



# DRACULA 3

*The Path of the Dragon*

**Manual**

## I. EPILEPSY WARNING

Some people may experience epileptic seizures or loss of consciousness when exposed to certain visual images, such as light patterns or flashing lights. These people may experience seizures while watching TV pictures or playing video games. Symptoms may even appear in people with no previous history of seizures or epilepsy. Seizures may have a variety of symptoms, including altered vision, eye or facial twitching, involuntary arm or leg movements, disorientation, confusion and loss of awareness.

Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down. Immediately stop playing if you experience any of these symptoms. We strongly advise parents to watch their children when playing video games, since children and teenagers are more likely than adults to experience such seizures.

If you experience any of the above symptoms, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR.** Parents and guardians should watch for or ask their children if they feel one or more of the above symptoms. Children and teenagers are more likely than adults to experience seizures when playing video games.

## II. SYSTEM REQUIREMENTS

### Minimum system requirements:

Operating system:	Windows® 98SE/2000/XP/Vista
Processor:	800 MHz Intel Pentium® III or higher
RAM:	128 MB RAM
Hard drive space:	4 GB available
DVD-ROM drive:	16x
Video card:	64 MB DirectX™ 9.0c- Compatible
Sound card:	DirectX™ 9- Compatible
Peripherals:	DirectX™ 9- Compatible Keyboard and Mouse

### Recommended system requirements:

Operating system:	Windows® 2000/XP/Vista
Processor:	1 GHz Intel Pentium® IV or higher
RAM:	256 MB RAM
Hard drive space:	4 GB available
DVD-ROM drive:	16x
Video card:	128 MB DirectX™ 9.0c- Compatible
Sound card:	DirectX™ 9- Compatible
Peripherals:	DirectX™ 9- Compatible Keyboard and Mouse

### III. INSTALLATION INSTRUCTIONS

You are strongly advised to close all unnecessary programs before installing the software on your computer. This includes screensavers and antivirus software, which may interfere with the installer.

Insert the "**DRACULA 3**" DVD into your DVD-ROM drive.

If your computer's AutoPlay feature is enabled, installation will automatically start when you insert the DVD into the drive. Follow the on-screen instructions.

If your computer's AutoPlay feature is not enabled, proceed as follows:  
Click on the "Start" menu in the Windows desktop.

Select "Run" and enter the letter corresponding to your DVD-ROM drive, followed by INSTALL.EXE (for example: D:\Install.exe).

#### **Alternative solution :**

Double-click on the "My Computer" icon.

Right-click on the DVD-ROM drive containing the "**DRACULA 3**" DVD and select "Open" to access the contents of the DVD-ROM.

Double-click on the "INSTALL.EXE" file to launch the installer.

Read and accept the end-user licence agreement and then follow the on-screen instructions. The installer will automatically create a program group and a quick start option in the Windows® "Start" menu.

To start the game from the Windows® desktop, select:

**Start ▶ Microids ▶ DRACULA 3 ▶ DRACULA 3**

### IV. UNINSTALL INSTRUCTIONS

To remove "**DRACULA 3**" from your computer, proceed as follows:

From the Windows® desktop, select:

**Start ▶ Microids ▶ DRACULA 3 ▶ Uninstall DRACULA 3**



## V. HOME SCREEN

- **New game:** start a new game.
- **Load game:** load a previously saved game.
- **Options:** change the game options.
- **Gallery:** view the cutscenes from the different parts of the game.
- **Credits:** view the game credits.
- **Quit game:** quit the game and return to Windows®.



### a) Game selection screen

To prevent several players from mixing up their saved games, each player chooses one of the five symbols above before starting a game. Games are then saved separately and can be accessed via the load screen.



## b) Load / save screens

At any time, you can restart a game that is already in progress.

Simply select the game from the pull-down list. Each saved game is represented by its date, time, name and thumbnail of the place where the game was saved.

If there are more saved games than the screen can display, use the up and down arrows to scroll through them.

You can save your game at any time.

To do so, right-click to open the inventory and then select the “Menu” button. Simply select the “Save game” button to open the save screen.



## c) Options screen

You can open the options menu from the home screen and the inventory. This menu allows you to adjust certain game settings:

- **Subtitles:** Show or hide the subtitles.
- **Rotation:** Adjust the rotation speed of the camera.
- **Item info:** Show or hide item information.
- **Adjust brightness:** Adjust the brightness of the screen.
- **General volume:** Adjust all the volume settings at the same time: music, sound effects and voices.
- **Music volume:** Adjust the music volume.
- **Sound effects volume:** Adjust the volume of the sound effects.
- **Voice volume:** Adjust the volume of the voices.

## VI. CURSOR INFORMATION



**Cursor “Neutral”:** indicates that no action is possible.



**Cursor “Go”:** indicates an area that you can go to.



**Cursor “Dialogue”:** indicates that you can talk with a character.



**Cursor “Examine” :** lets you examine an item of information that cannot be seen directly in the game.



**Cursor “Magnifying glass”:** indicates that an item of information is available in the area under the cursor.



**Cursor “Take”:** indicates that you can pick up the item under the cursor, which is then placed in your inventory. In some cases, the item sticks to the cursor, meaning that you have to use the item in the area where you found it. You can drop it by right-clicking.



**Cursor “Use”:** indicates that an action is possible in the interactive area under the cursor.



**Cursor “Use” (crossed out):** means that an action will be possible if you use the right item in the area.



**Cursor “Click-Horizontal”:** indicates that you will be able to move an item horizontally. Hold down the left mouse button and move left or right.



**Cursor “Click-Vertical”:** indicates that you will be able to move an item vertically. Hold down the left mouse button and move up or down.



**Cursor “Click-Rotate”:** indicates that you will be able to rotate an item. Hold down the left mouse button and move in a circular motion to rotate the item on the screen.

## VII. INVENTORY



**IMPORTANT:** at any time, you can switch between the game and the general inventory simply by right-clicking.

**Inventory button (items):** any item picked up during the game is displayed as an icon in the inventory. To use an item, simply click on the corresponding icon and the cursor changes to the shape of the item. By right-clicking to return to the game, the chosen item stays in your hand and appears in a section at the top-left of the screen. You can then use the item directly on an area in the screen or on a character.

**Transit area:** during the game, any items picked up will be stored in the inventory's transit area in the top-right. You can arrange and sort items however you want by moving them from the transit area to the storage area in the middle of the inventory. Use the tabs to help arrange the items. You can also automatically empty the transit area by clicking on the button underneath. All items will then be moved from the transit area to the storage area, filling up any empty cells. Once the page is full, select another tab and repeat the procedure.

**Menu button:** takes you to the main sub-menu.

**Objectives button:** Click on this button for a reminder of your current objectives. Once objectives have been completed, they will be crossed out.

**Conversations button:** this button lets you read all the conversations that you have heard during the game. The list grows as you progress through the game.

**Documents button:** lets you view all the documents that you have collected during your adventure. Refer to the "Documents" chapter below.

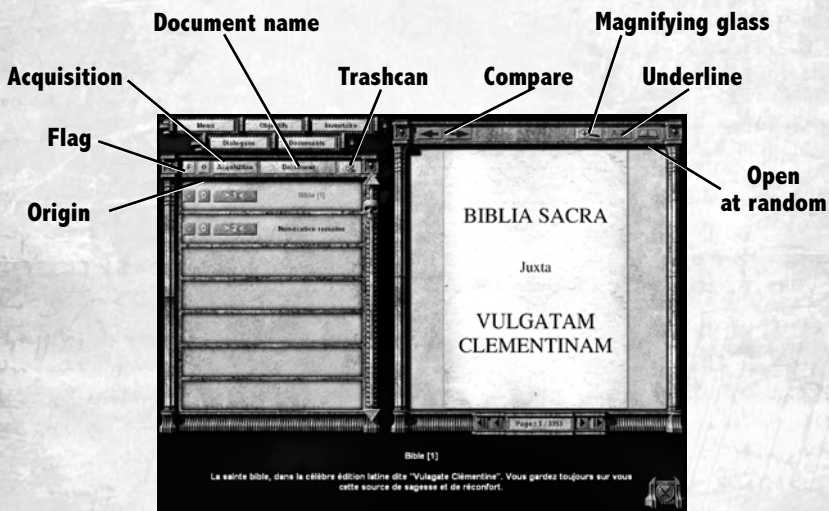


**Text area:** this area at the bottom of the screen clearly shows the contents of any written documents acquired during your quest.

You will also find information on the different parts of the interface and the items in your inventory.

**Exit button:** the cross in the bottom-right takes you back to the game, which is the same as right-clicking.

## VIII. DOCUMENTS



**To progress through the game, you must be methodical when reading the documents and pay attention to the tiniest of details.** You will find information to help you make progress, as well as clues for solving certain puzzles.



**List of documents:** on the left, you will see the list of documents that you have viewed during the game. The selected document is displayed on the right. There may be several pages to scroll through using the navigation arrows.

Note that the Up and Down arrows on the keyboard can be used to change from one document to another, and the Left and Right arrows let you scroll through the pages of the selected document.

We would advise you to arrange your documents. You can sort the list according to several different criteria.

- **Flag :** this marker lets you sort documents into seven categories. The purpose of this feature will quickly become apparent. You can also use the flag to move a large document to the trashcan. Note that if you do so, the document will always be available.

- **Origin:** lets you group your documents according to where they were found. By placing the cursor over a button in this column, you will see a thumbnail showing the place where it was collected.

- **Acquisition:** lets you sort documents in the order that they were found.

- **Document name:** by clicking on this button, your documents will be listed in alphabetical order.

- **Trashcan:** lets you recover any documents sent to the trashcan using the flag.

- **Magnifying glass:** this feature is essential for making progress in the game, since certain clues can only be seen with the magnifying glass.

- **Underline:** lets you review the most interesting passages in the Bible and Bram Stoker's Dracula.

- **Open at random:** in moments of doubt, you can open the Bible at any random page throughout your adventure. You might be surprised at what you find. You can do the same with Bram Stoker's Dracula, which will become available during the game.

- **Compare:** when scrutinising documents, you will be required to compare passages that seem almost identical... except for a few specific details!

The arrow buttons let you browse through the history of documents viewed in the same way as a web browser. The left arrow takes you to the previous document and the right arrow to the next document

Therefore, you can quickly switch from one document to another to spot the differences more easily.

## IX. CREDITS

### DRACULA 3 - The Path of the Dragon

Produced by: **MICROÏDS**

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Inno Setup © Jordan Russel

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## **X. TECHNICAL SUPPORT**

If you are experiencing any problems with the running of this game, please contact  
the Microïds hotline at the following address: **support@microids.com**



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