



- (17). Tower Of Science
- (18). Tower Of Execution
- (19). Tower Of Scorcery
- (20). Room Of Clocks
- (21). Clock Tower
- (22). Castle Keep
- (23). Normal Items
- (24). Special Weapons
- (25). GameShark / Pro Action Replay Codes
- (26). Enemy Glossary
- (27). Multimedia
- (28). Disclaimer / Thanx

=====  
 [1] ))))))) Introduction (((((((((((((((((((((((((((  
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First off I would like to thank anyone who reads this walkthru and uses it to the fullest. Second, this walkthru is NOT 100% complete, nor will it EVER be. However, it does cover almost everything that is in the game.

Second, as with many FAQs you find in this format, this document should be viewed in Courier New (Baltic) or (Western) at size 10 or this document will be well out of whack.

Third, let me make this very clear from the start. This is a FAQ/Walkthru for the NEW Castlevania game for the Nintendo 64, not the classic NES version. Konami has simply named it Castlevania instead of Castlevania 64 or 3D just to confuse people and plus the 64 and 3D endings just plain sound bad. After writing my first walkthru for MegaMan Legends I discovered two things about writing a FAQ.

- 1) If you devote enough time to it, it can be a breeze.
- 2) You become the center of attention on that one game. Any and Every question goes to you.

After getting well over 300 e-mails and having a 90 plus contact list for ICQ, I decided it was time to move on. I checked some games out, but they just went bad. Tenchu: Stealth Assassins had too little to write about and Zelda: Ocarina of Time had too much to write about, not to mention it was done by around thirty other people. Castlevania is another matter. It involves everything I like. Death, Role Playing, More Death and Big Bosses. Being the 17th in it's series, Castlevania has plenty to live up to, especially Castlevania Symphony of the Night, one of the PSX's best games. Castlevania is a straight out action game at most moments, but exploring and moving back to previous areas is most common. Dracula has once again risen from his one hundred year sleep and now it is up to two vampire killers to manage the evil that is his castle and then finish off the dark lord himself. Castlevania incorporates multiple endings, new cast members through every play and plenty to keep you coming back for just one more time. It is also the first Castlevania to be in the third dimension, which some welcome, others have scorned (however, most of those have not played the entire game). Well on with the guide!

-Antookis

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 [2] ))))))) Version Updates (((((((((((((((((((((((((((  
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Version 1.4 3/2/99

- Fifth edition of FAQ/Walkthru.
- More info of Game in Introduction.
- Six more sections added to actual Walkthru.
- More Gameshark / Pro Action Replay Codes added.
- Slight changes and editions made to Enemy Glossary and Cast Guide.

Version 1.3 2/12/99

- Fourth edition of FAQ/Walkthru.
- Changed Main ACSII Art Title.
- More levels added for Walkthru.
- Cast section updated with better look, more characters and more info.
- Enemy Glossary IMPROVED

Version 1.2 2/1/99

- Third edition of FAQ/Walkthru.
- Added Endings and Replay features.
- Enemy list section added.
- GameShark Codes section added.
- Minor changes made to Walkthru, Thanx, History and Multimedia.

Version 1.1 1/27/99

- Second edition of FAQ/Walkthru.
- Early version of Walkthru included.
- More Background info on the cast.
- Info of multimedia such as Box Art and Television airing and Contents.

Version 1.0 1/19/99

- First edition of FAQ/Walkthru. Walkthru Not Available.
- Contains Two cast members with full background.
- Full History of EVERY Castlevania game included with info, plot, title and release.
- All Special Weapons listed and explained.
- All Normal Items listed and explained.
- Also includes the sly Disclaimer and Thanx section.

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 [3 ]))))))))) Official History ((((((((((((((((((((((  
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-----  
 [ Haunted Castle (1986) | Arcade Only ]  
 -----

[INFO]_____	[PLOT]_____
The first in the series, it	Simon just got married, but
was not released on any	Drac comes and ,of course,
console but only in the	takes the bride away. Simon
arcades. For a decade old	now goes after Drac to
game, this one holds up	secure the Belmont family
with excellent hand drawn	and save his wife!
art and original gameplay.	

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-----  
 [ Vampire Killer (1986) | MSX Home PC ]  
 -----

[INFO]_____	[PLOT]_____
Boy, do I wish I had a MSX.	Simon Belmont is out to
With the cooler version of	kill the Count. Why?
Solid Snake, Snatcher and	Probley because he has
now this. Pretty much an	nothing better to do!
early version of the NES	
Castlevania.	

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 [ Castlevania (1987) | Nintendo Entertainment System ]  
 [ | IBM PC ]  
 [ | Amiga Home Computer ]

[ Commodore 64 ]

[INFO] \_\_\_\_\_ [PLOT] \_\_\_\_\_  
|  
The first one every released	Dracula now rises every 100
in the United States. Very	years so it is still up to
classic gameplay and old the	Simon to take him down
good stuff you know so well.	hard!

[Castlevania 2 Simon's Quest (1988) | Nintendo Entertainment System]

[INFO] \_\_\_\_\_ [PLOT] \_\_\_\_\_  
|  
Quest offered much different	It turns out that Drac put
gameplay, allowing Simon to	a curse on poor Simon.
venture from town to town	Now Simon must find all of
while dusk and dawn came	Dracs body parts and burn
often. Good music and	them. Good 'ol family fun!
improved look for the NES.	

[ Konami World (1988) | Nintendo Famicom ]

[INFO] \_\_\_\_\_ [PLOT] \_\_\_\_\_  
|  
By heart, this is not really	Konami Man and Konami Girl
a Castlevania game at all.	warp from Konami game to
It is a collection of Konami	Konami game trying to set
games that you get to play	things right. Very odd
each level of a Konami game	stuff.
with a hero or heroine.	
Castlevania is one of those	
levels.	

[ Castlevania Adventure (1989) | Nintendo GameBoy ]

[INFO] \_\_\_\_\_ [PLOT] \_\_\_\_\_  
|  
Castlevania for the GameBoy	Take the plot description
Long, slow, boring and HARD.	from the first Castlevania
	and replace the name Simon
	with Christopher. Easy.

[Castlevania 3 Dracula's Curse (1990) | Nintendo Entertainment System]

[INFO] \_\_\_\_\_ [PLOT] \_\_\_\_\_  
|  
Very cool stuff here. Not	Trevor Belmont is Simon's
do you get to play as Trevor	Great Grandfather and he has
but also three other players	a bone to pick with Drac.
more layers, music and all	Alucard and the rest are
classic gameplay returns!	here!

[ Super Castlevania 4 (1991) | Super NES ]

[INFO] \_\_\_\_\_ [PLOT] \_\_\_\_\_  
|

Castlevania 16 bit style.	Simon is back once again
Lots of new whip styles and	and this is simply seen by
very cool levels plus the	some as a 16 bit remake of
great bosses and well	the original.
rounded play.	

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[ Castlevania 2 Belmont's Revenge (1991) | Nintendo GameBoy ]

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[INFO] \_\_\_\_\_ [PLOT] \_\_\_\_\_  
| |  
All around better GameBoy	Solieyu Belmont , the son
conversion. Better jumping	of Christopher is kidnapped
and sound as well as better	by Dracula before the turn
graphics.	of adulthood so now
	Christopher is on the hunt
	once again.

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[ Vampire Killer Dracula X | PC Engine Super CD-ROM 2 ]  
[ The Circle Of Blood (1993) | ]

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[INFO] \_\_\_\_\_ [PLOT] \_\_\_\_\_  
| |  
My favorite of them all!	Richter's girlfriend, Anette
Anime cut-scenes, the best	and her sister Maria were
bosses and the better	kidnapped so it's off for
version of Richter!	everyone's favorite vampire
	Dracula.

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[ Kid Dracula (1993) | Nintendo Entertainment System ]  
[ \_\_\_\_\_ | Nintendo GameBoy ]

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[INFO] \_\_\_\_\_ [PLOT] \_\_\_\_\_  
| |  
Big characters and whacky	Alucard wants to be a good
gameplay, but too off and	guy so he goes off as a kid
too simplistic to actually	and beats up ugly looking
be called a Castlevania	monsters.
game.	

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[ Castlevania: Bloodlines (1994) | Sega Genesis ]  
[ Castlevania: The Next Generation | ]

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[INFO] \_\_\_\_\_ [PLOT] \_\_\_\_\_  
| |  
Back to old school	Countess Bartley (Drac's
(I love saying that) action	niece) has arisen and now
and nice boss design.	the new vampire slayers,
Nice to see the Castlevania	John and Eric are off to
series expand onto other	stop here from bringing
systems.	Drac back.

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[ Castlevania: Dracula X (1995) | Super Nintendo Entertainment System ]  
[ Castlevania: Vampire's Kiss | ]

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[INFO] \_\_\_\_\_ [PLOT] \_\_\_\_\_  
| |  
| Dracula X is a chopped up | Follows the same storyline |

version of the PC Engine	as the PC Engine version.
game. It is not as detailed	
but does offer good gameplay.	

[ Castlevania: Symphony Of The Night (1997) | Sony Playstation ]  
[ | Sega Saturn | ]

[INFO] \_\_\_\_\_ [PLOT] \_\_\_\_\_  
Possibly the best Castlevania	Richter is gone, Maria is	
game ever. With RPG elements,	on the hunt and Alucard	
good storyline, great 2D	has awakened to finish the	
effects and plenty of classic	bloodline. Plenty to go	
gameplay, this one tops many	around here.	
others.		

[ Castlevania Legends (1998) | Nintendo Gameboy ]

[INFO] \_\_\_\_\_ [PLOT] \_\_\_\_\_  
The third installment for	An interesting twist here,	
the Gameboy. Not half bad	it starts with the mother	
but nothing really new to	of Trevor, Sonia Belmont.	
offer.	She begins it all here.	
	Time for Drac to experience	
	something new... Death.	

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[4] ))))))) The Cast Of Castlevania ((((((((((((((  
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REINHARDT SCHNEIDER

Occupation: Vampire Killer  
Age: 25  
Height: 183 cm  
Weight: 78 kg  
Likes: Whip-Dagger-Axe-Holy-Water-Cross Training.....  
Dislikes: Vampires, Zombies, Vampire-Zombies  
Main Weapon: Whip  
Second Weapon: Dagger

Say this one seven times fast. The male role of the game goes to Schneider, a fur wearing, whip cracking, knife slashing all around vampire hunter. Schneider himself is actually a calm fellow, taking time to understand problems but something else resides within him.

The most recent in line from the long line of Belmonts who have devoted their lives to be vampire killer. However, the memories of these heroes, Ralph, Simon and Richter, who have helped these blighted lands has faded with time. He receives a warning from his father,

"Some day, you may have no choice except to fight."

After Reihnhardt's father, Michael passes away, Reihnhardt accepts his destiny to be a vampire hunter, and trains daily in the mountains of his homeland of Vallakia

As the 10th year in the mountains approaches the end, incidents of monsters attacking children lost in the woods increase. Reihnhardt

senses the increased activity in a sign of the return of the dark lord and emerges from the mountain. He seeks out Priest Samuel, the only one that remembers the past, to undo the seal on the symbol of the Vampire Killer, the holy whip, heirloom of the Belmont clan.

With weapon in hand, he is a figure of justice from the Belmont family. Many find this individual to be dark and unapproachable, however the reality of the man is a individual of deep responsibility, silent and cool, where underneath a heart burns with fighting spirit.

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| CARRIE FERNANDEZ |

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Occupation: Magican  
Age: 12  
Height: 142 cm  
Weight: 35 kg  
Likes: Cool Costumes, Speaking Spanish  
Dislikes: The undead, Dracula, Bad Doggies  
Main Weapon: Energy Blast  
Second Weapon: Razor Rings

Carrie Fernandez is one of the last known descendants from a Spanish family travelling throughout Europe. The family was rumored to have great magic in the form of a magic orb, however this could never be proven. Though, there were stories of a travelling group that had great success in repelling marauding of their wagon train, human and otherwise.

This success was not to last however, when the Patriarchal figurehead of the Fernandez family came under the curse of Dracula and virtually obliterated the family. The survivors fled and were thought to have disappeared.

Years later, an orphaned child was found to have a talent for magic. She was a gentle, fragile looking child. Her adopted mother traced her origin back to a travelling band that had thought to have been destroyed. Along with tracing Carrie's heritage, it was discovered that her real parents were condemned as evil by villagers frightened by anything that they could not understand. These memories of her mother being burned by the villagers haunt her to the point that she suspends her belief in a god that did not seem to care and also mistrusting of adults.

Tragedy strikes again in Carrie's life when a demonic forces come to ravage their village. Her foster mother is killed while diving to save her. Her grief and terror unlock a greater power within Carrie, a power to create an orb, which she unleashes at the demon that bears down upon her. The orb strikes the beast the writhes in agony as it is banished back to the pit. She vows to stop the terror and heads to the castle.

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| COUNT VLAD "Dracula" TEPES |

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Occupation: BloodSucker  
Likes: Blood, His Pal Death  
Dislikes: Belmonts, Wannabe Vampire Killers  
Main Weapon: Teleport  
Second Weapon: Homing Flames

Ruler of Transylvania and all vampires, he rises again every one hundred years, only to be killed by a member of the Belmont line of vampire hunters. The only exception to this was when he arose without warning in the late 1800s by the dark priest Shaft, only to be put back down by his own son, Adrian Fahrenheit "Alucard" Tepes

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| MICHEAL GELHART |

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The father of Reinhart, he also practiced and trained in the art of vampire killing (sounds kinda fun, huh?). While not much is known of his past, Gelhart raised his son to understand what he would become. Gelhart is no longer, but he has left the legacy of the Belmont to Schneider.

| PRIEST SAMUEL |

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The only one who knows of the lands past. He is the only one who can reveal the symbol of the vampire hunter, unleashing the holy whip.

| CHARLIE VINCENT |

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Occupation: Vampire Killer/Hunter  
Likes: Crosses, Telling How Great He Is  
Dislikes: Other Vampire Hunters  
Main Weapon: Holy Water  
Second Weapon: Large Cross

A very cocky vampire hunter who thinks he can take Dracula on all by himself. He may be very surprised in the end... Vincent is an older vampire killer, who often calls others by the name of "youth". He carries around every anti-vampire weapon in the book, even a giant cross is strapped to his back.

| MALUS |

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Occupation: Villager  
Likes: Playing The Violin  
Dislikes: Most Dangerous Elements

A young boy who became lost in the castle after his parents were killed. Malus is skilled with the violin but during the time of events, seems to turn into more of a for then friend.

| RENON |

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Occupation: Businessman  
Likes: Profit, profit, profit!!!  
Dislikes: Cheapskates

A businessman who sets up shop wherever death and destruction are prevalent. He often is gentle and kind, but his prices say otherwise. Did we mention that he's a demon?

| ROSA |

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Occupation: Flourist  
Likes: Tending To The Rose Garden  
Dislikes: Careless Visitors

A young woman tainted by the curse of the vampire. She is employed by Dracula to water his roses. Schneider and her pick up quickly, but that



Upward C + Control Stick -- 1st Person

This moves the camera into 1st person view, use the control stick to look around.

Right C ----- Talk, Pick up, Unlock, Open Door  
Your basic all around action button.

Left C ----- Short Range Weapon  
This will use Schneider's Dagger or Carrie's Ring for attack.

Down C ----- Special Item Use  
To use Crosses, Knives, Holy Water and Axes.

R ----- Lock-On  
This will lock-on to your nearest enemy.

L ----- No Use

Start ----- Menu  
This allows you to pause the game, the game clock, you can use your items, Change the Options or even Quit.

#### Type B

Control Stick ----- Run, Walk, Turn, Stop  
Z ----- Crouch  
Z + Control Stick ----- Lower Walk  
A ----- Vertical Jump  
Control Stick + A ----- Moving Jump  
Control Stick + Z ----- Slide  
Right C ----- Action  
Start ----- Menu  
R ----- Lock-On  
B ----- Main Attack  
Left C ----- 2nd Attack  
Downward C ----- Special Item

#### Type C

Control Stick ----- Run, Walk, Turn, Stop  
R ----- Crouch  
R + Control Stick ----- Lower Walk  
A ----- Vertical Jump  
Control Stick + A ----- Moving Jump  
Control Stick + R ----- Slide  
Right C ----- Action  
Start ----- Menu  
Downward C ----- Lock-On  
z ----- Main Attack  
B ----- 2nd Attack  
Left C ----- Special Item

//////\ \ \ \ Sound Mode ////\ \ \ \

Stereo (Default)

Most Television sets support Stereo (2 channel sound) well, and I even believe that Castlevania supports the sub-woofer!

Mono

A few sets (like mine at the moment) only support mono, which only uses on channel of sound. A few Capcom games actually did sound better on Mono in my opinion.

//////\ \ \ \ Default ////\ \ \ \

Takes all changes back to the original positions.

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[6] ))))))) Location Guide (((((((((((((((((((((((((((  
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	Carrie	Schneider
Forest Of Silence	Yes	Yes
Castle Wall	Yes	Yes
Villa	Yes	Yes
Garden	Yes	Yes
Caves	No	Yes
Underground Waterway	Yes	No
Castle Main	Yes	Yes
Duel Tower	No	Yes
Tower Of Science	Yes	No
Tower Of Execution	No	Yes
Tower Of Sorcery	Yes	No
Room Of Clocks	Yes	Yes
Clock Tower	Yes	Yes
Castle Keep	Yes	Yes

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[7] ))))))) Frequently Asked Question (FAQ) (((((((((((((((((((((((((((  
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Q. Where is Reinhardt's Second Costume?

A. During the Tower of Execution, in one of the iron maidens on the third level for the Execution key. Go back down to level two and open the iron gate. Look over the ledge to see a floating platform. Inside the iron maiden is the Purple Jewel which will give you access to his second costume after finishing the game.

Q. What is Reinhardt's Second Costume?

A. The second costume is mostly made of the traditional Belmont outfit, with more armor but no pants \*shudder\*. It really does make Reinhardt look different in almost every aspect.

Q. Where is Carrie's Second Costume?

A. At the very top of the Tower of Sorcery, right before the exit, look outward and in the distance is a torch. Use Holy Water to guide your way on the invisible walkway. Once across you can obtain the Purple Jewel, which after finishing the game, allows Carrie 2nd Outfit to be used.

Q. What is Carrie's Second Costume?

A. It is like a pink Sunday school outfit, I like it much better then the original but it doesn't look like something someone would use to go kill vampires with =)

Q. How can I get to the HARD Difficulty?

A. Before the werewolf, there is a floating platform and a flame. Walk across to get the Green Jewel. After beating the game with any character, watching the ending, credits and save game option you can now play in HARD mode.

Q. Why can't I get gold in EASY mode?

A. You have unlimited gold in EASY mode.

Q. How do I get a Good/Bad ending?

A. If you use to many Sun/Moon cards, Charlie Vincent will have tried to reach Dracula before you. He this happens he will be bitten and then become a vampire himself. You will have to fight Charlie and then end up seeing the bad ending. Move fast enough and the good ending is yours.

Q. Does Renon really fight you?

A. Yes, if you spend over 30,000 in gold then Renon will fight you.

Q. Can I hold more than one special weapon?

A. No, you must use the last one you picked up.

Q. Was this game released in Japan before?

A. No, it was released in North America well before the Japanese release. Changes between the two versions such as more characters and expansion pak support are unknown at this time.

Q. What happened to the other cast members?

A. Due to time restraints, Konami booted both Cornel and Collier, who were to also be playable vampire hunters. Cornel used his fists and kicks to kill and also could turn into a werewolf. Collier was to carry either a chainsaw or powerful shotgun. Why they dumped either one of these characters for Carrie is well beyond me.

Q. What is the code for the Goddess Statues?

A. The code to align the Goddesses in the Castle Center is 2, 4 and 8 in that order.

Q. What does the Engagement Ring do?

A. No purpose of this item has yet been found. Sorry.

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[8] ))))))) ))))))) Getting Started (((((((((((((((((((((((
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From the very start you will get one of two messages. The first reads that you don't have a Controller Pak inserted and gives you the option to proceed without the save feature or the chance to re-connect your Controller Pak. A normal Pak carries 123 pages of memory, Castlevania takes up 9 pages for each save, a small amount compared to Turok 2's 70 pages and Mario Kart's insane amount of 121 pages.

The Second message will read that you have a Controller Pak. Choose the option to make a Castlevania file. Once this out of the way, the Konami and KCEK logs will appear. Then on with the game...

It begins with a sweeping shot of the forbidden castle (with so-so keyboard music) and then the blood red moon appears along with Malus playing the violin (EXCELLENT music here). You then get the chance to start the game or go to the options menu. Just start the game, you can change the options later.

At the Data screen select Game Start. The four slots available should be empty at the moment, unless you have saved a previous time. Pick a slot and then choose your difficulty (Normal is HIGHLY recommended).

\*\*\*\*\* WARNING WARNING \*\*\*\*\*

CASTLEVANIA CANNOT BE COMPLETED ON EASY MODE !!! Konami has made it official, stating that the game will end on level five for if the game is set on EASY mode. I suggest not even trying it unless you are not getting a long amount of time to play this game, and if you aren't then why are you even reading this FAQ?

\*\*\*\*\* WARNING WARNING \*\*\*\*\*

After this you can choose for either Reinhardt or Carrie. The pages begin to turn and reveals it to be the Necronomicon, the book of the dead (hey, The Evil Dead was educational you know). Then the narration (N64 audio is getting much better, no?) begins. The camera then centers on Schneider or Carrie in an open area. Schneider makes a sign of the cross over his heart and speaks "Courage... Don't leave me..." and Carrie makes a quick vow "Whatever awaits.. I have no regrets..". Now the game truly begins....







crystal to the right and beware the Lost Souls and Lost Specters. To the right of the gate is a grave cross, whack it for a powerup. Beyond the save crystal is also a cross, hit it for a roast. Once you are done here, move on into the Mansion.

Once inside, your might be thinking "Haven't I been here before?" Well if you ever played the original Resident Evil, you have, this almost a replica of sorts of the mansion. Continue onto the stairway and prepare to meet the infamous zombie vampire! Head up onto the stairs, turn around and kill! This narrows the vampires ability to run around circles. After it's death (if you were bitten, a cure is coming up) go and break the upstairs and downstairs candles and vases for red jewels. Check the first upstairs sofa for a purifying which cures the vamp status. Take the door on the upstairs to the outdoor hallway (I almost expected some killer ravens at this point) and onto the Rose Garden.

Check the time. If it is near 3:00 AM, then STAY in the room. If you have to some time to kill, continue on and come back just before 3:00 AM. Once it does turn to 3:00 AM, Rosa comes out sprays some blood on the flowers tells you not to die too soon and then vanishes.... Creepy. Anyhow, now is the time to continue on. Through the other door leads to a stair way. Climb it and take the axe or knife if needed. Enter the first door to the left, check the chairs for a purifying then open the next door in the room.

You will meet Vincent (who looks a bit like a certin Metal Gear Solid character) another vampire killer. He pretty much takes you as a nobody and then walks around a bit. Talk to him after the cut scene to get the key to the archives. Examine the room beyond for the cross weapon and some gold. Leave and open the 3rd door to enter a long room filled with specters and souls. To the left, jump up on the chimney and check the lion head for a roast. In the main room, hit the vases for the store room key and another roast. Check the painting above the chimney for a purifying. Jump up and hit the red chandler for another purifying.

Exit through the double doors and go down the stairs to meet Renon, the Demon Salesman. You can now pick up the contract lying on the floor and purchase items. Buy what you need and check the golden knight for a purifying.

```
---- Price List ----
| Roast Chicken 1500 |
| Roast Beef     2000 |
| Healing Kit    3000 |
| Purifying      500  |
| Cure Ampoule   200  |
| Sun Card       500  |
| Moon Card      500  |
-----
```

Return upstairs and check the storage room for two roasts and a save crystal. Onward to the last door you will see a interesting cut scene with a villager. Where did the table go? Do you best to avoid him, he has the advantage here. Afterwards check the roses for a purifying and move onto the other door in the room. Here you can us the archives key. Check the table for a purifying and go to the end corner for the Garden Key. Saving once more is well worth it. Return to where you met Renon and exit through the double doors to the garden.

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[12] ))))))) ))))))) Garden Maze (((((((((((((((((((((((((((
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Open the gate (those statue dogs don't look helpful) and continue on until the first left, then go on past the bridge. Here you will meet Malus, who \*sniff\* lost his \*sob\* parents earlier... What the?? OH NO THERE ARE TWO DOGS WHO KEEP COMING BACK AND MAKING MY LEGS TURN TO STONE!! Exit the dead end and follow Malus, open the door to the left and then take a left, right, right, left... THE DOGS ARE BACK AND THEY

HAVE A BIG FRANKENSTEIN CHAINSAW HACKING GUY WHO CAN'T BE HURT WITH THEM! AAAAAAAAAAHHHHHHHHHHHHHHHHHHHH!!! Now is a good time to take a reality check or just enjoy the insanity. Run left, right, right, left, left, left, right, right and then enter the gate. Whew, time for a quick rest here. Check the torches for some red jewels and a roast. When the coast is clear, exit, make a right, left, right, left, left, right and meet Malus at the door. After you let Malus go free turn around and walk down the long walk stopping at the torch to get the copper key.

Open the gate and go inside the door to get a save point and a roast in the candle. Unlock the door beyond and you will be back in the mansion entrance. Make your way ALL THE WAY back to where you first met Renon, and go back to the garden entrance. Run directly toward the lookout tower area and make a right and open the door with the copper key. Run down the stream, jump on the bridge and take a left. Hit the torch for a purify and save if you like at the white crystal.

Now enter the door next to the crystal. Walk down the steps and walk up to the Casket.

!!!!!!!!!!!!  
BOSS: Vampire Duo  
!!!!!!!!!!!!

The casket is empty but soon a body falls from the ceiling, it seems a vampire was feasting on woman the entire time. This vampire is a bit different then before. This time he takes many more hits and remains in the air more often. When he is chasing you, stop and then move out of the way before he attacks, after he hits air turn and use a special weapon. Once you send him to his grave, the woman comes alive as a vamp (Evil Dead Style)! She crawls on the floor and often spits bats at you. A few times she may turn into fog, but she is really just a pushover. After the fight walk up to the coffin and jump in.

=====  
[13] ))))))) Tunnels (Schneider Only) (((((((((((((((  
=====

Once in the caverns, you may just go forward hitting bats and timing your jumps from the double rock crushers. At the end is a orange lift, take it down and walk toward the poison river for a surprising cut scene, make 100% sure you do not stay in front of the spiderwomen or you are bound to be poisoned. Jump over to the left rocks and cross to the other side with the save crystal. Forward and to the right is another rock hop over to two torches that contain holy water and a roast. Back at the intersection, go on toward the signs and take a right. Hit the stone with the dagger to reveal cures, purifyies and roasts. Back on the left path, take he lift up and at the intersection. If you go to far left, there will be a moon crest door, inside is the contract and the knife. Clear to the right of the intersection is a ledge with burning fires.

Make your way across the odd stone and poison water to the other side with a torch directly to the left. At the intersection, if you take a right you will come upon a sun door and inside is the cross and two roasts. The left way takes you to more rock crushers. Before the crushers is a torch containing a powerup. After the caskets, rock crushers and treadmills is another save crystal. Toward the end is a slew of bats and a red gondola. Hop on and prepare for some bone pillars on the ride, crosses work all too well here. Once you get the chance to get off, look back from where you came, those yellow bars that you saw moving past you earlier can come and knock you off, so when you so one, just jump over it. Wait of the platform and fend yourself from the specters until a blue gondola arrives and get on, making sure not to fall onto the bloody spikes below. Bone pillars and lost souls will distract you and try to push you off so do your best to see ahead. At the end of the ride, walk off and use the save crystal to the right.

Go up the orange lift and once at the top take out the bats. Manage your way across the poison, making sure to kill all bats before jumping.

More spiderwomen await you on the other side. To the left of the intersection is a moon crest door with holy water and a sun card. To the right of the intersection and straight ahead is the sun door, the exit to the level.

In the following room, Rosa tries to kill herself. Schneider stops her, and then is left in the room with the silence of the fans. Leave.

=====  
[14] ))))))) Underground Waterway (Carrie Only) (((((((  
=====

TAKE CAUTION RIGHT AWAY!!! When you fall down into this level, look to the left hallway but do not enter, move up a little and jump back as the floor crumbles away underneath you. If you fall and die here, you will have to face the vampires once again clear back at the Garden Maze. Now you must jump across and hang onto the ledge barely sticking out of the wall, DO NOT climb up because there is no footing left for you to walk on meaning you will fall off almost instantly. Instead, while hanging on move over to the right, it's slow but safe. After the cut scene (you didn't expect clean water did you?), take the right path and onward to the next bridge.

!!!!!!!!!!!!  
Mini-BOSS: Poison Lizard Men  
!!!!!!!!!!!!

Three lizard men will climb out from the scum and attack. The blue lizards are weak and can be knock down with special weapons. After they are out of the way, move onward to the left to see a darkened lizard guarding a floor switch. Kill from a distance and slide out of the poison spews way. Now walk onto the switch to deactivate the flowing waterfall earlier. You now have three choices, you can go back to the left path and jump on the wall ledges to obtain a cure ampoule from the lantern at the end, or go on and save at the crystal beyond the waterfall OR go on to the corridor leading to the next area. The corridor has two trick floors, some before entering the brick floor area, wait for the camera to get a good overhead view of the floor, you can see now where the floor will crumble away at.

A fun thing to do hear is to go into first person mode and watch the lizard men beyond crumble the second floor and fall to their death! Bucket full of laughs I tell you. Up the stairs lies the arch way you saw from below, cross this and once on the other side, attempt the ledges to the left for a prize. Back at the archway, make your way carefully into the next corridor, more trick floors await. Down the stairs lies flame lizards and normal grunt lizards. Once to the bottem take a left and continue to look at the left wall to see a under pass that you can slide under. Make the jump to the small middle platform, then on the bottem brick platform jump to the next to hang on and pull yourself up. To the first left hallway is a moon card and to the second is a roast. Now go back and continue on until the next hallway to the left. In here the lizards will try to trap you but continue on to the dead end, grap the powerup and then save. Kill your way back out and down the stairs and the then onto the small walkway across the poisoned water.

Take a left and carefully make your way across the five brick platforms, making sure not to attempt any knid of shortcuts. After the brick platforms is a switch, time you jumps on the wall ledges, hit the switch and return to the main bridge (once again having to use the brick platforms again) on the poison water. I suggest you attempt to save at this point and after go on to the stairway and once over the archway (the one with the spiked cielings falling at the end) you can hang on to the left ledge sticking out of the wall to get a roast. Skeletons will drop down endlessly so make it quick. Now wait till the spikes have fully landed then jump over them and the next for another switch. This has turned off the waterfall you could see in the distance from the brick platfroms. Return and go onward to open the Sun sealed door and exit the level.



ceiling of spikes. Wait till the ones in front of you rise and time the next one after it to see if it rises slightly after the ones directly in front of you. Here lies another fire spitter hallway, if you brave the fires you can get a roast. In the final room lies the other side where Malus was earlier. Save at the crystal and then pick up the nitro.

Ok, now for one of the most difficult parts of the game. You have to get back to the arena and place the nitro without jumping or getting hit once. Cute. Brave the spiked ceiling and then beware of the two guardians knights that come alive in the invention area. Beyond, make careful steps and make your way across the small bridge and don't slow down to much at the corners, many of them fall below. The fire spitters often miss so try not to freak out if you here a fireball being launched. Onward is the gears, move into the first one and then at the junction of the two gears, wait till one of the gears goes into the socket of the first gear and then walk closely to get out. The only real danger after this are the motor skeletons, so use the pillars for defense. Now plant the nitro at the crack in the wall in the arena and after the explosion go into the next room and SAVE. Use the crystals magic power and use the contract in the other corner if needed. Walk back out into the arena and encounter a predictable surprise.

!!!!!!!!!!!!

BOSS: Bull Of Fury

!!!!!!!!!!!!

When the bull stands on it's hind legs LOOK OUT! He will fire a yellow beam and make a massive gun blade style explosion. The bull will also try to thrust and ram you, but if you remain jumping to the left and right or even in circles, he often will miss. The blue beam is a danger because of the range so make sure to jump when you see the blue extending. Long range weapons are your salvation here since the bull often runs far away into the arena and then back. Try to concentrate on the head area, the bull will die much quicker this way and leave roasts behind as well. After the battle save and head back to the vent room. Here if you are playing with Schneider, Rosa introduces Death (who appears in many Castlevania games before this) and then begins a battle.

!!!!!!!!!!!!

BOSS: Rosa (Schneider)

!!!!!!!!!!!!

You knew it would happen sooner or later, at the beginning jump back and out of the middle to avoid the shockwave attack. Move close to avoid the flaming arrows by moving FAR back. Keep moving during the entire fight. Thankfully Rosa does not have a high hit rate, so taking here down with few hits is common. If you are far away enough, the sword attack can be seen a mile away, so move to Rosa side to avoid a slashing. After the fight, Death will intervene and take Rosa away.

!!!!!!!!!!!!

BOSS: Fernandez Warrior (Carrie)

!!!!!!!!!!!!

If you are fighting with Carrie, then you meet one of her "cousins" an older woman who has fully become a vampire, which was earlier part of the Fernandez bloodline. Actrise will leave you two to finish each other off. The woman only has two main attacks, but they are effective. One is a three way blast that homes in and usually draws you closer to her. The other attack is a wide freeze wave, Carrie will be trapped and has no way of getting out until hit. Keep your distance at all times and used powered blasts. Some damage will be taken, so make sure to have some health supplies ready.

Head upstairs and hit the red switch in the middle to activate the elevator in the center. Climb on and at the top use the save crystal. Now use the only available bridge left and enter the next stage, fending off the Medusa Heads/Lost Specters just before.

=====  
[16] ))))))) Dual Towers (Schneider Only) ((((((((((  
=====

From the beginning it starts out as beautiful, river flowing below, candles burning in the distance and colors changing nicely. Move to the center of the area and prepare to get jumped by a Dark Cheetah.

!!!!!!!!!!!!  
Mid-BOSS: Dark Cheetah  
!!!!!!!!!!!!

The Cheetah moves much like a werewolf, but this time you have no were to run because of the caged area. Try to get close to him, and move to the side when he rears up for an attack. Take whatever opening you can get on him. The ceiling is dropping during the fight so kill as quick as possible and run to the right side and jump onto the emerging platforms. Make your way upward and jump onto the roof. Make a far jump and then another to the spinning saws. Duck when needed and quickly move to the next bout.

!!!!!!!!!!!!  
Mid-BOSS: Werewolf  
!!!!!!!!!!!!

One odd tactic I used was to smack it with crosses close to it and it would just make a sweep kick which always missed. Hurry along on this fight as well and when it is over move to the left side and jump on the new platforms. Once on the top platform, make sure you are high above the earlier arena and that you can see torches in the distance. Make a leap of faith forward to grab onto an invisible walkway to the side. Walk over to the torches for a roast and a powerup. Look over the edge and check out where the platforms to the die of one of the towers leads down to the river. Take this way down, or try your luck making it in a complete square. If you take the lower path, you will come across platforms that lower into the river but make easy jumps. On the other side make your way up the tower and if you decide to, you can go back and fight a green minotaur mini boss or go on through the next platforms and fight a WereTiger.

!!!!!!!!!!!!  
Mid-BOSS: Aqua Minotaur  
!!!!!!!!!!!!

This mini-boss is a bit slow compared to the others and often charges up his attacks. Take advantage of this and never stand in his way. Not a difficult fight.

!!!!!!!!!!!!  
Mid-BOSS: WereTiger  
!!!!!!!!!!!!

Back from the dead comes the first mid-boss, the WereTiger. Avoid running in circles, like the camera wants you to, and use your whip on the beast. If you get to close, he will pick you up and throw you across the arena. After the battle jump onto the platforms and onto the roof. Make the jumps onward and time them so you are not caught in the saws. Now make one last jump and head to the left for the (apply applause here) EXIT !!! Good riddance you non-saving-insane-jumping-son-of-a-gun level!

=====  
[17] ))))))) Tower Of Science (Carrie Only) ((((((((((  
=====

From the beginning, just look up and around to see what you are up again'st. Begin by jumping the right ledge, of course timing your jumps so the bio squares that shoot out from the holes do not knock you clear off. Now continue on to the lasers, these are actually little worry about, jump and duck or slide or time it all out. Onward you will come

upon spiked cubes and conveyor belts. When the belts change, make sure to jump over the gap inbetween. The spiked cubes will even slide down stairs, so beware and when turning coners, take caution. At the end lies a high lift, board it. At the top, save if you wish and then enter the center column.

Once inside you can take the right side for a quick prize then continue through the double doors. I think you will get the idea of how THIS tower got it's name by now. Quickly hit the moving cylinders, they carry heavy machine guns that have a high range. Also look out for the mounted guns on the ceiling. The camera does an awful change in the middle, making the doors and steps hard to see beyond the green casings. Use the upward C button to look around for the first door to the right. Enter and to the left corner is a torch which hold the Science Key1. Now go back out and continue onto the steps and upward. You now have a clean shot of two of the mounted guns. Take them out at all costs and then head toward the small platforms, making small jumps. You can jump from the second platform onto the floor below for more safety. The door here is for the second key so go up the steps and take out the remaining guns. Over the ledge is a few more guns and a single door. Jump down, do your business and proceed.

Here run around and whack the gun into srapnel. Now on the other side open the MIDDLE door (the others are bare rooms filled with guns). Here hit the torch for the Science Key 2. Return back to the main room and brave the small platforms and the other set of platforms on the other side to reach the door that uses the second key. After the first set of small platforms, going back out to save is a good idea. Now once through the second key door you can save again at the crystal to the far left. Now head outside and start climbing the platforms. When you get a chance, jump off one of the higher platforms to the torch in the distance, you will land on an invisible path. This leads to lots of gold and roasts in the torch and box. Careful when heading back, the beginning/end of the pathway does not connect to the viewalbe platform. Now head to the top and enter then enter again through the next door.

The door across the way can only be opened with the Science Key3, so go on and jump across the spikes conveyor belt then on to the next set. Make sure to destroy all the guns, you can use the passing blocks as cover or blow them away yourself. The next set goes fast and is narrow inbetween each belt, but still offers little challenge. You may save at the crystal past these and then enter through the single door. To the far right is a torch which contains the Science Key3. You now have two choices, go back and unlock the third key door for a cross and a little bit of gold or continue on through the door and into the darkness to the next level, the Tower of Sorcery.

=====  
[18] ))))) Tower Of Execution (Schneider Only) (((((((  
=====

Look a save crystal! Haven't seen one of those for awhile! From the very start you can probley see how this level got it's name. Walk forward and clear the blades, and beware of the blades that drop down by the bloody slits in floor in the center. Take the right side and jump on past through the platforms. Kill the bone pillars and then time your jumps on the moving platforms, staying at the end and fending off the flying creatures.

At the end, get on what look to be a lift and jump up to the next level. Move on and kill the bats and bone pillar to get back to the center. Take the right path and avoid the blades. After the simple jumping on the moving platforms, you will come up to a save crystal. In the back of the save crystal are some more "lifts" that you can jump up from to get to a higher level and see the locked gate. Move to the center avoiding the blades, go around and hit the blood skeleton and the take a right. Now here are some challenging moving platforms, so stay at the ends and keep jumping non-stop, taking time to kill the bone pillar. Once at the next blood skeleton, continue on to the iron maiden and whack it to get the Execution Key. Making your way back down to the gate

is not an easy task, but if you want the second costume, you must attempt it. Once you unlock the gate, go down and hit both iron maidens for a roast and cross. Jump down to the right on the ledge below to get to the iron maiden containing the second special jewel. Now just walk off to the left of the platform on the invisible pathway. Make your way clear to the top and up the stairs to the Room Of Clocks.

=====  
[19] ))))))) Tower Of Sorcery (Carrie Only) ((((((((((  
=====

Besides the jumps, this is what a Ice/Crystal level should look like. The beginning is very linear, carefully jog onto the turn, face the Hydroborns and then make some jumping onto the floating crystals. You may want to wait till they are fully at the top, which is hard to tell because they don't move much or often. You come to a central tower, the jumps can be made is you just jump from the closest ends of the platforms to the other platforms. Once at the top, hit the center green crystal for a prize and then look upward. This gives you a chance to see what you will soon face.

Now jump across to the green platforms, waiting for the purple ones to reappear, if a purple one begins to turn red, and you are still on it, GET OFF at all costs. At the last green platform you will see you need to time your jumps on the entire set of purple shards. Take the right path of shards, which begins to the one closest to the green platform. This path only consist of three shards, all which require quick hanging tactics, but the jumps are more forgiving then the left path. Once on the next green shard, make 100% sure that you SAVE. Now just cross the next four shards, which timing doesn't really matter on and then drop down to the glowing green platform. You will now see a floating yellow orb, hit it until it breaks. Then jump over to the center yellow platform just ahead, it will raise, allowing you to jump to the two purple shards to the left and onto the remote green platform. Time this so that when you bust the blue orb, you will also have enough time to get across onto the last platform. If you miss your chance, quickly head back to the yellow orb, bust it open, then run onto the center yellow platform. It will raise and allow you to reach the last yellow platform and the green platform above it.

Now you may see a few purple shards to the right, but that way is worthless. Even though it may seem far away, the small blue platforms are actually close enough to jump up to. Make your way up, keeping in mind you should be well lined up with the platform before you jump, the ledge is small so STOP right when you get on and that not all jumps involve hanging. Now at the top of the green platform you can see a far off platform in the distance. DO NOT try to get to it from here. The invisible bridge is further down. Cross the two Purple shards, kill off the hydroborn and then take the invisible bridge from that side, to reach the crystal that holds Special2. Now head back across the bridge and exit the level.

=====  
[20] ))))))) Room Of Clocks ((((((((((  
=====

This level is not really a level, just a nice fighting stage. From the beginning room, whack all the candles for special items and roasts, buy what you need from Renon and save at the crystal. Go through the hallway and up the lift. After the dramatic cut scene, you will begin the fight.

!!!!!!!!!!!!  
BOSS: Death (Schneider)  
!!!!!!!!!!!!

From the beginning use your whip and not your special items, the whip can hit death and his flying sickles. If you continue to move out of pattern and do not stopo the blades have a low chance of hitting you.



When past the second installment of spinning platforms, jump onto the nearest ledge and then turn around and jump onto the ledge behind you. The contract is now visible. The exit and the save point are in the other direction. Do what you need, the contract is in a hard place to reach but may be needed at this point. Save at the crystal and exit to the Final Level.

=====  
[22] ))))))) Castle Keep ((((((((((((((((((((((  
=====

...And what an odd castle it has been. This is it, the after effects of what you did earlier such as how long you took to reach this point and how much you spent with Renon (30,000 and over means trouble) will be placed here. Go up the stairs and enter the first set of doors. Walk toward the next set of doors and have a quick meeting with Renon.

!!!!!!!!!!!!  
Mini-BOSS: Renon  
!!!!!!!!!!!!

It seems that the contract was written in demon script, impossible to read for any human. If you spent over thirty thousand in gold, then your soul is to go to the devil himself. Renon is here to enforce this, he will soon transform into a hovering demon complete with pitchfork, leather wings and horns. You will be transported to a castle top and then the fight begins. Renon will start off with a quad flame attack. It is hard to avoid and Renon will stay FAR away from the fight. Do your best to hit him, any projectile will work. After awhile, Renon turns into a cheap copy of Death. Just wear him down and destroy him while the red fish is being made.

Onward through the next set of doors. Climb even more stairs and continue on through the doors. If you had taken to long to get to the keep, then you will fight Vincent and later receive a bad ending.

!!!!!!!!!!!!  
Mini-BOSS: Vincent Ex Mortus  
!!!!!!!!!!!!

Well it seems that our old boy has been bitten and now it is time for you to take him out. Vincent holds two attacks, the regular bloodsucker attack, which you can free yourself of 90% of the time, and a poison water attack. This is a long range attack, so stay around him, trying not to get poisoned. Vincent is slow so keep behind him and hitting him should be of no trouble. After the battle, continue up the stairs, now you will see these doors are much different. You can hop over to the right flame, hug the wall and go to the back of the doors, then walk across an invisible bridge to the powerup in the torch. Now go back and prepare for the final battle(s).

Enter the lair and save for the last time. The Dark Lord himself awaits....

!!!!!!!!!!!!  
BOSS: DRACULA  
!!!!!!!!!!!!

Watch that lid fly! Dracula first appears in his mist form, but gives that up soon. Make everything ready, battle view, plenty of health items and keep your hand on the Lock-on button because he will be darting all over the room! Drac has plenty of moves to keep you busy, most of the time starting with the classic fireball/firebat attack from his cape, strafe out of the way and keep holding the lock-on. The only way to kill Drac is to jump up and hit his head, which can be hard for Schneider since Drac is pretty durn tall. At any moment he may attempt a shockwave attack, one low, another at waist level, make sure to back up and do what you can to take advantage of this opening. The worst attack Drac



replenishes over 50% of your health. Hey, it's better than KFC!

-----  
Roast Beef  
-----

Where this came from, we just don't want to know. Roast Beef replenishes over 80% of your health. Hey, it's better than Arby's!

-----  
Med Kit  
-----

Good luck finding one of these. If do stumble upon one, however, expect your health to be fully recovered.

-----  
Cure Ampules  
-----

These cure any poison effects that your character runs into. Expect yourself to be poisoned often.

-----  
Purify Crystal  
-----

Say a vampire BITES you. Your doomed to wonder the earth, roaming around looking for blood, right? Not with these. After being bit, and then using one of these, the curse is lifted!

-----  
Red Jewels  
-----

Unless your working on easy mode, red jewels are used for the use of Special weapons. Make sure to always have a good supply handy.

-----  
White Jewels  
-----

While you would think it is just a bigger version of the red jewel, the white jewel actually lets you save your game on the controller pak.

-----  
Green Jewel (Speciall)  
-----

Used to access HARD mode.

-----  
Left Tower Key  
-----

Found in the middle torch in the newly opened section of the Castle Wall. To be used on the locked door at the entrance to the Castle Wall.

-----  
Archive Key  
-----

Obtained from talking to Vincent twice after meeting Rosa. Used to open the archives behind a dining room in the Mansion.

-----  
Storage Room Key  
-----

Obtained from a vase in the hunters room in the Mansion. Used to open the Storage Room down the hall.

-----  
Garden Key  
-----

Obtained from the Archives. Used to open the gate to the hedge maze.

-----  
Copper Key  
-----

Obtained at the end of the Garden Maze. Use it on the door near the first look-out in the Garden Maze.

-----  
Chamber Key  
-----

Obtained from lizard man in Castle Center. Used to open door near entrance to torture room.

-----  
Mandragora Root  
-----

Found in the Torture Chamber, the Mandragora when matched with Nitro, will cause an explosive reaction.

-----  
Explosive Nitro  
-----

Found in the back of the Castle Center, the Nitro when matched with Mandragora, will cause an explosive reaction.

-----  
Science Key1  
-----

Found in a torch near the Gun packed lab.

-----  
Science Key2  
-----

Found in the middle room of the three door hallway. Used to proceed up the tower.

-----  
Science Key3  
-----

Found near the exit of the tower, used to obtain gold and a cross.

-----  
Execution Key  
-----

Found on the highest level of the Execution Tower to open the gate on the third level.

-----  
Clock Tower Key1  
-----

This allows you to proceed through the door at the top of the first area in the Clock Tower.

-----  
Clock Tower Key2  
-----

Used to open the door next to the space where it is found.

-----  
Clock Tower Key3  
-----

The final key, used to exit the level to the Castle Keep.

=====  
[24] ))))))) Special Weapons (((((((((((((((((((((((  
=====

Special Weapons work in the way of Red Jewels. The number of jewels you have, the more you can use the special weapons.

=====  
===== Knife =====  
===== Cost 1 Red Jewel Per Use =====

The Knife can actually be thrown farther than the whip can reach, but of course is not as powerful.

=====  
===== Axe =====  
===== Cost 2 Red Jewel Per Use =====

Also a good projectile weapon, it can be more well controlled than the knife, being able to be thrown far and short.

=====  
===== Holy Water =====  
===== Cost 3 Red Jewel Per Use =====

More of a close range attack, where is a super soaker when you need it?

=====  
===== Cross =====  
===== Cost 5 Red Jewel Per Use =====

While it is a VERY powerful weapon, the cross sucks up a good 5 Jewels every time per use. Ouch. It mostly functions as a boomerang type projectile.

=====  
[25] ))))))) GameShark / Pro Action Replay Codes (((((((((((((((((((((((  
=====

Codes made and tested on GameShark Version 2.2

NAME	CODE
Infinite Health	81389C3E 0064
Infinite Special Weapons	81389C48 000A
Character Switch Schneider To Carrie	81389C3C 0001
Character Switch Carrie To Schneider	81389C3C 0000
Weapon Modifier	81389C42 000x
#'s with Modifier	
1 - Knives	
2 - Holy Water	
3 - Crosses	
4 - Axes	

Item Modifier		
Cure Ampule	81389C50 00xx*	
Purifying	81389C50 xx00	
Always have 1 Mandragora	81389C5C 0001	
Edits Money	81389C44 0001	
Special1	81389C4A 0001	
Special2	81389C4C 0100	
Roast Chicken	81389C4C 00xx	
Roast Beef	81389C4E xx00	
Healing Kit	81389C4E 00xx	
Sun Card	81389C5E xx00	
Moon Card	81389C5E 00xx	
Engagement Ring	81389c5A 0001	
-----		

\*Input the amount you want for the xx.

=====  
 [26] ))))))) ) Enemy Glossary ((((((((((((((((((((((  
 =====

Castlevania incorporates many of it's classic enemies with all new baddies. Heads roll, blood flies and seeing someone on fire is common. Here is some descriptions of a few of the horrors so far.

Rating System:

Peon - The weakest and easiest of the enemies.

Grunt - The norm for the common enemy.

Ogre - It is Godzilla! We must flee the city!

-----  
 || Skeleton ||  
 -----

Level: Peon  
 The classic bone man.

The skeletons come in a few more forms for this installment, alone they are easy as pie, in numbers they can become a problem.

Common Death: Top torso is ripped in half, ashes to ashes.

-----  
 || Explosive Skeleton ||  
 -----

Level: Grunt  
 A blue version of the common skeleton that hisses with a fuse.

This ones for the Alamo! These bone heads often just run into you causing a massive explosion and serious damage. Keep your distance and fire!

Common Death: Look at the purdy fireworks!

-----  
 || Vampire Bats ||  
 -----

Level: Peon  
 Small Black and red bats that go down in one hit.

These little ones are simple to take out with the dagger (and sorta fun) but they maneuver fast and come in numbers at times.

Common Death: A large spray of blood will fill the air.

-----  
|| Werewolf ||  
-----

Level: Ogre  
One Bad@\$\$ mother. Has blue pants and bandanna.

This one is tricky. The werewolf can unleash multiple combo from the air and ground, avoid a fight with this one is often wise. Still it is beatable.

Common Death: Howls and turns into a purple fire.

-----  
|| Motorcycle Skeletons ||  
-----

Level: Grunt  
Name says it all, born to be wild baby.

Well this confuses many people but it almost makes since to me... At least it was closer a time then in, say, the 14th century. Anyhow, these skeletons move swiftly and often come at your at odd angles.

Common Death: Lets just say wearing his helmet wouldn't have helped much.

-----  
|| Bone Pillar ||  
-----

Level: Grunt  
A dragons bone head on a stick.... What more could you want?

The pillar has two attacks. The first is the long range flame attack, the other is the close range toasting. Long range attacks are your best bet here, hopefully you are also somewhat powered up. It is worth killing them at most areas.

Common Death: Turns a DARK red and is engulfed in flames.

-----  
|| Hell Hound ||  
-----

Level: Grunt  
A large K-9 with three heads.

The Hell Hound often moves in packs, not a good thing. Most just pounce you but a few use a fire attack similar to around three holy waters combined. the Cross is the ideal weapon here.

Common Death: Roll over! Speak! Stay! PLAY DEAD! Good Boy!

-----  
|| Lost Souls ||  
-----

Level: Peon  
Small blue flaming floating skulls, every game should have them.

Not much to mention of these except that they often have the ability to sneak up on you. If you played the clock tower in the PSX Castlevania, you will have noticed they were MUCH bigger.

Common Death: The normal fade away death...

-----  
|| Lost Specters ||  
-----

Level: Peon

Mindless ghosts that float high above.

Mostly these are harmless but they mostly come in big numbers. Try to keep the camera focused on them, they often run and disappear.

Common Death: Also another fade away death...

-----  
|| Vampires ||  
-----

Level: Ogre

The crazy zombies vampires from mars. The bloodsucking stops here!

"LET GO OF MMMMEEEE!!!" Vampires come in many forms from villagers to servants, they all are blood suckers in the end. If you are caught in a suck grip, move the control stick around and hope you get out. You can cure your status with Purifying.

Common Death: Burns and turns into a bat to fly away. Love that scream!

-----  
|| Glass Knights ||  
-----

Level: Grunt

Stain glass creations, flat and sneaky.

While the glass knights are not powerful, they are silent. They may rise from the ground and attack you from behind. Not a difficult task to kill.

Common Death: Glass + Whip/Blast = shards everywhere!

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|| Stone Hounds ||  
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Level: Ogre ++

Think the evil dogs from the original ghostbusters.

Well these guys are just no fun. Defeating them is impossible and if they catch up to you (which they will) they can turn your legs to stone. Jump often to avoid them and move faster, then if stoned use your dagger or rings to swipe them away.

Common Death: N/A

-----  
|| Chainsaw Franky ||  
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Level Orge +++

Frankenstein is back, and now he has a chainsaw!

It just does not get any worse then this. Frank cannot be killed, so trying to hit him is not a good idea unless you are just trying to escape. Holy water is your best bet here. Run, Vampire Killer, Run!

Common Death: N/A

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|| Spiderwomen ||  
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Level: Grunt

Half top woman body, lower legs of a spider.

Some spit out acid and poison, other swipe with a spear. No matter how many you kill, they mostly will keep coming. Running away is often the best choice since no award is given.

Common Death: Chokes on own poison and then the lower body turns red.

-----  
|| Bloodborn ||  
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Level: Peon  
A T-1000 blood edition.

The bloodborn rises from a puddle of blood and unleashes acid, you guessed it, blood. Nothing hard at all since it carries a low hit rate.

Common Death: Soaks back into darkened pool of blood.

-----  
|| Sword Lizards ||  
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Level: Grunt  
A grey/green lizard that carries a small sword.

The lizard man comes in separate forms, this one involves shields and swords. It also tends to spit acid out of it's mouth so try to stay close, not provoking the spit attack.

Common Death: Is thrown onto it's back and squeals it's last breath.

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|| Fire Lizards ||  
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Level: Grunt +  
A deep red lizard man that spits fire and carries a sword.

In the Castle Center these lizard men often stay in one place, but spit out fire in ALL directions so beware if taking any chances while holding nitro. They cannot be killed so dropping down to kill them is worthless. However, in the underground waterway, they can be defeated, keep your distance the fire is quick.

Common Death: Lands on it's back screaming to get up.

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|| Poison Lizards ||  
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Level: Grunt  
A red and green mixture lizard man that spits heavy poison.

These often come from the depths of the poisoned water. They are fast but don't use the poison attack that much.

Common Death: If near poison, will fall directly back into it making a large splash.

-----  
|| Guardian Knight ||  
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Level: Grunt  
Large gold, grey or reddish knights that come alive.

Often most guardian knights will not come alive but when they do, stay back because they hold a powerful reach.

Common Death: Head flies back as body turns to ashes.



+++++++ Castlevania Commercial +++++++

Running Time: 14 Seconds

Aired On: MTV & FOX

The spot begins with a gritty shot of someone sharpening a crude stake. The Stake is then slid into the belt of a man in a long trench coat. A quick shot of a Vial of Holy water appears and is also slid into the belt. Without warning a metal cross (I love the sound it makes) is flipped and slid into the side of the belt. Then we get a quick shot of Schneider (the actors face is in the shadows) and then the womans narration begins "Killer Outfit..." The Metal cross shines and moves the shot to an actual gameplay shot of a coffin lid blowing off and then Schneider meeting a zombie/vampire "too bad the night life sucks..." Shot of the first skeleton boss "Castlevania..." Shot of dying dragon "for the Nintendo 64, from Konami." Shot of the Castlevania title and Schneider taking a nice whiff \*spew\* of a bag of garlic.

+++++++ Castlevania Poster +++++++

Available At: Most Video Game Outlets

The poster mostly goes over the speech the woman made in the commercial spot. It has a few good screenshots posted to it and uses an old looking font for the lettering. You do actually get to see the actors face (he almost looks like Dennis Quaid!!) but he looks nothing like Schneider.

+++++++ North American Box Art +++++++

\\Front//

The very front features the Castlevania Logo, The Blood Red moon, Dracula's Castle and Schneider wielding a whip.

\\Bottom (Green Side)//

A shot of the Castle and Carrie

\\Right Side (Red Side)//

A shot of a single skeleton. His skull is cracked open.

\\Left Side (Yellow Side)//

A non-rendered picture of Schneider and the castle.

\\Top Side (Blue Side)//

A Merman just showing off his six-pack and the castle.

\\Back//

Shots of a vampire, Schneider, Carrie, Giant Goat Boss, Silverback Skeleton Boss, some death knights and a pendulum pathway.

Text:

DRAC'S BACK AND THIS TIME HE WANTS TO STAY!

Take control of Reinhardt Schneider, a whip toting Vampire killer who has waited his whole life to meet the ultimate destiny, or Carrie Fernandez, a young girl with strong magical presence who is mysteriously drawn to Dracula's evil Castlevania. It is their duty to seek out Castlevania and put an end to the residents plans. Whats your destiny?

\* The first fully 3D Castlevania adventure.

\* 2 characters with different routes through the game, different boss encounters and different endings!



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- The Castlevania Dungeon <<http://www.classicgaming.com/castlevania>>  
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- The Best Castlevania Database out. Go here NOW.

-----  
- GameShark Code Creators Club <<http://www.cmgsccc.com/>>  
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- For the GameShark codes and everything else in the past.

-----  
- David Dayton <[daviddayton@bigfoot.com](mailto:daviddayton@bigfoot.com)>  
-----

- For info on the Cross motion and correction.

-----  
- Kao Megura & Mark Kim  
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- For the great legal information!

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- Sutaz  
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- For info on Renon, Vincent and the second costumes.

-----  
- Deshalius <[scratchingmakesitworse@att.net](mailto:scratchingmakesitworse@att.net)>  
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- For countless additions to walkthru.

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- marshmallow <[m\\_mallow@hotmail.com](mailto:m_mallow@hotmail.com)>  
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- For the effective enemy rating system.

Thank YOU for reading (and playing). I hope this walkthru helps in any way it can. If you would like to improve this walkthru in any way send suggestions, changes and comments to one of us:

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