

Dracula 4

PC

Complete solutions

Prologue

Click on Inspector Lazlo and introduce yourself.

Click on the painting with the ultraviolet lamp (in your inventory) to authenticate it.

Place the painting in the wooden case.

Take the following objects from the room:

Lighter

Scotch tape

Seal

Wax

Plastic packing strip

Use the scotch tape to close the case.

Combine the lighter and wax and then apply the **melted wax**.

Finally, use the seal on the wax that you just applied.

Put the **case** in the safe-deposit box.

Complete all the dialogs with the inspector.

Retrieve the damaged **audiotape** from the box near the audio analysis table, repair it with the scotch tape and place in the wiretap.



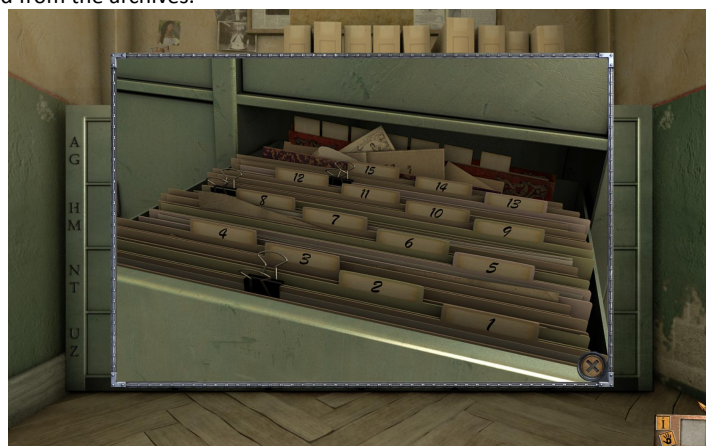
The left-hand button must be on 100, and then click ON.

The two central buttons must be on 200, and then click ON.

The two right-hand buttons must be on 115 and 70, and then click ON.

Then click on Play at the top left.

Retrieve Friedlen's and Kilic's record from the archives.



To retrieve Friedlen's record: click on the locker (column AD/row UZ → number 14).

Remember to retrieve the **paper** from Friedlen's record on which you'll find a coded message.

To retrieve Kilic's record: click on the locker (column MQ/row HM → number 8).

Go to the basement.

Examine the body by clicking on the wrist.

Turn around and examine the piece of soap on the sink.

Use the **key** that Lazlo gave you to take the requested equipment from the cupboard (located in the hallway on the left-hand side as you leave the cell):

Batteries

Fingerprint powder

Film

Empty Sprayer

Polaroid

Assemble the Polaroid + the batteries + the film.

Assemble the sprayer + the fingerprint powder.

Take a photo of Friedlen.

Spray the powder on the wall above the sink using the pulverizer.

Take a photo of the message inscribed on the wall.

Return to the office, take your medicine and call the Museum.

Vamberry Manor

Enter the manor to trigger the dialog with Adam.

Head toward the kitchen and take the following objects:

Container

Penetrating oil

Fuse

Tube of glue

Flashlight

Bleach

Knife

Apple x2 + pear x1

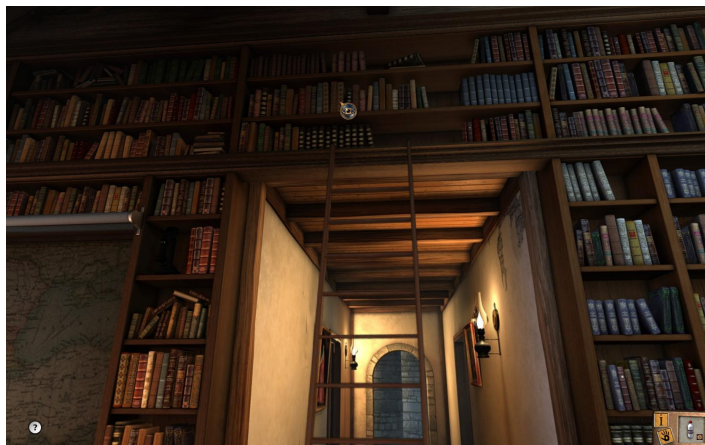
Take the **container** and fill it with water.

Go upstairs and examine the documents on the desk.

Move the ladder completely to the left.

Click on the row of books and then click on C II 15.

Shift the ladder twice to the right, click on the row of books and then click on A III 07.



Reveal the message on A III 07.



Click on the four corners of the slide with the scalpel, and then click on the **slide** to take it.
Use the magnifying glass on the text, click on the dots under certain letters to reveal FIV05.
Inspect the boat.

Head toward the bottom left. Slide back the curtain and click on the junction box attached to the wall.
Complete the gear puzzle.



Make a column of 4 gears on the right.
Activate the mechanism 3 times to rotate the boat so that the bottom is facing downward (on the right-hand side of the diagram).
Make a column of 3 gears on the left and activate the mechanism to move the boat.
This allows you to retrieve a key on the bottom of the boat on the first floor.

Move the ladder to access the first floor then head toward the bottom to retrieve the **key** located on the bottom of the boat.

Climb back up to the office and take the **slide rack** near the projector. Combine it with your slides and place everything in the projector.
Discover the code 2517 near the town of Vladoviste (top + right).

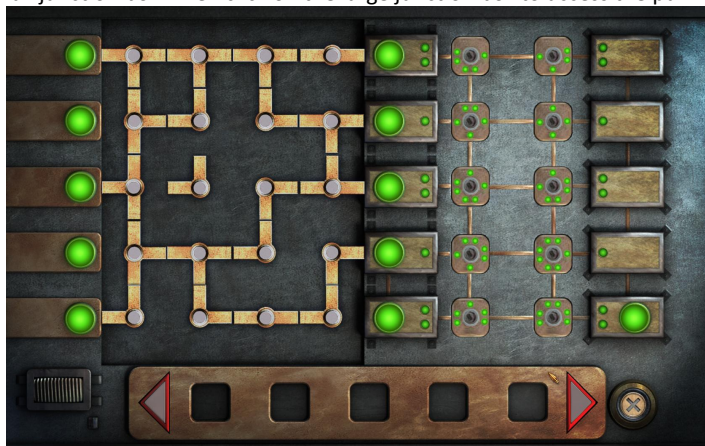
Click on the row of books: F IV 05.



Remove the two books and use the key (recovered from the rear of the boat). Enter the code 2517.
Take the flashlight to access the room.



Go back and use the fuses in the small junction box. Then click on the large junction box to access the puzzle and turn the electricity back on.



On the left-hand side, turn the circuits to circulate the electricity toward the right and turn on all the light bulbs. Then place the dominoes so that all the LEDs are lit.

Collect the following items from the room:

Audio cassette

Whisky

Hydrogen peroxide

Medal of Saint Benedict

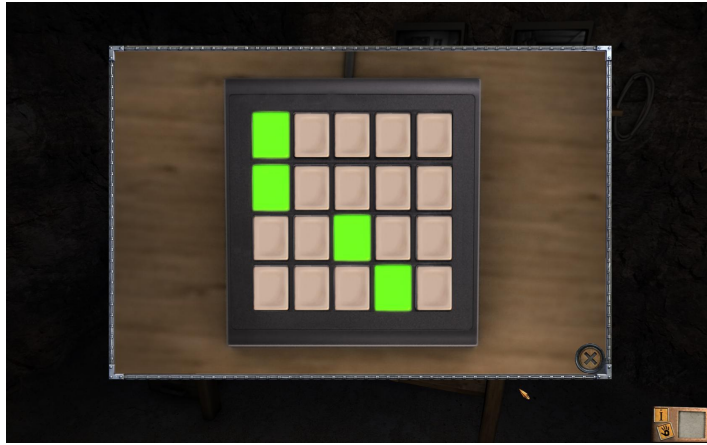
Vitamins

Click on the painting behind the desk. Look at the photo of the manor and click on the statue.



Combine the glass of water + hydrogen peroxide + bleach to obtain a solution which will remove the ink stain from the document on top of the desk.

Use the remote control and click the second to last button on the bottom row.



Then turn on the screen located next to it and click on the image.



Go down to the first floor, make a phone call to the Museum and then to Adam. Exit the manor house on the right. Look at the statue. Make a U-turn and go to the right of the manor to retrieve the **ladder** and **shears**.

Return to near the entrance of the manor and put the ladder on the side of the statue covered with greenery. Use the shears and then retrieve the **key** behind the statue.

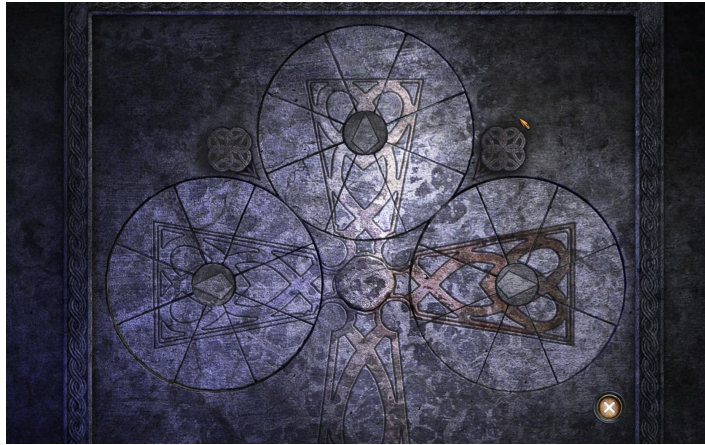


Cemetery

Bypass the manor and click on the gate at the top of the path. Use penetrating oil on the lock and enter the cemetery. (+2)

Retrieve the **Metal bar** located at your feet. Use the shears on the mausoleum at the bottom (Wamberger family). Use the key and enter. Use the metal bar on the left-hand tomb and retrieve the **Rope ladder** + **Pick axe**.

Complete the puzzle by rotating the circles and interchanging the drawings. You must obtain the following result: blue on the left, white on the top and red on the right. Then use the rope ladder to descend.



Wamberger Tomb

Collect the following objects:

Stone snake x3

Terra cotta pot

Bone

Click on the mosaic on the ground to open the doors.

You can only open only one door at a time. Collect the 3 stone snakes and use the mechanism on the ground.

Rotate the drawings depending on the door you want to open:

Right-hand door



Left-hand door



Central door



Head toward the tomb on the right. Use the terra cotta pot on the stone snake and retrieve the **flask of oil**. Use the knife to get a **strip of tissue**.



Open the left-hand door and combine the strip of tissue + the bone + the oil + the lighter.
Take the **torch** and move into the corridor.

Use the Medal of Saint Benedict on the door and solve the puzzle by using the Latin characters opposite the door.



Use the medallion on the door and then rotate the letters in order to obtain the result shown on the image above.

The vault

Enter the room.

Open the chest by placing the colors in this order: **blue**, **yellow**, **red** - Just like the flag in the left-hand corner of the room.



Take the **vitamins** to retrieve health points.

Retrieve the **strap** from the statue. The statue is hidden under the fabric.

Take the following objects from the chest and the room:

Grapnel

Rope

Wax cylinder

Short piece of string

Leather Box

Silver Bullets

Use the pick axe on the brick wall (2 times) to create a hole.

Combine the knife + the bullets = **powder**

Powder + leather box + short piece of string = **explosive**

Place the dynamite in the hole and light the string.

Combine the grapnel and the rope (+2). Use the grapnel on the broken wall.

Use the strap on the statue and attach the grapnel (wall image).

Finally, click on the statue to clear the wall.



Manor

Exit to activate the dialog with Adam.

Return to the room where you just broke the wall, without descending into the tomb. On the desk use the coded message in your inventory with the Scytale. Rotate to obtain the full message.

Go downstairs to call the Museum and say goodbye to Adam.

Istanbul

Ellen's Apartment

Use the knife to open the package.

Take the **camera** and the **propoethyne** and read the mail.

Exit the hotel room.

Yanek's studio

Enter Yanek's and click on the Lilith painting.

Once outside, move the trash can and enter the house.

Click on the window and watch Yanek leave.

Retrieve the following objects:

Strip of metal

Pliers

Knotted rope

Lock-picking hook

Combine the pliers and the strip of metal and get the **tension tool**.

Pick the lock to the door of Yanek's place.



You can move the left hook horizontally by several notches. The other hook must be moved vertically at the right moment. The original position of the left hook is pulled toward the far left.

From this position, do as follows:

Left hook: 1 notch to the right

Lower the right hook

Left hook: 3 notches to the right

Lower the right hook

Left hook: 4 notches to the left

Lower the right hook

Left hook: 3 notches to the right

Lower the right hook

Left hook: 1 notch to the left

Enter and turn on the light.

Head toward the right.

Take **the sponge** + the **solvent** and combine. Use the sponge on the red canvas (2 times)

Take a photo.

Click on the painting of the puppets. Click on the mechanism that activates the one on the far right.

Pick up the **broken puppet** and head toward the bottom left-hand side of the room.

Paint it and cut it out with the scalpel.



Assemble the arm and the broken puppet.
Replace the puppet and solve the puzzle.



There are 6 mechanisms. Each activates a puppet. Enable them in the following order:
5 → 6 → 2 → 4 → 1 → 3

Some animations have to be complete for this to work. If the timing is not right, puppet 3 will collide with puppet 2 or the sheets hiding the lock. Repeat the sequence.

Enter the room that has just opened, click on the painting and take a photo. Retrieve the **rod**.
Go upstairs.
Click on the small cabinet to activate the puzzle.

The best way is to stick to one of the 4 colors in order to place the flowers correctly. It is enough to solve one color for the others to be in the correct place. Start by moving the large outer circle to place the yellow flowers at the top left-hand side. Then move the middle circle to place the yellow flower correctly. Finally, move the small circle to complete this puzzle and obtain the next drawing.

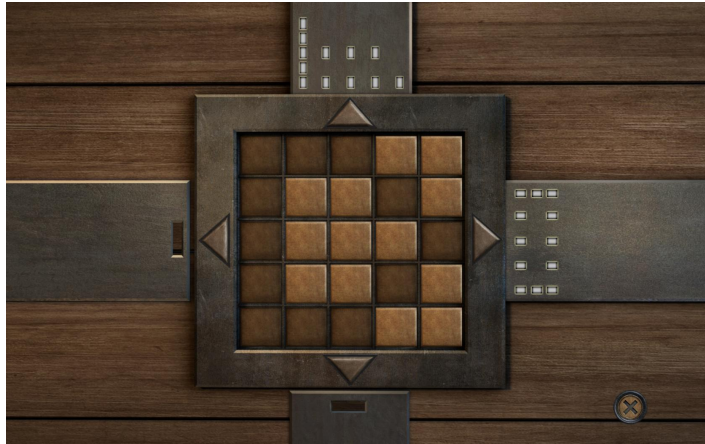


Take the **hook**; assemble it to the handle to bring the staircase down so you can access the attic.
Collect the following objects:
Screwdriver
Rope

Sealed case

Open the curtain, search the corpse and take a picture.
Put away the attic ladder.
Use the screwdriver on the window to remove the screws from the padlock.
Combine the two ropes and use it to go through the window.

Call the museum and then complete the final puzzle:



This puzzle is a Picross, click on the corresponding boxes to draw an arrow.

END

Trophies

'Amateur detective' trophy	3 puzzles solved without skipping
'Real adventurer' trophy	6 puzzles solved in less than 25 min without skipping
'In perfect health' trophy	First time the health gage = 20
'Perfect patient' trophy	First arrival at the Istanbul hotel if (other than when sick) Ellen's health gage remains > 10
'Reckless one" trophy	Take one of the following combinations: (whisky + sleeping pills) OR (whisky + sleeping pills + medication)
'Expert eye' trophy	Turner painting authenticated
'Paparazzo' trophy	Take a photo of Lazlo
'Vamberry's secrets' trophy	First arrival
'Independent' trophy	Message deciphered on the scytale (to win this trophy, the player must find Vamberry's parents' tomb without the aid of Adam and decode Friedlen's message without Adam having spoken of the scytale)
'The great escape' trophy	Leave the vault and go to the manor
'The voice from the past' trophy	Listened to wax cylinder
'Kamikaze' trophy	Combine the explosive and lighter in the inventory
'Diplomat' trophy	'Dodge' dialog played out with Yanek
'Experienced burglar' trophy	Complete the lock picking puzzle in less than 1 minute 30 seconds
'Steady hand' trophy	Cut out the puppet's arm on the first attempt
'Puppeteer' trophy	Complete the 'puppet's arm' and Karagoz puzzles (without skipping, of course!)
'Thank You' trophy	Watch all the credits
'From Budapest with Love' trophy	Play the entire prologue (Budapest)
'The End!' trophy	Complete the game
'300' trophy	Get 300 points

Points

Action	Bonus
Reveal Friedlen's message	5
Photograph the message	3
Photograph Friedlen's corpse	3
Wiretap puzzle	10
Archives - accomplice's record	5
Archives - Friedlen's record	5
Painting authenticated	2
Listened to wax cylinder	5
Take the key from the boat	3
Digicode	5
Modeling book puzzle	10
Slide puzzle	8
Gears puzzle	10
Listened to audio cassette	5
Clean stained letter	5
Junction box puzzle	15
Take key from behind the statue	3
Access the cemetery	2
Bas relief puzzle	12
Whitby Crypt - open left door	5
Whitby Crypt - open right door	5
Whitby Crypt - open central door	5
Neutralize snake	3
Vault puzzle	15
Hole in wall	10
Safe Puzzle	10
Scytale	5
Open case	15
Photo Lilith ok	5
Karagoz 01 ok	15
Arm puzzle	10
Lock picking	15
Photo Brueghel ok	3
Clean Brueghel	5
Yanek's medicine recovered	0
Pedestal table puzzle	10
Corpse photo	3
Access the cemetery	3
Total "adventure"	258

Number of combinations for 2 points	NEW bonuses
21	

Total Combinations	42
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TOTAL	300
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