# Castlevania FAQ/Walkthrough

by Anthony Hartley

(16). Duel Towers

Updated to v1.4 on Mar 2, 1999

03/02/1999 7:26 PM	
Castlevania (64/3D) FAQ/Walkthru	
Version 1.4	
Only For The Nintendo 64	
"This Place Swarms With Demons! You Have Entered The Castle Of Hell !!" - Villager	
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====== Sentinel Entertainment ======	
Home For All My Works And A Few Good Lynx, Not Updated Often	
WahCita #2 https://own64.8m.com	
WebSite #2 http://eva64.8m.com	
===== Neon Genesis Evangelion Online =====	
A Info Center For The Upcoming Eva N64 Game, Not Updated Much Either	
The most recent version of this FAQ	
is available at www.Gamefaqs.com	
-	
Also Check Out My MegaMan Legends FAQ/Walkthru	
Both In English & Spanish !!	
SYSTEM: Nintendo 64	
TITLE: Castlevania	
GENRE: Action/Adventure/RPG	
PUBLISHER: Konami	
DEVELOPER: KCEK (Konami Computer Entertainment Kobe)	
AVAILABILITY: Japan & North America	
ESRB Rating: Teen	
MSRP: \$49.95	
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[1] ))))))))))))))))))))))))))))))))))

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 incorperates 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

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.

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

[   Commod	ore 64 ]
[INFO]	[PLOT]
The first one every released   in the United States. Very   classic gameplay and old the   good stuff you know so well.	years so it is still up to   Simon to take him down
[Castlevania 2 Simon's Quest (1	988)   Nintendo Entertainment
[INFO]	[PLOT]
Quest offered much different   gameplay, allowing Simon to   venture from town to town	It turns out that Drac put   a curse on poor Simon.   Now Simon must find all of   Dracs body parts and burn
[ Venezi Venezi (1000)   Ninteral	
[ Konami World (1988)   Nintend	
[INFO]	[PLOT]
By heart, this is not really a Castlevania game at all. It is a collection of Konami games that you get to play each level of a Konami game with a hero or heroine. Castlevania is one of those levels.	warp from Konami game to   Konami game trying to set   things right. Very odd
[ Castlevania Adventure (1989)	Nintendo GameBoy ]
[INFO]	[PLOT]
Castlevania for the GameBoy   Long, slow, boring and HARD.	Take the plot description   from the first Castlevania   and replace the name Simon   with Christopher. Easy.
[0	(1000)   Nice   No. 1
[INFO]	[PLOT]
Very cool stuff here. Not   do you get to play as Trevor   but also three other players   more layers, music and all   classic gameplay returns!	Great Grandfather and he has   a bone to pick with Drac.   Alucard and the rest are
Super Castlevania 4 (1991)	Super NES ]
[INFO]	[ ETOT ]

	and this is simply seen by     some as a 16 bit remake of	
rounded play.	the original.	
Castlevania 2 Belmont's Pevo	nge (1991)   Nintendo GameBoy ]	
INFO]		
	Solieyu Belmont , the son   of Christopher is kidnapped   by Dracula before the turn   of adulthood so now	
	Christopher is on the hunt     once again.	
Vampire Killer Dracula X   The Circle Of Blood (1993)	PC Engine Super CD-ROM 2]	
INFO]		
Anime cut-scenes, the best		
	kidnapped so it's off for     everyone's favorite vampire     Dracula.	
Kid Dracula (1993)   Nintend   Nintend	<del>-</del> -	
INFO]	[PLOT]	
	Alucard wants to be a good     guy so he goes off as a kid	
	and beats up ugly looking	
game.	monsters.	
Castlevania: Bloodlines (199 Castlevania: The Next Genera		
INFO]	[PLOT]	
Back to old school (I love saying that) action		
and nice boss design. Nice to see the Castlevania		
series expand onto other		
Castlevania: Vampire's Kiss		]
	[PLOT]	
	Follows the same storvline	

version of the   game. It is not   but does offer	as detailed	as the PC Engine version.   	  -  -
[		Night (1997)   Sony Playstati Sega Saturn	on ]
		[PLOT]	
Possibly the be   game ever. With   good storyline,	st Castlevania RPG elements, great 2D nty of classic	Richter is gone, Maria is   on the hunt and Alucard   has awakened to finish the   bloodline. Plenty to go	 
[ Castlevania Leg		Nintendo Gameboy ]	
[TNFO]		[PLOT]	
   The third insta   the Gameboy. No	llment for t half bad lly new to	An interesting twist here,   it starts with the mother   of Trevor, Sonia Belmont.   She begins it all here.   Time for Drac to experience   something new Death.	 
		======================================	
'			'
Occupation: Age: Height: Weight: Likes:		xe-Holy~Water-Cross Training.	
Dislikes: Main Weapon: Second Weapon:	Vampires, Zom Whip Dagger	bies, Vampire~Zombies	
Schneider, a fur vampire hunter. S	wearing, whip chneider himse	The male role of the game go cracking, knife slashing all lf is actually a calm fellow, thing else resides within him	around taking time

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

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 Fernadez 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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I 	MICHEAL GELHART
vampire killing past, Gelhart ra	Reinhart, he also practiced and trained in the art of (sounds kinda fun, huh?). While not much is known of his aised his son to understand what he would become. Gelhar at he has left the legacy of the Belmont to Schneider.
 	PRIEST SAMUEL
<del>-</del>	no knows of the lands past. He is the only one who can ol of the vampire hunter, unleashing the holy whip.
 	CHARLIE VINCENT
Occupation:	Vampire Killer/Hunter
Likes:	Crosses, Telling How Great He Is
Dislikes:	Other Vampire Hunters
<del>-</del>	Holy Water
Second Weapon:	Large Cross
-	who often calls others by the name of "youth". He every anti-vampire weapon in the book, even a giant cros
l 	MALUS
Occupation:	Villager
Likes:	Playing The Violin
Dislikes:	Most Dangerous Elements
killed. Malus is	became lost in the castle after his parents were skilled with the violin but during the time of events, nto more of a for then friend.  RENON
Occupation:	Businessman
Likes:	Profit, profit, profit!!!
Dislikes:	Cheapskates
prevalent. He o	who sets up shop wherever death and destruction are ften is gentle and kind, but his prices say otherwise. That he's a demon?
 	ROSA
Occupation:	Flourist 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

\_\_\_\_\_\_ ACTRISE

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Witch Occupation:

Likes: Turning People To Vampires, Doing off with Children

Anything More Powerful Then Her Dislikes:

An evil servent of Dracula, she seeks to find a better way of making Dracula use his FULL power. She often holds meetings with Carrie, all of which turn sour. In her past, she actually killed her own child, hoping to reach her goal of killing one hundred children.

\_\_\_\_\_\_ DEATH

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Occupation: ....um.... well....

Rosa, Sharpening His Blades

Dislikes: Any And All Belmonts

The Grim Reaper himself. Death often appears in Castlevania games, and this is no exception. He holds Rosa agains't her will to be a vampire and stay with her curse.

Here are the options Castlevania offers from the start screen. Nothing much to tell the truth, but it is the standard fair. To choose the button Config. or Sound Mode, Just hit A and the scroll up or down for more options. Some directions taken from the manual.

////\\\\ Button Config. ////\\\\

Type A (Default)

Control Stick ----- Move, Walk, Run, Turn

Press the Control Stick in the direction you want to go to walk. Press it further down to run. Press it quickly in the opposite direction when walking to turn around.

Z ----- Crouch

Your normal duck motion.

Z + Control Stick --- Lower Walk This is your duck position movement.

Control Stick + Z --- Slide

While running hit Z, some enemies can be injured this way.

A ----- Vertical Jump

Control Stick + A --- Moving Jump

While moving, press A and the character will perform a jump in the direction they were facing.

B ----- Main Attack

The use of the whip or energy balls.

Upward C ----- Camera Position Change

This makes the camera change it's angle. This action is not available at all times.

Normal View = Basic behind character position

Battle View = Focuses more on enemies

Action View = Best used for hard jumps

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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.
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Upward C + Control Stick -- 1st Person

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

Takes all changes back to the original positions.

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[6] )))))))))))))))))))))))))))))))))))

	Carri		der
Forest Of Silence			
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) ((((((((((

- 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 then 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 Coller, who were to also be playable vampire hunters. Cornel used his fists and kicks to kill and also could turn into a werewolf. Coller 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.

[8] )))))))))))))))))))))))))))))))))

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).

CASTLEVANIA CANNOT BE COMPLETED ON EASY MODE !!! Konami has made it official, stating that the game with 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?

After the 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....

You begin with no special weapons but you do have your trusty Dagger/Rings more than enough for now. Forge ahead a bit and get ready for some cool effects (which can hurt you if you are not careful). Head past the trees (don't go to the right yet) and hit the two classic candles. You will get the knife and a large Red Jewel. If you jump upon the left pillar, hang on, pull yourself up and then look to the right pillar, you will see another candle. Time your jump and go for the candle for a Roast beef. Now go towards the right path and past the skeleton lying on the ground.

Cut Scene Time! When investigating the corpse you are soon interrupted as three rotting bone dudes get up on their own!! Wow, these buggers are fast! A good two hits at the right places should finish them, just back up a little and get a cracking! Pick up any items on the ground with right C. Go upward to the gate and you will find that a seal is over it. If you want, you can walk back and see the trees once again burn down, but the candles will not hold anything new. Now jump and use your secondary weapon to hit the blue seal on the large gate till it breaks off.

!!!!!!!!!! BOSS: Silverback Skeleton

Once the seal breaks MOVE BACK! Didn't expect this so soon, huh? The boss carries a large club that when hit on the ground will resurrect other demon skeleton warriors. Take out some of the pests and then go in under the legs of the beast and hit it from behind. After a few hits it will retreat back behind the gate. Don't worry the Club often has a low chance of hitting you, but the boss with often move around hurting you and killing the other skeletons! Don't use you knives yet. Once you get the boss retreats for a second time one of the skeletons should leave behind a axe. Pick up the axe and go up to the boss once more. After enough hits, it will roar into the air and jump off the back cliff. Two platforms will raise and the boss will fall to the depths below, maybe to return later (if you look to the right and down, try to look for a small white object, it's the bosses head! He didn't go anywhere!).

Jump across the broken "bridge". Hopefully the fight provided you with a power up so all the baddies should only take one hit to kill. At the intersection, take the left way to the gate. Check the white crystal to save. If you check the sign, I'm sure you will get a good idea of how well checking every item will help you along your quest =) Now take the right path to the small housings. Destroy the flames in both for the Sun and Moon card. To the left of the housings is a small platform, you can jump onto the housings from here and continue on the roofs to get a red jewel and a roast chicken. This place is crawling with baddies so hurry to the next broken bridge and make some heavy jumps.

On the other side, take out the bats with your dagger/rings. Now hit the switch to open the gate where the save point was.

!!!!!!!!!!!
Mini-BOSS: WereTiger
!!!!!!!!!!!

The bridge is out and there is a big stripped baddie! This guy does his best Terminator parody by walking slowly around and then hitting you swiftly. Just hit him from a distance and use the middle pillar as defense. After about two fully charged blasts or seven cracks from the whip, he should burn to death.

Now go back and through the gate. Notice if you stay in the middle of the bridge, the skeletons will jump over to get you! On the way you will encounter explosive skeletons and bone throwing skeletons, but they go down quickly too. To the right of the now open gate is a torch with a helpful power up. Now jump atop the pillar in the center and hit the

torch for the cross, a powerful special weapon. Check around the bottom of the pillar for a roast. In the back you can see a large ravine, just before the cliff is a odd stone. Duck and hit it with your dagger/rings to reveal 2500 gold! Beyond is another save point and a tomb. Don't bother trying tomb, it only offers minimal items and leaves you open to attacks, plus it can be hard to jump up on.

To the far right is another out bridge. Jump over and hit the torch for a roast beef, then hit the switch for the other gate to open. No miniboss this time, but HURRY and jump onto the lowering bridge and then jump over to the cliff. It is very difficult to climb from the very bottom. Yes, the water can and will drown you. Now pass through the gate and if you wish, the torch to the right has the axe, but the cross is actually a bit better. Check the three tombs for some more health.

Beyond, try to kill the bone boy from afar, jump over and the look to the left. Here you can see a floating platform and a torch. Simply walk over to it, the walkway is invisible. Here you get the Green Jewel (Speciall) which is used to get HARD mode. Jump across once more to the other side. Now prepare for a group of vampire bats to fly out. Once they have been swatted down, hit the rock to the left of the entrance to get a power-up, Roast Chicken and some money. Onward you will face a werewolf and the bone heads. Use your crosses on the wolf, jump above his dashes, remember to have the camera in battle view, stay in the clearing not the center and try to use the save point to the right just in case. Check around the statue in the middle for a roast and the tomb holds a sun card. Continue on and once at the corpse-on-a-stick stand, use the narrow steps to go down to the lever. The gate by the three tombs is now open so return.

This part is TRICKY, getting the hang on method is a matter of skill. Just keep practicing with the other ledges before you go down. Once back at the gate, hit the red torch to get a roast and hit the last lever. Now go back to the werewolf area and through the final gate.

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BOSS: Silverback Skeleton

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Round 2 !! This time, expect a fight to the death. The beginning is the hardest. He will lure you into a ring of motorcycle riding skeletons (.....) and then make some very long sweep attacks. Going under him is not as easy, and more skeletons rise all the time. Special weapons are near to worthless here so just stick to the whip/blasts. Make sure to be carrying some extra supplies to revive your health. The boss will retreat, so head up to him, let him swing will you are running around him in circles and jump when the club comes close. Then he is all yours, the arm comes of then the bottom half and the he will crawl almost helplessly on the ground, finish him off and exit. Now you face the massive drawbridge as it folds down, after entering, it rises back up, trapping you inside...

[10] )))))))))))))))))))))))))))))))))

First off I just want to say this is one of my least favorite levels. With that out of the way, lets move on. After the gate closes behind you, save at the white crystal and open the door to the right (the other is locked at the moment). Here you must trek up the winding staircase of death. Begin upward and jump across the gap. Now you will face the dreaded Bone Pillar. Do your best to use special weapons here and don't get too close, you don't want to end up like a roasted marshmallow. Jump on the moving platform and onto the next set or jump down to the lower ledge for a sun card. Defeat the pillar and time your jump to the platform, staying clear of the edge and the bloody guillotines. A bat or Medusa head often comes out of no where and knocks you out of the sky, so try to stay to the right here. At the next jump, get on the platform and make a leap to the other side. The guillotine should not be able to hit you since you will probley come up short.

After another set of the blades and jumps, swat down the four bats and then you will come upon and door. Enter and prepare for

!!!!!!!!!!!
Mini-BOSS: White Dragon Twins
!!!!!!!!!!!

The twins can be difficult, so try to have some reserve energy in hand. Try to run to the outside of the wall and lure one away from the other, make sure both are not facing you. Once it spits the flame out, move and then stop and then swat away, if you get the chance to pick up any holy water here is the place to use it. Sooner or later one will burn to a black crisp form. Once in black form, it will fire a long stream of blue flames that is often hard to miss. Repeat this process and if needed, use the stone entrance for cover.

Later, jump up on the side (not the small broken part) of the entrance to grab on and pull yourself up to the torch with the roast inside. Now go to the center of the room and pull the switch. After the gate is lowered, look down and check for the platform with the save crystal. Fall down and save as you see fit, but beware the skeletons, they come back sooner then normal. Whack the small pillar in the middle for a powerup and many red jewels.

On the lower platform is a waiting bone pillar and a slew of skeletons. Hit the torch for the moon card and drop down to the final level. Go back by the shelf, jump up and grab the powerup. In one of the corners is a crack, fall down it and you will be back at the very beginning. Go inside the new place and hit the center torch for the Red Left Tower Key.

This tower is worse then the first! make the first jumps then climb the staircase. Careful around the solid walkway, it will soon break in two so move back or jump forward quickly. Next beware of incoming bats and try to go just beyond the blade so your jump can be pulled off at the desired time. The rotating spikes mean serious damage and often death. The next set involves a pillar, and 4 rotating spikes. When the 2nd and 4th spikes are safe, that is the time to go, careful of the blade at the end. Make the steep jump on the stairs and whip back the pillar and it's flames. Things are getting complicated but you are almost done here. Time your jumps on the next spikes and RUN when on the next set of "stairs". Make a few short jumps and try to take out the pillar early so it will not interfere.

At the top is a moon crested door. If needed, you may use a moon card at your will. For all your hard work you will receive an excellent cut scene with the big man himself DRACULA. I must say, the voice acting is suited well for this game. After the taunting, go back to the brick entrance and hit the pillar in the back with your dagger/rings for 2500 gold again! Jump upon the entrance (you will hang on and climb up) to save and get a roast. Now carefully make your way back down to the very beginning and enter through the now opened gate.

[11] ))))))))))))))))))))))))))))))))))

This music is starting to grow on me. After the quick cut scene it is back to business with the hell hounds. The cross works wonders here and holy water is also effective. Once the three dogs are slain the first gate will open, two other doggies will jump out and freely use the fire attack. After the slaying of these comes the final blood hound. Nice effects here, eh? Move toward the gate and pick up the roast, then carefully slay the dog, making sure it is always in your site. If you wish, return to the beginning and jump around the right torch for more red jewels on an invisible ledge.

In the next area, be aware of the time. At midnight the platform in the fountain will rise and allow access to the items above. Save with the

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.

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

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! AAAAAAAAHHHHHHHHHHHHHHHHHH!!! Now is a good time to take a reality check or just enjoy the insanity. Run left, right, right, 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] )))))))))))))))))))))))))))))))))))

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) (((((((

[14] )))))))) Onderground 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 deativate 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 carefullly 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.

Carrie know meets Actrise, a strange witch who looks to fully power Dracula. After the scene, leave the fan room to enter the Castle Center.

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At the beginning, go forward and use the save crystal. Now take the right path (while hitting the moto skeletons) and then take the door to the right which leads to a cage and vent room full vampires. Long range weapons do wonders because sometimes the vampires will not even move, and just take the hits! Now climb up the stairs and open up the caged doorway, and continue upward. Check the angelic statue to the left of the room for a cut scene involving much blood. Kill the Bloodborn and then move on to the next set of stairs and trek upward.

When in the upper hallway, check the knight and take the door to the north. Check the knight here as well for a good item and try to to kill two to four sword lizards in order to exit the room. The torch at the end of the room holds a helpful moon card. In the following room check the knight for a roast and then jump up to the save crystal. Continue on to the room with glass knights and many red jewels. Beyond that room is the dreaded butler vampire room, which contains many things that get in your way and make it hard to see the vamps. Do your best to get out of the submissions and kill'em to exit, make sure to search the torch for a purify.

The next section holds many fire walls, but many can just be avoided by jumping through. Take the left way to get the cure ampoule and then take a right and another right for a roast. Past the door is friendly lizard man, talk to him to get the torture room key, then open the door to the left of the room. Here you will see a cut scene with... MALUS?? I tell ya, that boy just ain't right. Pick up the nitro on the shelf here, but do not jump or get hit in any way, the result is instant death. Go to the lion fire spitting hallway and check around for a cracked wall. Place the nitro here and continue on. The broken stairs below prevent you from taking the nitro elsewhere. Now return to the very beginning of the level and after the cage and vent room, take a left then a right to the torture room. Defeat the vampires (use that control stick!!) and get the Mandragora in the jar on the shelf in the back.

Go back to the moto skeleton area and continue far down the hall and enter through the large double doors. Here you will find a large sleeping bull and a large crack in the back of the arena. Go all the way up to the crack and search it. Place the Mandragora down, hit the box to the right for 2500 in gold and now return back to the torture room for MORE Mandragora. Return to the crack in the wall by the friendly lizard man and set the Mandragora on the wall. Watch the cut scene and then when the sparks and smoke settle whip the torch for the roast. Enter through the right door and use the contract if needed. Beyond is the library, climb one of the shelves and crab the sun card, then on the second level jump up on the box mechanism to open the ceiling right above you, jump up to the third level and hit the box again on this level to open the ceiling above you again.

Once in the observatory, go over to the machine near the middle and enter 2,4,8 to activate the amazing cut scene. The seal is now broken on the arena wall, allowing you to blow it up now. You should now save at the save crystal on the other side of the observatory. Return to the red carpeted hallway with the gold knight and take the eastern door this time to enter the clockwork room. Make your way to the across the gears and then past the "bridge" to the stairs and upward. A guardian knight to the right will come alive and challanage you, dispose of him from a distance and enter the next door. Careful not to rush into this cafe, two maid vampires await. If you have any distance weapons, use them. The vampires will not move and take the hits without putting up a fight. Check the tables for a cure and purify. Beyond this room is the invention area, jump upon the small model of the three towers and then on the blimp hanging from the center of the room for a roast. Check the torch near the exit for a sun card. In the next room you will face a

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.

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 damge 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.

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.

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 Keyl. 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 platfrom 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] ))))) Towar Of Evecution (Schneider Only) (//////

[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 plaform. 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 platfrom 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 blude 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 platfrom you can see a far off platform in the distance. DO NOT try to get to it from here. The invisbile 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 Death takes a certin amount of damage he will go clear to the end of the tower and then make a charge attack. This leads to three seperate attacks. He may use his scythe as a boomerang, which if close is almost guaranuteed to hit, but leaves death open. Another is a blind attack which takes away some health, keep those chickens in handy. The last attack (and one of the best in the game) is an odd Fianl Fantasy like summon spell where a giant putrid looking fish will jump up from the ground or the wide open air. Continue to move and JUMP out of the way when this happens. When you see Death going for a charge, use a long range weapon.

The fight should not take long if you do not let up on Death for a moment. Once Death returns to the 900th level of hell, return to the middle lift and go down, save if you wish and then enter through the new gate.

!!!!!!!!!! BOSS: Actrise (Carrie)

Actrise has two main attacks, the first is an easy to avoid but annoying ground crystal attack, where shards of huge crystal erupt right from the ground and damage Carrie. They can be avoided just by jumping around in circles. The second attack is a crystal matrix which protects the evil witch. Most special weapons can crack and then smash into Actrise herself, unlike power blasts, which don't often work in this case. The fight lasts for awhile because it takes time to avoid the crystals and trying to break away the defense Actrise continues to setup. Thankfully she stays in one spot, unlike Death who often backs away and attacks with charges. Once Actrise shows her true form \*barf\* return to the middle lift and go down, save if you wish and then enter through the new gate.

At the start, looking upward is nice thing to do, just to see what you will be facing. This is one of the last stages so keep that in mind if you feel like giving up at this point. Now jump onto one of the platforms sticking out and jump up on the ledge to the right of the tower. By now you should get the idea of what to expect. Now jump on the gears and move over to the last. You have two choices, you can take the easy way up, with the gears, or you can try to use the rusty platforms to go upward, here is the way to use the gears to go upward. SLOWLY walk over to the other side, whipping the medusa heads in the way. Once on the other side, jump up on the large gear and then time your jump onto the moving platform. Some simple jumps over later, whip the torch to get the clock tower keyl. Now continue on to the top and use the key on the green marked door. Inside you will get a chance to save and onward is room filled with Bone pillars. Most are in easy range of the cross, so taking them all out is very helpful toward the end of the room.

To the right at the end, kill the bone pillar and move into the small aclove to pick up the clock tower key2. Jump back over and hang onto the nearest gear, then exit to the grey marked door using the key. Onward through the rusty hallway to the next tower area. At the start, whack the metallic pillar to your left for 1000 in gold. Now take the right gears and fall down to the ground, if you jump or do this to soon you could get hurt. A few bone pillars line-up on the floor, but offer no real challange.

Jump up onto one of the vertical gears to the right of the room, then onto the spinning platform just above it. You must make you way through the left side on the gears avoiding the spikes to your best and making odd landings to hit the torch which reveals the clock tower key3, the last of it's kind. Now return to the spinning platforms and carefully make your way up. Once through the first set, things begin to heat up. Make you way to the second set, slowly walking agains't the gears movement.

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.

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...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 regualr 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

holds is his bloodsucker attack. He will try to draw you in, pick you up, bite and suck suck suck away at your neck then throw you as his health returns! When he does this, keep jumping away and if you have enough distance, go back and hit him in the face! Drac teleports like a madman, and if seen will go away (much like a boss in Zelda TOOT). This fight can be mastered and then the count will go down for the...

If you fought Vincent, you will now see the "bad" ending (Actually I found all the endings to be VERY cool and easy to watch). If not, the Castle will begin to crumble away. Run down the stairs, jump to gain speed. Once through the doors another cut scene will come in.. If you did not see this one coming...Well... Anyways head toward the end where you entered the level and now jump on the lift to the left at the end to raise to the top of the Castle. Here you once again fight "another" Dracula.

11111111111111

BOSS: DRACULA BITES BACK!!

1111111111111

Now that is the kind of Dracula I expect. This one can actually be made easier then the last if you just concentrate on projectiles. He will use double teleports, so use the lock-on to track him. The flames can be swatted away, then leaving Drac fully open for an all out attack. Making sure it is daytime makes many of these fights easier by all means. His second attack is a more powerful shockwave, nothing to be afraid of. After swatting down this version, all should be over... Correct? Not by a long shot. Prepare to meet oner of coolest and most insane end bosses of all video game history.

11111111111

BOSS: D R A C U L A Form Type True

Where is a dragon slayer when you need one?!!?!? This boss lives up to it's looks, turning a simple battle into an all out WAR! Running away is just a bad mistake since it can shoot mini H-Bombs from any distance, and trying to head back just makes it hard to find it again. Getting close never turns out good, since the boss has the power to send a tremor through the ground, throwing your character back a mile or so. The key tactic here is to never stop and always attack with whatever else you have. Spare no expense, this is the last battle! Once you inflict a good amount of damage into him, two fire dragons will be summoned and make this fight more of a pain then it was before. The dragons often come out of nowhere and knock your person down for a long while. Jumping and moving in circles confuses the boss and sometimes the dragons. Good Luck!!!

Once the battle is over, it is time to watch the true ending. Great job, you have finished Castlevania! Bragging rights, those reserved parking spaces, new costumes and plenty of replay is now all yours!

It's rotten, it's diseased, it's your dinner. The Roast Chicken

\_\_\_\_\_\_

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 reprover 80% of your health. Hey, it's better than Arby's!	lenishes
Med Kit	
Good luck finding one of these. If do stumble upon one, however, your health to be fully recovered.	
Cure Ampules	
These cure any poison effects that your character runs into. Experyourself to be poisoned often.	ect
Purify Crystal	-
Say a vampire BITES you. Your doomed to wonder the earth, roaming looking for blood, right? Not with these. After being bit, and the using one of these, the curse is lifted!	
Red Jewels	
Unless your working on easy mode, red jewels are used for the use Special weapons. Make sure to always have a good supply handy.	e of
White Jewels	-
While you would think it is just a bigger version of the red jewe white jewel actually lets you save your game on the controller party.	
Green Jewel (Special1)	
Used to access HARD mode.	
Left Tower Key	
Found in the middle torch in the newly opened section of the Cast Wall. To be used on the locked door at the entrance to the Castle	cle
Archive Key	
Obtained from talking to Vincent twice after meeting Rosa. Used 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 the Storage Room down the hall.	open

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 Keyl
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 Exectution 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. \_\_\_\_\_ \_\_\_\_\_ 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 \_\_\_\_\_\_ | CODE \_\_\_\_\_\_ | 81389C3E 0064 | | Infinite Health | 81389C48 000A | Infinite Special Weapons | Character Switch Schneider To Carrie | 81389C3C 0001 | Character Switch Carrie To Schneider | 81389C3C 0000 | 81389C42 000x | Weapon Modifier | #'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
                                     | 81389C44 0001
| Edits Money
| Special1
                                     | 81389C4A 0001
| Special2
                                     | 81389C4C 0100
| Roast Chicken
                                     | 81389C4C 00xx
                                     | 81389C4E xx00
| Roast Beef
                                     | 81389C4E 00xx
| Healing Kit
                                     | 81389C5E xx00
| Sun Card
| Moon Card
                                     | 81389C5E 00xx
                                     | 81389c5A 0001
| Engagement Ring
 ______
*Input the amount you want for the xx.
_____
_____
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...

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|| 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 MMMMMEEEE!!!" 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!
-----
|| Stone Hounds ||
 -----
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 Frankv | |
-----
Level Orge +++
Frankenstein is back, and now he has a chainsaw!
It just does not get 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
|| Spiderwomen ||
 -----
Level: Grunt
Half top woman body, lower legs of a spider.
```

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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 ||

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 ||

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.

|| Fire Lizards ||

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.

|| Poison Lizards ||

Level: Grunt

 $\ensuremath{\mathtt{A}}$  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 ||

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.

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|| Medusa Head ||
 _____
Level: Peon
Small dumb looking floating heads of the snake haired Medusa.
Easy foe but often comes out fast and from the fog. Use the cross to hit
multiple targets.
Common Death: Turns into small pieces and vanishes.
-----
|| Blood Skeleton ||
 -----
Level: Peon +
A deep red skeleton who hurls bones toward you.
This one mostly stays in it's place and hurls bone after bone toward
you. Hit it twice or so and run past it, it cannot be defeated since it
will get back up after a short time.
Common Death: N/A
|| D-60 Auto Gun ||
Level: Grunt
A metallic cylinder with a powerful gun attached.
The thing to worry about the D-60 is the range. Some are mounted on
ceilings, others are rotated on the floor, but they go off in your
direction if found. It is wise to be powered up or to use special
weapons to take out the majority of these, and take another route from
them if possible.
Common Death: Gun explodes almost as good as a Gasoline Barrel...
_____
|| HydroBorn ||
 -----
Level: Peon
A lite blue version of the BloodBorn.
Mostly the only threat that it holds is pushing you off the side into
the levels giant pit. Running past them may be risky, but it is not
worth the effort to put up a fight.
Common Death: Water + Smack Down = slip n' slide
_____
|| PussBorn ||
Level: Peon
A dark green version of the BloodBorn
This enemy is RARE but does appear mostly with a helper. The same
tactics can mostly be used here, wait till they come up and break in to
the attack before they can pull it off.
Common Death: Reminds me of that old 16-bit game.... Boogerman....
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+++++++ 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 Vail 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?

- $^{\star}$  The first fully 3D Castlevania adventure.
- $\star$  2 characters with different routes through the game, different boss encounters and different endings!

- \* Amazing graphic effects! Transparency, dynamic lighting, and awesome special effects!
- \* Huge Bosses! Giant ape skeletons, Death, and the dreaded Behimos!
- $\star$  Over 10 stages ranging from the Transylvania forest to the soaring turrets of Castlevania.
- \* Atmosphere music and sound.
- \* 3-D cinematics.
- ++ Included North American Contents ++
- Castlevania 96 Megabit Cartridge
- Konami Ouestion Card
- N64 Consumer Information Booklet
- Castlevania Instruction Booklet

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- Konami <a href="http://www.konami.com">http://www.konami.com</a>

- I believe they had something to do with the game....

- Nintendo <a href="http://www.nintendo.com">http://www.nintendo.com</a>

- For getting on the roll again!

- The Castlevania Dungeon <a href="http://www.classicgaming.com/castlevania">http://www.classicgaming.com/castlevania</a>
- The Best Castlevania Database out. Go here NOW.
- GameShark Code Creators Club <a href="http://www.cmgsccc.com/"></a>
- For the GameShark codes and everything else in the past.
- David Dayton <daviddayton@bigfoot.com></daviddayton@bigfoot.com>
- For info on the Cross motion and correction.
- Kao Megura & Mark Kim
- For the great legal information!
- Sutaz
- For info on Renon, Vincent and the second costumes.
- Deshalius
- For countless additions to walkthru.
- marshmallow <m_mallow@hotmail.com></m_mallow@hotmail.com>
- 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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