SEGA™

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FOR PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.

GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

PRINTED IN JAPAN

1 PLAYER

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BRAM STOKER'S

Dracula™

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GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

OFFICIAL SEGA SEAL OF QUALITY

WARNING:
READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

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HANDLING THIS CARTRIDGE

This Cartridge is intended exclusively for the Sega™ Game Gear™ System.

Do not bend it, crush it or submerge in liquids.

Do not leave in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional recess during extended play.

STARTING UP

1. Set up your Sega Game Gear System as described in its instruction manual.

2. Make sure the power switch is OFF. Insert the **Bram Stoker's Dracula** cartridge into the Game Gear unit.

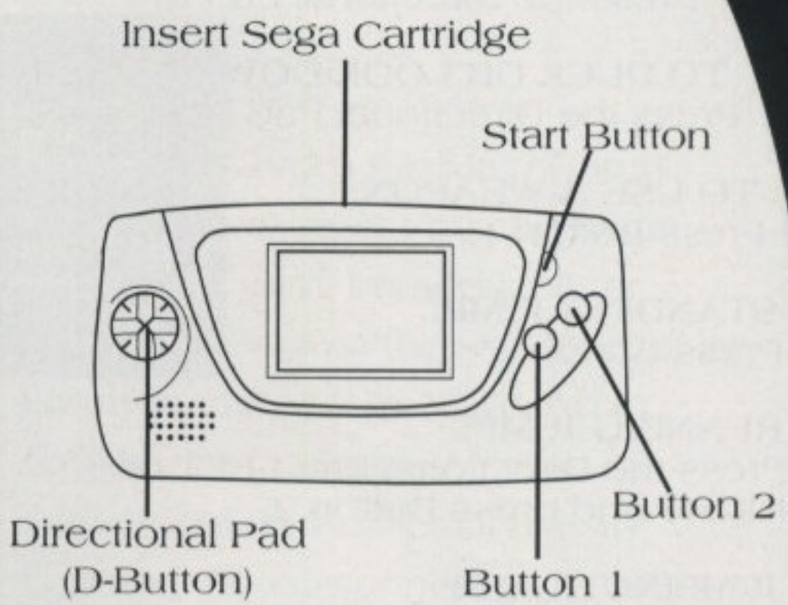
3. Turn the power switch ON. In a few moments, the Bram Stoker's Dracula title screen will appear.

4. If the title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

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 blood. 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 a fate worse than death—eternal life as a vampiress.

NAMES OF CONTROLLER PARTS



CONTROLLING HARKER

TO MOVE RIGHT OR LEFT:
Press the Directional Pad RIGHT or LEFT.

TO LOOK UP:
Press the Directional Pad UP.

TO DUCK OR LOOK DOWN:
Press the Directional Pad DOWN.

TO USE A WEAPON:
Press Button 1.

STANDING JUMP:
Press Button 2.

RUNNING JUMP:
Press the Directional Pad LEFT or RIGHT and press Button 2.

JUMPING SLASH:
Press Button 1 and Button 2 simultaneously.

TO PAUSE GAME/DISPLAY CURRENT SCORE:
Press the Start Button.

JUMPING SMASH:
Press Button 1 while jumping, and press the Directional Pad DOWN. This allows you to break through hidden platforms.

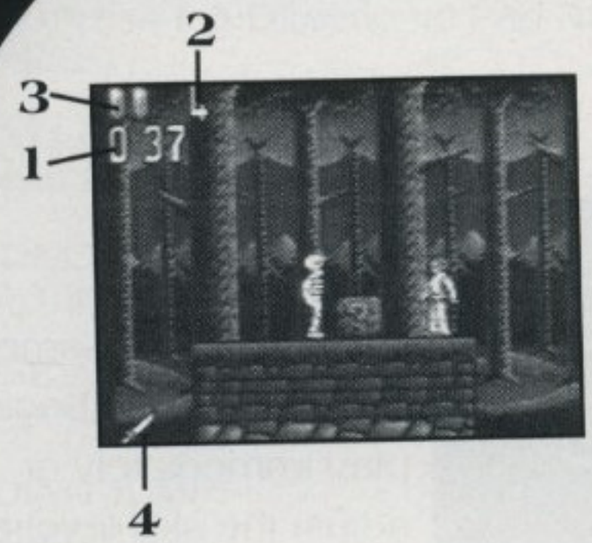
GETTING STARTED
From the Title screens, press the Start Button to continue.

MAIN GAME MENU

1 START
HARD

From the Main Game Screen you can begin play immediately or adjust the skill level of the game from EASY to NORMAL to HARD. To begin play, press the Directional Pad UP or DOWN to position the cursor next to START, then press the Start Button. To select a skill level setting, position the cursor next to the current setting slot and press the Directional Pad LEFT or RIGHT to toggle through the choices. Once you've made your selection, press the START BUTTON.

MAIN GAME SCREEN



1. TIMER
This displays how much time you have to complete the current level.

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

3. ENERGY BARS
All it takes to lose an Energy Bar is two blows from an enemy. Lose all your Energy Bars and lose one life.

4. 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 obtain a Pick Up, you must defeat an enemy or break a Pick Up box. All Pick Ups float, so in order to collect one, you must 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.



1 UP:
These are worth an Extra Life (three energy bars per life)

Continue Credit:
These are worth three lives.

Energy Booster:
These replenish your energy by one bar.

Triple Energy Booster:
These replenish your energy by three bars.

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

Invincibility:
These award you with a limited period of invincibility.

Clock Token:
These add 30 extra seconds 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.

Double Rock:
The Double Rock is the ultimate weapon. When launched, the Double Rock splits into two smaller rocks, striking your enemy from head to toe.

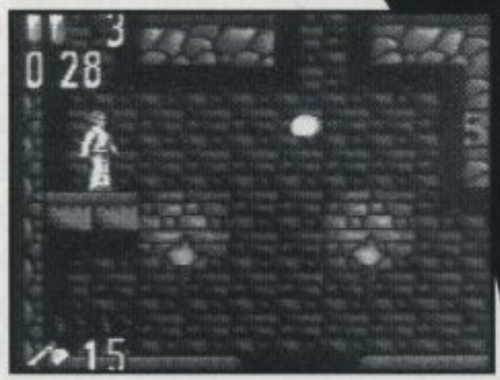
DAY AND NIGHT SCENES

Each level is split into a day and night version.

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. 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, bats, blood baths, flame-belching skulls and bony skeletons.



TRAPPED IN CASTLE DRACULA

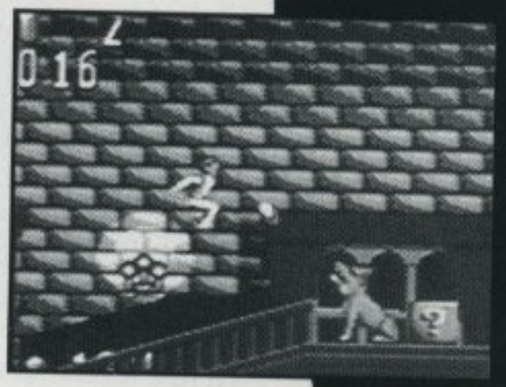
Dracula's Castle is loaded with sharp spike pits and sure-shot henchmen. Beware of the young Prince Dracula—avoid staring into his eyes or you will forever be held under his hypnotizing spell.

ESCAPE FROM CASTLE DRACULA



There's only one way out, but first you've got to down more henchmen, neck-biting bats and ghastly ghosts, as well as cross collapsing platforms, 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-ball 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, and scorching fire water, then get ready to fend off Dracula in his bat form.

BACK IN TRANSYLVANIA



Welcome to the land of the living dead, 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 DRACULA'S CASTLE



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 secret passageways, nail beds and deadly tarantulas. You may even run into Dracula in his death robe form.

BEWARE!

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