DRACULA

CASSETTE 1 SIDE 1
THE FIRST NIGHT
A young solicitor is travelling overseas to meet with a client on who's behalf, he has purchased a house in England. He is also to advise on the details of importing some soil back to England.
This chapter is concerned with the last stopover at "The Golden Krone Hotel", before the final leg of the journey to Castle Dracula. Here, he immediately senses something very . . . odd with the local people. They are altogether too preoccupied with something else. Having eaten (do try different combinations of food and drink each time you play), night ensues, bringing with it nightmares and terror!

CASSETTE 1 SIDE 2
ARRIVAL
An eventful coach journey ultimately brings our young man to the castle. After a night or two and some long discussions with the Count, he realises that not only is he a prisoner, but his life is in danger! Escape becomes his one obsession. Should he succeed he vows to write to his friend in England to warn of his discoveries. The castle holds terrors which are best not talked about . . .

CASSETTE 2 SIDE 1
THE HUNT
Doctor Seward, a psychiatrist who owns an asylum for the insane in England, receives a very odd letter from a friend on business abroad. Something about boxes of earth and the 'undead'. Although he fleetingly wonders about his friend's sanity, he resolves to investigate further
He also has problems of his own, with a missing inmate. Renfield had escaped. But as he was not dangerous no one was unduly worried. Outside influences had unfortunately not been considered. The normally subdued Renfield was turning into a hideously callous murderer, under the malignant influence of Dracula!

THE ULTIMATE TERROR IS WITHIN.

GAMEPLAY

Movement. Use normal conventions of n, s, e, ,w, u and d.

Important system commands.

I = Inventory of all that you are carrying.

R= Relook at present location. Make good use of this as things can . . . Change.

General. Use two word commands, e.g. "look around" (a VERY useful command), "Board coach", etc.

Some one word commands are also used "wait", "sleep", "Yes", "No" and so on.

Some things can be worn or removed using "wear" or "remove" item.

TO SAVE GAME

1. Position a blank tape/disc
2. type save and press return
3. type t/d and press return
4. type filename and press return
5. If tape: Press record button and tape will record your current play position, returning you to the game when finished.

LOADING PREVIOUSLY SAVED GAME

1. Load the original game as usual
2. remove programme tape/disc, insert saved tape/disc
3. type load and press return
4. enter t/d, press return
5. type filename and press return. If tape, press play button and saved game will load to original game, running at the saved position when loaded.