

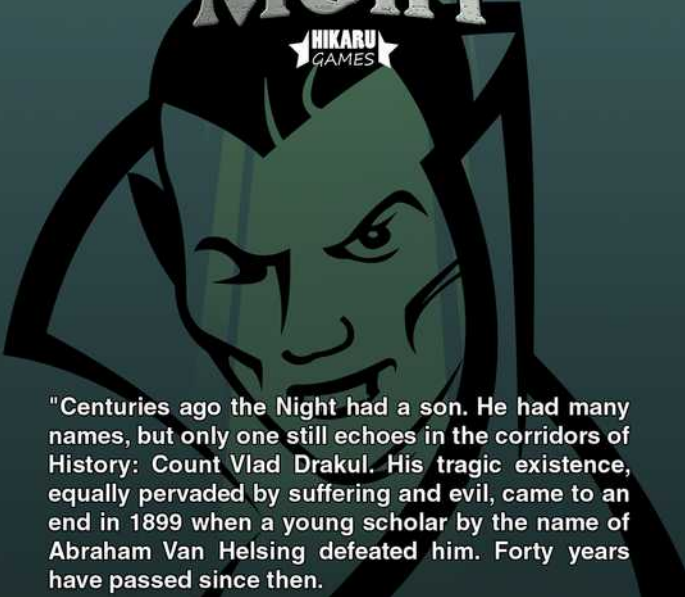
**COLLECTOR
VISION
Games**

Guide No. 099223

CARTRIDGE
INSTRUCTIONS

CHILDREN OF THE NIGHT

HIKARU
GAMES



"Centuries ago the Night had a son. He had many names, but only one still echoes in the corridors of History: Count Vlad Drakul. His tragic existence, equally pervaded by suffering and evil, came to an end in 1899 when a young scholar by the name of Abraham Van Helsing defeated him. Forty years have passed since then.

Thank you for selecting the Children of the Night game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

TABLE OF CONTENTS

THE CHILD OF THE NIGHT AWAKENS	3
GAME SETUP.	4
USING THE CONTROLLER	5
HOW TO PLAY	6
THE STATUS SCREEN	8
THE MAIN CHARACTERS	9
SAVING YOUR PROGRESS	10
TIPS AND HINTS	10
TEAM PARTICIPANTS	11

THE CHILD OF THE NIGHT AWAKENS

It was on a cold night of the year 1899 that Abraham Van Helsing stopped the evil wrong-doings of Count Vlad Drakul. Much to Van Helsing's surprise, Drakul accepted his defeat with an almost philosophical stance. Perhaps the vampire had grown tired of his ways, perhaps a shred of humanity still existed within the monster. Van Helsing knew that one like Drakul who had embraced the power of the Night could never be truly killed, so the good scholar opted for the best available solution: To plunge Drakul into a mystical slumber from which he would never awake, and seal his dormant body in a deep unnamed crypt for all eternity.

Forty years later, the Child of the Night opened his eyes, his mind still clouded by the mystical mist of time gone by. He heard strange sounds coming from the deep corners of his crypt, and suddenly emerged from his coffin, driven mostly by curiosity. Was he not supposed to sleep until time itself came to a stop? Did the Night finally overpower Van Helsing's intimate knowledge of the occult?

Standing next to his coffin, Drakul could not help but ponder at the events that led him to this very moment. Before setting out to discover the reason for his return from oblivion, he silently vowed to do no harm unless he was forced to, as he did not want history to repeat itself.

As the power of the Night slowly returns to Count Vlad Drakul's body, you must guide him out of the crypt and help him unravel the web of mystery that surrounds his unexpected unholy rise.

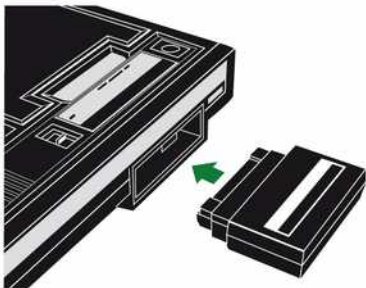
GAME SETUP

Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

Before you can play with the Children of the Night game cartridge, you must first insert the Coleco Super Game Module into the front expansion port, as described by the image below.

This is a game for one player only, so plug a compatible hand controller into joystick port #1 or #2. Any compatible controller should normally function with Children of the Night, but if you use a third-party controller without a numeric keypad, you will not be able to access the status screen during play.

Insert the Children of the Night game cartridge firmly into the cartridge port, with the label facing you. Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing. **(Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.)**



USING THE CONTROLLER

At the title screen, you can choose between starting a new game or continuing a previous game session. Move the cursor with the joystick next to the desired option, and press the left trigger button to confirm the selection. If you don't press the trigger button, you will eventually be treated to a prologue introduction.

If you select "PASSWORD" on the title screen, you will be required to enter a 20-digit password. You can either use the joystick to move the on-screen cursor and press the left trigger button to select digits, or you can input digits directly with your controller's keypad. Note that pressing [**★**] or [**#**], moves the cursor backward and forward, and that pressing the right trigger button while on the password-entry screen will return you to the game's title screen. If you enter a valid password, your restored game session will begin automatically after entering the last digit. All passwords have no less than 20 digits.

During the game, you can move Drakul up, down, left or right with the joystick. Press the left trigger button to make Drakul cast his main weapon, an energy ball, in the direction he is currently facing.

Whenever a text box appears at the bottom of the screen, you can accelerate the display of texts by holding down the right trigger button. When you see a blinking arrow at the very bottom of the text window, press the left trigger button to display more text.

At any time during the game, you can access the status screen by pressing [**★**] on the keypad. If you have collected any powers during the game, you can move the arrow cursor next to a power in the list and toggle it on or off with the left trigger button. More details regarding relics and powers are given on page 8 and 9. You can leave the status screen and return to the main game by pressing the [**★**] key.

When Drakul dies, you have 9 seconds to press the [**★**] key in order to restart the game near the last recorded save point. Beyond those 9 seconds, you will be returned to the title screen.

HOW TO PLAY

As Drakul, you must solve the mystery behind your unexpected rise from the dead. To do this, you must explore the countryside around your castle crypt. You will find many monsters roaming about, and you must kill them before they kill you!



When a monster touches Drakul, the vampire loses some body points, which are displayed as a series of red blood drops on the right side of the screen. If his body points fall to a critical level, the entire screen will blink in red, and when his body points are completely depleted, Drakul will die and the game will end. Proceed carefully while using your basic energy ball weapon to hit enemies repeatedly until they are defeated. Keep in mind that some monsters fire projectiles of their own!

When you defeat monsters, you earn experience points. When you reach the number of experience points displayed by the "NX" indicator, you level up and become stronger: Your maximum number of body points increases, your energy ball weapon gains more power, and your maximum number of spirit points may also increase. See page 8 for details about spirit points.

HOW TO PLAY (continued)

You slowly recover body points when you stand still (without shooting any energy balls). You also recover body points when you level up, and you will discover other ways you can recover body points as you play the game.

When you move into an unobstructed opening along the edges of the screen, you will move into another area. You can also enter buildings through open doors in certain locations such as towns. Exploring the interconnected areas is as important as surviving in this game.

As you travel across the countryside fighting monsters, you will encounter humans and other entities you can communicate with. Drakul can talk to them simply by approaching them. Listen carefully to what they say, as they will give clues about what you need to do and where you need to go next. Clues can also be gathered by reading sign posts, or when Drakul stops and talks to himself.

Along the way, you will find objects lying on the ground or locked away in chests. You can open a chest simply by touching it, and whatever you collect is added to Drakul's inventory. Collected objects fall into three distinct categories: gems, relics and powers.

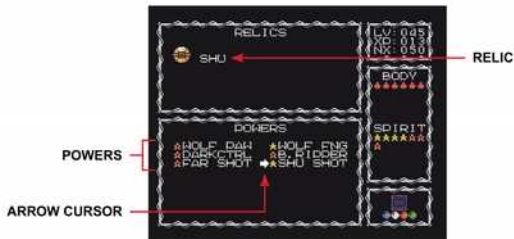
Gems have a short-term use (which you will discover early into the game) while relics are used to make certain events happen, which in turn often unlocks paths and areas that were previously closed to you. Relics also increase your maximum number of spirit points.

Powers are objects that give Drakul new abilities. They can be turned on or off in the status screen, and it's your responsibility to determine exactly how each power works and how it can help you on your quest: Some powers require the use of the right trigger button, while some others simply remain in effect while they are activated. Some powers have negative side effects which you must take into account.

Powers are always inactive when you first acquire them. You will find more information about how to activate powers on the next page.

THE STATUS SCREEN

The status screen displays all the relics and powers you have collected so far. You can also access this screen when you wish to pause the game.



Spirit points, which are displayed as stars on the right side of the screen, represent your connection to the Night, and are used to energize the powers you choose to activate. Each activated power requires one or more spirit points, and you can therefore activate a power only if you have enough "unassigned" spirit points to energize it.

To activate a power, move the arrow cursor next to it and press the left trigger button. The star next to the power's name will be filled, while some of the spirit point stars (on the right side of the screen) will be emptied as they are assigned to the power.

When you deactivate a power, the spirit points that were assigned to it are free to be assigned to another power. If there is no star next to a power's name in the menu, then this means that you do not currently have enough unassigned spirit points to attach to this power.

At the beginning of the game, you are weak and have few spirit points, but as you level up and collect relics, the number of available spirit points will increase.

THE MAIN CHARACTERS

Here are the main characters you will meet during your journey. Are they friends or foes?



ABRAHAM VAN HELSING



FENRIR



THE PHANTOM



SHU



CTHULHU



THE LICH

SAVING YOUR PROGRESS

During his adventure, Drakul will encounter savegame interfaces (they look like red computer screens) which will display 20-digit passwords each time you access them. Note down the given passwords on a piece of paper, and the next time you play the game, choose "PASSWORD" from the title screen, enter the numerical password, and you will restart at the point where you were given the password, with all relics, powers, stats and accumulated experience points restored.

TIPS AND HINTS

Escaping from the crypt at the beginning of the game serves as a tutorial to understand the game's basic mechanics. Later into the game, if a chest seems out of reach, remember what you were taught in the tutorial lessons.

To get your first game-saving password, look for a blue stairway located next to the entrance of Drakul's castle, once you escape the crypt.

Some paths will not open until certain conditions are met. Be sure to explore all accessible areas and talk to every character you meet.

Monsters can spawn anywhere as you travel from screen to screen, so keep moving and watch out for monsters that appear right next to you.

If you arrive in an area where monsters seem much stronger than before, perhaps you're not meant to go to this area yet. Go back to easier areas and build up Drakul's strength, by leveling up or gaining new powers.

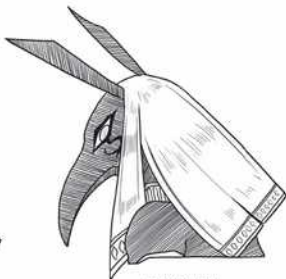
TEAM PARTICIPANTS

- Antoni Burguera : Original game design and programming
- Carlo Bandini : Music
- Brian Klug: Software beta-testing
- Don Switzer: Software beta-testing
- Luc Miron: Game manual, software beta-testing
- Vincent Godefroy: Box and label
- Dale Crum / Doc4: Manual layout (<http://doc4design.com>)
- Toby Saint-Aubin: Electronic sourcing and assemblies

SPECIAL THANKS : Miguel Ángel Fernández, Armando Pérez Abad, Tobie St-Aubin, Albert Yarusso, and all AtariAge forum members.



DRAKUL



SUTTEKH

Team
Pixelboy
COLLECTION

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