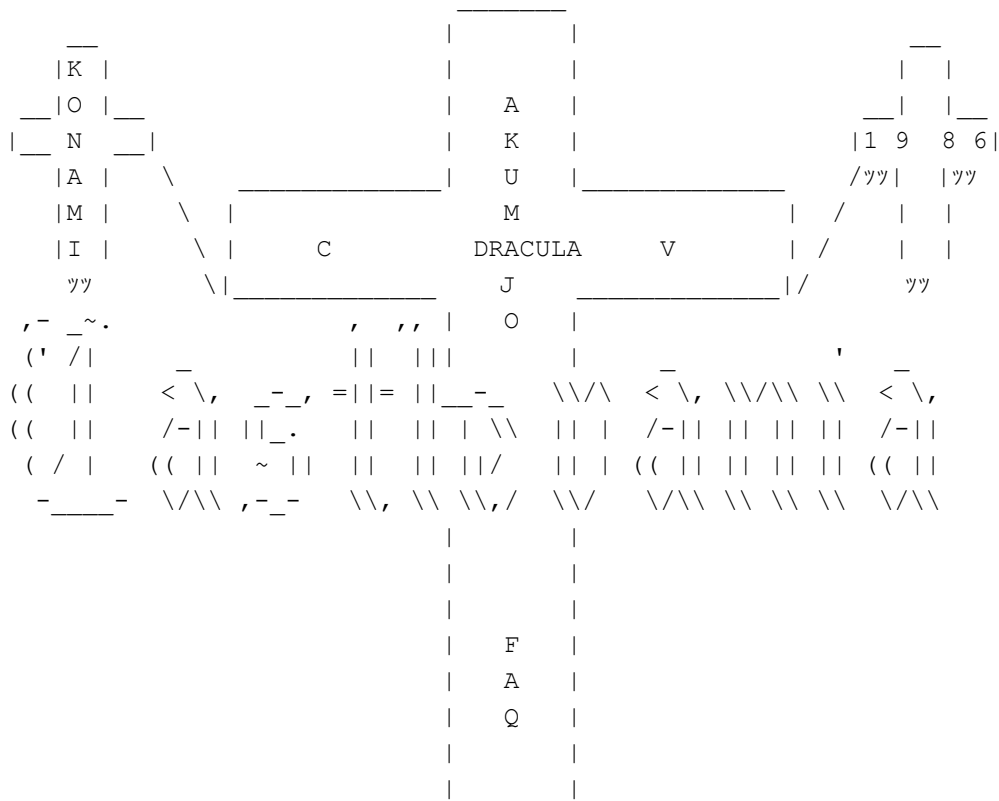


# Castlevania FAQ/Walkthrough Final

by FFMrebirth

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Castlevania 1 (NES) FAQ/Walkthrough

Written By: Scott Clemmons

Version: Final

Size in KB: 64.4KB

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- A1 What's New . . . . .

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Version History:

- 1/2/04 - Version 1.0

This was a FAQ for Son Kain (Kain Stryder) and I's FAQ-off for fun. We were suppose to finish this thing in one day...but...that never happened. Started this guide late at night.

- 1/15/04 - Version Final

Finished up what parts that I wanted to do up to this point. I might add in something else later, but I doubt it. This guide has enough info, and it's only missing stuff on the second quest.

- 1/16/04 - Version Final

Found some errors I had to fix. I had some wrong info on the Black knight and the Easter Island Head.

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- A2 Contact Me . . . . .

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Reading mail happens to be a hobby of mine. I like to hear from my fans or lack of. If you're to lazy to send me mail, drop me by a message on public AIM name. My name is: swtzwondrboy20. I'm barely on, but when I am, I'll listen to your whims if need be. I prefer e-mail first, though:

swtzwondrboy20@yahoo.com

That's the public e-mail that takes cares of my Reviews and FAQs. Use that please. Thanks

Note: Don't contact me through YIM with game related questions.

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- A3 Basics/Storyline . . . . .

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First off, you play the role of Simon Belmont. He's an archaic vampire hunter that's been called to duty by the townsfolk to rid them of Dracula. Dracula, who you probably already know through his association with Halloween and sucking... blood, needs to be stopped.

Thus, you're ripped into the saturnine world of Casltevania. There's a million and one five-dollar adjectives I could pull out my ass to describe this game: lugubrious, melancholy, tenebrous, stygian, dismal, caliginous, blah...blah...no one cares for collegiate words. Anyway, it's your job to desist this malevolent beast that plagues everyone in Transylvania.

To aid you in your quest to ruin Dracula's are some items and weapons that can be picked up when they're dropped. Before you can do any of this however, you need to get accustomed to the controls and the console that's above the playing screen:

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(1.) Score - 000004354335 (2.) Time (3.) Stage
(4.) Player  ||||||||||||| | | | | | (7.) = 38
(5.) Enemy   ||||||||||||| | (6.) | (8.) = 04
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1 = Score This is the total amount of points that you've amassed so far. Points don't really dictate anything. You can score points by killing monsters. You can compound points if you kill more of them at once with a throwing item. You can get lives from points.

2 = Time Time is, well, how much time you have left to complete a stage. If the time runs out, you die. If your time is starting to get a little low, I recommend picking up the pace.

3 = Stage This tells you what stage you're currently on. There's a combined total of six stages in the whole game. At the last stage, you'll face Dracula, duh.

4 = Player's Health This is the amount of health that the player currently has. Once this is depleted, you'll die. There's nothing that can save you, YOU DIE. DIE. LIFE ENDS. You can always come back to fight again, provided you have enough life left.

5 = Enemy's Health This bar only fills up once you're in a battle with a boss. So it should be called something like "Boss health." Hey, we're not getting technical here. This bar will go down hastily [yes, it's a word] or slowly depending on the boss.

6 = Auxiliary Weapon The auxiliary weapon will help you out more than the primary weapon in certain circumstances. There's quite a few of them that you'll run across while you're on your quest to kill Drac. For more information on them, check the appendix.

7 = Hearts Hearts are the means of power for your auxiliary weapons; without them, you're down to only one weapon. You can collect these by breaking candelabras that hold them. Sometimes, however, they'll contain an auxiliary weapons.

8 = Live(s) Ok, this is how many lives you have left before it's game over. At 30,000 points, you gain another life. Every 50,000 points after that you'll gain another.

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S T A G E 1

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First, the game will have a rather short scene of Simon entering the castle's gates. In the background will be a dismal castle standing in dead silence. He'll open the gates and proceed to enter the castle. The game begins you off at the gates. You'll have to make your way up to the castle entrance. There will be no monsters at all on your way here. When you make it to the entrance, make sure that you jump over it, because there is a hidden bag of money that'll appear if you do. You'll have to jump back over the entrance to get it.

Here will, however, be some hearts that you can get, along with a dagger and upgrading your whip twice. Make sure you collect all of these items that are in the flames. To make sure you got everything, you'd have fifteen hearts, a dagger and the most powerful whip in the game. Proceed to enter the daunting castle entrance.

Here, you'll be first attacked by zombies. They're very easy to take out, and only one whip hit will kill them. They'll leave hearts sometimes, so it's your best bet to kill all of them you see. Make your way down the hallway some more and destroy all the candelabras that you see on the way to the steps. Collect all the bags of money and heart that they give.

Once you get to the steps, we'll notice that there's a panther like monster sitting up top the next level. He can jump and do damage to unscrupulous players. It'll only take one hit to kill him. We can just dodge him, though. Walk up the first two steps and stop, he'll jump right over you then proceed up the steps. There will be another black leopard up here, just kill him with the whip. Finally, there will be a third, but you don't even have to worry about him. Once you fall off the ledge, turn around and whip the brick and a bag of money will fall out.

Keep walking to the right until you see some more stairs, just go up them. At the end of the stage, you'll notice that there's one more candelabra that's sitting there, destroy it to reveal a holy cross. Holy crosses are probably one of the coolest items in the game, as they obliterate everything on the entire screen. Proceed through the next door.

\*\*\*Stage 1.2\*\*\*

In this next room, you'll notice there's a different background and stuff. Anyway, a vampire bat will fly at you. These guys can be rather annoying given that fact that all they do is go up and down and that's it. Make sure that you get rid of all the candelabras in this room too.

At the bottom of the staircase is a big piece of meat. It's hidden, so you're going to have to whip the wall apart. It'll restore any lost hit points you've endured. That's all for now...

Go down the stairs to the left to a watery place. Two fish men will appear out of the water then jump up to the ledge you're on. Make sure that you kill these guys if they get in front of you, as they can knock you down a hole if you're in the middle of a jump and get hit. Yes, it sucks, and, yes, it has happened before. Also, make sure that you pick up the stop watch and keep it till the boss battle. There will not be anymore stop watches until the next level so keep your hands on it. When you reach the end

of the stage, make sure to break the brick that's the very last. I'll let you fall down to a level that'll make a secret bag of money appear. Make your way up the stairs and through the door.

\*\*\*Stage 1.3\*\*\*

Make sure that you keep your hands on your stop watch. Go straight down the stairs and destroy one of the candelabras to get an invisible potion. This will allow it to where you can just walk through all the monsters that are in your way before the boss. On the last set of stairs, make sure not to break the candelabra because there's an axe in there. Make your way to the boss...

\*\*\*Stage 1 Boss\*\*\*

The bat is very, very easy, Make sure you have the stop watch on you. When he's ready to swoop down at you, just use the stop watch to freeze him in time. Lambaste him with your whip over and over, right before the third second ticks, make sure to hold up and keep pressing attack. This way, once he start moving again he'll be stopped right there. Keep whipping him, he'll die in a matter of seconds. If you take him on with another item for some reason, make sure to pick up the shot multiplier that's below the stairs hidden. It'll make you do the attack twice in a row.

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S T A G E 2

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This stage begins and you're at the bottom of a tower. Make sure you destroy the candle and get the cross. If you happen to have the shot multiplier from last stage, there will be a triple shot in a candle here. This thing is probably one of the best weapons in the entire game. It eats a lot of hearts if you start to use it too much, though. Save it for certain monsters. Anyway, after you get the cross (or triple shot), go ahead and go up the flight of stairs and attack the wall to the right. There will be a hole in the wall that you should now walk into. A crown will appear once you do and it's worth a lot of points. Anyway, you'll see jump up on the ledge when the black knight is at the left. A bat will swoop down at you but just fall off the ledge to dodge him.

Go up the stairs until you're at a new area.

Go ahead and take out the candles and collect the hearts. From now on, I will no longer mention for you to do this, since it should be common sense to collect these things anymore. Moving along, skip over the black knight because you don't need to fight him. If you want, however, there is a Double Shot/Triple Shot that's there if you want it. You'll have to attack the upper right hand corner. Moving along, there will be a pit and then another knight that's walking around. If you have the whip at its full power, just whip him across the ledge.

\*\*\*Stage 2.2\*\*\*

This will be nothing more than a long corridor that holds candles and medusa heads. Medusa heads are very annoying creatures as all they do is fly up and down at you. That's all they do, in fact. They can get some rather cheap shots in on you as well. You'll meet a black knight along the way, just stand behind the ledge that you see and take him out with your whip. Jump up on the ledge after you're done killing him and stand there

for three seconds. After that time a treasure chest will appear that's worth some points.

Go up the stairs to the next area. There's two levels on the floor. You'll start on the bottom one. Go left and dodge more of those damn medusa heads. These things tend to get really annoying after a while. Once you make it to where you can go up to the upper area and there's two black knights, wait. The block that's the highest and closest to the black knight on the right has a pork chop in it. This will restore whatever health you lost to the medusa heads. Keep going left after you get this meat until you see a door, open it.

\*\*\*Stage 2.3\*\*\*

Once you enter this door, DON'T FALL DOWN. Whip the block that's closest to the door for a pork chop; this will restore all health you lost in your last battle against Medusa heads. Ok. now you may fall down. Here's a rather hard part in the game. We're going to have to dodge these falling spikes. One hit we're dead :(

The first one comes all the way down, so you're going to have to time this jump just right. Once the spike is around half way up, jump under it and make your way to the middle ground between the two spikes. The second one goes a lot faster but all you have to do is crouch when the spikes come down on you. The last one just requires you to run right under it.

Once you get past this, you'll see a stair case going up. Whip that bricks at its base to expose a double shot. This will help you with some of the monsters ahead. Here will be two Dragon Skull Cannons that'll be in your way. They take five hits each with just the normal whip. Anyway, make your way right through them. Go ahead and walk right until you find the stairs to proceed.

This will be the last part before the boss of the whole stage. There is another secret here. If you stand between the third and fourth pillars for about 3 seconds, something will appear that's worth a lot of money.

Just walk right across till you see the boss there.

\*\*\*Stage 2 Boss\*\*\*

I recommend the fire water for this one here. The fire water, when it hits the medusa head, will stun it for a short period of time. Back yourself into the corner and just let a rip. Throw the fire water down and it'll stun her if she gets too close. You can also take out her snakes with the water. In battle, a double shot will appear if you use the fire water one of the bricks that's closest to you. Anyway, she'll die, and you'll get your magic crystal.

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S T A G E 3

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You'll probably notice off the bat, but this level has some pretty cool music for an 8-bit game. When you start to move left, you'll notice that there will be some ghosts that'll come out at you. Since ghosts are slow and you can dodge them most likely they'll be easy to kill. Moving along, make sure you get the holy water for the hunchbacks that are about to

appear. Keep walking under the ledges until they begin to jump, turn around and throw down the holy water and it'll kill them. When you kill the second hunchback, you can break the ledge for a Pork Chop. If you don't want to waste hearts killing these guys, just use the whip instead.

Keep going until you kill three of them in a row. You'll see some stairs, but we'll have to take out a white skeleton first. Walk up the stairs to the next section. Here, we'll see even more stairs to climb up, do so. When you get to the top, you'll have to fall off the ledge. Wait here until that raven swoops down at you and take him out with the whip when he pauses right above you flying. Ok, when you walk a little bit farther, a ghost will come out from behind you; take him out. Then, a white skeleton will pop up and you'll get to kill him, too.

Make your way over another pit to fight two more ravens. The first one you'll just have to wait for him to swoop down at you, and the second will you'll have to throw holy water on the next ledge to get. Elaborating on the second raven: You'll notice that he's perched high up in the air. Throw some holy water on that ledge in front of you and he'll fly right into it. There will be a split in the path now. Take the bottom one and kill that raven by crouching down on your knees and waiting. Go to the bottom of this and kneel down. A secret money bag will appear for you out of no where. Keep going right until you make it to a door

### \*\*\*Stage 3.2\*\*\*

This part of the stage is basically just you making your way through a whole lot of medusa heads. There will be a white skeleton at the very end of the run. Follow the stair cases up.

There's a secret here that ~~is~~ just a money bag worth 1000 points. You'll notice the castle, at the third brick, kneel, and money will appear at the other end. You have two options here:

1. You can get the stop watch so you can get through the rest of the level with ease...or..
2. You can keep the holy water, which will get you a lot of points if you take out the Dragon Skull Cannon's shots. 1000 points if you can take out both of them. You can keep doing this over and over again.

Either way, it's up to you. If you used the watch, just go ahead and stop time to get past the rest of this section provided you have enough hearts to do so. If you're using the holy water, it's going to be a tad bit harder.

First, you're going to have to use the water to take out the raven that's on the ground. Once you jump throw some and he'll get killed. You can do the exact same thing for the next raven that you're going see. The only thing left after you kill these two ravens is a Dragon Skull Cannon. After you manage to get through this part, go ahead and go through the door.

### \*\*\*Stage 3.3\*\*\*

This is the last section of the level and probably the hardest as well. There will be around four ravens total here that you're going to have to watch out for. The first one will be easy to take out since all you need to do is just whip him. The next two will come in a pair which will make it tricky, so move very slowly; you can get it to where you'll only summon one at a time. Make the one fly at you and take him out, then take the next one out as well.

The hardest part here includes another stupid Dragon Skull Cannon for some reason or another. Throw a holy water in front of it so it can't hit you and dodge the medusa heads that start to come at you. If your holy water wears out, throw it again. Make sure you only attack when you have an open shot so you don't take any damage. Go through the doors and fight the boss.

\*\*\*Stage 3 Boss\*\*\*

Another easy boss once you know what to do. I don't even recommended having any auxiliary items in this battle it's such a piece of cake. All you need to do it get them in the bottom left-hand corner and start lambasting them with the whip to death. There's no real way to lure them over into that corner, though. What you'll have to do is just wait. When they get stuck there, beat them up. That ledge that you stand on can be broken and a Pork Chop will fall out during battle. The game programmers put that in there to entice you to not fight dirty I believe. Oh well, screw the programmers, go ahead and employ dirty tactics.

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S T A G E 4

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Note: Make sure you keep fire water this whole stage.

You'll fall down a well until you hit the ground. You'll notice that you're in an area that's pretty murky and dark. Make your way right and you'll see a little platform that's moving back and forth. This is a lot more deceiving than it appears. You can either:

- A) Jump on the thing as quick as possible and make it across without getting in any trouble at all. You'll most likely die, though.
- B) Wait for it to come back

If you choose A, then you can skip this next section. If you choose B, then read on. When you're on the platform move up to the very top of it. Wait for a bat to come flying at you and jump over it; you'll make it and end up at the back end of the platform. Wait for the fishman to jump out of the water and kill him. Make your way off the platform and past some more monsters.

This underground cavern is making itself a pain in the ass. There's another platform that is going to be moving back and forth. Wait for it to come as close as possible and jump onto it. Make your way to the front of the platform and duck once you get on it; if you don't, then you'll get knocked off by stalactites. Jump off of the platform and onto the ledge that's there. You're going to have to do this all over again.

Wait until the platform comes right below you then fall onto it. Duck again so the stalactites don't knock you off. Then jump onto the platform that comes next. Then make your way across all of the ledges that come up next and get all the hearts, since there's a good amount of them. Finally, you'll see some stairs that are screaming your name. Go up them.

\*\*\*Stage 4.2\*\*\*

This is basically one big long run across a huge, open area. There will be hunchbacks and eagles out the ass here for you to take care of. First off, never mind the eagles, they just drop the hunchbacks off. What you're going to do is just throw fire water in front of you and run for your life.



That's what I did, and, hell, I'm writing this FAQ. Once you make it to the end of the run, you're going to meet something that's really scary.

The Skele-Dragon will sit there and start to fire at you. These guys are the strongest regular enemies in the entire game and can deal out the damage. The problem is, they're pretty stupid, too. Just sit there in front of him and start hitting him with your whip until he dies. If he tries to fire at you, your whip will destroy it. When these guys die, they leave a whole trail of good stuff.

#### \*\*\*Stage 4.3\*\*\*

Now you're going to have to fight a few more of those Skele-Dragons in a lot less space. Go up to him and throw fire water if you have it, if not, then just start whipping him. If you have under four health left, I'd be cautious, one hit will kill you. After you kill this Skele-Dragon, whip the block that's right above him to expose a Pork Chop! Get all the hearts that he leaves (or money) and make your way to the last one on this level. Stop as far away from him as you can and still be able to hit him. Kneel down and start attacking until he dies. Attack the area that was right above him for a large heart. Make your way to the boss.

#### \*\*\*Stage 4 Boss\*\*\*

Igor and Frankenstein deal out a lot of damage for some reason. Frankenstein will just wonder around the bottom of the screen like a complete dumbass while Igor (who looks like a hunchback) will jump around and shoot fireballs. I offer two different strategies here, if you want to take them out the cheap way, go up to them before the battle begins and throw some fire water at them. It'll stun them and they won't be able to move. Keep throwing and you win.

If you want to take them out with the whip, then do this. Once the battle music starts up, start hitting Igor with your whip. You can get three hits in before he'll damage you. He'll jump off Frankenstein's shoulder and begin to jump around. Keep hitting Frankenstein afterwards and just dodge Igor if you can.

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#### S T A G E 5

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They start off on a bad note; the game gives you two hunchbacks to deal with. After you kill these guys, keep going to the right and dodge all the bones that are thrown at you. Kill the white skeleton and the hunchback that's standing there and go up the stairs. Kill another stupid white skeleton and go to the left until you see some stairs.

After you go up them, you're going to have to kill two more white skeletons that will be chuckin' bones at you the whole time. After you kill the one at the bottom, go over to the right and get that large heart in the candelabra. After this, go kill the other white skeleton and go to the right some more. You'll see some stairs, but don't go down them, there's a secret here. Walk past the stairs and up to the wall and just stand there for a few seconds, a 1-Up will appear. Go down and get it before it disappears.

You'll get to meet a new monster here; it's the red skeleton. Red skeletons can't be killed by any means; they'll always keep coming back. When you hit them once, they'll fall down for a couple of seconds

before rising back from the dead to kill you. Anyway, there's going to be a few of them and some hunchbacks you're going to have to kill. This won't be hard, just bash your way through every one keeping in mind the tactics we talked about earlier to take care of henchman.

### \*\*\*Stage 5.2\*\*\*

Now you get to meet another new enemy, the Axe-man. This guy is basically nothing more than a huge thing of armor that hits hard. He can throw his axe at you two different ways. Once, he can throw it at your feet, which can be negated by kneeling and then whipping it. Or he can throw it at your face, which can be negated by just ducking and waiting for it to pass overhead. After you kill this guy, move on and kill the other one.

The next area will just have a red skeleton that's hovering above you. Make your way past him and the next one and go down the stairs. When you get here, go to the right some to that place that looks like a pharmacy. Here, you're going to stand in the middle of the "shelves" and wait for a money bag to pop up. There are two more secrets that are close by.

After you get the money bag, you're going to have to face a swarm of Axe-men and Hunchbacks. If you have the fire water, this will be easy. Throw it at the Axe-men, making him unable to move and just beat him to death. If not, just dodge the red skeleton and make the Axe-men retreat like a big baby. Go up the stairs but stop when you get to the top. Turn around and jump up onto that ledge that's really high in the air. Make your way across the top of it and fall down onto another ledge. Kneel here and a money bag will appear. Fall off that ledge and skip those stairs and go into the corner and stand for a while. After around a few seconds, another money bag will appear! Now you can finally go back up the stairs. Make your way out of this section via big door.

### \*\*\*Stage 5.3\*\*\*

Once the door closes behind you, you'll see a Dragon Skull Cannon. Take it out and move on. Make sure to get that boomerang that's in the candelabra below the staircase. Kill another Dragon Skull Cannon with the boomerang and go right, then up the stairs. This next part is one of the hardest in the entire game. There's going to be medusa heads flying across and, on top of that, Axe-men at all times. The boomerang will not work here; it'll just bounce right off his shield. Each hit here will take away four spaces of health. What a bunch of crap. Keep going and there will be an area with candles all around! Uh oh!

### \*\*\*Stage 5 Boss\*\*\*

The Grim Reaper is hailed as the hardest boss in the game. He'll just move around in circles while making sickles appear. These sickles will chase you around like a madman. If you kept that cross like I told you to, then this battle will be A LITTLE easier. You're going to have to take out his sickles and hit him at the same time. There's no real way to make this guy easy; he's just plain out hard. Don't get stuck in a corner whatever you do. Also, when he touches ground, more sickles will appear.

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S T A G E 6

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The final stage in the entire game, yay! Ok, so this stage is pretty odd, too. Keep your boomerang and get ready to run like a scared little girl. There's going to be around six of so phantom bats (the level one boss) to dodge here. The first thing you can do it throw a boomerang at him and stun him. Run under the bat and jump over the pits. Keep doing this until you make it past the bats and to the clock tower.

\*\*\*Stage 6.2\*\*\*

Now we're in the one of the last places in the entire game, the tower. Take out the white skeleton that you see here. Go up the stairs and take out another two of these insipid white skeletons. Now, the game starts to play dirty; it'll start having eagles drop hunchbacks all over the place. The first one will be able to climb up through the blocks and attack you. Then they'll just keep coming and coming. You can't stop the things. Just keep throwing boomerangs and don't catch them, letting them go behind you for protection. There's also a Pork Chop once you fall off that ledge and to the right. This will save you some...not much, though.

Go to over to the left and go down the stairs that you see. There's a secret money bag here, but it's probably not the biggest concern at the time. If you want it, though, stand on the right side of that wheel for a few seconds and a money bag will appear. Get this if you actually want it. Make your way over to the left and up the stairs. There's another secret if you need it. Once you get to the top of the stairs, go ahead and whip the bottom block and an item will fall out.

If you're having trouble with the eagles and hunchbacks, here's a tip that's sure to help. This is pretty in-depth on how to get past that last room without getting hit. Once that first eagle passes, jump down and just start running. The hunchback will be tricked into think you're still up on that ledge so you can get away from him. Then go up the stairs halfway and wait for the other eagles to fly by. Make your way up the rest of the stairs and turn around. One last eagle will come at you, just kill it with the whip

Go up the stairs and get some of the items, get prepared for the final boss in the game.

\*\*\* Final Boss \*\*\*

There will be a casket in the middle of the room when you enter. I think you know what's coming. A face will start to rise into midair and a fight will ensue. Hopefully, you have your cross still. Either way, the first form of The Count! is very easy. He'll disappear and then reappear at another spot in the room. Get right in front of him as and wait for him to open his cape and shoot out the fire balls. Right when you see them come out, jump up and whip him in the face. Do this around 16 times then you'll beat him...or so we think.

Suddenly The Count! will bust out of his little body and into a huge beast that wants to kick your ass. Make sure you break that candelabra on the very left hand side; it holds a fire water! Every time you throw a fire water at his face, he gets stunned for a while. Therefore you will keep throwing fire water at his face and whipping him there until he dies. This is all you have to do. Not that hard, eh?

~ ~ I T E M S ~ ~

Watch (Also know as: Stopwatch)  
Hearts Used: 5  
Class: Auxiliary Weapon

In my opinion, the watch is hands down the most useful auxiliary weapons in the entire game. If you're ever up against medusa head or something that you wish time would stop just so you could get past, this is what you'll need. The watch eats a lot of hearts but keeps the monsters stunned for 3 seconds. In case there's a pit you have to get over and there's a monster on the other side, this will become useful. Also, you can use this against most bosses and you can kill them in a second or two.

Dagger  
Hearts Used: 1  
Class: Auxiliary Weapon

Everyone here knows the dagger. It goes in a straight line at the enemy and it's known for sucking. Yep, that's the dagger for you. The dagger is probably the most abundant auxiliary weapon in the entire game. The amount of damage it inflicts is laughable. Always pass this one up unless you have to get it for some odd reason. There's only a few parts were I'd recommended it, such as having to take out a monster across a pit or something.

Axe  
Hearts Used: 1  
Class: Auxiliary Weapon

When the axe is thrown, it goes at an arch. In fact, if you want to get technical with it, it's direction is that of a parabola. A parabola is a shape in math that's formed when X is squared. Anyway, the Axe does a little bit of damage and is much harder to hit other monsters with when compared to other weapons. I wouldn't recommend this weapon for anything else than maybe the first boss match.

Fire Bomb (Also Known As: Holy Water)  
Hearts Used: 2  
Class: Auxiliary Weapon

In Castlevania's later years, this weapon, after being thrown, would proceed to leave destruction in its wake. The problem is, this one of the first Casltevanias and the weapon is in its elementary stages. In fact, it even had some silly name like "Fire bomb" instead of the now well-known "Holy Water." The Fire Bomb, when thrown, will break upon impact and leave a little fire on the ground. If a monster is hit by this, they'll take some damage. You can also throw the bottle itself at monsters and it'll do less damage.

Boomerang  
Hearts Used:  
Class: Auxiliary Weapon

The rarest of all the auxiliary weapons in the whole game, the boomerang could also be considered one of the best. When you throw it, it goes out of your hand and killing enemies, then comes right back. It can go through a lot of enemies at once if you manage to throw it right, and can even hit the same enemy around three times. The coolest thing about it is that it does come back to you, so you can throw it again. Unfortunately for you, the weapon only shows itself around 3 times in the entire game.

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Small Heart  
Hearts Used:  
Class: Ammunition

The small heart is probably the most abundant item in the whole game. Sometimes monsters will drop them, other times candles will drop them. Every one of these little things you pick up will increase your heart amount by one. These are the life or all auxiliary weapons in the entire game. Also, you get 100 points extra for every one you have left over when you beat a level. Going for that high score? Here you go.

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Large Heart  
Hearts Used:  
Class: Ammunition

The large heart is like the small heart except...well...it's large and not small I suppose. Anyway, the large heart is rather rare and will provide you with five more hearts compared to the pathetic one that the small one does. These will mostly be found after you kill a monster with an auxiliary weapon or break a candelabras open in certain parts of the game. Their position is pre-set and they're not random items.

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Cross  
Hearts Used: None  
Class: Support

The cross is a great thing to come across on the battlefield. It will destroy every monster on the entire screen for you. There's nothing better that you could ask for other than making this item appear more often. I'd say around every two stages or so you come across one, and it'll only kill one or two monsters at most. When you really need one, the game won't give you one. Of course, that's how it always seems to work.

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Invisibility Potion  
Hearts Used: None  
Class: Support

The invisibility potion is a rather rare item in the game. You'll only run across it a few times while playing; it's not even all that good. For around two or three seconds all attacks on you will be voided. You can even walk right through regular monsters at your discretion. I don't really even see why they added this item in the game, since you don't even use it but a few times for a short duration of time. I give the invisibility potion the prize for "Most useless item." There's also a cool

little glitch with this item, check "Glitches/Second Quest Secrets" for more.

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### Morning Star

Hearts Used: None

Class: Support

The morning star is probably better know as the whip to the people that have played Castlevania in its later year. The morning star is actually the whip that you use to defeat the enemies. There is three levels to this contraption. One: You'll have nothing more than what appears to be a little stick that can barely deal out any damage. Two: The addition of a ball at the end and a longer reach will let it deal out more damage than before. Three: The whip will turn into nothing short of a long flail that can inflict massive damage on all regular enemies.

Granted, you'll probably get to the third tier of this weapon in a rush, it's still challenging to play through the game when it's not at its max power.

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### Money Bag

Hearts Used: None

Class: Points

The money bag is your source for points outside if beating up regular monsters and bosses. Monsters will drop them occasionally and you'll be able to find them in candelabras, too. The 100 dollar ones are very common throughout the game, and you'll run across them all the time. The blue ones will be a little big more rare, but you'll still manage to get them some times. The white ones will only appear when you kill an enemy with a auxiliary weapon or get them out of candelabras. The rarest of all, the flashing ones are only able to be found if you happen to do something like stand around in a certain spot for a couple of seconds. They're always hidden and there's always specific thing you're going to have to do.

Red = 100 Points

Blue = 400 Points

White = 700 Points

Flashing (Hidden) = 1000 points

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### Double Shot

Hearts Used: None

Class: Support

Double shot gives Simon the ability to go ahead and throw out the same auxiliary weapon twice instead of once. This will come in handy when you're in a boss battle and you can't spare that time it takes to attack again. These are usually hidden in blocks or dropped by monsters. It can't work with all auxiliary weapons, however. It won't work with the watch for one.

BEWARE: This item will affect the amount of hearts you have, as it will eat double.

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### Triple Shot

Hearts Used: None

Class: Support

Triple shot gives Simon the ability to go ahead and throw out the same auxiliary weapon three times instead of once. This will come in handy when you're in a boss battle and you can't spare that time it takes to attack again. These are usually hidden in blocks or dropped by monsters. It can't work with all auxiliary weapons, however. It won't work with the watch for one.

BEWARE: This item will affect the amount of hearts you have, as it will eat triple.

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Pork Chop (Also Known As: Meat)

Hearts Used: None

Class: Hidden.

The big ol' stick-o-meat that's oh-so famous in Castlevania (sorry for the over use of hyphens.) The Pork Chop is always hidden, so you're going to have to find it in each stage. The pork chop will restore six lost hit points to you. There's also instances when the thing can be found in boss battles to aid you, too. The pork chop is probably the most useful item in the entire game if you manage to find it. It's almost always hidden in walls that are breakable, so it's not like the thing will be that hard to come by.

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Magic Crystal

Hearts Used: None

Class: ?????

The magic crystal is the denouement of each level. When this thing appears, you know the level is over for sure. Once you defeat the boss, this thing will fall down from the heavens and all you to pick it up. All your health will be restored and then you'll advance onto the next level. There's only six of these in the entire game. Six stages -- Six Crystals? Makes sense.

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Treasure Chest

Hearts Used: None

Class: Hidden

The treasure chest is worth 2000 points and only found in certain spots in the entire game. You'll have to crouch for a few seconds of stand in a spot for a few seconds to have on appear. There is one found in Stage 2 of the game where you have to stand on a ledge for two seconds.

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Crown

Hearts Used: None

Class: Hidden

The crown is found at the beginning of Stage 2, and it's a hidden item. What you'll have to do is break the wall that's right up the steps and then walk into the opening, then the crown will appear. If you manage to get the crown before it disappears, then you'll be awarded 2000 points.

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Hearts Used: None  
Class: Hidden

The 1-UP is always hidden in all these old action game, so it shouldn't come as a surprise that these are hidden, too. They'll only appear if you expose a secret and they pop up. They look like a huge, flashing "1-UP" icon. Only a few of them are hidden in the game.

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Easter Island Head  
Hearts Used: None  
Class: Hidden

During the second quest, you can only find these things if you happen to locate one of the secrets that are in the second quest. There's only a few of them and they're pretty funny looking. They spin around in circles and they're from another Konami game. The head is worth 4000! points, which is a holy crap load.

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~ ~ M O N S T E R S ~ ~

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Vampire Bat  
Points: 200

The vampire bat plays no other role in the game than to just get dodged or killed in one hit. He flies around at random on the screen and will come from either the left or right to attack you. The worst thing about the bat is when you're playing the later stages and they can knock you down pits or even water. The bat is basically the weakest monster in the game along with the zombie.

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Zombie -  
Points: 100

The standard drone in the game. The zombie just walks around with his hands in the air like he's partying or something. He'll walk at a slow pace until he runs into you, provided you're smart enough to: A.) Kill him first or B.) Jump over him. He'll leave some hearts occasionally and there's even a few glitches that'll give you a lot of life at the beginning of the game that involves this henchman. The zombie will be the first monster that you see in the entire game...wow...he deserves a special merit.

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Black Leopard  
Points: 200

Black Leopards are annoying little bastards, simple as that. They're agile and they're hard to hit. They'll stay in front of you until you get too close, then BAM, they're all over you. What you'll have to do to take these guys out is just kneel in front of them and attack them with the whip if you can. Fire Water works great with them if you have good aim with it. You don't encounter too many of these monsters, thankfully!

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Fish Man (Also Known As: Mereman)  
Points: 300



Fish man pop out of the water at certain spots in the game, mostly they're found when you go into an underground cavern or something. They can shoot fireballs at you. You can also destroy these fireballs with nothing more than a hit with your whip. In later levels, they'll start to attack you when you're on moving ledges and such. Only one hit with the whip should be enough to take them out.

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Medusa Heads  
Points: 300

Medusa heads are better know in later games for being the monster that just flies around endlessly until it smacks you into a pit. Nothing has changed, not even in the earliest installment of the series. They'll come from both sides of the screen and attack you, bobbing up and down as they glide from one side to another. If they hit you, you'll take a small amount of damage. The most annoying thing about these things is if they hit you while you're in the midair; you'll lose control and most likely plummet into a pit.

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Raven  
Points: 200

Raven's are very agile and they can dodge your attacks most of the time. They're not near as aggressive as the medusa heads and will wait for you to get too close to them. They'll then swoop down from where they were perched and begin to attack you. If they manage to hit you (and they usually do), they'll die. That's the only good thing about these birds is that they can't stay around to kill you like most other monsters.

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Black Knight  
Points: 400

The black knight walks around and does nothing but holding a spear in his hand. He takes two hits to kill and is very easy. He's super easy to dodge and the only way he hits you is by walking into you. Basically, he's one of the easiest monsters in the game. You'll only see them at the beginning of stage 2. Other than that, they're no where else to be found. Fire water stuns them, too.

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White Skeleton  
Points: 300

White skeletons chuck their white rib bones at you and jump around like stupid little pansies that need to be killed. Wait, they're already dead, buy anyhow. You'll need to wait for them to stop throwing their stupid bones at you so you can get in there and start to attack. One hit with the whip will be sufficient enough to destroy them.

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Red Skeleton  
Points: 400

Red skeletons can't be killed by conventional means. So, you're just going to have to settle with killing them again...and again...and again. They don't die and will come back to life ever few seconds after you break them into nothing more than a pile of bones. Red skeletons don't throw anything

so they're generally easier to take care of or get by than white skeletons. You'll only encounter these guys a lot later into the game.

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### Eagle

Points: 300

Eagles are the delivers of henchman. They fly onto the screen, drop them off, then get the hell out of there. You can kill some of them if they start to fly low enough to where you can hit them. Overall, they're not a major threat at all. The only problem you're going to have with eagles is if you keep jumping and they run into you, and that's not even a problem if you're smart. Later, though, they get annoying and can hit you a lot.

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### Hunchback (Also Known As: Fleaman)

Points: 500

Hunchbacks are the most annoying monsters in the game by far. I might've said that with the Black Leopards, but I was kidding around then. If you've played any of the later Castlevanias, I know you have seen the annoying "fleaman" that hops around. This is basically the first version of that pest in the game's history. They only take one hit to kill and they're small, fast, and annoying. If you have a bottle of Fire water, if can usually take them out before they can cause any trouble.

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### Dragon Skull Cannon

Points: 400

These guys take a lot to kill for some reason. There's two skulls on top of one another that'll shoot two fireballs that are able to be destroyed with nothing more than a whip. Sound easy? They get harder simply because of the fact you have to lambaste them to death with the whip before they die. There's some instances where the game will throw these guys and medusa heads at you. This is insanely annoying, but anyway. They take five to six hits to kill and will just keep shooting fireballs at you the whole time.

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### Axe-man

Points: 500

Axe-man is just like a huge man in a monstrous thing of armor that walks around like he owns the place. He can throw his axe at you two different ways. Once, he can throw it at your feet, which can be negated by kneeling and then whipping it. Or he can throw it at your face, which can be negated by just ducking and waiting for it to pass overhead. The guy takes a lot to kill and will always run away from you like a big sissy. This is another monster that you don't meet until the very end of the game. It should be noted that the boomerang has no effect on these guys.

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### Ghost

Points: 300

Ghost are the poor man's medusa heads to be quite honest. Granted, they take a few more hits to kill, but, overall, they're a lot slower than every other moving enemy in the game. They'll appear out of no where as little metaphysical things that they are until you kill them. Also, you

should note that they do a lot of damage if they hit you somehow. They don't shoot anything so they should be super easy to dodge.

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Skele-Dragon

Points: 1000

The hardest regular enemy in the entire game. One hit from these beasts on your first play through will be make them do four damage per hit. That's a hell of a lot of damage. Anyway, I like to get on my knees (not like that) and keep my distance when attacking these guys. The reason for this is that if they shoot fireballs at you, then you'll probably be able to negate them before they reach you. You'll still be able to hit them as well. That is my recommended plan of attack on these atrocious monsters. Keep in mind, on the second play through, all monsters do double the damage, so this guy will ruin your crap in a matter of seconds if you don't watch it.

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~ ~ B O S S E S ~ ~

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Phantom Bat

Points: 3000

The bat is very, very easy, Make sure you have the stop watch on you. When he's ready to swoop down at you, just use the stop watch to freeze him in time. Lambaste him with your whip over and over, right before the third second ticks, make sure to hold up and keep pressing attack. This way, once he start moving again he'll be stopped right there. Keep whipping him, he'll die in a matter of seconds. If you take him on with another item for some reason, make sure to pick up the shot multiplier that's below the stairs hidden. It'll make you attack twice in a row.

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Queen Medusa

Points: 3000

I recommend the fire water for this one here. The fire water, when it hits the medusa head, will stun iffor a shirt period of time. Back yourself into the corner and just let a rip. Throw the fire water down and it'll stun her if she gets too close. You can also take out her snakes with the water. In battle, a double shot will appear if you use the fire water one of the bricks that's closet to you. Anyway, she'll die, and you'll get your magic crystal.

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Mummy Man

Points: 3000

Another easy boss once you know what to do. I don't even recommended having any auxiliary items in this battle it's such a piece of cake. All you need to do it get them in the bottom left-hand corner and start lambasting them with the whip to death. There's no real way to lure them over into that coroner, though. What you'll have to do is just wait. When they get down, beat them up. That ledge that you stand on can be broken and a Pork Chop will fall out during battle. The game programmers put that in there

to entice you to not fight dirty I believe. Oh well, screw the programmers, go ahead and employ dirty tactics.

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Frankenstien and Igor

Points: 5000

Igor and Frankenstein deal out a lot of damage for some reason. Frankenstein will just wonder around the bottom of the screen like a complete dumbass while Igor (who looks like a hunchback) will jump around and shoot fireballs. I offer two different strategies here, if you want to take them out the cheap way, go up to them before the battle begins and throw some fire water at them. It'll stun them and they won't be able to move. Keep throwing and you win.

If you want to take them out with the whip, then do this. Once the battle music starts up, start hitting Igor with your whip. You can get three hits in before he'll damage you. He'll jump off Frankenstein's shoulder and begin to jump around. Keep hitting Frankenstein afterwards and just dodge Igor if you can.

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Grim Reaper (Also Known As: Death)

Points: 7000

The Grim Reaper is hailed as the hardest boss in the game. He'll just move around in circles while making sickles appear. These sickles will chase you around like a madman. If you kept that cross like I told you to, then this battle will be A LITTLE easier. You're going to have to take out his sickles and hit him at the same time. There's no real way to make this guy easy; he's just plain out hard. Don't get stuck in a corner whatever you do. Also, when he touches ground, more sickles will appear.

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The Count! (Also Known As: Dracula - without the cheesy exclamation point)

Points: 50000

There will be a casket in the middle of the room when you enter. I think you know what's coming. A face will start to rise into midair and a fight will ensue. Hopefully, you have your cross still. Either way, the first form of The Count! is very easy. He'll disappear and then reappear at another spot in the room. Get right in front of him as and wait for him to open his cape and shoot out the fire balls. Right when you see them come out, jump up and whip him in the face. Do this around 16 times then you'll beat him...or so we think.

Suddenly The Count! will bust out of his little body and into a huge beast that wants to kick your ass. Make sure you break that candelabra on the very left hand side; it holds a fire water! Every time you throw a fire water at his face, he gets stunned for a while. Therefore you will keep throwing fire water at his face and whipping him there until he dies. This is all you have to do.

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- A6 Disclaimer/Thanks/Outro . . . . .

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Thanks goes to:

Vimm.net - For having the manual scanned, because I lost mine long ago.

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Outro (By Masters):

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Could Konami have known? Did they have even the slightest inkling that their clichéd tale of a stout, brave-hearted adventurer up against a haunted house and all its various and typical denizens would spawn over a dozen incarnations? Surely not. Yet, something like fifteen years after the first adventure featuring Simon's side-scrolling simplicity, we are playing Castlevania in pseudo-3-D, jaded as we watch impossibly real polygonal presentations of Simon's pretenders to his legacy doing their thing, while big budget orchestrations sing along sweetly...

-End of File-

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