



DRACULA™

ORIGIN



THE
ADVENTURE
COMPANY

EPILEPSY WARNING

Please read this caution before you, or your child, commence play of a videogame:

Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily lives. Such people may have a seizure while watching particular televised images or when they play some videogames. This phenomenon may appear even if the subject has no previous history of seizures. If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use. We advise parents to supervise their children when playing videogames. If you or your child experiences any of the following symptoms while playing a videogame: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion IMMEDIATELY discontinue use and consult your doctor.

Standard Precautions When Playing Videogames:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as possible.
- Play videogames on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for 10 to 15 minutes for every hour you play.

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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...

I. BEFORE STARTING

1.1 SYSTEM REQUIREMENTS

System Requirements

Operating System: Microsoft Windows® XP SP2/VISTA™

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

Memory: 512 MB RAM

Video Card: 128 MB DirectX® 9 Compatible Video Card

Sound Card: DirectX® 9 Compatible Sound Card

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

CD-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)

CD-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 CD-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* CD1 in your CD-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 CD-ROM drive and setup.exe (i.e.: D:\setup.exe).

Or:

- a) Double-click on "My Computer".
- b) Click on the CD-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\The Adventure Company\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 → Programs → The Adventure Company → Frogwares → Dracula Origin → Launch Dracula Origin**

Uninstallation

To uninstall Dracula Origin, do the following step: from the "Start" menu, select **All Programs → The Adventure Company → Frogwares → Dracula Origins → Uninstall Dracula Origin**. Follow the instructions displayed on screen.

Recommendations

Insert CD1 into your drive. To run the game, the *DRACULA ORIGIN* CD1 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 CD1 in another CD-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 CD or from the Microsoft® website. Dxdia 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 CD.

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 to the following options:

Legend	Meaning
New	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.

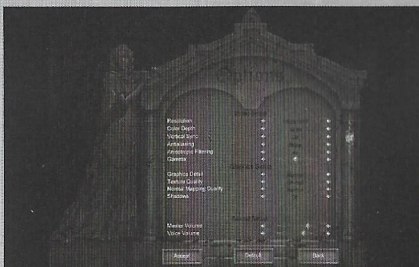
To load a game, proceed in the same way as when saving a game; click on the "Load" button in the Main Menu. A menu of games to load is displayed. Select the game you wish to play by clicking on the corresponding box. A dialogue box appears to confirm the selection. Confirm by clicking on the appropriate 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	Definition
Resolution	Display resolution
Color Depth	Definition of your color quality (select 32 bit to obtain the highest quality)
Vertical Sync	Enables you to select your screen refresh rate
Anti-Aliasing	Adjust anti-aliasing to enable better image definition
Anisotropic Filtering	Adjust the level of anisotropic filtering
Gamma	Display luminosity
Video Settings	Definition
Graphical Detail	Adjust game graphical quality
Texture Quality	Adjust texture quality

Video Settings	Definition
Normal Map Quality	Adjust texture effects quality
Shadow Quality	Quality of character lighting
Audio Menu	Definition
Overall Volume	Adjust the overall volume
Dialogue	Adjust the voice volume
Music	Adjust the music volume
Effects	Adjust the sound effects volume
Ambiance	Adjust the ambient sound volume
Preferences	Definition
Sub-Titles	Display or remove subtitles for all dialogue and commentaries
Mouse Sensitivity	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's 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

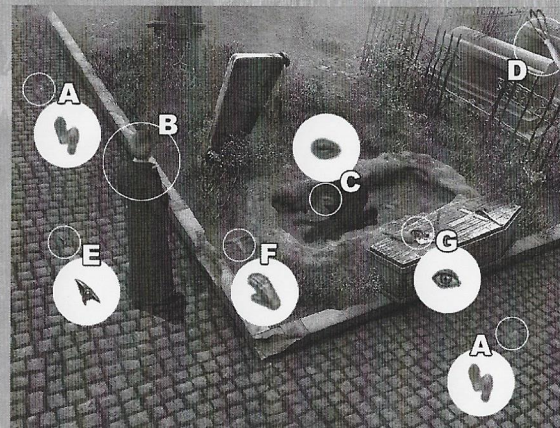
3. THE GAME

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: <ul style="list-style-type: none"> • Pick up an object • Use an active element of the environment (lever, door) • 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.

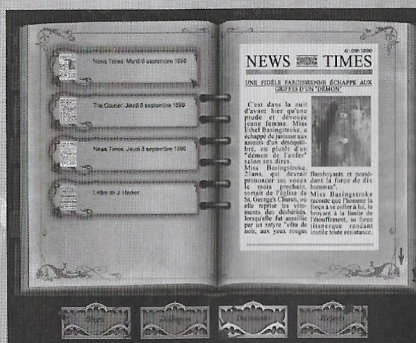
During a dialog, you are directing the conversation, by selecting the topic. Topics proposed are displayed on the top right corner. Select the conversation topic by clicking on it.

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.

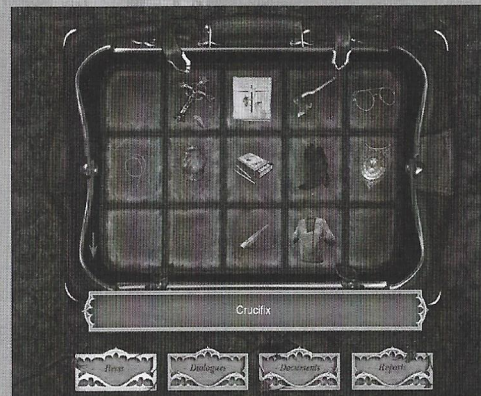


The different sections in Van Helsing's notebook are:

- **Objects**
- **Dialogs:** All conversations and testimonies are stored on this page.
- **Documents:** All the documents received, collected or seen by Van Helsing are stored on this page. Remember to read them regularly.
- **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 → left-click on the Inventory tab → left-click on the object (it lights up) → 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:

- Direct sunlight
- Holy water
- Wooden stake
- Crucifix

And three less definitive:

- Silver weapon
- Garlic
- 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.

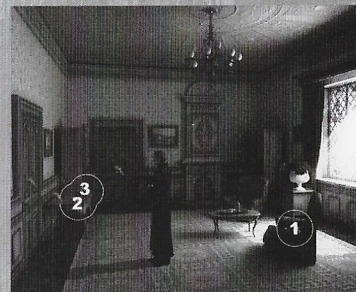
Talk to Mina. She is depressed about the death of her servant's sister and shows you the journal article about this event. The circumstances of the housemaid's death seem peculiar.



Note the date (date when the story starts, Thursday 08.09.1898) and the locations the article is speaking of.

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

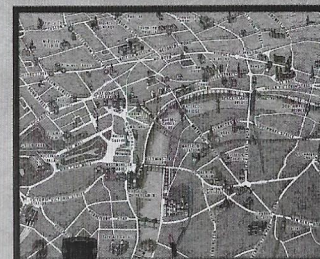
1. On the armchair (Courier, 8/09/1898; the article will follow-up the previous one of two days earlier – you'll need to find this one too)
2. On the cupboard, near the photo of Harker (Daily Big Mirror, 8/09/1898)
3. In a pile of Harker's newspapers on the same table – following the indications of News Times, search for a date 2 days earlier than Thursday, 8.09.1898 (that would be News Times, Tuesday, 6.09.1898)



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:

- ✓ Courier 8/09/98 – Southwark Bridge – Tate Art Gallery
- ✓ News Times 8/09/98 – New Kent Road – National Gallery
- ✓ Daily Big Mirror 8/09/98 – Tottenham Court and Euston Road intersection – St George Cathedral
- ✓ News Times 6/09/98 – St George Church – Victoria Station

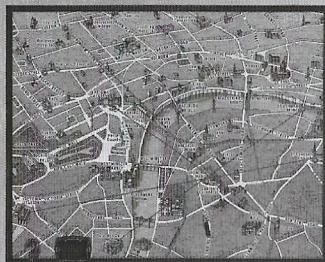
Then walk to the other corner of the room (at the bottom of the screen) and find a map of London on the wall behind the red curtains.



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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7. TECHNICAL SUPPORT

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this manual, you may find further support in the following places:

Please visit the Technical Support section of our Website where we have posted common problems and solutions that may help you at:

Online Support:

<http://www.adventurecompanygames.com/tac/support/index.php>

You may also complete the Technical Support form located at our Website at:

Email Support:

http://www.adventurecompanygames.com/tac/forms/tech_support.php

Please provide a detailed description of the problem you are experiencing (i.e. error message, where in the game the problem occurs, etc.). This will help our Representatives find a solution much quicker.

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Please be sure to include the following:

- Full Name
- Address, City, State/Prov., Zip Code/Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

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