

COREL
CD HOME

DRACULA'S SECRET™

A fiendishly
challenging journey
on CD-ROM

- Excellent Value
- Easy Installation
- Quality Graphics

High-resolution
graphics and
animation
on CD-ROM



For Windows® 3.1x
and Macintosh®

Runs on Windows® 95

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Fun for the whole family!



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A MESSAGE FROM COREL

Welcome to the Corel CD HOME series. This CD-ROM is just one of the many titles available in this series. The Corel CD HOME series includes titles in the categories of education, reference, personal productivity, games, and children's entertainment. Both children and adults will find the Corel CD HOME titles enjoyable and informative additions to their collection of home computing applications.

Corel continually releases new titles in this series. For information about other Corel CD HOME titles and products, see your local distributor. If you have any concerns or comments about any Corel CD HOME product you've purchased, address them to: The Corel CD HOME Product Line Manager, Corel Corporation, Corporate Headquarters, 1600 Carling Avenue, Ottawa, Ontario, Canada K1Z 8R7.

About Dracula's Secret™

Dracula's Secret is a challenging and fun-filled game for kids of all ages. It contains over 25 interactive landscapes and over two hundred full-color animations. The object of the game is to make your way to Dracula's castle and then locate him within. Along your journey, you're required to collect objects, solve puzzles, bribe creatures, defeat ghosts and avoid impending doom. If you're able to do all this, you may enter Dracula's castle where a whole new set of challenges await. The Count has a special secret to share with you if you're skilled enough to survive the journey!

Getting started on Windows® 3.1x

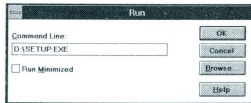
You must set up Dracula's Secret on Windows® 3.1x before using it for the first time.

To set up Dracula's Secret on Windows® 3.1x:


1. Insert the compact disc into your CD-ROM drive.
2. Choose the Run command from the File menu in the Program Manager.
3. In the Run dialog box, type "D:\SETUP.EXE", where D represents the drive letter of your CD-ROM drive. Then click the OK button.

If you're not sure which drive letter your CD-ROM drive uses, open the File Manager and look for the CD-ROM drive icon. 

4. Follow the instructions shown on your screen. A message is displayed when the setup is complete.



To run Dracula's Secret on Windows® 3.1x:

1. Insert the compact disc into your CD-ROM drive. You must keep the compact disc in your CD-ROM drive whenever you're running Dracula's Secret.
2. Double-click the Dracula's Secret icon in the Corel CD HOME program group of the Program Manager. 

Getting started on Windows® 95


You must set up Dracula's Secret on Windows® 95 before using it for the first time.

To set up Dracula's Secret on Windows® 95:

1. Insert the compact disc into your CD-ROM drive.
2. If the Windows® 95 auto-run feature is enabled, click the Install button below the Dracula's Secret auto-run graphic.

OR

If the Windows® 95 auto-run feature is disabled, choose the Run command from the Start menu on your desktop. In the Run dialog box, type "D:\SETUPEXE", where D represents the drive letter of your CD-ROM drive. Then click the OK button.

If you're not sure which drive letter your CD-ROM drive uses, open Explorer and look for the CD-ROM drive icon. 

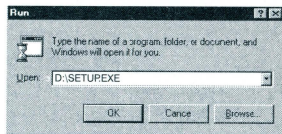
3. Follow the instructions shown on your screen. A message is displayed when the setup is complete.

To run Dracula's Secret on Windows® 95:

1. Insert the compact disc into your CD-ROM drive. You must keep the compact disc in your CD-ROM drive whenever you're running Dracula's Secret.
2. If the Windows® 95 auto-run feature is enabled, click the Run button below the Dracula's Secret auto-run graphic.

OR

If the Windows® 95 auto-run feature is disabled, choose the Programs option from the Start menu on your desktop. From the Corel CD HOME group, click the Dracula's Secret icon. 



Getting started on Macintosh®

You must set up Dracula's Secret on the Macintosh® before using it for the first time.

To set up Dracula's Secret on the Macintosh® :

1. Insert the compact disc into your CD-ROM drive.
2. Double-click the CD-ROM drive icon called Dracula's Secret.
3. Double-click the Installer icon within the Dracula's Secret window.
4. Follow the instructions shown on your screen. A message is displayed when the setup is complete.

To run Dracula's Secret on the Macintosh® :

1. Insert the compact disc into your CD-ROM drive. You must keep the compact disc in your CD-ROM drive whenever you're running Dracula's Secret.
2. Double-click the Corel CD HOME folder on your hard drive. Then double-click the Dracula's Secret icon within the Dracula's Secret folder.

Once Dracula's Secret has started, listen closely to Dracula as he explains your quest. If you've played the game before and you want to skip the prologue, press the space bar.

Beginning the game

After the prologue is finished, choose from the commands on the gravestone. With these commands, you can adjust the volume, view the credits, begin a new game or revive a previously saved game.

Picking a level



Select one of the three available levels and then click OK. The levels vary in difficulty, with Level 1 being the easiest and Level 3 being the most difficult.



Entering your name



Click the letters in the order you wish them to appear. Use the space bar below the available letters to enter a space and the backspace arrow at the bottom right of the letters to move back a space. When you're finished entering your name, click OK.



Using the interface items



As a gesture of goodwill and to give you a sporting chance, Dracula has provided you with a few items, located at the bottom of the screen, that may prove useful on your journey:



 The  is used to store items, found along the way, that may benefit you in your quest. Watch carefully for these items and drag and drop every one of them into your bag. You never know when one of these items may become useful. Click the bag at any time to open it and reveal its contents. Remove an item from the bag by dragging it to the appropriate place in the proper landscape. Remember, some things are more important than others and various creatures may try to get at the contents of your bag. Use your items skillfully if you wish to survive.






 The  icon can be used at any time along the journey to indicate your location. Click the map icon to reveal one of two full-screen maps depending on the current landscape. The large button at the top left of the full-screen map can be clicked to toggle between the two maps. The areas that you've already been to are indicated on the map by green Xs. As you roll your cursor over a green X, a picture of the corresponding landscape appears at the bottom right corner of the map. If you're playing Level 1, click a green X to move back to the corresponding landscape. Red Xs indicate the areas that you have yet to explore. If you haven't explored an area, you must find your way there without aid from the map.

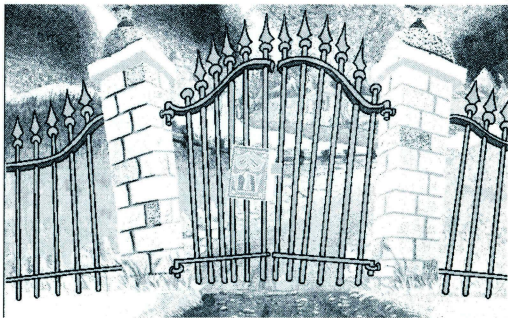
 The  icon enables you to replay many of the games and challenges for fun. Don't worry, if you've already played a game and won, you won't be penalized for losing when replaying the game.

 The  icon enables you to start a new game, revive an old game or save the current game.

 The  icon is there to guide you. Click it if you need help.

 The  icon enables you to exit the current game. You can save the current game, using the quit icon, and continue playing it at another time.

 The cursor is magical in that it changes from a  to a  when rolled over each of the many hidden items within the game. Try clicking the mouse button whenever you see the open boney hand. The cursor also changes into a  or  when rolled over one of the possible directions in which you can travel. If you want to go in the direction indicated by the pointing boney hand, click the mouse button.



Playing the game

Part One

TRANSYLVANIA


Note: *If you wish to make it through the game on your own, without any help or hints, then you should not read the following section.*


In part one of your journey, you must make your way through Transylvania to Dracula's castle. Along the way, you meet many strange creatures of the night who challenge you with riddles and games. For solving or completing the riddles and games, you receive clues and rewards that may prove useful in your quest.

The Graveyard... This is where your adventure begins. You must find the key and place it in your bag. You can then use the key to open the gate and start down the path which leads to Dracula's castle.

The Gatekeeper... This character sets you free only if you have the key.



On the Road... Now you're truly on your way. Heed the gatekeeper's warning and stay on the path. Keep an eye on your cursor and remember the  shows you the location of the hidden items along the way.

The Crossroads... You must now make your first real decision. The  shows you the many directions you may take. Who knows what adventures lie waiting for you on the roads ahead.

Hangman's Hill... To pass this place, look for hidden items and use your memory to match them and set the skeleton free. If you're rewarded with anything, be sure to collect it.

Openogo Swamp... Once again your path is blocked. If you want to cross the swamp without getting your feet wet or meeting an unfortunate end at the jaws of a huge scaly beast, you must feed the beast just the right food. Hopefully you've collected the food item along the way. Have a look in your bag. If you don't have the food item, you must go and find it.

Forest of No Return... Travel through this forest with care because the Headless Horseman may be hiding just out of sight. Remember to keep your eyes open for hidden items.

The Headless Horseman... Too bad! You've dared to cross into the Headless Horseman's domain. If you wish to leave this place with your head intact, you'd better search around and find another head for the horseman. Take care because the Headless Horseman is very picky. There's something you must collect from this landscape. Good Luck!

No Man's Land... Dracula's castle is just across the gorge. If only you could find a way to get to the other side. Remember some things are just as they appear to be. No more and no less. There's something you must collect from this landscape. Good Luck!

The Witch... This horrible old hag has something brewing in her cauldron that is very valuable to you. All you have to do is give her the one ingredient that completes her potion. Hopefully you've collected this ingredient along the way. Have a look in your bag. If you don't have the ingredient, you must go and find it.

The Bridge... Once again your path is blocked. Dracula's castle lies on the other side of that broken bridge. Look in your bag to see if you have the necessary items to repair the bridge. The bridge troll assists you with your task.





The Castle Entrance... Congratulations on making it this far! To enter Dracula's castle and begin the second part of your adventure, all you need to do is discover a way to build the missing stairway. Perhaps Dracula's ghoulish friends can be of assistance.

8 The Main Hall Entrance... This is just a small taste of what lies ahead. Solve this puzzle and then come inside...if you dare!

Part Two

DRACULA'S CASTLE

Here, the fun continues. You've proven a worthy adversary by making it this far. Now you must roam the halls of Dracula's castle in search of the missing pieces that make up his family crest. Once you've accomplished this, you must find the coffin in which Dracula is sleeping and awaken him. Only then will he reveal his secret to you. There are many coffins hidden throughout Dracula's castle so your task won't be easy.

The Main Hall Interior... From inside this hall, you can begin your exploration of the castle. Let the     guide you in the directions that you may explore. Don't be afraid to try and uncover all of the hidden items within the castle.

The First Floor Hallway... Behind each of these doors lie rooms to be discovered. The rooms hold challenges for you to overcome. Choose a door and be prepared for what lies on the other side.

The Armory... You've found the resting place of some of Dracula's distinguished ancestors. Try your hand at the puzzle found in this room to discover something they've been hiding for centuries.

The Kitchen... The Wolfman seems to have a bad case of the fleas. You're lucky, normally he isn't so friendly. If you can get the egg timers to empty at the same time, you'll get rid of his itch and you may receive something valuable in the bargain.

The Library... Dracula has a fantastic collection of books in his library but they don't seem content to stay on the shelves. If you can help the librarian keep the books on the shelves, it would be greatly appreciated. Remember, don't let the books escape.

The Portrait Gallery... You've found Dracula's collection of family portraits. If you want to take a small break from your adventure, try clicking one of the portraits on the far wall. Click the **MIX** and **PLAY** buttons to have fun with the pictures. It would be appreciated, however, if you leave the portraits the way you found them when you decide to exit the room. After all, they are family!

The Second Floor Hallway... Once again, there are doors to choose from. Behind these doors lie great riches just waiting to be discovered. But remember, all things worth having come with a price.

The Trophy Room... It appears that a previous and unsuccessful guest has left this room in a mess. If you could restore it to normal, it would be greatly appreciated.

The Egyptian Room... This room is full of treasures from Dracula's travels to the land of the Pharaohs. If you can meet the challenge of his feline custodian, it should prove worthwhile. This game tests your eye for detail.

The Bedroom... They say that a mirror is the way to see into one's soul. Perhaps if you can match three souls, you'll get to see even more. You must play this game to succeed in your quest so keep your eyes open while exploring the castle, for the coins you need to play.

Jekyll and Hyde... This room contains something you must find to complete your quest. One word of caution: Don't drink the green liquid!

The Attic... Give Igor what he asks for to bring the creature to life and open the only access to the Battlements.

The Battlements... Once again, your path is blocked. You must get across if you wish to succeed. Each time you try to cross, one of the gargoyles challenges you. If you successfully beat the gargoyles at their game, they provide safe passage to the

The Jewel Tower... The troll and his master challenge you to a battle of wits. Follow the cards and try to find the hidden skull. If you're lucky enough to succeed, you're rewarded with something of great value. But be careful, if you lose, they take something from you. If you feel your luck is improving, you may keep playing and win back what you've just lost. Of course, the more you play, the more you can lose.

The Dungeon... Dracula's castle is full of secret passageways and trap doors. If you're in the Dungeon, you've already discovered one. A previous guest lies on the stretching board. He knows the way out but may take some persuading. Use the powers of persuasion in just the right order or he won't tell you the truth.

The Moat (Top)... Dracula's toothy little friend has a ravenous appetite. If you can feed him enough food, he'll allow you passage to the treasures found below.

The Moat (Bottom)... Try to hold your breath long enough to find all of the treasures hidden down here.


The Phantom... You need all of your musical skills to beat the phantom. Watch the organ pipes and click them to match the Phantom's tune and win this game.

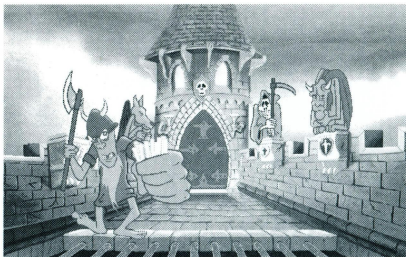
The Coffin Rooms... Dracula has many coffin rooms hidden throughout his castle. While you search for the pieces of his family crest, you may stumble across them. You can only open the coffins if you're able to rebuild the entire crest. To do this you must drag the crest pieces out of your bag and place them on the coffin lid. Once the crest is complete, the coffin opens. If you're lucky, Dracula is inside and you win. If not, you must keep looking. While searching for the pieces of the family crest, be sure to remember the location of the coffin rooms. This makes it easier for you to go back to them later.

Winning the game

If you place the pieces of Dracula's family crest over a coffin and Dracula is inside, congratulations, you are a winner! Now he shares his secret with you.

Exiting

To exit the application during play mode, click the  icon at the bottom right corner of the screen.



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