

Drac's Night Out FAQ/Walkthrough

by SubSane

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DRAC'S NIGHT OUT
FAQ/WALKTHROUGH v0.9

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TABLE OF CONTENTS

1.0 INTRODUCTION

- 1.1 Game Details
- 1.2 Story

2.0 THE BASICS

- 2.1 Game Start
- 2.2 Status Screen
- 2.3 Controls
- 2.4 Items
- 2.5 Abilities
- 2.6 Bonus Room

3.0 WALKTHROUGH

- 3.1 Castle Round 1
- 3.2 Castle Round 2
- 3.3 Castle Round 3
- 3.4 Castle Round 4
- 3.5 Castle Round 5
- 3.6 The Village

4.0 CODES & SECRETS

5.0 LEGAL / MISC.

- 5.1 Version History
- 5.2 Guide Credits
- 5.3 Contact Information
- 5.4 Legal Stuff

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===== 1.0 INTRODUCTION =====

1.1 Game Details

Ask your average person about this game and they'll say, "what the hell is that, the sequel to Blackula?"

Drac's Night Out was a Nintendo game released only as a prototype back in 1991. Some executive somewhere didn't like the game and thus it was never released commercially, but the few cartridges that remain are tantamount to the Holy Grail for NES collectors. It was developed by Parker Brothers and Microsmiths Inc. and endorsed by Reebok (a fact which I will undoubtedly mention throughout this guide).

1.2 Story

Dracula emerged one evening with a thirst for blood... the blood of a young girl. But he was not as young as he used to be, and his patent leather shoes were really squeezing his pale old toes. Luckily his good friends at Reebok sent him a very special gift: the Reebok Pump! With these babies he could run faster, fly higher, and suck harder than any other vampire in Transylvanian history! With his stylin' new footwear Drac set out past the villagers storming his castle to find the beautiful and succulent maiden Mina.

2.0 THE BASICS

2.1 Game Start

Press Start

=====
Press Start to begin the game.

2.2 Status Screen

Press Select to access the status screen:

Powered Up

=====
If you're currently using a power-up or ability a red star will appear at the top of the status screen to indicate that.

Score

=====
The number of points accumulated throughout the game.

Time

=====
The in-game timer. The game start at 12:00 AM and ends at 6 AM (roughly one real-time hour).

Blood

=====
Drac's health. You lose blood if attacked by an enemy and can regain blood

by sucking the blood of villagers. You will also lose blood each time you use the hypnotize ability.

Count

=====

The number of villagers that have been killed. Collect 5 skulls to turn into a bat in the castle or a wolf in the village.

Round

=====

There are five rounds in the game, each one progressively harder to beat than the last.

Floor

=====

Each castle area has a certain number of floors, starting at 30 floors for the first round. Each following round has more floors than the last.

2.3 Controls

Command	Character Action	Other
Left	Move Drac	Navigate menus
Right	Move Drac	Navigate menus
Up	Walk up ladders, move Drac	Navigate menus
Down	Walk down ladders, move Drac	Navigate menus
B button	Jump	-
A button	Hypnotize villagers, suck blood pull levers and switches	-
Select	Game status screen	-
Start	Pause	Select in the menus

2.4 Items

Item	Purpose of item
Reebok Pump	Speed boost (and some mad hops!)
Key	Used to enter doors in the village
Magic lamp	Used to open trap doors in the village houses
Clover	Used to open locked gates in the village streets

2.5 Abilities

Drac packs quite a few useful abilities.

Bat and wolf -- As you control Drac through the castle and village you will get opportunities to catch an unsuspecting villager and suck his or her blood. This will add one skull to your count in the Game Status screen. Once you kill five villagers (five skulls) you will transform into a certain animal depending

on the level. If you're in the castle you will turn into a flying bat, and if you're in the village you'll turn into a speedy wolf. Both forms are invincible until they wear off.

Hypnotize -- Drac can hypnotize villagers when he is in a tight spot. Simply press A to use the hypnotic beam. Note that hitting a villager with a hypnotic beam will drain a small amount of blood, so this ability is best used in an emergency.

Reebok Pumps -- When you collect a Reebok Pump power-up you will not only run faster but jump higher as well.

2.6 Bonus Room

The bonus room appears in black doorways within the castle. You are then given the option of three doors. One of the following will occur when you open a door.

100 Points -- You'll be given 100 points

Pint of Blood -- You'll be given a pint of blood

Lose blood -- You'll lose a pint of blood

The results are always random, but you can enter the bonus rooms as often as you like.

==== 3.0 WALKTHROUGH =====

Note: The Village level will appear after each round in the castle. However, the Village is exactly the same every time you play through in regards to difficulty, challenge, and gameplay. To that end I only go over the Village level one time, after all of the castle rounds. If you need help on the Village refer to section 3.6 of the walkthrough.

Note: In the walkthrough I will refer to some floors in the castles as the floor number with an 'x' next to it (as in Floor 27x). Each x next to a floor number indicates how many castles away from the main castle you are. So one x means you're in the next castle over, and two x's means you're two castles away from the main castle.

3.1 Castle Round 1

Floor 30

=====

Walk left and down the stairs.

Floor 29

=====

Walk to the right and pull the lever to open the gate. Walk down the next set of stairs.

Floor 28

=====

Wait for the guy to be near the Frankenstein then pull the lever to both open the gate and release the monster. That should stun the villager and allow you to suck his blood. Wait around near the monster and let the villager below walk up to get stunned as well. Suck his blood and head down the stairs.

Floor 27

=====

Just walk down the stairs.

Floor 26

=====

Walk down and quickly pull the lever next to the door to release the ghost. Let it stun the villager then enter the doorway, which will lead to a dark room and three doors. You'll either get some blood, some bonus points, or you'll lose blood. After trying many times it seems that the left door is most likely to yield extra blood or points. You can enter this room as many times as you like to get points and blood.

Leave the room and go down the next set of stairs.

Floor 25

=====

Pull the lever and run left. Hypnotize the villager and grab the Reebok Pump to get a speed boost. Run down the stairs.

Floor 24

=====

Run down the stairs and hypnotize any villagers that appear.

Floor 23

=====

Hypnotize the villager and pull the lever on the left to stun her with a sword, then suck yourself some sweet blood. Get around to the right side and head down the stairs.

Floor 22

=====

This is a small floor, so just head down.

Floor 21

=====

Pull the lever on the right, then push the button that was revealed to make a spider appear. It will stun any enemies in the way. Once you get your blood suck on go down to the next floor.

Floor 20

=====

Hopefully the spider from floor 21 went down the stairs, so follow it down and suck all villagers who get in the way. Use the button to kill any villagers down on floor 19.

Floor 19

=====

Run down and quickly get to floor 18.

Floor 18

=====

Hypnotize any nearby villagers then pull the trap lever to release a boulder below. Grab the Reebok Pump and continue down.

Floor 17

=====

Pull the lever on the right ONLY when the boulder from before is rolling to the left, otherwise you'll have to jump over it. Head to the left and jump over the pit, then down the short steps.

Floor 16

=====

Run to the right and pull the next lever. That will release the boulder further ahead to stun any villagers below. Down the stairs as always.

Floor 15

=====

Pull the lever on the left if you want to activate the punching glove on the floor below, but make sure not to touch it when it is activated. Move down if the coast is clear.

Floor 14

=====

Just walk down to floor 13.

Floor 13

=====

Unlucky 13, ey? Walk down and hypnotize any villagers that should cross your path, then continue down to the stairs on the left.

Floor 12

=====

Hop over the gap to wait on the ledge if a villager is coming up the stairs, but do not head to the right. Take the stairs on the left.

Floor 11

=====

Make sure you're on the left side. Pull that lever to release a swarm of bees then head down.

Floor 10

=====

Hypnotize any villagers that come up the stairs and quickly go down to floor 9.

Floor 9

=====

Pull the next lever and pull a hypno trick on any villagers as always, then go down the next stairs.

Floor 8

=====

Pull the lever and release the Frankenstein to let it mow down all villagers in the vicinity. Take their blood if you need it then walk to the left. If a villager appears down on floor 7 use the left lever to hit the villager and get some more sweet blood.

Floor 7

=====

Pull the lever near the center to release the boulder, then let it roll to the floors below. That thing can hurt you so don't go anywhere near it. Walk down when ready.

Floor 6

=====

Walk down to the next floor down.

Floor 5

=====

Hit the left lever to release a ghost from the book case and let it clear out any nearby villagers. Enter the bookcase to get three doors with the usual extra blood, extra points, or loss of blood. I had much good luck with the middle door, so try that one. Continue down to the next floor when you've had enough.

Floor 4

=====

Pull the left lever and go on down.

Floor 3

=====

Stand under the axe to lure in an unsuspecting villager, then pull the lever on the right to release a trap on floor 2. Go down when the coast is clear.

Floor 2

=====

Climb down and head to the right stairs. Quickly push the button down in floor 1 and return to floor 2. Once you've pushed that button the door is open, and you're clear to use the stairs on the left to get to the door.

Floor 1

=====

That's it! Run to the door to exit the castle round 1.

3.2 Castle Round 2

Floor 36

=====

Walk to the left and down the stairs.

Floor 35

=====

Wait for a villager to start up the stairs and hit the plunger to release the boulder. Once the boulder rolls down you can climb down.

Floor 34

=====

Hit the next plunger to release the killer koala then enter the black entrance. DO NOT open the center door, as every time I tried it the game froze. Try either of the side doors if you want to risk it, but if you don't want to risk the game crashing just leave. Release the koala again and use it to clear the stairs on your way down.

Floor 33

=====

This part can get tricky. First of all don't push the button to get the axe below swinging. It can also hurt you. I'd suggest going down a bit to entice villagers then use the koala to take them out. Keep sucking blood until you turn into a bat. And now it's time for you to fly down, bat boy!

Floor 32

=====

Keep flying down, bat boy!

Floor 31

=====

You still have it, keep flying!

Floor 30

=====

You guessed it, you're still a bat. Keep flying and killing villagers.

Floor 29

=====

You should still be a bat. Fly to the right and grab the Reebok Pumps and continue down the ladders.

Floor 28

=====

Head to the right and down the stairs.

Floor 27

=====

Take the stairs on the right.

Floor 26

=====

Hit the plunger to stun any villagers on this floor, then jump over the gap on the left and pull the rope over the platform to bring out a ghost. Jump back to the right and hit the plunger again to stun any other villagers on this floor. Go down the stairs on the right when ready.

Floor 25

=====

Hit the lever on the right and keep going down.

Floor 24

=====

Use the small ghost to stun any nearby villagers. Hell, lure a few of them up here as well. Move down when it's clear.

Floor 23

=====

Hit the plunger to activate a door (which you don't need, but eh) then move down to floor 22.

Floor 22

=====

Pull the lever to open a hole in the floor and hypnotize any villagers that get near you. Continue down the nearest set of stairs.

Floor 21

=====

Pull the rope to open the door nearby and enter it.

Floor 21x

=====

You are now in another castle, but you don't have to stay here for long. Pull the lever on the ground and the one on the wall to start a few traps, then move along down the stairs.

Floor 20x

=====

Pull both levers here as well and grab the Reebok Pumps. Hypnotize a villager if she gets close then continue down the stairs.

Floor 19x

=====

Push the button to lower the trident on the floor below and catch a villager

or two. Once the path is clear head down there.

Floor 18x

=====

Pull the lever and walk left to return to the proper castle.

Floor 18

=====

Walk all the way to the left and pull the lever. That will drop the grandfather clock, which will in turn drop the block on the floor below and release the Frankenstein. That should give you at least one villager to take blood from, so go down there and get it.

Floor 17

=====

Pull the lever on the right and continue downwards.

Floor 16

=====

Ok, walk down and stop at point where the first set of stairs end. Wait for the villager on the right to be far away and quickly jump over the gap to the right. If you're fast enough you can get down the stairs, if not simply hypnotize the villager.

Floor 15

=====

Down the stairs, buddy.

Floor 14

=====

Do not hit the lever. Simply move on down.

Floor 13

=====

Pull the lever and go down the stairs when you see a chance.

Floor 12

=====

Hypnotize all nosey villagers and head down the stairs on the right.

Floor 11

=====

You can use the small ghost to turn into a bat. Simply wait here and let the ghost stun the endless supply of villagers until you have enough to go batty on these rubes. You may lose some blood to hypnotize them but you'll get it back with each villager you nab.

Floor 10

=====

Come on, man! You're a bat! Just keep flying down and making villagers go

POOF.

Floor 9

=====

Go to the right and run down that set of steps.

Floor 8

=====

All you have here is stairs.

Floor 7

=====

Pull the lever if you want something to do and keep walking down.

Floor 6

=====

Those Reeboks are made for walkin', so move along down.

Floor 5

=====

What if you could moonwalk down the stairs?! That'd be sweet...

Floor 4

=====

Hit the plunger to release a mummy on the floor below. He'll keep the area clear of villagers for you.

Floor 3

=====

This plunger will release a wheel down on floor 1, clearing all villagers in the way of the door. Now wait for the boulder on floor 2 to roll to the right and quickly climb down.

Floor 2

=====

Down the stairs before it rolls back to the left!

Floor 1

=====

Wait around on the steps until you get a good feel for the speed of the wheel. You're going to have to climb down and jump over it to pull the lever on the right, then jump over it again and run for the door. Bada bing, castle round 2 is complete!

3.3 Castle Round 3

Ooh boy, now it gets tough...

Floor 41

=====

This may seem strange, but pull the lever and walk into the door. No matter what you do you're going to fall down a few floors and get hurt, so I hope you had a lot of blood.

Floor 41x

=====

You'll reappear on this floor after the fall. Head up the stairs.

Floor 42x

=====

Wait for the villager above to be on the right then quickly climb up.

Floor 43x

=====

Pull the lever on the left and quickly turn to hypnotize the villager if he gets close. Suck the villager's blood after the sword hits him and wait next to the lever. You'll now have to wait there and stun villagers as they climb up to your floor. Once you turn into a bat fly down the stairs.

Floor 42x

=====

You need to fly down ten floors before you turn back into Drac, so get moving!

Floor 41x

=====

Fly faster!!!

Floor 40x

=====

Down the stairs, quickly!

Floor 39x

=====

Forget the distractions and keep flying down!

Floor 38x

=====

"Fly me to the moon...", or down the stairs!

Floor 37x

=====

Time's a-wastin', hurry up!

Floor 36x

=====

Quickly fly down to the gap in the middle of the floor.

Floor 35x

=====

Fly through the next gap.

Floor 34x

=====

Fly left and through the gap.

Floor 33x

=====

If you didn't make it here you'll have to return to floor 43x or simply suck five more villagers to turn into a bat again.

Hit the plunger to open the door on the right and enter it, then hit the lever and return to the left. That will clear out any villagers that come up the stairs. Climb down the stairs quickly while the coast is clear.

Floor 32x

=====

If a villager reaches this floor you can just wait until he or she walks to the left then quickly continue down.

Floor 31x

=====

Walk down the stairs as quickly as you can. Hypnotize the villager if you have to.

Floor 30x

=====

You guessed it, head down the stairs on the left.

Floor 29x

=====

Pull the lever on the left and stay there while the snake passes by. Begin following the snake and hit the plunger to open the door and suck the villager who was just stunned. The stairs on the right are the next place to be.

Floor 28x

=====

Keep following the snake and let it move along. Suck any villagers that get stunned on this floor and then enter the door on the left.

Floor 28

=====

We're FINALLY back in the main castle. If any villagers appear on the floor below you can use the left pink lever to hit them with an electric bolt from the contraption below. Jump over the gap on the left and head down the stairs to continue.

Floor 27

=====

Head down the stairs on the right.

Floor 26

=====

Avoid the lever and continue down the stairs.

Floor 25

=====

When you get to this floor you may see a villager below. If so lure him up to floor 25 and pull the lever on floor 26 to release the bees. That should stun the villager and still give you enough room to head down the stairs to the next floor.

Floor 24

=====

Here you have 2 levers. The lever on the right will release the bees out into the area on the left, while the left lever will shoot an axe through the air. Try out both before moving on.

Floor 23

=====

A tough one. The spiked ball will hurt you so you can't just wander down there. You'll have to time your run to reach the white button and run left and halfway up the nearest stairs. Let the spiked ball roll down to the next floor and then follow suit.

Floor 22

=====

Wait for the spiked ball to roll left and quickly head to the right side. Use the magic lamp to release a genie and eliminate the spiked ball. You can now wait on this floor and let the genie stun villagers until you get five skulls and turn into a bat.

Floor 21

=====

Fly down and fly hard.

Floor 20

=====

Keep flying down.

Floor 19

=====

Stop right here and wait for the bat to wear off. Now return up to floor 20 and pull the lever on the far left to release the skeleton below. Wait on floor 19 and use the skeleton to collect another five skulls and turn into a bat again. Now fly FAST!!!

Floor 18

=====

Fly straight down into the stairs.

Floor 17

=====

Flyin' down...

Floor 16

=====

Down so far...

Floor 15

=====

Ha ha puny humans, you can't hurt a bat!

Floor 14

=====

You can see your house from up here! Oh, wait...

Floor 13

=====

Almost there, just keep going down (hey, mind right here and out of the gutter)

Floor 12

=====

Geez, can't the bat fly any faster?

Floor 11

=====

Uno mas!

Floor 10

=====

And scene.

Wait on this floor until you return to normal. Man, can you imagine having to walk through all that? Walk down another floor.

Floor 9

=====

Sadly, we must go off into another castle. Open the right door and enter.

Floor 9x

=====

Head straight to the right and through the next door.

Floor 9xx

=====

Pull the lever in the ground and allow the ball to roll down to floor 8xx. Much like the last time, follow the ball as it rolls through villagers as if they

were custard.

Floor 8xx

=====

Wait for the ball to roll down and then walk down the stairs.

Floor 7xx

=====

Once again wait for the ball to move along before going down the stairs.

Floor 6xx

=====

Pull the lever to open the door and return to the left.

Floor 6x

=====

Down the stairs buddy boy.

Floor 5x

=====

Pull the lever to open the door, then wait for some villagers to get hit by either the rolling ball or the Frankenstein below. Once the rolling ball rolls left follow it closely and quickly climb onto the stairs on the left side to avoid getting hit by the ball. Climb back down after it passes and enter the left door.

Floor 5

=====

Back in the main castle... again. Hit the button on the left to release the swamp monster below and let it stun the nearby villagers. Naturally you want to fang (as opposed to thank, you see) them for coming to your castle. Climb down when ready.

Floor 4

=====

Wait around here to make sure all incoming villagers get stunned before moving down. If you turn into a bat fly your way down.

Floor 3

=====

Watch for the monster in case he hits the lever to release the axe on this floor. If he's far from the lever then continue down.

Floor 2

=====

Pull the lever on the right and hypnotize the villager if you're in Drac mode. If you're a bat just fly on through.

Floor 1

=====

Get down there and pull the lever on the right. That will release a boulder that can hurt you as Drac, so wait on the stairs before heading to the door. Once you reach that door you'll be done with castle round 3.

3.4 Castle Round 4

Floor 48

=====

Total darkness marks the beginning of the level. It's odd that Drac, king of the night, can't see in the dark, but that's beside the point. Walk to the left and hold down to walk down the first set of stairs.

Floor 47

=====

Walk to the right a bit and continue holding down to walk down another set of stairs.

Floor 46

=====

Walk to the left and press the A button to activate the light switch for the castle. Return to floor 48.

Floor 48

=====

Pull the lever on the left to release a trap and stun the villager below. Climb down.

Floor 47

=====

Head to the right and open the door by pulling the switch next to it. Quickly suck the villager's blood and return to the left side of the door and allow the next villager to enter that same spot. Use the same trap to stun that one and take his/her blood. Move down the stairs.

Floor 46

=====

Do not pull the lever and continue down the stairs.

Floor 45

=====

Pull this lever and walk left, then hypnotize the villager. Look to the floor below and pull that chain on the wall when the villager is under the black chandelier. Walk down.

Floor 44

=====

Suck the villager's blood and walk down the left stairs.

Floor 43

=====

If you pull the lever on the left a sword will fly out from the right side and stun any villagers on this floor. Remain there and continue getting blood from villagers. Get your finger on the Down button because as soon as you get the fifth villager you need to fly down like there's no tomorrow.

Floor 42

=====

You need to fly down ten floors before you turn back into Drac, so get moving!

Floor 41

=====

Fly faster!!!

Floor 40

=====

Down the stairs, quickly!

Floor 39

=====

Forget the distractions and keep flying down!

Floor 38

=====

"Fly me to the moon...", or down the stairs!

Floor 37

=====

Time's a-wastin', hurry up!

Floor 36

=====

Quickly fly down to the gap in the middle of the floor.

Floor 35

=====

Fly through the next gap.

Floor 34

=====

Fly left and through the gap.

Floor 33

=====

If you didn't make it here you'll have to return to floor 43 or simply suck five more villagers to turn into a bat again.

Hit the plunger to open the door on the right and enter it, then hit the lever and return to the left. That will clear out any villagers that come up the stairs. Climb down the stairs quickly while the coast is clear.

Floor 32

=====

If a villager reaches this floor you can just wait until he or she walks to the left then quickly continue down.

Floor 31

=====

Walk down the stairs as quickly as you can. Hypnotize the villager if you have to.

Floor 30

=====

You guessed it, head down the stairs on the left.

Floor 29

=====

Pull the lever on the left and stay there while the snake passes by. Begin following the snake and hit the plunger to open the door and suck the villager who was just stunned. The stairs on the right are the next place to be.

Floor 28

=====

Keep following the snake and let it move along. Suck any villagers that get stunned on this floor and continue down the stairs.

Floor 27

=====

Take the stairs on the right to avoid the snake.

Floor 26

=====

Pull the switch on the wall and enter the door on the right.

Floor 26x

=====

Okay, we're going to do another bat run in this area. Climb up the stairs to the next floor up.

Floor 27x

=====

Pull the lever on the right. That will open a door below and release a scorpion that will make his way to a lower floor.

Floor 26x

=====

Suck the blood of any villagers that get stunned and then enter the door. Your guess is as good as mine, but the middle door gave up some good stuff. Try it out.

Now, when you exit the room note that the door is closed, which means the scorpion is back inside. Repeat what you did the last time to release the scorpion and stun more villager. Repeat that and as soon as you get the fifth skull start flying down! The left stairs are quicker than the right.

Floor 25x

=====

Keep flying down!

Floor 24x

=====

More bat flying means more iron.

Floor 23x

=====

Straight down...

Floor 22x

=====

You fly down now, right now!

Floor 21x

=====

Down the stairs on the right.

Floor 20x

=====

Fly straight down to the stairs in the middle.

Floor 19x

=====

Into the small hole in the floor.

Floor 18x

=====

Fly left and through the last small hole.

Floor 17x

=====

Walk down the stairs on the right to avoid villagers.

Floor 16x

=====

Pull the lever to the right and head down the stairs on the right.

Floor 15x

=====

The sword from that lever will either stun a villager or activate a circular blade on the floor below. Either way wait for the lower floor to get cleared

before proceeding down, and hypnotize any villagers that still manage to climb up.

Floor 14x
=====

So now you have a blade rolling around down there. Activate the lever on this floor to release a witch and cancel out the orange blade. Wait for the witch to float away from the stairs and then head down quickly.

Floor 13x
=====

Walk straight down.

Floor 12x
=====

One more flight of stairs to walk through.

Floor 11x
=====

Hypnotize any nosey villagers and keep walking down.

Floor 10x
=====

Stun the villager and walk down.

Floor 9x
=====

Pull the lever in the ground and allow the ball to roll down to floor 8x. Follow the ball as it rolls through villagers as if they were custard.

Floor 8x
=====

Wait for the ball to roll down and then walk down the stairs.

Floor 7x
=====

Once again wait for the ball to move along before going down the stairs.

Floor 6x
=====

Pull the lever to open the door and return to the left.

Floor 6
=====

Straight down the stairs.

Floor 5
=====

Pull the lever and, again, straight down the stairs.

Floor 4

=====

Let the Frankenstein take care of any villagers that come onto this floor. He won't hurt you so you can walk down and suck all the blood you like. Now allow Frankie and the bat on the floor below to clear out the villagers before you walk down to floor 3.

Floor 3

=====

Wait for the bat to fly out of the way and proceed down to floor 2.

Floor 2

=====

Walk down one more.

Floor 1

=====

Hypnotize the villager if he's still here, then push the plunger and head to the right. Climb the stairs up to floor 2 again.

Floor 2

=====

Pull the lever and head back down.

Floor 1

=====

The spiked ball will get stuck in the left area right next to the door. Stand next to the lever on the right and pull it as soon as the ball turns left. Wait on the stairs for the spiked ball to roll past you then quickly walk to the left and exit the castle.

3.5 Castle Round 5

Floor 54

=====

Walk to the left and jump over the gap in the floor. Ignore the button and head down the stairs.

Floor 53

=====

Walk down the stairs to the right.

Floor 52

=====

Down the stairs again to floor 51.

Floor 51

=====

Ignore the lever and take the stairs on the right.

Floor 50

=====

Wait for the spinning blade to roll to the right and quickly climb down the stairs.

Floor 49

=====

Climb down the stairs to the right.

Floor 48

=====

Keep going...

Floor 47

=====

And grab yourself a pair of Reebok Pumps! Climb back up to floor 49.

Floor 49

=====

Now we're going to go into bat mode. Push the button on the left to release the pig-faced monster and let it stun villagers as they climb. You can wait on the stairs since the pig monster can also hurt you. Just keep luring villagers up to you and let the pig monster handle them. Once you turn into a bat start flying down.

Floor 48

=====

Flying down...

Floor 47

=====

So far down...

Floor 46

=====

Farther than any vampire before...

Floor 45

=====

Keep on flying...

Floor 44

=====

Yes, you have to continue flying straight down.

Floor 43

=====

If you ain't blinkin' just keep flying.

Floor 42

=====

Keep going, man. It's better than dealing with annoying villagers.

Floor 41

=====

You can survive another floor down.

Floor 40

=====

Well, we may as well go for some more bat fun. You can use the button on this floor to activate the traps on the floor below. Walk down to lure villagers, then pull the lever as soon as they reach floor 39. Suck five stunned villagers to turn into a bat again.

Floor 39

=====

Fly down the stairs.

Floor 38

=====

I'll level with you, if you fly straight down you'll easily reach floor 29. So prepare for a lot of flying.

Floor 37

=====

Keep on down...

Floor 36

=====

Soar majestically.

Floor 35

=====

Or flap frantically.

Floor 34

=====

Keep on flying, man.

Floor 33

=====

Gettin' close to the end.

Floor 32

=====

Really close.

Floor 31

=====

Like, you're practically there.

Floor 30

=====

And just about now is when you turn back into Drac. Make sure to fly over a platform so you don't fall straight to the bottom. Walk down.

Floor 29

=====

Activate the lever to deal with any annoying villagers on the lower floors and continue downward.

Floor 28

=====

Yup, keep walking. Use the lever on the left to activate another witch.

Floor 27

=====

Pull the lever on the right. That will open a door below and release a scorpion that will make his way to a lower floor.

Floor 26

=====

Suck the blood of any villagers that get stunned and then enter the door. Your guess is as good as mine, but the middle door gave up some good stuff. Try it out.

Now, when you exit the room note that the door is closed, which means the scorpion is back inside. Repeat what you did the last time to release the scorpion and stun more villager. Repeat that and as soon as you get the fifth skull start flying down! The left stairs are quicker than the right.

Floor 25

=====

Keep flying down!

Floor 24

=====

More bat flying means more iron.

Floor 23

=====

Straight down...

Floor 22

=====

You fly down now, right now!

Floor 21

=====

Down the stairs on the right.

Floor 20

=====

Fly straight down to the stairs in the middle.

Floor 19

=====

Into the small hole in the floor.

Floor 18

=====

Fly left and through the last small hole.

Floor 17

=====

Walk down the stairs on the right to avoid villagers.

Floor 16

=====

And now it's time for... more bat fun! There will be a floating Jack-O-Lantern on this floor, but it hurts both you and villagers so you can't touch it. The plan of attack is to lure villagers up to this floor while avoiding the pumpkin head. You can do that by climbing down to make a villager appear then wait on the stairs so you're high enough to avoid the pumpkin. Repeat this until you turn into a bat again.

Floor 15

=====

Fly down. Don't you just love the bat?

Floor 14

=====

Keep flying down.

Floor 13

=====

You're soaring like a small hairy mammal.

Floor 12

=====

You're flying so free the eagles are jealous.

Floor 11

=====

Keep flying, buddy!

Floor 10

=====

Uno mas!

Floor 9

=====

And now you're back to normal. Pull the lever on the left and follow the rolling ball after it goes down the stairs.

Floor 8

=====

Wait for the ball to roll down and then walk down the stairs.

Floor 7

=====

Once again wait for the ball to move along before going down the stairs.

Floor 6

=====

Take the stairs on the right.

Floor 5

=====

Take the stairs on the right once again.

Floor 4

=====

Okay, start by hypnotizing the villager that comes up from the right. Now stand by the button that is next to the large weight and wait for a villager to appear in the lower-left corner. Once he/she appears push the button to stun and go over there to suck the blood. If you are now a bat you can simply fly to the button on the platform over the door on floor 1 and exit the castle.

If you're not a bat by this point then you'll need to use an alternate strategy. Walk down the stairs on the right.

Floor 3

=====

Keep walking down...

Floor 2

=====

Down one more.

Floor 1

=====

Grab the Reebok Pumps and burn rubber back up to floor 4.

Floor 4

=====

If a villager appears on the platform to the left hypnotize him first. Then, stand near the large weight and jump to the left. The extra boost from the Reebok Pumps should launch you onto the platform. Quickly climb down the stairs.

Floor 3

=====

One more flight down.

Floor 2

=====

Make another huge leap to the platform on the left and quickly activate the door, then stand as far left as possible and make a huge leap to the right in order to land on the stairs again. Climb down.

Floor 1

=====

Run to the left to exit the castle.

3.6 The Village

Note: The village level is the same each of the five times it appears in the game. The difficulty and challenges on the streets remain the same, and what you find in the houses is always random.

Village

=====

The village plays somewhat like the castle but on a much grander scale. The first major change is the layout of the level. This plays more like a free-roaming hunt, searching from house to house for the fair maiden Nina. The map is rather large and can take time to fully explore, but I'll explain the little tricks to finding Mina further down.

Here's a screenshot of the village map for quick reference:

<http://www.noiseland.net/misc/map01.gif>

Villagers

=====

The next changes are the villagers themselves.

Singles -- Some villagers will walk along the paths all alone, and those are fair game to be sucked dry. They will also drop items.

Vendors -- There are vendors pushing wheel barrows around, and all they do is provide somewhat helpful hints when you press the A button near them. Vendors are also the only way to get a map that the old man uses to guide you towards Mina.

Mobs -- Finally there are the mobs. These guys travel in packs from two

to seven and rapidly patrol the streets of the entire village. They cannot be killed no matter what you do, however they stay on the streets. If you see a mob appear you can just move aside onto a side path or grassy area to avoid getting hit by them. The small mobs will only cause partial damage, but the large mobs carrying pitch forks will kill you instantly.

If you find yourself stuck because a mob is blocking a path the best thing to do is find an alternate route or kill some single villagers and turn into a wolf. You will remain invincible as a wolf until it wears off.

Items

=====

Now about those items. Unlike the super cool Reebok Pump (which can still be found in the village), you can find three types of items that are not simple power-ups. All of the items are found by killing single villagers, though the clover and magic lamp are harder to find than the key. Each item you collect is added to the total in the Game Status screen (press Select)

Keys -- The first and probably most important item is the key.

You can only hold a maximum of 9 keys. With such a small limit it's wise to use keys before you collect too many, and it's not like there aren't enough doors. Each key you collect adds 2 of them to the total.

Magic lamps -- The next item is the magic lamp. This item is used to access the trap door tunnels that sometimes appear in the houses.

Clovers -- The final item is the clover. Clovers are rare, but very important. There are certain areas in the village that are closed off by gates on the streets. A clover will unlock one gate, and like the other items once you use one it is gone.

Houses

=====

Entering houses is the only way to find Mina in a reasonable amount of time. In the houses there are a variety of things that can happen, but it will be random each time you play through the village.

Old man -- The old man is quite a useful guy. First of all if you have a map he will actually show you the nearest building, animal, or other objects that are closest to the girl. Take note of the map and grab a screenshot if you can because once you see it you'll get an idea of how big the place is. The flashing arrow on the map will represent Drac, and the other small flashing icon will represent the point on the map he is pointing out to you. It's akin to a mall directory map.

The second purpose of the old man's map is to show you where all of the bridges in town are located. Honestly this isn't as helpful as other map hints.

He will also use the map when you enter a house with a tunnel to show you where the tunnel ends. The flashing red icon represents the end of the tunnel on the map.

Since he's such a nice guy he'll also offer hints such as:

"You are far from the house where the girl lives."

"You are near the house where the girl lives."

"There is a [insert geographic item] very near the girl."

"You must travel [east, north, south, west] to find the girl."

Sleeping girl -- Some houses will have a bed and a girl sleeping peacefully. But as we all know, Drac has a thing for the innocent maidens. Approach the bed and press the A button to suck the girl's blood and turn her into a willing vampire slave. The girl will then walk out of the house and lead you in the direction of Mina's house.

The other type of sleeping girl will involve a trap door. You usually need a magic lamp in order to enter the trap doors, but if you enter a trap door house and there's a girl in there you can turn her into a slave and she will lead you through the tunnel and closer to the girl.

These are probably the most helpful hint in the village, since they'll practically lead you straight to the correct house once you're near the girl.

Trap doors -- Traps doors appear through the map and serve as portals from one house to another. You need a magic lamp in order to open the trap door and enter. If you find both a trap door and sleeping girl you can turn the sleeping girl into a slave and she will lead you through the tunnel without the need of a magic lamp.

Inside the tunnel there will be various obstacles falling from the ceiling. The easiest way to proceed is to run to the right and stop if any obstacles appear to be crossing your path. You'll exit the tunnel once you reach the end.

Reebok Pump -- The Reebok Pump is the ultimate is walk-fast technology. Some houses will yield a pair of these nylon and rubber bad boys, which will give you a temporary speed boost. It may not sound like much but it can help in a village full of roaming gangs.

Nothing -- Sometimes you'll enter an empty house and still lose the key for it. Better luck next time chum... p!

Mina -- When you find the correct house you'll see a girl in a blue dress. Or perhaps a devil in a blue dress... who knows. :)

How to find Mina

=====

You'd think that all the information above here is enough to easily locate Mina in the village, but there's one important tip. Now this may have been intentional but it seems more likely that due to the unfinished nature of the game it was simply never fixed.

After playing for quite a while I discovered that 4 times out of 5 Mina will be in a house in the lower-right corner of the map. You can test this early on by getting a map from a vendor and entering a few houses near the beginning until you find an old man with a map. Anything he points out will be in the lower-right corner.

From that point you simply head to the general area and find a house with a sleeping girl. Turn her into a vampire and follow her to narrow down the houses Mina may be in, then it's a matter of trial and error. While this may not guarantee a quick find, it will definitely eliminate wandering all over the map when she's most likely in a certain neighborhood.

=====
===== 4.0 CODES & SECRETS =====

Unfortunately there weren't any apparent secrets. If anybody out there knows something I don't feel free to drop me an email.

=====
===== 5.0 LEGAL / MISC. =====

5.1 Version History

October 31: Version 0.9

- - - - -

A guide for a Dracula game released on Halloween. Isn't that awesome?

HAPPY HALLOWEEN!

5.2 Guide Credits

Thanks to...

1. Nintendo, Parker Brothers, and Reebok for creating the game.
2. AdamL for his knowledge of NES games and some helpful cheats.
3. Wilson Lau gets mad props for his kick ass 'Bart vs. the Space Mutants' guide. It is the inspiration for the over 50 guides I've written to date.
4. Thank YOU for reading. After all, I didn't write this for my own health...

5.3 Contact Information

The address is: subsane@gmail.com

The issue of too many e-mails isn't a problem, so we'll most likely respond to

any questions (for now). But, I do delete e-mails without a subject. Put 'Drac's Night Out FAQ' or something similar in the subject line.

5.4 Legal Stuff

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End quote:

"Pump Up, Air Out"

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