

DRACULA: ORIGIN



MANUAL

FOCUS
HOME INTERACTIVE



FROGWARES
GAME DEVELOPMENT STUDIO

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

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



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...



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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:

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

Or:

- Double-click on "My Computer".
- 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.

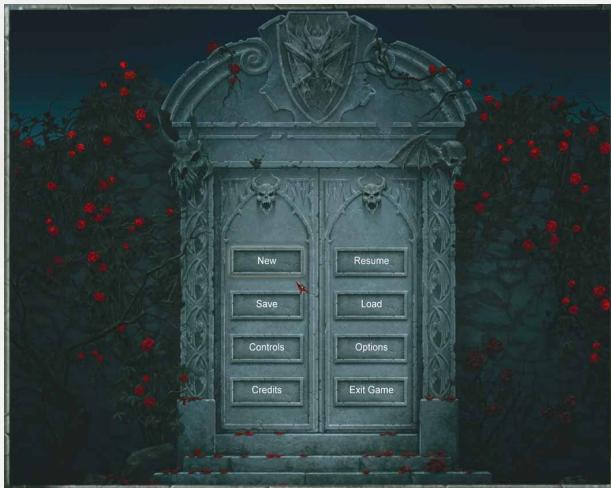
Tailor the game's video options: If the display is slow during a game, go into your video options to reduce the game display quality or resolution.



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

Meaning

Start a new game

Resume

Continue the current game

Save

Save a current game (this function is active when you open the menu during a game)

Load

Load a game (this function is inactive if you are starting a new game)

Controls

Display and change the game controls

Options

Adjust settings (sound and video preferences)

Credits

Credits

Exit Game

Exit the game and return to Windows

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

2.2 NEW GAME

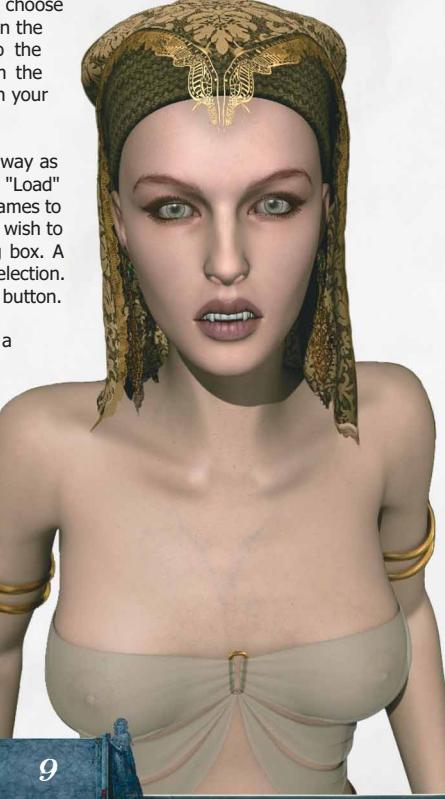
When you want to start a new game click on the "New" button. The game starts with a cutscene. Your adventures now begins...

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.

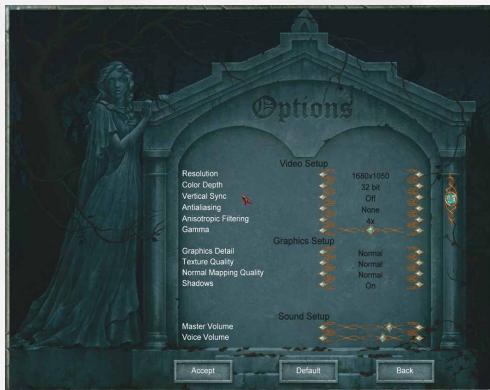
To exit this menu without loading a game, click on the silver ring in the middle of the screen, or press "Esc" on your keyboard and you will be returned to the main menu.



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

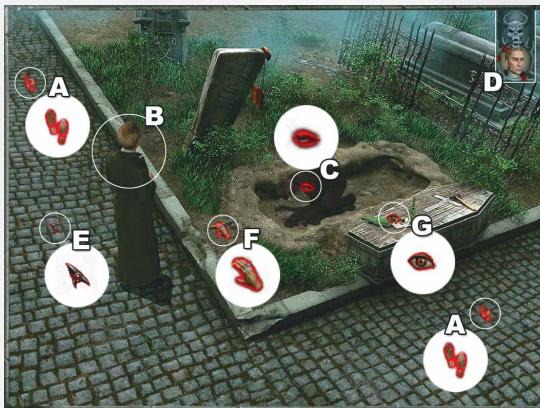
3. THE GAME

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.

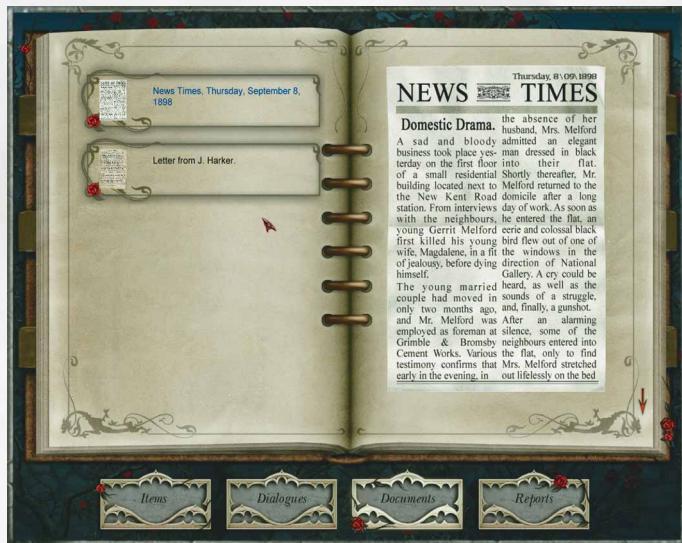
Choose "Goodbye" if you want to end the conversation.

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.

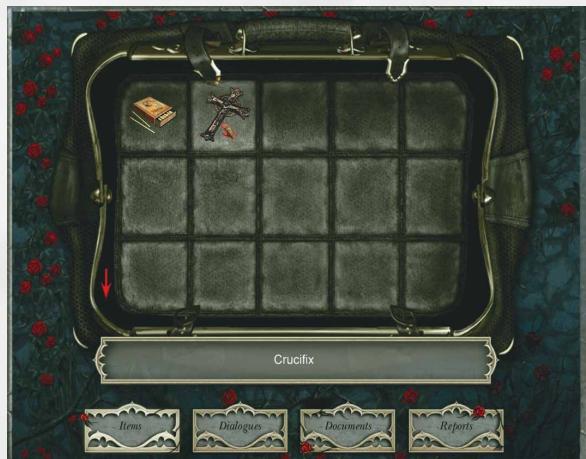


The different sections in Van Helsing's notebook are:

- 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 portion 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 ² left click on the Inventory tab ² left click on the object (it lights up) ² 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.

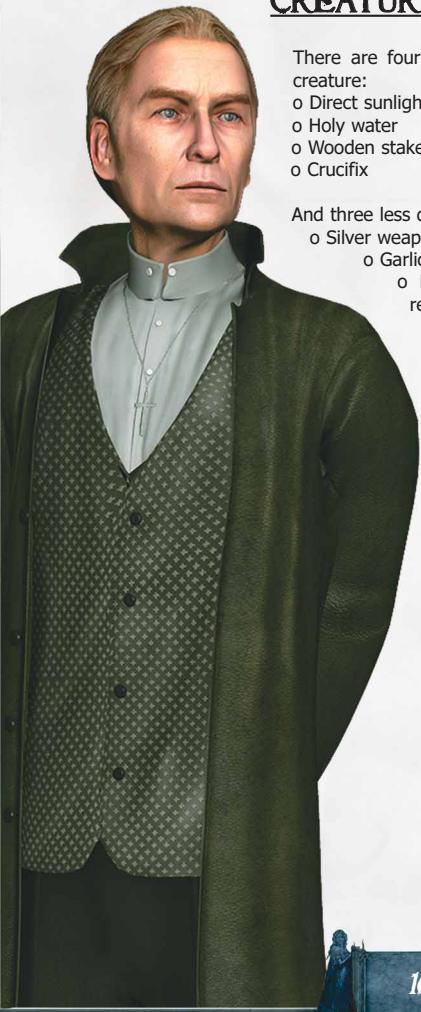
4. DEFY THE BLOOD THIRSTY CREATURE

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

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SPECIAL THANKS TO:
Bram Stoker, the Bram Stoker estate fans
as well as our families.



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GAME COMMANDS

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