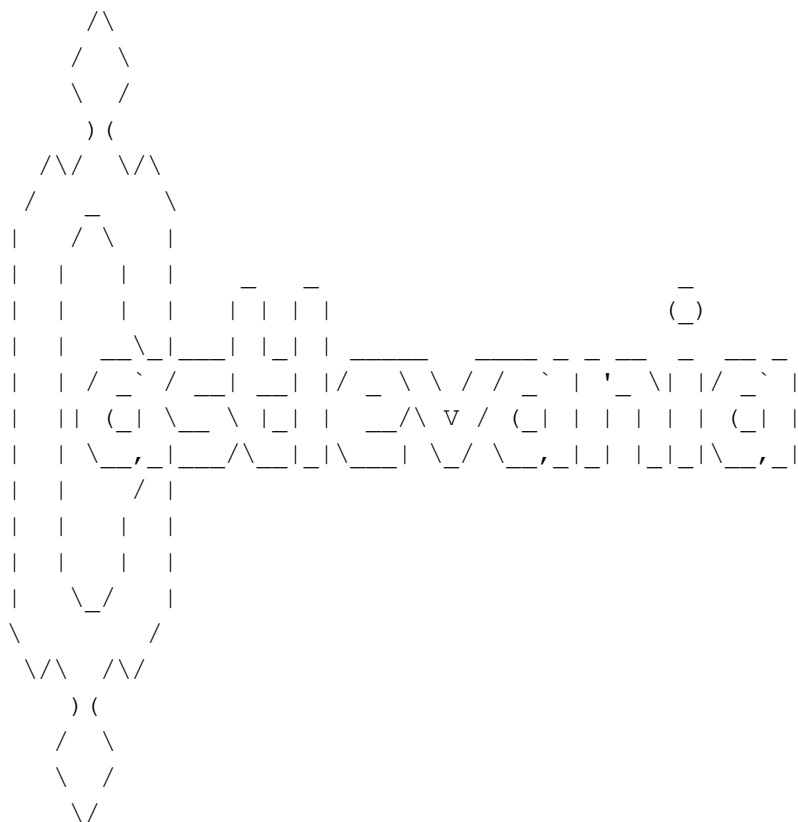


Castlevania FAQ/Walkthrough

by TheNintendoMaster03

Updated to v1.2 on Nov 28, 2011

FAQ#9



This is a FAQ/Walkthrough of Castlevania for the NES by TheNintendoMaster03.

This game is also available on the GBA and Wii's Virtual Console.

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This guide should be viewed only in Notepad for best appearance possible.

<http://www.gamefaqs.com/features/recognition/97072.html>

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Console: NES
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My guides use the Ctrl+F4 system so you can skip ahead to any area of the FAQ you wish. Just insert the five letters in between the <>'s in the Ctrl+F4 system box. I also note to the left of the Ctrl+F4 cuts whether a section is completed or not yet.

What's New

<WhtNw>

Just a spell check.

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Legal Disclaimer <Legal>

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Version History <Versn>

Version 1.0 Submitted 11/5/04: Submitted the FAQ/Walkthrough.

Version 1.1 Submitted 11/17/11: Reformatted along with all my other FAQs.

Version 1.2 Submitted 11/28/11: Just a spell check.

Introduction

<Induc>

Whenever I'm in a mood for a challenging game any game from the Castlevania series is always high on the list of games to play through. This game is no doubt one of the toughest entries in the series. Although it frustrating at times I always find it a joy to play if that makes any sense at all. If not oh well. The game's a classic and I love it.

The Story

<Sline>

Copied from instruction booklet. Copyright (c) 1987

Good Eeeeevening!

Step into the shadows of the deadliest dwelling on Earth. You've arrived at Castlevania, and you're here with one item of business:

To destroy the curse of the evil Count forever.

Unfortunately, everybody's home this evening, bats, ghosts, and every other kind of creature you can imagine. You'll find them all over the place-if they don't find you first.

You've got to get through six monstrous floors before you even meet up with the master of the house. Your magic whip will help, and you'll find other weapons along the way.

But once you make it to the tower, you can count on a Duel to the Death. The Count has waited 100 years for a rematch. He's ready. Are you?

Controls

<Cntrl>

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|
|                               Nintendo |
|  _ | | _ |                   |
|  |_ o _| Select Start       |
|  | _ |                       |
|                               ( ) ( ) B A |
|
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Up: Go up stairways

Down: Go down stairways or duck

Left: Move left

Right: Move right

Select: Does nothing

Start: Start and pause the game

B: Cracks the Whip
Up+B: Use sub weapon
A: Jumps

100%**Walkthrough*****Completed*****

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Walkthrough
=====

<Wlkth>

This is the walkthrough section, the bulk of the guide. Here I cover all the levels and bosses and also reveal the locations of all the hidden treasures in the first quest.

This walkthrough was written after beating the game without losing a single life so I'm not going to tell you where to find every morning star as they replace hearts when you lose a life. It is extremely hard to do, believe me! Also I will not be detailing where every small heart is as they're in most candles or unfortunately at times are replaced by points bags.

Level 1

<Levl1>

Stage 1

The game starts off outside Dracula's castle. Before you head inside break the first candles consist of a big heart, two morning stars to get the whip at the longest length possible, another big heart and a dagger which is a crappy weapon. Before heading inside you can get your first hidden treasure but its tough to get it since you have to jump over the entrance to the castle. You want to jump just before the black area before the entrance to jump over it and then jump over the white part to reach a now visible 1,000 point bag. Getting the jumps down requires a lot of practice so don't get frustrated if it takes a while to get it down.

There are zombies everywhere here. Only three can appear on the screen at the same time. Don't fret, one crack of the whip kills them instantly. They're your typical basic enemy in the first level. There's a white points bag in the left candle once you enter if interested. You'll soon come to a stairway You'll come to a Black Leopard. Go past the stairway and let it to come down to you. Duck and whip him then either climb the stairs or whip the nearby candle for a 700 point bag. Climb both stairways to find another and kill another Black Leopard from a distance this time. The two candles here contain the holy water and a big heart. Take the holy water if you like but the whip is enough to get the job done in this level.

The nearby Black Leopard won't attack you, it'll just go down once you're near him. Drop through the stairway and break the candle for a 700 points bag. Also jump up to the final block on the ledge the last Black Leopard was on and break it for a 400 points bag. Climb the final stairway guarded by Zombies to proceed to stage 2. The candle next to the door has the cross FYI.

Stage 2

Watch out for the Vampire Bats here and break the first candle for a big heart. Go down both stairways and break the wall for a pork chop if you really need it. Then head left and break the candle before going down for a 700 point bag. The fishmen are easy to deal with here. Just wait for one to pop out of the water before crossing over the rest of the area. Whip the candle to the left

and far right of the stairway for two more 700 point bags. The next candle has the stopwatch. I say skip it. There's no need to use that here.

Whip the final brick on the row near the stairway leading up and go down after taking out any fish men behind you. Kneel there to reveal the second hidden treasure a 1,000 point bag! Before going up the stairs whip the candle to the right to find a big heart. Once above you're now on the other side of the stage's entrance. Climb up and watch out for the Vampire Bats again before breaking the candle to the left of the door leading to stage 3 for a big heart. The first candle near the door has another cross that's not in a useful area.

Stage 3

Hey look, more Zombies to deal with in this stage. The second candle on the row of blocks has an invincibility potion. Its a terrible area for it to be used. Skip it and instead drop through the stairs and whip the candle on the far left for a big heart. Just around the corner is a candle with an Axe in it above a stairway leading down. Take it and three candles later is another big heart. Break the right side block near the boss for a double shot. The candle to the right is another big heart but only get if want. You should have more than enough for the first boss.

+++++Phantom Bat+++++

This bat is pathetically easy since you just grabbed the axe and the double shot, you can make quick work of this guy. After you get the double shot jump on the ledge with the stairs and face the Phantom Bat. Jump up without pressing on the d-pad and fire an axe at him. He should immediately start moving. Get off the ledge you're on. Get below him, jump up to him and begin chucking double axes at him. It doesn't take long to kill him at all and he rarely goes after you. Again, a very pathetic boss to say the least.

Level 2

<Levl2>

Stage 4

Break the candle above to get the boomerang. Grab it and go up the stairway and break the wall. Walk into it and go down to claim the next hidden treasure a 2,000 extra point crown and open the candle below for a big heart. Whip the Black Knights a couple times despite they're blue not black then throw the boomerang to easily kill the Vampire Bat. Take the stairway up and use the boomerang to take out the Black Knight when on the stairs. Once off the stairs, jump up and turn your back to the Vampire Bat. Hurl the boomerang at the far right candle. This will kill the Vampire Bat from afar and hopefully drop plenty of small hearts. Destroy the block just above where the knight's head would be if you didn't kill it ahead of time to reveal a double shot. Whip the next Black Knight you see from a distance and above the him is a 700 point bag in the candle. Ahead is a ride to the door leading to stage 5.

Stage 5

Oh great. Medusa Heads are floating around here carelessly to try to make this area hell for you. If you want to you can throw one boomerang one both the top and bottom row to make the first part a little easier. Just make sure you're looking straight and don't move until they first appear. Failure to do so and you'll get hit. Take your time and only strike them when you absolutely need to. The fifth candle has a dagger in it so don't take it. Whip the Black Knight from afar as always. The candle next to him and two to the left of that one

have big hearts to add to your hearts total. Before heading left jump on the middle ledge and wait a few seconds there to reveal another hidden treasure a 2,000 point chest! Thankfully the Medusa Heads don't harass you once you reach the Black Knight...for now.

Once you reach the stairway, surprise! More Medusa Heads to get in your way. Be patient, kneel in between the first two block of the ledges and whip the Medusa Head and continue quickly to the right. Don't worry about the candles here. Going for these is a death wish. All you're missing out on is a 700 point bag and a small heart/100 point bag. You'll need to kill three, possibly four before getting to safety. Here you'll run into more Black Knights, three of them to be exact. Destroy the block on the right side of the two that's east of the second Black Knight in this area to drop a pork chop. Right next to the dropped pork chop is a candle with a 700 point bag.

Backtrack to the last Black Knight you killed and break the candle above for the stopwatch. Medusa Heads are coming up so this will make this segment a breeze once you reach the second moving platform. Jump on the far left side of it to guarantee you won't fall off. When you see the Medusa Head use the stopwatch or you can dodge it. If you have a shot whip them to save the hearts but don't hesitate to use up 5 hearts. The candles above the moving platforms are either small hearts or 100 point bags so don't risk it. The door to stage 6 is right there!

Stage 6

If your energy isn't full break the block to the right of the candles for one last pork chop. Here are three instant death spike traps that need to be passed through quickly. The one in the middle only goes down halfway which lets you duck and possibly whip the candles around to get the holy water or if you're careful you can break the holy water's candle from behind the first spike trap. I myself like to hurl a boomerang to break them so I can get them easily and don't worry about getting squashed by the spikes but by doing this you may end up missing out on a 400 points bag that comes out of the candle next to the one containing the holy water. Once out of harm's way under the first Dragon Skull Cannon, turn around and destroy the Ghost that appears. Two hits kills one.

When you're still beneath it, jump and the Vampire Bat will leave the area not harming you. Destroy the block on the left side to reveal a double shot. The Dragon Skull Cannon is a good source of building up the triple shot. Once one turns red, it will shoot out two fireballs from its top. Simply whip them if you're near them but a distance so you don't get hurt. Once you approach the stairway another Ghost will appear. Whip it and head up the stairs. This area has more Medusa Heads so be careful. The fourth candle here has a cross. Use it once you see a Medusa Head then wait in the blue area to the right of the candle the cross was in for a while to reveal the next hidden treasure, another 1,000 point bag! You'll soon confront Queen Medusa. The last candle before her chamber holds a big heart. Grab it if you're low and get ready to take on the next boss.

+++++Queen Medusa+++++

Like the Phantom Bat, Queen Medusa is very easy to beat. Just hurl the triple shot holy water at her to keep her from moving. This prevents her from moving around and releasing snakes from her hair that can stun you I believe. Keep tossing holy water at Medusa with a few whip cracks here and there. She won't be able to lay a finger on you! If you come here with a triple shot boomerang, throw one high and low since she's moves around a lot. Don't hesitate to throw a boomerang at one of her snakes so you don't get stunned. She's a little challenging with this strategy but nowhere near the Grim Reaper or Dracula's

caliber.

Level 3

<Levl3>

Stage 7

Once the stage begins break the nearby candle for a 700 point bag. Then get moving. At a certain point a Ghost will appear behind you. Kill it then you will face off against one of the more annoying enemies in the game, Hunchbacks. When you see him, stop and whip him once he leaps toward you. You'll face two more and then a White Skeleton. After taking down all three Hunchbacks, jump and break the left block of the small ledge the second Hunchback was on for an early pork chop. Simply dodge the bones and move in for the kill. If you're quick enough you can kill him just before he appears on screen. One hit will destroy each instantly. Go up the stairs and break the first candle for a big heart. There's a Raven perched up to the right. Throw a holy water up to the ledge. He should fly right into it. A Ghost will eventually come after you but kill the White Skeleton first. Continue on to be greeted by two Ravens. Jump up and whip the first and try to lure the second into another holy water on the ledge above the stairs. Drop down and use the holy water on the next Raven. Here kneel in the middle of the final two blocks near the candle here to reveal the next hidden treasure, another 1,000 point bag. When you get to a White Skeleton under the next stairway jump and throw a holy water to eliminate him quickly. The candle right beneath the stairway has an axe in it so leave it be and proceed to stage 8. The candle near the door holds a 400 point bag.

Stage 8

Ah, wonderful. More Medusa Heads to deal with here. Don't panic, all you have to do is walk and they'll pass right by you. I ain't kidding! Before facing off with them break the first candle to find a big heart. When you go up the stairs a White Skeleton should jump off it. Don't worry about the candles here as they contain a boomerang in the one above and either small hearts or 100 point bags. So skip the candles and proceed up the stairs. The second candle here has a stopwatch. Either break and not pick it up if you're OCD like me and have to break every candle or skip it. Kneel in the middle of the two blocks just left of the stopwatch candle to arise another 1,000 point bag hidden treasure!

Continue on and jump up to the Raven to quickly kill it. You'll probably drop the big heart from the nearby candle as well if you time it correctly. Next up is a Dragon Skull Cannon. A holy water should keep it in place after whipping the fireballs or if you want just hurl two holy waters and finish him off with Simon's whip. You'll then have two Ravens to take on. Throw the holy water at the first preferably before it leaves its perch. You won't have to jump up to the second to kill him. Just stay on the ground after using the holy water on the first Raven. Before you can reach stage 9 a Dragon Skull Cannon is guarding it. Take it down!

Stage 9

To start of this stage we have two Ravens, one Dragon Skull Cannon, two more Ravens, another Dragon Skull Cannon and one Raven. You want to jump up to all the Ravens to finish them quickly. The key to not getting ambushed by the Ravens is not to keep scrolling the screen once you see one of the Dragon Skull Cannons appear. Kill them and then move on to the Ravens. Next is two White Skeletons while jumping from ledge to ledge. Its not hard at all. They're easy kills. Once you see the Medusa Heads, well first off you should be able to walk past the first with no problems but once you see a Dragon Skull Cannon keep

throwing holy water to kill all the enemies. The stopwatch does make this part very easy but you'll be needing the holy water for the next two levels.

Up ahead is the fight with the two Mummy Men. Two things to keep in mind here. The candle just above the first Mummy Man you see is a dagger. DON'T whip this candle! Another thing of interest here is if you walk to the left on the first lone block leading down to the fight you'll reveal a 1,000 point bag hidden treasure that's impossible to collect! What gives Konami?! Finally the block below contains a pork chop and which by doing so really limits your chances of winning so don't go for it.

+++++Mummy Men+++++

Another very easy boss, you don't even need to use any sub weapons against them. They're that easy. Just stand on the bottom block which is the one with the pork chop in it. Simply duck and whip them a few times and get back when they shoot their bandages towards you. As you can see its not wise to fight them on their turf. You may able to get away with it using holy water but I recommend staying up here. You can also stand on the block above the pork chop and just hurl holy water at them for an easy fight. And with that you're half way through the game! The hardest parts are yet to come...

Level 4

<Levl4>

Stage 10

As far as I'm concerned this is when the game ups the difficulty. I can breeze through the first three levels every time but this first part game me problems when I first played it. Oh and FYI, there aren't any hidden treasures in this level. Konami could of put that impossible to get treasure in one of these levels to actually get the points but whatcha gonna do?

Once you drop down break the candle near the pit for a big heart. I don't recommend breaking the next three candles as you need to get past this opening part fast. The three candles contain in order a stopwatch, 700 points bag and a big heart. The last two are above a pit where you have to cross over on a moving platform and evade Fish Men and kill a Vampire Bat or two. You can use the stopwatch to make it a breeze but you want to keep that triple shot holy water for the boss and if you do decide to use the stopwatch there's a candle near the next moving platform that has one so you can build it up again.

As you proceed through this area keep your eyes peeled for Fish Men popping out of the water and Vampire Bats. The easiest way to take care of the Vampire Bats is to duck and whip them. Most of the time they try to hit you low and the last thing you want is to start the beginning part of this level over again. When you hop on the moving platform below the candle that gives you the holy water you'll need to duck get across and yes, the Vampire Bats will be after you too so don't slack off in this part. Jump on the next moving platform and duck under another low area before you reach the final moving platform. The second candle here gives you a big heart but the Fish Men still pop out of the water here so I don't think its worth the risk. The second to last candle before the stairs holds a 700 point bag. You can then finally climb the stairs that leads to stage 11 and out of the tough stage.

Stage 11

Hunchbacks! Aaaaah! Yes, this stage can be rather frustrating unless you kill them once they're released. They're being dropped from above by Eagles. Ignore

the Skele-Dragon unless you picked up the stopwatch or if you want more hearts. If that's the case throw holy water at it and all the candles on the last stage and Hunchbacks here to hopefully get it back up to a double shot. With the two Skele-Dragons in stage 12, you should be able to get a triple shot just before the boss fight.

Stage 12

The second candle has a dagger so ignore it and press on forward to a Skele-Dragon. Once you see it, hurl holy water at him until he is destroyed. By doing this, you may get a triple shot for the holy water if you had to start over. The block above where the spine of the Skele-Dragon was holds a pork chop and the third candle to the right of the one containing the dagger has a 700 point bag. You probably need the health right now. The next candle up ahead and four candles down after this one have big hearts inside. Once you see the next Skele-Dragon appear do the same thing you did to the first. The block where the Skele-Dragon's spine was holds a big heart. Take it as it will be useful against the boss fight just ahead. The candles high above contain big hearts. Let them be and get ready for the next boss battle!

+++++Frankenstein and Igor+++++

This is very similar to the Queen Medusa fight. Just keep hurling holy water at them from the ledge near them and they won't wreak havoc upon you. Igor is the biggest threat in this fight as like the Hunchbacks he jumps around like a maniac and Frankie just moves around. This is why you want holy water to freeze these two in place and take them down without scratches on you and onward to the toughest level in the game and where many players quit the game at.

Level 5 <Levl5>

Stage 13

Welcome to the Grim Reaper's floor! Yes this is indeed the hardest floor in Dracula's Castle! As soon as the stage begins you'll see two Hunchbacks. Move towards them and whip them before they go nuts. The first candle here has a big heart. Next up is a White Skeleton and there's one above too. Watch out for the bones as you get in position to kill a Hunchback behind the White Skeleton. Like earlier, whip him quickly then go for the skeleton up above. Break the candle above the top of the stairway to find a 400 point bag and two candles down is a big heart. Climb the stairs and you've got two more White Skeletons in your way. One on top and beneath the stairway yet again. The candles near to the first one have another 400 point bag and a big heart.

Obviously kill the one beneath first before trying to get rid of the one above. Once upstairs whip the second candle to the right for another big heart. You're gonna use a lot of hearts in this level. Then go all the way to the right to a wall and hold right on the d-pad to reveal a hidden 1-up beneath the stairway! Call it a hidden treasure if you want but you didn't get any points for it so therefore I'm not. FYI, if you're using a different weapon and don't have a shot multiplier just before dropping to the Red Skeleton turn left, jump up and hit the bottom block for a double/triple shot. If you have a triple shot like I do, you'll only get a small heart. Anyway, moving on. These Red Skeletons crumble and spring back up after a few seconds. They are indestructible so don't whip them a million times to see if they actually die.

The candles here hold only small hearts/100 point bags so don't waste anytime with these Hunchbacks around. Like earlier in the stage you don't need to waste

your holy water on them but you can if you want. Just move quickly if they jump over it. Not to mention there's more Red Skeletons around here as well. You'll eventually come to a stack of two rows of blocks. The top one on the left side has a pork chop which you may need if the Hunchbacks gave you problems. If you break that first however you won't be able to get the 700 point bag out of the candle above the blocks you can jump to the left.

Stage 14

All right, immediately go after the Axe-man and Hunchback. The cool thing is that you can push the Axe-Man near the Hunchback over and off the screen to make it easier! Just walk over to him and he'll back up and you can easily take care of the Hunchback while doing this by whipping him. After climbing the first stairway wait for the Axe-Man above to toss his axe. Above you in the candle is a 700 point bag. Once it starts making its way back to the Axe-Man jump up to him and start spamming your holy water! Hurl a couple holy waters at him and mix in some whipping. Don't go up the stairs and attack him at short range the candle. It's much easier this way and the candle near the stairway to the next area has the axe and you don't want that for the reaper at all!

Go up both stairways and break the candle to the right of the next stairway for yet another big heart. Once above whip the Red Skeleton and open the fourth candle near another Red Skeleton revealing a 700 point bag. Go down the stairs and jump over to the small area to the right and wait a while in the middle there to reveal another 1,000 point bag hidden treasure! Before going up the next set of stairs, jump and throw a holy water at the Axe-Man and whip him to finish him off and the nearby Red Skeleton. Once up the steps break the nearby blocks for a shot multiplier or a small heart. The two nearby candles contain more 700 point bags.

Jump down and deal with the Red Skeletons again before breaking the third candle for a big heart and two candles down for another 400 points bag. Once the Red Skeleton crumbles, stand under the next candle and yet again, another 1,000 point bag hidden treasure is revealed! Climb the stairs, skip the Axe-Man for now and jump to the right and you want to jump on the two block ledge to reveal the last 1,000 point bag hidden treasure here! Go back to the Axe-Man you skipped and use some more holy water to kill him with ease. Down the stairs in the candles near the Red Skeleton are a big heart and another 400 point bag before entering what I consider the hardest part of the game.

Stage 15

Welcome to the hardest stage in the entire game! No, it really is. It's because of this stage why so many people have rage quit this game. First off, there's a Dragon Skull Cannon in plain sight once you enter. Quickly dispose of it with holy water before breaking the first candle near the entrance giving ya another big heart and there's another two candles down near a Red Skeleton. Whip it into shape and climb the stairs. If you want to use the boomerang which is two more candles down get the Red Skeleton above to follow you to the Dragon Skull Cannon above so you can build up the shot multiplier fast. You can also build it up good if you lure that skeleton to the other up there near two candles to hit four targets. Keep going straight past the stairs and break the wall for a crucial pork chop.

Now go up the ladder and here is the hardest part of the game. This one corridor leading to the Grim Reaper and the reaper himself if you don't have a clue what to do to him. In this area be aggressive against the Axe-Men and be wary of the Medusa Heads floating around as well. Whatever you do here, Do NOT hesitate for one second! If you have the holy water like I do, immediately start spamming the holy water on the Axe-Men. When a Medusa Head is about to

damage you and you have room to work with move away from them to let them by. If not which will be the case most of the time, just chuck holy water at it to hopefully kill it. Its not worth breaking any candles here with all the enemies around. That and there's only two 700 point bags aside from small hearts here. They're in the seventh and eleventh candles FYI. If you have the boomerang, spam it everywhere you are over and over.

+++++Grim Reaper+++++*+++++

Chances are whether you've beaten this game or not you fear the reaper and you should as he is without a shadow of a doubt the hardest boss in the entire game. With four sickles or scythes if you prefer to call them that, around it gets quite frustrating. Believe it or not having a triple shot holy water makes quick work of the reaper. First scroll to the left a while then quickly stand in the middle of the last two blocks on the middle row and just toss the holy water at him. He won't summon any of his sickles or move making him look like a joke. The sickles are what makes this battle annoying. They can appear and can even score a cheap kill on you if you're down to your last hit. Also once the Grim Reaper's life meter is depleted the sickles won't disappear with him. They'll stay on screen so don't celebrate until you grab the magical crystal!

If you have a triple shot for the boomerang fire them at the Grim Reaper and the sickles if your life is low. Your priority to get rid of the sickles in the way then attack the Grim Reaper. Good luck, you will need it.

Level 6 <Levl6>

Stage 16

This stage is easier than people think. Whatever you do, do NOT fight the Phantom Bats! You will die very quickly. Also do not break the candle above the entrance for it is an axe and you're gonna have to drop whatever weapon you have now in order to get past here and the next stage. The others you can without regret. To evade the bats you must whip the bats up high. This stuns them and they won't knock you into a pit or damage you. When one's beneath you, simply jump over them ahead of time and proceed from there. You'll find the stopwatch in the first candle near the third Phantom Bat. Grab it and use it immediately to get past the bat here. Proceed forward to Stage 17 and the candle next to the awesome looking door is a big heart.

Stage 17

You'll see a White Skeleton at the start here. Try to lure him to you to destroy him easily. To do so, stay at the right side of the screen and he should follow suit. Once you go both sets of stairs, take out the White Skeleton below and don't walk all the way to the left as you'll end up spawning the Eagles with Hunchbacks earlier than you want to deal with them. The candle above this one is a 700 point bag if interested. If the White Skeleton's bones are about to hurt you use the stopwatch as a good defensive measure. Once you jump up to where the second White Skeleton was DON'T break the second candle! It's a dagger and the next one is a big heart. Feel free to use the stopwatch immediately once you see an Eagle appear to get through here quickly. If you're in need of health there's a pork chop hidden behind the wall below where you picked up the big heart. Climb down the stairs quickly and if you're really that points greedy use the stopwatch here and kneel on the right side of the gear to reveal the final 1,000 point bag hidden treasure! I don't recommend risking it as there's more Eagles with Hunchbacks to get in your way.

If you want even more points break the candle below the first stairway up for a 400 point bag but its not worth it and the extra five hearts. Also the bottom block on the wall above has a shot multiplier or a small heart. Climb up the final sets of stairs to proceed to face Count Dracula in the final stage of the game but get a big heart out of the last candle here before doing so!

Stage 18

All that's here is the final showdown with Dracula, no other enemies besides him. Go up the stairs and there's tons of candles to whip here. The first one will give you the boomerang. That's a good weapon to hit his head with multiple times but I prefer the holy water which is in his own chamber. Two more candles down is a big heart and the others are small hearts. After you come to the sixth candle backtrack to the last screen and come back up. This will reset the candles letting you build up a triple shot boomerang if you wish and to add more hearts for the battle ahead. I recommend around 50 hearts just to be safe. After you whip the seventh and eighth candles, the eighth is the holy water by the way, Dracula will rise and the battle begins!

+++++Dracula Form 1+++++

His first form is actually tougher than his final form if you build up the triple shot holy water before you destroy Dracula's first form. He can only be damaged on his head and must be done so 16 times. To prevent the fireballs from damaging you throw the holy water at his cape before he opens it to destroy the fireballs he shoots out then whip him on his head. Don't jump and toss them at his cape cause this tends to prompt the Count to fire his fireballs up at you. If you're too far away from him try to stand a few steps behind him and jump over them to damage him.

Try to walk around in the middle when he's teleporting around the room and stay away from the corners. He will appear at them if you stand there and get a cheap hit on you. If he appears right on you jump away from him immediately if he is facing you. If he has his back turned to you, you have a slim chance of getting hit and can get away by just keep walking away form a bit and then jump over the fireballs. If you can't get a hit in every turn. Don't worry about it. It happens with the random teleporting in this fight. If you don't want to use the holy water make sure you build up a triple shot boomerang and throw a couple at his head to quickly deplete his health. Once you land all 16 hits, prepare to take on Dracula's second and final form.

+++++Dracula Form 2+++++

This is a very easy fight assuming you built up the triple holy water like I suggested in the first fight. Simply throw three holy waters at his head over and over. Whip him a couple times and repeat that sequence until you are victorious. If you used the boomerang instead he will be much more challenging. For starters, he will jump at you so don't stand too close. He will also spit fireballs at you but for some reason won't if you're up close from what I remember. If you reach the far edges of the room he will make a huge jump so run under him quickly once he does. If you prefer the building up a triple shot boomerang jump up and hurl a couple boomerangs at his head and repeat. You can definitely take him down quickly with a shot multiplier with the boomerang.

After Dracula has been destroyed, Dracula's castle collapses the credits roll and the words "You played the greatest role in the story." and "Thank you for playing." will appear. Then a second quest begins shortly from there.

100%**Appendices*****Completed*****

Axe-Man: Ah yes, axe knights. Thankfully they only get in our way in level 5. They throw their axe at you and magically it comes back to them. That's the time to strike.

Black Knight: With a name like Black Knight you'd figured they be an enemy to fear. That's not the case with these spear carrying undead warriors.

Black Leopard: These will stay perched above you and swoop down or towards you when you're in range.

Dragon Skull Cannon: These Bone Towers as I like to call them fire out two shots after it flashes. Sometimes they might shoot out two more immediately afterwards. There's no way to prepare for that as they do it randomly.

Eagle: These birds fly above and drop down Hunchbacks to make your life miserable in some levels.

Fish Man: Fish Men jump up underwater to attack you. Thankfully these guys only appear in a couple stages in the game.

Ghosts: These pests always appear behind you but thankfully aren't that fast. They aren't that annoying unlike the next one on the list...

Hunchback: This guy has got to be the most annoying enemy in the game. After a couple steps towards you he leaps at you and doesn't let up. Kill them ASAP!

Medusa Head: Annoying as ever. At least they don't petrify you. You'll see these in many levels and getting in your way in some of the hardest parts.

Raven: The Ravens are pretty annoying. The best thing to do is once you see them kill them immediately. Once they leave their position they'll home in on you.

Red Skeleton: Unlike the White Skeletons, the red ones just crumble for a few seconds and come back to life later. You can't kill them just get them out of your way. They also won't throw bones at you.

Skele-Dragon: Only in stage 11 and 12, this dragon moves up and down spitting fireballs at you. Throw your Holy Water at them immediately.

Vampire Bat: The typical flying bats in Castlevania games. You're only going to see them in three levels though. In the second one they're perched against the wall waiting to strike you down! However in the second quest you will see these everywhere you go!

White Skeleton: These skeletons are pretty agile and will throw bones at you. Unlike the red ones these do die after a couple hits.

Zombie: What's there to say? Everybody knows what a Zombie is. Don't expect to kill many as you'll only see them in the first level.

In addition to Simon's whip there are five sub weapons you can use in battle.

They are the following:

Stopwatch: This freezes every enemy on screen for the cost of five hearts.

Dagger: A fast weapon that when fired goes straight and usually kills the enemy ahead immediately. However, this is least effective in the later levels when you need to build up triple shots for the harder boss fights near the end of the game.

Holy Water: When thrown it temporarily freezes an enemy while dealing damage at the same time. You will use this a lot in this game, especially against bosses and in the later levels. This is the best weapon in the game to use against bosses and enemies near the end of the game.

Axe: A slow but powerful weapon mainly used for attacking enemies above you. I only used this in the battle against the first boss the entire game. Don't pick it up afterwards because you'll need to build up triple shots for the bosses.

Boomerang: Called in later games the Cross, after being thrown it comes back to you dealing extra damage to enemies if the enemy isn't destroyed once its thrown at them. This is the second best weapon in the game and if you don't want to beat every boss with the Holy Water.

Items List

<IList>

Morning Star: Get these to power up your whip. Getting two of these will maximize the whip's striking range.

Small Heart: Gives you one heart.

Large Heart: Gives you five hearts.

Hearts note: Hearts are your source of your sub weapon's power. Without hearts you cannot use the weapon that is in the box on the top of the screen.

Double Shot: With this you can use two of the same weapons in a row.

Triple Shot: With this you can use three of the same weapons in a row.

Double and Triple Shot Note: To get a double shot or triple shot, you must whip a certain object 10 times in a row.

Cross: No, now what the Boomerang is called in later games. If you find this rarity all enemies on screen will be instantly destroyed.

Invincibility Potion: You can't be harmed for a few seconds if you pick one up. These are extremely scarce so I wouldn't go out of my way to get one and the time on it is very brief.

Money Bag: These gives you extra points to add to your score. A red is 100, a blue is 400 and a white is 700.

Pork Chop: Restores 6 bars of your health.

Magical Crystal: The round crystal that appears after you defeat a boss.

Contact Info. and Rules

<Cntct>

Please read the FAQ before e-mailing or sending me messages. I've gotten a few questions through e-mail that were already answered in my FAQs. Make sure that you speak proper English in your e-mails/messages please. I want to understand what you trying to say not see a big mess or words that don't make sense. If you didn't like it tell me what to improve. I don't mind criticism at all. I just ask you don't be nasty about it. Thank you.

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Credits

<Crdit>

-Konami for making this game and awesome series.

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