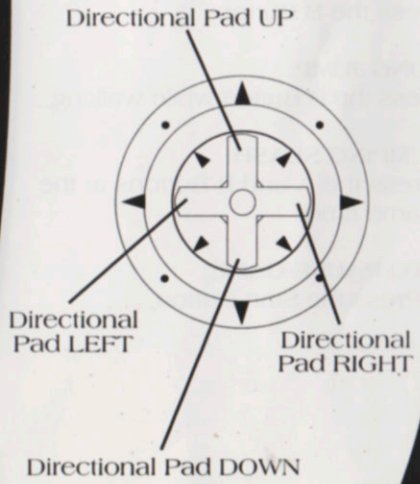
Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

In the black of night he stalks his unwitting victims with the passion of a prince and the grace of a wild animal. Able to assume the guise of everything from a shadow on the wall to a jagged-toothed wolf beast, he feeds on the living, sinking his pearly fangs into their fair throats for a drink of their life-giving blood. For he is the Prince of Darkness—Count Dracula—and he's cast his hypnotic spell on your lovely mistress, Mina Murray. Now you, Jonathan Harker, must drive a stake through the heart of this vampire and save the fair Mina from a fate worse than death—eternal life as a vampiress.

NAMES OF CONTROLLER PARTS



This manual refers to the following directions:



CONTROLLING HARKER

TO WALK RIGHT OR LEFT:
Press the Directional Pad RIGHT or LEFT.

TO CROUCH:
Press the Directional Pad DOWN.

TO USE A WEAPON:
Press and release the A Button.

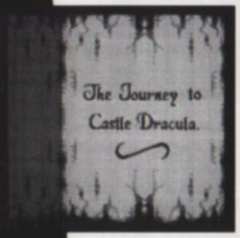
STANDING JUMP:
Press the B Button.

LONG JUMP:
Press the B Button while walking.

JUMPING SLASH:
Press the A and B Buttons at the same time.

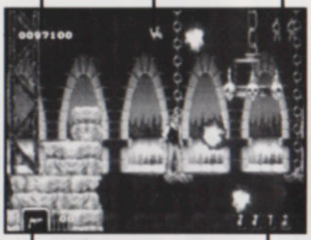
TO PAUSE GAME:
Press the Start Button.

MAIN GAME MENU



From the Main Game Menu you can begin play by flipping through the pages of the Vampyre Book by pressing the Directional Pad RIGHT.

MAIN GAME SCREEN



1. LIVES
This shows how many lives you currently have. You begin each game with five lives.

2. SCORE
This records your point total tallied during each level of play. The more enemies you destroy, the more points you get.

3. ENERGY BEAKERS
Three Energy Beakers equal one life. All it takes to lose an Energy Beaker is one blow from an enemy.

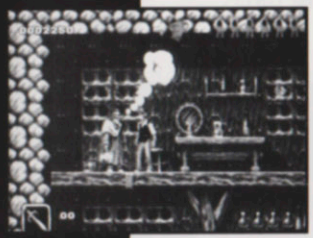
4. WEAPON
This indicates the weapon with which you are currently armed.

5. ARROW
The arrow leads you through the current level.

SCENES

In order to advance from level to level, you must destroy all kinds of enemies and get past Dracula. Beware! Dracula can assume the form of everything from a bat to a shadow on the wall. The following is a brief description of what you'll face in each level.

THE JOURNEY TO CASTLE DRACULA—Dusk



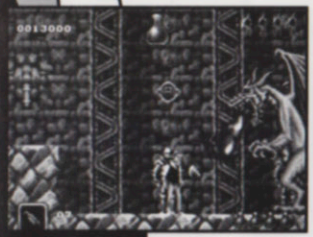
You begin your quest inside an old rat-infested village inn. Watch out for wild dogs, bug-eyed bats, hungry rats and club-happy henchmen.

THE JOURNEY TO CASTLE DRACULA—Night

On the way to Castle Dracula you'll have to make your way through mossy fields and jagged rock formations while fending off bats, spear-wielding henchmen and protruding skewers. And watch out for the Blue Dracula and his mighty whip.

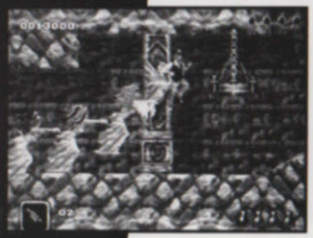
HARKER'S ESCAPE FROM THE CASTLE—Dusk

You've made it to Dracula's library. Beware! Among the volumes of the Prince's favorite literature lurk more rats, bats, tarantulas and spindly skeletons.



HARKER'S ESCAPE FROM THE CASTLE—Night

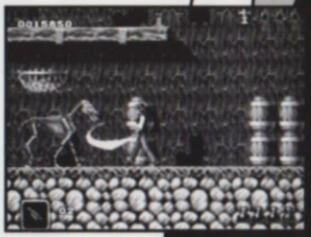
Down in the cavernous vaults of Castle Dracula lurk venomous tarantulas, hordes of rats, hidden passageways, hovering walkways, protruding spears...and Dracula's fire-breathing dragon.



HARKER'S ESCAPE FROM THE CASTLE—Night

Get past Dracula's blushing brides and you're home free.

THE JOURNEY TO CIVILIZATION—Dusk



Venture into Dracula's barn and lasso some pretty lurid livestock including phantom horses, Molotov Cocktail-hurling henchmen, and of course, more rats.

THE JOURNEY TO CIVILIZATION—Night

You made it! Now cross the moat and get ready for a petrified forest filled with rabid wolves, giant tarantulas and sword-fighting skeletons ready to dice you up.

THE JOURNEY TO CIVILIZATION—Night

Welcome to the convent. Hope you're not afraid of heights—the only way out of this lofty mess is to scale the walls and lay to rest stiletto-swinging sleepwalkers.

THE JOURNEY TO CIVILIZATION—Night

Welcome to the land of the living dead and young prince Dracula. With secret passageways, high-voltage fireflies, ghastly zombies and a tarantula nest crawling with hairy arachnids...this forest is anything but enchanting.

HILLINGHAM ESTATE—Dusk

This place needs an exorcism! Make it past the wild dogs, bloodsucking bats, floating tables, and dematerialize a ghostly army of blade-carrying apparitions.

HILLINGHAM ESTATE—Night

Nothing like an ancient cemetery to lift your spirits. Beware of Lucy while you make your way through haunting oak trees and come face to face with neck-biting bats, wicked ravens, scruffy henchmen and snarling wolf beasts.

HILLINGHAM ESTATE—Night

Down in the Hillingham cellar it's cold and foggy—the perfect climate for a carnivorous colony of the living dead, and Dracula in his wolf form.

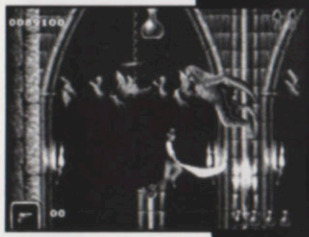
THE TRAIL TO CARFAX ABBEY—Dusk

Neat looking place, but you wouldn't want to live here. Unless you don't mind rooming with a lively set of floating furniture and a schizo band of pipe-clutching henchmen.

THE TRAIL TO CARFAX ABBEY—Night

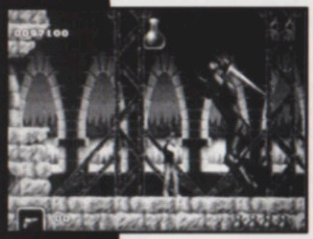
Make it past the chain gang of blade-wielding women and hatchet men, break through the vanishing pillars, catch a floating platform across the fiery pit, dodge flame balls...and Dracula is yours. But first defeat that giant guy in the straight jacket!

THE TRAIL TO CARFAX ABBEY—Night



Only one more to go...after this! Gather your wits and prepare to go toe-to-talon and duel it out in the ruins of Carfax Abbey with Dracula in his bat form.

TRANSYLVANIA: CASTLE DRACULA—Dusk



At last—the Main Event. Welcome to the inner sanctum of Castle Dracula. There's only one way out...and that's up. Use floating blocks to ride past rafters and evil gargoyles, then keep your balance and elude laser-spitting granite skulls, giant bats and the red armor-clad Dracula.

LIMITED WARRANTY

SONY IMAGESOFT INC. WARRANTY

Sony Imagesoft Inc. warrants to the original purchaser of this Sony Imagesoft product that this Game Cartridge is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. This Sony Imagesoft product is sold "as is," without expressed or implied warranty of any kind, and Sony Imagesoft is not liable for any losses or damages of any kind resulting from the use of this product. Sony Imagesoft agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, the Sony Imagesoft product. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Sony Imagesoft product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SONY IMAGESOFT. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SONY IMAGESOFT BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SONY IMAGESOFT SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Sony Imagesoft
2100 Col.orado Ave.
Santa Monica, CA 90404
(310) 449-2393

Patents: U.S. Nos 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

COMING SOON!

LOOK FOR THE VIDEO GAME
OF LAST ACTION HERO
FOR YOUR SEGA CD,
GENESIS AND
GAME GEAR SYSTEMS.

LAST ACTION HERO™

ANOTHER GREAT
SOUNDTRACK
YOU CAN REALLY SINK YOUR
TEETH INTO!

Available at music stores everywhere.

LICENSED BY SEGA ENTERPRISES LTD.
FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

SEGA AND GENESIS ARE TRADEMARKS
OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED.

Bram Stoker's Dracula™ is distributed by Sony Imagesoft, 2100 Colorado Ave., Third Floor, Santa Monica, CA 90404. Sony Imagesoft and Imagesoft are trademarks of Sony Electronic Publishing Company. ©1992 Sony Electronic Publishing Company. Bram Stoker's Dracula is a trademark of Columbia Pictures Industries, Inc. ©1992 Columbia Pictures Industries, Inc. All rights reserved. Bram Stoker's Dracula developed for Sony Imagesoft by Psygnosis, Ltd. ©1993 Psygnosis, Ltd. All rights reserved.

Printed in Japan