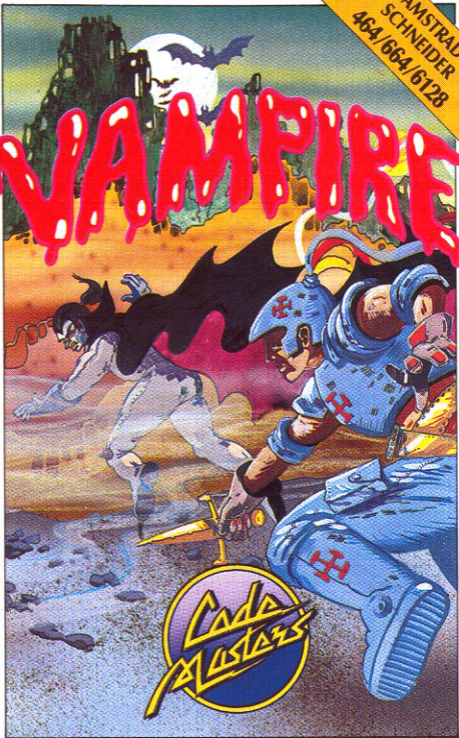


AMSTRAD
SCHNEIDER
464/664/6128

AMSTRAD
SCHNEIDER
464/664/6128

VAMPIRE

VAMPIRE



3016



BRILLIANT
GRAPHICS

BROK THE BRAVE
has returned to
earth to find and
destroy the evil
Count Dracula in
his eerie castle of
95 deadly rooms.



ULTIMATE
PLATFORM GAME



ACTUAL
AMSTRAD
SCREEN SHOTS

JOYSTICK
OR
KEYBOARD

TO DESTROY VAMPIRE
Travel through Dracula's castle of 95 eerie rooms collecting food as your energy is drained by his evil friends.

To destroy Count Dracula you must first find the five keys and fit them into their five locks (inversed keys). To retrieve one of the keys an object must be found to fix the pedal-powered generator enabling you to leap the vast chasm.

You must also open the six magical shutters by tripping the appropriate switches.

Then collect the hammer and stake and go to the top of the castle to get the cross. Now you will be teleported to deep-space for your final confrontation using laser bolts and jet-pack thrusters!!

95
**DIFFERENT
ROOMS**

LOADING

464: RUN"(ENTER)

664/6128: !TAPE (ENTER) RUN" (ENTER)

VAMPIRE

Historical Background

The year 2987 . . .

Brok the Brave found himself on the high-security planet Hawkland. His life had turned into a daily routine of synthetic drugs and psychological sessions to change his behaviour and destroy his instinct of independence.


When all was lost for him, hope sprang up: an emissary from the planets of Sol 1 proposed the greatest challenge of his life: to liberate the planet Earth and its space stations from Dracula and his vampires, who were subjecting the people to a lethal nightmare.

The Plot

In order to destroy Count Dracula, Brok the Brave must descend into the suffocating atmosphere of terror which envelops his castle.

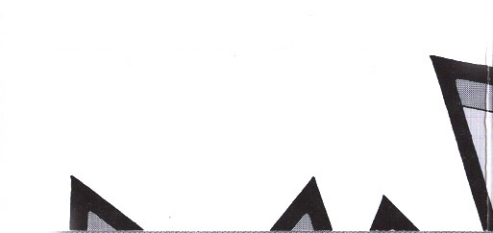
He must struggle against all the traps and enemies he finds on his trail, never wavering, without a look behind or the doubt that could cost him his life.

The castle has two parts: the underground, full of dangers and traps and the surface, where nothing is easy.



To successfully complete the mission Brok must follow the advice of the prophetic poem found in the book of wisdom:

"To destroy the hellish beast whose
black teeth absorb all blood
You must descend to where no light
will reach
And find the keys which open all
doors,
Open the shuttered windows and
when the rays of sunlight flood the
rooms find those magic objects which
will destroy the vampire of darkness:
Two crossed sticks, the symbol of the
power of white magic over black;
Thor's weapon, symbol of the power
which metes out just vengeance;
A pin-sharp stake, symbol of the end of
immortality for a vampire."





Made in England.

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VAMPIRE



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