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GAMES

AGB-835E-USA

STOKERVERSE™

# DRACULA

## DARK REIGN

INSTRUCTION BOOKLET

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## STORY

For centuries, Count Dracula has lingered as the shadow that haunts mankind. More than a vampire, he is a vessel of forgotten ancient powers older than man himself... and he has now returned.

Amid the carnage of World War I, Dracula has struck a pact with the Outer Void, where the demon Azathoth sleeps. Along with his niece Carmilla and his agents scattered across Europe, he seeks to break reality itself and usher in an age of endless night.

Aging prisoner Jonathan Harker is the first to glimpse this new horror within the walls of Dracula's crumbling castle. Soon, he, alongside new heroes, must rise to finish the war their ancestors began: Alexander Holmwood, heir to Lord Godalming; Quincy Harker, son of Jonathan and Mina; and Elizabeth Morris, the last living scion of an ancient vampire-hunting bloodline.

The world stands on the brink of darkness. Only you can stop Dracula's dark reign...

## CONTROLS

### D-PAD

Move character /  
Navigate menus

### UP + B

Use sub-weapon

### UP + START

Open Map Menu

### SELECT

Switch character  
(when available)



### A BUTTON

Jump (press  
twice for Quincy's  
Double Jump)

### B BUTTON

Attack

### START

Open Item/  
Equipment Menu

## — CHARACTER BIOGRAPHIES —



*Jonathan Harker*  
*Survivor of Dracula's Castle*

**Weapons:** Sword, Axe, Hammer, Spear

**Sub-Weapons:** Revolver, Spellbook

**Skill:** Slide

**Movement:** Normal

Jonathan Harker was once an ordinary solicitor, until fate drew him into the nightmare of Dracula's castle decades ago. Surviving the ordeal scarred him forever, but it also forged him into a man who would never run from darkness. Now aged and weathered, Jonathan finds himself imprisoned once more in the crumbling halls of the Count's keep. That is, until one fateful encounter...

When a spectral woman appears to place a weapon in his hands, Jonathan fights his way through corridors soaked in centuries of blood. Though he escapes, he glimpses Dracula in the infamous Red Room, confirming that the vampire has returned, and something far worse has come with him.

Jonathan represents the prologue of this war: versatile and skilled with every weapon, he passes the torch on to the next generation of hunters.





### *Alexander Holmwood*

*The Noble Heir*

**Weapons:** Sword, Spear

**Sub-Weapon:** Revolver

**Skill:** Slide

**Movement:** Normal

Alexander Holmwood is the last surviving descendant of Lord Godalming. Raised on tales of his ancestor's heroism, Alexander inherited not only the family name but also the burden of its legacy. Honorable and disciplined, he sees himself as the protector of his allies, even if the weight of command often leaves him isolated.

Holmwood first enters the fight on the blood-soaked fields of the River Somme, leading a scouting mission with Quincy Harker. There, he uncovers undead soldiers risen by Dracula's will and retrieves the first fragment of the Seal of the Outer Void.

In battle, Holmwood favors precision and control. His spear strikes from a distance to keep enemies at bay, while his sword offers balance in close quarters.



### *Quincy Harker*

*The Son of Legacy*

**Weapons:** Sword, Axe, Hammer

**Sub-Weapon:** Revolver

**Skill:** Double Jump

**Movement:** Slightly slower

The son of Mina and Jonathan Harker, Quincy has lived in the shadow of legends. Trained from youth at the Van Helsing Institute, he has mastered both the lore of monsters and the art of destroying them. Intelligent and determined like his parents, Quincy nonetheless fears he can never live up to their heroic deeds.

Fighting alongside Holmwood at the River Somme and deep in the London sewers, Quincy gradually proves his worth. It is Quincy who first senses the corrupt nature of the Seal, and who pushes to seek Mina's counsel before the Seal's evil spreads further.

Quincy fights with brute strength and methodical patience. His heavy hammer crushes armored foes, and his axe can shatter barricades. Though slower than Holmwood, his double jump grants him unmatched mobility.



*Elizabeth Morris*  
*The Awakened Bloodline*

**Weapons:** Sword  
**Sub-Weapon:** Spellbook (Elemental Magic)  
**Skill:** Wolf Transformation  
**Movement:** Normal (Human), Fast (Wolf)

Elizabeth Morris is the last scion of a forgotten bloodline of vampire hunters. Her family's legacy lay dormant for generations — that is, until Mina Harker, seeing the rising threat, awakened the power within her.

Her trial comes in the haunted ruins of a shuttered asylum, where she faces the lingering horrors of Dr. Jekyll's experiments and the immortal specter of Jack the Ripper. Emerging victorious, she joins Holmwood and Quincy to storm Dracula's castle itself.

Elizabeth fights with elegance and mystic force rather than brute strength. Her spellbook unleashes elemental blasts from afar, while her wolf form lets her dash through narrow passages.

## VILLAIN BIOGRAPHIES



*Count Dracula*  
*Lord of the Night, The Voidbound King*

**Appearance:** Prologue, Stage 5, Stage 6

Once a 15th-century prince, Dracula transcended mortality to become a vessel for forgotten gods. Though vanquished by Jonathan Harker, he has returned through a pact with the Outer Void, seeking to merge the mortal world with the void beyond.

*Dr. Henry Hyde*  
*The Twisted Genius*

**Appearance:** Stage 2, Stage 4

A brilliant scientist corrupted by Dracula's influence. Dr. Hyde first created monsters beneath London, then resurfaced them at the asylum fused with his own abominations.

*Jack the Ripper*  
*The Immortal Butcher*

**Appearance:** Stage 4

An infamous killer revived as Dracula's thrall, Jack the Ripper is now a shadowy phantom stalking the asylum.

*Carmilla*

*Dracula's Niece, The Crimson Sorceress*

**Appearance:** Stage 5

Dracula's cunning niece and most loyal lieutenant, Carmilla orchestrates the Void ritual. She wields blood magic and commands thralls with eerie grace.

*Azathoth*

*The Crawling Chaos*

**Presence:** Stage 5

A mindless god stirring in the Outer Void. Dracula seeks to free its essence using the Seals of the Outer Void.

## STAGES

Each stage of *Dracula: Dark Reign* is a chapter in the battle against the Count. Explore haunted castles, war-torn trenches, and cursed city streets as you fight to stop the Outer Void from consuming the world.



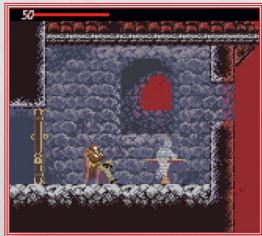


## PROLOGUE — *Dracula's Castle*

**Playable:** Jonathan Harker

**Objective:** Escape the castle

Jonathan Harker awakens imprisoned in the Count's decrepit fortress. Guided by the ghostly figure of a sorrowful woman, he reclaims his weapons and fights through halls filled with skeletons and zombies. At the center of the treacherous castle, he glimpses Dracula in the infamous Red Room before escaping into the storm.



## STAGE 1 — *Somme River*

**Playable:** Alexander Holmwood, Quincy Harker

**Objective:** Investigate the battlefield and recover the artifact

Years later, amidst the chaos of the Great War, Holmwood and Quincy traverse the trenches along the River Somme. Undead soldiers rise from the mud, led by a vampiric German officer. After a brutal battle, they discover the first Seal of the Outer Void and resolve to return it to Mina Harker in London.





## STAGE 2 — *London Sewers*

**Playable:** Alexander Holmwood, Quincy Harker

**Objective:** Hunt Dr. Hyde and retrieve the second artifact

Sent by Mina to investigate the London slums, Holmwood and Quincy descend beneath the cobblestones into Hyde's underground lab. Infected townsfolk swarm the tunnels, and Hyde unleashes a monstrous creation before vanishing into the shadows. Among the wreckage lies a second fragment of the Seal.



## STAGE 3 — *Van Helsing Institute*

**Playable:** Elizabeth Morris

**Objective:** Complete training and awaken powers

Mina Harker reveals Elizabeth's hidden heritage and trains her within the Van Helsing Institute. This puzzle-style stage teaches spellcasting, wolf transformation, and combat basics. When completed, Morris is ready to join the war.



## STAGE 4 — *Asylum*

**Playable:** Elizabeth Morris

**Objective:** Investigate the asylum and confront its horrors

While Holmwood and Quincy prepare to assault Dracula's castle, Morris ventures alone into an abandoned asylum steeped in whispers and blood. There she faces a resurrected Jack the Ripper and the returning Dr. Hyde. Through this, she finally claims a third Seal fragment and proves herself as a hunter.



## STAGE 5 — *Return to Dracula's Castle*

**Playable:** Alexander Holmwood, Quincy Harker, Elizabeth Morris

**Objective:** Destroy Carmilla and halt the summoning

The heroes storm Dracula's fortress, now wreathed in a swirling portal to the Outer Void. Inside the Red Room, Carmilla completes the summoning of Azathoth as Dracula watches. The castle shakes as they battle her void-born powers. She is slain, but Dracula escapes in his monstrous bat form as the portal collapses.



## STAGE 6 — *Van Helsing Institute*

**Playable:** Alexander Holmwood, Quincy Harker, Elizabeth Morris

**Objective:** Rescue Mina and defeat Dracula

Dracula strikes back, seizing Mina within the Institute itself. The heroes battle through warped halls, facing stronger beasts, possessed thralls, and creeping void corruption. At the top, beneath the blood moon, Dracula assumes his ultimate form. Only by combining their strength can the hunters shatter the Seal and end his dark reign.



## BESTIARY

### *Bats*

These critters will fly towards you when disturbed.



### *Skeletons*

Weak but relentless undead found in Dracula's castle, they can be both offensive and defensive.





### *Zombies*

Slow corpses that lunge without warning.



### *Undead Soldiers*

Dead soldiers of World War I raised to fight again. These undead troops are armed with bayonets and can attack at range.



### *Vampiric Officer*

Leading undead troops and summoning bats to attack, this swift and deadly Officer drops a Seal upon her demise.



### *Infected Townsfolk*

Victims of Dr. Jekyll's experiments, they are feral until defeated.





### *Infected Rats*

Wild rats that have grown large and fierce in the sewers.



### *Beasts of the Void*

Shifting horrors pulled from the Outer Void, they will pounce without warning.



### *Possessed Thralls*

Townfolk enslaved by Dracula's void magic.



### *Ape-Like Monstrosities*

Created in Dracula's lab from experimentation, these brutish and nimble monsters will jump around and attack on sight.



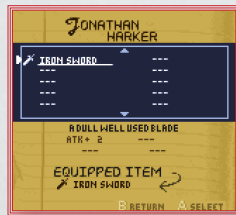
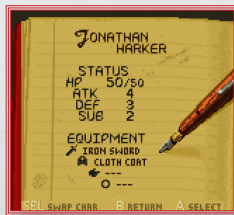
### *Dracula (Final Form)*

A monstrous fusion of bat, shadow, and chaos.



## ITEMS & EQUIPMENT

Use START to open the equipment screen and change loadouts.



### Weapons

**Sword** (All) — Balanced mid range weapon

**Spear** (Holmwood) — Long reach, can slow some foes

**Axe** (Quincy) — Heavy and slow, can knock back or stun some foes

**Hammer** (Quincy) — Slower than an axe but can smash down damaged stone walls

### Sub-Weapons

**Revolver** (Jonathan, Holmwood, Quincy) — Ranged attacks that require reloading when used up

**Spellbook** (Jonathan, Morris) — Elemental offensive magic that can also be charged for an alternative attack

### Armor

**Cloth Coat, Chain Vest, Witch's Shroud** — Apply extra defensive stats

### Accessories

**Defense Ring, Agility Charm, Blood Amulet** — Can apply a mix of attack, defensive, and sub stats

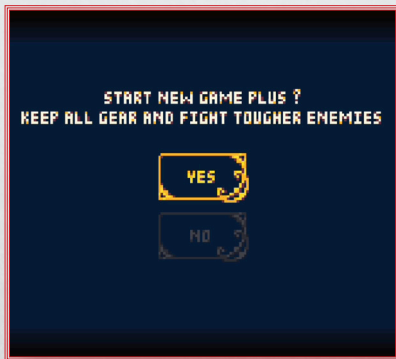
### Consumables

**Red Vases** — Heals active character to full when broken

## NEW GAME+ MODE

Unlocked after completing the game once

- All characters available in every stage
- All gear found is maintained
- Enemies and bosses are stronger
- Save points only partially heal
- Hidden routes and exclusive loot become accessible



## SAVE SYSTEM

- Progress auto saves at the end of each stage
- Hold Up on the D-Pad to save in the Save Room
  - Save Rooms in long stages also restore health (partial on NG+)
- Select a currently used save slot from the title screen to resume
- If any hero falls, it's Game Over





# CREDITS

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Incube8 Games

## **Thank you to the QA Testers**

### **Special Thanks**

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The StokerVerse™

pautomas

hauntology

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Chris Maltby & all the fantastic GB Studio

developers that help make games like  
this possible



## NOTES

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## WARRANTY

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