

PRESS KIT

DRACULA RESURRECTION

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Produced by: INDEX, FRANCE TELECOM MULTIMEDIA and CANAL+
MULTIMEDIA

Environment: PSX, PC and Mac, DVD-Rom

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DRACULA, THE LEGEND

THE NOVEL BY BRAM STOKER

The mythical figure of Dracula, whose legend has spread throughout the world since the 15th century, was immortalized in 1897 by the novelist Bram Stoker.

In Stoker's book, a young solicitor's clerk named Jonathan Harker is sent to Transylvania to negotiate a business transaction with a certain count Dracula, who wants to buy property in England. Once there, he discovers the count's terrible secret: he is a vampire – a living dead – who emerges from his coffin at night to quench his thirst for human blood. Harker daringly follows Dracula's bloody trail from his native Transylvania to the heart of London. There he discovers his fiancé Mina has succumbed to the vampire's diabolic desire, and bears his despicable mark. Helped by the American Quincey, his friend Arthur, Professor Van Helsing and Doctor Seward, Harker finally triumphs over the vampire. When Dracula's heart is pierced through with a dagger he turns to dust under the sun's last rays, freeing Mina from his evil spell.

THE RESURRECTION OF THE DRACULA LEGEND

Index, France Télécom Multimédia and Canal+ Multimédia present an interactive sequel to Bram Stoker's famous novel. *Dracula: Resurrection* is in the same vein as the original and extends the story; the action begins where the novel ends.

Foreword

Bram Stoker's book ends happily, with the vampire defeated and the forces of Good winning out over the forces of Evil. With Dracula's disappearance, Mina has been purified and her love for her husband Jonathan is again intact. But can this victory last forever? Does count Dracula's disappearance really signal the end of the story? Or just as Evil can never entirely disappear from creation, can count Dracula ever really die?

The game's creators have awoken the Prince of Darkness from his everlasting sleep. In time honored vampire tradition, Dracula is a nosferatu who lives by the blood of his victims and transforms them into vampires. His weak points are his regular need for fresh blood – which compels him to associate with the living – a need to rest between sunrise and sunset on hallowed ground, a distinct aversion to garlic, and above all a loathing of sunshine, consecrated hosts and crucifixes. In accordance with “Historia Regis Anglicarum”, the only way to kill him forever is to stab him through the heart.

The scenario for *Dracula: Resurrection* is based on popular legend, superstition and myth. The player will gather valuable information by engaging various characters – vampires and Transylvanian peasants for example – in conversation. He will learn a great deal about vampire mythology., and by picking up a ring that belonged to Saint George, he will discover the legend of Saint George and the Dragon.

DRACULA, RESURRECTION

SUMMARY

The story begins in 1904, seven years after Bram Stoker's novel ends. Jonathan Harker, who pursued and wiped out the Count, discovers that his wife, Mina, has suddenly left London for Dracula's castle in Transylvania.

Surprised and very worried, Jonathan goes after his wife. In the chase that follows, he becomes embroiled in a machiavellian plot. Jonathan can't help imagining the worst: what if Dracula is alive, back from the darkness? What if the count has set all these traps himself? Jonathan puts his doubts to one side; he must continue, for he has only a few days to save Mina. If he doesn't intervene in time, the demon will take total possession of her and she will become Dracula's "bride".

A GAME OF ADVENTURE AND DISCOVERY

The player embodies Jonathan Harker and sets off after Count Dracula in order to save his wife Mina. His quest against Evil leads him to 3 different worlds:

- **The Borgo Pass** in Transylvania: the Barina Inn, the cemetery, the cross, the abandoned mine, the lake and the forest
- **Underground** into the quarries
- **The Count's castle:** the castle cemetery, Dorko's cell, the great hall, Dracula's room, the library, the dragon's passage, the secret room, the crypt and the flying machine room.

The player is totally immersed in sumptuous **precalculated 3-D** surroundings with 360° navigation (subjective 360° vision type Warps).

The journey is full of **traps** and **mystery**, and the player can only discover the vampire's secret by minutely exploring all the different locations and collecting the objects. These are then placed in a **wallet** and used by the player to avoid the various traps that have been set for him.

The player also encounters a number of realistic animated **characters**, modeled in 3-D and of breathtaking quality. He is able to talk to the characters to obtain precious advice about where certain objects can be found or how to use these objects. But he'd better be careful, striges and vampires don't always hand out the best advice!

ARTISTIC CREATION

Particular attention was given to modeling the **characters**. Our highly talented team of 3-D graphic artists worked with such finesse and in such fine detail that the game's characters really do appear to come to life. The "motion capture" on each character's face also means that life can be simulated with incredible subtlety.

The amazingly beautiful interior and exterior **surroundings** were also modeled in the minutest detail, while 360° navigation means the player is totally immersed in the adventure.

The fictional settings were modeled from a wide variety of sources of **pictorial and documentary material**: sketches, photographs, architectural plans, works on Transylvania, stories about vampires...

References abound. The settings for certain scenes also draw on the many famous Dracula or vampire films. Barina Inn, for example is inspired by *The vampire ball*, while the castle hall is reminiscent of the one in Tod Browning's *Dracula* with Bela Lugosi.

Finally, the filming itself, with an assortment of shots – close-medium, reverse, dolly – are of stunning cinematographic quality.

THE CD: SOME STATS

12 characters modeled in 3-D

3 worlds, breathtakingly modeled in 3-D

- ◇ The Borgo Pass
- ◇ Underground
- ◇ Dracula's castle

Twenty different locations make up the worlds

45 minutes of animation and interactive dialogue

Around twenty hours playing time

SYSTEM REQUIREMENTS

MINIMUM REQUIREMENTS FOR PC:

Pentium 90 (166 recommended)

16 Mb of RAM (32 with Windows 98™)

Video card, thousands of colors

16 bit sound card

4x CD-Rom drive (8x recommended)

Windows 95™ or 98™

MINIMUM REQUIREMENTS FOR MAC:

G3

32 Mb of RAM

3-D Card

8x CD-Rom drive

System 8 or better

THE CREATIVE TEAM

Creative writer, designer and artistic director

Jacques SIMIAN

Designer and artistic director of *The Diabolical Trap*, *The Essence of Music*, and *Michelangelo* (MILIA d'Or 96), artistic director for *Operation Teddy Bear* by Index.

Production director, co-script writer and dialogues

François VILLARD

Production director of the following CDs: *Moses*, *Alexander the Great* and *Leonardo de Vinci* for Artea, *Einstein: life and times* for Havas Interactive and *Napoleon* for Infogrames.

Creators, 3-D character animators and movie sequence directors

Jérôme COMBE and Stéphane HAMACHE

Worked together for AMAZING STUDIO on *HEART of DARKNESS* distributed by Infogrames. Stéphane has worked on various multimedia projects for Index: *Operation Teddy Bear*, *The Cannes Festival*, *Crusades*, *Blake and Mortimer*.

"Our goal for this game was to create 12 unusual characters in a short period of time, which proved to be an enriching experience working with an exceptional group of people".

Creation and animation for 3-D sets

Hatem BENABDALLAH

Jérôme DESVIGNES

Philippe MOEBIUS

Won action films award for *Children* with Laurent Durand and Special Effects award for *Alias war Front*.

"I've been waiting for 4 years for a project like *Dracula* where I could really work on atmospheres and creation in 3-D. It was marvelous to work with such talented people who breathed life into this project".

Sébastien ROSSIGNOL

Worked on *Mission Sunlight*, *Saga*, *Chronicles from the Black Moon* and *The Visitors*.

"*Dracula* was a great challenge and we needed a large team to see it through. Eight exciting months later we've done it. The CD is a success".

Original music

Laurent PARISI

Programming

François VILLARD

FRANCE TELECOM MULTIMEDIA

Created in December 1996, France Télécom Multimédia Edition has pursued an active co-producing and co-publishing policy for the last three years. It has been involved in the production of more than 15 multimedia titles, both on CD-ROM and the Internet, while at the same time building up a significant catalogue of rights.

The editorial policy of France Télécom Multimédia Edition, developed in response to the main market expectations, currently breaks down into three main areas:

- Education / Youth
- Games / Entertainment
- Leisure / Lifestyle

The company's objective is to build up an original content portfolio, aimed at the general public which can be distributed on all formats, from CD-ROM to High-Speed Internet.

France Télécom Multimédia Edition hopes to broaden this innovative co-production policy by continuing to develop projects that exploit the potential of the Internet whilst at the same time making multimedia available to as many people as possible.

Releases include:

Education / Youth:

- Akakliké (with Hatier and Taxi Vidéo Brousse)
- Learning to read with Tibili (with Magnard and Microïds)
- In the land of Vocabulon (with Index and Méga Bleu)

Games / Entertainment:

- Crusades (with Index)
- Vikings (with Index)
- Scotland Yard (with Cryo and Ravensburger)

Leisure / Lifestyle:

- Music! (with Gallimard Jeunesse)
- The most beautiful museum in the World (with Gallimard Multimédia)
- Net Express

Scheduled for 1999:

Education / Youth:

- Akakliké 2, the hiding tree (with Hatier and Taxi Vidéo Brousse)
- The little Smarties (with Montparnasse Multimédia)

Games / Entertainment:

- Dracula (with Index)
- The Curse of the Louvre (with Index)
- Aztec (with Cryo)
- Venice (with Cryo)
- Fire Team (with Cryo)

Leisure / Lifestyle:

- Collection.net :
 - * Finding a job on the Internet
 - * Create your own web pages
 - * Internet tips and hints
 - * Communicating on the Internet
 - * Your children and the Internet
 - * Net Express (2nd edition)

Web Cartoons:

- John Lecrocheur (with Io Interactifs)
- Space Boys (with Chman)

Site web : www.ft2m.com

CANAL+ MULTIMEDIA

A subsidiary, 50%-owned by the Canal+ group, the premier European pay-TV concern, and 50%-owned by the Infogrames group, leader in video games in Europe, CANAL+ MULTIMÉDIA publishes leisure software in keeping with the channel's image.

Editorial policy

CANAL+ MULTIMEDIA's editorial policy is entirely in keeping with that of CANAL+ TV: Sport, Film and Comedy videos. This marketing approach gives rise to 5 different product ranges:

- THE "SPORT" RANGE:

Every sport featured on CANAL+. Scheduled for this year: Football, Rallying, Pool, Golf, Beach Volleyball and Tennis!

- THE "FILM" range:

Video games endorsed by the film-makers as well as new forms of interactive fiction writing such as: THE INSIDER, an adventure game based in 1920's Paris

- THE "COMEDY" RANGE:

Products in keeping with the off-beat and irreverent tone of the channel, such as "Les Guignols" (satirical puppet show), or "Dans la Lignée."

- THE "ESPRIT+" RANGE:

"Standard Works" on the themes of sport, film and comedy.

- THE "SELECTION+" RANGE:

Compilations of the best of CANAL+ MULTIMEDIA.

Productions

CANAL+ MULTIMEDIA has enjoyed great success, particularly with the "Guignols de l'Info 1 and 2" (two compilations of a satirical puppet-based news program) that sold over 250,000 copies between 1995 and 1997.

CANAL+ MULTIMEDIA also introduced the concept of "culture-tainment" by creating and co-producing with the *Réunion des Musées Nationaux* and Cryo Interactive, "Versailles, a Game of Intrigue at the Court of Louis XIV", "Egypt, 1156 BC Tomb of the Pharaoh" and "China, Intrigue in The Forbidden City".

Shareholders

Since March 99, CANAL+ MULTIMEDIA has been a joint-venture between:

- the CANAL+ group, European leader in pay-TV,
- and the INFOGRAMES group, 6th largest video games producer world-wide, and leader in Europe in this sector.

This alliance between CANAL+ and INFOGRAMES is the logical outcome of a rich and fruitful period of co-operation between the two groups, dating from the creation of CANAL+ MULTIMEDIA. CANAL+ MULTIMEDIA gave the partners exclusive distribution rights to all its titles.

INFOGRAMES also partners CANAL+ in the GAME ONE channel, the first European channel dedicated to video games.

After the success of cultural titles such as *The Louvre*, Index has come to be regarded over the years as one of the **leading publishers in the intelligent games market**, and one of the best examples of the innovative ability of the French to develop creative games.

Index strategy has been to create games that stand alone in the way they inform and educate players of all ages. Some of Index's notably successful releases have included CRUSADES (1997 – has remained in the top 10 adventure/role playing games since its release) and VIKINGS (1998 – 60,000 copies sold worldwide) in the historical adventure game market and MISSION SUNLIGHT and VOCABULON (1998) in the children's games sector.

This year Index is developing a range of educational titles for 3 to 6 year-old children and 5 new adventure games for the general public. Index produces games for Playstation, PC, Mac and DVD.

Games to be released in the second half of 1999

Dracula	adventure game for PC, PSX, Mac and DVD
Crusader 2000 edition	hybrid historical adventure game for PC / Mac
Paris 1313	hybrid historical adventure game for PC / Mac
Fatal Opera	hybrid cultural adventure game for PC / Mac
Maternelle 1, 2, 3	hybrid educational title for PC / Mac
Monet	cultural adventure game for PC
Box set of «The best historical adventure games»	

Major titles released

- 1999** Operation Teddy Bear – new edition
Cannes Film Festival, 52 years of Cinema – '99 edition
- 1998** Vikings
Mission Sunlight
Vocabulon
Egypt, the adventure of 160 scholars alongside Bonaparte
Oceania, great explorers of the Pacific
- 1997** Crusades, Conspiracy of the Eastern Kingdom
The Diabolical Plot
The Essence of Music: from Baroque to Romantic
The Impressionists
Fenice: virtual tour of an Opera in Venice
- 1996** Operation Teddy Bear
- 1995** I, Paul Cézanne
Michelangelo, Sculptures and Paintings
- 1994** The Louvre, Paintings and Palaces

APPENDIX: BIOGRAPHY OF VLAD TEPEȘ

Prince Vlad III was born in 1431. The territory he ruled over corresponds to present day Romania, and lay on the border between two worlds: Christian Hungary, and Muslim Turkey. Vlad III is better known under two other highly evocative names: Tepes (the Impaler) and Dracula.

The origin of the latter name is obscure. The Latin *draco* gave rise to *drac* in Romanian, meaning both "dragon" and "the devil". Vlad III's father, Vlad II, was himself known as *Dracul* because he belonged to the Order of the Dragon (*Societas draconistarum*), founded by the emperor Sigismund of Luxembourg in 1408. As for his son, *Draculæ* or *Dracula* would have meant "The Son of the Dragon" or "The Son of the Devil". The name Dracula also has a striking resemblance to the old Slavonic word *dr"kol*, meaning "stake" or "pile". The word Dracula could therefore be an echo of the Romanian "Tepes" (Impaler) and brings to mind the torture to which the prince subjected his victims most often.

Dracula's bloody career, together with the double meaning of his name, contributed considerably to the development of the sinister legend that grew up around him.

For political reasons, the young Dracula and his younger half-brother Radu were sent as hostages to the Turks in 1442, where Dracula served as an officer in the army. During this period in his life, he gathered a great deal of information about the torture methods employed by the Turks on their prisoners of war. He was particularly fascinated with torture by impalement.

Vlad Tepes returned to the throne in 1456 with the help of the King of Hungary, János Hunyadi, and embarked on his longest period of rule, 6 years, during which he committed numerous atrocities, notably to avenge the deaths of his father and brother, Mircea. He was torn between the Hungarians and the Turks, who each claimed his allegiance. At the same time, his authority was defied by the Saxon towns of Sibiu and Brasov, which were supported by Hungary, and against which he launched bloody reprisals on numerous occasions.

In 1458, János Hunyadi's son, Mátyás Corvin, became King of Hungary. That same year, Aeneas Silvius Piccolomini, one of the greatest humanists of the age, became Pope as Pius II, and attempted to re-launch the Crusades. Dracula placed himself at the service of Christianity, and crossed the Danube, ravaging the Bulgarian and Turkish villages in his path. In his report to the King of Hungary, he boasted of a "bag" of 23,883 dead, "not counting those burned alive in their houses, or whose heads were not shown to our officers" (*History of Prince Dracula*, a propaganda document published during Vlad's lifetime). But Mátyás Corvin, who had no desire to take up arms against the Turks, managed to get rid of his burdensome ally by having him imprisoned for "treason" and "inhuman cruelty".

Some ten years later, when the King of Hungary once more took up the fight against the Ottoman Empire, Dracula, now free, joined the Hungarian army. He regained his throne for a few weeks in 1476 before being killed in battle.

His was a turbulent life marked by numerous crimes (including the burning of towns and torture of their inhabitants) but it was not very different from that of most war chiefs of the period – apart, maybe, from his pronounced taste for torture by impalement.

www.draculagame.com

A sneak preview on the Internet: make the legendary Vampire of the Carpathians come alive....

Before "Dracula" comes out on CD-Rom in October, and then for Playstation in early 2000, France Telecom Multimedia, Index and Canal + Multimedia are giving a chance to all those drooling Cybernauts to clock onto the site devoted to the game: www.draculagame.com.

To give fans a sneak preview of this great adventure game, France Telecom Multimedia, Index and Canal + Multimedia have developed a "tease" site on the Internet. Regularly updated, this space enables game lovers and fans of the Count himself to immerse themselves in the world of "Dracula", and discover more about the story, characters and 3-D-effect scenery featured in the game.

The game:

"Dracula" brings to life on CD-Rom and Playstation the legend of the vampire of the Carpathians, seven years after the events recounted in Bram Stoker's novel. In this new story, Jonathan Harker, the hero who pitted himself against the notorious vampire, discovers that his wife Mina has left London for Dracula's castle. The player takes on the role of Jonathan Harker, and sets out in search of Mina.

The site:

The www.draculagame.com site is packed with information on the legend of Count Dracula and on the game itself. Detailed descriptions of the new plot can be found, together with the scenery and main characters in the story (their background, psychology and so on). In addition, original games based on the scenario have been developed and will be found later on the site, including puzzles, arcade and "Shoot them up" games etc. You can also download screen savers and wallpaper that show the characters in the plot. For hard-core fans, a newsletter will be keeping them informed of the latest novelties on the site, with new features each month.

With plenty of experience under their belts in CD-Rom games, and fresh from the success of "Crusades" and "Vikings", Index and France Telecom Multimedia are now aiming to develop new synergies between off-line and on-line playing.

Dracula

- The tease site: www.draculagame.com
- The game, PC format: out in October 1999
- The game, Mac format: November 1999
- The game, PSX format: November 1999
- Recommended retail price: 349 French francs