

Nintendo

GAME BOY[®]

DMG-D4 USA

Dracula[™]

SONY



IMAGESOFT

INSTRUCTION BOOKLET

WARNING:

PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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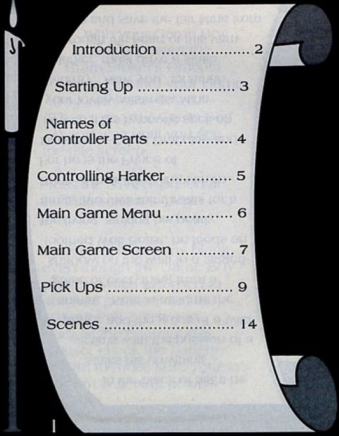


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In the black of night he stalks his unwitting victims with the passion of a prince and the grace of a wild animal. Able to assume the guise of everything from a shadow on the wall to a jagged-toothed Wolf Beast, he feeds on the living, sinking his pearly fangs into their fair throats for a drink of their life-giving serum. For he is the Prince of Darkness—Count Dracula—and he's cast his hypnotic spell on your lovely mistress, Mina Murray. Now you, Jonathan Harker, must drive a stake through the heart of this vampire and save the fair Mina from eternal life as a vampiress.

STARTING UP

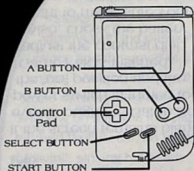
With your Game Boy turned off, insert the Bram Stoker's Dracula Game Pak into your Game Boy label-side down.

Then turn your Game Boy on and wait until you see the title screen.

Press the START Button at the Title screen to begin play.

If the screen remains blank even though the Game Boy power switch is turned to the "on" position and the Game Pak is inserted, adjust the contrast dial. Also, check the battery light to make sure your system is getting power.

NAMES OF CONTROLLER PARTS



This manual refers to the following directions:



CONTROLLING WARKER

TO WALK RIGHT OR LEFT:

Press the Control Pad RIGHT or LEFT.

TO CROUCH OR LOOK DOWN:

Press the Control Pad DOWN.

TO LOOK UP:

Press the Directional Pad UP.

TO USE A WEAPON:

Press the A Button.

STANDING JUMP:

Press the B Button.

LONG JUMP:

Press the B Button while walking.

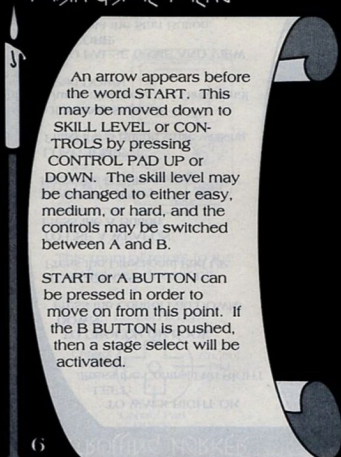
JUMPING SMASH:

Jump and press the Directional Pad DOWN.

TO PAUSE GAME AND VIEW SCORE:

Press the Start Button.

MAIN GAME MENU

A scroll with text and a candle on the left. The scroll is unrolled, showing text. A candle is on the left side of the scroll.

An arrow appears before the word **START**. This may be moved down to **SKILL LEVEL** or **CONTROLS** by pressing **CONTROL PAD UP** or **DOWN**. The skill level may be changed to either easy, medium, or hard, and the controls may be switched between A and B.

START or **A BUTTON** can be pressed in order to move on from this point. If the **B BUTTON** is pushed, then a stage select will be activated.

MAIN GAME SCREEN



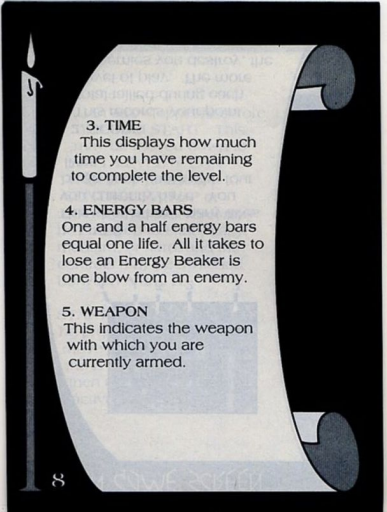
4 1 5 2 3

1. LIVES

This shows how many lives you currently have. You begin each game with four lives.

2. SCORE

This records your point total tallied during each level of play. The more enemies you destroy, the more points you get.

A vertical scroll with a dark blue binding on the right side, unrolled to reveal a light beige surface with black text. To the left of the scroll is a tall, thin white candle with a black flame at the top. The candle has a small black mark near the top and a larger black mark near the bottom. The scroll is set against a solid black background.

3. TIME

This displays how much time you have remaining to complete the level.

4. ENERGY BARS

One and a half energy bars equal one life. All it takes to lose an Energy Beaker is one blow from an enemy.

5. WEAPON

This indicates the weapon with which you are currently armed.

PICK UPS



There are many Pick Ups in the game—each with its own special function. To collect a Pick Up, you must first break the Pick-Up Box. As the Pick Up floats out of the box, jump into it. The following is a list of the various Pick Ups in the game.

Gold Coin of Transylvania:
These are worth 1,000 bonus points.

Diamond of Transylvania:
These are worth 10,000 bonus points.

A vertical scroll with a dark blue border on the left and right sides. On the left side, there is a white candle with a flame. The scroll is unrolled, showing text in a serif font. The text is organized into sections with bold headers. The background is black.

1 UP:

These are worth an Extra
Life (three energy beakers
per life)

Continue Credit:

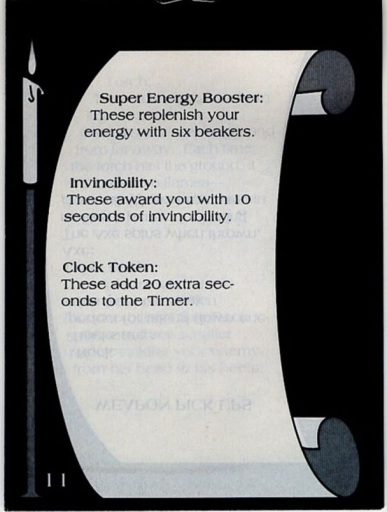
These are worth three
lives.

Energy Booster:

These replenish your
energy by one beaker.

Triple Energy Booster:

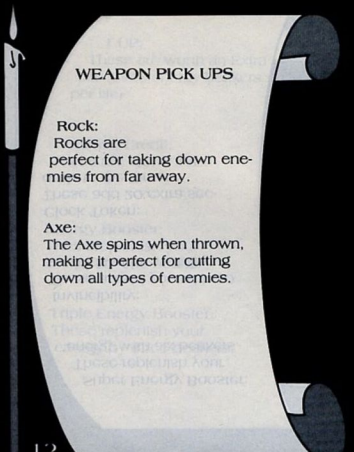
These replenish your
energy by three beakers.

A vertical scroll is unrolled, showing text. To the left of the scroll is a lit candle with a flame. The scroll has dark, rounded ends at the top and bottom.

Super Energy Booster:
These replenish your
energy with six beakers.

Invincibility:
These award you with 10
seconds of invincibility.

Clock Token:
These add 20 extra sec-
onds to the Timer.



WEAPON PICK UPS

Rock:

Rocks are perfect for taking down enemies from far away.

Axe:

The Axe spins when thrown, making it perfect for cutting down all types of enemies.

Torch:

The torch is great for burning enemies at close range, and from far away. Each time the torch hits the ground, it will burst into flames—destroying all enemies within range.

Triple Rock:

The triple rock is the ultimate weapon. When launched, the Triple Rock splits into three smaller rocks, striking your enemy from his head to his heels.



SCENES

In order to advance from level to level, you must destroy all kinds of enemies and get past Dracula. Beware! Dracula can assume the form of everything from a bat to a shadow on the wall. The following is a brief description of what you'll face in each level.

A JOURNEY THROUGH TRANSYLVANIA

Make your way through the woods in Dracula's home town and take on the Prince of Darkness in his shadow form. But first, you've got to get past nail beds, fireball-dropping bats, gore baths, floating platforms and bony skeletons.



TRAPPED IN CASTLE DRACULA

Dracula's Castle is loaded with sharp spike pits and sure-shot henchmen. And beware of the young Prince Dracula—avoid staring into his eyes or you will forever be held under his hypnotizing spell.



ESCAPE FROM CASTLE DRACULA

There's only one way out, but first you've got to down ghosts and neck-biting bats, as well as cross collapsing platforms, nail beds and fire-water channels that'll boil you in seconds flat. And then you must defeat Dracula in his Wolf Beast form. Beware—the wolfen prince will be surrounded by his flame-belching wolf guardians.



THE HILLINGHAM ESTATE MANSION

This mansion is infested with all kinds of evil vermin. You must defeat machete-wielding henchmen and flame-belching wolves, cross sharp spike gardens, and escape the young Dracula. Approach with caution as he won't hesitate to unleash his venomous bats your way.



THE CARFAX ABBEY CRYPT

Welcome to Dracula's London residence—the one he purchased to be closer to your Mina. Watch out for more ghosts, giant hands, flame-throwing eyeballs, hopping tarantulas and scorching fire water, then get ready to fend off Dracula in his bat form.



BACK IN TRANSYLVANIA

Welcome to the land of the unliving, and Dracula in his shadow form. This place is filled with all kinds of weird things including ghosts, skeletons, henchmen, freezing rivers, floating platforms and flesh-eating zombies.



RETURN TO CASTLE DRACULA

Get ready to bring down Dracula once and for all, with a little help from your old friend Dr. Van Helsing. But watch out! Dracula's castle is loaded with giant hands, electrified waters, bats, and hidden passages. You may even run into Dracula in his evil robe form.

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Printed in Japan