

DRAC IS BACK™
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Software Division

24K Cassette

32K Disk

An adventure game to test your logic and your tendency towards greed. Battle monsters, werewolves, vampires, speeding demons, the crafty Igor and of course the Lord of Evil...Drac. How much gold can you escape with? How much will you spend to stay alive? Your instincts could be wrong. (non-scrolling).



DRAC IS BACK™
(by Ted Clawges)

Game Options

The first option that you will be offered is the choice of utilizing the time feature. If you do not wish to use the time feature, the game terminates by you in Room 1, or your demise.

The time feature allows you the selection of one to nine days for your adventure. Each day will average approximately 15 minutes of playing time. The game ends by you in Room I, your demise or being transported from the house at the end of the time period that you selected.

There are three levels of play that you may choose, each level more difficult than the one previous.

LEVEL III The added purchasing power at the beginning of the game raises the advantages of the adventure to your side.

LEVEL II The gold that you start with is reduced and the monsters are slightly more difficult to deal with.

LEVEL I You are supplied with funds for just the barest necessities to start and again the monsters are more difficult to deal with.

Game Objective

You start your adventure by entering a store located at the front of the house. You purchase the items that you think you will need to survive. Then you roam the two hundred room house in search of gold. On the way you encounter monsters that do their best to prevent you from taking the gold or leaving the house alive. You try to obtain the largest amount of gold pieces that you can before your time runs out. Naturally, if you die in the process, you do not get to keep the gold.

Occupants in Residence

Monsters The monsters are of various strength as they await your arrival. The deeper into the house you venture, the larger the monster. Monsters can only be slain with the sword.

Werewolves These vicious beasts rip at you every chance they get. They can only be slain with a silver bullet and only if you shoot straight.

Vampire Bats

These monsters are always trying to put the bite on you. They can only be slain with a wooden stake. If you do not wish to battle a vampire, you can throw them some food. This will distract them while you escape. If you are lucky enough to have a cross they will not bother you or one thrust with a wooden stake is a sure kill.

Demons

These speedy little devils are out for your gold. They will steal some or all that you have with you.

Igor

One of the most crafty, pesky monsters in the house. He will steal the treasure while you are battling the monsters. He may even steal your cross, if you have one.

Drac

The Lord of Evil, he can not be killed. Your only defense is the silver cross. This will keep him away as you roam the house. When he attacks and you do not have a cross, he will steal your gold, destroy your armour, blunt your sword and then puts the bite on you. BEWARE you never know when he will strike.

Store

The game starts when you enter the store in Room I. There are three other stores hidden in the house. Each game the store locations change except for the store in Room I. The following items may be purchased at the store, press the number in front of the item for the transaction desired. The function of each of the items will be explained later in the instructions.

1. Bank
2. Magic Ring 500 Gold Pieces
3. Silver Cross 1,000 Gold Pieces
4. Food 5 Gold Pieces (per hour)
5. Silver Bullets 50 Gold Pieces ea.
6. Wooden Stakes 25 Gold Pieces ea.
7. Store Transactions Complete

- | | |
|-----------------------|-------------------|
| 8. Armour (iron) | 200 Gold Pieces |
| 9. Armour (steel) | 500 Gold Pieces |
| 10. Armour (titanium) | 1,000 Gold Pieces |
| 11. Sword (iron) | 300 Gold Pieces |
| 12. Sword (steel) | 800 Gold Pieces |
| 13. Sword (titanium) | 1,500 Gold Pieces |
| 14. End Game, Room I | |

Purpose of Items

- Bank** While in the store you may deposit or withdraw gold from the bank. Gold that you carry affects your Life Cycle and is subject to loss.
- Magic Ring** When in trouble, such as when your life cycle is low, you need weapons or the gold with you should be put away for safe keeping, you may use the ring to transport you to another room in the house that will be transformed into a store. Once a room becomes a store it stays that way for the duration of the game. Each ring may only be used once.
- Silver Cross** Protects you from vampires and Drac.
- Silver Bullets** Used to kill werewolves.
- Wooden Stakes** Used to kill vampires (not Drac).
- Armour** To protect you from werewolf claws and monster bashes. The better the grade of armour, the longer it lasts. Sometimes you can receive trade in value, that is if it isn't too worn.
- Sword** Required to kill monsters. The better grade of sword, the better your attack and the longer it will last. Sometimes you can obtain a trade in value if it isn't too worn down.

Key Directions

- 1 thru 14 These are used for business transactions.
- E Travel East
- W Travel west
- N Travel north
- S Travel south
- M Use the Magic Ring
- A Attack monsters
- I Inventory, lets you check the status of your supplies and equipment.
- D Drop Gold in the room that you are in.
- T Take the Gold that your dropped.

Game Features

There may be more than one type of monster in each room or none. You may elect to do battle or not. If you choose to run from the monsters, you might be able to slip away unnoticed or take a beating on the way out of the room. As previously stated, vampires may be distracted with some food. Warning....once your armour is gone your Life Cycle drops rapidly.

Attacking monsters may result in them having the upper hand. You might slay them, you may even look so frightening that the monster will run away. He will then hide somewhere else in the house.

If you are foolish enough to attack a werewolf without a silver bullet, or if you miss when you do have one, he will take a vicious swipe at you. Your armour is your only defense.

Attacking a vampire without a stake will result in a direct bite from the vampire. A cross will keep him cowering in the corner until you leave.

Gold pieces are hidden in many of the rooms of the house. There can be a few pieces to several thousand. The gold you find adds up and affects your Life Cycle....after all the more you carry, the more tired you become. The gold may be stolen by a fast moving demon or Drac. Igor may steal the gold in the room while you are fighting monsters. Then the demons and Igor may hide the gold in some of the other rooms. Rooms that you may have already been in. Note...monsters may reappear in rooms that you already have cleared out. After all some of them did run away.

Hint....sometimes it is wise to drop the gold you are carrying before fighting monsters. This helps prevent demons from stealing the gold. You may retrieve it later. Do not try to pick up any gold if there is treasure in the room....you must leave and come back later. You can only carry so much.

You may go to a store and deposit all or a portion of the gold you have. You may wish to buy new supplies. If you are playing the time feature, each time you enter the store the time will be displayed that you have spent in the house.

Drac is a mighty foe. He is generally content to leave you to the normal guests in the house unless you start to travel the same area too often. This seems to irritate him to such an extent that he will attack. That is unless you have a cross. Look out for Igor...he will protect Drac by stealing the cross.

Note...If you attempt to gather too much treasure, this could cause you to spend more to stay alive than you can find.

You must carry some food with you at all times. The more you play, the more you will build your expertise of the game. The true test of the challenge is how bad a case of gold fever you have.