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SEGA
GENESIS



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.

WARNING:

TO 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 televisions.

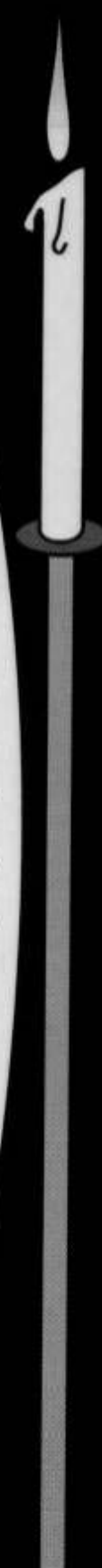
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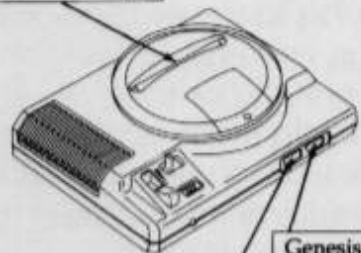
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STARTING UP

Genesis Cartridge



Genesis Control Pad 2

Genesis Control Pad 1

1. A Genesis Controller should be plugged into the "Control 1" port on your Sega Genesis.
2. Make sure the power switch is OFF, make sure there is no game cartridge in your Sega Genesis System and follow all Sega Genesis System directions to activate your Sega Genesis System.
3. To begin play, press the Start Button when the Title screen appears.

HANDLING YOUR SEGA CARTRIDGE

The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.

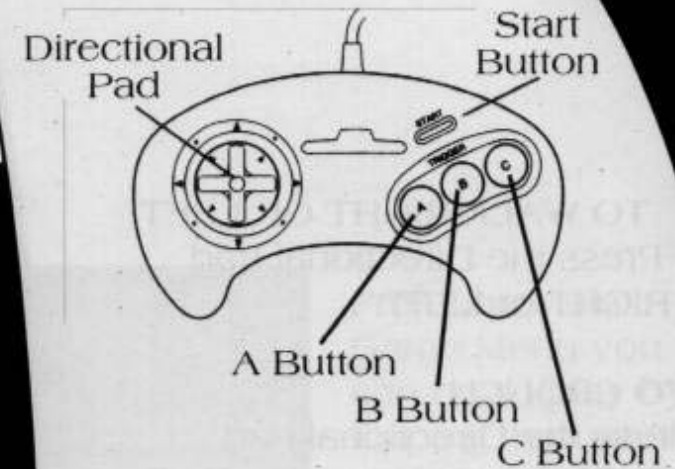
Handle it with care. Do not bend it, crush it or submerge it in liquids.

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

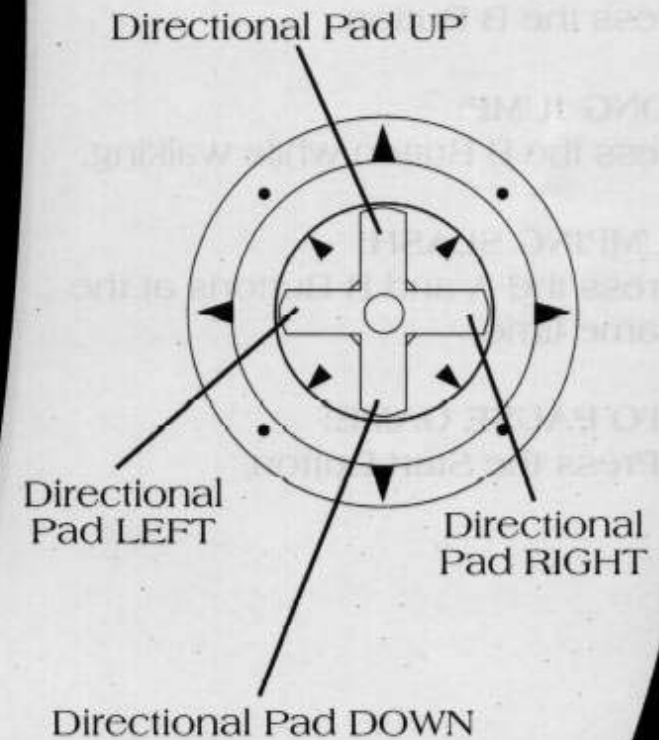
Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

NAMES OF CONTROLLER PARTS

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.



This manual refers to the following directions:



CONTROLLING WALKER

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

TO CROUCH:
Press the Directional Pad
DOWN.

TO USE A WEAPON:
Press and release the A Button.

STANDING JUMP:
Press the B Button.

LONG JUMP:
Press the B Button while walking.

JUMPING SLASH:
Press the A and B Buttons at the
same time.

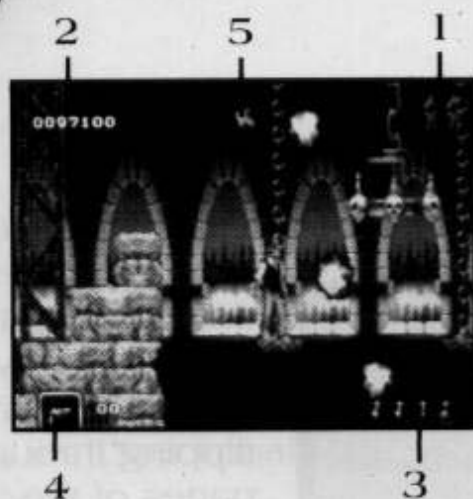
TO PAUSE GAME:
Press the Start Button.

MAIN GAME MENU



From the Main Game Menu you can begin play by flipping through the pages of the Vampyre Book by pressing the Directional Pad RIGHT.

MAIN GAME SCREEN



1. LIVES

This shows how many lives you currently have. You begin each game with five lives.

2. SCORE

This records your point total tallied during each level of play. The more enemies you destroy, the more points you get.

3. ENERGY BEAKERS

Three Energy Beakers equal one life. All it takes to lose an Energy Beaker is one blow from an enemy.

4. WEAPON

This indicates the weapon with which you are currently armed.

5. ARROW

The arrow leads you through the current level.

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. The following is a brief description of what you'll face in each level.

THE JOURNEY TO CASTLE DRACULA—Dusk



You begin your quest inside an old rat-infested village inn. Watch out for wild dogs, bug-eyed bats, hungry rats and club-happy henchmen.

THE JOURNEY TO CASTLE DRACULA— Night

On the way to Castle Dracula you'll have to make your way through mossy fields and jagged rock formations while fending off bats, spear-wielding henchmen and protruding skewers. And watch out for the Blue Dracula and his mighty whip.



HARKER'S ESCAPE FROM THE CASTLE— Dusk

You've made it to Dracula's library. Beware! Among the volumes of the Prince's favorite literature lurk more rats, bats, tarantulas and spindly skeletons.



HARKER'S ESCAPE FROM THE CASTLE— Night

Down in the cavernous vaults of Castle Dracula lurk venomous tarantulas, hordes of rats, hidden passageways, hovering walkways, protruding spears...and Dracula's fire-breathing dragon.



HARKER'S ESCAPE FROM THE CASTLE—Night

Get past Dracula's blushing brides and you're home free.



THE
JOURNEY TO
CIVILIZATION—
Dusk

Venture into Dracula's barn and lasso some pretty lurid livestock including phantom horses, Molotov Cocktail-hurling henchmen, and of course, more rats.



THE JOURNEY TO
CIVILIZATION—
Night

You made it! Now cross the moat and get ready for a petrified forest filled with rabid wolves, giant tarantulas and sword-fighting skeletons ready to dice you up.



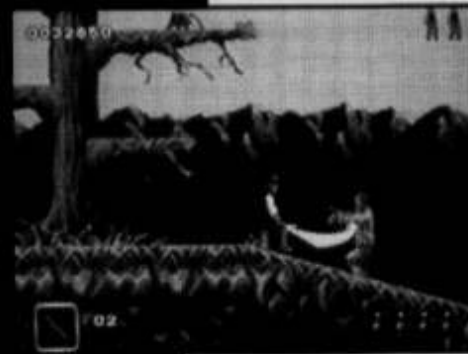
THE
JOURNEY TO
CIVILIZATION—
Night

Welcome to the convent. Hope you're not afraid of heights—the only way out of this lofty mess is to scale the walls and lay to rest stiletto-swinging sleepwalkers.



THE JOURNEY TO
CIVILIZATION—
Night

Welcome to the land of the living dead and young prince Dracula. With secret passageways, high-voltage fireflies, ghastly zombies and a tarantula nest crawling with hairy arachnids...this forest is anything but enchanting.



**HILLINGHAM
ESTATE—
Dusk**

This place needs an exorcism! Make it past the wild dogs, bloodsucking bats, floating tables, and dematerialize a ghostly army of blade-carrying apparitions.



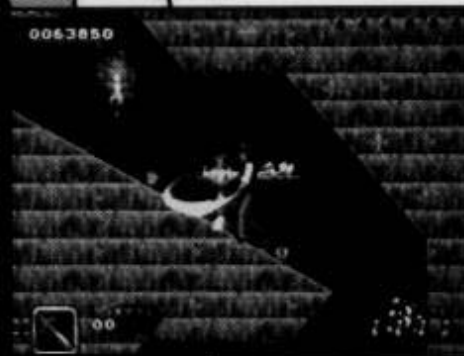
**HILLINGHAM
ESTATE—Night**

Nothing like an ancient cemetery to lift your spirits. Beware of Lucy while you make your way through haunting oak trees and come face to face with neck-biting bats, wicked ravens, scruffy henchmen and snarling wolf beasts.



**HILLINGHAM
ESTATE—
Night**

Down in the Hillingham cellar it's cold and foggy—the perfect climate for a carnivorous colony of the living dead, and Dracula in his wolf form.



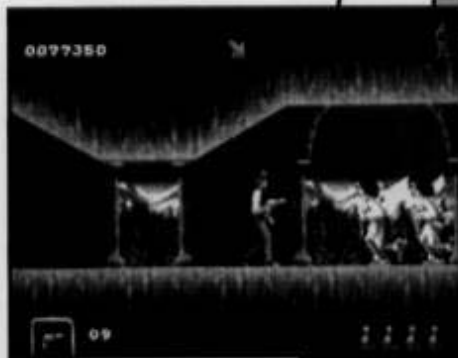
**THE TRAIL TO
CARFAX ABBEY—
Dusk**

Neat looking place, but you wouldn't want to live here. Unless you don't mind rooming with a lively set of floating furniture and a schizo band of pipe-clutching henchmen.



THE TRAIL TO CARFAX ABBEY—Night

Make it past the chain gang of blade-wielding women and hatchet men, break through the vanishing pillars, catch a floating platform across the fiery pit, dodge flame balls...and Dracula is yours. But first defeat that giant guy in the straight jacket!



THE TRAIL TO CARFAX ABBEY—Night

Only one more to go...after this! Gather your wits and prepare to go toe-to-talon and duel it out in the ruins of Carfax Abbey with Dracula in his bat form.



TRANSYLVANIA: CASTLE DRACULA—Dusk

At last—the Main Event. Welcome to the inner sanctum of Castle Dracula. There's only one way out...and that's up. Use floating blocks to ride past rafters and evil

gargoyles, then keep your balance and elude laser-spitting granite skulls, giant bats and the red armor-clad Dracula.



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