

# DRACULA: ORIGIN



## MANUAL



FROGWARES  
GAME DEVELOPMENT STUDIO

FOCUS  
HOME INTERACTIVE

## EPILEPSY WARNING

Some people are likely to suffer from epileptic attacks, or loss of consciousness, particularly when looking at some types of strong flashing lights: rapid succession of images or repetition of simple geometric shapes, flashes or explosions. Such people leave themselves open to the risk of attacks when playing some video games which include such stimulation, even if they have no medical history or have never experienced such attacks themselves. If you or a member of your family have already displayed symptoms associated with epilepsy (attacks or loss of consciousness) when faced with flashing lights, consult your doctor before using the product. Parents should pay particular attention to their children when they are playing with video games. If you or your child displays one of the following symptoms: vertigo, blurred vision, eye or muscle spasms, disorientation, uncontrollable movements or convulsions, or brief loss of consciousness, YOU MUST STOP PLAYING IMMEDIATELY and consult a doctor.

## TECHNICAL SUPPORT

If you are looking for help with a specific problem, you can contact Technical Support:

- by email: [support@dracula-origin.com](mailto:support@dracula-origin.com)

Before contacting Technical Support, please have the following information to hand:

- Your PC configuration (RAM, MHz, video and sound cards).
- A detailed description of the problem (i.e. error message, relevant part of the game, etc.).
- Pen and paper to take notes.
- Have direct access to your PC immediately, if required (Technical Support may need to help you work through your problem, step by step).

[WWW.DRACULA-ORIGIN.COM](http://WWW.DRACULA-ORIGIN.COM)



## INTRODUCTION

In London, Professor Van Helsing receives a letter from his disciple and friend, Jonathan Harker, who had left a few weeks earlier to hunt down Dracula and bring an end to his activities. In this message, the young man explains that he has found the castle and has even managed to enter it. Unfortunately, the arrival of this letter tends to prove that Harker has become a victim of the vampire, as he should have arrived several days before the letter did.

Recent tragic incidents persuade Van Helsing that the Count is in London. In fact he believes him to be in Bloomsbury around the cemetery that backs onto the old private house of the Godalming family. With research, Van Helsing learns that Dracula has come to London in search of an antediluvian manuscript containing the details of a strange rite. This rite apparently summons the damned back to Earth and the Count is planning to use the rite to bring his loved one back to him and to rain chaos on humanity. To add to the horror of the situation, it seems that Harker's fiancée is the perfect vessel to host the damned soul of Dracula's lost love.

In the role of Professor Van Helsing, you will throw yourself into a relentless hunt full of terrifying leaps and bounds. To go off on your search, you will have to guide the professor to leave the beautiful Mina, and explore the paths of a lugubrious London cemetery and the sinister rooms of a derelict London house...





## TABLE OF CONTENTS

<b>1.</b>	<b>Before starting.....</b>	<b>6</b>
1.1	System Requirements.....	6
1.2	Installation and recommendation.....	6
<b>2.</b>	<b>Main menu.....</b>	<b>8</b>
2.1	Main menu description.....	8
2.2	New game.....	9
2.3	Save or load a game.....	9
2.4	Options.....	10
2.5	Game commands.....	11
<b>3.</b>	<b>The Game.....</b>	<b>12</b>
3.1	The game interface.....	12
	The action Cursors	
	Help System	
3.2	Dialogs.....	13
3.3	Van Helsing NoteBook.....	14
	Inventory and use of objects	
	Dialogs, Documents and reports	
<b>4.</b>	<b>Defy Blood Thirsty Creature.....</b>	<b>16</b>
<b>5.</b>	<b>The first 10 minutes of the game.....</b>	<b>17</b>
<b>6.</b>	<b>Credits.....</b>	<b>19</b>
<b>7.</b>	<b>User license.....</b>	<b>20</b>

# 1 BEFORE STARTING

## 1.1 SYSTEM REQUIREMENTS

### Minimum configuration:

**Operating System:** Microsoft Windows® XP SP2/VISTA™

**CPU Speed:** PENTIUM® 4 1.5 GHZ/ATHLON® XP 1500+

**Memory:** 512 MB RAM

**Video Card:** 64 MB DirectX® 9 Compatible Video Card

**Sound Card:** DirectX® 9 Compatible Sound Card

**DirectX® Version:** DirectX® 9.0c or higher (included on disc)

**DVD-Rom:** 4X

**Hard Drive Space:** 3 GB

**Peripherals:** Windows® compatible keyboard, mouse and speakers

### Recommended Requirements:

**Operating System:** Microsoft Windows® XP SP2/VISTA™ 32

**CPU Speed:** PENTIUM® 4 3.0 GHZ/ATHLON® XP 3000+

**Memory:** 1 GB RAM

**Video Card:** 256 MB DirectX® 9 Compatible Video Card (Nvidia GEFORCE FX/ATI Radeon 9600 or similar)

**Sound Card:** DirectX® 9 Compatible Sound Card

**DirectX® Version:** DirectX® 9.0c or higher (included on disc)

**DVD-Rom:** 8X

**Hard Disk Space:** 3 GB

**Peripherals:** Windows® compatible keyboard, mouse and speakers

**NOTICE:** This game contains technology intended to prevent copying that may conflict with some DVD-RW, DVD-RW, and virtual drives.

## 1.2 INSTALLATION AND RECOMMENDATION

### Installation:

You are strongly advised to close all applications before installing the software on your computer. This includes screen savers and anti-virus software which may interfere with software installation.

1. Insert the DRACULA ORIGIN DVD in your DVD-ROM drive.

2. If the auto-run feature is enabled, the "Start" screen will display. At this point, please click on the installation button. Then follow the instructions displayed on screen. If the auto-run feature has been disabled on your computer, follow these instructions:

- a) In the Windows launch bar, click on Start
- b) Click on Run, then type the letter of your DVD-ROM drive and setup.exe (i.e.: D:\setup.exe).

Or:

- a) Double-click on "My Computer".
- b) Click on the DVD-ROM drive (which will display the name "Dracula Origin") and select "open" to display the disk's contents.



c) Double click on the setup.exe file to launch installation.

3. Read the license agreement, and if you accept the conditions, click to accept the license agreement, and then follow the instructions displayed on the screen.

4. The installation screen is displayed. Specify where you want to install Dracula Origin. The default path is: C:\Program Files\Focus\Frogwares\Dracula Origin

Click "browse" if you want to specify a different path and destination to install the files. Then click on "next".

5. During installation, a shortcut will be created on your desktop and in the Windows Start Menu.

6. To run the game in Windows select: Start -> All Programs -> Focus -> Frogwares -> Dracula Origin

### Uninstallation:

To uninstall Dracula Origin, do the following step: from the "start" menu, select All Programs->Focus->Frogwares-> uninstall Dracula Origin. Follow the instructions displayed on screen.

### Recommendations:

Insert DVD into your drive. To run the game, the DRACULA ORIGIN DVD must be in your drive. Should the disk not be recognized, please check that the disk is indeed present. Then restart your computer and begin the game again. If the problem continues, place DVD in another DVD-Rom drive or writer available on your computer and begin the game again.

Check your version of DirectX as well as your video and sound drivers: As a general rule, if the game refuses to run for no apparent reason, or you are having video or sound problems in using the game, the first thing to check is your DirectX version and version of your drivers. To check this information, go to the Start/Run menu and enter "dxdiag". Then press OK. Then wait for the utility to finish gathering all information about your computer's equipment. Once this operation has completed, click on the "save" button to save this information to send to Technical Support later. If your version of DirectX is not 9.0c or higher, you can install the latest version from the game DVD or from the Microsoft® website. Dxdiag also displays information about your video and sound card drivers. You can then visit your video and sound card manufacturers' websites to download the most recent drivers.

Check your PhysX drivers: To run DRACULA ORIGIN requires Ageia PhysX drivers to be installed. In the event that these drivers were not installed during game installation, they are available on the game DVD.

Tailor the game's video options: If the display is slow during a game, go into your video options to reduce the game display quality or resolution.





## 2 MAIN MENU

### 2.1 MAIN MENU DESCRIPTION

When you start DRACULA ORIGIN, you are presented with the main menu, and then access the following options:



#### Legend

**New**  
**Resume**  
**Save**

#### Load

**Controls**  
**Options**  
**Credits**  
**Exit Game**

#### Meaning

Start a new game  
Continue the current game  
Save a current game (this function is active when you open the menu during a game)  
Load a game (this function is inactive if you are starting a new game)  
Display and change the game controls  
Adjust settings (sound and video preferences)  
Credits  
Exit the game and return to Windows

To display the main menu during a game, press Esc.

### 2.2 NEW GAME

When you want to start a new game click on the "New" button. The game starts with a cutscene. Your adventures now begins...

### 2.3 SAVE OR LOAD A GAME

You can save your game at any time while you are playing. Simply press the "Esc" key on your keyboard to access the main menu. Then click on the "Save" button in the main menu. A saved games menu appears. Select an empty box by clicking on the left/right arrows, or using the scroll wheel on your mouse. Select an empty box. An image from your current game will be displayed in this box, along with the time and date of when it was saved. A window appears asking you to confirm the save. Simply click on "Confirm". Your game is now saved and you can return to the main menu by clicking on the silver ring in the middle of the screen, or by pressing "Esc" on your keyboard. To save a game over a previously saved game, click on the game you wish to replace. Click Yes to confirm your selection (in which case your new save will replace the previous saved game), or click No to choose another box. The new game is saved in the box you have selected. To return to the main menu click on the silver ring in the middle of the screen, or press "Esc" on your keyboard.

To load a game, proceed in the same way as when saving a game; click on the "Load" button in the main menu. A menu of games to load is displayed. Select the game you wish to play by clicking on the corresponding box. A dialogue box appears to confirm the selection. Confirm by clicking on the appropriate button. The game will then begin.

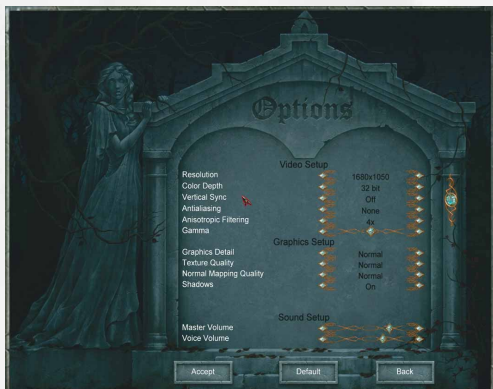
To exit this menu without loading a game, click on the silver ring in the middle of the screen, or press "Esc" on your keyboard and you will be returned to the main menu.



## 2.4 OPTIONS

You can change the game settings at anytime during your game. Pressing the "Esc" key displays the main menu, where you can click on "Options".

In the Options menu, you can select from display, audio or preferences settings.



### Display Menu

Resolution  
Color Depth

Vertical Sync  
Anti-Aliasing  
Anisotropic Filtering  
Gamma

### Video Settings

Graphical Detail  
Texture Quality  
Normal Map Quality  
Shadow Quality

### Audio Menu

Overall Volume  
Dialogue  
Music  
Effects  
Ambiance

### Preferences

Sub-Titles  
Mouse Sensitivity

### Definition

Display resolution  
Definition of your color quality (select 32 bit to obtain the highest quality)  
Enables you to select your screen refresh rate  
Adjust anti-aliasing to enable better image definition  
Adjust the level of anisotropic filtering  
Display luminosity

### Definition

Adjust game graphical quality  
Adjust texture quality  
Adjust texture effects quality  
Quality of character lighting

### Definition

Adjust the overall volume  
Adjust the voice volume  
Adjust the music volume  
Adjust the sound effects volume  
Adjust the ambient sound volume

### Definition

Display or remove subtitles for all dialogue and commentaries  
Adjust the sensitivity of the mouse

If you make a change, remember to confirm your new setting(s) by clicking on the "Validate" button. You can then press "Esc" or click on the "Return" button to return to the main menu. If you wish to adjust all settings to their default positions, press the "Default" button.

Some options cannot be changed during a game. We recommend you save your game, exit to the main menu and then change all graphical options.

## 2.5 GAME COMMANDS

To interact, simply clicking on the left button enables you to move Van Helsing, to talk to a character, to take or move an object, or to access a more detailed view.

To access your portfolio, simply right click to display it (which contains the inventory, archives, dialogues, documents, Van Helsing' personal notes and the navigation map).

All these commands can also be run using the keyboard. You can check or modify these controls at any time. Return to the main menu by pressing the Esc key, then click on the "Controls" button to access the specific menu. In the controls menu, you can adjust a command by clicking on a field and then pressing a new key.

Action	Mouse	Keyboard
Move Van Helsing	Left Click	
Action	Left Click	
Select dialog	Left Click	
Display all possible actions	Space key	
Open / Close the Notebook	Right Click	
Open / Close the inventory		I key
Open / Close saved Dialogs		E key
Open / Close the reports (Van Helsing notes)		N key
Open / Close Documents (Diaries, books...)		T key
Select previous object in the inventory	Scroll wheel up	[ or Page Up
Select next object in the inventory	Scroll wheel down	] or Page Down



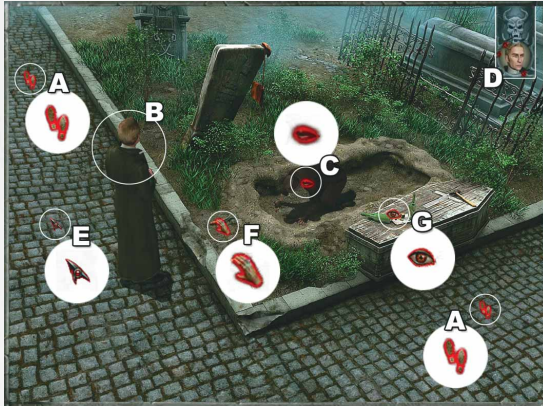
### 3. THE GAME

#### 3.1 THE GAME INTERFACE

##### THE ACTION CURSORS

To progress in the adventure, use the mouse to move Van Helsing, talk with anyone you meet, look for objects or details that will help you to understand and find solutions.

Here are the actions you can perform in the main game screen:



- A. Step** Move to another zone outside of the actual game screen.
- B. Van Helsing** This is the player character. He will execute the actions you choose, if it's possible.
- C. Mouth** Talk with a character
- D. Selected Object** Once you have selected an object from the inventory, it will appear in the top right corner of the screen. If this item can be used in an area you are pointing to, a "hand" icon will appear.
- E. Basic Mouse Icon** This is the basic Mouse icon which is displayed when no specific action could be performed. Using this action will move Van Helsing to the pointed zone.
- F. Hand** This icon is used for different actions:
  - o Pick up an object
  - o Use an active element of the environment (lever, door)
  - o Use an object on another in the environment (when an object is selected from the inventory).
- G. Eye** Look at an object or a specific area.

##### HELP SYSTEM

You can use the "Space" key at any time during the game to activate the help system. Once activated, the game screen will display all actions which can be performed in the location you are in.

#### 3.2. DIALOGS

Use the "Mouth" icon to start a conversation with a character. Some characters can also start a conversation with you if you perform specific actions, like knocking on a door for example.

Once the dialog starts, sentences are displayed on the bottom of your screen.

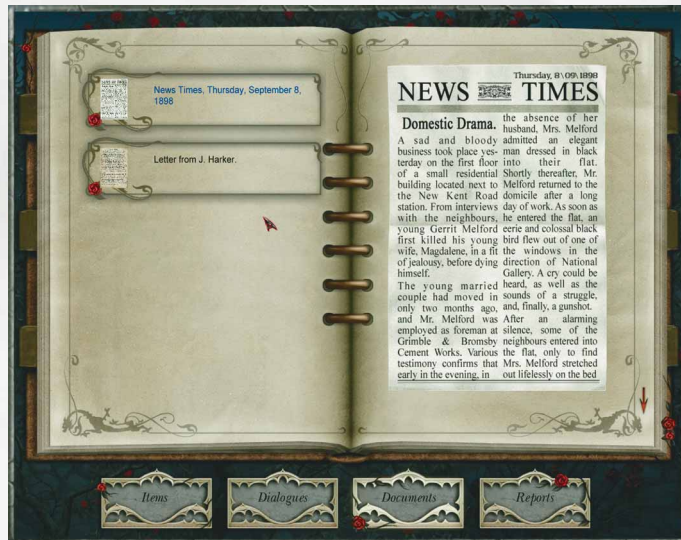
During a dialog, you are directing the conversation, by selecting the topic. Topics proposed are displayed on the top right corner. Select the conversation topic by clicking on it. Choose "Goodbye" if you want to end the conversation.

Once a dialog is finished, an icon is displayed in the top right corner to indicate that this dialog has been saved in Van Helsing's Notebook.



### 3.3. VAN HELSING'S NOTEBOOK

To access Van Helsing's Notebook, right click your mouse. The portfolio interface is displayed and the game is paused. Once the notebook is open, select the page you wish to view by clicking on the topic icons (tabs) at the bottom of the screen.

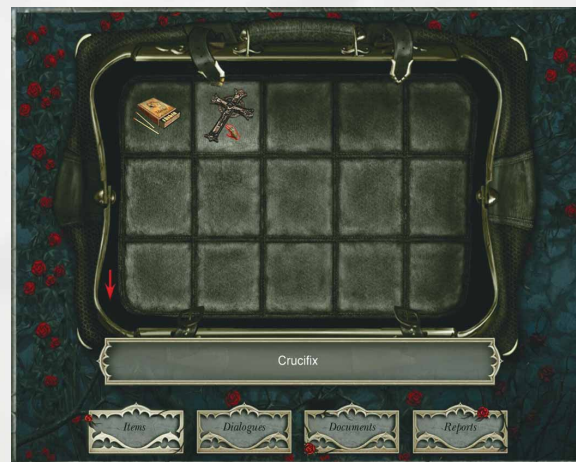


The different sections in Van Helsing's notebook are:

- o **Objects**
- o **Dialogs:** All conversations and testimonies are stored on this page.
- o **Documents:** All the documents received, collected or seen by Van Helsing are stored on this page. Remember to read them regularly.
- o **Reports:** The results of some observations or analysis are listed on this page. This information is particularly useful for the investigation in order to proceed.

#### INVENTORY AND USE OF OBJECTS

The inventory allows you to keep all objects you collect during your investigation. When the cursor changes into a hand, you can pick up an object. If you click on it, the object will automatically take its place in your inventory. It will be displayed on the top right of your screen for a few seconds indicating that you have just acquired a new object.



To open the notebook, right click using your mouse during a game: The portfolio opens on the last page updated. Click on the inventory tab if the portfolio does not open on this screen. Moving your cursor along the objects will display a short description at the bottom of your screen.

During the game, you may be required to use objects to proceed: for example - use a cloth to reveal a clue or to show evidence to a witness. You can only hold one active object in your hand. If your character is holding something, a representation of the object they are holding is displayed on the top right of the screen. You need to be holding an object in order to use it.

To pick up an object, you must open your inventory and select it; then return to the game. Right click <sup>2</sup> left click on the Inventory tab <sup>2</sup> left click on the object (it lights up) <sup>2</sup> right click to return to the game. If no object is displayed on the top right of the screen, this means that your character is not holding anything in his hand.



It is possible to combine some objects in your inventory by picking them up and then clicking on other objects in the inventory. The display of an object which has been modified or a new object shows that the combination has been successful.

#### DIALOGS, DOCUMENTS AND REPORTS

Apart from the inventory, all the documents which can be accessed are listed on the left-hand side of the screen. To scroll through the list of documents, you can use the arrows at the top and bottom of the page or use the scroll wheel on your mouse. Select a document with your mouse to display it on the right-hand side. To view a document containing several pages, you can use the arrows at the top and bottom of the page or use the scroll wheel on your mouse. To close the notebook, right click using your mouse



or press the "Esc" key on your keyboard. When Van Helsing finds a new document, writes a report or learns something new, an icon is displayed on the top right of the screen. Right click to see the new information. The document is then added to the corresponding section. The icon will continue to display while the document is being read.

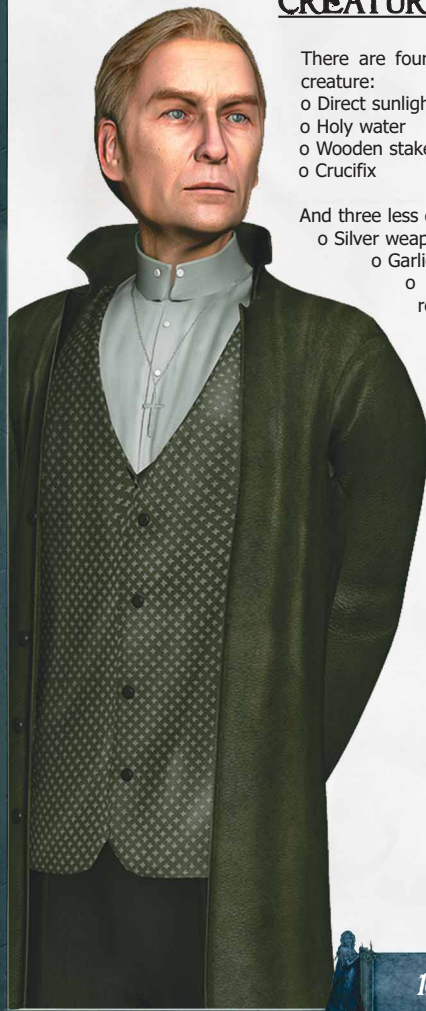
#### 4. DEFY THE BLOOD THIRSTY CREATURE

There are four effective means to defy the blood-thirsty creature:

- o Direct sunlight
- o Holy water
- o Wooden stake
- o Crucifix

And three less definitive:

- o Silver weapon
- o Garlic
- o Mirror (where a vampire doesn't see his reflection)



#### 5. THE FIRST TEN MINUTES OF THE GAME — A WALKTHROUGH

##### **Mina's room:**

After the game intro video, you arrive in London to take care of Mina.

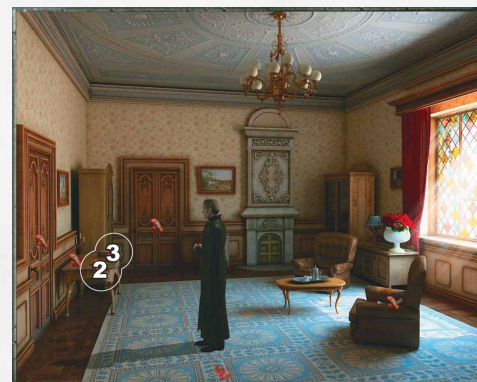
Talk to Mina. She is depressed about the death of her servant's sister and shows you the journal article about this event. The circumstances of the housemaid's death seem peculiar.

Note the date (date when the story starts, Thursday 08.09.1889) and the locations the article is speaking of.



While Mina changes in her room, find other newspapers with similar articles:

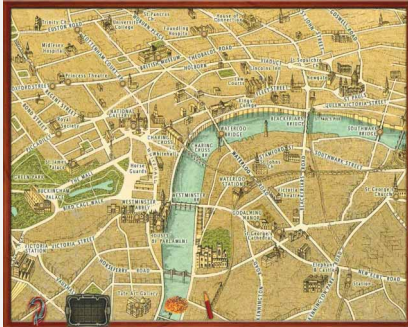
1. On the armchair (The Courier, 8/09/1889; the article will follow-up the previous one of two days earlier - you'll need to find this one too)
2. On the cupboard, near the photo of Harker (Daily Big Mirror, 8/09/1889)
3. In a pile of Harker's newspapers on the same table - following the indications of News Times, search for a date 2 days earlier than Thursday, 8.09.1889 (that would be News Times, Tuesday, 6.09.1889)



When you have all four newspapers and have read the articles, note the places of crimes and the directions where the presumed criminal fled to.

They will be:

- The Courier 8/09/89 - Southwark Bridge - Tate Art Gallery
- News Times 8/09/89 - New Kent Road - National Gallery
- Daily Big Mirror 8/09/89 - Tottenham Court and Euston Road intersection - St George Cathedral
- News Times 6/09/89 - St George Church - Victoria Station



Then walk to the other corner of the room (at the bottom of the screen) and find a map of London on the wall behind red curtains.



A still frame showing the map will appear. You must trace lines between each place of crime and the direction where the giant bat fled.

When completed, the lines will intersect at a certain Godalming Manor. That would be your next location. Click on this intersection.

After that Mina will reappear from her room where you will instruct her and leave.

## 6. CREDITS

### DRACULA: ORIGIN

Inspired from the original text "Dracula" by Bram Stoker

### FROGWARES

Alexander Novak  
 Alexander Stroynyuk  
 Alexander Tomchuk  
 Alexey Zaryuta  
 Andrey Merzlikin  
 Artyom Kravchenko  
 Aurelie Ludot  
 Constantin Fedchenko  
 Denis Mozgovoy  
 Dmitriy Yermenko  
 FELix Borykhin  
 Jalil Amr  
 Katerina Kovalchik  
 Kateryna Kozemirova  
 Lesya Khvorostina  
 Marina Orlova  
 Mariya Komisarenko  
 Maxim Komisarenko  
 Maxim Scherbakov  
 Nikolay Retman  
 Olesya Guk  
 Olexandr Masliukivskyi  
 Olga Chalovskaya  
 Pascal Ensenat  
 Pavel Kostyuchenko  
 Peter Tarassenko  
 Sergey Karchavets  
 Sergey Tchervonnyi  
 Sergiy Goshko  
 Svetlana Gunchenko  
 Valeriy Drobyazhenko  
 Volodymyr Horodnychyi  
 Wael Amr  
 Yana Markova

### FOCUS HOME INTERACTIVE

Alexis Fischer  
 Aline Janzekovic  
 Anthony Trosch  
 Aurélie Rodrigues  
 Benjamin Tardif  
 Cédric Lagarrigue  
 Damien Mauric  
 Franck Tonnerre  
 François Weytens  
 Jean-Michel Hellendorff  
 Jean-Pierre Bourdon  
 Jean-Joseph Garcia  
 Jérôme Blazy  
 John Bert  
 Linda Hanoun  
 Luc Heninger  
 Marie-Caroline Le Vacon  
 Mohad Semlali  
 Nathalie Jérémie  
 Patrick Falorni  
 Robin Nachbronn  
 Xavier Assemat

### VOICE OVER

### STUDIO ATLANTIS, HOLLYWOOD, CA

Dan Dawang  
 Jared Scott  
 Todd Resnick

### ACTORS

Ben Hurst  
 David Lodge  
 Kevin Delaney  
 Paul Rogan  
 Ralph Lister  
 Sarah Ripard

### SPECIAL THANKS TO:

Bram Stoker, the Bram Stoker estate fans as well as our families.



## 7. USER LICENSE

### LICENSE AGREEMENT

The current EULA must be read and agreed before installing DRACULA ORIGIN:

END USER LICENSE AND WARRANTY AGREEMENT ISSUED BY FOCUS HOME INTERACTIVE BENELUX SA ("Focus Home Interactive").

YOU SHOULD CAREFULLY READ THE FOLLOWING END USER LICENSE AND WARRANTY AGREEMENT BEFORE PURCHASING, DOWNLOADING OR INSTALLING THIS SOFTWARE PROGRAM OR USING THE RELATED ONLINE SERVICE. IF YOU DO NOT AGREE WITH THE TERMS OF THIS LICENSE AGREEMENT, YOU MAY NOT PURCHASE, DOWNLOAD OR INSTALL THE SOFTWARE. IF YOU HAVE PURCHASED A PHYSICAL COPY OF THIS SOFTWARE PROGRAM WITHOUT HAVING AN OPPORTUNITY TO READ THE TERMS OF THIS LICENSE AGREEMENT AND YOU DO NOT AGREE WITH THEM, YOU MUST IMMEDIATELY RETURN IT FOR A REFUND FROM WHERE ORIGINALLY PURCHASED.

This software program, any printed materials, any on-line or electronic documentation, and any and all copies and derivative works of such software program and materials (the "Program") are the copyrighted work of Focus Home Interactive, its subsidiaries, licensors and/or its suppliers. All use of the Program is governed by the terms of this End User License and Warranty Agreement ("License Agreement"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

Reference to Program in this License Agreement shall include the Online Service where and to the fullest extent that the content permits.

1. Limited Use License. Focus Home Interactive, hereby grants, and by installing the Program you thereby accept, a limited, non-exclusive license and right to install and use one (1) copy of the Program for your use on either a home or portable computer subject to the terms of this License Agreement. You may not network the Program or otherwise install it or use it on more than one computer at a time. The Program is licensed, not sold. Your license confers no title or ownership in the Program.

2. Ownership. All right, title, interest and owners-

hip rights in the Program and any copyright, design right, database right, patents and any rights to inventions, know-how, trade and business names, trade secrets and trade marks (whether registered or unregistered) and any applications therefor and other intellectual property rights ("Intellectual Property Rights"), in or connected with and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by, belong to and vest in Focus Home Interactive or its licensors. The Program is protected by the copyright laws of all countries on the Earth, international copyright treaties and conventions and other laws. All rights are asserted and reserved. The Program may contain certain licensed materials and Focus Home Interactive licensors may act to protect their rights in the event of any violation of this License Agreement. All trade marks are the property of their respective owners.

### 3. Responsibilities of End User.

o Subject to the grant of license herein above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, adapt, merge, translate, disassemble, decompile, or create derivative works based on or of the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of Focus Home Interactive. Where applicable law provides otherwise (all and any modification, adaptations or improvements shall belong to, vest in and be the exclusive property of Focus Home Interactive on creation in any event);

o The Program is licensed to you as a single product. Its component parts may not be separated for use on more than one computer.

o You are entitled to use the Program for your own personal non-commercial use as described in this License Agreement, but you are not entitled to:

o sell, distribute or otherwise transfer copies or reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of Focus Home Interactive ; or

o exploit the Program or any of its parts for any commercial purpose including, but not limited to, use at a cyber or internet cafe or any other location-based site. Focus Home Interactive may offer a separate site license agreement to permit you to make the Program available

for commercial use; contact Focus Home Interactive for details;

o use, copy, transfer or distribute the Program or part of it other than as permitted by this License Agreement;

o use, assign, rent, loan, charge or otherwise deal in the Program or any part or interest therein or under this License Agreement except as expressly provided herein;

o use the Program for any illegal or immoral purposes;

o without further licence, use the Program, or permit the use of the Program, on more than one computer, game console, handheld device or PDA at the same time;

o use the Program, or permit use of the Program, in a network, multi-user arrangement or remote access arrangement, including any online use, except as otherwise explicitly provided by Focus Home Interactive and subject to acceptance of the terms and conditions of use;

o remove, disable or circumvent any proprietary notices, labels or copy protection software contained on or within the Program;

o export or re-export the Program or any copy or adaptation in violation of any applicable laws or regulations;

o create data or executable programs which mimic data or functionality in the Program;

o otherwise use, copy, transfer or distribute the Program or part of it except as expressly permitted by this License Agreement or in any manner which is inconsistent with this License Agreement.

o You must back-up to another secure location, on a regular basis, any data files concerning your use of the Program as Focus Home Interactive has no liability for lost or corrupted data.

4. Program Transfer. You may permanently transfer all of your rights under this License Agreement, provided the recipient agrees to the terms of this License Agreement; you agree to remove the Program from your home or portable computer and you transfer the applicable Program Key to the recipient and agree with the recipient to take over your password and username, subject to the terms of this License Agreement.

5. Termination. This License Agreement is effective until terminated. You may terminate the License Agreement at any time by deleting and removing the Program from your home or portable computer and destroying your copy of the Program in your possession. This License will terminate automatically if you fail to abide by any of the terms and conditions. Focus Home Interactive may addi-

tionally, at its discretion, give notice to terminate this License Agreement in the event that it becomes aware that you are failing to comply with the terms and conditions contained herein. In such event, you must immediately destroy and erase the Program and all and any copies in your possession or control and stored on any media whatsoever and on Focus' request certify that you have done so.

6. Export Controls. The Program may not be re-exported, downloaded or otherwise exported into (or to a national or resident of) any country to which this country has an embargo in force.

7. Limited Warranty. Focus Home Interactive does not warrant that the operation of the Program will be uninterrupted or error free or that errors can be corrected. The Program is provided without any warranties or guarantees save as specifically provided in these conditions and to the extent permitted by the applicable law. These warranties set out above define in full the extent of Focus Home Interactive' liability, warranties and your remedies. To the maximum extent permitted by law, Focus Home Interactive Limited excludes liability for all representations (except those made fraudulently), warranties, conditions and other terms which but for this notice would have effect. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW FOCUS HOME INTERACTIVE EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, SATISFACTORY QUALITY OR NON-INFRINGEMENT. The entire risk arising out of use or performance of the Program and Manual(s) remains with you, however Focus Home Interactive warrants in respect of the Program distributed on a unit of physical media that for a period of up to and including 90 days from the date of the initial purchase of the Program that the master disk on which the Program is furnished shall be free from defects in material and workmanship. In the event that the master disk proves to be defective during that time period, and upon presentation to Focus Home Interactive of proof of purchase of the defective Program, Focus Home Interactive will at its option; 1) correct any defect, 2) provide you with a product of equal or lesser value, or 3) refund your money.

8. Limitation of Liability. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW NEI-

THAT FOCUS HOME INTERACTIVE, ITS PARENT, SUBSIDIARIES, AFFILIATES OR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES.

Focus Home Interactive and its licensors will not be held responsible for the risks connected with lost profit, damage to property, lost data, loss of goodwill, computer, failure, errors or loss of business or other information as a result of possession, use or malfunction of the Program, even if it has been advised of the possibility of such loss. Focus Home Interactive and its licensors will not be held liable for any damage, injury or loss if caused as a result of your negligence, accident or misuse, or if the Program has been modified in any manner (not by Focus Home Interactive or its licensors) after it has been bought. The liability of Focus Home Interactive and its licensors shall not exceed the actual price paid for the Program.

Focus Home Interactive, its developer and their licensors do not seek to exclude or limit liability for any death or personal injury arising from their negligence.

You agree to indemnify, defend and hold Focus Home Interactive and its licensors, partners, affiliates, contractors, officers, directors, employees and agents harmless from any claims, costs and expenses (including legal expenses) arising directly or indirectly from your acts and omissions to act in using the Program otherwise than in accordance with the terms of this License Agreement.

9. **Equitable Remedies.** You hereby agree that Focus Home Interactive would be irreparably damaged if the terms of this License Agreement were not specifically enforced, and therefore you agree that Focus Home Interactive shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License Agreement, in addition to such other remedies as Focus Home Interactive may otherwise have available to it under applicable laws.

10. This License Agreement may be amended, altered or modified only by an instrument in writing specifying such amendment, alteration or modification, which is executed by both parties. In the event that any provision of this License Agreement shall be held by a court or other tribu-

nal of competent jurisdiction to be unenforceable, such provision will be enforced to the maximum extent permissible and the remaining portions of this License Agreement shall remain in full force and effect.

APPLICABLE LAW.

- o The Online Service is intended for use and may only be used in countries where all such use is lawful.
- o To the maximum extent permitted by the local law applicable in the country in which you obtain or use them, the Program, Online Service and this Licence Agreement are subject to English Law.
- o In the event that English Law cannot apply in the country you obtained or use the Program and Online Service the following provisions shall apply. If you acquired this Program in the United States, this LICENSE AGREEMENT is governed by the laws of the State of Pennsylvania. If you acquired this Program in Canada, unless expressly prohibited by local law, this LICENSE AGREEMENT is governed by the laws in force in the Province of Ontario, Canada; and, in respect of any dispute which may arise hereunder; you consent to the jurisdiction of the federal and provincial courts sitting in Toronto, Ontario. If you acquired this Program in the European Union, Iceland, Norway or Switzerland, then local law will apply. If you acquired this Program in any other country, then local law will apply.

© 2008 Frogwares. All rights reserved. Published and distributed by Focus Home Interactive under license and authorization of Frogwares. Frogwares all right reserved copyright 2000-2008. Reproduction or duplication is strictly forbidden. NOT FOR RENTAL PURPOSE. Inspired by the character created by Bram Stoker.  
© Copyright 2008 Acrobat® Reader© adobe system incorporated. All rights reserved.

## NOTES



# GAME COMMANDS

## ACTION

## MOUSE

## KEYBOARDS

Move Van Helsing  
Action  
Select dialog

Left click  
Left click  
Left click

Display all possible actions

Space key

Open / Close the Notebook  
Open / Close the inventory  
Open / Close saved Dialogs  
Open / Close the reports  
(Van Helsing notes)  
Open / Close Documents  
(Diaries, books...)

Right click

I key  
E key  
N key

T key

Select previous object in the  
inventory  
Select next object in the  
inventory

Scroll wheel up  
Scroll wheel down

[ or Page Up  
] or Page Down