

A VAMPYRE STORY

GAME MANUAL

CRIMSON
COW



EPILEPSY WARNING

A very small percentage of individuals may be susceptible to epileptic seizures or temporary blackouts when exposed to certain light patterns or backgrounds. These individuals may experience seizures when watching television or using certain computer or video games. Certain conditions can induce previously undetected epileptic symptoms. Should you or a family member have a medical history of epileptic symptoms (seizures, blackouts etc), consult your physician before playing computer or video games. We strongly recommend that parents watch their children while these use computer or video games. IMMEDIATELY stop playing and consult your doctor if you or your children develop any of the following symptoms: altered vision, eye or muscle twitching, dizziness, blackout, loss of orientation and any involuntary movement or convulsions.

Please take the following precautionary measures when playing computer or video games:

- Do not sit or stand too close to the screen.
- Use the smallest screen available for playing.
- Do not play if you are tired or have had too little sleep.
 - Only play in brightly lighted rooms.
- Rest about 10-15 minutes for each hour you play.

SUPPORT

If you are looking for help with a specific problem, you can raise a support ticket:

<http://www.vpltd.com/supportdesk>

Before raising a ticket, please have the following information to hand:

- Your Mac configuration (OSX version, RAM, MHz, Video type, Mac type).
- A detailed description of the problem (i.e. error message, relevant part of the game, etc.).
- Crash report if generated.

CONTENTS

1. SYSTEM REQUIREMENTS.....	4
2. INSTALLING AND STARTING THE GAME.....	4
3. THE STORY SO FAR.....	4
4. MENUS AND OPTIONS.....	5
5. CONTROLS.....	6
6. THE CAST.....	8
7. IMPORTANT SETTINGS.....	10
8. HINTS AND TIPS.....	11
9. FIRST MINUTES.....	13
10. CREDITS.....	16



1. CONFIGURATION REQUISE

Mac OS X 10.4.11 or higher

Intel or PowerPC G4 CPU, 1.33 GHz or better

GeForce 5200, Radeon 9600 or GMA950, 64 MB VRAM

512 MB RAM

3 GB hard disk space

Internet connection for registration

2. INSTALLING AND STARTING THE GAME

To install the game, place the “A Vampyre Story” DVD in your Mac or mount the downloaded image if you purchased your game as a digital download. Double click the ‘A Vampyre Story’ icon and drag the ‘A Vampyre Story’ folder to your hard-disk.

Please take note that you need at least 3 GB of space on the hard disk on which you want to install the game.

After installation, you can launch the game by double clicking the game icon. You must now complete the registration information. Please enter your name and the registration code found on the manual or with your digital download email receipt. Please note that this code is your own personal code and should be kept safe. If this code is given out to third parties, it will become void and your game will fail to run.

3. THE STORY SO FAR

Draxsylvania, 1895

Deep within the walls of a gloomy castle in equally gloomy Draxsylvania, Mona de Lafitte, a young, up-and-coming opera singer, is being held captive by her tormentor, the even gloomier Baron Shrowdy von Kiefer, a vampire. Ever since Shrowdy transformed her into a vampire, kidnapped her and sped her off to Draxsylvania, her heart’s desire has been to be able to return to Paris and set her vocal training forth so that one day she can appear on the stage of the Paris Opera as a star.

When Shrowdy doesn’t return from a nocturnal search for prey one night, she sees that her chance to escape has come at last: Together with Froderick, a wise-cracking bat but the only being she feels she can trust, she attempts to flee from her prison and find the way back to Paris. Now “on the run” across Draxsylvania, as she meets up with the land’s bizarre inhabitants and is confronted more and more often with equally bizarre problems, Mona has to learn not only to accept what being a vampire is like, but to use those traits to her advantage.

4. MENUS AND OPTIONS

Main Menu

By pressing the ESC key you go to the Main Menu at any point within the game.

The various items on the menu are explained individually here:



Return to game

This option returns you to the current game being played.

Save game

When this option is chosen, the game automatically creates a new game status. Once the game has been saved successfully, the option is shown in gray. Please note that the game cannot be saved during a dialog or video sequence.

Load game

Clicking on this menu item takes you to the screen where saved games are displayed. Each of those games is represented by a picture showing the game status when that game was last saved. To continue a saved game, all you need to do is click on the corresponding picture. The progress of a game you might have been playing just before this will be discarded thereby. If you have created a status for more than 12 games, you can use the arrows in the lower right or left corner of the screen to display games with an older status. To return to the Main Menu, click on the corresponding option in the middle of the lower edge of the screen.

New Game

This option starts a new game. Please make sure that you have saved the game you are currently playing, because progress that has not been saved will be discarded.

Exit to Windows

This option takes you back to the Windows® desktop without saving a game.

Effects Volume

This option sets the volume for the sound effects. The volumes for music and spoken language output are set separately.

Voice

The volume for spoken language can be adjusted here.

Subtitles

This option defines whether subtitles are to be shown during the game when dialogs occur.

Anti Aliasing

When “Anti Aliasing” is activated the picture looks softer. This option should remain activated as long as game play continues to run smoothly.

5. CONTROLS



Moving Mona and carrying out actions

Clicking with the left mouse button (LMB) on any point chosen on the screen moves Mona as close as possible to that point. If an object or character is located on that spot, holding the LMB down calls up a menu that allows 4 actions to be carried out. Those actions are: examine object, use/pick up, talk, and fly to the object in the shape of a bat. The exact action that Mona can carry out will be different depending on the game context involved. This will be shown to you by holding the cursor over the various actions.



Inventory



Each object you have gathered up is kept in the inventory. You can view them at any time by pressing down the right mouse button (RMB). Just the same as described above for objects located in the surroundings, Mona can carry out 4 actions with things in the inventory. Mona can try to combine an object from the inventory with any other object or character, both in the inventory or in the surroundings, via a brief click using the LMB on the mouse. To combine 2 objects

from the inventory, simply connect the item to your mouse button by clicking the LMB, and then move it over the item you want to combine with, and click the LMB again. To use an object from the inventory together with an object from the surroundings, first click on the object in the inventory, then leave the inventory by moving the mouse cursor to the edge of the screen, and then click on the object that is supposed to be used together with the first one. Once again: To leave the inventory, just move the cursor to any edge of the screen.

Conversations



A conversation can be started by moving the cursor to a character; then keep the left-hand button pressed down and choose the “Talk to” action. Frequently you can choose between different questions or replies. Various options are shown in the lower part of the screen so that you can do this. You can select the option you want with a left-click. A question that you’ve already heard the answer to is greyed out, so you always know what questions are still left to

ask. If there is more than a handful of talking points available, a scroll icon will appear on the lower right side of the screen.

Exits



If the mouse cursor on the screen turns into an arrow, this means it is showing you an exit into another scene or the picture will be cropped differently. Here, a RMB click enables you

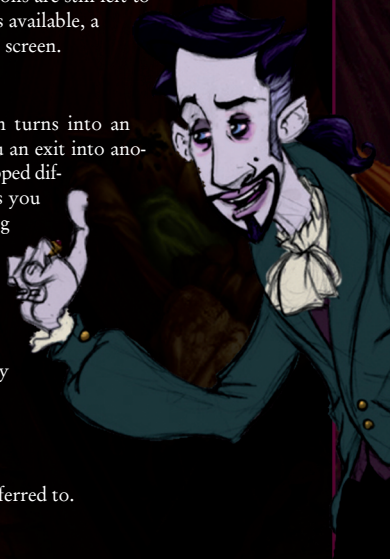
to jump directly to a different scene without having to wait for Mona to reach the spot that was clicked on.

To sum things up once again:

Brief LMB click: go to a place, pick up object from the inventory, combine object from the inventory with object/person, choose conversation option.

Longer left-hand click: open action menu.

Right-hand click: open inventory, jump to scene referred to.



6. THE CAST



MONA DE LAFFITE

Mona departed from the living at a relatively young age to while away her undead existence as a vampire at the side of Baron Shrowdy von Kiefer. Before her unexpected departure for Draxsylvania, Mona had been an aspiring, up-and-coming singer with a yearning to appear one day as a star at the Paris Opera. Now her life seemed damned to be spent hulled in the cover of darkness.

The moment the chance to flee arrives, Mona wants to have her dream come true because, as she constantly tells herself, Draxsylvania is not the right place for a young, cultured lady from France with a high-ranged voice and a head held, to say the least, just as high!

FRODERICK

Froderick is a bat. And a rather impertinent one to boot. It's nearly a miracle that Froderick and Mona have become friends, especially since what one of them has in mind frequently doesn't interest the other one bit.

Then again, sometimes the most out-of-the-ordinary friendships thrive in the most out-of-the-ordinary places. And even though Froderick and Mona regularly argue hard and loud enough to beat the band, the two have been inseparable since Froderick flew to Mona's side to escape the wrath of the notorious Belfry Boyz.



BARON SHROWDY VON KIEFER



Shrowdy is not just heir to the ancient von Kiefer dynasty: He's a vampire, too. What's more, he is obsessed with Mona and adores her more than anything in the world maybe even more than his long-lost mother.

He even went so far as to install an opera stage of her very own at Castle Warg. Unfortunately, Shrowdy didn't have the heart to enlighten Mona with the details of her new existence because he was afraid she'd throw a fit. Admittedly a grave inadequacy for any vampire with fangs to speak of.

As a result, every night he supplies Mona with a bottle of his "special wine", the brand that Mona has acquired such a taste for...

RUFUS

Rufus the Gargoyle was created by the Baroness to make the castle seem a bit less lonesome. As luck would have it, he didn't get along well with her son Shrowdy at all. In the end that led the Baroness to order him out in the cold to guard an enchanted doorway.

After all those years spent freezing on his remote bridge with no one around, Rufus is now a real pain in the neck. Above and beyond that, he is absolutely convinced that he is a decidedly intellectual being, at any rate a whole lot smarter than commonfolk like Mona and Froderick (not to mention Shrowdy).



It's not going to be easy to convince Rufus to help Mona, but with a few out-of-the-ordinary methods of persuasion he might just prove to be of some use, after all.



BARB

Barb fulfills not just one but two functions at her place in the torture chamber: As the house "Iron Maiden" she's not only an extremely effective instrument of torture, she's the pointedly accurate stenographer for the torture chamber as well. Just as with Rufus, the Baroness put a spell on her to give her the ability to speak and obey the Baroness' orders, but Barb doesn't seem to take much of an interest in the bygone days of her past.

Her full name is actually Barbara, although she feels that the name Barb is more to the point. Despite many years of torture and tortuous dictation, Barb is still cheerful and eager to help. And even though she realizes that torture is a horrible thing to perform, she has accepted that she's destined to do it, and one can hardly reproach her for not making the iron-clad best of things in a pinch.

OZZY

Just like Rufus, Ozzy is a gargoyle with the ability to speak. But that about sums up the common denominators between them: Ozzy is a quirky, daydreaming fountain who has to struggle just as much with his memory as he does with the stream of water spewing out of his mouth. Yet unlike Rufus, Ozzy has a heart of gold, though the opportunities to help Mona are somewhat more limited in his case.





FRANKIE

Frankie is the leader of one of the many gangs of rats scurrying around the depths of Castle Warg. He and his “associates”, Sammy, Joey, and Dean, can move freely around the castle since Shrowdy’s demise, except for the kitchen. Which means they’d surely be able to help Mona, too. The only catch is that with Frankie, just as with any rat, every favor has its price.

PYEWACKET

Pyewacket was originally the Baroness’ trusted “familiar”. In her case that meant she served the Baroness in many ways, and even possessed magical powers. Now all she does is to eke out a living as Shrowdy’s house cat, who usually forgets to feed her. Luckily, however, her favorite hobby is to hunt rats. That not only pleases her immensely, it also serves to fill her tummy.



7 IMPORTANT SETTINGS

* Castle Warg

– Theater



– Torture chamber



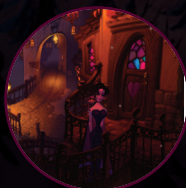
– Kitchen



– Library

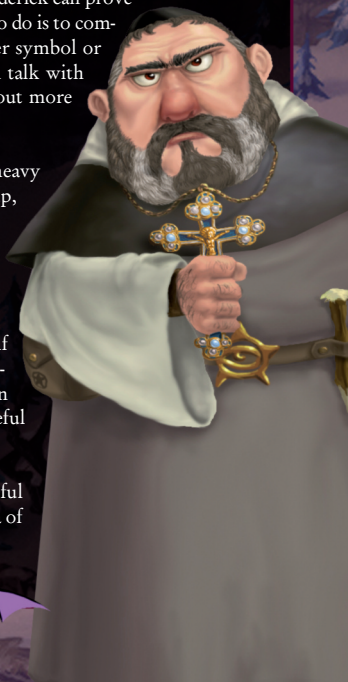


* Vlad's Landing



8. HINTS AND TIPS

- When you try to use an object, don't forget to examine it first. In addition, sometimes it's a good idea to try speaking with things. Even though not many objects are actually able to give an answer, most of the time amusing dialogs between Mona and Froderick arise that way.
- It is advisable to have as detailed a conversation as possible with all of the characters you meet up with. Many of the mysteries cannot be solved until Mona knows the score about certain relationships and contexts.
- You should search all of the surroundings thoroughly for usable objects. You never know what might be concealed in a dark corner or cabinet off to the side, or even under a bed.
- Take along everything you can find. Even an object conceivably not worth noticing may prove to be exceptionally useful later on.
- It pays to take a look at the inventory time and again to obtain new ideas for possibilities to combine things.
- Don't forget that Mona is not alone on her journey. Froderick can prove to be useful in many situations. To find out, all you have to do is to combine the Froderick symbol in the inventory with another symbol or with an object in the surroundings. In addition, you can talk with Froderick at any time during the game in order to find out more about him.
- Some objects could prove to be useful, but they're too heavy to take along with you. When you try to pick them up, Mona merely receives an Idea symbol instead of having them added to the inventory. These symbols can be combined completely normally with other objects from the inventory or the surroundings.
- Mona's vampiric nature allows her to transform herself into a bat. You can make use of this extremely useful ability, for example to get to higher places. What's more, in the course of the story Mona is going to acquire other useful skills which you should not ignore.
- If you're at the beginning and get stuck, it could be helpful to read the information about the characters to get an idea of who might be able to help you.

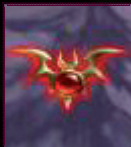


INTERRUPTING DIALOGS, ANIMATIONS, CUTSCENES

Mona is as much a lady as she is an upcoming opera star, so you will hardly be able to make her run across the screen like a record athlete, and usually, she prefers to let people speak full sentences before answering or asking new questions. So, if you ever feel like you want to travel to a certain point faster or skip a dialog or a certain animation, try pressing the SPACE BAR.

You can also skip videos with the space bar, although we encourage you to watch each cutscene at least once. Try it out! With the SPACE BAR, you can skip almost everything, except maybe your next class.

HOTSPOT DISPLAY



Sometimes you will get so enchanted by the magical sights and sounds of Draxsylvania, that you might miss some of the hotspots you can interact with. If you get stuck at some point in the game, why not look around a bit if you can spot some items you have not found before. We have included a little helper for that: Pressing TAB shows all the hotspots you can interact with in the current screen. Don't forget to move left and right on all screens, so you can spot items in the far corners of each

location. And since Mona can turn into a bat, you should also try to "think vertical" once in a while!

9. FIRST MINUTES

Warning! Only read the following if you are stuck!

Shrowdy's dead! I'm finally free and have to find a way to leave from there!
One of the gargoyles is the guardian of the key... but which one?!

LET'S FIRST GO TO THE CASTLE AND TAKE SOME USEFUL OBJECTS



I don't really like this room but well... let's take a look at the torture chamber. It is on the right of the Great hall. There's a Mace on this room. Maybe could I reveal the key's owner by smashing the Gargoyles with it?

It works! It has indeed revealed the guardian, Rufus, and woken up Edgar... the bird.
I shall talk to Rufus to get some clues...

After a few minutes I learn that he can't bear Edgar for doing dirty, but natural, things over his head... which is quite understandable.

Flying up to the turret bottom (on the far right of the bridge) will allow me to meet with Edgar.



There's an angel statue in the raven's roost... if I use the rusty sword that I saw in the Great hall with it... maybe should I be able to push the statue and smash Rufus at the same time? But thank Froderick! He prevents me from doing it as Rufus isn't under the statue... Maybe will I find other clues in the castle?

LET'S SEE WHAT I CAN FIND IN OTHER ROOMS...



If I go upstairs (from the Great hall) I can go to the Boudoir. On the right of this room, I can find many elements like a perfume, lotion, and fruits and nuts. Let's go back to the torture chamber. There may be things that I didn't notice the first time... Next to the fountain, there's Shrowdy's coffin! But it's locked... there may be something interesting in it? I should find a way to get the combination!



Barb (the iron maiden) gives me the first digit of Shrowdy's coffin. I should then talk to Frankie, the rat, about the plumbing matter. The snacks I last found should be enough to please them!

I can now talk to Ozzy, the fountain gargoyle, who will give me the second half of the combination to Shrowdy's coffin.

After moving the pillow of the coffin, I find the Draxsylvania tribune. Edgar last mentioned that he was sometimes missing news from the city... so giving it to him should let us get something helpful in exchange! Let's first continue our searches, and see if there'll be something we need that Edgar has got!



I'll take a look at the rest of the torture chamber!

10. CRÉDIT

Dedicated to the loving memory of
Patricia Rose Stevenson
(1926-2008)
and Douglas F. Stevenson
(1921-2008)

Directed by
Bill Tiller

Executive Producer
Bill Tiller

Produced by
Amy Tiller

**Business Development and
Production**
Far From Earth Corporation
Mark Teal

CRIMSON COW

Managing Director
Karsten Otto

Marketing Director
Kai Fiebig

Marketing & Public Relations
André Hütten

Producer
Georg Hach

Production Assistant
Johannes Lehmann

Designed by
Bill Tiller
Dave Harris
Will Eaken

Additional Design by
Jeremiah Grant
James Almeida
Zeno Gerakin
Gene Mocsy
Will Holland
Ryan D.

Written by
Bill Tiller
Dave Harris
Will Eaken

Additional Writing by
Gene Mocsy
Will Holland
Jeremy Koerner

Amy Tiller

Engine Development
Geoff Goldberg, Lead Programmer - Midget Games
Randy Culley, Bear-Technology
Aaron St. John - Golden Goose Games
Will Holland

**Additional Engineering and
Consulting by**
MunkyFun, Inc.
Oren Weizman, Senior Programmer
Alex Orozco - Senior Programmer
Nick Pavis - CEO
Tim Ramsay - CTO
Ben Morse - Senior Programmer

Programming Consultant
Gary Brubaker

Scripting
Zeno Gerakin
Jeremiah Grant
Gene Mocsy
Will Holland

Original Soundtrack Composed and Piano Performed by
Pedro Macedo Camacho
www.musicpedro.com

Piano Performed by
Pedro Macedo Camacho

Soprano Voice
Carla Isabel Moniz

Voice Direction
Julian Kwasneski
Jared Emerson-Johnson

Sound Design
Bay Area Sound, Inc.
Julian Kwasneski
Bill Storkson

Audio Implementation
Damian Kastbauer

Dialog Recording
studio.jory.org

Recording Engineer
Jory K. Prum
studio.jory.org

Production Design

Bill Tiller
Will Eaken
Jean-Louis Sirois

Animation Director
Jimmy Almeida

Animation
Alan Sperling
David Leighton
Tamsen Bryon
Jeff Cooperman
Sean Burns

Models
Livia Knight
Craig Rundels
Joey Spiotto
Charles Beirnaert

2D Art
Bill Tiller
Will Eaken
Marc Brownlow
Jean-Louis Sirois
Paul Mica
Mike Dutton
Catherine Tiller

Storyboards
Anson Jew
Bill Tiller

Technical Direction
Jeremiah Grant
Jeff Woo

Imperia Media Entertainment / Coast2Coast-FX
Martin L' Heureux
Andrew Chang
Ben Anderson
Ryan Wilson
Benson Shum

Lighting
Bill Tiller

Voice Talent - U.S.

Rebecca Schweitzer as
Mona de Laffite
Mina Stoker
Shannon O'Doherty

Jeremy Koerner as
Froderick

Molly Benson as
Woman of Low Moral Fiber

David Boyle as
Milton T. Meininger, Band
Leader

Constable Bud Crane
Constable Lou Crane
Constable Otto Van Pelt

Gavin Hammon as
Monsignor Calvin

Suzanne Henry as
Gina Martinelli, Jersey Lady

Melissa Hutchison as
Pyewacket

Liz Mamorsky as
Madame Strigoi

Amy Rubinate as
Barb the Iron Maiden

Brian Sommer as
Balcu
Shrowdy Von Kiefer
Shrowdy Ghost

Tim Talbot as
Edgar Raven
Rufus the Gargoyle
Frankie the Rat
Ozzy the Gargoyle

Sam O'Byrne as
Siegfried and Roy Stoker

Testing Crimson Cow
Ulrika Tegmeier
Ingmar Böke
Johannes Lehmann
Sandra Urban
Sandra Hödl
Michael Hermanns
Michael Willenborg

Compatibility Testing - Europe
Testronic Labs Belgium

Test Lead
Kristof Vandebeek

Test Team
Christof Leën
Jasmien Jans
Kristof Ballet
Jochen Cauberghs

Quality Assurance - U.S.

QA Manager
Gregory Bass

Test Team
Lee Dunteman
Andy Timlett

Box Design
Bill Tiller
Marc Brownlow
Rebekka Posselt, Der Finck

Web Design and Development
Tony Burquez

Additional Web Development
Artur Moskala

IT and Network Specialist
Geoff Kline

Internal Systems Support
Ed Chin

Special Thanks to
Gerald and Deborah Sabino
John and Ann Coffman
Zoe, Logan, and Lily Tiller
Alan Haus
Jeremy Koerner - www.mysteriessforhire.com
Mary Nitschke
Mike Kirchoff
Ed Chin

Coya Elliott
Geoff Kline
Paige and Max Kline
Briana Brownlow
Christine U'Ren
Dimitris Manos
International House of Mojo
- www.mixnmojo.com
Lilia Pereira
Reed Knight
Mike Levine - Pileated Pictures

Larry Ahern
Gary Brubaker
Ron Gilbert
Ryan Danz
Kathy Hsieh
Kyle Balda
Larry Pensack
Che Yuan Wang
Maria Bowen
Brooks White
George MacRae
Donna Turner
Zachary Quarles
Reyes Campello Estebarez
Jani Walker
Leo LaPorte
Steve Purcell
Steve Crane
Petaluma Mail Depot
Dennis Mulvihill
Lagunitas Brewing Company
Tagliaferri's Deli
Peet's Coffe

Bank of America

FOCUS HOME INTERACTIVE
Lord of the castle
Cédric lagarrigue

Serviteurs de la porte
Damien Mauric
John bert

Igor and Ivan rhe hunchbacks
Alexis fischer
Axel Delafon

Keepers of the crypt
Luc Heninger
Benjamin Tardif
Xavier Assemat
Nathalie Phung
Fabrice Tambrun

Eastwing garoyles
François Weytens
Benjamin Papeau
Hugo David
Maxime Chazalon

Westwing garoyles
Robin Nachbronn
Julien Lesgourges

Succubes
Marie-Caroline Le Vacon
Aurélie Rodriguez
Aline Janzekovic
Nathalie Jérémie
Linda Hanoun
Sandra Fardini

Vampire Hunters
Franck Tonnerre
Estelle Labastide

KeyMasters
Jean Michel Hellendorff
Jean-Joseph Garcia
Stephane Le Gac
Vincent Nee

The Exorcist
Jean-pierre Bourdon

Mac Version
Virtual Programming Ltd
www.vpltd.com

LICENSE AGREEMENT

The current EULA must be read and agreed before installing A VAMPIRE STORY:

END USER LICENSE AND WARRANTY AGREEMENT ISSUED BY VIRTUAL PROGRAMMING LTD.

Product Name : A Vampire Story

YOU SHOULD CAREFULLY READ THE FOLLOWING END USER LICENSE AND WARRANTY AGREEMENT BEFORE PURCHASING, DOWNLOADING OR INSTALLING THIS SOFTWARE PROGRAM OR USING THE RELATED ONLINE SERVICE. IF YOU DO NOT AGREE WITH THE TERMS OF THIS LICENSE AGREEMENT, YOU MAY NOT PURCHASE, DOWNLOAD OR INSTALL THE SOFTWARE. IF YOU HAVE PURCHASED A PHYSICAL COPY OF THIS SOFTWARE PROGRAM WITHOUT HAVING AN OPPORTUNITY TO READ THE TERMS OF THIS LICENSE AGREEMENT AND YOU DO NOT AGREE WITH THEM, YOU MUST IMMEDIATELY RETURN IT FOR A REFUND FROM WHERE ORIGINALLY PURCHASED.

This software program, any printed materials, any on-line or electronic documentation, and any and all copies and derivative works of such software program and materials (the "Program") are the copyrighted work of Autumn Moon, Crimson Cow and Virtual Programming Ltd, its subsidiaries, licensors and/or its suppliers. All use of the Program is governed by the terms of this End User License and Warranty Agreement ("License Agreement"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

Program name: A Vampire Story

Reference to Program in this License Agreement shall include the Online Service where and to the fullest extent that the content permits.

1. Limited Use License. Virtual Programming Ltd, hereby grants, and by installing the Program you thereby accept, a limited, non-exclusive license and right to install and use one (1) copy of the Program for your use on either a home or portable computer subject to the terms of this License Agreement. You may not network the Program or otherwise install it or use it on more than one computer at a time. The Program is licensed, not sold. Your license confers no title or ownership in the Program.

2. Ownership. All right, title, interest and ownership rights in the Program and any copyright, design right, database right, patents and any rights to inventions, know-how, trade and business names, trade secrets and trade marks (whether registered or unregistered) and any applications therefor and other intellectual property rights ("Intellectual Property Rights"), in or connected with and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by, belong to and vest in Virtual Programming Ltd or its licensors. The Program is protected by the copyright laws of all countries on the Earth, international copyright treaties and conventions and other laws. All rights are asserted and reserved. The Program may contain certain licensed materials and Virtual Programming Ltd licensors may act to protect their rights in the event of any violation of this License Agreement. All trade marks are the property of their respective owners.

3. Responsibilities of End User.

Subject to the grant of license herein above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, adapt, merge, translate, disassemble, decompile, or create derivative works based on or of the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of Virtual Programming Ltd. Where applicable law provides otherwise (all and any modification, adaptations or improvements shall belong to, vest in and be the exclusive property of Virtual Programming Ltd on creation in any event);

The Program is licensed to you as a single product. Its component parts may not be separated for use on more than one computer.

You are entitled to use the Program for your own personal non-commercial use as described in this License Agreement, but you are not entitled to:

o sell, distribute or otherwise transfer copies or reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of Virtual Programming Ltd; or

o exploit the Program or any of its parts for any commercial purpose including, but not limited to, use at a cyber or internet cafe or any other location-based site. Virtual Programming Ltd may offer a separate site license agreement to permit you to make the Program available for commercial use; contact Virtual Programming Ltd for details;

o use, copy, transfer or distribute the Program or part of it other than as permitted by this License Agreement;

o use, assign, rent, loan, charge or otherwise deal in the Program or any part or interest therein or under this License Agreement except as expressly provided herein;

o use the Program for any illegal or immoral purposes;

o without further licence, use the Program, or permit the use of the Program, on more than one computer, game console, handheld device or PDA at the same time;

o use the Program, or permit use of the Program, in a network, multi-user arrangement or remote access arrangement, including any online use, except as otherwise explicitly provided by Virtual Programming Ltd and subject to acceptance of the terms and conditions of use;

o remove, disable or circumvent any proprietary notices, labels or copy protection software contained on or within the Program;

o export or re-export the Program or any copy or adaptation in violation of any applicable laws or regulations;

o create data or executable programs which mimic data or functionality in the Program;

o otherwise use, copy, transfer or distribute the Program or part of it except as expressly permitted by this License Agreement or in any manner which is inconsistent with this License Agreement.

You must back-up to another secure location, on a regular basis, any data files concerning your use of the Program as Virtual Programming Ltd has no liability for lost or corrupted data.

4. Program Transfer. You may permanently transfer all of your rights under this License Agreement, provided the recipient agrees to the terms of this License Agreement; you agree to remove the Program from your home or portable computer and you transfer the applicable Program Key to the recipient and agree with the recipient to take over your password and username, subject to the terms of this License Agreement.

5. Termination. This License Agreement is effective until terminated. You may terminate the License Agreement at any time by deleting and removing the Program

from your home or portable computer and destroying your copy of the Program in your possession. This Licence will terminate automatically if you fail to abide by any of the terms and conditions. Virtual Programming Ltd may additionally, at its discretion, give notice to terminate this License Agreement in the event that it becomes aware that you are failing to comply with the terms and conditions contained herein. In such event, you must immediately destroy and erase the Program and all and any copies in your possession or control and stored on any media whatsoever and on Focus' request certify that you have done so.

6. Export Controls. The Program may not be re-exported, downloaded or otherwise exported into (or to a national or resident of) any country to which this country has an embargo in force.

7. Limited Warranty. Virtual Programming Ltd does not warrant that the operation of the Program will be uninterrupted or error free or that errors can be corrected. The Program is provided without any warranties or guarantees save as specifically provided in these conditions and to the extent permitted by the applicable law. These warranties set out above define in full the extent of Virtual Programming Ltd' liability, warranties and your remedies. To the maximum extent permitted by law, Virtual Programming Ltd Limited excludes liability for all representations (except those made fraudulently), warranties, conditions and other terms which but for this notice would have effect. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW Virtual Programming Ltd EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, SATISFACTORY QUALITY OR NONINFRINGEMENT. The entire risk arising out of use or performance of the Program and Manual(s) remains with you, however Virtual Programming Ltd warrants in respect of the Program distributed on a unit of physical media that for a period of up to and including 90 days from the date of the initial purchase of the Program that the master disk on which the Program is furnished shall be free from defects in material and workmanship. In the event that the master disk proves to be defective during that time period, and upon presentation to Virtual Programming Ltd of proof of purchase of the defective Program, Virtual Programming Ltd will at its option; 1) correct any defect, 2) provide you with a product of equal or lesser value, or 3) refund your money.

8. Limitation of Liability. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW NEITHER AUTUMN MOON, CRIMSON COW, Virtual Programming Ltd, ITS PARENT, SUBSIDIARIES, AFFILIATES OR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES.

Autumn Moon, Crimson Cow, Virtual Programming Ltd and its licensors will not be held responsible for the risks connected with lost profit, damage to property, lost data, loss of goodwill, computer, failure, errors or loss of business or other information as a result of possession, use or malfunction of the Program, even if it has been advised of the possibility of such loss. Virtual Programming Ltd and its licensors will not be held liable for any damage, injury or loss if caused as a result of your negligence, accident or misuse, or if the Program has been modified in any manner (not by Virtual Programming Ltd or its licensors) after it has been bought. The liability of Virtual Programming Ltd and its licensors shall not exceed the actual price paid for the Program.

Virtual Programming Ltd, its developer and their licensors do not seek to exclude

or limit liability for any death or personal injury arising from their negligence.

You agree to indemnify, defend and hold Virtual Programming Ltd and its licensors, partners, affiliates, contractors, officers, directors, employees and agents harmless from any claims, costs and expenses (including legal expenses) arising directly or indirectly from your acts and omissions to act in using the Program otherwise than in accordance with the terms of this License Agreement.

9. Equitable Remedies. You hereby agree that Virtual Programming Ltd would be irreparably damaged if the terms of this License Agreement were not specifically enforced, and therefore you agree that Virtual Programming Ltd shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License Agreement, in addition to such other remedies as Virtual Programming Ltd may otherwise have available to it under applicable laws.

10. This License Agreement may be amended, altered or modified only by an instrument in writing specifying such amendment, alteration or modification, which is executed by both parties. In the event that any provision of this License Agreement shall be held by a court or other tribunal of competent jurisdiction to be unenforceable, such provision will be enforced to the maximum extent permissible and the remaining portions of this License Agreement shall remain in full force and effect.

APPLICABLE LAW.

- The Online Service is intended for use and may only be used in countries where all such use is lawful.

- To the maximum extent permitted by the local law applicable in the country in which you obtain or use them, the Program, Online Service and this Licence Agreement are subject to English Law.

- In the event that English Law cannot apply in the country you obtained or use the Program and Online Service the following provisions shall apply. If you acquired this Program in the United States, this LICENSE AGREEMENT is governed by the laws of the State of Pennsylvania. If you acquired this Program in Canada, unless expressly prohibited by local law, this LICENSE AGREEMENT is governed by the laws in force in the Province of Ontario, Canada; and, in respect of any dispute which may arise hereunder; you consent to the jurisdiction of the federal and provincial courts sitting in Toronto, Ontario. If you acquired this Program in the European Union, Iceland, Norway or Switzerland, then local law will apply. If you acquired this Program in any other country, then local law will apply.

A Vampire Story © 2005 - 2008 Crimson Cow GmbH. Developed by Autumn Moon Entertainment. Crimson Cow and its logo are trademarks of Crimson Cow GmbH. Autumn Moon Entertainment and the pumpkin logo are trademarks of Autumn Moon Entertainment LLC. All rights reserved. A Vampire Story and the A Vampire Story logo are trademarks and / or registered trademarks of Autumn Moon Entertainment LLC.

Mac version © 2008 Virtual Programming Ltd.



www.vpltd.com

WWW.VAMPYRE-STORY.COM