

DRACULA - PLAYER MANUAL

A gothic interactive fiction adventure for TIFE Core 2.3.1.

Based on Bram Stoker's 1897 public-domain novel.

HOW TO PLAY

Read the location description and enter commands. Useful commands: LOOK, EXAMINE, TAKE, DROP, OPEN, SEARCH, USE, TALK, INVENTORY, JOURNAL, QUESTS, HINT, SAVE, RESTORE, and movement directions.

STORY OBJECTIVES

Enter Castle Dracula. Discover the Count's plan. Escape the castle and follow the Demeter to England. Protect Lucy Westenra. Find Dracula's refuge and defeat him before sunset.

TIPS

Examine and search important furniture. Speak with every character. Carry traditional protections. HINT provides progressively more direct help. Save before entering dangerous locations.

CREDITS AND RIGHTS

Original novel by Bram Stoker, published 1897 and public domain in the United States.
Interactive adaptation and package by Tronsoft Games, 2026. This package contains
original game text and does not reproduce the full novel.