
A Vampyre Story
Game Manual
Autumn Moon Entertainment
ZOOM
PLATFORM MEDIA
JORDAN
FREEMAN
GROUP

Epilepsy warning

A very small percentage of individuals may be susceptible to epileptic seizures or temporary blackouts when exposed to certain light patterns or backgrounds. These individuals may experience seizures when watching television or using certain computer or video games. Certain conditions can induce previously undetected epileptic symptoms. Should you or a family member have a medical history of epileptic symptoms (seizures, blackouts etc), consult your physician before playing computer or video games. We strongly recommend that parents watch their children while these use computer or video games. IMMEDIATELY stop playing and consult your doctor if you or your children develop any of the following symptoms: altered vision, eye or muscle twitching, dizziness, blackout, loss of orientation and any involuntary movement or convulsions.

Please take the following precautionary measures when playing computer or video games:

– Do not sit or stand too close to the screen.
– Use the smallest screen available for playing.
– Do not play if you are tired or have had too little sleep.
– Only play in brightly lighted rooms.
– Rest about 10-15 minutes for each hour you play.

Technical support

If you are looking for help with a specific problem,
you can contact Technical Support:
- by email: **support@vampyre-story.com**

Before contacting Technical Support, please have
the following information to hand:

- Your PC configuration (RAM, MHz, video and sound cards).

- A detailed description of the problem
(i.e. error message, relevant part of the game, etc.).

- Pen and paper to take notes.

- Have direct access to your PC immediately, if required
(Technical Support may need to help you work through your problem, step by step)

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1. System requirements

Windows XP/Vista
Pentium 4 1.6GHZ / Athlon XP1600+
512 MB of RAM memory
256 MB 100% DIRECTX 9.0 compatible Graphic Card
Nvidia Geforce FX /Ati Radeon 9 or higher
2X Dvd-rom Drive
3 GB hard disk space
Direct X 9.0 compatible sound card
*other intel, sis and via /S3G graphics controllers non-supported

2. Installing and starting the game

To install the game, place the "A Vampyre Story" DVD in any DVD drive of your PC. Installation should start automatically. If this does not happen, please double-click on the "My Computer" desktop icon to open the window, then use the right-hand button on the mouse to click on the drive into which you have inserted the "A Vampyre Story" DVD. Now select the menu item "Open", then double-click on the file named SETUP or SETUP.EXE to begin installation.

The installation software will proceed to lead you through the complete installation. Please take note that you need at least 3 GB of space on the hard disk on which you want to install the game.

Following installation you now have the option to start the game either by double-clicking on the desktop link, or by selecting "Play A Vampyre Story" in the Start menu under "Programs > Autumn Moon Entertainment > A Vampyre Story".

3. The story so far

Draxsylvania, 1895
Deep within the walls of a gloomy castle in equally gloomy Draxsylvania, Mona de Lafitte, a young, up-and-coming opera singer, is being held captive by her tormentor, the even gloomier Baron Shrowdy von Kiefer, a vampire. Ever since Shrowdy transformed her into a vampire, kidnapped her and sped her off to Draxsylvania, her heart's desire has been to be able to return to Paris and set her vocal training forth so that one day she can appear on the stage of the Paris Opera as a star.

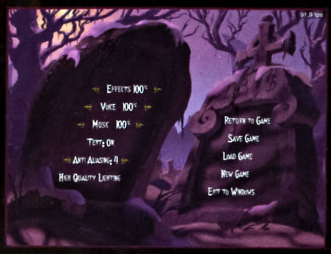
When Shrowdy doesn't return from a nocturnal search for prey one night, she sees that her chance to escape has come at last: Together with Froderick, a wise-cracking bat but the only being she feels she can trust, she attempts to flee from her prison and find the way back to Paris. Now "on the run" across Draxsylvania, as she meets up with the land's bizarre inhabitants and is confronted more and more often with equally bizarre problems, Mona has to learn not only to accept what being a vampire is like, but to use those traits to her advantage.

4. Menus and options

Main Menu

By pressing the ESC key you go to the Main Menu at any point within the game.

The various items on the menu are explained individually here:



Return to game

This option returns you to the current game being played.

Save game

When this option is chosen, the game automatically creates a new game status. Once the game has been saved successfully, the option is shown in gray. Please note that the game cannot be saved during a dialog or video sequence.

Load game

Clicking on this menu item takes you to the screen where saved games are displayed. Each of those games is represented by a picture showing the game status when that game was last saved. To continue a saved game, all you need to do is to click on the corresponding picture. The progress of a game you might have been playing just before this will be discarded thereby. If you have created a status for more than 12 games, you can use the arrows in the lower right or left corner of the screen to display games with an older status. To return to the Main Menu, click on the corresponding option in the middle of the lower edge of the screen.

New Game

This option starts a new game. Please make sure that you have saved the game you are currently playing, because progress that has not been saved will be discarded.

Exit to Windows

This option takes you back to the Windows® desktop without saving a game.

Effects Volume

This option sets the volume for the sound effects. The volumes for music and spoken language output are set separately.

Voice
The volume for spoken language can be adjusted here.

Subtitles
This option defines whether subtitles are to be shown during the game when dialogs occur.

Anti Aliasing
When "Anti Aliasing" is activated the picture looks softer. This option should remain activated as long as game play continues to run smoothly.

5. Controls



Moving Mona and carrying out actions



Clicking with the left mouse button (LMB) on any point chosen on the screen moves Mona as close as possible to that point. If an object or character is located on that spot, holding the LMB down calls up a menu that allows 4 actions to be carried out. Those actions are: examine object, use/pick up, talk, and fly to the object in the shape of a bat. The exact action that Mona can carry out will be different depending on the game context involved. This will be shown to you by holding the cursor over the various actions.

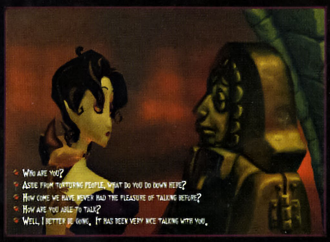
Inventory



Each object you have gathered up is kept in the inventory. You can view them at any time by pressing down the right mouse button (RMB). Just the same as described above for objects located in the surroundings, Mona can carry out 4 actions with things in the inventory. Mona can try to combine an object from the inventory with any other object or character, both in the inventory or in the surroundings, via a brief click using the LMB on the mouse. To combine 2 objects

from the inventory, simply connect the item to your mouse button by clicking the LMB, and then move it over the item you want to combine with, and click the LMB again. To use an object from the inventory together with an object from the surroundings, first click on the object in the inventory, then leave the inventory by moving the mouse cursor to the edge of the screen, and then click on the object that is supposed to be used together with the first one. Once again: To leave the inventory, just move the cursor to any edge of the screen.

Conversations



A conversation can be started by moving the cursor to a character; then keep the left-hand button pressed down and choose the "Talk to" action. Frequently you can choose between different questions or replies. Various options are shown in the lower part of the screen so that you can do this. You can select the option you want with a left-click. A question that you've already heard the answer to is greyed out, so you always know what questions are still left to ask. If there is more than a handful of talking points available, a scroll icon will appear on the lower right side of the screen.

Exits



If the mouse cursor on the screen turns into an arrow, this means it is showing you an exit into another scene or the picture will be cropped differently. Here, a RMB click enables you to jump directly to a different scene without having to wait for Mona to reach the spot that was clicked on.

To sum things up once again:
Brief LMB click: go to a place, pick up object from the inventory, combine object from the inventory with object/person, choose conversation option.

Longer left-hand click: open action menu.

Right-hand click: open inventory, jump to scene referred to.

6. The cast



Mona de Laffite

Mona departed from the living at a relatively young age to while away her undead existence as a vampire at the side of Baron Shrowdy von Kiefer. Before her unexpected departure for Draxsylvania, Mona had been an aspiring, up-and-coming singer with a yearning to appear one day as a star at the Paris Opera. Now her life seemed damned to be spent hulled in the cover of darkness.

The moment the chance to flee arrives, Mona wants to have her dream come true because, as she constantly tells herself, Draxsylvania is not the right place for a young, cultured lady from France with a high-ranged voice and a head held, to say the least, just as high!

Froderick



Froderick is a bat. And a rather impertinent one to boot. It's nearly a miracle that Froderick and Mona have become friends, especially since what one of them has in mind frequently doesn't interest the other one bit.

Then again, sometimes the most out-of-the-ordinary friendships thrive in the most out-of-the-ordinary places. And even though Froderick and Mona regularly argue hard and loud enough to beat the band, the two have been inseparable since Froderick flew to Mona's side to escape the wrath of the notorious Belfry Boyz.

Baron Shrowdy von Kiefer



Shrowdy is not just heir to the ancient von Kiefer dynasty: He's a vampire, too. What's more, he is obsessed with Mona and adores her more than anything in the world maybe even more than his long-lost mother.

He even went so far as to install an opera stage of her very own at Castle Warg. Unfortunately, Shrowdy didn't have the heart to enlighten Mona with the details of her new existence because he was afraid she'd throw a fit. Admittedly a grave inadequacy for any vampire with fangs to speak of.

As a result, every night he supplies Mona with a bottle of his "special wine", the brand that Mona has acquired such a taste for...

Rufus



Rufus the Gargoyle was created by the Baroness to make the castle seem a bit less lonesome. As luck would have it, he didn't get along well with her son Shrowdy at all. In the end that led the Baroness to order him out in the cold to guard an enchanted doorway.

After all those years spent freezing on his remote bridge with no one around, Rufus is now a real pain in the neck. Above and beyond that, he is absolutely convinced that he is a decidedly intellectual being, at any rate a whole lot smarter than commonfolk like Mona and Froderick (not to mention Shrowdy).

It's not going to be easy to convince Rufus to help Mona, but with a few out-of-the-ordinary methods of persuasion he might just prove to be of some use, after all.



Barb

Barb fulfills not just one but two functions at her place in the torture chamber: As the house "Iron Maiden" she's not only an extremely effective instrument of torture, she's the pointedly accurate stenographer for the torture chamber as well. Just as with Rufus, the Baroness put a spell on her to give her the ability to speak and obey the Baroness' orders, but Barb doesn't seem to take much of an interest in the bygone days of her past.

Her full name is actually Barbara, although she feels that the name Barb is more to the point. Despite many years of torture and tortuous dictation, Barb is still cheerful and eager to help. And even though she realizes that torture is a horrible thing to perform, she has accepted that she's destined to do it, and one can hardly reproach her for not making the iron-clad best of things in a pinch.

Ozzy



Just like Rufus, Ozzy is a gargoyle with the ability to speak. But that about sums up the common denominators between them: Ozzy is a quirky, daydreaming fountain who has to struggle just as much with his memory as he does with the stream of water spewing out of his mouth. Yet unlike Rufus, Ozzy has a heart of gold, though the opportunities to help Mona are somewhat more limited in his case.



Frankie

Frankie is the leader of one of the many gangs of rats scurrying around the depths of Castle Warg. He and his "associates", Sammy, Joey, and Dean, can move freely around the castle since Shrowdy's demise, except for the kitchen. Which means they'd surely be able to help Mona, too. The only catch is that with Frankie, just as with any rat, every favor has its price.

Pyewacket



Pyewacket was originally the Baroness' trusted "familiar". In her case that meant she served the Baroness in many ways, and even possessed magical powers. Now all she does is to eke out a living as Shrowdy's house cat, who usually forgets to feed her. Luckily, however, her favorite hobby is to hunt rats. That not only pleases her immensely, it also serves to fill her tummy.

7. Important Settings

* Castle Warg

- Theater



- Torture chamber



- Kitchen



- Library



* Vlad's Landing



8. Hints and tips

- When you try to use an object, don't forget to examine it first. In addition, sometimes it's a good idea to try speaking with things. Even though not many objects are actually able to give an answer, most of the time amusing dialogs between Mona and Froderick arise that way.

- It is advisable to have as detailed a conversation as possible with all of the characters you meet up with. Many of the mysteries cannot be solved until Mona knows the score about certain relationships and contexts.

- You should search all of the surroundings thoroughly for usable objects. You never know what might be concealed in a dark corner or cabinet off to the side, or even under a bed.

- Take along everything you can find. Even an object conceivably not worth noticing may prove to be exceptionally useful later on.

- It pays to take a look at the inventory time and again to obtain new ideas for possibilities to combine things.

- Don't forget that Mona is not alone on her journey. Froderick can prove to be useful in many situations. To find out, all you have to do is to combine the Froderick symbol in the inventory with another symbol or with an object in the surroundings. In addition, you can talk with Froderick at any time during the game in order to find out more about him.



- Some objects could prove to be useful, but they're too heavy to take along with you. When you try to pick them up, Mona merely receives an Idea symbol instead of having them added to the inventory. These symbols can be combined completely normally with other objects from the inventory or the surroundings.

- Mona's vampiric nature allows her to transform herself into a bat. You can make use of this extremely useful ability, for example to get to higher places. What's more, in the course of the story Mona is going to acquire other useful skills which you should not ignore.

- If you're at the beginning and get stuck, it could be helpful to read the information about the characters to get an idea of who might be able to help you.

Interrupting dialogs, animations, cutcenes

Mona is as much a lady as she is an upcoming opera star, so you will hardly be able to make her run across the screen like a record athlete, and usually, she prefers to let people speak full sentences before answering or asking new questions. So, if you ever feel like you want to travel to a certain point faster or skip a dialog or a certain animation, try pressing the SPACE BAR.

You can also skip videos with the space bar, although we encourage you to watch each cutscene at least once. Try it out! With the SPACE BAR, you can skip almost everything, except maybe your next class.

Hotspot Display



Sometimes you will get so enchanted by the magical sights and sounds of Draxsylvania, that you might miss some of the hotspots you can interact with. If you get stuck at some point in the game, why not look around a bit if you can spot some items you have not found before. We have included a little helper for that: Pressing TAB shows all the hotspots you can interact with in the current screen. Don't forget to move left and right on all screens, so you can spot items in the far corners of each location. And since Mona can turn into a bat, you should also try to "think vertical" once in a while!

9. First Minutes

Warning! Only read the following if you are stuck!

Shrowdy's dead! I'm finally free and have to find a way to leave from there!
One of the gargoyles is the guardian of the key... but which one?!

LET'S FIRST GO TO THE CASTLE AND TAKE SOME USEFUL OBJECTS



I don't really like this room but well... let's take a look at the torture chamber. It is on the right of the Great hall. There's a Mace on this room. Maybe could I reveal the key's owner by smashing the Gargoyles with it?

It works! It has indeed revealed the guardian, Rufus, and woken up Edgar... the bird.
I shall talk to Rufus to get some clues...
After a few minutes I learn that he can't bear Edgar for doing dirty, but natural, things over his head... which is quite understandable.
Flying up to the turret bottom (on the far right of the bridge) will allow me to meet with Edgar.



There's an angel statue in the raven's roost... if I use the rusty sword that I saw in the Great hall with it... maybe should I be able to push the statue and smash Rufus at the same time? But thank Froderick! He prevents me from doing it as Rufus isn't under the statue... Maybe will I find other clues in the castle?

LET'S SEE WHAT I CAN FIND IN OTHER ROOMS...



If I go upstairs (from the Great hall) I can go to the Boudoir. On the right of this room, I can find many elements like a perfume, lotion, and fruits and nuts.
Let's go back to the torture chamber. There may be things that I didn't notice the first time... Next to the fountain, there's Shrowdy's coffin! But it's locked... there may be something interesting in it? I should find a way to get the combination!



Barb (the iron maiden) gives me the first digit of Shrowdy's coffin. I should then talk to Frankie, the rat, about the plumbing matter. The snacks I last found should be enough to please them!

I can now talk to Ozzy, the fountain gargoyle, who will give me the second half of the combination to Shrowdy's coffin.

After moving the pillow of the coffin, I find the Draxsylvania tribune. Edgar last mentioned that he was sometimes missing news from the city... so giving it to him should let us get something helpful in exchange! Let's first continue our searches, and see if there'll be something we need that Edgar has got!



I'll take a look at the rest of the torture chamber!

10. Credit

Dedicated to the loving memory of
Patricia Rose Stevenson (1926-2008)
and Douglas F. Stevenson (1921-2008)

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Bill Tiller

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Mina Stoker
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Woman of Low Moral Fiber

David Boyle as
Milton T. Meininger, Band Leader

Constable Bud Crane
Constable Lou Crane
Constable Otto Van Pelt

Gavin Hammon as
Monsignor Calvin

Suzanne Henry as
Gina Martinelli, Jersey Lady

Melissa Hutchison as
Pyewacket

Liz Mamorsky as
Madame Strigoi

Amy Rubinate as
Barb the Iron Maiden

Brian Sommer as
Balcu
Shrowdy Von Kiefer
Shrowdy Ghost

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Rufus the Gargoyle
Frankie the Rat
Ozzy the Gargoyle

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Serviteurs de la porte
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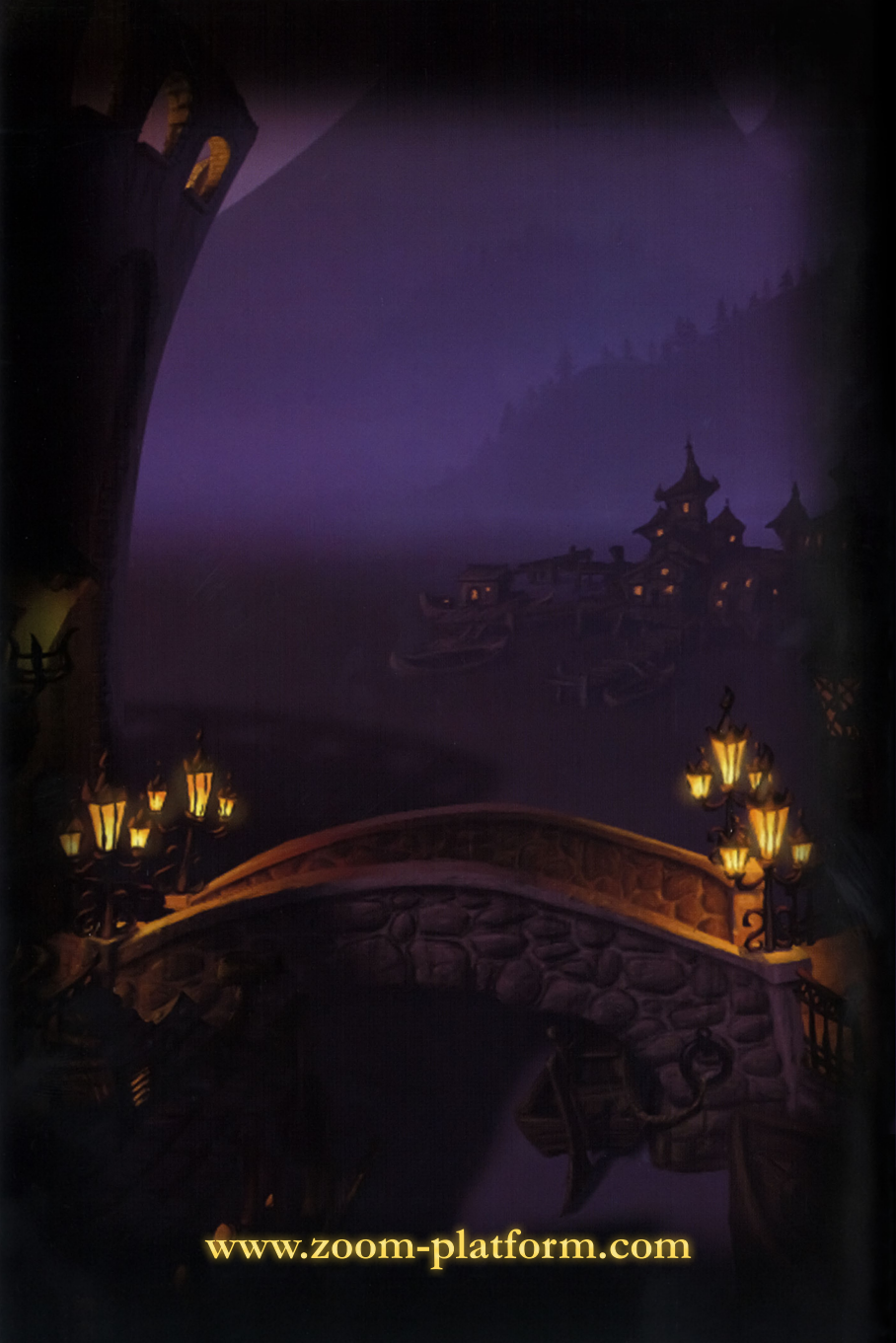
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