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JCB30240



DIRACUILA
THE LAST SANCTUARY



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System Requirements

Windows® 95/98/ME/XP

Pentium® 166 MHz (200 MHz Recommended)
32 MB RAM (64 MB Recommended)
8X CD-ROM Drive (16X Recommended)
DirectX® Compatible Sound and Video Card

Macintosh®

PowerPC G3 or iMac / OS 8
64 MB RAM
8X CD-ROM Drive (16X Recommended)
3D Accelerator Video Card

Introduction

London, October 20th, 1904

Mina is resting finally, albeit fitfully.

During the long voyage back to England, I had the opportunity to reflect back on our horrific experience:

Dracula's diabolical plan to lure Mina to Transylvania, knowing all too well that I would immediately follow...

His scheme to take total possession of Mina...he would have made her his queen. His psychological tortures creating delays at my reaching the castle, almost allowed him the time to claim Mina forever. All this, when we thought we were finally free of this monster, falsely believing that we had destroyed him 7 years ago. How wrong we were...

*Our trial ended successfully:
Mina returned safely to London with me, and I brought back the Dragon Ring - Dracula's symbol and the key to his destruction.*

This sacred ring had been placed under the protection of Saint George. Dracula needed me to extract it from its hiding-place, as he could not! He made certain that I would find it and take it with me with to the castle, so he could relieve me of it there.

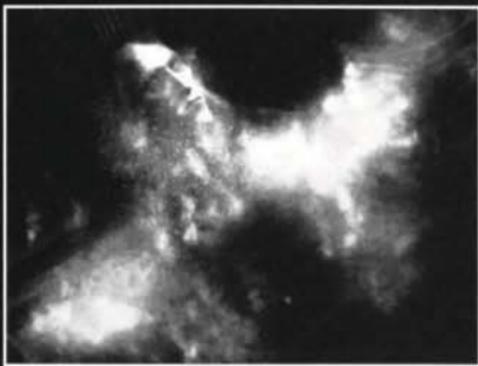
He did not envision that I would rescue Mina, and miraculously escape with both her and the Dragon Ring.

However, arriving in Transylvania, I could not help but feel that we were the pawns in an intricate game being used for sinister and unearthly purposes.

I know that Dracula is again in London and I fear the worst. How can mere humans fight against the malicious and powerful force of the Prince of Darkness?

I, unfortunately, do not yet have the answer to this question.

Jonathan Harker



Install/Uninstall Instructions

It is recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes anti-virus software, which may interfere with the installation procedure.

Windows® 95/98/ME/XP

1. Insert CD 1 into your CD-ROM drive.

If the 'Auto run' mode on your computer is active, the installation starts automatically when you insert the CD in the drive. Follow the on-screen instructions.

If 'Auto run' on your computer is disabled, input the following:

- a) At the Windows desktop, click on the 'Start' button.
- b) Select 'Run' and type the letter of your CD-ROM drive, and install.exe,
i.e. d:\install.exe. Follow the on-screen instructions.

2. The installer will then indicate that it will install DirectX® 7.

Note: The game will not install over files unnecessarily and will only install DirectX® if you do not have DirectX® installed on your machine or do not have version 7 or later. Once again, follow the on-screen instructions.

3. To launch the game, at the Windows® desktop, select:
Start > Programs > Dracula - The Last Sanctuary >
Dracula - The Last Sanctuary.

Uninstall Instructions

To uninstall 'Dracula - The Last Sanctuary,' complete the following actions:

At the Windows® desktop, select Start ► Programs ► Dracula - The Last Sanctuary ► Uninstall Dracula - The Last Sanctuary.

Macintosh®

1. Insert CD 1 into your CD-ROM drive.
2. Double-click on the Dracula - The Last Sanctuary CD icon to open the contents of the CD.
3. Double-click on 'Dracula - The Last Sanctuary Install.' Follow the on-screen instructions. When you are advised that installation was successful, select 'Quit.'
4. To launch the game, double-click on the 'Dracula - The Last Sanctuary' folder on your hard drive, then double-click on the 'Dracula - The Last Sanctuary' icon.

Uninstall Instructions

To uninstall 'Dracula - The Last Sanctuary,' complete the following actions:

1. Single-click on the 'Dracula - The Last Sanctuary' folder, select 'File,' then select 'Move to Trash.'
2. From the Main Menu at the top of the screen, select 'Special', then select 'Empty Trash.'

Main Menu

Each time you start to play 'Dracula - The Last Sanctuary,' the Main Menu will appear.

Press the 'Esc' key to access the Main Menu at any time during game play.

From the Main Menu, you have the opportunity to start a new game, load a previously saved game, save your current game, or quit (exit) out of the game.

New Game

To start a new game, select 'New Game.'

Load

To return to a previously saved game, select 'Load.' You will be taken to the saved game menu.

Select the image of the saved game you wish to load by clicking on the image.

To leave the screen without loading a saved game, select the 'Return' icon at the bottom of the screen.



Save

(To save your game during game play, press 'Esc' to access the Main Menu.)

At the Main Menu, select 'Save.'

To save your game in progress, select one of the available spaces.

You may replace a saved game by clicking on the picture of a previously saved game.

To leave the screen without loading the game, select the 'Return' icon at the bottom of the screen.

We suggest that you save often.

Note: When you choose to save or load a game, the cursor rests on the Save or Load button for a moment before the save or load menu appears.

Quit

Select 'Quit' to exit out of the game.



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DRACULA

THE LAST SANCTUARY

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USA

Cursor Definitions



Neutral Cursor:
No action is possible.

Arrow Cursor:
Indicates a direction the player may take.

Denied Access Cursor:
Indicates a possible direction the player may take but not at this time.

Return Cursor:
Indicates you may back away from a scene or return to the previous menu or screen.

Hand Cursor:
Indicates that the player may place an item in inventory.

Inventory Cursor:
Indicates that the player must use an inventory item in this area of gameplay.

Active Inventory Cursor:
Indicates that the player has selected the correct inventory item for use in this area of gameplay.

Inactive Inventory Cursor:
Indicates that the player may not use this inventory item for use in this area of gameplay or not at this time.

Action Cursor:
This cursor indicates that an automatic action will occur, and no inventory item is necessary.

Examine Cursor:
Allows you to zoom in on a scene for a close-up view.

Gameplay Icon Definitions



Empty Dialog Icon

Indicates there will be a dialog possible but that you need a certain item first.*



Dialog Icon

Indicates a dialog is possible about this subject.



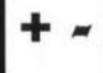
Discussed Dialog Icon

Indicates the player has heard the dialog for this subject.



Rotation Icons

Allows the player to turn or rotate items to the left or right during gameplay.



Plus and Minus Icons

Allows the player to add or subtract numbers or values during gameplay.

* Please note: At Dracula's Castle, in the cannon alcove, there are three empty dialog squares. These squares, in this one instance during gameplay, act as a place to combine items to create the necessary combination to shoot the cannon.

Shortcut Keys

General movement, picking up of an object, etc.

Windows® PC > Left Mouse Button

Macintosh® > Mouse Button

Access the Inventory Menu

Windows® PC > Right Mouse Button

Macintosh® > 'Control' Key + Mouse Button

Access the Main Menu

Windows® PC > 'Esc'

Macintosh® > 'Esc'

Stop an animated scene and continue to the next area of gameplay.

Windows® PC > Space Bar

Macintosh® > Space Bar

Inventory

Placing an Object Into Inventory:

If your cursor turns into a hand, click on the object, and it will automatically be placed in the inventory.

Accessing the Inventory Menu:

Windows® PC > Right Mouse Button

Macintosh® > 'Control' key + Mouse Button

When you access the inventory, all the items you have picked up appear. If you hover your cursor on an item, it appears zoomed in on the center of the rosette.

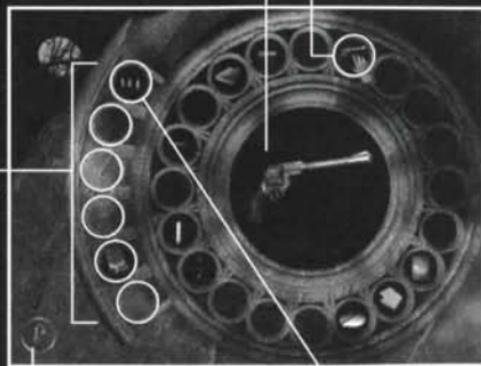
Click on the item you want to pick up. You automatically return to the game. Once back in gameplay, if the item is circled green, this means you have chosen the right item. Click on it to place it into the game and continue your gameplay.

Click on a combinable item and click on the item in the inventory. The two items will combine in the rosette if a combination is possible. Click on the combined item shown in the rosette to use it in gameplay.

The combinable item will disappear from its slot if it is not combinable with any other inventory item.

Combinable Items

Return to Gameplay



Technical Support

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

Online Support – <http://www.adventurecompanygames.com>

Please visit the Technical Support section of our Web site at:

www.adventurecompanygames.com

We have posted common problems and solutions that may help you.

We also suggest that you complete the Technical Support form located at our Web site. 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.

Phone Support – 416-638-1170*

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 9am to 9pm EST, Monday through Friday.

Please have the following ready:

- 1) Information about your computer's configuration (i.e. RAM, MHz, video and sound cards). You may use the Technical Support form at our Web site as a guide.
- 2) A detailed description of the problem (i.e. error message, where in the game the problem occurs, etc.).
- 3) Immediate access to your computer so the Representative may walk you through the steps.
- 4) Pen and paper to take any notes.

* Phone support is located in Toronto, Canada.

Please note: We do not provide hints via technical support. Hints are available at our website. Support is available in English only.

Product Warranty

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Please be sure to include the following:

- Full Name
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- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

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United States

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EPILEPSY WARNING:

Please read this caution before you or your child play a video game:

Certain people are susceptible to epileptic fits or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties.

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 that parents supervise the use of video games by their children. If you or your child experience any of the following symptoms while playing a video game: 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 Video Games:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games 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 a period of 10 to 15 minutes for every hour you play a video game.