
*** Dracula X: Nocturne in the Moonlight [Sega Saturn] - Extended (v1.5) ***

First of all, this is not a translation. But some elements had to be translated into English for some reason.

Basic changes to the «Extended» version of the game:

- I. Restoration of translucency of many objects;
- II. English translation of some elements;
- III. Direct access to the global map;
- IV. Finalization of the global map;
- V. Restoration of the original proportions of some sprites;
- VI. Removing horizontal black bars of the screen;
- VII. Skipping videos and dialogues;
- VIII. Access to Richter's alternate costume;
- IX. Reduced loading time;
- X. Support for 4MB expansion card;
- XI. Bug fixes;

(I) Restoration of translucency of the objects:

- Full translucency of the background of the dialog box (for sprites and tiles);
- Translucency of backgrounds of windows with names of locations (the palette of sprites in the background may be distorted);
- Translucency of window backgrounds with the name of the resulting artifact (the sprite palette in the background may be distorted);
- Translucency of the backgrounds of pop-up message windows (the sprite palette in the background may be distorted);
- Translucency of the backgrounds of windows with the names of enemies and objects (the palette of sprites in the background may be distorted);
- Translucency of the effects of explosions and smoke (for tiled backgrounds);
- Translucency of effects from the use of weapons and magic (for tiled backgrounds);
- Translucency of blood splashes of characters and enemies;
- Translucency of some enemies (Ghost, Phantom Skull, Ectoplasm, Skull Lord, Vandal Sword, Azaghal, Frozen Shade);
- Translucency of the inscription "Game Over";
- Translucency of Count Dracula's portal pillar during his teleportation in the prologue (Alucard's and Richter's portals are replaced with flickering ones). Translucency of the Maria's recovery pillar when fighting her;

(II) English translation of some elements:

- English translation of the game name on the title screen and on the screen for loading game saves;
- English translation of pause menu screens;
- English translation of characters' names in dialogues;

(III) Direct access to the global map:

- Access to the global map is performed by pressing the "**Up + Start**" button combination, bypassing the pause menu (for all playable characters). When playing as Alucard, calling the global map from the pause menu no longer works;

(IV) Finalization of the global map:

- Gray highlighting of loading rooms of locations on the global map;
- When playing for Alucard, the map will display information about the orientation of the castle (a normal castle or an inverted one);

(V) Restoration of the original proportions of the sprites:

- The proportions of Alucard's HUD have been restored;
- Restoration of proportions of explosion and smoke sprites;
- Restoration of the proportions of the sprites of icons of objects, additional weapons and hearts;
- Restoration of the proportions of the sprites of the window frames, which display information about the receipt of the item and the names of enemies;

- Restoration of the proportions of sprites of trees, bushes and grass in the background of some locations;
- Restoring the proportions of portraits of characters in dialogues. The character portraits on the hero selection screen were replaced with alternative portraits from the art catalog on the game CD;

(VI) Removing horizontal black bars of the screen:

- Removed horizontal black bars at the top and bottom of the screen (title screen and ingame). However, in some locations without vertical scrolling of the screen, part of the image on the top of the screen may be missing due to the limitation in the tile maps;

(VII) Skipping videos and dialogues:

- Skipping videos and dialogues by pressing the "**Start**" button is now available by default (even if there are no previous game saves on the memory card);

(VIII) Access to Richter's alternate costume:

- Richter's alternate outfit is now available by default (prologue and regular play). But if you want to return to the classic costume of Richter, then when choosing a character (Richter), you must hold down the "UP" button. However completely changing Richter's alternate costume to the classic one in the prologue will no longer work;

(IX) Reduced loading time:

- The access time to the pause menu has been reduced because the screen resolution change has been disabled. Now the loss of signal on TVs is no longer observed.
- Exiting the pause menu and returning to the game is now faster due to data caching optimization. The time depends on the specific room;
- Significantly reduced access time when returning to the title screen (from the main game menu or from the sound test menu).

(X) Support for 4MB expansion card:

- The game now supports a 4MB expansion card, but this is optional. The expansion card is automatically activated if installed. But when the cartridge should be used exclusively for saving the game, "Caching Data" process can be disabled by holding down the **L + R** key combination while animating the "Sega Saturn" logo;
- When using the extension card, the access time to the pause menu is reduced even more than without using it. Also reduced loading time when moving to the library, when entering to teleportation rooms and when moving between castles (normal and inverted);
- Loading sprites of all playable characters is performed directly from the expansion card without using streaming unpacking (as was the case in the original version of the game). This solution allows you to achieve more performance in the game;

(XI) Bug fixes:

- Fixed a bug where Alucard gets stuck inside a huge rock. In one of the rooms at the very beginning of the game there is a hollow rock in which you can break through passages on both sides. If the passages are already open and you re-enter this room, then being inside the rock you can get stuck there after exiting the pause menu. Visually, the passages will seem open, but it will not be possible to pass through them.

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**~ Patch installation ~**

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1. Copy all the patch files into a folder containing the original multi-track game image in the "Bin/Cue" format!
2. Launch the "START.BAT" file.
3. To make things safer, the original data track is saved in the same folder (with the "old" extension). You may further delete after successful patching.
4. All the patch files are automatically deleted at the end of the patching process!

The original image should be equivalent to the one found here: <http://redump.org/disc/3849>

Update in version 1.1

- Fixed a palette of haze around the artifact;
- Blocked entry to the pause menu from the map;

Update in version 1.2

- Restored the shading of the Death sprite on the first meeting with Alucard;
- The palette of the candles flare has been restored;

Update in version 1.3

- Fixed wrong palette of some enemies (Phantom Skull, Skull Lord, Frozen Shade, Salem Witch, Efrete, Malachi);
- Translucency of the sword of the enemy "Azaghal";
- Blocked the repeated call of the global map when playing for Richter or Maria;
- Removed the delay when pressing control buttons in the librarian shop menu;
- Reduced the color saturation of the dialog box;
- Translucency of fire and smoke after defeating Shaft;
- Added Gouraud shading on the global map for all characters;

Update in version 1.4

- Fixed palette of explosions after destroying bosses;
- Fixed a corruption of level maps when playing as Richter and Maria (after exiting the global map mode);

Update in version 1.5

- Added a HARD MODE (selection is made in the title screen menu every time the game is restarted);
- Fixed the palette of images of enemies in the bestiary;