

VAMPIRE'S EMPIRE

GB

Oh powers of light!
Hark the prayers of one illuminated!
They laughed and made fun of me!
And they threw rotten eggs at me!

Oh powers of light!
Please hold your hands
protectively over me bald head.
Show me the way for my tottering weary feet
and all the rest of the old cobblers.

Oh powers of light!
Only you know what wrong has been done to me.
Because HE is indeed!
Or don't you believe?



Taken from Amiga-Manuals-Website

Oh powers of light!
I have found HIS lair.
I have found the way to destroy HIM.
I have found garlic that smells bloody awful.



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A Product of Magic Bytes

USE JOYSTICK OR CURSORKEYS

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Listen to what I found out about the blood-sucking demons who are generally called vampires. In my early youth I found, curious as I was, an old book that told of vampire-demons. These words turned out to be the right impetus of my feverish brain. Thus I decided to become a well-known vampirologist. Oh, what a gruesome way I had to go! Colleagues laughed at me, but in a short time indeed, my research threw a bright light on the dark ways of these horrible little sods.

Oh, you won't believe what a rich variety of half-human monsters I found! There are horrible-looking scoundrels with enormous heads who take delight in frightening harmless dungeon-wanderers by shouting obscenities and playing at being windmills. Even worse are handsome, blond young chaps with curly hair who approach unsuspecting people from behind with devious

intentions! Beware the extreme desires of these rotters! You will of course find lots of other rotters called "ordinary vampires" (*vampirus trivius*) hanging around in dark dungeons as well, but the most terrible of all horrors are the female demons wearing lots of practically nothing, who prance about in halls and caverns, showing everybody their great big ... ehm, attractions, and even I had great (and very embarrassing) difficulties ... ehm, not to submit to their spells.

This I shall tell: of great variety are the temptations and dangers that face the researcher who dares to enter the vampire-demons' realm! Until now I have found only one means to put off the Horribles: garlic! If you hang up cloves of garlic in hallways or rooms it will stop the Unholy, and if you throw a clove of garlic and hit one of the Horribles ... amen!

But ordinary garlic will not stop the most horrible of all horrors! Yes, you guessed it, I'm speaking of the fearsome Count Dracula, horrible beyond description. I might mention that I myself am going to face him soon, and I can do that only because I found a way to destroy HIM! It's the light of day which will put an end to him! By using mirrors and a crystal ball I will attempt to direct a light ray into the deepest caverns of his subterranean realm. And with the help of the powers of light I may succeed in extinguishing this terrible nightmare from the face of the world.



JOYSTICK-CONTROL



Van Helsing's actions



*(Joystick up & right/right/down & right/
down & left/left/up & left)*

Van Helsing moves right or left,
goes up and down stairs.



(Joystick to left or right and fire)

Van Helsing throws garlic
in facing directions.



(Joystick down and fire)

Van Helsing kicks!



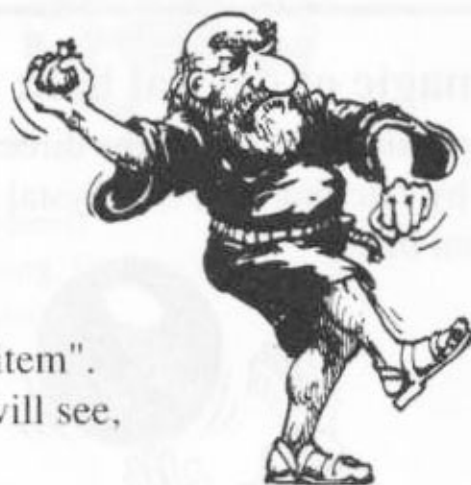
(Joystick down)

Van Helsing chooses his "magic item".
At the bottom of the screen you will see,
in order:
garlic, four mirrors at different angles,
the crystal ball.



(Joystick up and fire)

Van Helsing uses his chosen
magic item.



Magic items

a) magic of mirrors and garlic:

Garlic wards off approaching monsters. Mirrors reflect light rays at the selected angle.

(All joystick positions except "up" while fire button is pressed.)

The directions where an object is put or taken from is selected.

(Joystick up while fire button is pressed.)

The object is fastened to the ceiling.

(Let go fire button.)

The magic item is activated.



ATTENTION!

Only for 8-bit-computers: In Order to get to the next level, the light-ray has to fall on the EXIT-block with van Helsing standing on it.

b) magic of crystal ball:

It is possible to change the direction of the light ray also by catching it in the crystal ball and redirecting it from that.



(Joystick up or down while fire button is pressed.)

Move crystal ball up or down if the light ray is not yet caught.

(Move Joystick in desired direction.)

Determine new direction of the light ray caught in the crystal ball.

(Let go fire button.)

Activate magic item.

