



# DRACULA 3

*The Path of the Dragon*



[www.pegi.info](http://www.pegi.info)



microïds



## TABLE OF CONTENTS

---

• <b>INSTALL INSTRUCTIONS</b>	<b>3</b>
• <b>UNINSTALL INSTRUCTIONS</b>	<b>4</b>
• <b>WELCOME SCREEN</b>	<b>5</b>
• <b>NEW GAME SCREEN</b>	<b>6</b>
• <b>LOADING SCREEN</b>	<b>6</b>
• <b>OPTIONS SCREEN</b>	<b>7</b>
• <b>CURSORS</b>	<b>8</b>
• <b>INVENTORY</b>	<b>10</b>
• <b>DOCUMENTS</b>	<b>12</b>
• <b>CREDITS</b>	<b>14</b>

## SYSTEM REQUIREMENTS

### Minimum

- System: Mac OS X 10.5.5 or later
- Processor: Intel Core 2 Duo® – 1.8 GHz
- RAM Memory: 1 GB
- Free Disk Space: 5 GB
- DVD-Rom Drive
- An Internet connection during the first launch

### Recommended

- System: Mac OS X 10.5.5 or later
- Processor: Intel Core 2 Duo® - 2.4 GHz
- RAM Memory: 2 GB
- Free Disk Space: 5 GB
- DVD-Rom Drive
- An Internet connection during the first launch



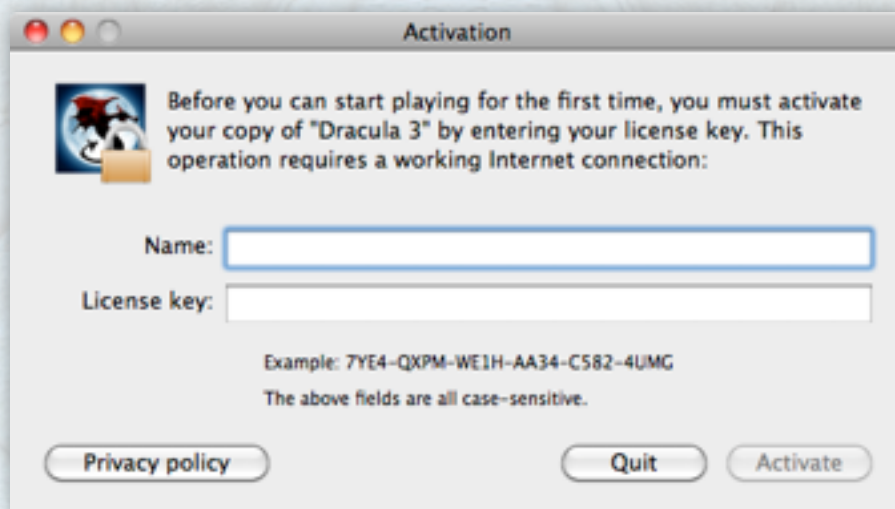
## INSTALL INSTRUCTIONS

To install the game “Dracula 3”, please perform the following steps:

- Insert the DVD “Dracula 3” into your DVD-ROM drive or mount the “Dracula 3” image disk.
- With your mouse cursor, drag and drop the icon “Dracula 3” into the Applications folder or any other preferred destination.
- Eject the “Dracula 3” DVD or the image disk.
- Double-click on the newly created “Dracula 3” application icon to start the game.



When you launch the game for the first time, you will be required to activate your copy of the game online through the window shown below. This operation requires a working Internet connection and the password of an administrator account:



Type down your name and the license key acquired during your purchase then click on “Activate”. Your license key can be found either inside the DVD box, or in the e-mail received during the online transaction if you bought the downloadable version of the game. If the latter, please make sure the name you input is exactly the same as the one written down in the aforementioned e-mail.

Your license allows you to install the game on five different computers for private use. If you ever need more, please contact the publisher to get further information.

## UNINSTALL INSTRUCTIONS

To uninstall the game “Dracula 3” please perform the following steps:

- Open the folder where you stored “Dracula 3”, by default the Applications folder.
- With your mouse cursor, drag and drop the “Dracula 3” icon into the Trash.



## WELCOME SCREEN



From this screen, you have the choice of:

- **New game:** Start a new game.
- **Load game:** Resume a previously saved game.
- **Options:** Change the game options.
- **Gallery:** View the cutscenes from the different parts of the game.
- **Credits:** Access the game credits.
- **Quit game:** Quit the game and return to the Finder.



## NEW GAME SCREEN



In order to ensure that several different players do not mix up their saved games, each one chooses one of the five symbols shown below before starting a game. These games will then be saved separately and will be accessible from the load screen.

## LOADING SCREEN



It is at any point possible for you to reload a game that has already been started. To do so, simply select the game from the drop-down list.

Each saved game is represented by its date, its time and an image of the place in the game where the save took place.

If you have more saves than the screen is able to display, use the up and down arrows in the drop-down menu to make them appear.

Your game can be saved at any point. To do so, open the inventory using the right mouse button or the « i » key on the keyboard, then select the «Menu» button. Then simply select the “Save a the session” button to enter the save screen. The new saved game will be classified in the save list associated with the symbol chosen at the start of the game.



## OPTIONS SCREEN

The options menu can be accessed from the Home Screen and the Inventory. This menu enables you to control certain game settings:

- **Enable / disable « Subtitles »:** Choose whether to display or not subtitles at the bottom of the screen.
- **Rotation (slow / normal / fast):** Select how fast the camera should rotate in the game.
- **Object info:** Enables you to display (or not) information about an object.
- **Adjust brightness:** Enables you to control the screen brightness.
- **Volume:** Allows you to adjust the volume for the various kinds of sounds in the game by using a slider.

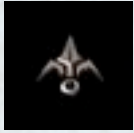


## CURSORS



« **Neutral** » **cursor:**

displayed when no action is possible.



« **Go** » **cursor:**

signifies an area it is possible to go towards.



« **Action** » **cursor:**

indicates that an action is possible on the interactive target



« **No action** » **cursor:**

indicates that an action will be possible if you use the correct object on the target.



« **Take** » **cursor:**

indicates that the object you have placed the cursor on can be picked up and will be placed in your inventory. In certain cases the object picked up stays fixed to the cursor, which indicates that you must use the object in the spot where it was found. You can release it by right clicking the mouse or by pressing the « Control » key while

left clicking the mouse.



« **Talk** » **cursor:**

signifies that you can talk with a character.



« **Examine** » **cursor:**

allows you to look at some information not directly readable in the game.



« **Magnifying glass** » **cursor :**

indicates that additional information is available in the area under the cursor.





**Rotation « click and move » cursor:**

indicates that it is possible to rotate an object. Hold the mouse button down and move the mouse left or right to turn the object on the screen.



**« Horizontal click-move » cursor:**

indicates that an action will be possible in order to move an object. In this case, the movement is horizontal. Hold down the left mouse button then move the mouse to the left or right.

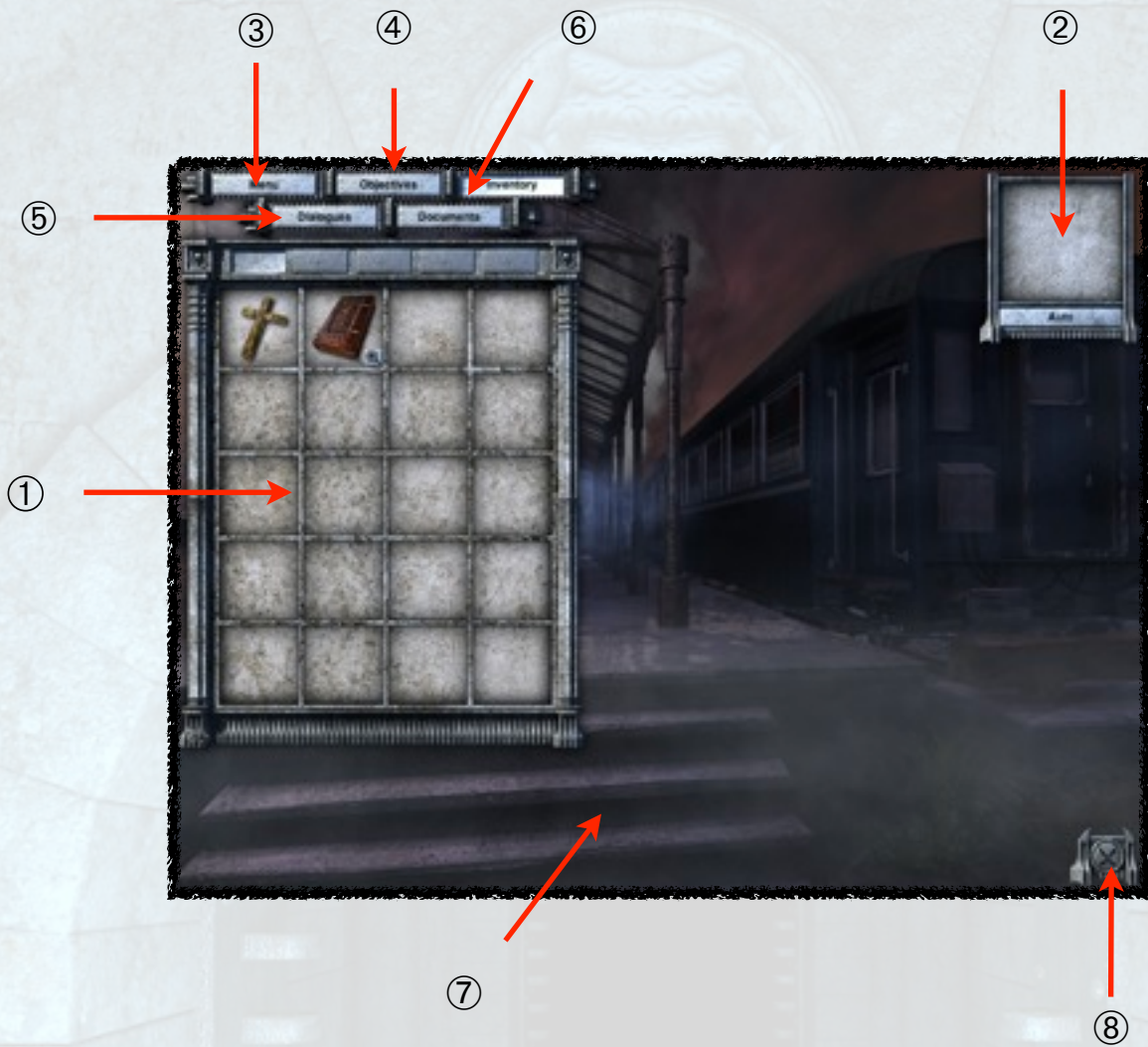


**« Vertical click-move » cursor:**

indicates that an action will be possible in order to move an object. In this case, the movement is Vertical. Hold down the left mouse button then move the mouse up or down.



## INVENTORY



**IMPORTANT:** it is possible to switch from game to inventory, whenever you want, with a simple right click of your mouse, and vice versa. You can also press the "control" key and perform a single left click on your mouse or press the "i" key.



① **Inventory button:**

Any item picked up during the game is displayed as an icon in the inventory. To use an item, simply click on the corresponding icon and the cursor changes to the shape of the item. By right-clicking to return to the game, the chosen item stays in your hand and appears in a section at the top-left of the screen. You can then use the item directly on an area in the screen or on a character.

② **Transit area:**

During the game, any items picked up will be stored in the inventory's transit area in the top-right. You can arrange and sort items however you want by moving them from the transit area to the storage area in the middle of the inventory. Use the tabs to help arrange the items. You can also automatically empty the transit area by clicking on the button underneath. All items will then be moved from the transit area to the storage area, filling up any empty cells. Once the page is full, select another tab and repeat the procedure.

③ **Menu button:**

Takes you to the main sub-menu.

④ **Objectives button:**

Click on this button for a reminder of your current objectives. Once objectives have been completed, they will be crossed out.

⑤ **Conversations button:**

This button lets you read all the conversations that you have heard during the game. The list grows as you progress through the game.

⑥ **Documents button:**

Lets you view all the documents that you have collected during your adventure. Refer to the "Documents" chapter below.

⑦ **Text area:**

This area at the bottom of the screen clearly shows the contents of any written documents acquired during your quest. You will also find information on the different parts of the interface and the items in your inventory.

⑧ **Exit button:**

The cross in the bottom-right takes you back to the game, which is the same as right-clicking the mouse button (or pressing the control key on your keyboard while left clicking the mouse).



Click on the "OPEN THE BOOK AT RANDOM" button when it is blinking. You will discover wise words, sometimes even predictions, which are strikingly in tune with your situation. Click on the button as many times as needed, until the icon stops blinking, to make sure you do not miss anything.

Object and document. Located both in the document interface (until the end of the game) and in the inventory (as long as you keep the object).

① **List of documents:**

Note that the Up and Down arrows on the keyboard can be used to change from one document to another, and the Left and Right arrows let you scroll through the pages of the selected document. We would advise you to arrange your documents. You can sort the list according to several different criteria.



② **Flag:**

This marker lets you sort documents into seven categories. The purpose of this feature will quickly become apparent. You can also use the flag to move a large document to the trashcan. Note that if you do so, the document will always be available.

③ **Origin:**

Lets you group your documents according to where they were found. By placing the cursor over a button in this column, you will see a thumbnail showing the place where it was collected.

④ **Acquisition:**

Lets you sort documents in the order that they were found.

⑤ **Document name:**

By clicking on this button, your documents will be listed in alphabetical order.

⑥ **Trashcan:**

Lets you recover any documents sent to the trashcan using the flag.

⑦ **Magnifying glass:**

This feature is essential for making progress in the game, since certain clues can only be seen with the magnifying glass.

⑧ **Underline:**

Lets you review the most interesting passages in the Bible and Bram Stoker's Dracula.

⑨ **Open at random:**

In moments of doubt, you can open the Bible at any random page throughout your adventure. You might be surprised at what you find. You can do the same with Bram Stoker's Dracula, which will become available during the game.

⑩ **Compare:**

When scrutinising documents, you will be required to compare passages that seem almost identical... except for a few specific details! The arrow buttons let you browse through the history of documents viewed in the same way as a web browser. The left arrow takes you to the previous document and the right arrow to the next document

Therefore, you can quickly switch from one document to another to spot the differences more easily.



## CREDITS

**DRACULA 3**  
**The Path of the Dragon**

**Published by**  
ANUMAN INTERACTIVE

**Produced by**  
MICROÏDS

**Developed by**  
KHEOPS STUDIO

**Graphics production by**  
MZONE STUDIO

**Macintosh Edition by**  
COLADIA

With the participation of: Centre National de la  
Cinématographie and The French Ministry of  
Finance, Trade and Industry

### **ANUMAN INTERACTIVE**

**General Manager**  
Stéphane LONGEARD

**VP Business Development**  
Laurent GROSPIRON

**International Marketing Manager**  
Justine BOIVIN

**Publishing Manager**  
Alain MILLY

**Marketing Coordinator**  
Stéphanie DOS SANTOS

**Producer**  
Franck BERROIS

### **COLADIA**

**Managing Director**  
Frédéric ALOE

**Macintosh Programming**  
Wilfried DE KERCHOVE DE DENTERGHEM

**Quality Assurance**  
Guillaume BOIRET

**KHEOPS STUDIO**  
[www.kheops-studio.com](http://www.kheops-studio.com)

**Managing Director & Executive Producer**  
Benoît HOZJAN

**Technical Director**  
Stéphane PETIT

**Lead Game Designer**  
Alexis LANG

**Artistic Direction**  
Franck LETIEC

**Lead Programmer**  
Frédéric JAUME

**Additional Programming**  
Wilfried HINAULT  
Stéphane PETIT  
Jordane SUAREZ

**Additional Contributions to Game Design**  
Thomas NEVEU  
Marina JIN

### **GRAPHICS**

**Design & Illustrations**  
Frédéric PINASSEAU  
Jacques LOURADOUR



**Additional graphics**

Olivier TRAIN  
Steve ROBERT  
Brice RUSSEIL  
Marc CHEVALLEREAU

**Quality Control**

Thomas NEVEU  
Antonin CONGY  
Marc CHEVALLEREAU

**MZONE STUDIO**

[www.mzonestudio.com](http://www.mzonestudio.com)

**Management**

Martial BRARD  
Philippe GRELLIER

**3D Modeling and Animation**

Martial BRARD  
Philippe GRELLIER  
Hervé CASTAING  
Franck LE DORZE  
Christophe LECLERC  
Julien BRARD  
Eric BELLANGER  
Pierre BERGER  
Juliette POUGETTOU  
Yan JOUAN

**Additional Animation**

Caroline NAZART

**Cinematics**

GAME CONSULTING

**Music****Production and Direction**

Yan VOLSZY

**Cello**

Dominique BRUNIER

**Sound Design & Recording**

BANDE ANNONCE PRODUCTION

François DUSSOLIER  
Jean-Baptiste MERLAND  
Matthieu MAUDET  
Sébastien GAILLARD  
Jimmy SHUMAN

**English Voices**

David GASMAN  
Jodi FORREST  
Sharon MANN  
Paul BANDEY  
Eddie CREW  
Doug RAND

**Special thanks to**

Irina TODOS  
For the Romanian translations

Stéphanie LANG  
Karine NEVIERE  
For the Greek and Latin translations

Microïds is a trademark of Anuman Interactive © 2010 Anuman Interactive SA