

-own as the Belmont clan who are destined to track down and destroy the night and all of it's pure evils.

The game itself is very linear. You go straight from Point A to point B. This is also known as Blocks as each level is labeled as: 0-1 to 0-2, which changes as you open a door into a new section of the stage while fighting everything from Zombies to Skeletons and of course Ghost. You will find yourself welcomed and at home in this dark and sinister adventure. Now keep in mind that this game has a very high learning curve and challenges that will break down even the most hardcore and successful gamers. Why? Well, this game is known to be one of THE hardest games on the NES to fully master.

Due to its sheer chaotic platforming, while having hordes of monsters and ghouls come at you in all directions, while being backed up by very poor movement controls, you will find yourself knocked down a bottomless pit by a Medusa Head. So now you will have to promise me that you won't scream or break your keyboard or controller! The boss fights can also be that of an even greater challenge.

When it comes to this game, it shows the world that it's no push over when it comes to its difficulty; because when you hit the later levels you can easily die in a matter of four hits from any respected enemy. Not to mention that within this castle lays traps. Yeah, figures...

This guide was designed to give you tactics on how to get through each level step by step. But keep in mind that this game is that of trial and error. If you die - do not blame the writer of this guide. It takes timing and patience! I will also be giving you tricks and techniques to use in order to destroy every vile creature with the use of Subweapons and the regular whip known as the Vampire Killer.

So let's dive right in!

|2. Copyright|

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Follow these simple rules and you will not have to hear from me.

|3. About me|

My name is Ryan Nicholson. I am 23 years old and I live currently in Independence, Missouri. I am a musician and guitar instructor in the area and have been doing it for six years now. My current project is getting back in to school so that I can work on my respective degrees.

I enjoy many types of video games - but I prefer: stealth, action/adventure and RPG games. Though if I am feeling really bored I will attempt a new video game of a new genre. Some of my favorite gaming series are as follows:

Castlevania
Contra
Metal Gear
Warcraft
Starcraft
Final Fantasy
Doom
Quake
Unreal
Command & Conquer
Metroid
The Legend of Zelda (OMGWTF-TRIFORCE!)
Gradius
Zone of the Enders

|4. Contact me|

E-mail: theshatteredsphere@gmail.com

Please look at these rules before e-mailing or messaging me.

1. Please don't spam with with hate/adds or whatever
2. If you have a question about the game which is not covered within this walkthrough please post your subject as "CV1-HELP: (reason)
3. Be nice to me, or I will ignore you.
4. Give me 24/48 hours to get back with you so please be patient.
Sometimes I also may reply right away if I am on.

|5. Updates|

Castlevania FAQ/Walkthorough Version

Version: Final A.1 - 9/23/09

Many changes have taken sway to this guide. I have rewritten the Introduction content to better the reader and make the game sound like as if its coming from an inside view from a current professional article writer. The about me section

has changed slightly and I did some updating to the Copyright and rules section of this guide. I also changed some of the table of contents around.

Added: an FAQ at the bottom of this page; "How to defeat Medusa Heads and the Fleaman", if anyone has any other information or anything that I missed please contact me so that I may get it posted up on here (with credit) and any corrections to any mistakes I have made. :) Thank you!

Added: A numbering system to help the reader find the stages they want to read up on in the table of contents at the top of this document using CTRL+F feature in all browsers.

Version: 2.00 - 10/22/08: Overhaul of the guide and will continue to work on it until finalized

Version: 1.00 - 6-3-06: Guide Finished

|6. Controls|

A button - Whip

B Button - Jump

Direction Pad - To move left or right, or to duck

Sub weapon use - Hold up and press the A button.

Start - Pause/Start

Select - Not used

|7. Storyline|

Transylvania, Romnia. Year: 1691

It has been a hundred years since the last battle between the forces of good & evil took place. Your previous ancestor: Christopher Belmeont, who had sealed the Lord of vampires: Count Vlad Tepes Dracula to his century of slumber.

Now after a hundred years have past and that slumber is over and the forces of evil that lurk within every heart of every mortal begin to manifest itself. This has given the Dark Lord enough power to raise again; a black mass is held in his name, a very ceremonial rite and celebration of the resurrection of Count Dracula. He is back and this time he means business. Doing what he did to Christopher's son, he kidnaps the wife of Simon Belmeont on his wedding day and by his ancestral right: he must embark on a very lonely and dangerous journey while wielding his family's most sacred relic...

The Vampire Killer; a whip blessed by the sacred form of alchemy. Having to be called the "Bane of the Night" by some, handed down from Father to Son. Only this holy weapon has the ability to send Dracula back to his eternal slumber.

Our hero, Simon Belmont takes his family's courage, strength and skill and sets off to Dracula's castle...

(prepare to break your NES/keyboard/controller. Seriously - I am not kidding.)

|8. Walkthrough|

|Stage 1: Castle Entrance (CV-001)

|Music: Vampire Killer

|Enemies: Zombie, Bat, Black Panther, Mermen

|Boss: Vampire Bat

|Difficulty: Easy

|Section: 01 (Stage 01)

|We are now outside of the castle. Make your way to the candles and smash them to gain Whip Upgrades, Hearts and the Knife Subweapon. Now Before you head on inside to the next section, move towards the door then right before you hit it quickly jump over it to reveal flashing money bag. Jump back over it carefully and grab it for 1,000 points. Now head inside the castle!

|Once inside continue heading right while killing off Zombies and smashing the candles to obtain Hearts and Money. Once you reach a stairwell take heed. At the top of it there is a Black Panther so quickly head under it and it will jump above you. Now head up the stairs, collect the holy water and kill the other one. When you see the other one, it will run off and run away. Now drop down below and hit and count the blocks of the other platform we just dropped from. Counting from the Stairwell (pause if you need to) hit the 6th block and a blue money bag will drop out for 400 points.

|Keep moving on until you see another stairwell. Move up and you will see the door in to the next section.

|Section: 02 (Stage 02)

|This section is pretty small, so don't worry about much. In here you may have to dodge or kill a bat or two. Keep moving right collecting the candles and go down the first set of stairs. Continue right until you come to a dead end. Now break open the wall and some Pot Roast will come out, collect it if you need the health.

|Now head left, again collecting what few candles there are and head down the next flight of stairs. Now we are down in the Merman chamber, so get ready for your first set of platforming. Don't let them knock you down in to the water or it is instant death. Now you can get a Stop Watch subweapon here if it is too tough. Now once you reach the end don't head up the new set of stairs just quite yet. Do you see the blocks heading down? Yeah go there, break open the block on the left of you then get on the platform and kneel down. Another flashing bag will appear above you, hurry and grab it before it disapates and head up the new set of stairs.

|Now we are back in the room above. Collect the candle goodies if ya wish and then head through the next door.

|Section: 3 (Stage 03)

|Another easy section! Just kill the Zombies, collect the hearts, grab the Magic Jar and don't forget to Grab the Axe! Now continue going on until you meet the boss. Once you see the bat jump behind the stairwell and break the block behind it to grab the Double Shot!

|Now get ready to fight the first boss.

|Vampire Bat

|
|The objective here is to use your Axe Subweapon while dodging its dives. The boss is fairly easy, but you may get hit and miss a few times. Just practice if you die. He will fly around the room and attack. So once he is dead grab the magic Orb he drops to beat the stage.

|Stage 2: The Main Hall (CV-002)

|Music: Stalker

|Enemies: Bats, Medusa Heads, Spearguards and Bone Pillars.

|Difficulty: Easy-Medium

|Note: This level can be a challenge for beginners. And due to its background being Red and Blue it can be harsh on the eyes. This is just an early NES tactic to make the level break you.

|Section: 4 (Stage 04)

|Now in this level continue forward and grab the Cross subweapon (you will lose your Axe + Double Shot) and collect the Big Heart in the candle. Now make your way up the stairs and break the wall on the right and walk towards the hole. A crown will reveal itself below you. Grab it for 2,000 points. Now make your way back up the stairs and kill the Bat and Spear guard and head up the next set up of stairs.

|Now in this area you will have to do some slight platforming to advance. so now what we need to do is ignore the Spearguard below, collect the candles if you want and kill the Bat. Now before you jump over the Spearguard, count the blocks of the floor you are on. The sixth block is a breakable one. So jump over him to the platform below and whip the block and jump back over him to grab the Double Shot. Jump back over the guy and continue going forward. Kill the Spearguard across the huge gap then jump over it and continue by going up across the moving platform and in to the next door.

|Section: 5 (Stage 05)

|Now in this long hall way will be your first encounter with the Medusa heads. The objective is to watch how they move. If you watch carefully you can either tell when you need to hit them or you can dodge them. So by doing this you can easily grab the goodies in the candles. Once you pass them jump up to the two raised blocks and stand there for 4 seconds to make a Treasure chest appear for 2,000 points. Now kill the Spearguard and head up the next set of stairs.

|Note: Watch how they fly in an arch and time yourself just right.

|Now in this section it is time to do some serious platforming. Most of us old school Castlevania fans have met certain death in this part. So this portion will take some trial and error! First off you have 3 gaps you must jump over while dodging Medusa Heads. So this is how you do it...

|First wait for the two Medusas and kill them. Now jump over the first two gaps and then jump over the next Medusahead to get to the third floor. Once you have done that, continue going forward by jumping over the fourth gap. Kill the Spearguard and proceed until you see two block platforms and two Spearguards on both sides above you. Attack the 2nd top platform (two blocks; the right side) will have Pot Roast in it if you need life. Ignore the left Spearguard.

|Make your way to the left Spearguard and kill him and grab the Stop Watch sub
|weapon. Now ride the floating platforms to the other gaps. When you reach the
|last gap, watch out for the Medusa Heads and enter the next door.

|
|
|Section: 6 (Stage 06)

|In this section you can easily get a Pot Roast if you need the life. To get it
|attack the fourth block that you are on to reveal it. Now make your way down
|and get ready to dodge some Spike crushers. This is how you deal with them.
|The first and last one come wall the way down, the middle doesn't, so just you
|would need to duck under it.

|
|Note: One touch from the Spike Crusher and you're dead. So be careful!

|Once you're past it kill the Ghost that tries to sneak up on you. Head left
|don't worry about the bat above you. Jump over the two blocks that are breakin
|g your path and attack the left bottom block for Double Shot. Now continue up
|the stairs and take out the Bone Pillars and continue forward, kill or ignore
|the second ghost that tries to sneak up on you and make your way up.

|In this section just dodge the Medusa Heads and collect the candles and then
|fight the boss at the end of this hallway.

|Boss: Medusa

|This boss is just a giant head that fly around attempting to hit you while
|having little snakes on the floor rush you. You can either use the subweapon
|called the Stop Watch to pause the flow of time and whip her to death or you
|can bomb the hell out of her with Holy Water (if you have a double/trip shot)
|Once she is dead collect the Magical Orb to clear the level.

|Stage 3: Towers (CV-003)

|Music: Wicked Child

|Difficulty: Easy-Medium

|Section 7 (Stage 07)

|Destroy the candles to collect hearts and bags. Take a few paces to the left
|and a ghost will manifest out from behind. Kill him off before continuing on.
|Once he is dead, you will see a Fleaman on top of a platform. There is trick
|to fighting these little freaks of nature.

|As soon as he jumps down you can quickly duck and hit him. If you miss it will
|jump towards you. When he does this, quickly run towards him and you will evade
|him (he will jump over you instead.) Continue this pattern left & right or
|either direction he is jumping and wait for a good time to kill him.

|Once these Fleamen are destroyed you will be greeted by a Skeleton who can thr
|ow bones at you. Just kill him and collect whatever comes out of the candles.
|Now jump up to the platform above you and head up the stairs. Again follow the
|stairs until the top. Now drop down and watch for the Raven to comes towards
|you then whip him quickly. If you stay in the same stop which you just dropped
|down towards after killing the Raven, it will cause a minor bug which will pre
|vent a Ghost from manifesting behind you. If not, deal with it very quickly!

|Continue on and quickly kill off the Skeleton that jumps out from you. Jump ov
|er the bottomless pit. Now in this section there will be a total of three Rav

|ens. Destroy them quickly. Now you will see 4 platforms. One you need to jump
|to, another two that take you partial down. Head to the last block on the bott
|om platform and duck to extend a Money Bag. Now continue to the top Platform
|jump over the pit and watch for the Skeleton down below (he can throw bones.)
|

|If you have Holy Water, you can destroy him easily. Now enter the door below.
|

|Section 8 (Stage 08)
|

|This next section is pathetic. Just keep advancing, I promise you will not get
|hit by any Medusa Heads and if you are fast enough you won't even get hit by
|the Skeleton. Make your way up the stairs to the top level.
|

|In this area count the first the block on the floor from left to right (the to
|p of the stairway is also a block.) up to 9. Once you hit the 9th block, duck
|to recieve yet another money bag. Collect the Stop Watch if you really think
|you'll need it. Kill the Raven and the Bone Pillar and advance. Kill the Raven
|s and the last Bone Pillar. Now move through the next door way.
|

|Section 9 (Stage 09)
|

|Continue down this long stretch of area. The Statues have some Ravens on them
|and if you are fast enough you will be able to hit them before they reach aer-
|ial status. Also there a few Bone Pillars. Once you reach a pit, a Skeleton
|will attack you. Take him out quickly. Now as soon as you jump over this pit
|you will need to whip very quickly to destroy a Skeleton that jumps as soon as
|you do. At the end of this portion the game will decide to throw some Medusa
|Heads at you and a Bone Pillar blocking the Boss Chamber. If you have Holy Wat
|ter you will be able to get out of this tight spot with pure ease. Head insid
|e the Boss Room. Don't bother with the knife (if you have Holy Water.) Once
|inside, drop down, break the left bottom block for some Pot Roast to regain
|lost health if you need it.
|

|Boss: The Mummy Twins
|

|The Mummies will walk back and fourth and will throw bandages at you in an arc
|hing motion. I would recomend that you just whip them to death and use either
|the Knife (which is pathetic) or the Holy Water to quickly end their pathetic
|undead lives. After they are defeated collect the magical orb to clear the sta
|ge.
|

scene Simon will fall throw a hole in the ground (the tower collapsed!)

Note: This is when the game gets hard.

|Stage 4: The Underground Cavern & The Court Yard (CV-004)

|Music: Walking over the Edge & Stalker

|Difficulty: Medium-Hard
|

|Section 10 (Stage 10)
|

|This area can be a pain in the butt if one is not too careful. This area is fl
|ooded with water and Simon cannot swim! Not to mention the Merman and Bats th
|at will randomly pop out. So you must have very good balance! At first jump
|across the open pit (water.) You will notice that there is a moving platform
|that goes from left to right. Now be very cautious when get to this section.
|

|The reason because of this is that Merman will jump out from beneath the water
|in very random spots. So I would recomend you watch your timing or use the Sto
|-p Watch subweapon if you have no confidence.

|Now make your way past this section of this level. Once you've crossed the hug
|-e gap of Water, collect the candles to stock up on Hearts and Money bags (for
|score.) Continue onwards while dodging the bats and other boring stuff until
|you come on top another floating platform. In this part you will want to duck
|underneath the rocks (or you will be knocked off to a watery grave.) Also be
|precautious of bats too! Once under the rocks jump to the next floor platform
|and wait for another moving platform. Ride to another and yet another.

|Now jump over the other platforms and eventually you'll see a set of stairs at
|the very top. Climb them to reach the section area of the level...

|Section 11 (Stage 11)

|This is the court yard. Just keep going on while dodging Fleamen being bombed
|down on you from flying demonic Eagles. Continue until you come to a Bone Drag
|-on. You can either kill him (I do sometimes) or you can skip him and head in
|to the door.

|Section 12 (Stage 12)

|In this next area continue down the hallway until until you come to another
|Bone Dragon. Kill him off while dodging the fire balls which he shoots at you.
|Once he is dead collect the Pot Roast by hiting the block he was attatched to.

|Now move on until you find another Bone Dragon, again kill him off and head st
|-raight in to the Boss Room.

|Note: Prepare to break your controller.

|Boss: Frankenstein and Igor

|Mr. Frankenstein will attack you by rushing at you. Mr. Igor will hop around
|the room like an insane lunatic trying to hit you while also at random times
|will shoot a fire ball or two at you. If you were me and had Holy Water + Trip
|-ple Shot, I would destroy them. If not, kill off Franky and watch how Igor
|moves. Dodge him easily and whip him.

|Stage 5: The Dungeon and Laboratory (CV-005)

|Music: Heart of Fire

|Difficulty: Hard

|Section 13 (Stage 13)

|As soon as this level begins, two Fleamen will come at you. Above you will be
|some Skeletons throwing some bones. So watch yourself. Continue heading right
|while evading the two skeletons throwing bones from above. You will come to a
|stairwell, underneath it is a Fleaman so watch out. Once he's dead, take care
|of the Bonies up above. Now make your way up and left until you come to anothe
|-r set of stairs and head up to the next area of the level.

|In this next area, there is a Skeleton up above you and one near on ground
|level which will come out and attack you. Take care of the grounded one then
|the one above. Once the two Skeletons are down continue going right and drop

|down to the floor below you (via the stairs) and continue right. In this area
|there will be some Blood Skeletons (which regenerate and come back to life aft
|-er being hit.) And some Fleamen. Kill them off and continue to advance until
|you come to some blocks that are above you. Hit the corner of the floor you ne
|-ed to jump on to recieve some Pot Roast if you need some extra health. Coninu
|-e right in to the next door way.

|Section 14 (Stage 14)

|In this next room, there lays a Fleamen and a new enemy called the Axe Armor.
|These guys do not mess around as they throw Axes at you which will react like
|a boomarang. They can either throw one face level or leg level, so watch your
|self. There is a small bug to be noted of: If you walk towards them just enoug
|-h, they will fade off screen to never return.

|Head up the stairs and kill the next Axe Armor (or push him off the screen.)
|Now move up to the next section of this area. In the next area, there is a Blo
|-od Skeleton up stairs. The objective here is to watch his movements and get
|up the stairs without being hit. Once up the stairs continue left and kill the
|2nd Blood Skeleton. After that head down the stairs and watch out for the AXE
|Armor below. Continue on until you reach another set of stairs. Go up and kill
|the next Axe Armor. Continue down the next set of stairs while watching out
|for the Blood Skeleton blow you. Now head in ot the next door.

|Section 15 (Stage 15)

|In this sectiond destroy the Bone Pillar which is front of you and continue
|going left until you reach a stairwell. Ignore it and collect the Cross from
|one of the candles as you are going to need it! Continue on up and right to
|the next stairwell, but ignore it. Kill the Red Skeleton and break the right
|wall for some Pot Roast to replenish lost health. Now head up stairs.

|In this last portion, all you really need to do is Dodge Medusa Heads and kill
|Axe Armors as quickly as possible without dying. Once you reach the end of thi
|-s room you will be in the Boss Chamber. Head all the way to the left screen
|and if you have the Cross and a Double or Tripple shot, this will be easy.

|Boss: The Grim Reaper (aka Death)

|Death will fly around the room while firign mini-sythes at you. Just dodge the
|-m and him carefully while using Holywater or the Cross and regular whip attack
|-s. This may take some practice. After he is dead collect the magical orb to
|advance on.

|Level 6: The Clock Tower (CV-006)

|Music: Out of Time

|Difficulty: Very Hard

|Section 16 (Stage 16)

|Welp, now we are at the final levels of the game. Continue heading right and
|try not to lose your Cross subweapon. You must dodge the Vampire Bats which
|basically guard this portion while doing some Platforming. Once at the end of
|this area, enter the funny door.

|Section 17 (Stage 17)

|
|Kill the Skeleton below you, collect the candles if you wish and head up the
|stairwell. Again kill the two skeletons and collect whatever hearts + money yo
|-u can find. Head up over and down in to the clockwork section. To the bottom
|right you can find some Pot Roast to replenish some lost health (if you're qui
|-ck enough; sometimes it isn't even worth it.) Drop down to the next stairs an
|-d in to the next room. Ignore the stairs, jump down the next platform and hea
|-d up the stairs all while ignoring and evading Fleamen adn their eagles!

|
|Head up the stairs yet again to get to the last level.
|

|Level 7: Castle Keep (CV-007)

|Music: Nothing to Lose

|Difficulty: Hard

|
|Just head up the long set of stairs while collecting hearts (you'll need 'em.)
|And the enter Dracula's throne room. Also ignore the last (left) candle in her
|-e. It has Holy Water and you don't need it. Just use the Cross.

|
|When Dracula manifest himself you need to hit him in the head with the whip
|and Cross. If you time it just right you can jump over the three fireballs he
|shoots at you. He will also disappear and reappear in other parts of the room.
|So be on your guard!

|
|Once he is dead he will turn in to his true form. A big gigantic demon which
|will jump around the room and spit fire balls at you. When he jumps really
|high, run under him so that you won't get caught in corners. Start spamming
|Crosses at his forehead while whipping and he should go down no problem.

|
|Collect the magical orb to clear the level.
|

Congratulations you have beat Castlevania!

Enjoy the credits.

|9. Items |

Whip Upgrade | - Allows Simon add more power to
his main weapon

First Whip: Leather (short range) Weak. |

Second Whip: Morning Star Whip (medium range) Average. |

Third Whip: Vampire Killer (long ranged) Powerful. |

Small Heart - Collect for 1 heart only; used to power subweapons

Large Heart - Collect for 5 hearts; used to power subweapons.

Urn of Invisibility - Used to make Simon invisable for a short
period of time.

Money Bag| - Bags arranged by color to increase Points

Red	- 100	Points	
Blue	- 400	Points	
White	- 700	Points	
Flashing	- 1,000	Points (hidden)	
Crown	- 2,000	Points (hidden)	
Chest	- 2,000	Points (hidden)	

Double Shot (II) - This allows Simon to fire a subweapon two times the amount.

Tripple Shot (III) - This allows Simon to fire a subweapon up to three times.

Rosario (Crucifix) - Instantly kills all enemies on screen.

1-Up - Gives you an extra life! (Hidden)

Pot Roast - Restores some of your health (hidden)

Moai Statue - Worth 4,000 points (hidden and only can be found during the second quest.)

|10. Subweapons|

Name	Hearts	Speed	Damage
------	--------	-------	--------

Dagger	1 Heart	Fast	Weak
--------	---------	------	------

Description -

The Dagger is a fast moving sub weapon though, very weak. It does have its benefits. It's quick, easy and does not take as many hearts to use.

Holy Water	1 Heart	Fast	Strong
------------	---------	------	--------

Description -

The Holy Water is my personal favorite throughout the Castlevania series. It is most excellent for ground enemies and works excellent on some bosses.

Axe	1 Heart	Slow	Medium
-----	---------	------	--------

Description -

The AXe is a good weapon to use against air born enemies. But its damage is some what strong, sadly it is slow.

Stop Watch| 3 Hearts | Fast | None|

Description -

Insantly stop time for 3 seconds! This item is best used when being overwhelmed by Medusa Heads and Bats!

Cross| 1 Heart | Fast | Very Strong|

Description -

The Best weapon to use in the entire game. You can throw it at Enemies, and it will return. If you don't catch it the first time it will hit Enemies behind you!

And don't fear if you don't catch it, because you will never lose it!

|11. Monsters|

Below is a table layout for the monsters found within the game. Please look through it as an assistence to finding how much their death is worth...Etc.

Name	Points	Damage to You	Damage to Them
Bat	200	2	1
Zombie	100	2	1
Black Panther	200	2	1
Medusa Head	300	2	1
Raven	200	3	1
Spear Guard	400	2	2
Skeleton	300	3	1
Blood Skeleton	400	3	3
Merman	300	2-4	1
Hawk	300	3	1
Bone Pillar	400	2	6
Axe Knight	500	4	10
Ghost	300	2	2
Bone Dragon	1000	4	6

|12. FAQs|

1.Question: Are there any secrets/cheats to be found within this game?

Answer: Yes and No. There are many secret items found within this game that are mainly used to help increase your score. There are also a cheat system known as Game Genie. Alas, I do not post GG cheats on my guide - I highly suggest you check out: <http://www.gamegenie.com/> in order to find them.

2.Question: Why do I always get knocked back by an enemy every time they hit me?

Answer: That is due to the programming code for the American version of this game. The reason is to make the game more challenging and make Americans to avoid being hit an enemy. In the Japanese version of this game the player is given an Easy and Normal difficulty setting. In the easy version, when get hit you won't get knocked back by an enemy, instead you will flash a second.

3. Question: Is there a hard mode?

Answer: Yes! But it can only be obtained after you beat the game. It will start automatically! This is known as the "Second Quest", the game does get harder each time you force a restart (i.e. after beating the game.)

4. Question: Is there another way of gaining more points other than killing enemies and collecting Money Bags?

Answer: Yes - the only way to do that is to use a Subweapon such as Cross or Holy Water and destroy Projectile weapons (the weapons enemies throw at you; such as bones and fireballs) Hit them more than once to gain 1,000 to 5,000 points!

5. Question: How do I avoid Medusa Heads and Fleaman?

Answer: In order to avoid Medusa Heads you will need to learn their attack pattern. What you need to notice off the bat is that they move in an arch (up and down.) So if you time right, you can jump over them, attack them or duck under them.

In order to take out the Fleaman enemies, again you need to watch their attack pattern: They jump all over the place. Instantly when he jumps over you - you need to go under him and turn around, duck and hit him. They come from either side; but that is the strategy I use to defeat them.

6. Question: How do I beat this particular stage/boss

Answer: Practice.

|13. Credits|

Me - For writing this guide
You - For reading this guide
Konami - For making one hell of a game

|14. Hosted Sites|

GameFAQS - <http://www.gamefaqs.com>

(Wish to be added? e-mail me!)

|15. Review |

This is my review on the first installment of the Castlevania series. So bare with me on this! Now - let it be known that I am an old school/retro game. To be honest with you: This was the first game I did pick up when I was a still a toddler. Back in this day of age, video games were something new. They took us to new worlds which we could actually feel as if we ARE the main character in the game.

Graphics - 8/10 (back then standards!)

Well, I grew up on old monster movies, so Castlevania was my forte. Popping in this game not may seem like much to today's standards. But back then just seeing a lone hero walk up to some really dark and evil looking gates was honestly a huge opener back then.

But probably to a typical 14 or 15 year old they'd would be like "Eh, this game sucks. The graphics are horrible." Well, as some do not (younger generation) do not understand without Second Dimension sprite animation, we wouldn't be in the world of 3D gaming as we are today.

In fact, the first person who really took the toll and brought gaming in to the world of Third-Dimensional polygons was John Carmack of Id Software with the introduction of Doom. Unlike their first hit game Wolfenstein which was mainly flat and 3D. But I'm not going to get in to the technical aspect of why and how. Because in reality I don't feel like frying your brain with technical nerd nonsense.

The graphics at this time were advanced and more dark complected than most NES games at the time. Not very many people back then used a dark colorscheme in their games. This was most likely due to not wanting to turn children away and frighten them. Even Nintendo made many censorships to Castlevania.

Example: The cross was called the Boomarang, the Holy Water was called the "Fire Bomb."

Music - 10/10

The music is superb. It, back then was one of the most powerful soundtracks to had ever hit the video game market. Tracks such as the first level "Vampire Killer" to "Wicked Child." Konami was known for throwing out really catchy gaming tunes to set the atmosphere. So I honestly think the theme songs for each level will ring in your head for hours.

The controls - 6/10

This game was known for having a sheer difficulty at controlling. For example Simon couldn't move in mid-air. This made the game much more of a challenge than it really should of been. Sometimes the whip will lag, sometimes it wont.

So everything in this game must be timed very quickly in order to survive.

The whip isn't the best of weapons, and sometimes it is impossible to hit smaller enemies or objects.

Game Play - 10/10

This game is known again for it's extremely harsh challenges. There are a tons of enemies thrown at you left and right and you will die very quickly if one is not too careful. Not to mention there is a lot of tricky and regular platform-ing to do in this game. Such as timing floating platforms just right to jump. Plus there is a special way to jump in this game to make sure you will never miss a ledge.

Enemies at early levels can hit you 8 times until you die. By the last level you will die in 4 hits. Many of the last stage bosses can be a very hellish spot for some who are not patient.

Over all - 10/10

This game is a true classic and a test of time. If you don't like it, then it's just you.

|16. Final Thoughts|

I would like to thank you for taking the time and reading through my guides. It has been quite some time since I have been able to fully sit down and actually write or finish a guide. With many things coming up in my life, so things have been slow down for me.

But fear naught. I have returned and will be doing some overhauls and writing some new guides. I wish to thank everyone for their compliments and I am awfully sorry for not responding to e-mails or being able to update. But now I am back and ready to take names.

Again thank you for being patient and for reading my guides.