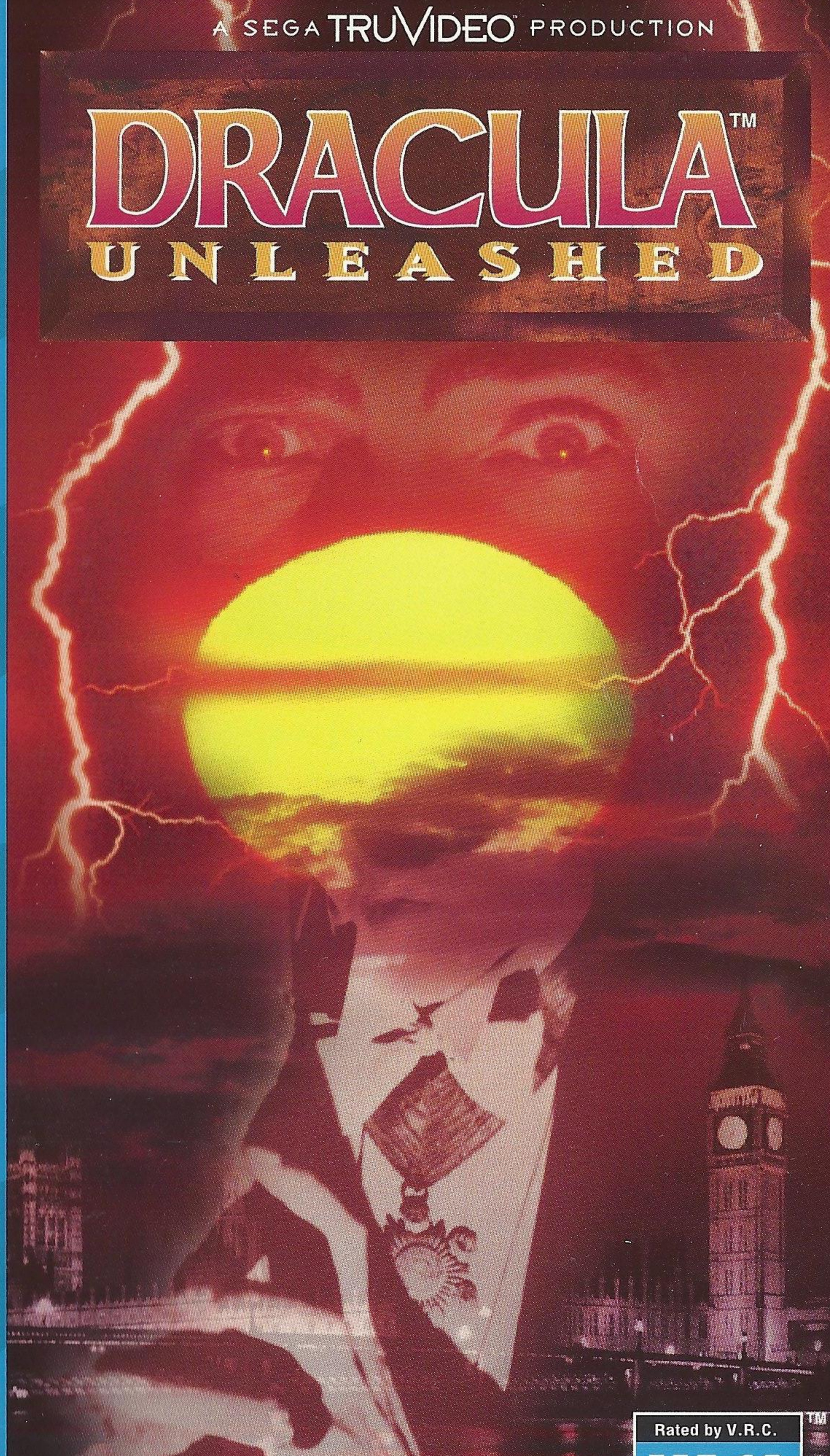
A SEGA TRUVIDEO™ PRODUCTION

DRACULA™ UNLEASHED



SEGA CD™

OFFICIAL SEGA SEAL OF QUALITY

Rated by V.R.C.

MA-13

Parental Discretion Advised.

Mature Audiences™

SEGA™

Warnings

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

Epilepsy Warning

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.**

Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection TVs.

About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.

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Dracula Lives!

If you think Dracula is dust, you're dead wrong!

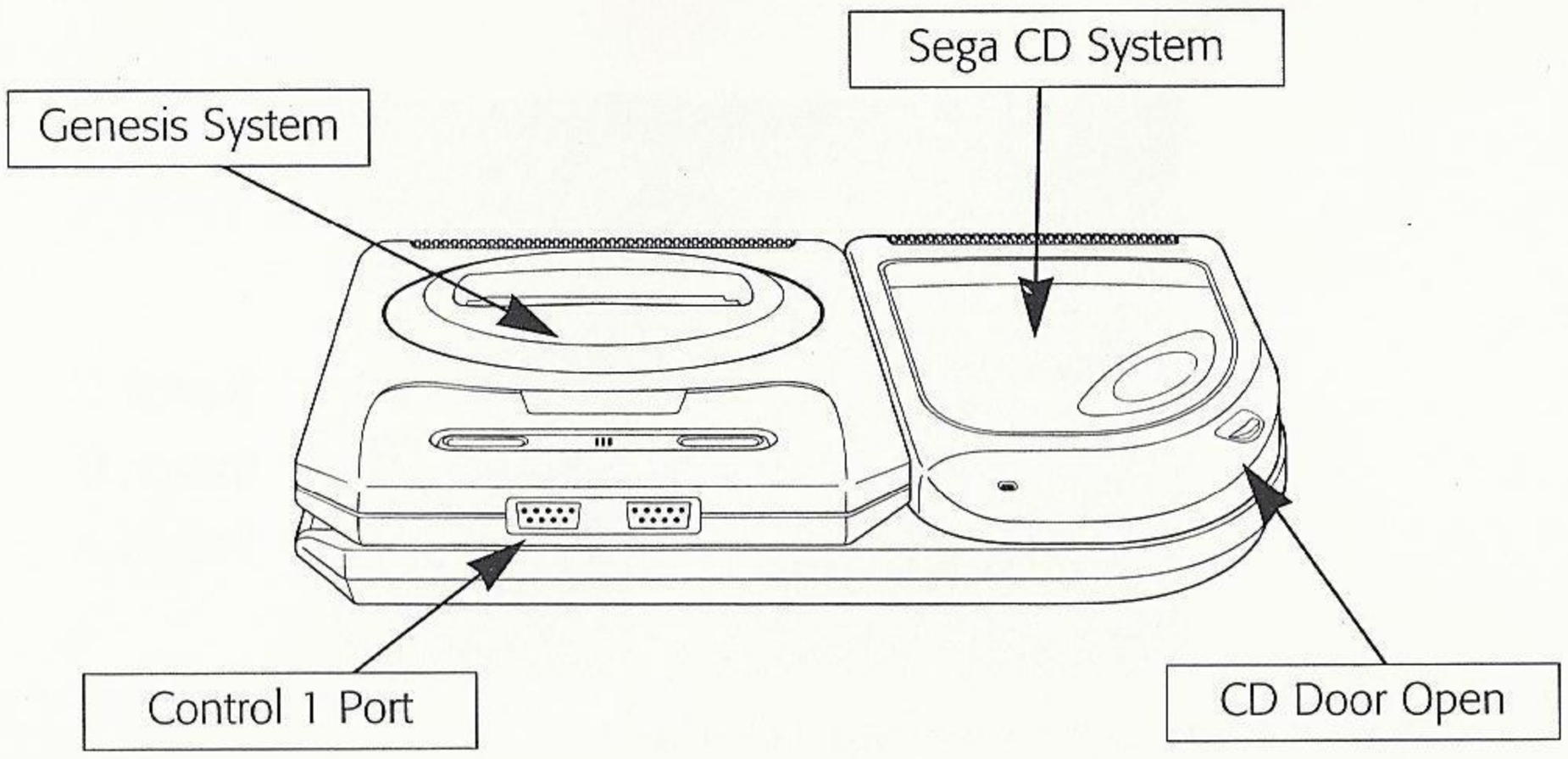
The bloodthirsty Count is alive and roaming the streets of London in search of his next victim. And only you — as the wealthy American Alexander Morris — can stop him!

The amazing Sega CD transports you to the shadowy streets of London for your showdown with Dracula. There you'll take part in a sinister interactive adventure set in 13 locations in 8 dangerous districts. At each location, you'll see one of more than 140 full-motion video clips. The clips may contain critical clues to help you find and kill Dracula — before he kills you!

Take your carriage to the Saucy Jack Pub on London's Strand, and search for information among the pub crawlers. Follow your trail of clues to the Asylum, where the lunatic Renfield may guard some important information. Then return to mingle with London's most influential "gentlemen" at the exclusive Hades Club.

If you're in the right place at the right time, eventually you'll meet up with Dracula — and that's when things really get tense!

Getting Started



1. Set up your Sega CD™ and Sega Genesis™ systems and plug in Control Pad 1.

2. Turn on your TV or monitor, then turn on the Genesis. The Sega CD Logo appears.

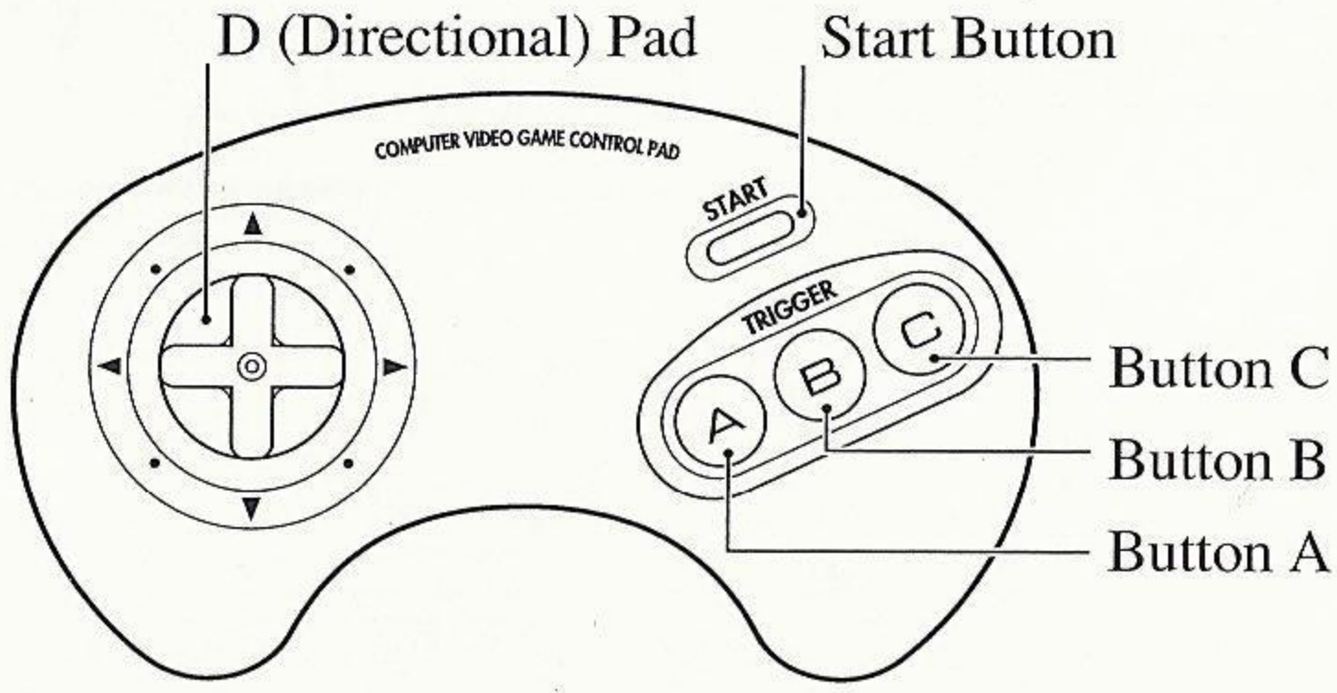
Note: If nothing appears on the screen, turn the system OFF, make sure it's set up correctly, then turn it ON again.

3. Open the disc tray or CD door. Place *Dracula Unleashed* Disc One into the tray, label side up. Close the tray or door.

4. If the Sega CD logo is on the screen, press START to begin the game. If the Control Panel is on the screen, move the cursor to the CD-ROM button and press the A, B or C-Button to begin.

Note: Dracula Unleashed is contained on two compact discs. Start the game with Disc One. Then, during the game, you'll be asked to replace it with Disc Two.

Take Control!



Directional Pad (D-Pad)

- Controls red arrow

Start Button

- Advances from Game Demo to Title Screen

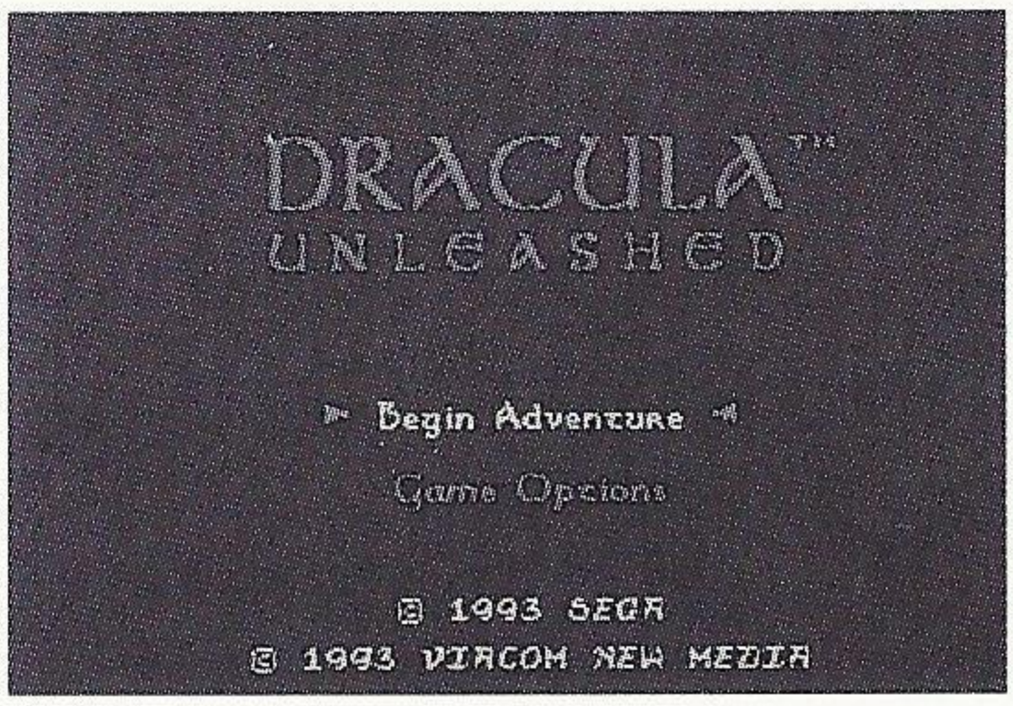
A-Button

- Restarts game during intro sequence
- Selects options on Options Screen
- Opens doors to locations and carriages
- Selects buttons at bottom of Main Screen
- Selects a journal entry or address listing
- Advances time on Pocket Watch Screen
- Selects destination on London Map Screen
- Selects and moves items on Satchel Screen
- Selects items on Dr. Van Helsing's Help Screen
- Replays video sequences

C-Button

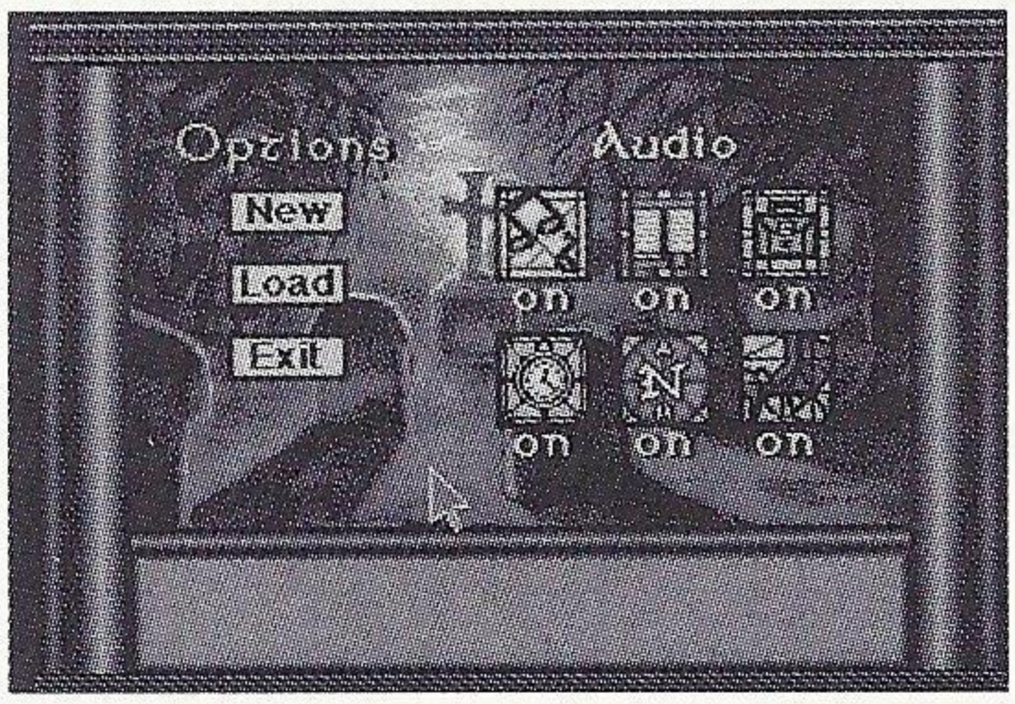
- Advances through intro sequence
- Cancels selections made with A-Button
- Exits all video sequences
- Exits all locations

Dracula Unleashed Title Screen



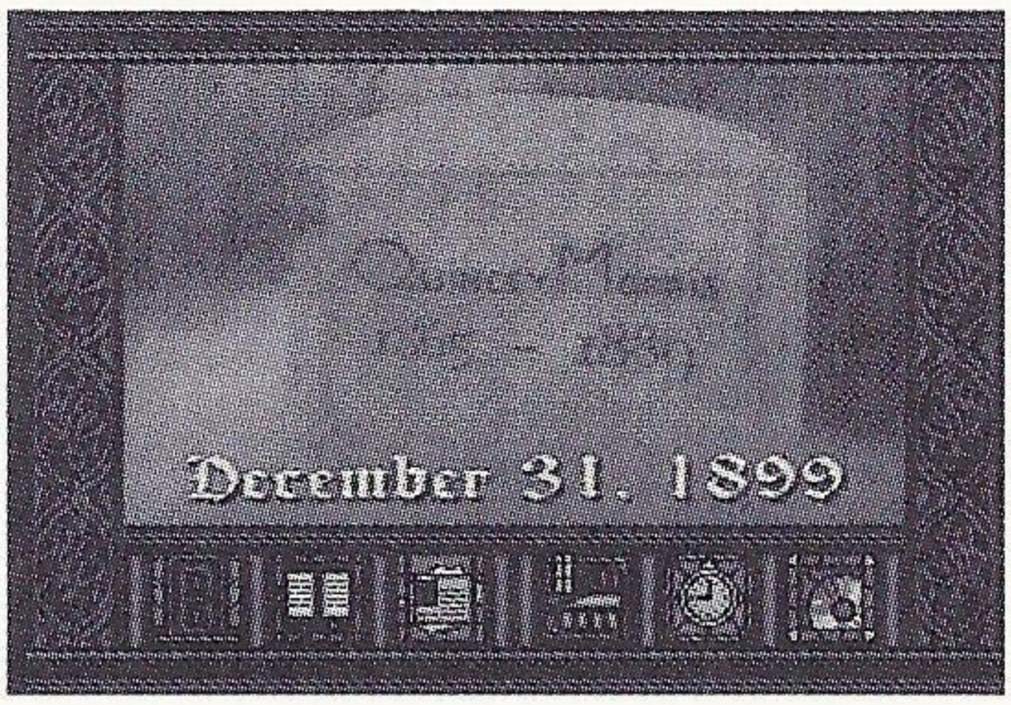
After the game credits, you'll see the *Dracula Unleashed* Title Screen. Use the D-Pad to choose "Begin Adventure" or "Options Screen". Then press the Start Button to enter your selection.

Game Options



Use the Options Screen to continue a previous adventure, or to begin a new one. The Options Screen also lets you turn on or off the CD music and audio for your journal, satchel, pocket watch, map and carriage.

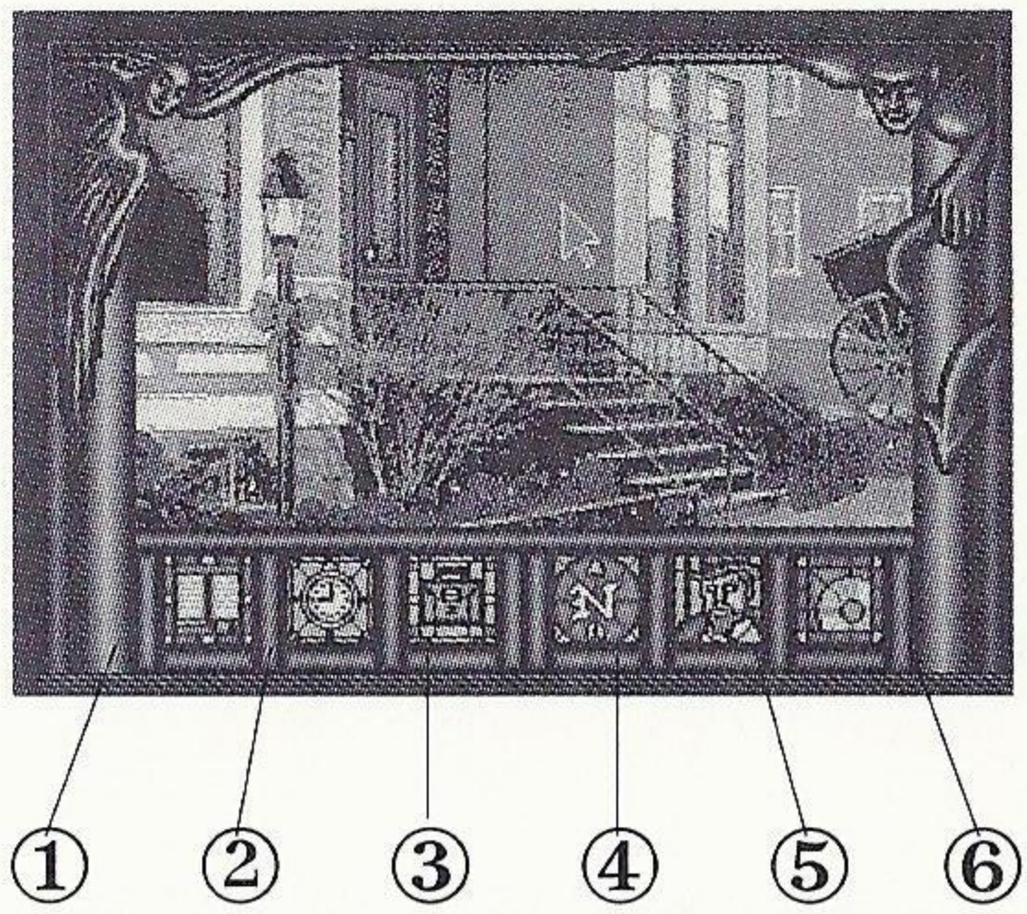
On the trail of the undead . . .



Your adventure begins at the grave of your brother Quincey Morris. Watch the first few scenes carefully. You'll learn about the mysterious letter you received from a Romanian priest, gain entrance into London's exclusive Hades Club and have a fitful night of sleep. Then it's time for you to take control!

When your investigation begins, you're inside your home in Notting Hill. For the rest of your adventure, you'll travel from location to location in search of information which may lead you to Dracula. At each location, you'll exit your carriage, enter through a door and see a video sequence. When you've watched the video as many times as you want, you'll then return to the street, where a carriage awaits to take you to your next location. The path you choose is up to you!

Searching for clues



To gather clues in your search for Dracula, you can travel to as many as thirteen different locations. At each location, you can choose to enter or to go someplace else. Use the D-Pad to move the red arrow to the door of the place you're visiting or to the carriage. (At the cemetary, place the arrow on the cemetary gate; at the newsstand, place it on the newsstand itself.) Then press the A-Button to enter your selection.

When you enter a location, you'll automatically see a video sequence that may (or may not!) reveal important information about strange events taking place in London, or about key characters. Before you leave, rewatch these video clips as many times as you want by pressing the A-Button.

Note: Make sure you've examined each scene carefully before you leave. Because once you leave, circumstances change, and you won't be able to return and see the same scene.

Throughout your investigation, you'll also make use of the following buttons located at the bottom of the screen:

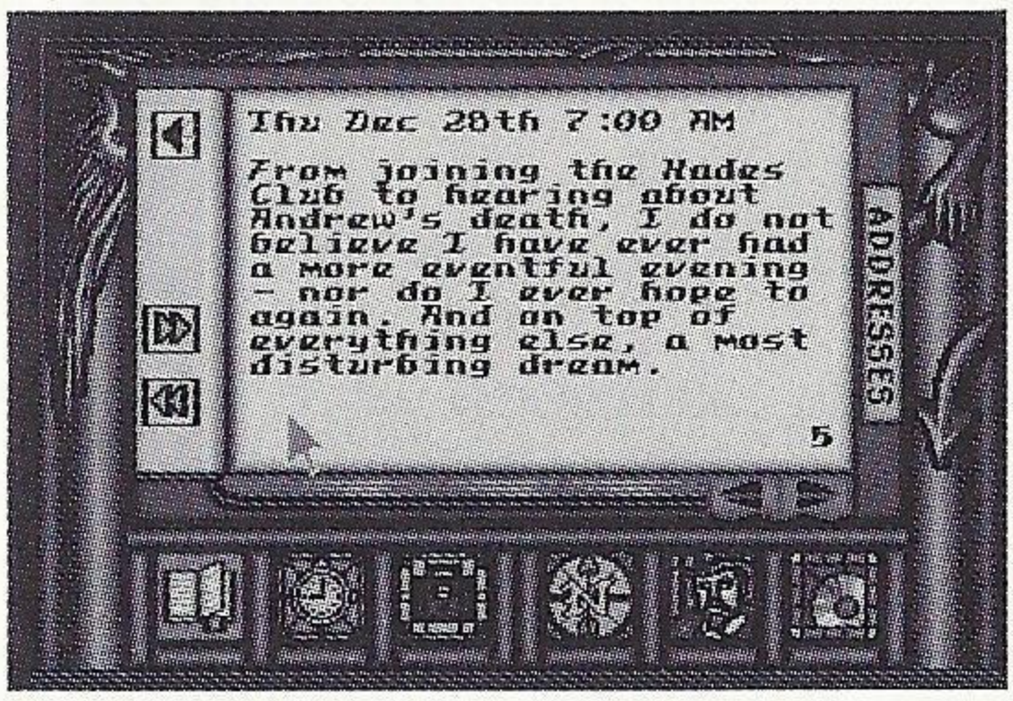
1. Journal
2. Pocket Watch
3. Satchel
4. London Map
5. Dr. Van Helsing's Help Screen
6. Save Your Adventure — CD Options Screen

Using your journal address book



You'll need your journal address book to make your way around London. Use the arrows at the bottom of the screen to scroll through your addresses. Remember that you can only visit locations whose addresses you know. As your adventure progresses, you may learn new addresses. These will be entered automatically in your journal.

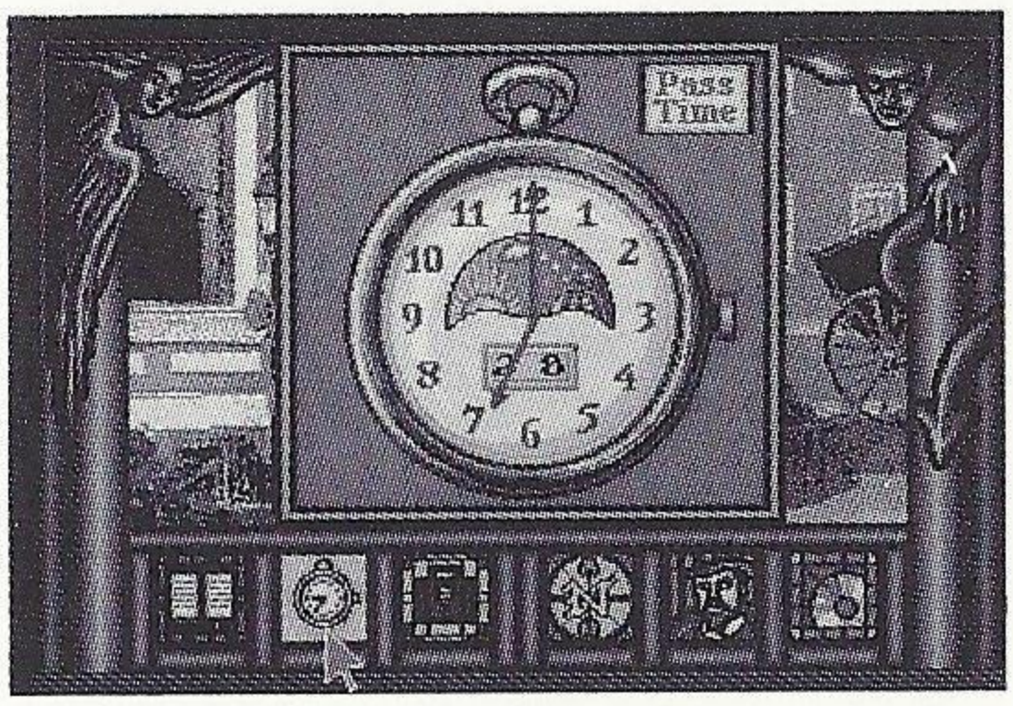
Making journal entries



You may find it helpful to keep track of your encounters in your journal. If a scene is significant, your journal will show an open page and a pen. To make an entry, use the red arrow and the A-Button to select the pen. Make sure you do this before you leave a location. The date, time and a summary of the scene will be entered in your journal for you to refer back to whenever you want.

You can also store newspaper clippings in your journal. Just click on the pen in your journal after buying a newspaper at the newsstand. Your journal will record the day's headlines for future reference. Then click on the headline to read the article whenever you want, or click the Speaker Button to listen to it.

Time is precious . . .

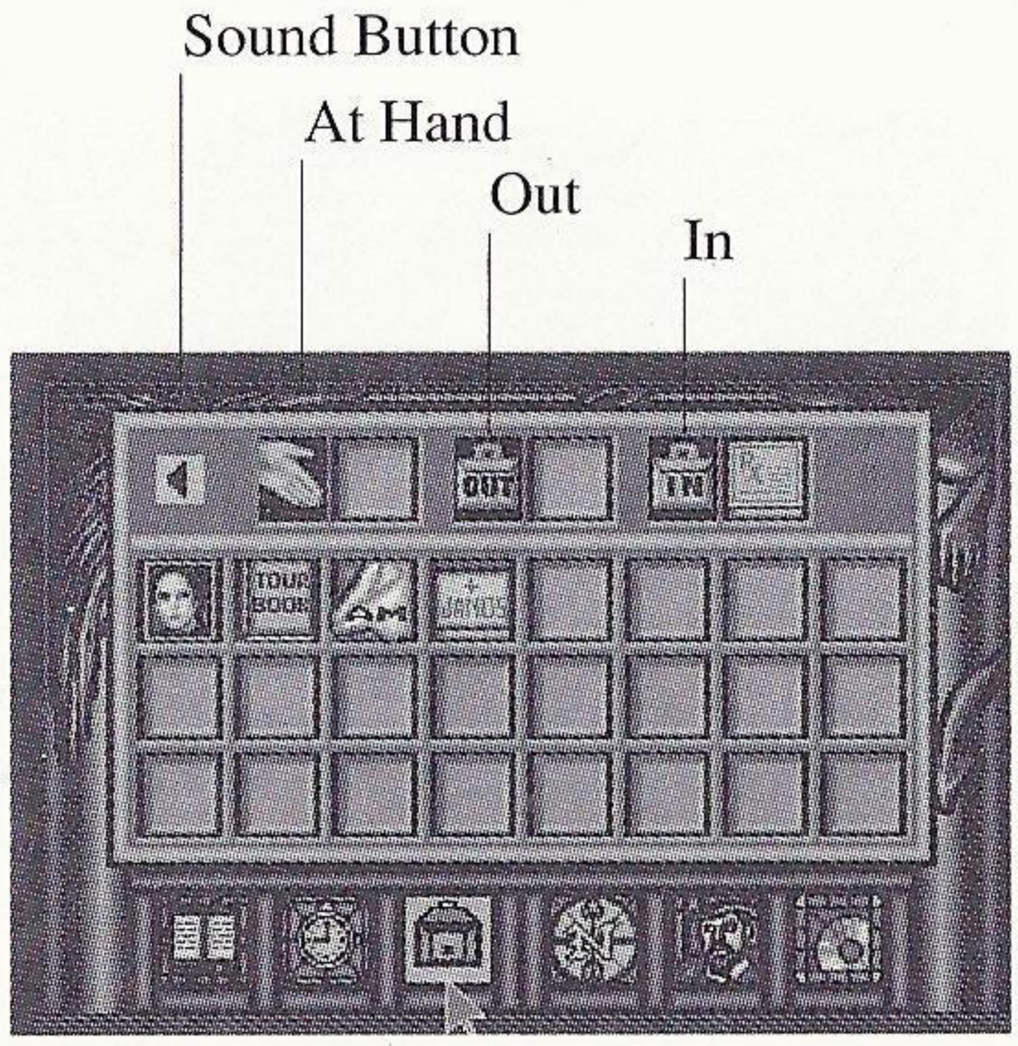


. . . especially since you've only got four days and five nights to complete your mission. Use the Pocket Watch Screen to keep careful track of the time and date during your adventure. Even though a scene may only take a few seconds to watch, it may take minutes or hours in the time of the adventure.

Remember that the time of day and the passage of time will effect what happens at each location. People aren't apt to speak to you at 3 a.m. And if you show up at 4 p.m. for a funeral service scheduled for 10-11 a.m., you'll miss the service. Also, every time you return to a scene after time has passed, different events will occur.

If you're impatient, or if you want to meet someone at a later time, you can use the Pocket Watch Screen to advance time. To make time pass, click the "Pass Time" button with the A-Button. But remember: you can only move time forward, not backward!

Store important items in your satchel . . .



During your adventure, you'll come across books, letters, crosses and other important items. You can store these items in your satchel. To open your satchel, use the red arrow and A-Button to select the Satchel Button at the bottom of the main screen. To hear a description of any selected item, click on the Sound Button in the upper left corner of the screen with the A-Button.

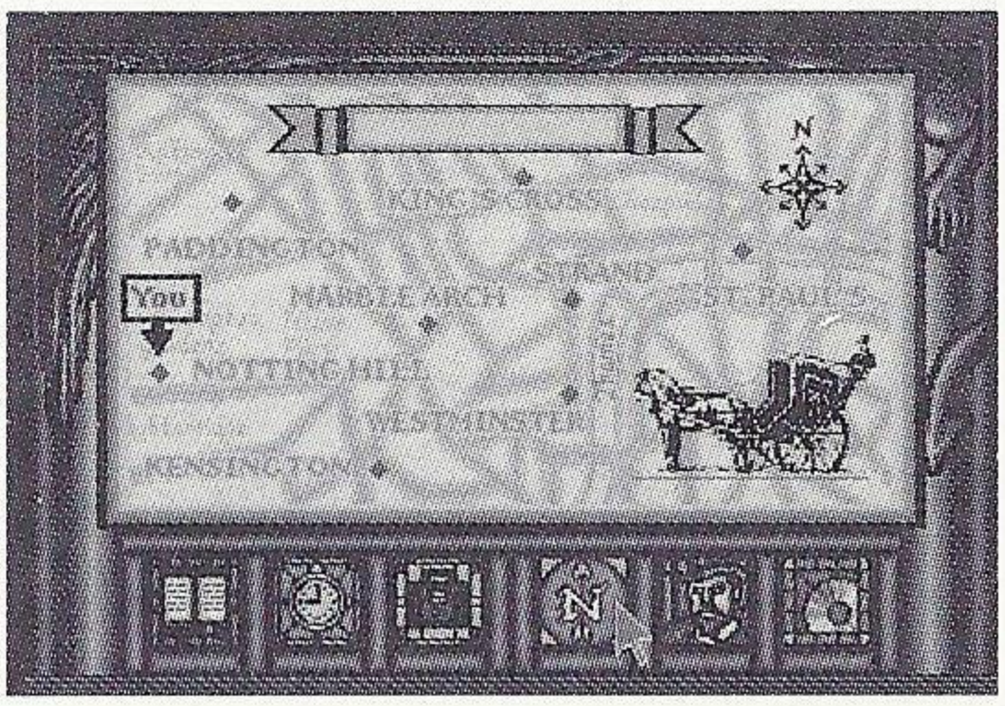
It is critical to place items in your satchel "At Hand" if you want to use them in a particular location. In fact, before you visit any location, it is crucial that you take a few moments to consider what item you may need to have At Hand.

For instance, if you go to the Telegraph Office to send a telegram, you must have the recipient's address At Hand on a calling card or other item. If you don't, you won't be able to send the telegram. Or, if a young lady asks you to deliver a note to her fiancé, the note will never be delivered if you don't have it At Hand.

To put an item At Hand, use the read arrow and A-Button to select it. The item will flash. Then click on the empty box to the right of open hand. The hand will close when the item is At Hand.

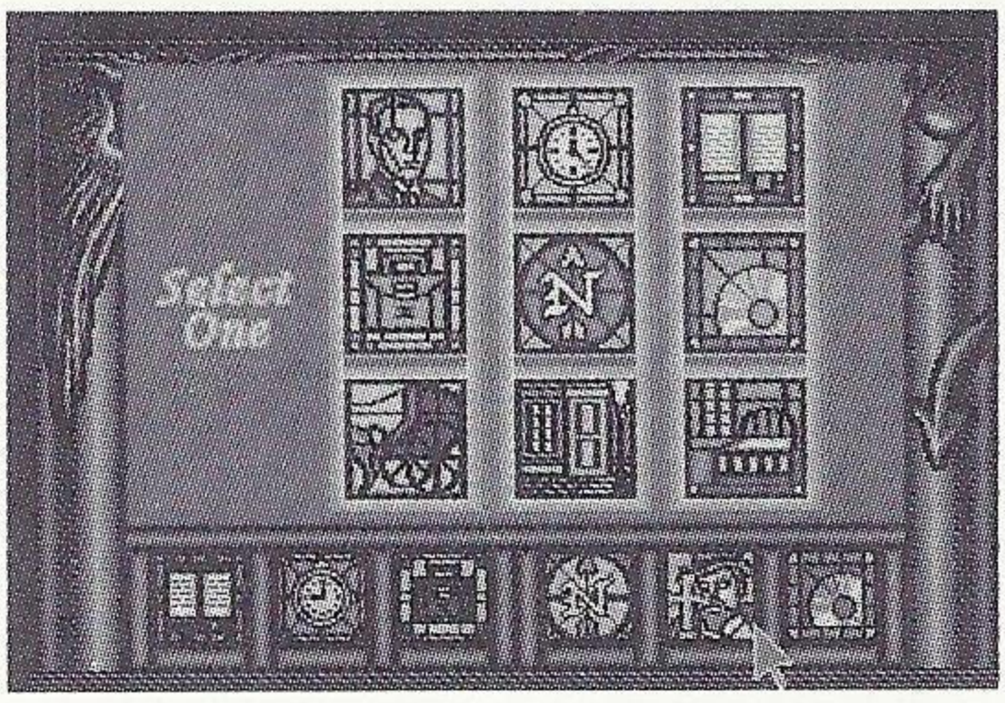
After each scene, you may want to check your satchel to see if you've received a new item. If you have, it will appear in the IN Box. To move the new item into your satchel, use the red arrow and A-Button to select it (the item will flash). Then select an empty box below with the A-Button and the item will appear in that box. Use the same procedure to move items in your satchel, or to remove them by placing them in the OUT Box.

London Map



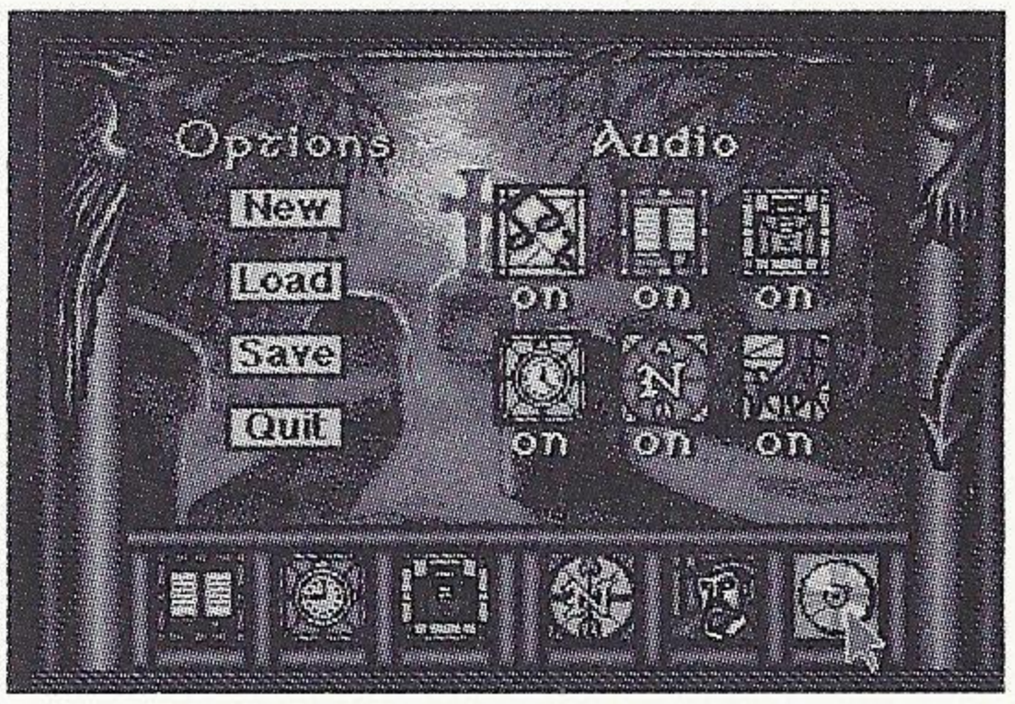
The London Map tells you the distance and travel time between any two of the 8 neighborhoods where your adventure takes place. Just move the red arrow to a neighborhood you want to visit and use the A-Button to select it. Then select a second neighborhood to find out how long it will take to travel between the two.

Get help from Dr. Van Helsing



Dr. Van Helsing is your best ally, and an expert on vampires. Click on his picture to see a series of buttons representing various game features. Select a button with the red arrow and A-Button and Dr. Van Helsing will give you a complete explanation.

Save now, continue later



You can save your adventure and continue later by selecting this button. On the Save Screen, you'll see the following options:

NEW — start a new adventure

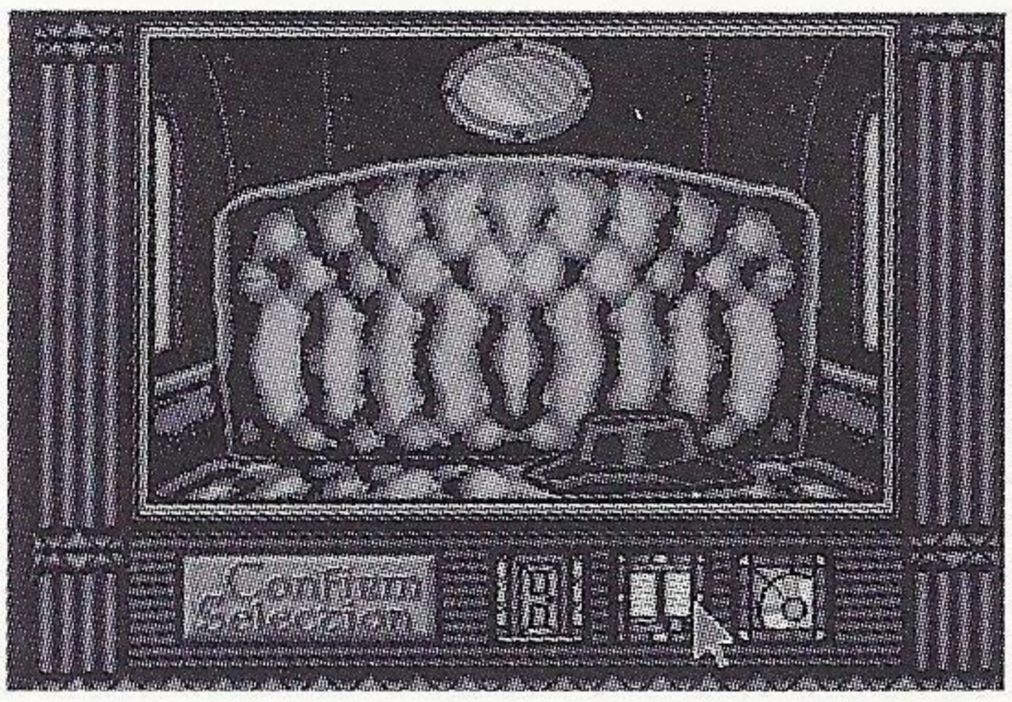
LOAD — load a previous adventure

SAVE — save your current adventure to the Internal Memory. You can save up to eight games at a time, if you have room in your Sega CD memory.

QUIT — quits your game in progress

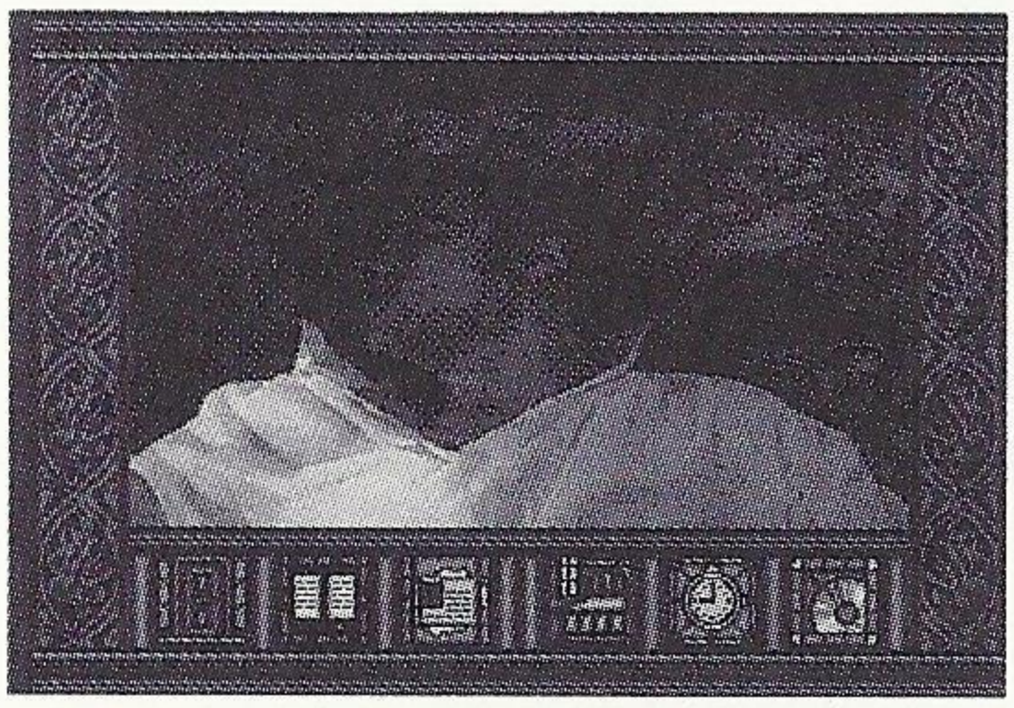
Important: If your Sega CD memory is full of non-Dracula saved games, delete one or more previously saved games to make room for your Dracula game. If you don't delete a saved game before you begin, you won't be able to save your Dracula game.

Getting around London by carriage



As a proper gentleman, you always travel by horse-drawn carriage. You can find carriages at any location. When you enter a carriage by selecting it with the A-Button, the address book in your journal will open automatically. Use the red arrow to select a destination, then press the A-Button to enter your selection. Then use the red arrow and A-Button to select the Confirm Selection Button at the bottom left of the screen. Select the Door Button on the bottom of the screen, or press the C-Button, to exit the carriage.

"To sleep, perchance to dream . . ."



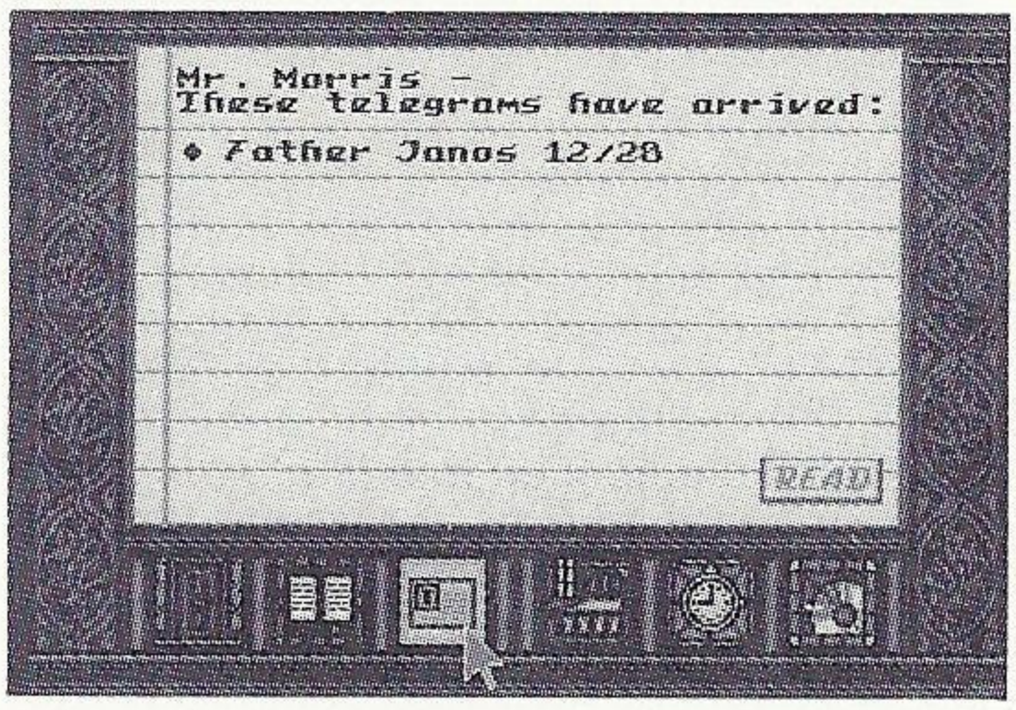
Your adventure is very taxing, so it's important to get plenty of sleep. If you go two full days without sleeping, you'll fall asleep wherever you are. With Dracula on the loose, falling asleep in the wrong place could be deadly!

To sleep, take your carriage home. If you've been awake more than eight hours, the Bed Button will be lit. Use the red arrow and A-Button to select the Bed Button and go to sleep. How long you sleep depends on how long you've been awake:

Number of Hours Awake	Number of Hours You'll Sleep
0-23	5
24-35	8
36-47	10
48	15

Remember that when you sleep, your dreams — or nightmares — sometimes reveal the meaning of clues or events.

"Telegram for Mr. Morris . . ."



Valuable information can come via telegram when you least expect it. If you return home and the Telegram Button is lit, you've received a telegram. Select the Telegram Button with the A-Button, then select the Read Button to read your correspondence.

Some words of advice

- Time is of the essence! If you don't find Dracula, he could harm the ones you love.
- Don't forget to sleep. Being rested and alert will keep you alive!
- If a location turns out to be a dead end, try returning at a different time, or with a different object At Hand.
- The daily newspaper can contain valuable information. Take a trip to the newsstand and pick up a paper every day.
- Reading your journal can often reveal clues that you may have missed in a video sequence. Refer to your journal often.

Handling Your Compact Disc

- The Sega CD Compact Disc is intended for use exclusively on the Sega CD.
- Always use the button controls to open and close the disc tray. Attempting to operate the tray manually may cause it to malfunction.
- Avoid bending the Compact Disc or touching, smudging or scratching its surface.
- Do not leave the Compact Disc in direct sunlight or near a radiator or other source of heat.
- Always store the Compact Disc in its protective case.

Credits

Viacom Team

Executive Producer:	Ken Tarolla
Producer:	David Marsh
Director:	Mike Plant
Programming:	Joe Hellesen
Artwork:	Kathy Tootelian
Video Digitization:	Matt Bezark
Design:	Tony Sherman
	David Marsh
	Karl Roelofs
	Kathy Tootelian
	Fred Allen
	Matt Bezark
Screenplay:	Andrew Greenberg
	William Bridges
Testing Manager:	Scott Lawrence
Testing:	Baki Allen
	John Podlasek
	Mike Lee
Special Thanks:	Dennis Defensor
	Steve Briggs

More Credits

Sega Team

Producer:	Kent Russell
Test Manager:	Steve Patterson
Lead Tester:	Greg Becksted
Test Lieutenants:	Christine Watson
	Michael Baldwin
Testers:	David Forster, Crisi Albertson, Ivan Foong
	Antonio Hursh, Daniel Dunn, Joanne Pataki
	Ray Alferez, Ryan McLaughlin
	Eric Rawlins, Ty Johnson, Richard Wong,
	Bill Person
Product Manager:	Dean Fox
Manual:	Mike Yoffie
Specials Thanks:	Sonya Sigler
	Riley R. Russell III
	Nemer Velasquez

NOTES

NOTES

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number:

1-800-872-7342

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega CD compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States and Canada only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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- ***HOT-WIRED™*! EXCLUSIVELY FOR SEGA CD OWNERS:** *Hot-Wired* puts you on our priority mailing list for fast-breaking news on SEGA CD technology, radical new games, cool new sounds and exclusive offers.

- **CHARTER MEMBERSHIP ELIGIBILITY** in our soon-to-be announced Sega CD owners club.

REGISTER TODAY AND WATCH FOR MORE INFORMATION!

1. HOW TO ENTER: Completely fill out the registration card and mail it. Mechanically reproduced entries not eligible. Not responsible for printing errors, or for mutilated, late, lost, postage due or misdirected mail.

2. JUDGING: There will be 4 drawings. Each of the drawings will take place on a quarterly basis, on or about March 31, June 30, September 30, and December 31, 1993. Winners will be selected at random from all entries received five (5) days before the drawing dates by Marden-Kane, Inc., an independent judging organization whose decisions are final. Only one prize per person, family, organization or household. If your registration card is received after any one of the drawings it will be automatically entered into the next drawing, except for the last drawing.

3. NOTIFICATION: Winners will be notified by mail and will be required to sign an Affidavit of Eligibility and a Publicity/Liability Release which must be returned within 14 days from date of notification.

4. PRIZES: There will be 1 prize awarded in each of the four drawings. Each prize consists of approximately 60 music CDs. Approximate retail value $1,000.00 each. All taxes are responsibility of the winner. No prize substitutions, or transfers permitted.

5. ELIGIBILITY: Sweepstakes open to all persons who are residents of the United States and its possessions, except employees and their immediate family members of Sega of America Inc., its divisions, subsidiaries, affiliates, advertising and promotion agencies. Void where prohibited by law.

6. WINNERS LIST: For names of winners, send a self-addressed, stamped envelope to Sega CD Sweepstakes Winners, Inc., P.O. Box 712, Sayreville, NJ. 08871.

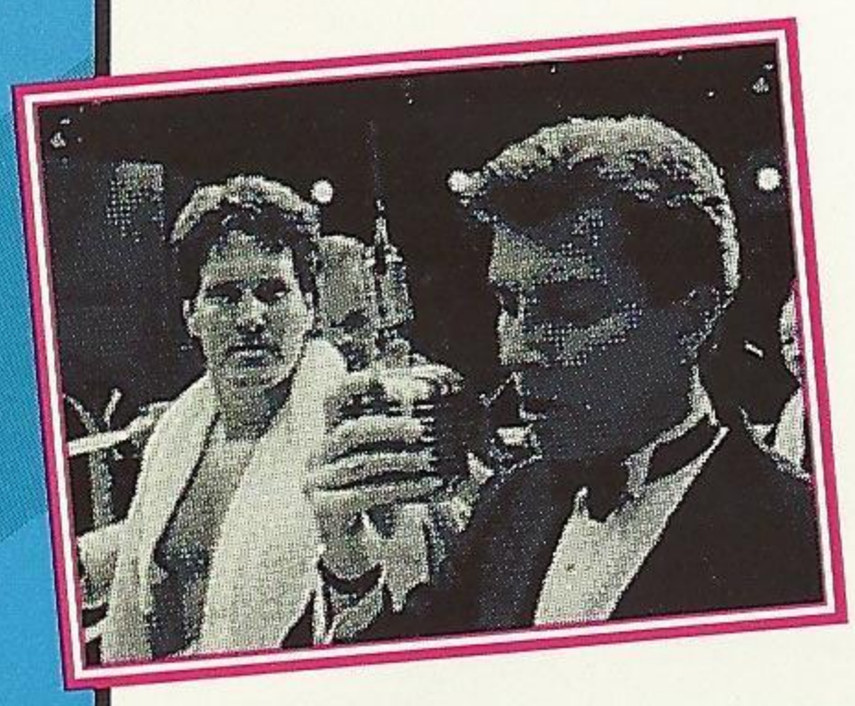
7. OFFICIAL SWEEPSTAKES RULES: Sweepstakes subject to complete Official Rules. To obtain a copy of official rules send a stamped self-addressed envelope to Marden-Kane, Inc., Sega CD Rules, 1255 Post St. Ste. 625, San Francisco, CA 94109.

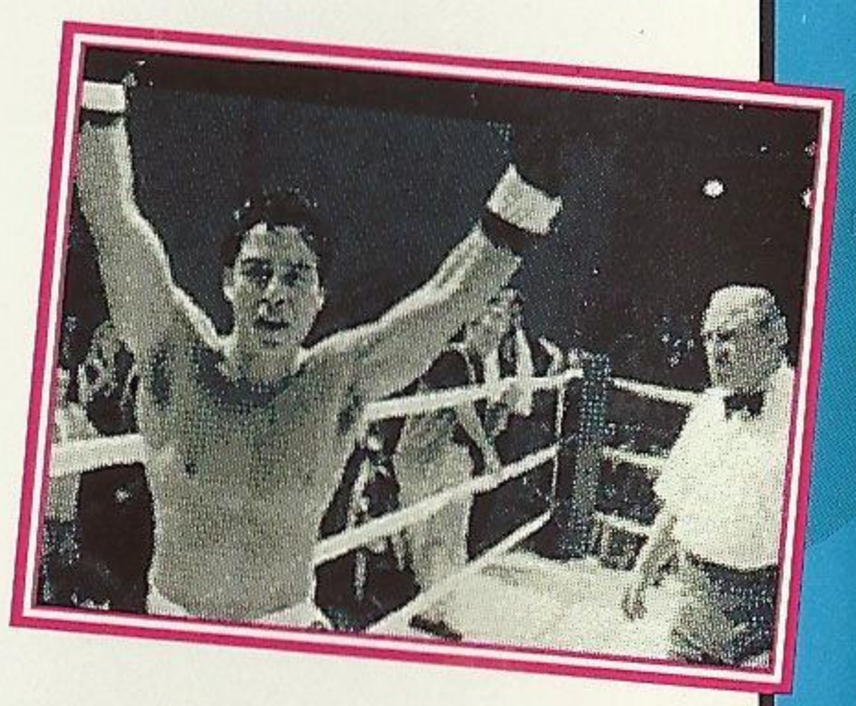
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SEGA SPORTS™

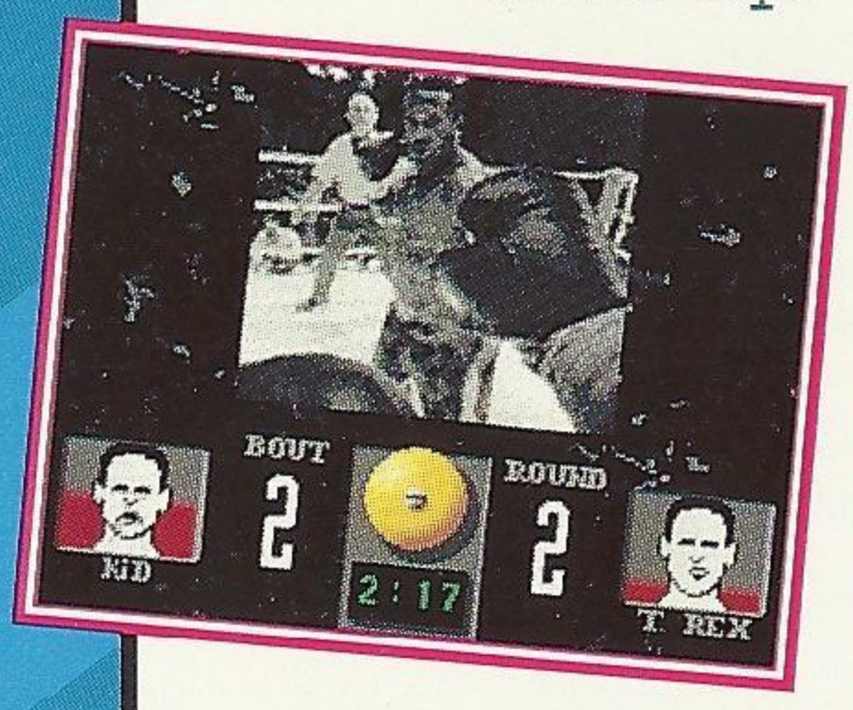
PRIZE FIGHTER™

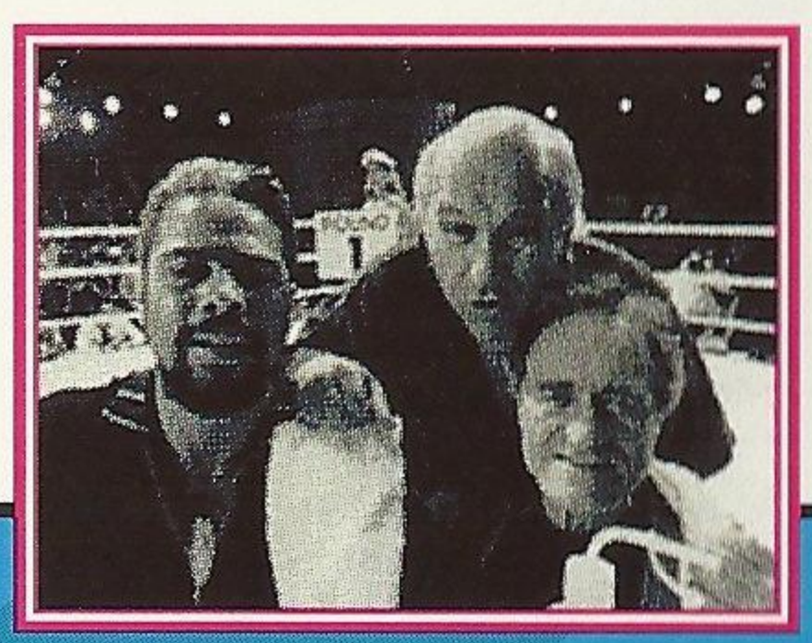


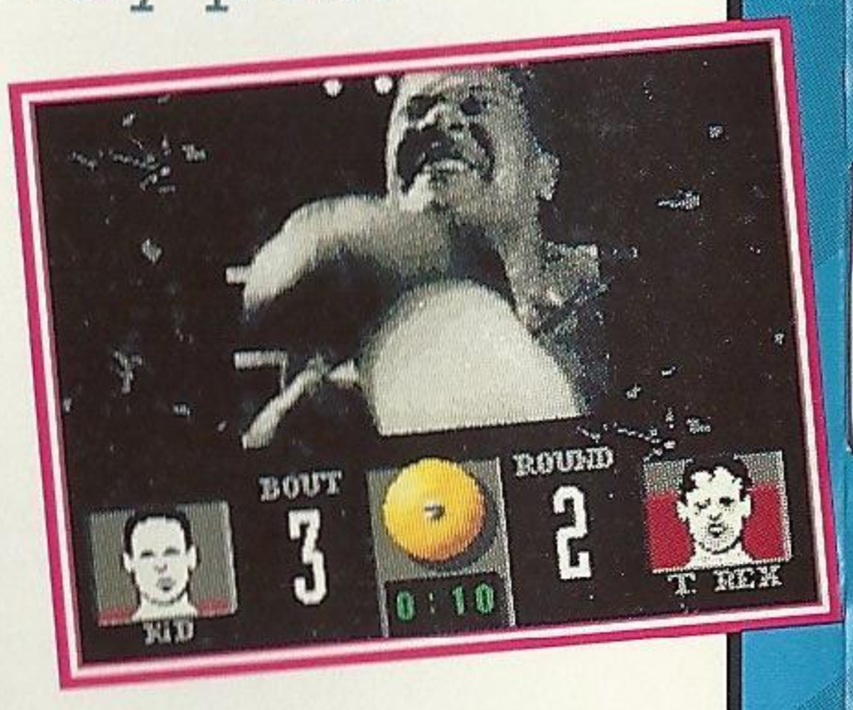


This is the main event, Kid!
Out of the limo, into the ring, it's like a movie.
But, when the bell rings, it's just *you* and *him*! If you've got the speed, the muscle, the heart . . . you might last a round!

Classic boxing action in TruVideo™ with realistic, instantaneous control. Directed by Ron Stein, creator of the famed movie boxing sequences in *Raging Bull* and the *Rocky* series. You're the 'Kid', so you won't get a shot at the Champ 'till you fight your way past three tough hombres.







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