

## “Dracula: The Last Sanctuary” draws blood on Mac, iPhone and iPad

Montreuil (France), March 9th, 2012. As part of its Microïds collection, the publisher Anuman Interactive has announced that it is bringing out the last installment of the “Dracula” saga to be adapted on Mac, iPhone and iPad.

After its re-release of “Dracula: The Path of the Dragon” in 2010 (the 3<sup>rd</sup> installment in the trilogy) and “Dracula: Resurrection” in 2011 (the 1<sup>st</sup> installment in the trilogy) on Mac and iOS, Anuman Interactive concludes the saga with its release of the adaption of the 2nd installment.

In “Dracula: The Last Sanctuary”, *the player once again finds himself in the shoes of the famous Jonathan Harker*. After saving his fiancée from the clutches of Count Dracula (in “Dracula: Resurrection”, the chapter which precedes this game), the young notary’s clerk returns to London. However, he can’t relax for long, as the vampire has followed him and is more determined than ever to get his revenge for his defeat in Transylvania.

As in most of the Microïd games, *the player embodies the game’s main character and can explore its 3D environments with a 360° view*. As the adventure unfolds, he must *solve riddles* and advance through mysterious and unsettling environments (such as Carfax Manor), using objects that he finds along the way. In order to do this, he has access to a *quick inventory*, which shows the object that Jonathan has in his hand, and an *interactive inventory*, which allows him to store and combine all the objects that he has amassed along the way. For example, combining bullets and a gun will allow the hero to defend himself against Dracula’s creatures.

Other interesting features are the *automatic save*, which saves the game as the player advances, and a *Compass Look (gyroscope)* feature, which allows the player to see directly through Jonathan Harker’s eyes (each iPhone or iPad movement is replicated in the game).

**NB:** From now on, two versions will be available on iOS, both full versions of the game: an iPhone version and a Universal version (which works on both iPhone and iPad with an optimized screen resolution and an adapted interface).



“Dracula: the Last Sanctuary” is available from February 25<sup>th</sup>, 2012, on AppStore in the “Games” category and on all major download platforms.



“Dracula : The Last Sanctuary” (iPhone)

Price: \$ 0.99

Size: 556 MB

On the AppStore : <http://itunes.apple.com/us/app/dracula-the-last-sanctuary/id492999459?mt=8>



**"Dracula : The Last Sanctuary HD"** (Universal: iPhone/iPad)

Price : \$ 3.99

Size : 737 MB

**Sur l'AppStore** : <http://itunes.apple.com/us/app/dracula-the-last-sanctuary-hd/id493001474?mt=8>



**"Dracula : The Last Sanctuary"** (Mac)

Price : \$ 9.99

Size : 1.58 GB

**On Mac** : <http://www.macgamestore.com/product/2176/Dracula-The-Last-Sanctuary/>

**MacAppStore** : <http://itunes.apple.com/us/app/dracula-the-last-sanctuary/id480954752?l=fr&ls=1&mt=12>

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### A propos d'Anuman Interactive

Created in 2000, Anuman Interactive is a French publisher of software, applications and video games for the general public, and is best known for its Architecture, Highway Code and Creative Activities titles. With the experience and know-how of its teams, Anuman Interactive has widened its sphere, which mainly includes practical and edutainment titles, and now encompasses adventure video games, an industry in which it is becoming a major international player, thanks to the Microïds (Amerzone, Dracula, Still Life, Syberia) brand.

At the end of 2009, Anuman Interactive joined the Media-Participations group, the 3rd largest publishing group in France and the top comic book publishing group in Europe, as a subsidiary company, and has shared its multimedia expertise with the different companies within the group to consolidate its progress in the development of new technologies.

Today, Anuman Interactive develops, publishes and distributes applications, as well as video games, on a number of different platforms (PC, Mac, Consoles, iPhone, iPad, Android etc.), thanks to a rich and varied license catalogue. As both a major player in Apple's AppStore, and as the partner of globally known download platforms like Steam or Big Fish, these are certainly exciting times for Anuman Interactive!

For more information, please visit <http://www.anuman-interactive.com>



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