

Dracula.txt

Imagic
DRACULA
Game Program Instructions

You say you're always thirsty, Count Dracula?

You say you're the most unpopular guy in town, that people always run from the sight of you? You say the police harass you every chance they get, even when you're just minding you own business?

And you claim that even birds and animals are unfriendly, no matter what you do? And you've got insomnia every night and are allergic to the sun?

Well, my man, I'd say you've got some grave problems!

You fly from the graveyard i the form of a vampire bat to begin your hunt for victims...

Walk the city street, and watch the upper windows of each house for signs of life. Knock on the door. Your victim bursts out so suddenly that you are stunned for a moment. Curses!

His terror speeds him away, but you are quicker. Turn into a vampire bat and fly through the night faster than any mortal. But as you fly there's a menace in the air: the vulture, which can carry your bat-form away and make you lose all!

Beware the constable! His weapon is the wooden stake. If he hurls one into your body, you are helpless for a while, as the clock ticks on. But you can fight back. Turn a victim into a Zombie. That wretched creature will do your bidding and destroy the constable.

Above all, race the dreaded sunrise! You must return to your grave before then. You hear the savage panting of a white wolf, which tries to slow your frantic passage. Fly again if you must: return to your coffin so you can live for another night. Hurry! Hurry! Be quick or be dead, for the morning comes!

OBJECTIVES

Rise from your coffin and find victims. Bite them for the blood that keeps you going, and return to the graveyard before the dawn! Take the form of a vampire bat to speed through the night, but don't let the vulture carry you away. Take human form to bite and turn your victims into Zombies. Then, make them attack patrolling constables. Flee from the white wolf when you are afoot. Above all, return to the graveyard before daybreak, so you can rise again the next night. Live as long as you are able!

DRACULA IS A 1 OR 2-PLAYER GAME

HAND CONTROLLERS

Press Any Key to See Score, Victims, Time, Blood Level

GAME VERSIONS

1 Player
Use left controller disk to move Dracula.

Dracula.txt

Use right controller disk to move Zombie.

2 Players (Alternating)

Take turns controlling Dracula and Zombies for one night.

Active player is shown at the beginning of each night.

When one player's game is over the other player continues as long as possible.

1st player uses left controller disk to move Dracula and right controller disk to move Zombie.

2nd player uses right controller disk to move Dracula and left controller disk to move Zombie.

2 Players (Same Time)

One player controls Dracula, and the other controls the victim. Players switch roles each night. The player controlling the victim gets 5 points for each bite Dracula takes. To get a good score, move the victim fast so Dracula takes a lot of empty bites! There are no Zombies in this game version.

SKILL LEVELS

Easy

You start with 3 victims. No vulture can appear until Dracula returns to the graveyard on the first night. Constables are on the street the 3rd and 5th nights and every night thereafter. Dracula can return to the graveyard at 5 o'clock even if all victims have not been bitten (but without bonus points).

Medium

You start with 6 victims. A vulture can appear whenever Dracula turns into a bat. Constables start patrolling the 2nd night. Dracula can return to the graveyard at 5 o'clock even if all victims have not been bitten (but without bonus points).

Hard

You start with 8 victims. A vulture can appear whenever Dracula turns into a bat. Constables start patrolling the first night. Dracula must bite all victims before he can return to the graveyard.

The Number of Victims Increases Every Night at All Skill Levels.

GETTING STARTED

Select a Game Version and Skill Level, then press START.

Game Play

Dracula slowly rises from his coffin and becomes a vampire bat. He flies out of the graveyard and enters the city at night. He turns into human form and is ready to search for his victims. Find Victims When Dracula reaches the city sidewalk and regains human form, move him to the left or right right by pushing either side of the disk. To find victims, watch for eyes in the second-floor windows of the houses. Move to the front door of a house where you see eyes. There's a knock on the door. If the victim has seen Dracula at "work," he won't leave the house. Move down the street to a more distant house. When Dracula finds a house where there's an unwary victim, the door opens so fast that the Count is stunned for a couple of seconds, and cannot move immediately. Press edge of disk in direction you want to move. Chase the victim! Sometimes a hapless victim will walk by. Chase him!

Dracula.txt

Take a Bite...

When Dracula is in human form, move him so his head is at the back of the victim's neck. Then press either BOTTOM side button. The victim will disappear, leaving behind only a "50," which is the number of points added to your score. Whenever you bite a victim you will shortly see your new score total along the bottom edge of the picture, including: the number of victims remaining on this night; the time; your remaining blood supply. Some of Dracula's blood is replenished with each bite.

Constables and Zombies

Whenever a constable patrols the street, your task is more difficult. The constable will chase Dracula, throwing wooden stakes that can paralyze him for a little while, and make him lose some of his precious time. A stake can hit Dracula only when he is in human form. Dracula can run around to avoid the stakes and quickly move in on the constable for a fast neck-bite. This freezes the constable for a short time. Only a Zombie can get rid of a constable! To create a Zombie, bite a victim by pressing the BOTTOM RIGHT side button. The bottom left button will just cause a regular bite. The victim turns into a Zombie for 10 seconds. Use both controller disks to keep Dracula and the Zombie on the screen at the same time. Use the disk on the alternate hand controller to direct the Zombie to the constable. If the Zombie touches the constable, you get an extra 75 points. When the Zombie disappears, he leaves behind the 50 points you've won for a successful victim bite.

The Vampire Bat

Dracula can change back and forth between human form and that of a vampire bat whenever you press either TOP side button. As a bat, Dracula moves faster than any victim, constable, or the white wolf. The bat cannot be hit by the constable's wooden stakes. You use more blood when flying than when afoot!

The Vulture

WARNING! As a vampire bat, Dracula can be attacked by the vulture, a purple bird of prey that flies faster than he! If the vulture carries the bat off the screen the game is over! To make the vulture drop the bat, quickly press either TOP side button and Dracula turns back into human form. If Dracula is now at one side of the screen you should return him to the center of the picture by moving him up or down. Press top or bottom edge of disk.

The White Wolf

When Dracula has bitten all available victims and is in human form, he will be pursued by a panting white wolf. If the wolf bites his leg, Dracula slows down. To avoid the wolf, turn into vampire bat form. If the wolf bites Dracula, it then runs off the screen.

Dracula's Blood Supply

Dracula lives only as long as he has some blood! If you run out of blood the game is over. You start the game with a full blood supply. All your movements reduce the amount remaining. Walking uses small amounts of blood.

Flying uses blood faster.

Whenever Dracula bites a victim some blood is restored. The faster you can bite victims and return to the graveyard, the more blood you'll have and the longer the game can be played. Press any key during the game to see your blood supply, in the flask at the lower right corner of the screen. You'll hear warning "beeps" when Dracula's blood supply is getting low. Dracula turns completely

Dracula.txt

white, if he's in human form. You must bite a victim, fast!

The Race Against Time!

Dracula must return to the graveyard before the sun rises at 6 am, or the game is over! Keep track of the time! Press any key to see the clock and other useful information. At 5 o'clock the sky changes color, warning you that time is running out. At the Easy and Medium levels, Dracula can return to the graveyard when the sky starts to get light, even if he hasn't bitten all his victims; however, an early return means you won't get any bonus points for that night. Move Dracula to the open part of the graveyard fence. He must be in human form to re-enter the graveyard. Dracula then turns himself into a bat and flies to his coffin. The next midnight, Dracula continues his search for blood!

Scoring

Dracula bites a victim 50 points
Dracula gets a constable with a Zombie 75 points
Bonus for every victim over 2 (when all victims are bitten and Dracula returns to the graveyard) 50 points
Bonus for each hour before 6 AM that Dracula returns 50 points
For each bite Dracula takes (awarded to Victim-controller in 2-Player simultaneous-play version) 5 points

Game Program designed by Alan Smith
Screen Graphics assisted by Wilfredo Aguilar

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