

Anyway... Castlevania. What a wonderful game. I remember my big brother playing it all the time yak yak yak blehelknern.

If you notice I say things more than once, it's for the benefit of the most of you who will probably just skip to the part you're looking for; should anyone even come in contact with my little guide.

-Stuff You Should Know Before Starting, But Are Under No Obligation To-

==:-Characters-:=

Simon- The only one capable of bearing the burden of saving Transylvania at the present. His strength is pretty admirable, and he can crack a whip like non-other.

Sir Dracula- He's the one you're out to give a literal whipping. He's waiting for you at the end of the Final Stage.

There are no other characters in the game.

==:-Items-:=

Most items you get from Candlesticks, but sometimes you have to break open walls. I'll usually tell you if something's hidden on the screen.

Whip: The primary weapon that will see you through the damnable embodiment of horror that is Akumajou's Castle. You must pick up two (2) of them to be at full power, or you'll be forced with a lacking Leather Whip or a very short Chain Whip. Not amusing when you perish and are provided with inefficient Candlesticks. The "Morning Star Whip" (whip with both upgrades) seems to shimmer.

Hearts: You find these often, and expend them to use different Sub-Weapons (listed below) in the game. Small ones are worth one, and large ones are five. Your extras are tallied up and worth 100 Points each at the end of every Level. You must also collect a small amount of them to be able to pick up Whip extensions, though this usually isn't a problem.

4 Hearts- First Whip Extension; "Chain Whip"

8 Hearts- Second Whip Extension;"Long Chain Whip (Morning Star)"

Rosary: A cross necklace. It banishes all enemies from the screen in a luminous flash. Unlike other items, it does not disappear from the screen until you take it.

Meat: Nicely set on a dish. It refills some of your health. Six meters, to be exact, out of 16 Total.

Potion: You'll be invincible for a few seconds after grabbing this up. Nice, but it really doesn't do much for you on the whole considering their short life and scarce appearance.

Candlesticks: You don't collect these themselves, but whacking them will give you any of the other various items listed here, save Meat. Finding Tablets in these is somewhat an uncommon occurrence, but it happens.

Torch: Only found in the Courtyard in the beginning of the game, it isn't proper to have Candlesticks outside. Any aristocrat knows this.

II Tablet: This allows you have two of your Sub-Weapon on the screen instead of one. It's useless with the Stop-Watch, but excellent for Axes and the like. It must be noted that you lose it immediately if you obtain another Sub-Weapon.

It's worth 700 points if you pick it up with no Sub-Weapon on you. (So it's wasted.)

III Tablet: You may have up to three Axes, Holy Water vials, Daggers, or Cross-Boomerangs on the screen. Gnarly. Lasts as long as you have your current Sub-Weapon and do not die.

*You must have picked up the II Tablet to collect one.

=Sub-Weapons=

To use Sub-Weapons, push UP and the Whip button (B)

If you destroy more than one enemy with a single Sub-Weapon, you get a bonus 1,000 points that doubles per enemy.

2= 1,000

3= 2,000

4= 4,000 ect.

Dagger: You fling it in front of you. Very low damage. Unless you want distance, rely on the Whip. It's better to not even bother with these if you have another Sub-Weapon already in your possession. So be careful when you're smashing Candlesticks.

Axe: You chuck it through the air. Good for things that fly or are in steps above you. A good one, as if there's something about to fly right into you, Up + B and it's all over.

Holy Water: You thrust it on the ground in front of you, where upon impact it bursts into a flame and damages enemies it comes into contact with. Also, it freezes enemies until it stops burning them. Very nice.

Cross: This is a boomerang-like weapon. When you throw it, it moves across the entire screen and returns to you hitting all the enemies in it's path again, each time with the strength of the Chain Whip. Good for Madusa Heads and things otherwise flying about the screen.

Stop-Watch: It freezes time and all the enemies on the screen for a few seconds. It takes the most Hearts to use (5), so be wary of that. Also, the Tablets have no affect on the Stop-Watch. This isn't a good one to have on you.

*Stop-Watches do not work on bosses past Level 2. Meaning only the Giant Bat and the Madusa Head Statue are susceptible to it. If you try it on another boss, they may pause for the fraction of a second it took you to activate it, but that's it.

=Treasure & Their Point Values=

Money Bag- Varies with color, and gives you point values below 1,000

Flashing Money Bag- 1,000

Crown- 2,000

Goblet- 4,000 (only in 2nd Round)

*(Looks Like a goblet or cup to me most of the time.)

:-What Points Are Good For:-

When you score 30,000 points, you will earn a Life.

-You earn your next one at 80,000, then

-130,000

-180,000

-230,000

-280,000

-330,000

-380,000

-430,000

-480,000

Etcetera.

Grabbing richie items as well as slaughtering monsters will earn you points, but they also tally up your extra time (10 per second) and Hearts (100 per) at the end of every stage.

Most of the flashing treasure items require you to perform a certain action at a special location, often a simple jump or something stupid you just wouldn't think to do.

I have them all covered throughout the guide as well as in a check-list beforehand.

Also, if you destroy more than one minion of evil with a single Sub-Weapon, you get a bonus 1,000 points that doubles per enemy.

(2= 1,000; 3= 2,000; 4= 4,000 ect.)

Fireballs thrown by various enemies are worth 100 points each, as well as other things of the like.

=-Other Notes=-

Controlling can be sticky in this game (not that it in any way makes Castlevania any less bad-ass), so when you're jumping, really make sure to be pushing the directional pad forward BEFORE HAND.

I refer to advancement of the game as "Levels", and when you pass a significant part of a Level, you go through a door and advance to the next "Stage". There's generally a boss at the end of a Level, and a door separates Stages.

Also, the further you go in the game, the more damage you take from enemies. A small enemy may hurt you more in a more advanced level.

No matter what I say, practice is always the best thing. My advice clearly comes in Second.

And I'm expecting you to not know this stuff, so if it sounds really obvious, you now know that there's a reason for it.

2nd Round Notes

This guide mostly focuses on the "1st Round" of the game.

After you beat the game once, you start all over again carrying over your Sub-Weapon, Tablets, and Lives, only it's much harder. Everything still takes double damage, and enemies appear places they previously weren't. There are also some new walls to crack open and maybe a few new 'hidden treasures.'

Since this focuses on the First Round, I go easy throughout the guide.

=:Nice Hints:=

- + Really learn how to crack that Whip. Once you have your timing right, you can get 3 hits in when you originally fumbling around trying to get just one.
- + If there's a Candlestick right in the center of a crevice, stand on the very edge, whack it, then quickly jump across. You might die if you try hitting it as you cross.
- + If you see a Candlestick that's on a ledge, be in contact with it. Otherwise, the item will plummet right on down the endless chasm that you're staring at, never to be seen again.
- + A good method for using Holy Water is to throw it and move back so that big enemies coming at you will walk into it.
- + One of the best times to use Boomerangs is when a big enemy is in the corner. It'll immediately bounce off the wall and hit it again. Duck or jump over it so it hits enemies or things otherwise trying to kill you behind your back as well.
- + They tend to give you what you need for a Sub-Weapon at any given point in the game, but I'll tell you whether or not to pick them up depending on your needs to survive the Boss at the end of every Level. Otherwise, they'll probably rip you to bloody shreds of flesh. So do whatever I tell you.

-List of Best Sub-Weapons For Bosses-

But likewise about anything works. Just don't use Stop Watches for any other bosses save the first two. They won't have any effect. They will work for the Bat and Madusa Head even in further plays of the game after you finish your first time around without shutting the system off.

Vampire Bat-	Axe/StopWatch
Madusa Statue-	Holy Water/Cross-Boomerang/StopWatch
Mummies-	Cross-Boomerang, but Holy Water freezes them. (Either)
Frankenstein-	Holy Water
Grim Reaper-	Holy Water/Cross-Boomerang
Master of the House-	Holy Water/Boomerang

The "Holy Water" is the weapon of choice for this entire game, and I notice that sometimes Tablets are found in certain Candlesticks only if you have it.

=:The Fine Art Of Jumping Backwards:=

An easy trick that makes you look professional and may save your hide during battles or hectic situations.

Just press B to jump and the backwards direction of the side you're facing while you're standing still. Or when you just land from jumping forwards, so you can dodge stuff and come in with some close calls. You have to press them at the same time and 'just so'. Still, it's not difficult.

-:Hidden Treasure Locations For Those Who Won't Read The Whole Thing,
Even Though They Should:-

First Stage(Courtyard): Jump over Batula's door, then jump back over.

End Of The Merman Screen in Level 1: Smash away the last brick at the end of the platform you've been walking on, then drop down from where you just made a hole. Kneel if you didn't land as so.

Beginning of Level 2: Hit away the first two bricks in the wall at the top of the stairs, and walk into the gap.

The Last Screen of Stage 7 (In Level 3): Before the last enemy of this stage, which is a Skeleton at the bottom of some stairs, kneel on the platform across from him, right below the one you'd jump from to get to him.

Stage 8 (Level 3): When you walk up the stairs, there will be two bricks below the ones you're currently walking on. Kneel above the first one.

Stage 14 (Level 5): There is a conspicuous platform sticking out above you. Get on top of the bricks near the very heighest of the screen and jump to it. Kneel.

Last Level; Stage 17: At the second screen of gears, get on the right side of the only one there is here, and kneel.

-:+:OPENING:+:-

We see a short scene with Simon arriving at the foreboding edifice spread before him, then enter the very first stage of the game. There's a bad moon on the rise...

He must be one bad-ass vamp to be playing "Vampire Killer" in his courtyard! But we don't have time to be prancing around, because if you haven't noticed, there's a clock ticking away at the top of the screen.

Oh, F-IT!! There's ALWAYS time!! \m/ \=/

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let the Jaguars jump over you if they're above you, otherwise have your Whip ready if you don't want to inch your way forward like a wuss.

Up two flights of stairs and just before a Jaguar, you'll find some Holy Water.

If you keep it until near the end of this level, you can get some extra lives and plenty of points.

At the end of the platform of Cougars, jump up and thwhack the last brick for a payday.

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    |_||_||_||_||**| <---Whack
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Handy Tip # 1: Don't be afraid of every monster that gets in your way. Act like your Simon freaking BELMONT and you're OWNING everything! Otherwise, you'll get nervous and die more often.

Handy Tip #2: Don't undermine my authority.

On the next screen will immediately be stairs going down and bats flying at you. It'll look like this:

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<---Stairs
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Thrash your whip on the bricks to reveal some meat. Mmmm...

Coming up is a watery-basement like screen, with mindless Merman jumping up at you.

On the second ledge you jump to, be careful of the Stop-Watch. Ignore the Candlestick it's in if you don't want it.

At the very end of the section is a secret money bag:

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  _ _ _ Whack
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Whack away the ## brick, and then FALL down from the @@ brick. A Money Bag

will appear behind you. Get it, quick! (If it doesn't appear, kneel.)

Go around and you'll be in the room you were before. Whip and continue.

Now we're at the last screen. There's a potion that will make you invincible for a small period of time, so have fun with that while the novelty lasts. If you'd like to collect a few Lives early;

STAGE 3

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Stand at the designated position and throw Holy Water on the Ghouls that come at you. If you net two or more of them with one Holy Water vial, you'll get a point bonus, and they add pretty quick. Get all the points you can, as they'll still help you later, but watch your time. Don't die trying to get more points; you'll return without being able to get your Holy Water back.

This trick is also good for people who might say, "I got more than 25,000 points on Level One once!", so you can show them how it's done. I wouldn't take you under my wing just to see you get through the game alive, I want you to OWN the blasted thing!

Grab the Axe that should come from one of the last Candlesticks and Now we fight this bat thing;

BOSS: VAMPIRE BAT THING

Before sleepy here can get over his morning grogginess, hack open the brick at the bottom of the staircase for a II Tablet! Heave Axes at it, and when it swoops at you, duck and weave. Just chuck axes at it.

- + Don't hide under the staircase, you wimp! You'll just get stuck.
- + Better not stand on the bottom of the stair platform, either, you can't use your Sub-Weapon very easily. You mostly end up going up the stairs. But you can jump off it while throwing an Axe.
- + When it swoops at you, you need to move before you duck. It can go low enough to hit you if you're directly underneath it. Don't get stuck in either corner, either.

-Stop Watch-

You can use the Stop Watch for this first boss as well as the Madusa Head of the next Level. I guess they're trying to pamper you, but don't get used to it; they won't have any effect on any of the later bosses, though you can still use them on Second Round Mode.

Collect the glowing orb, then listen to the fanfare and make sure to strike an awesome pose before the music ends.

Simon shuffles through a scene showing where we are on the complimentary map we got at the entrance, and now we're at

-:+: LEVEL-2 :+:-

ENEMIES (AND POINT VALUES)

SPEAR-KNIGHT- 400

MADUSA HEAD- 300

GHOST- 300

BONE PILLAR- 400

MADUSA STATUE- 3,000

First thing to do is either grab or ignore the Cross-Boomerang. The cross will be better for Spear Knights and all the Madusa Heads, and you'll be able to power it up nicely with the II Tablet on the next screen.

Head up the stairs and hack open the bricks right in front of you to find nothing. That's nice, but walk into it. A Crown will appear on the floor below you.

If you grabbed the Cross, you can throw one at a Spear-Knight and that will be the end of him as it hits him once, then comes back and hits him again. This way you can avoid actual confrontation with the jerk, and the many others exactly like him throughout the level.

Handy Tip #3: Always make sure to have the right Sub-Weapon, especially for bosses. I'll tell you what you need to have and alert you of when to pick it up.

Going up to the next stage from the stairs, there's a II Tablet right above the Spear-Knight's head, so stand on the platform next to him and whack it open.

STAGE 5 (Screen 2)

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Now we enter the Madusa Hallway.

Ack! These flying heads have to be one of the biggest nuisances in the game. Hit them as they swoop down in front of you. It's harder to dodge them, so take your time if you need to.

As the headway of your course turns to the darken corridor, the moonlight's silken emission to highlight your footsteps...

If you have Holy Water to douse it in, it shouldn't move very much, if any.

-No Sub-Weapon-

Get just close enough to it to hit the thing, and watch how it moves. When it gets too near for your likings, jump over it *if* it's low enough for you to make it over. Don't wait until it backs you into the left corner to jump. (If you're on the right side, you can just use the rise there.)

+ Kneel when you're hitting it, so if it lets snakes off at you, you don't even need to notice them.

-Stop Watch-

This is the second and final boss that this sub-weapon will work against. It will stop the Head and the Snakes it sheds. Also works in Second Round Mode.

-Cross-Boomerang-

+ If you use a Boomerang, duck under or jump over them so they can possibly hit the head and the snakes again.

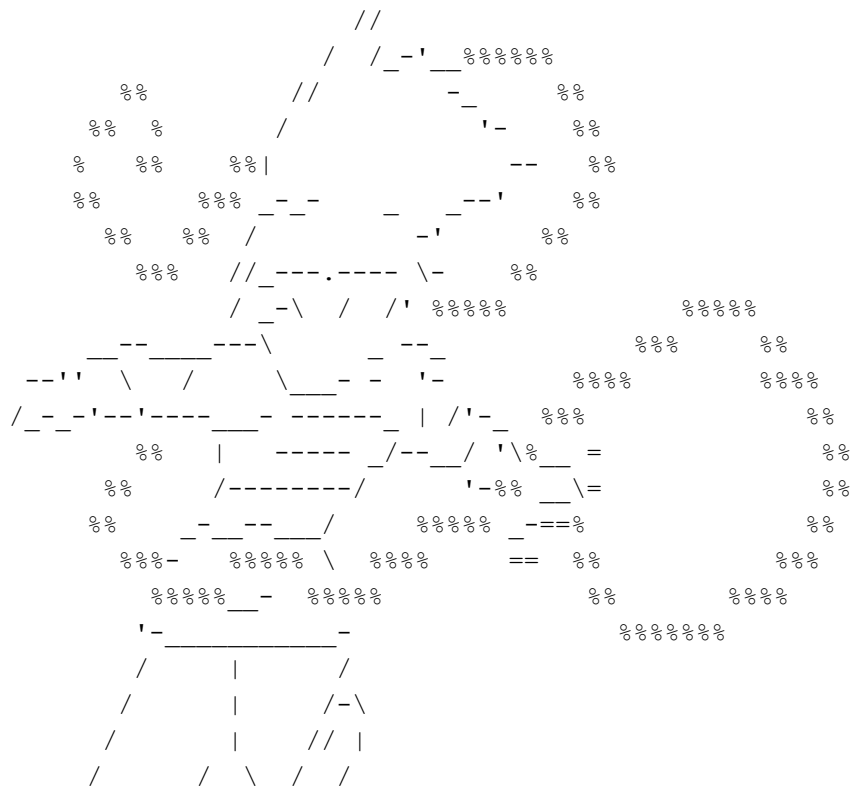
Piece of cake.

-:+:LEVEL-3:+:-

DOG- 500
SKELETON- 300
RAVEN- 200

BOSS: MUMMIES- 6,000 (3,000 each)

"Wicked Child", BOSS!!



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Oh Yeah.

Either jump and bash those dogs before they can move, or let them jump over you and hit them as they land. WHOOPIISH!

On the second platform of bricks those things stand on, hit the one in the back to reveal some meat.

STAGE 7 (Beginning)

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|
-----Meat-----

```

There's some Holy Water in one of the first Candles that will be handy; I suggest picking it up.

*- One of these designated Candlesticks will be a Tablet for you IF you kept the Holy Water from the last level. While the # Candle is Holy Water if you don't have it, you cannot be tricky and hit that one first.

Go up to that Skeleton and show him who's boss. You shouldn't be bothered by him if you don't stop or hesitate.

Next screen, there's a Ghost that won't leave you alone if you JUMPED off of the balcony on the next screen (making it the 2nd Screen on Level 2.) Make sure to just leisurely drop off.

If you do happen it trigger it, though, RUN to the far edge of the balcony so it comes lower, and thrash it quickly.

Also, Ravens will swoop at you, so just hit them when they come to a stop. If they decide to fly somewhere you can't hit them, dodge accordingly. Don't run; they can move faster than you.

There's no definite for Ravens, so just know they can be trouble if not disposed of quickly.

Now for another hidden money bag!:

When the screen looks like this, do as directed. This is at the very end of stage 7.

STAGE 7 (End)

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                        |
                        Axe

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As you can see, there's a Skeleton at the bottom of the freaking stairs! If you don't have a Sub-Weapon that would work to throw at him, just jump down. His programmed pattern is to move back when you come at him.

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|**|<---NO

Move to the center of the screen, then back up the stairs. DO NOT hit that brick. Or try to hit a Mummy before jumping back up there. You might hit it on accident.

Don't jump off of the ** block, and hit the Mummies when they come near you. Otherwise, just wait. There is Meat in the brick you need to stand on, but you don't need any meat, even if you only have one bar on the Health Meter left, as long as you watch yourself. Because the Mummies can't even hurt you if you dodge their flying bandages by jumping to the higher bricks. You don't have to crouch to hit them, but you're more likely to hit a stray bandage if you do.

For some reason, Holy Water doesn't have the biggest effect on them.

-If You Went And Did It Anyway-

So, you had to have the meat. Fine time to be gluttonous. There was a Cross-Boomerang back there; if you're planning to do it this way, be sure to have grabbed it.

- + Well, use your Sub-Weapon against them, and dodge their bandages.
- + It's easier to avoid being smacked by their binds if you duck, and if you're kneeling most of the time, you're more likely to hit them and their lashings.
- + Jump over the Mummies if they get too close, and don't wait for them to back you all the way into the corner.

Piece a' pie. (Not that you're still hungry.)

--::LEVEL-4::--

ENEMIES

BAT-	200
FISHMEN-	300
EAGLES-	300
EGOR-	500
BONE DRAGONS-	1,000

BOSS: FRANKENSTEIN- 5,000

Great, we fall through the floor into the dungeons. It just wouldn't be his basement without the River Styx running through it, would it?

If you just died and are at the beginning of this level, get the Candlesticks in this order:

-Middle one first,

-then the one to the right (catch it so it doesn't fall into the water),
-then the left.

Otherwise, you won't get a Morning Star Whip.

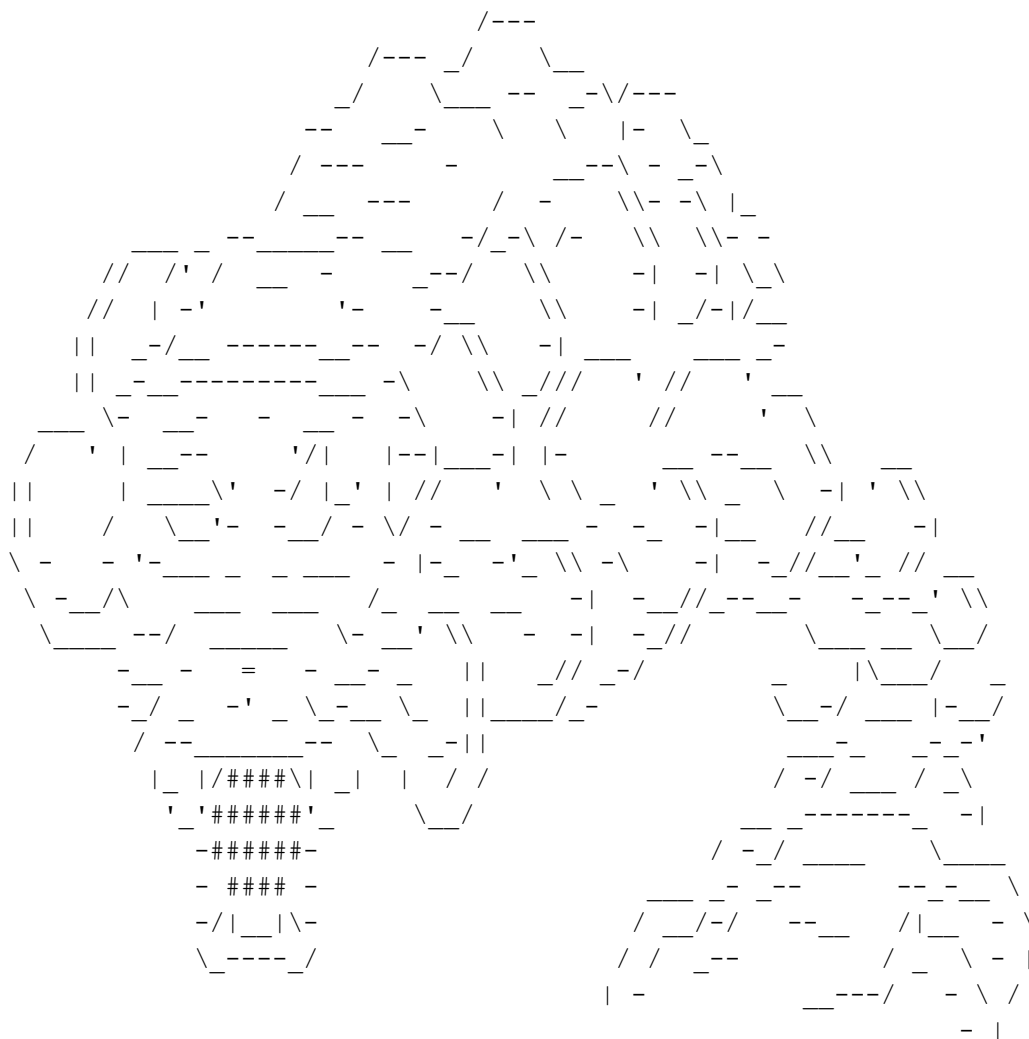
If you're good to go, just make sure not to get the Stop-watch at the first stone platform you leap to. Take your time crossing; it gets awful sometimes. To get the Candlesticks that lie above the water, be sure to be on the very right edge of the platform, then jump and whack as you're riding into it.

On the top right of the rise your about to climb, is a Holy Water.

YOU GET THAT HOLY WATER AND YOU KEEP IT.
You're really gonna need it for the boss.

Duck for the stalactites, and same token as above for the other Candles.

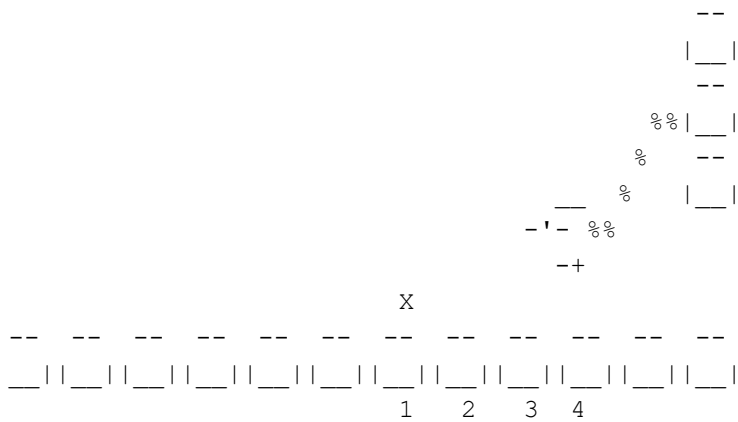
We finally break daylight, and now a lot of Eagles with Egor-things in their clutches are going to attack us. They'll will rain down, but only one at a time. Just keep going, hitting them just before they land at your leisure. If one lands behind you, walk over to it, and bash it. Don't make a fuss of anything. There's no need to be jumping, so if you do, you're likely to throw yourself off course and mess the whole thing up. Don't use your Sub-Weapon, either.



Bone Dragons- It's gonna be a lot harder for you if you plan to dodge all the fireballs they throw. Keep facing that thing, whipping relentlessly, and don't let it give you any crap. Don't use your Sub-Weapon on them, and do

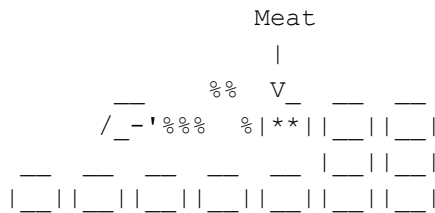
not move. If you aren't whipping out their fire blasts, then your pattern is wrong and you should try for another before they kill you. Holy Water will freeze them, but you don't always have Holy Water. Seeing as they're mostly higher then you, it's hard to aim it anyway. But if you've done this plenty of times and you want to, go ahead and jump and use your Sub-Weapon.

STAGE 11 (Very End)



You should be able to figure that out. That's about the distance you should have.

As you pass into Stage 12, DO NOT get the 2nd candlestick; it's a Dagger. Unless you don't have anything else. There's some Meat behind the first Bone Dragon.



After the 2nd one, there's a large-sized Heart hidden in a stone behind him. Be sure to be on the very top of the stairs while bashing him. Then we step into the Boss' room...

BOSS: FRANKENSTEIN

I really hate this boss.

If you have Holy Water, pelt the big guy with it while whipping in between, (hold UP) and be ready for when the effect wears off of Egor and he charges at you.

The only edge you have with Egor is that when you smack one across his back, he pauses with invisibility for a few seconds, and touching him won't hurt you.

- + If you try to get the right-most Candlestick before the battle officially begins, it won't be a Tablet.
- **For some reason, you only get a Tablet here if you have Holy Water**

+ Just try to hit him with Holy Water and dodge Egor, and end

the battle soon, because every time you get hit, it takes 4 meters off your Life Gauge.

-No Holy Water-

Thrash Frankenstein all you can while dodging Egor. At the beginning of Stage 13, there's a Dagger, you can make use of that by throwing it at Egor if you can get a good shot. Throw it in his direction, it's better not to take so much time to aim it straight at him. Crack away at Frankenstein lightspeed.

+ Your first move should be thrashing at the two of them four or five times before they can move, then jump down into the middle and dodge Egor and his first fireball. Then get back up there and hit Frankenstein before he can move much further, then dodge. Repeat.

+ Turning around to smash Egor or a fireball isn't entirely a bad idea, but be aware that Frankenstein will be gradually moving forward, and it only makes things harder the further he comes.

-:+:LEVEL-5+::-

As we grow nearer the Master of the House's inner sanctum, the curse placed within the walls of his home intensifies. From now on, all enemies will deal you twice the damage as normally allotted.

ENEMIES

EGOR-	500
AXE KNIGHTS-	400
SKELETON-	300
RED SKELETON-	400
MADUSA HEAD-	300

BOSS: GRIM REAPER- 10,000

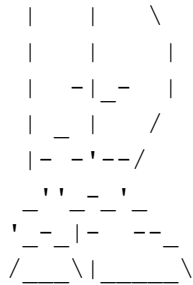
See those dogs? DON'T MOVE! Let them come to you, and hit them when they're near enough.

They're playing "Heart of Fire", and that's pretty much what you'll need if this is your first time going through this level.

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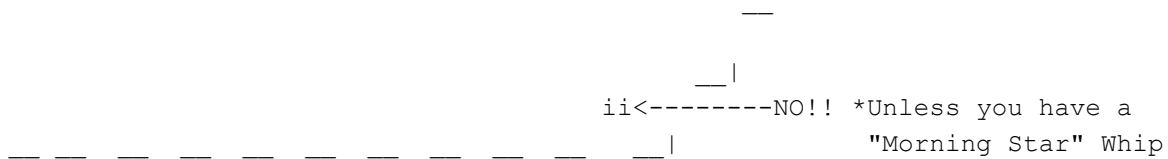
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In the any of the Canedlesticks there will be a II Tablet if you have Holy Water, but if you just died,

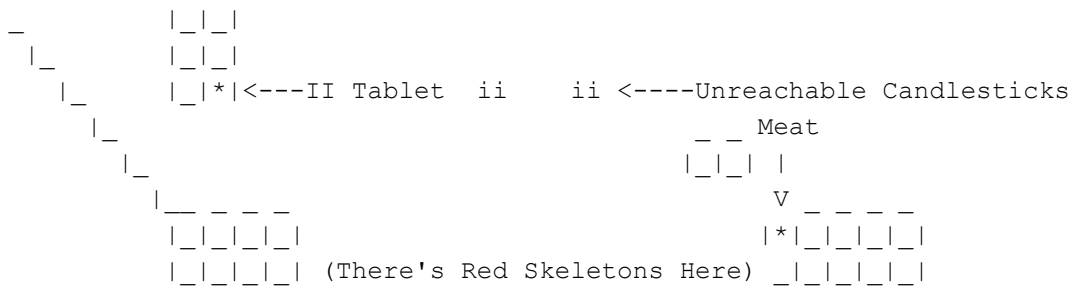
DO NOT SMASH THE CANDLESTICKS BY THE STAIRS IF YOU DO NOT
HAVE A FULLY-POWERED WHIP!!

If you do, you don't get your Holy Water, which is essential for this entire Level. You'll need it for Skeletons, AXE KNIGHTS, and no less then the Grim Reaper at the end. Don't you dare lose it, either. I'm gonna tell you where other Sub-Weapons are, so that's not going to be an excuse. The only thing I'm taking right now is that you died. Odds are more then likely that you'll get what you need beforehand, though randomly you won't.
*The best way to use Holy Water is to throw it and then move back so the enemy will probably move right into it.



Just going along and smashing the Skeleton at the bottom of the stairs will work, but wait until the one up top has gone backed off the screen and give him a good bash as he jumps forward, dodging the bones accordingly. You know how to do this.
If you're having a bit of trouble with anything, don't hesitate to throw some Water at them. Better safe then sorry, and you'll have plenty of Hearts left. I'm assuming some of you are perhaps stingy.

STAGE 13 (3rd Screen)



Just ignore the Candlesticks you can't get at; there's only three, and all they hold is a single Heart or 100 pts each. Pay attention to what you're doing, because every bone that bashes you upside the head, dog that flies into you, or every time you come into contact with an enemy and their evil aura, you lose 1/4 of your Life Meter.


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(There's more of the stage over here,
but I didn't feel it needed to be
included.)

At the top of the stairs after the first Knight on this screen, smash away
the bricks and you'll get a Tablet or a Heart or a 100\$ bag.

Not too far from that is another hidden treasure. You know the drill.
You may see a scene like this:

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Not my best, but you get the gist. Follow the arrow, jumping down from the
first platform and landing smoothly on the next. Kneel here, though he
usually has a kneeling position from falling.

At Stage 15, there is a Cross-Boomerang underneath the stairs, which you
should grab for the boss if you don't have any Water.

*In Second Round, you can crack open the far left wall right under the stairs
for a Tablet.

You'll have to wait for a convenient time to go up the stairs while that Red
Skeleton isn't in the way, and there's some Meat in the far right wall.

It's almost the hour we come to terms with the Emmissary Of Demise, but not
before surviving the Hallway of Hell. Urgh! This can really suck!!

Alright, here we go!

- + After getting off the stairs, walk to the right and immediately back
over to the left avoid to the Madusa Head flying at you. This seems to
be a constant pattern.
- + Flail that whip of yours incessantly at the Axe Knights until they're
dead.
- + If there are Madusa Heads, jump over them.
- + If an axe is thrown at you, just keep flailing. You'll hit it.
If you jump over it, it's most likely going to come back and hit you
anyway.
- + DO NOT STOP. FOR ANY REASON. Don't be smashing the Candlesticks.

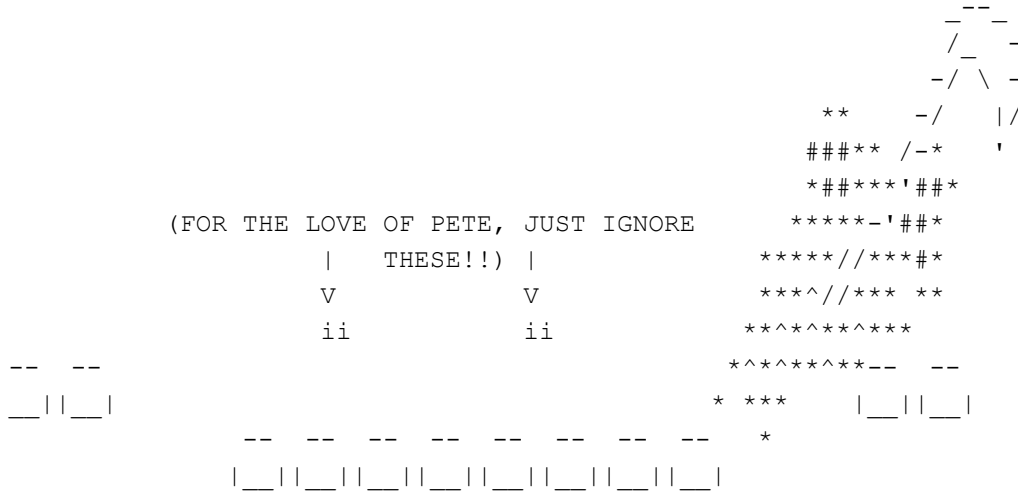
***Be very careful not to pick up any other Sub-Weapon that may be dropped by an enemy. I've accidentally acquired a Knife multiple times here.

Maybe it isn't all that hard, but the first times I kept getting smacked around pretty bad. The most important thing is to just GO!

BOSS: The Grim Reaper Of Death

I sure as high happy freaking hell hope you still have that Holy Water.

If you do;



..You get the basic point, I think.

He appears at yag-----|
postion, so before he even apparitions from wherever the heck he comes from (haha), start bombing Holy Water on the designated bricks. Hold up, keep tapping A then B, and send his sorry uncarcass into the next oblivion. If you didn't get there in time and he threw sickles at you and you messed the whole thing up, it's because you weren't quick enough and were probably too focused on the Candles. So start throwing it before you even think you should be doing anything. If you actually have the Holy Water right now, you should have plenty of Hearts.

+..If You Succumbed to the Evils of The Dark
Castle and Lost Your Freaking Holy Water..+

Well, shit.

At the beginning of Stage 15, designated by the statistics in the corner of the screen, under the first staircase is a Cross-Boomerang. You'll have to suffice with that. Get the corridor of damnation over with, then wait in the middle of the screen. Don't move until the regular music stops, and when it does, chuck a boomerang in front of you. It should hit him.

+ Keep your base in the middle, and let the Reaper and his sickles move

around you. HIT THE SCYTHES FIRST

+ He only moves a little at a time. If he's headed somewhere, throw a Boomerang in his path, or if he's just sitting there, freeload. After you've thrown the Boomerang, don't worry about anything but the sickles.

+ Throwing a Cross/Boomerang just to dodge sickles isn't wasting them. If you ignore them, you've made a death wish, and obviously he's right here to personally grant it for you. House Special.

Most of the time, just throwing a Boomerang in his general direction takes care of some little scythes as well as takes a bite out of his coat. He really wants you to dance for him though.

Good luck.

**If you duck or jump over your Boomerang when it comes back, it will hit sythes behind you.

-You Don't Have a Cross, Either-

HOW DID YOU MANAGE THAT??! Urgh...

+ Don't walk up to him as he appears; there's gonna be a little curved blade slicing right through you if you don't wait until they accompany him.

+ Just walk around and hit stuff. You don't have to worry about a Sub-Weapon, so there's some pressure off.

+ Concentrate on the sickles, and if he goes by you, by all means...

+ You're breaking Tip # 2!!!

Da-na-na-na Da-na-na-naa Na-na-naa!!

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ENEMIES

VAMPIRE BAT- 3,000
SKELETON- 300
EGOR- 500
EAGLE- 300

BOSS: Dracula - 50,000

UrgghhaaaGGGGGAAAAAASONOFAF***INGAAAAAAHHHHrrrrBLOODYHELLrrggg***!!hhhhhGGH
AAAAAAAAAAAAAAAAAA!!GHAAAAAAAAAAAAAAAAAAAAAAAAAHAAAAAAAAAAAAAAAAAAAAAAAAAAGGHHHH!!!!

...

The best thing to do for those quite large bats is to run by them. They're not

worth the trouble the first time.

-If you actually think I'd say something like that, you have NO FAITH.

They're not too bad, but they lunge at you and throw fireballs.
They only take six hits.

- + The faster you flail that whip, the easier it's gonna be on you.
- + Don't get too close to ledges, lest they knock you off the balcony, and don't run too far in either direction, or they will regenerate.
- + Just kinda work around them. If it's hard for you, think of it this way: you can get killed trying to run away, or you can go down with at least some experience (and self-respect) should you go out fighting.

No matter what Sub-Weapon you have right now, using your Whip is going to be the easiest until the end boss, where you'll have easy access to what you'll need. So don't worry about it too much. Focus on collecting Hearts to use for the big guy.

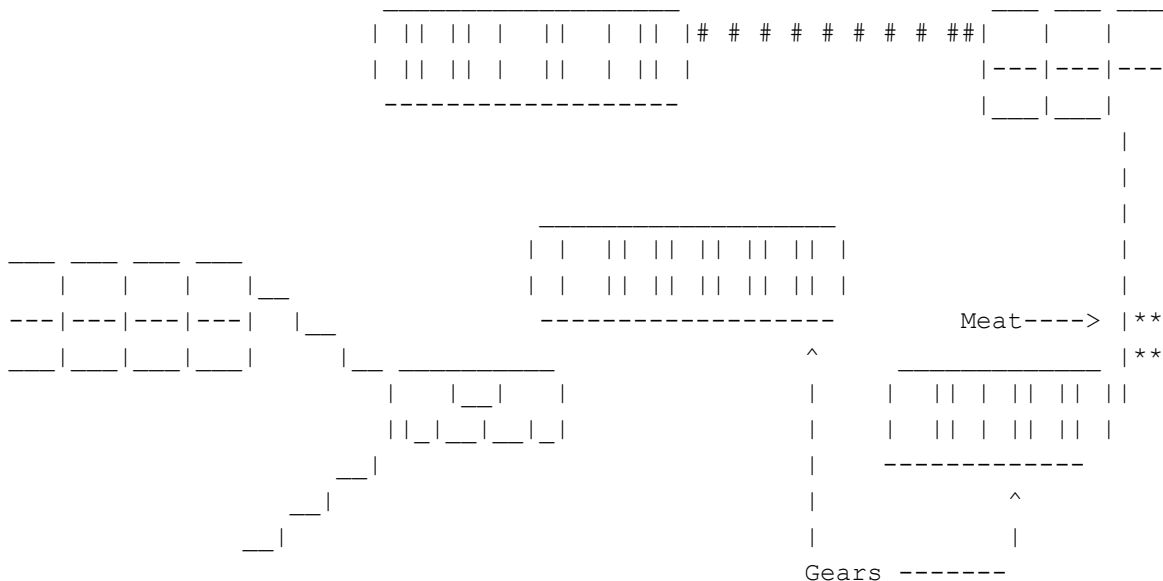
The Stop-Watch is an easy way out, but you may only have enough resources to use it three times at most throughout the Bats as well as the upcoming stages. If you really want to and are having a hard time, I won't deny that using it a little may save you Life Energy, and having every single Heart for the final battle isn't necessarily mandatory.

BRING IT ON!!

Next screen we have a Skeleton; if you move back against the door, he jumps up there in front of you, so whack him a good one and kiss his ass goodbye! The next one falls for the same thing, and the one above you you can handle if you've gotten this far.

-Don't get too far to the left of the screen, or Eagles and Egors may come.

STAGE 17



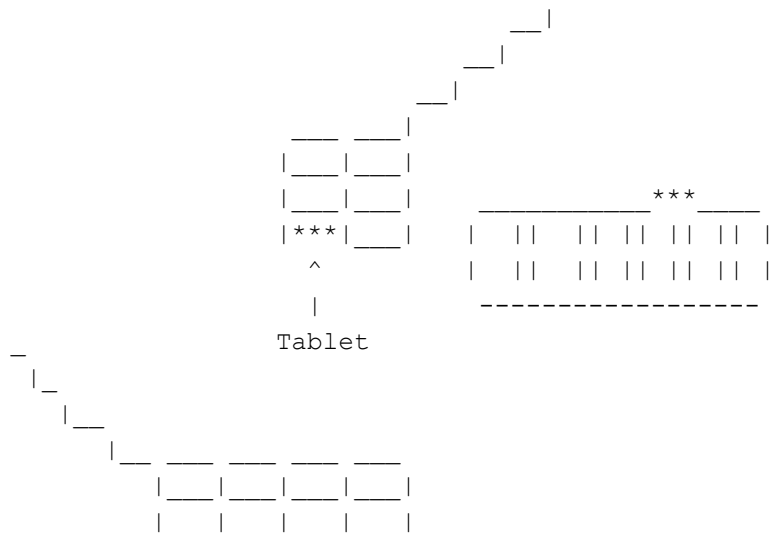
Do not run from these enemies. You have too little area to do it in, and they are much faster than you. Dodge and kill them.

If an Eagle is flying on the # line and its wings are flapping above the bricks, then you need to kneel and smack it before it hits you. Stay high on the upper floor and gear, whacking enemies as needed, until you see a good path to the stairs below.

You can work back and forth to make some of those Egors go away.

Don't waste your time with the higher set of stairs at the bottom, and only go for the Meat if you think you can do it without losing more than you'd gain.

Next Screen (Stage 18)



Kneel at the spot with the ***s for a flashing cash bag.

You'll just have to work this out the best you can. Dodge, duck, thrash, and take your time. You're safe once you get past the above screen.

We are now at the highest point of the Lord's castle, and up the staircase guided by the lights of midnight, he awaits us. Let's hope he's not in the mood for a midnight snack.

...He's devastated the country you love, brought forth evil hordes of the night to aid him in his corrupted cause, and only promises more forthwith, so LET'S GO KILL SOME VAMPIRE-ASS!!

BOSS: BATULA

There's a few things you can do for this boss, so maybe you should read the whole thing before going in. There's Holy Water the far end of the somewhat funereal room (haha) which is the life saver for his second form, but the Cross Boomerang you encounter first in the hallway can help with the first battle.

He comes out of the floor, for some reason, so you have time to hold fast your poise before his presence imperforates.

- + How it's done: Belt him one; when you land, press DOWN; and jump up and give him another. His fire should miss you as you jumped up. No, Pressing DOWN won't make him think you're lower than you are; it's to make sure your ass is on the ground long enough that when you jump a second time, he'll be aimed downwards, not up

where you're in the air. You don't have to, but it helps until you know your way around. And you're getting two hits in every time, and giving him a freaking HIDING.

- + Hitting his coat won't do anything.
- + Don't run from the fire blasts. If you're unable to hit him when he appears, just make sure to whip them out. Even if you're all the way across the room, he sends them flying differently. It's also beneficial to hit them because once in a while they'll provide Hearts, and even Tablets.
- + Holy Water will hurt him (one bar off the meter...), but it won't freeze him at all.
- + He likes to appear right on your exact spot, so always be moving when he's not visible. Don't switch directions if you see him, save when he's appearing a few feet in front of you.
- + The fireballs will always be aimed at you, even when you're in midair.

As an optional strategy, you could use the Boomerang to hit him until he changes forms, leaving the Candle holding the Holy Water until later. If you try going for this one, watch the hell out so you don't accidentally throw a Boomerang that opens the Candle, possibly making you unable to get to it in time. Same token for accidentally cracking it open with your Whip. The same stuff as above applies for this, but here's some extras for this option:

- + If you don't have very many Hearts, just be sure to get the Holy Water and make do with your Whip for the first part of the battle. Well, you don't HAVE to; whichever form you have the most trouble with, use the appropriate Sub-Weapon.
- + The best time to use the Boomerang is when he's in the right corner; throw it, make sure it hits him, and it should ricochet off the wall and hit him again. Jump up and grab it while Whipping him to make sure it doesn't hit the Holy Water Candle if you were trying to save it. If you stand back far enough, you can get an extra hit in before you catch the Boomerang. Note you have no time to use the DOWN trick.
You just hit him four times in one go. =P
- + The above might be a little advanced for the first timers, and while I stand by the reasoning of the sooner you start trying for it, the quicker you'll learn, but as long as you take your time here, you'll be fine. No matter what I say, it will still take some time to know all of the timing involved.
- + When his Life Meter only has one bar left, make sure to finish him off in a corner so you have a good amount of space when he changes.

Give that lousy BASTARD the what-for!

...His head popped off!!

I don't know what the call for that was, but once you have his Life Meter down to nothing, that's what happens. The music speeds up, and then...

Heh. Koochy coo. He wrinkles his nose at us and then starts attacking.

I guess he's a little too bulky to really fly, because all he does is jump. You cannot run under him unless he does a very high jump, which is less common than his usual. He's a bit tougher, as you have to hit him twice to reduce his Life one meter, and his fireballs are faster. His head is still the only vulnerable place to wham him, but this time Holy Water will freeze him.

Same token as with the first fight, you can either use the Holy Water or the Cross-Boomerang.

-:Holy Water:-

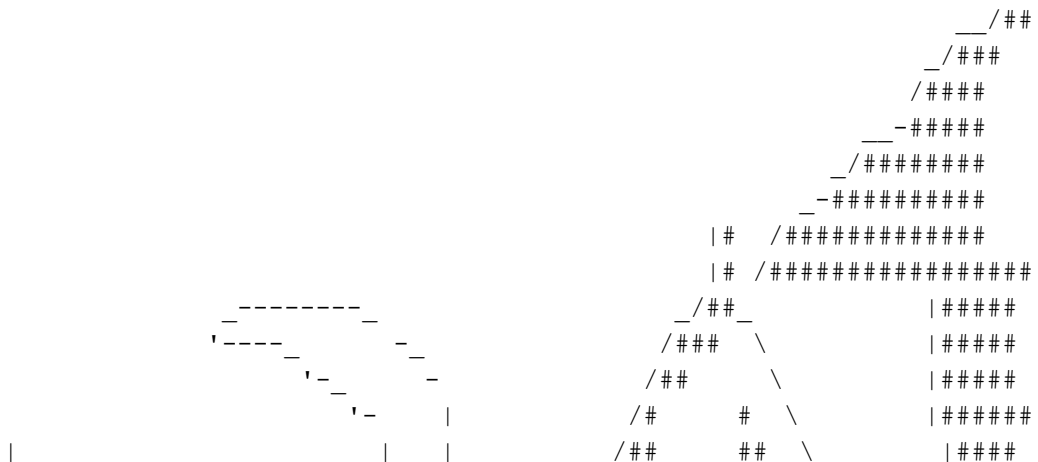
The going is a bit easier this way, but try both of them if you want.

- + Freeze him with the Holy Water, and bash his head in while he's still. You may miss and freeze him while he's in the air, where your Whip can't reach him, but he often doesn't remain in the air the entire time, so he'll hit you when he comes back down. Point being, it's not a good idea to try jumping to hit him.
- + If you're getting boxed in, freeze him while he's jumping, and you may be able to get past him then. I think I've only accomplished this once or twice.

-:Cross Boomerang:-

This battle will be much more active than the Holy Water one. You can let Boomerangs run wild, and they will have a good chance of hitting him since he doesn't disappear all the time.

- + You'll have to wait until he performs a high jump if you want to move.
- + The only difference between just using your Whip for this battle is that your Boomerang is flying around helping you get extra hits in. It's still good to catch him in a corner like earlier, but other than variance and challenge, I don't know why you'd bother doing it this way. I think faster fights are more exciting, though.



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You've purged the world of evil and upheld honor to your name! At least until you watch the credits and continue with what I call the "2nd Round Mode". Enemies are faster, Bats and Madusa Heads are flying around EVERYWHERE, and you are still being dealt doubled damage. Everything is still in the same place, pretty much, and the Stages are still counting up. (So Stage 1 becomes 19, and so on.) You can even go on to play 3rd Rounds, and 4th Rounds! It never ends until you shut the game off.

+ You can break new walls in the 2nd Round. If you noticed a suspicious spot earlier, try cracking it open. I specifically remember one under the staircase in what was originally Stage 15 in Level 5.

+ Enemies just go SO MUCH faster... You'll really have to be careful.

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 -----+.-----FAQ-----+.-----
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I'm figuring you read little or none of the above guide for some of these questions. Oh well, that's what this is for.

Q: Why am I not getting my Morning Star Whip?

A: You don't have enough Hearts. You need 4 Hearts to get you a Chain Whip

from your Leather Whip, and 8 for a Long Chain Whip.

Q: Why am I not getting III Tablets?

A: You need a II Tablet first.

Q: [Stuff] isn't where you said it was.

A: It usually is, but once in an odd while something random will happen, and it just WON'T be there. Sorry.

Q: I can't get the Hidden Money thing(s) to work.

A: Make sure to press Down and kneel. The designated areas they're in you typically have to jump or fall to, and you're usually in that position as you land, automatically triggering their appearance.

Q: "Simon Belmondo"?

A: They must've changed the name at some point. They don't say anything in the manual, but he was definately "Belmont" in the later two NES games and all the others since.

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-----+.-----MISC-----+.-----
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Fun miscellaneous stuff everyone likes!

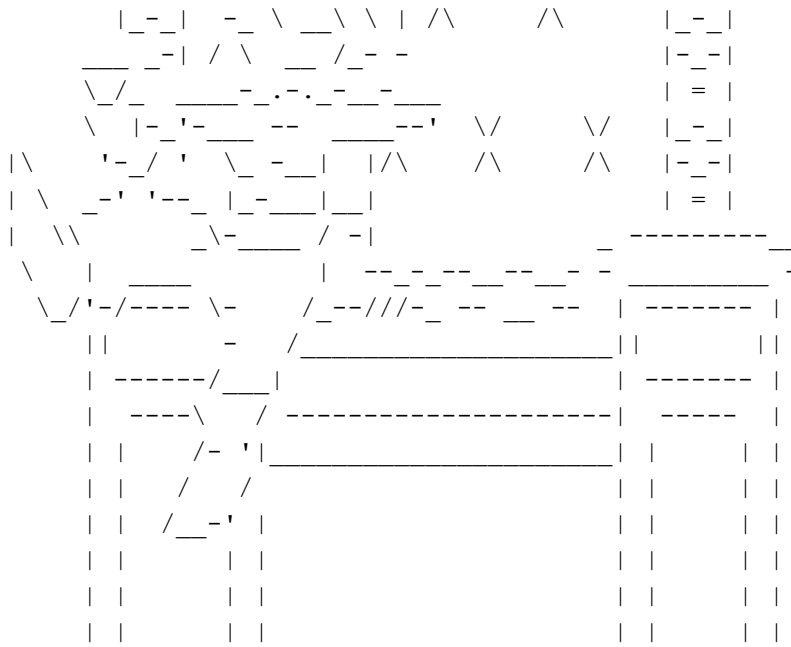
- In the original Japanese version, there was an "Easy Mode". You started with 9 Lives and 30 Hearts, took less damage, and didn't fly backwards when you got hit.
- There's not much miscellaneous stuff about Castlevania to add at the end of a documentary.
- 2 Player Mode was ditched; the instruction manual read that holding SELECT on the title screen would bring up the multiplayer option.
- I once read Nintedo Power's boss strategy for Dracula; they said you had to make sure to hit him when his coat was open. I've actually read multiple published books saying that.

So, after all is said and done, it seems that I'M Lord of CASTLEVANIA!!!

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ALL THE CASTLE ARE BELONG TO ME!!

Contact Information:

EMAIL: MINARINAGA@YAHOO.COM

AIM: MINARINAGA

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