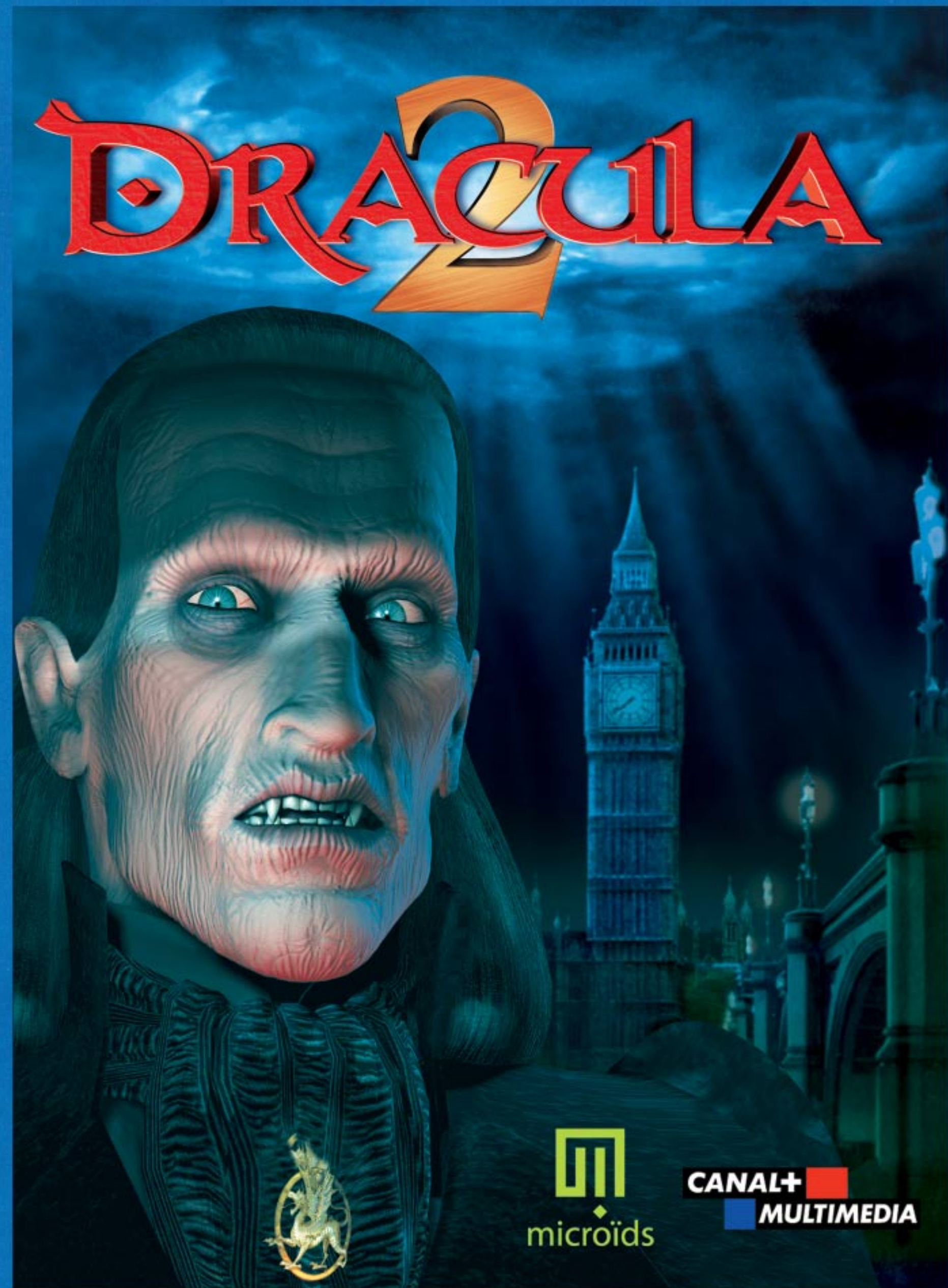


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Installing on PC

- Insert the CD-Rom in the drive.
- If autorun is enabled, the installation programme will launch itself automatically when the disc is inserted. If it fails to launch, double-click on the icon representing your CD-Rom Drive and double-click on "install.exe".
- Follow the on-screen instructions.

Uninstalling on PC

- Click on the "Start" menu, select "Programmes/Dracula 2", then click on "Uninstall Dracula 2".

Mac installation

- Double-click on the "Install Dracula 2" icon. The programme will offer to copy the "Dracula 2" folder to your hard drive.
- If you do not have OpenGL installed on your machine, you can install it by clicking on the "Install OpenGL" icon.
- To launch the programme, double-click on the "Dracula 2" icon inside the "Dracula 2" folder on your hard drive.

WARNING TO EPILEPSY SUFFERERS:

To be read before the use of any video game
by yourself or your child.

Certain persons are susceptible to epileptic fits or loss of consciousness upon viewing certain types of flashing lights or high-speed displays within their daily environment. These persons may be at risk when watching certain televised images or playing certain video games. This phenomenon can arise even when the individual concerned has no medical history of such a reaction or has never suffered an epileptic fit. If you or a member of your family have ever displayed symptoms linked to epilepsy (fits or loss of consciousness) brought about by electronic simulations, you are strongly recommended to seek medical advice before using this product. We would advise parents to closely supervise their children when they are playing video games. In the event that you or your children do display any of the following symptoms: dizziness, vision problems, contraction of eyes or muscles, loss of consciousness, problems of orientation, spasms or convulsions; you should stop playing immediately and seek medical advice..

General precautions to be taken by everyone using video games:

- Do not position yourself too close to the monitor.
- Play the game at a safe distance from the screen, preferably as far as the length of the console lead allows.
- If possible, always play video games on a small screen.
- Avoid playing when tired or sleepy.
- Make sure you play in a well-lit room.
- Take a 10 to 15-minute break for every hour of use.

Mina has just dozed off at last!

Our long return voyage to England gives me the opportunity to come to terms with this whole, sorry adventure.

Dracula's plan was truly diabolical.

He first ensured that Mina followed him to Transylvania, knowing full well that

I would set off immediately to find her. If his plan had worked, Dracula would have won on all counts: he would have regained possession of Mina and before long she would have become his queen; he tortured me psychologically by delaying my arrival at the castle: me, who had dared to stand in his way seven long years before. But far worse than that, once I was within his lair, he had his female vampires try to eliminate me in order to recapture the symbol of his devilish power, the Dragon's Ring.

This ring had been placed under the protection of Saint George, and Dracula used me to remove it from its holy hiding place because he knew he was not able to do it himself! He went to great lengths to ensure that I came across it on my way, so that I would take it and bring it with me to the castle.

It had all been planned right from the start, except, of course, our escape, which was as spectacular as it was miraculous.

However, from the moment of my arrival in Transylvania, I had the nagging feeling that we were pawns in some mysterious game, the object of which we could barely begin to comprehend.

I know that Dracula is now in London, and I have to admit that the prospect of what I might find here disturbs me greatly. After all, what can mere mortals really do to combat such a malevolent and powerful force?

Unfortunately, I fear that I am still a long way from finding an answer to this question.

Jonathan Harker

Main menu screen

Accessing the main menu screen.

When you launch the game, you come directly to this screen.
To access the main menu screen during gameplay, press the "Esc" key.

New game

Click on this option to begin a new game.

Saving

To save a game, click on one of the available spaces. You can overwrite one save with another by clicking on the image of your previous save. If you want to exit the screen without saving, click on "Back".
PLEASE NOTE: it is important to save your game at regular intervals, because certain phases of the game, some of which are time-limited, are subject to penalisation by "game over". If you are unsuccessful, you can begin your next attempt at the point of the last save: it is therefore preferable that this is fairly recent.

Loading

To take up the game at the point where you last saved it, click on the name of the relevant game. If you want to leave the screen without loading the game, click on "Back".

Exiting

Click on "Exit" to leave the game.

Controls for exploration and action

Symbole

Icon greyed out:
No action possible

Arrow icon:
Indicates a direction in which you can go

"Access temporarily prohibited" icon:
Indicates that there are tasks to be carried out before you can take that route

Back icon:
To return to the previous screen

Hand icon:
Indicates that you may pick up an object and put it in the inventory

Locked icon:
Indicates that you need to use an object from the inventory to proceed

Object icon:
Indicates that you have selected the correct object. Click to put it down.

"Use temporarily prohibited" icon:
Indicates that you cannot use this object yet

Action icon:
Sets off an automatic action

Magnifying glass icon:
Allows you to zoom in on details

"Listen to dialogue" icon
Indicates the subject about which the person on the screen can speak to you.

"Re-listen to dialogue" icon
Indicates the subject about which the person on the screen has already spoken

Left and right rotation icons
Allows you to turn knobs and turn objects

Plus and Minus icons
Allows you to increase or decrease values



Keys

Left click:
Player action (moving, picking up an object, etc)

Right click:
Access to the inventory (CTRL + click for the MAC)

Escape key:
Access to the main menu

Space bar:
Interruption of a video clip

The dynamic inventory

Picking up an object and placing it in the inventory

When the cursor changes into a hand, it means that you can put an object in your inventory.

Click on the object and it will be placed in your inventory automatically.

Accessing the inventory

To access the inventory, click on the right mouse button (or CTRL + click for MAC users).

When you access the inventory, all the objects that you have collected previously will appear.

Using the inventory

Position the cursor over an object: the cursor changes to a hand and the object appears enlarged in the centre of the window.

Click on the object in order to select it: this automatically takes you back to the game screen.

If the cursor changes to a magnifying glass, this means you can look at it in close-up either to read it or examine it.

Click on the object you wish to combine to select it:

Drag it towards the object in the window with which you wish to combine it.

The two objects will combine if you have chosen correctly. Click to select and use the newly created object. The combinable object will disappear from the left side of the window if it is no longer combinable with another object.

Combinable objects

Back to game

Credits

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Joël Zafarano: Dracula

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Actisystem

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