

## Dracula 5 - Walkthrough

((Metropolitan01))

### **New York – Arrival at the Metropolitan Museum of Art**

Go to the door on the right to speak to the Director. Select the "Security" dialog to obtain the *magnetic card*.

Leave the Director's office. Then use the *magnetic card* to enter Gerry's office.

((Metropolitan02 to 04))

### **Gerry's office**

Pick up these objects which are in the room in the back: the *scalpel*, *small test tube*, *compress*, *empty container*, and *wrapped painting* (which is in its protective case against the wall).

Put the *wrapped painting* on the stand to the left of the monitor. Remove the paper and use the *scalpel* to take a sample of a black substance from the painting. Then combine the *scalpel* with the *small test tube*.

When you look at Gerry's office, on the right wall there is a device that you can use to send the *small test tube with the sample of the black substance* to the analysis laboratory.

Then go back to the painting. Turn on the monitor on the right and the scanner on the left.

Talk with Gerry! Select the "Infrared" dialog. Pick up the lab results.

Go to the cupboard near Gerry's office entrance to take the *oil flask* and *Solvent S237*. You'll have to combine them with the *empty container* and then with the *compress*. Use the *compress* on the painting four times to clean it.

Click on the painting again. Then go to Gerry to talk with him.

Pick up the painting and take your *magnetic card* to go to the room protected by the security system to put the painting in there. Cover it with the *protective cloth* that's right next to the easel.

Leave the room. Then answer the telephone on your right. After the call, go to Gerry's office.

Then read the book that's on the desk.

Talk to Adam and go to the room containing the painting. Remove the *protective cloth*.

((Ellen01))

### **Ellen's apartment**

When you wake up, take the medicine that's in the drawer near the bed. Then read the letter on the table before leaving the apartment.

((Metropolitan05 and 06))

### **Metropolitan - Painting theft**

Back in Gerry's office, check to see if the painting is still there.

After unblocking access to the security camera recordings (refer to the Access Code puzzle), use the device you see. Push stop, rewind, then play. Eject the cassette and take it.

Take the key that's on Gerry's desk. Use it to open the mailbox next to the Director's desk.

Take the mail. Then leave the Metropolitan Museum of Art.

((Ellen02))

### **Ellen's apartment - part two**

Turn on the computer in the back of Ellen's apartment (refer to the Computer puzzle). Answer the phone that's next to the bed. After the conversation with the mysterious person, call Gerry. Leave the apartment. Then take the envelope that's on the doormat.

((Cistern01 to 04))

### **Istanbul - Cistern**

Talk to the guard. Go down the hallway to the right of the guard, along the stairs. Then look at the phone numbers on the display board. Go down the alley in front of the display board and try to open the gate. Pick up the plank on the floor near the gate.

Return to the alley where the guard is. Go past him, until the end of the alley, and try to use the public telephone. Take the *coin* on the table behind you. Use it to call the reception desk. Wait until you see the guard disappear. Then pick up the *key chain* in his booth. Use the middle key (the third key from either the left or the right) to open the gate. Go until the end of the platform and pick up the plank.

Use the two planks (first the long one, and then the short one) to make a bridge to reach the boat.

To retrieve the *small scepter*, use your knife to remove the brick from the wall behind the boat.

Go back to the platform and use the *small scepter* on the column (refer to the Peacock Eye Column puzzle).

Return to the boat. Unfasten it and go forward once to take the *compass* on the pillar that's just emerged from the water.

Go up to the first Gorgon head on the column (refer to the Labyrinth puzzle).

((Crypt01 to 03))

### **The crypt**

Leave the boat and light up the projector on the bottom of the screen. Pivot the three statues so that they form the shadow of a dragon (refer to the Shadow of the Dragon puzzle).

Go into the second room of this secret place and take the *flail*. Go back to the first room and break the window where the amphora is. All you have to do now is pick up the book that's just on the left. Return to the room where you picked up the *flail*. Go to the back and reveal the family tree (refer to the Pentagram puzzle). Take a look at the names Radu and Stoker.

((Yanek01 to 04))

### **Istanbul – Yanek's place**

Go into Yanek's place! Take the *crank* and *shellac* to the right of the entrance, and the *lampblack* on the shelves. Then go up the stairs to pick up the *kohl*.

To open the secret door, look at the marionettes in front of you (refer to the Marionettes puzzle).

Go into the secret room. Shift the curtain and keep going until you see Yanek. Speak to him before going back to the first room.

On the shelves to the right of the passage leading to Yanek, there's a book that contains a flask with *Dracula's blood*.

Then explore the room to take two pieces of paper, and look at the display board showing where the rotary press cylinders are. Then take two of the cylinders from the right-hand shelf (one of them is in the third column and on the second shelf from the bottom, the other one is on the last column on the right, on the third shelf).

Take the *ink*, then use the rotary press cylinder. Take the *crank*, a *piece of paper*, and the *copper cylinder*. Pour in the *ink*, and then use the crank to activate the rotary press cylinder. Then combine the following objects: *kohl*, *shellac*, and *lampblack*. Use the resulting product on the device on the left. Add *Dracula's blood*, and then your own blood by using the *knife* in your inventory to cut your finger. Use the device (refer to the Blood Ink puzzle).

After making the *blood ink*, remove the copper cylinder and insert the silver cylinder. Pour in the *blood ink*, add a sheet of paper, and activate the rotary press cylinder.

((Ukraine01 to 03))

### **Ukraine**

Take the *machete* that's in the truck, as well as the *Geiger counter*, *batteries* and *tube* in the box. Put the *batteries* in the *counter*, then add the *tube*.

Use the *machete* to cut the vegetation that's hiding a radioactivity logo on the rock near the truck.

Take the *Geiger counter*, turn it on, and set the dial to X1. Go to the undergrowth in front of the car. Move the camera until the Geiger counter needle reaches the highest level. Then use the *machete* to clear the path.

Take the *crowbar*, then go forward until you reach the tower. Use it to force open the tower's door so you can go inside.

((Tower01 to 05))

### **Dracula's tower**

Take the *empty jerry can* and fill it up with oil from the tank outside the tower. Put the oil in the yellow generator in the tower, and turn it on. Use the control panel in the elevator to turn the electricity back on (refer to the Electricity Panel puzzle). Then use the lever to call the elevator (see the Ground Floor puzzle).

Once you reach the basement, look at the floor to solve the puzzle (refer to the Secuti Viam Desolationis puzzle). This opens the gate on your right. Try to go toward this path. Pick up a *cannonball* behind you and throw it toward the path you've just opened up. Now you can continue on your path until a river.

Use *Dracula's blood* on the control panel (refer to the Dracula's Blood puzzle) so that you can then cross the river (refer to the Crossing the Underground River puzzle).

Talk to Dracula! Return to the boat, and take it to go right, where Adam's prison is. Unlock the lock (refer to the Lock puzzle) to free Adam. Then talk to Dracula again. All you have to do now is accept or refuse his offer!

**END**