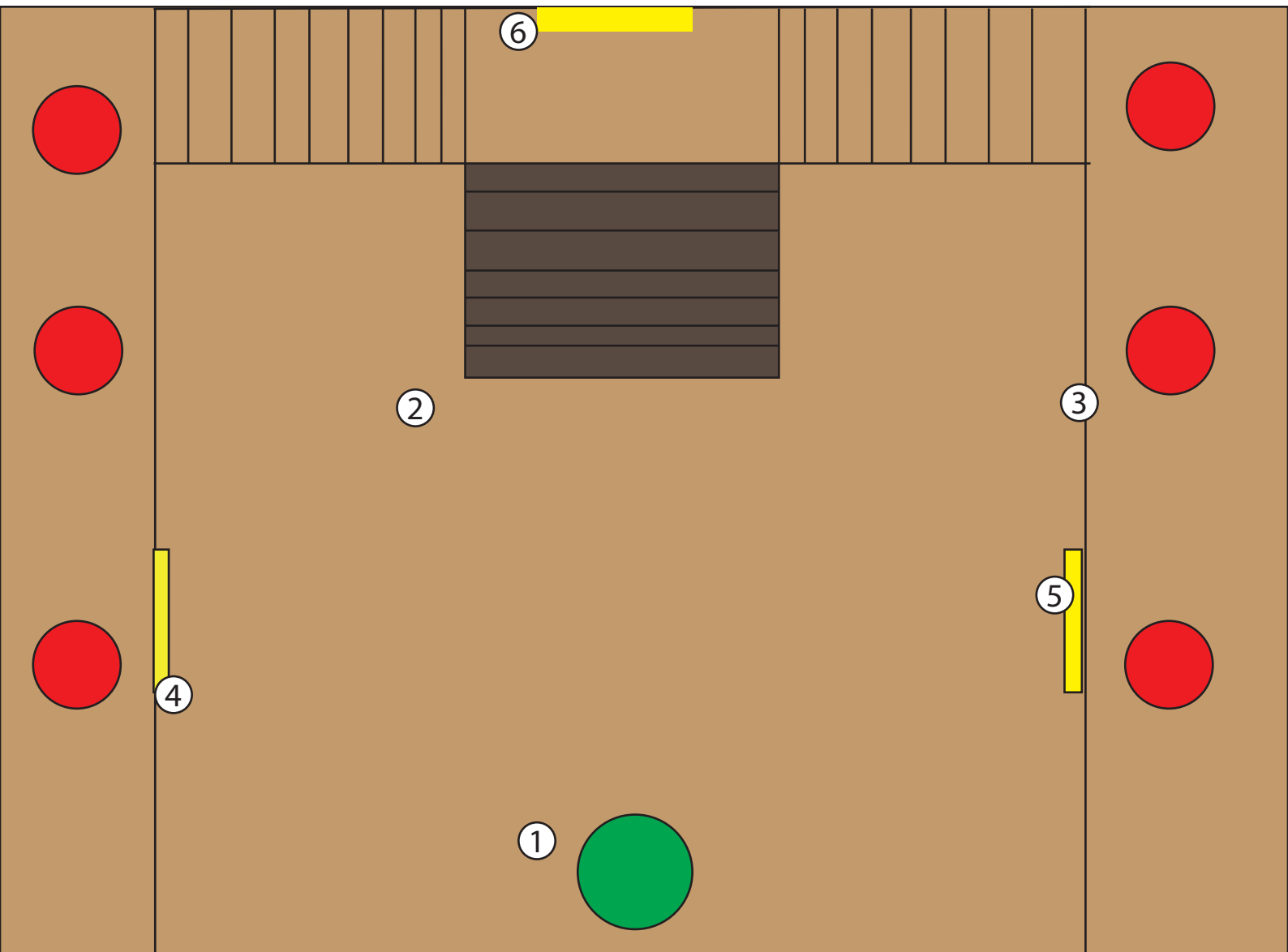


LOBBY HUB



1) Player walks into Lobby(Main Hub)
-greeted by 6 grunts on upper ledge

2)Player activates trigger that does dialogue of
the Count greeting him into the manor

3) Player must kill all 6 grunts and proceed
to painting where it tells player to look for keys

4)Left Doorway leads to Ballroom with Gold Key
Right Doorway has Silver Key in Library

5)Right Doorway has Silver Key in Library

6) With both keys, insert in middle painting to open
secret passage into dungeon/basement area