

Castlevania: Dracula X Chronicles FAQ/Walkthrough

by Arkane_Denial

Updated to v2.9 on Apr 5, 2009

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##### CASTLEVANIA: DRACULA X CHRONICLES #####
##### AKUMAJO DRACULA X: CHRONICLE #####
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##### GUIDE/WALKTHROUGH #####
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##### FOR THE PLAYSTATION PORTABLE (PSP) #####
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Current version: 2.9 - finished on April 6, 2009, 6:23AM

--> added ROB Hall of Fame records, added a requirement to unlocking Stage 5', updated requirement to kill Blood Skeletons, Maria-only items, etc., added more specific details about the good and bad endings

Previous versions:

2.7 - finished on February 18, 2008, 11:03AM

--> added some heart-warming guest-submitted tips and fixed some more minor errors. Added a ROB Hall of Fame section, the fastest time completion for each of the stages available for Time-Attack. Unfortunately, no records yet, still waiting for it.

2.1 - finished on January 31, 2008, 1:48PM

--> fixed an attribute detail in SOTN, added some more minor details in the introduction, ROB remake changes and boss patterns

2.0 - finished on January 20, 2008, 5:00PM

--> added some more minor details, changed spacing, works now like a real V.2

1.8 - finished on December 30, 2007, 3:11AM

--> added tips contributed, changed Stage 4 and 5' small details

1.75 - finished on December 28, 2007, 9:38AM

--> added some more contributions, fixed very minor details, guide has no more errors AFAIK (or so I thought)

1.5 - finished on December 15, 2007, 12:24PM

--> added contributions, added some more stuff, changed minor errors, fixed method on how to obtain Stage 5'

1.1 - finished on December 12, 2007, 9:07AM

--> fixed dashes, added/fixed small things in preparation for next big update

1.0 - finished on December 10, 2007, 5:35AM

--> finished all sections except for a small section in the SOTN guide

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If you wish to contribute, comment, suggest or find any errors in this guide, you can send an email to:

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You will always be credited for your helpful contribution, provided, they are DXC-exclusive-only. Please don't forget to add your name.

If you want to submit your time-attack records, please include a picture or video of your accomplishment. Pictures or Videos should already be hosted in an image-hosting site (Photobucket, Imagevenue, etc.) and Youtube or any site similar. The records should state what handicaps or special settings are made, if there are any.

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SITE LINKS:
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Original Castlevania/Akumajo Dracula X: Rondo of Blood/Chi No Rondo guides

--> <http://www.gamefaqs.com/console/turbocd/game/589264.html>

Castlevania: Symphony of the Night FAQ/walkthroughs/guides

--> <http://www.gamefaqs.com/console/psx/game/196885.html>

World Beyond Walls - a site specializing in SOTN glitches, secrets, challenges, and just about anything SOTN. If you want anything new to this game (in terms of gameplay), this site is the one to go to.

--> <http://worldbeyondwalls.free.fr>

World Beyond Walls Youtube Group - mostly a collection of SOTN exhibitions

--> <http://youtube.com/group/worldbeyondwalls>

Persona World - a site by Persona with advanced Castlevania stuff, including DXC and other videos, misc. information and pictures. No information in this guide was taken directly from this site, however.

--> <http://www.persona-world.net/cve/index.html>

THE WALKTHROUGH HERE WILL ONLY CONCENTRATE ON THE MAIN GAME. A SPECIAL SECTION IS SEPARATED FOR THE DXC EXCLUSIVE FEATURES OF THE BONUS GAMES.

THIS GUIDE IS ORIGINALLY MEANT FOR ONLINE READING, SO IF YOU USE THIS FOR PERSONAL USE, THE FORMAT MAY BREAK IF YOU DON'T ALLOW AT LEAST 79 COLUMNS.

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MARGINS - Left: 1.25
Right: 0.75
Header: 0.5
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Dracula X Chronicles release dates:

North American normal version - October 23, 2007
Japan normal version - November 8, 2007

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*****	*****
I. INTRODUCTION	[ADXC5731]
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Welcome to this Castlevania: Dracula X Chronicles guide! This guide will cover the main game, a remake of Castlevania: Rondo of Blood which was never released outside of Japan until now. As added bonuses, this PSP release also includes the original version of Rondo of Blood as well as its famous sequel, Castlevania Symphony of the Night.

You control Richter Belmont, out to rescue his beloved Annette who was kidnapped along with three other maidens by Count Dracula and his minions. The game's story takes place in 1792, and its sequel (SOTN) is set 5 years later in 1797.

As in almost all Castlevania games, your primary weapon is a whip. Along the way you can gather different subweapons like axes, crosses or daggers. Subweapons uses hearts, so you can only use them if you have enough hearts.

In this Castlevania game, you can also choose to control a different character

named Maria Renard. You must first rescue her to unlock her in the game. She controls a bit different from Richter, she has lower defense, but she's easier to use for those who prefer more options in moving around.

This is a very simple game to use your pattern-recognition skills to the test, and rewards players who takes their time memorizing the character's environment rather than blindly charging into any scene. It's very safe to say that the game's controls are responsive enough for anyone who diligently makes the adjustment, so if you are having difficulty and frustration even with this guide's help, you are better off trying another game.

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II. BASICS

[ADXC5732]

From the main menu, you can change your options, whether by choosing which language you want as voice acting in all the games in DXC, or by choosing to use the analog stick for directional uses. So set up your preferences before you start your game. You can also choose which wallpaper to use on the bonus games.

Choose "Name Entry" when you're ready, then enter the "Start Game" option.

BASIC CONTROLS AND FEATURES:

A. RICHTER

- DEFAULT CONFIGURATION -

Square button - Main Attack (whip)

Up + Square - Subweapon Attack

X button - Jump

X button two times - Backflip

Triangle Button - Item Crash (Subweapon ultra-attack)

Hold Square, Hold Back - Retreat

*Richter can extend his whip while attacking by pressing forward at the right time during the whip animation's final extent. You'll know it works when the whip turns white for a small time. To make it really easy, just press forward two times while attacking.

*Richter can change the whip's directions in one attack by crouching right at the moment of the attack. This is very effective against skulls that are

lined up on top of each other, if you don't want to attack them separately. So it's like two attacks for the price of one. Attack while standing, then press down as many times as you like if you want.

*Richter's backflip is more useful as a more convenient way to jump over running/attacking enemies, rather than a move to use for defensive purposes, or a way to retreat. One good use for this is against Golden Axe Knights. They will always run towards you, so before they could hit you, turn around then backflip towards their back. You can also try to use the whip as a way to recover more faster from a backflip.

SUBWEAPONS:

Note: Damage is based on number of main attacks

1. Dagger

Heart consumption: 1

Item Crash heart consumption: 10

Damage: 0.5-1 damage (Weak)

Description: a quick but weak horizontal attack using 3 knives

Item Crash description: Richter throws a barrage of knives thrown in one direction (can change direction while in use)

2. Axe

Heart consumption: 1

Item Crash heart consumption: 10

Damage: 1-2 damage (Moderate)

Description: a vertical attack that drops down after a certain height

Item Crash description: Richter leaps in the air and makes a circular attack using axes, which will spread throughout the whole room before ending

3. Cross

Heart consumption: 1

Item Crash heart consumption: 15

Damage: 1-2 damage (Moderate)

Description: a horizontal attack that acts like a boomerang which will go back to the opposite direction

Item Crash description: Richter leaps in the air and summons gigantic crosses that attack from below

4. Holy Water

Heart consumption: 1

Item Crash heart consumption: 20

Damage: 1-2 damage (Moderate)

Description: a ground attack that spreads flames on the floor for a short amount of time

Item Crash description: Richter leaps in the air and summons a shower of Holy Water that envelops the whole screen

5. Grimoire/Bible/Book

Heart Consumption: 3

Item Crash consumption: 10

Damage: 1-2 damage (Moderate)

Description: a circular attack that spreads throughout the screen 4 times

Item Crash description: Richter leaps in the air and makes a pack of books

in the air attack horizontally in a circular fashion (from his perspective)

6. Clock/Stopwatch

Heart Consumption: 5

Item Crash consumption: 30

Damage: None

Description: enemies will be tremendously slowed down

Item Crash description: Richter leaps in the air and makes a huge clock on the screen that will slow down and damage enemies for each hour hand in the clock

7. Key

Heart Consumption: None

Item Crash consumption: None

Damage: 2-5 damage (Strong)

Description: a very short but strong attack, its main use is for unlocking prison cells that contain maidens to be rescued

Item Crash description: Richter leaps in the air and summons a big WTF

8. Blazing Fire (Special)

Heart consumption: None

Item Crash consumption: 15

Damage: 3-4 damage (Moderately Strong)

Description: This is Richter's default special move if you do not have any subweapons. There is no regular use for this.

Item Crash description: Richter leaps in the air and attacks with a flame-coated whip with extended range

B. MARIA

Square button - Main Attack (doves)

Up + Square button - Subweapon Attack

Triangle button - Item Crash (Subweapon ultra-attack)

X button - Jump

X button two times - Double Jump

Down + X button - Slide

Down + Forward + X button - Roll

Up, Down, Down + Forward, Forward + Square - Special Attack

*Maria's slide can be used to gain access to secret rooms that Richter cannot enter. Her double jump can also reach some areas that Richter can't.

SUBWEAPONS:

Note: Damage is based on number of main attacks

1. Suzaku/Phoenix (can be found at Knife locations)

Heart consumption: 1

Item Crash consumption: 20

Damage: 1 (Pretty weak)

Description: two vertical attacks to the left and right

Item Crash: Maria summons a big Phoenix and rides along with it, summoning a rain of fire that spreads on the whole screen

2. Seiryu/Dragon (can be found at Cross locations)

Heart consumption: 5

Item Crash consumption: 50

Damage: 2-6 (Strong)

Description: a dragon lunges toward enemies horizontally

Item Crash description: Maria summons a huge dragon that tears enemies apart, causing big damage

3. Turtle/Genbu (can be found at Holy Water locations)

Heart consumption: 3

Item Crash consumption: 10

Damage: None

Description: a turtle shell covers Maria, rendering all enemy attacks useless until it breaks

Item Crash description: Maria summons a big tortoise in the air that spins and attacks in a straightforward manner

4. Cat/Byakko (can be found at Axe locations)

Heart consumption: 3

Item Crash consumption: 20

Damage: 1 (Pretty weak)

Description: a cat will run towards the path and continually damage enemies or bump off obstacles at least 3 times before it disappears

Item Crash description: Maria rides a white tiger, attacking the top and lower parts of the whole screen from left and right

5. Egg (can be found at Clock locations)

Heart consumption: 3

Item Crash consumption: 5

Damage: 1-2 (Moderate)

Description: an egg is thrown like the axe subweapon on the ground, then bursts open and sends little birds to attack vertically

Item Crash description: Maria summons a flock of birds with a Phoenix in the middle and attacks vertically in a circular manner

6. Music Book (can be found at Grimoire locations)

Heart consumption: 3

Item Crash consumption: 10

Damage: 1 (Pretty weak)

Description: a group of flying notes attack horizontally while slowing down almost all kinds of enemies on screen

Item Crash description:

7. Key

Heart consumption: None

Item Crash consumption: None

Damage: 1-3 (Moderately strong)

Description: a flying key attacks directly in front and flies back; its main

use is for unlocking prison cells in Stage 2 and Stage 7

Item Crash description: Maria raises the key and the whole universe explodes

NOTE: Using any kind of Item Crash makes Richter or Maria invulnerable from any attack for a short amount of time, so use it if you're in a tight leash. Using it with the Key subweapon makes it more useful, just don't do it while in a moving platform.

ITEMS: (both characters)

Small Pot Roast - heals up to 46 life points

Big Pot Roast - heals up to 92 life points (full)

Ice Cream (Maria only) - heals up to 46 life points

Lollipop (Maria only) - heals up to 46 life points

Hamburger (Maria only) - heals up to 46 life points

Ramen/Obento (Maria only) - heals up to 46 life points

Cake (Maria only) - heals up to 92 life points (full)

Rosary - destroys all enemies on screen

Potion - makes your character temporarily invincible

Small Heart - one heart usage

Big Heart - five hearts

1UP Crystal - adds one rest

Richter doll (Maria only) - same effect as the 1UP crystal

Money Bags - used for buying/credits for the Boss Demo option

-> Orange bags are worth 100\$

-> Purple bags are worth 400\$

-> White bags are worth 700\$

-> Sparkling bags are worth 1000\$

REMINDERS AND TIPS:

1. Hearts can be gotten from just about anything, candles, enemies, etc. A small heart equals one Heart, and a large heart equals 5 Hearts.

2. All subweapons can be gotten either by destroying candles, walls or even from enemies. You can only have one subweapon at a time. Depending on the no. of your hearts, you can throw up to three subweapons at a time. For example, if you have 20 or more hearts, you can now throw up to two crosses without any limit. Having 50 hearts could even let you throw up to three subweapons at a

time.

3. Richter can heal his life by picking up Pot Roasts or food hidden in walls and different obstacles. A small Pot Roast can heal up to 46 life points, and the rare Big Pot Roast can replenish your whole life bar. Maria also has healing items in the form of Ice Creams and Cakes.

4. Money bags are used to collect credits, which can be used to buy and watch movies from the Boss Demo (Technic in JP version) option from the starting menu. All money bag values are divided by 100, and the result is the credit value. For example, if you get a 400\$ bag, its value is only 4 credits. But a 400\$ bag would mean 400 points for your score.

5. There are many hidden items throughout the whole game, they are almost always hidden in walls, candles, lamps, bricks, rocks, stones, just about anything you can reach and destroy. So be sure to whip anything that looks fishy.

6. Later on the game, you will encounter a unique item that looks like a CD. These are secret items used to unlock different BGM from all the games included in DXC. They will also add up to your game percentage, the maximum reaching 100%.

7. If you see a red skeletal barrier or an ice barrier that you can't destroy, do not worry. You just need the ability to destroy them which can be gotten by rescuing the other kidnapped maidens in alternate stages 3 and 4.

8. Maria can access to different areas that Richter cannot, because of her Slide and Double Jump moves.

9. If you have full life, Pot Roasts will be converted into points instead.

10. If you finish a boss with your life bar still full, you will get a 1UP reward at the end of the stage.

11. For every 20,000 points you accumulate, Richter/Maria gets a 1UP.

12. After clearing a stage, you can now always choose to replay it again by selecting it at the stage select screen.

13. Most bosses have their own final attack when they are defeated, it will hurt you, but you won't get killed, you'll still have 1 point of life. Also, you will never die from any attack as long as the boss dies BEFORE you.

14. Whenever you get a Sound Item, it will be automatically saved so you don't need to get it again if you die just after taking it. They will now be replaced by 700\$ money bags if you try getting them again from their location.

15. Each character starts out at 92 life points, and can have as much as 99 hearts.

16. All bosses have 92 life points too, but they all have different defense stats. When their life reaches half, their life bar will crack. When they are near death, their life bar will crack again.

17. Boss Demos are very useful, if you have the money, buy every single one of them. Just take note that the boss fights in those videos will not take place exactly in your own fight, but the boss patterns are quite the same.

18. All bosses have their own attack patterns, but stage 2, 3, and 4 bosses

as well as their alternate counterparts have almost no fixed way of attacking you, they will adjust their patterns according to your behavior and position.

18. If your heart meter flashes green, it means that you can execute an Item Crash. If it's white, you still don't have enough hearts.

19. If you get a 1UP and die later, it will be replaced by a 700\$ bag until you clear or exit the stage.

20. The backflip has some lag or delay after making Richter drop on the ground but it can be remedied if you attack during a backflip, making it faster to recover.

21. During the game, you can press start to pause, and you are given three options, continue, quick-save, and return to title menu. Quick-saving allows you to save your game and start from the beginning of your current area, but once you load it, it will be erased from the memory. Remember, you will be loaded from the start of your current area, so if you have done or collected some things before you quick-saved, they will not be saved.

22. Unlike other games, if you destroyed an enemy, it will no longer reappear even if you exit and reenter the room. The same applies to candles and breakable obstacles. Secret Items, however, do not disappear whatsoever until you get them.

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III. WALKTHROUGH

[ADXC5733]

There are a total of 13 Stages in the game. Stages 2, 3, 4 and 5 all have alternate stages. These alternate stages can be played if you choose to select a different path from its preceding stage, or if you accidentally fall off in a pit. Alternate stages are called "Stage -'", with an apostrophe after the number, so this guide will refer them as that.

You can always choose which kind stage you want to take after your current stage. For example, if you are in Stage 2', you can always choose the path to Stage 3, or the path to Stage 3', provided you take the correct one.

If you want to stay in the course of normal stages, your best bet is to stay on the main path always, and do not fall on any pits or holes on the floor. But doing that isn't really recommended, alternate stages have a lot of secret stuff hidden, and in other cases, they're easier.

The walkthrough here will often assume the player starting out from scratch on the given stage, so any strategies involving carrying hearts and subweapons from the previous stage are rarely involved.

Lastly, the following walkthrough will concentrate mainly on Richter.

STAGE 0: PROLOGUE

You start out riding a carriage with Richter. DEATH will appear and try to fight you.

All you have to do is stay on the carriage and attack whatever he sends towards you. If you don't want him to throw anything at you, simply get close quickly and attack him, but that isn't guaranteed. Later on, he will pause for a moment and then send his final attack, a big, green, floating skull. One whip attack destroys it.

This stage is only available as Richter.

STAGE 1: DINNER OF FLAMES BGM: DIVINE BLOODLINES

Area 1: Items - Knife, Axe

Here is the real starting point. Walk towards the right and attack all enemies in your path. You can now try to get your first subweapon, so I recommend the Axe. Continue on.

Area 2: Items - "Sign Post"

- CUTSCENE -

Just a small area. There is a Skeleton Ape above that carries a barrel so try to be careful because he will throw that at you. If you want, you can just wait for him to reach the other end of the platform, he will drop down below after throwing the barrel onto nowhere. If you press UP on the signpost, it will read "ALJIBA", which is just a small reference from Castlevania II on the NES/FAMICOM indicating that the town you're in is named Aljiba. If you have the Axe, one toss upwards will destroy the enemy.

Area 3: Items - NONE

When you enter this section, hit the blocks on the left for a 100\$ money bag. In this area, two Skeleton Apes will ambush you from the windows on the building, and there's another one carrying a barrel from a distance. Use your subweapon to dispose of the one carrying a barrel. Then just destroy both Skeleton Apes that appear from the windows quickly. If you have the Axe, you can hit the higher lamps that are hanging up, they contain hearts. When you cross the church, you're nearing the end of this area, and a Blade Master will appear. If you have the Axe, you can attack him from a distance. Head down-stairs at the end.

Area 4: Items - Pot Roast

This is your first branching path. The small wall on the north-east contains a Pot Roast, so destroy it to heal yourself. To continue down the normal path, just walk through the door, but if you want to choose an alternate path for a different stage as your next destination, destroy the wall on the bottom left. A big heart will appear, jump over to that area and then destroy the upper left part of the wall. This will reveal a hidden path (Alternate Area 4-5).

Area 5: Items - NONE

If you choose the door, you'll come down here. There will be bats flying so be sure to kill them if they're heading straight for you, or just jump. There is a huge Golem in this area, he will spit out 3 fireballs at a time but you can whip it or just simply try to elude it. He will also try to punch you but he can't hit you if you're just standing. Hit his upper body 7 times to kill him. There will be another Golem before you reach the end so apply the same trick.

Normal Boss area: Items - Axe

If you don't have an axe, now's the time to get it. Normally, boss rooms have an area before them that contains subweapons and healing items but in this case, the two areas are conjoined.

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[ BOSS - WYVERN ]
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Typical boss attack pattern:

First move: Swoop attack
Second move: Flame Breath A (spread)
Third move: Repeat Swoop attack or Flame Breath B (ground)

Use the axe mercilessly against this boss. He has 3 attacks, one swoop attack, the other one's a breath of flames, and the other is another version of the flame breath that runs on the ground. To avoid his swooping attack, just walk into one direction or simply stay away. To avoid his first flame breath, stay under him. For his second flame breath, try to jump over it. With the Axe, he should go down in no time. Finally, get the orb. Congratulations!

If you chose this path, you will go to the normal Stage 2.

Alternate Area:

Area 4 (left side): Items - NONE

If you choose to destroy the left walls, you will come across a hidden part of this area. There is a floating green orb called Ectoplasm here, an Axe should dispose of it quickly, if you don't destroy it in two whip hits. There is a moving platform at the left, use it to whip the candles at the farthest left to get hearts. Next, drop down the hole under the moving platform, which will eventually break anyway, after jumping on it four times.

Area 5: Items - 1000% money bag, Sound Item no.42

After dropping down, head left first by destroying the wall. There's a hidden room here with a big plant monster. The Axe should kill it in 4 hits. After destroying it, it will drop a 1000\$ money bag. Head left and destroy the small lump of rock that stands out. This will reveal the Sound Item no.42 , your first secret item (if this is the path you've taken).

Pre-boss area: Items - Pot Roast, Holy Water, Cross

In this area, you can prepare for the upcoming boss in the next room. From your starting position, a Pot Roast is hidden just directly in front of your character, simply jump over and destroy the wall. Use the ascending pails to climb up further. The second candle you see on the upper right contains a

Holy Water subweapon. but the Cross above is more useful. The big vase contains 3 big hearts for a total of 15 heart uses. If you're ready, head to the door above. Be careful not to drop down below the water or get close to the spikes above.

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[BOSS - SERPENT]
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Typical boss attack pattern:

First move: Dive attack
Second move: Dive attack
Third move: Water spurt attack
Fourth move: Dive attack
Fifth move: Floor Wrap attack
Sixth move: Repeating 2 to 5

This boss won't be hard if you know where to stay during its attacks. First, it will rise up to the water then dive down, stay away from its head when it dives down. Its head is the weak point, so be sure to hit it on that area. As for its third attack, it will rise up but instead prepares to spit out water. You can hit it with your whip or Cross just before it spits anything. To avoid the water spurts, stay far away or stay very near to its body, or simply jump over the water spurt, and attack while you're at it. Then, it will return to its diving attacks. It will eventually crawl on the floor and wrap its body around while moving, so be sure to stay on the open spot where its body doesn't cover. His attacks will repeat alternatively. When it dies, keep walking. It will launch a desperate final attack from below, so avoid it if you want to get the extra points. Congratulations!

If you chose this path, you will proceed to the alternate Stage 2 (Stage 2'). So skip this next part and proceed to the Stage 2' section below.

STAGE 2: GOD, GRANT ME STRENGTH BGM: VAMPIRE KILLER

Area 1: Items - Knife

This is a straight-forward area. Do not mind the two crows on top of the arch, they won't harm you. Watch out for other crows later on, however. They blend along with the background, making it hard for you to spot them, so use the Knife from a distance and kill them before they make a move. At the end, a Blue Axe Knight will be waiting for you. Do not crouch under his axe throws, you will still get hit. Your best bet is to hit his axes, but he can also throw axes at a lower height, so crouch and destroy them. Cross the bridge.

- CUTSCENE -

Area 2: Items - Holy Water, Rosary

There will be zombies or ghouls here, they walk very quickly so be careful. This may also be your first time encountering a Peeping Eye, this is a very annoying enemy, and it takes two hits for it to be killed. Hit it once it opens its eyes fully, then back away, then hit it again in the air. At the end is a rosary to clear out any more enemies, though it's doubtful that you need it. head to the door at the end.

Area 3: Items - Key, Sound Item no.14

Here is a very critical part of this stage. You will be chased by a huge Behemoth, and there are holes in the floor that you need to jump over. If you fall, you will end up in an alternate area, and you won't be able to save a maiden until you repeat this stage. The Behemoth can be killed, but it takes exactly a dozen (12) hits for it to go down. You will be rewarded with a Sound Item if you killed it. But the most important thing here is getting the Key in one of the candles. When the Behemoth starts chasing you, look for the fourth (highest) candle you see, that candle contains the Key. Do not fall into any hole after acquiring it, and avoid dying. If you deliberately want to go to the alternate area below, it's best to fall into the third and last hole. If you didn't, skip this next section and head to Area 4.

Alternate Area (Merman Area): Items - Sound Item no.15

This is a difficult area because of the Mermen below and the Peeping Eyes, all in one area. If you encounter the Peeping Eyes, it's often best to dispose of them as quickly as possible before they can even fly around and knock you into the water. A good subweapon should be helpful, but if you have the Key and accidentally fall off here, you can use the Key Item Crash to be invulnerable for a couple of seconds to avoid getting hurt. The Peeping Eyes are the only problem here. Near the end, there is a candle hanging a bit high in the air, destroy it to reveal a Sound Item.

Alternate Pre-boss area: Items - Cross, Pot Roast

The cross will be effective on the upcoming boss, get it. There is a hidden Pot Roast in the middle pillar, destroy it. Head through the door if you're ready.

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[BOSS - BONE GOLEM]
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Typical boss attack pattern:

First move: Arm stretch attack
Second move: Flame attack
Third move: 1 and 2 repeat until second form
Fourth move: Bomb attacks/Hovering in air until third form
Fifth move: Running from left to right and back (third form)

This boss has a very high defense stat, so you need to whack him a lot of times. He has three forms. First, he will stretch his arm and try to punch you, so move away and strike when he's open. When he spits out flames, simply stay away or get near the door. Once his life reaches 1/3, he will fly and transform into a flying skeleton. He will fly slowly to either side, so you need to jump and hit him. He will also often drop bombs so make sure not to get hit, the trick here is to get behind him as soon as possible while he's flying. Avoid touching his body, you will be severely slowed down as a result. Once you take away a huge chunk of his life bar, he will crumble and transform into a ball of skeleton. He will appear anywhere from the ground and start to run from left to right and vice versa. The trick here is to hit him once every second, doing that will almost eliminate his movements, and you can easily kill him before he can even corner you. If you can't do the timing, you can jump above to his body to avoid him, but hitting him will be difficult. Once you defeat him, get the orb. Congratulations! Skip this next section and head

to Stage 3'.

Area 4 (Left side): Items - Cross, Pot Roast

If you didn't kill the Behemoth, he will still be chasing you, but will die when he collides with the wall in front of you.

Just nearby is a Peeping Eye waiting for itself to awaken, so if you don't want to fight it, do not hit it or touch it, but it may not be avoided, so hit it before it flies above, back away, then whip it in the air. There is a Pot Roast hidden in the wall at the bottom right side. Watch out for bats here. You can't go up to the upper floor at this side, you need to go to the other side first. If you have the Key, do not get the Cross in the candle.

Area 5 (Small Merman area): Items - Rosary

In this area, Mermen will be jumping from below, and will spit fireballs at you. This is a short area, so jump carefully, and head to the right. You will see a prison door at the end, go near it and use the Key to unlock it. There is a Rosary near the end if you destroy the left side of the platform near the prison cell.

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Maria's Prison Cell: Items - Clock

- CUTSCENE -

This is where Maria is being held. After saving her, you could come back here next time to get a Clock subweapon. Now you can choose to play as her in any level!

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Area 4 (Right side): Items - NONE

Here is the other side of the previous area. Now you can get the candles that you saw on the upper floor. There is another Peeping Eye here, it's best to just bump it and head straight to the door immediately, you could end up with less life than if you'd avoided fighting against it.

Pre-boss area: Items - Holy Water

Get the Holy Water if you don't have a subweapon. The blocks below the stairs near the end can be destroyed for a big heart. Head through the door.

=====
[BOSS - WEREWOLF]
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Typical boss attack pattern:

- First move: Either fistball attack or slide attack
- Second move: Wall/Ceiling hang
- Third move: Rolling attack
- Fourth move: Repeat 1, 2 and 3 until near death
- Fifth move: Full rolling attack (whole room)

This boss has the most random set of attacks, all you need to know are what his attacks do and where and when he does it. At the start, he will either

throw a projectile attack or slide towards you, depending on your position. Now, every hit you inflict on him sends him flying away, often letting himself cling to a wall. If he's low enough you can sneak in a few hits, but prepare for his rolling attack when he clings on the side or the ceiling. If he's on the ground, whip him, then jump and toss a Holy Water at him while he's far enough for you. Eventually, he will try to transform into a rolling fireball and start to fly across the whole room, you can hit him to stop him from doing it. When you hit him for the last time, he will launch a desperate attack towards you, so jump away from it, but if you do get hit, you won't be killed. Get the red orb after the battle. Congratulations! Head to Stage 3.

STAGE 2': BREAKING THROUGH THE FRONT BGM: CROSS FEAR

Area 1: Items - Axe

In this area, some parts of the floor may crumble, so watch out if the ground below you starts to shake unusually. The Axe can kill the Bone Pillars here at one shot. Watch out for the Skeleton Swordsman, he'll hurt you from afar using his thrust attack. He can also jump towards you, so hit him before he makes any move if you can, and it will send him away. If he does his attacking stance, back away if you aren't sure of what he's going to do because you can't push him away once he starts his thrust attack. Apply this strategy to all the Skeleton Swordsman you will face later on. You can backflip against his thrust attack but often times he could jump instead, hurting you in the process.

Area 2: Items - Pot Roast, Sound Item no.17

There are statues here of winged creatures that may come alive, so prepare to face them. When they appear, they will be very hard to hit them with your whip because they tend to fly away very quickly to avoid your whip, so use the Axe to kill them. There is a Pot Roast hidden in the second statue, from the first one that came alive. There is a secret area below, but it can only be accessed if you fall into the right hole. What you need to do is to fall into the first crumbling floor you see in this area, or the hole at the left of it. You will be dropped down to a hidden area below, and finishing that area will send you to Stage 3' immediately without any boss encounters. If you want to proceed normally, just head to the right. Near the end, there is a ledge at the top right of the corner that only Maria can access because of her double jump, so repeat this stage using her. It involves not killing the Bone Pillar nearby, and using their heads as a stepping stone to reach that area. There is a Sound Item hidden in the candle there. Head down and head right. If you didn't fall down earlier to the secret area, skip this next section and head to area 3.

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Ferryman area: Items - Sound Item no.16

This is a straight path to the left, composing of two areas. If you finish this path, you will automatically finish the level and start Stage 3'. There is only one item here, a Sound Item. Be sure to whip the one and only candle you'll see while riding the Ferryman's boat. All you need to do is whip and avoid all the jumping Mermen from below, which is a pain because they could push you out of the boat, so stay at the front of the boat all the time while facing left. If you make it, skip the next parts here and head to the Stage 3' section below.

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Area 3 (Left side): Items - Holy Water

This area is big, but you won't be able to reach the other side because of the big concrete in the way. The other side leads to the alternate boss, so if you want to go there, you must drop down from above (Area 4) to that part of the area. So head up. As an extra tip, if you play as Maria here, you can easily let her slide under the concrete for an easy way to the other side.

Area 4: Items - NONE

As noted above, you can drop down below from here to the other side of area 3, but in some cases you could end up dropping to the water below instead of a platform so be careful. The safest way to get down is to drop down into the final hole, if you want. Skip this next section if you choose the alternate path below. In this area, there are small enemies that spit water bubbles, use the Holy Water to kill them, they are hard to reach with the whip because of their short height and the lowered parts of the area they frequent. The Skeleton Swordsman will still be here, so try to hit them back as often as you can. There will be small bridges here that collapse, so if you don't want to drop down, jump through them quickly.

Pre-boss area: Items - Holy Water

Get the Holy Water if you don't have a subweapon. The blocks below the stairs near the end can be destroyed for a big heart. Head towards the door.

=====
[BOSS - WEREWOLF]
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Typical boss attack pattern:

First move: Either fistball attack or slide attack
Second move: Ceiling hang
Third move: Rolling attack
Fourth move: Repeat 1, 2 and 3 until near death
Fifth move: Full rolling attack (whole room)

This boss has the most random set of attacks, all you need to know are what his attacks do and where and when he does it. At the start, he will either throw a projectile attack or slide towards you, depending on your position. Now, every hit you inflict on him sends him flying away, often letting himself cling to a wall. If he's low enough you can sneak in a few hits, but prepare for his rolling attack when he clings on the side or the ceiling. If he's on the ground, whip him, then jump and toss a Holy Water at him while he's far enough for you. Eventually, he will try to transform into a rolling fireball and start to fly across the whole room, you can hit him to stop him from doing it. When you hit him for the last time, he will launch a desperate attack towards you, so jump away from it, but if you do get hit, you won't be killed. Get the red orb after the battle. Congratulations! Skip these next sections and proceed to Stage 3.

Area 3 (Right side): Items - Sound Item no.18, 1UP

If you managed to drop down successfully, head left first, towards the big concrete that was blocking this area from the left side. There is a candle near it that contains a Sound Item, but a huge jump is required to get to that part, so time your jump exactly. After obtaining it, it's time to head right. This area has no enemies, except for one mini-boss near the end, a Guardian.

This big knight has three attacks that repeat, a sword strike, some flame shockwaves, and a sword screwing attack. If you have the Holy Water you can jump and toss it repeatedly at him. The best way is to hit and run. You need to keep your distance from him, because all of his attacks are long-ranged. Do not try to sneak in a few hits, you'll be left with no time to retreat, so plan your attacks carefully. Killing him rewards you with a 1UP, grab it then head right to the boss.

Alternate Pre-boss area: Items - Cross, Pot Roast

The cross will be effective on the upcoming boss, get it. There is a hidden Pot Roast in the middle pillar, destroy it. Head through the door if you're ready.

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[ BOSS - BONE GOLEM ]
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Typical boss attack pattern:

First move: Arm stretch attack
Second move: Flame attack
Third move: 1 and 2 repeat until second form
Fourth move: Bomb attacks/Hovering in air until third form
Fifth move: Running from left to right and back (third form)

This boss has a very high defense stat, so you need to whack him a lot of times. He has three forms. First, he will stretch his arm and try to punch you, so move away and strike when he's open. When he spits out flames, simply stay away or get near the door. Once his life reaches 1/3, he will fly and transform into a flying skeleton. He will fly slowly to the either side, so you need to jump and hit him. He will also often drop bombs so make sure not to get hit, the trick here is to get behind him as soon as possible while he's flying. Avoid touching his body, you will be severely slowed down as a result. Once you take away a huge chunk of his life bar, he will crumble and transform into a ball of skeleton. He will appear anywhere from the ground and start to run from left to right and vise versa. The trick here is to hit him once every second, doing that will almost eliminate his movements, and you can easily kill him before he can even corner you. If you can't do the timing, you can jump above to his body to avoid him, but hitting him will be difficult. Once you defeat him, get the orb. Congratulations! Head to the Stage 3' section below.

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STAGE 3: AN EVIL PRAYER SUMMONS DARKNESS   BGM: BLOODY TEARS
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Area 1: Items - Knife, Pot Roast

This area has a lot of Spear Guards, they take four hits to be killed, and their attacks are long-ranged. If you see them putting their spears at their back, back away very far, this attack can blow you away if you're near. Some subweapons won't work against them either. At the furthest wall to the right, there is a breakable wall behind the Bone Pillar that reveals a big heart. Also, watch out for Spear Guards at the upper floor, they can hit you down below with their downward attack, so move often. Head upstairs, then head left. The wall at the very end can be destroyed for a Pot Roast. Proceed to the stairs nearby.

Extra strategy/tips, contributed by D.BLADE (DAVID LIM):

Spear Guards pattern: normal stance, going backwards followed by a spear attack, then normal stance, then going backwards for a super attack repeat.

Ed.'s note: Behavior depends on how far or near you are, anyway.

Area 2: Items - Rosary, Clock

There will be swinging skeletons here, they can't hurt you while they're swinging in the air, but they can drop beside you. If you fall down into any hole, you will end up in area 1 again. Near the end, there is a giant cross, hit its middle to reveal a Clock subweapon. The door is blocked by a 3-headed Bone Pillar. As ridiculous as it sounds, you can actually just jump and climb over them, you can stand on top of their heads. Head to the door at the left.

Area 3: Items - Grimoire, Cross, Rosary, 2 Pot Roasts, 1000\$

In this part of Stage 3, there will be Fleamen jumping around, and they can be very hard to hit because of their movements. There is a Grimoire subweapon in one of the candles, it can be effective against these enemies. At the top of the huge staircase is a section with Medusa Heads. You must be careful in this section, if you end up dropping into one of the holes, the tiles will drop you down below and you will be in an alternate area, so jump over the tiles if you want to proceed through the stage normally. If you want money just after this part, get the Cross from one of the candles. Time your jumps carefully, and don't jump on holes. At the end of this section is a big vase containing a Pot Roast. Notice the three yellow statues at the background. If you make them all face the front by hitting them, the middle statue will drop a 1000\$ money bag. Richter's whip cannot reach the left statue, so use the Cross to hit them all at once. If you drop the floor below, you can backflip to the upper floor to try it again. Near the end of this section, a Paranthropus (golden skeleton) will be waiting below a huge bell. He has three attacks, a bone throw attack, a bone slash attack, and a jump towards you. Keep your distance against his first two attacks, then when he jumps over you, walk under him and stay to the opposite side. He will repeat his attacks again, so memorize his pattern. If you killed him, the bell will drop a Pot Roast and the door will now be unlocked, as it was previously locked because you cannot skip this monster. You can actually hit the Paranthropus' skull and juggle it in the air. If you hit it eight times without letting it drop to the floor, you will earn 100 points every time. Also, if you try hitting the bell again, it will either drop a heart or a Fleaman.

If you dropped down into one of the holes, proceed to the alternate area section. If you chose to proceed normally, skip this next section and head to area 4. If you accidentally stepped on the tiles in the holes, you can still recover and jump away quickly before the tile spins.

Alternate area 1: Items - NONE

You will be dropped here if you fall into one of the holes from the Medusa Heads section above. This is a big area with nothing to do except to head to the door at the very left.

Alternate area 2: Items - Axe, Holy Water

In this area, there are lamps that are guarded by small moths, destroying them will cause the moths to follow you instead, but it isn't a big deal, it's only a small feature, and they won't hurt you whatsoever. Grab the axe here, then use it to clear enemies from above you. Just head straight to the top.

Alternate area 3: Items - Pot Roast, Sound Item no.19 and 20

There is a Pot Roast hidden in one of the first blocks you see, so hit them until you reveal it. Watch out for the Fleaman above. There is a Sound Item hidden behind the red skeleton barrier here, so return here if you acquire the ability to destroy these barriers. You can also go to this area by dropping from area 4 above. At the end of this area, there is a small section with three Spear Guards on a lower floor with a big vase near them. Only Maria can access this small section because of her slide, so obviously you must get here using Maria. The vase contains a Sound Item. Head to the door, and proceed to the Pre-boss area part below.

Extra strategy/tips, contributed by D.BLADE (DAVID LIM):

The most effective weapon (using Maria) against Spear Guards is the Music Book. This weapon works wonders against the Minotaurus as well (and gives a helpful slowdown effect).

Area 4: Items - Axe, Holy Water

This area has some high candles that can only be reached by a subweapon, so if you want, get the Axe. The Axe can also be useful against the Floating Skulls here, they require two attacks for them to be killed, and they can be dangerous especially when you try jumping over the holes. If you fall, you'll end up in alternate area 3, so head to that part of this guide, just above. Please remember that that part assumes Richter starting from the left. As much as you would want the items in the high candles, it wouldn't be worth it. Some candles hide some more Floating Skulls, so more enemies means more chances of getting hurt. There is also a Spear Guard here, watch out for him, and attack him from the other side, not on his side. Near the end, a Thief will be coming towards you, he will steal your subweapon if he gets close to you and will run off. Kill him before he gets his job done. At the end, there are two elevator platforms and a rock hanging above the right elevator. If you want to proceed to the normal boss, head to the door, but if you want to take on the alternate boss and a secret item, ride the left elevator platform and destroy the rock hanging above. If you destroy the rock while Richter is in the left elevator, you will be sent to a secret area above. Use the Axe for a safe way to deal with it, but if you don't have one or the Thief stole it from you, it will be harder to hit the rock and manage to ride the left elevator before it raises up. So if you fail, you won't get to the area above anymore. But you can just quick-save and restart this area again.

If you took the path above using the elevator, skip this next section and head to the Secret area section below in this guide. If not, proceed normally to the Pre-boss area.

Extra strategy/tips, contributed by D.BLADE (DAVID LIM):

An easy way to succeed in the elevator puzzle is to hit the right rock twice with the Axe while standing between the two elevators, then jumping in the

left one (the annoying part is that you have to be in the middle of it) and using the Axe on the rock a final time.

Pre-boss area: Cross, Big Pot Roast

The Cross will be almost ineffective against the boss you will face, even though you can get one here, so hope that you have some hearts for an Item Crash instead. There is a skeleton at the end of the upper floor but it has no real use. There is a big pot roast hiding in the left bottom wall, the only one of its kind in the whole game. It will replenish your whole life bar. Head to the door if you're prepared.

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[BOSS - MINOTAURUS]

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Typical boss attack pattern:

- First move: Axe wing attack
- Second move: Jumping axe attack
- Third move: Petrifying breath
- Fourth move: Repeat 1, 2, and 3 until low on health
- Fifth move: Charge attack
- Sixth move: Repeat 1, 2, 3 and 5 mostly

This boss will adjust his attacks depending on your position. If you tend to stay on the upper platforms or stay far away, he will jump towards you, but you can easily avoid it by getting under him to the opposite side. Attacking him often sends him leaping away, so if he doesn't, it means that he's preparing an attack. His petrifying breath can turn you to stone, so mash the d-pad if that happens. Once you've taken his life near the bottom, he will start to prepare and charge at you. Your only hope against this is to jump over or backflip over him. Once you drain all his life away, he will launch a desperate charge attack, so do the same trick into avoiding his charge attack. When it's over, get the red orb. Congratulations! Skip these next sections and head to Stage 4.

Secret area: Items - Sound Item no.21

If you managed to raise yourself up using the elevator, you will find yourself in a secret room above area 4. Break the left wall to reveal a hidden Sound Item. If you want to take on the alternate boss for stage 3, go towards the door at the right. Skip the next section in this guide and go to the alternate pre-boss area section. You can always drop down and head for the normal boss if you want.

Alternate Pre-boss area: Items - Axe, Pot Roast, Cross (randomly from rat)

The axe can be a pretty good subweapon against the upcoming boss. Break the lower wooden crate in the middle of the room for a big heart. There is a rat at the opposite side of the crates, if you go near him, it will quickly run away, so hit it from the other side. It will either drop a big heart or a Cross, so be sure to get it very quickly. The Cross can also be a good subweapon. Use the Pot Roast hidden in the right bottom wall if you need it. Head down if you're prepared.

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[BOSS - DOGETHER]

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Typical boss attack pattern:

First move: Red symbol - Flame spit attack
Second move: Green Symbol - Green laser attack
Third move: Blue Symbol - Stone attacks
Fourth move: Randomly repeat 1, 2 and 3

This boss has only three attacks, but he almost takes up the whole room, so there is little space for you to maneuver. He will teleport around the room and appear anywhere, so spam your subweapons and race him to the death. His green attacks go upwards, middle and downwards, and when he does a blue symbol, he will collect stones and rocks from below and use it to attack you. Adjusting to his attacks isn't the problem, it's the space given to you what matters, and how you use it. If you manage to kill him, he will circle around the whole room, but as long as you stay on either side, you won't get hurt. Once he's done circling, he will launch his desperate attack and drop his body to your position, so move away when he does it. As usual, get the red orb. Congratulations! Head to Stage 4'.

STAGE 3': RELEASING FROM THE THIRST FOR BLOOD BGM: CEMETERY

Area 1: Items - Knife, Cross, Holy Water, Clock, Axe, 1UP crystal, Pot Roast

If you look above you'll see a white tombstone on top of the small hill. Go up using the staircase then try to push the tombstone to the left. This will reveal a small secret room containing a lot of subweapons and a 1UP crystal. I recommend getting the Axe for later uses. Drop down the hole if you're done and you will come back to where you started. The mud pool here can be a bit dangerous if you don't move quickly. It will suck you down below and it can reanimate some Mud Golems. Head right. Watch out for moving tombstones, they can hurt you.

Tip: If you want to defeat the alternate boss of this area very easily, you can try getting the Clock instead. But you won't get an important item later, so repeat this stage if need be.

There will be a small cutscene and you will have to face a semi-boss. This won't be hard if you know how to defeat it, all you have to do is destroy all of its three eyes. One attack can destroy one, but an Axe could easily tear its eyes apart. Do not try to hit the face only, it will only send him away.

After defeating it, head right again. There is a small patch of land above you can climb, destroy the wall at its end to reveal a Pot Roast. Then, jump your way through the mud pool, but do not head to the door at the end if you want to head into a secret area first. Instead, make your way down below the door, and destroy the wall below it. You can only break the wall if you hit it starting from the top of it, then hit it until it is completely removed. Enter the next area.

Area 2: Items - Holy Water, Pot Roast, Grimoire

If you broke down the wall from the past area, you will start below the normal floor of this area. There is a staircase in this part of the area that you can use to climb down to a maiden's room. If you started from above, just head right. There will be Grave Keeper here who blocks your way. He uses different

karate moves, and can hit you from a distance, so use the backflip to jump over his thrusting kicks and punches, then hit and run. There is a staircase just up ahead, but there are items hidden at the very end of this area. Another Grave Keeper will be waiting for you at the end, so dispose of him first. At this part of the area there are some blocks or stones below that you can destroy to reveal a Pot Roast and a Grimoire. If you lost the Axe already, the Grimoire is definitely suggested if you want to get a secret item later. Head upstairs for the next area.

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Terra's room: Items - Terra's charm, Clock

If you head down from the staircase in area 2, you can find Terra below in a secret room.

- CUTSCENE -

After saving her, you now have the ability to destroy red skeletal barriers! You could always return here for a Clock subweapon, but be careful, in one of the five candles lies a Grave Keeper, he hides in the second candle from the left. Head back up, and destroy the red barrier you just saw. The dragon skeleton's fossil will create a platform for you to jump above.

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Area 3: Items - Sound Item no.22

If you saved Terra, you can easily destroy the red skeletal barrier here to grab a Sound Item hidden in the candle. Destroy the three Bone Pillars here. In this area, there are 3 spiked balls that are swinging up and down. You can remove them from your way by attacking the chains or gears that hold them. Making the second spiked ball drop down the hole will reveal an alternate path in the area below (area 2), so if you want to face the alternate boss of this stage, head down to area 2 again, then drop down the newly made hole on the floor created by the spiked ball from above. It's near the staircase. If you want to stay on the normal path (or simply want an important item), head to the door at the end, then skip this next section and head to area 4.

Alternate area: Items - NONE

If you drop down here from area 2, you can immediately fight the alternate boss of Stage 3'. You will get hurt by the spiked ball after dropping down, but fortunately it won't decrease your life. Head to the door.

Alternate Pre-boss area: Items - Axe, Pot Roast, Cross (randomly from rat)

If you have a Clock subweapon from area 1 or from Terra's room, don't acquire the Axe here. If not, no worries, the Axe can still do some pretty good damage. The lower wooden crate can be destroyed for a big heart. There is a rat at the opposite side of the crates, if you go near him, it will quickly run away, so hit it from the other side. It will either drop a big heart or a Cross, so be sure to get it very quickly. The Cross can also be a good subweapon. Use the Pot Roast hidden in the right bottom wall if you need it. Head down if you're prepared.

=====
[BOSS - DOGETHER]
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Typical boss attack pattern:

First move: Red symbol - Flame spit attack
Second move: Green Symbol - Green laser attack
Third move: Blue Symbol - Stone attacks
Fourth move: Randomly repeat 1, 2 and 3

This boss has only three attacks, but he almost takes up the whole room, so there is little space for you to maneuver. He will teleport around the room and appear anywhere, so spam your subweapons and race him to the death. His green attacks go upwards, middle and downwards, and when he does a blue symbol, he will collect stones and rocks from below and use it to attack you. Adjusting to his attacks isn't the problem, it's the space given to you what matters, and how you use it. If you manage to kill him, he will circle around the whole room, but as long as you stay on either side, you won't get hurt. Once he's done circling, he will launch his desperate attack and drop his body to your position, so move away when he does it. As usual, get the red orb. Congratulations! Skip this next section and head to Stage 4'.

Area 4: Items - Cross

Do not fall down into the hole with arms, they will pull you down to your death. There is a tombstone at the left that can try to knock you down, so be cautious. Head upstairs.

Area 5: Items - "Castlevania: Symphony of the Night" Game Icon

Upon entering this area, you will notice that there is a plant bulb hanging above you. It will be used for a platform you can ascend upon to the upper floors of this area, so if you managed to have something that can hit it, do so. But first, dispose of the bone dragon nearby. It will drop money bags when you destroy it. Now try hitting the plant with any subweapon that can hit it. If successful, it will lower itself. Climb up, and proceed to the right using the upper platforms. This is where you must be strict at timing your jumps. If you drop down below, you can always try to climb up using the plant at the beginning of the area. Watch out for the two tombstones here, they lurk below but can knock you with their jumps. If you managed to cross all the upper platforms up to the end, there is a white tombstone waiting for you. Destroy it to reveal an Original Game Icon. Head down and proceed further to the right. Another bone dragon waits at the end of this area, avoid getting pushed away by its fireballs to the hole nearby. Get to the door.

Pre-boss area: Items - Cross, Big Pot Roast

The Cross will be almost ineffective against the boss you will face, even though you can get one here, so hope that you have some hearts for an Item Crash instead. There is a skeleton at the end of the upper floor but it has no real use. There is a big pot roast hiding in the left bottom wall, the only one of its kind in the whole game. It will replenish your whole life bar. Head to the door if you're prepared.

=====
[BOSS - MINOTAURUS]
=====

Typical boss attack pattern:

First move: Axe wing attack

Second move: Jumping axe attack
Third move: Petrifying breath
Fourth move: Repeat 1, 2, and 3 until low on health
Fifth move: Charge attack
Sixth move: Repeat 1, 2, 3 and 5 mostly

This boss will adjust his attacks depending on your position. If you tend to stay on the upper platforms or stay far away, he will jump towards you, but you can easily avoid it by getting under him to the opposite side. Attacking him often sends him leaping away, so if he doesn't, it means that he's preparing an attack. His petrifying breath can turn you to stone, so mash the d-pad if that happens. Once you've taken his life near the bottom, he will start to prepare and charge at you. Your only hope against this is to jump over or backflip over him. Once you drain all his life away, he will launch a desperate charge attack, so do the same trick into avoiding his charge attack. When it's over, get the red orb. Congratulations!

STAGE 4: ATOP COUNTLESS TERRORS BGM: DREAMS OF TRIUMPH

Area 1: Items - Axe

Two Fleamen will greet you on this stage, but they can easily be disposed of. Head right, and at the end, there is an Axe in the candle. The skeletons in this area shouldn't be a problem. Head upstairs on the upper floor.

Area 2: Items - Holy Water, Pot Roast

You will see a Bone Dragon lurking at the start of this area. If you see fire crawling in his body, it will spit it at you, so avoid it by whipping the fire or jumping over it. If it hangs back, back away quickly, it will strike you. After defeating it, you will come across some sharp pendulums. Walk across them when they are on the background. A Holy Water is in the second pendulum platform. Next, some spike wheels will be on your path. Wait for the skeleton from the distance to jump near you before you even start to jump to the next platforms, and attack it when you get the chance. After jumping over these wheels, you will see a lonely Fleaman on top of the upper platform. Also, there are two floor switches on the floor before the stairs, do not step onto them or it will trigger a trap of arrows from the bottom right wall. Now, you have to choose between two paths. Killing the sitting Fleaman will reveal a hidden staircase to an alternate area, so if you head upstairs, go immediately to the hidden staircase area section below. If not, head right and cross the three spike blocks. Do not jump over them, you will be pinned at the ceiling. At the end of this upper floor, destroy the last part of the floor to reveal a Pot Roast. A Bone Dragon will also be nearby here, so kill it using the same strategy above. You can also choose not to get the Pot Roast first if you still have more life. Head to the door under the Bone Dragon, then skip this next section and head below to area 3.

Hidden Staircase area 1: Items - Grimoire, Pot Roast

Note: Get the Grimoire here if you want to make it easier later on.

There are no enemies nearby to greet you, but there is a small jumping puzzle here. All you have to do is jump towards the switch when the hanging spike ball is leaning away. Pressing that switch will lure the red block at the left

to go towards you, but it will hurt you if you don't jump over and stay on top of it. So it's two precise jumps to be done. Jump to the higher floor, then proceed forward. There is a set of spike balls again in this section, and some Fleamen will also be nearby, so crouch under the spike balls, and kill the Fleamen. Crouch under the spike balls and walk forward when it's open. Another set of sharp obstacles will near the end of this area, and a Blue Axe Knight will also be waiting for you. Keep your distance from the blades instead of just crouching under it, because the Axe Knight's normal attack can still hit you while crouching. Head to the door at the end, but don't forget to break the wall just above the door for a Pot Roast.

Hidden Staircase area 2: Items - Cross

This area has some Peeping Eyes again, so if you have the Grimoire from the previous area, it can easily dispose of them if timed correctly. If not, grab the Cross instead. This is an area to use your jumping skills. When you see a Peeping Eye start to awaken, use the Grimoire, and it will almost always hit it two times and destroy it, once it starts to fly above you. Do the same trick for the next Peeping Eyes. If you have the Cross instead, hit it using the Cross immediately after it awakens, then whip it before it could fly above you. The spikes here won't kill you but they will hurt you. Later on, you will see a bigger platform with a big switch on top of it. If you press it, Fleamen will start to rain from above, but don't worry because if they drop to the spikes, they will instantly be killed, and the platforms you need to jump onto are thin enough for them to maneuver around. On the way, there is another switch near a Bone Dragon, which will stop the Fleamen from coming down if you stepped on the first switch a while ago. Destroy the Bone Dragon, then proceed. You will notice a set of three small switches on your way. Pressing only the left switch will make the Bone Dragon nearby drop 700\$ bags, so make sure to press only that switch when killing the Bone Dragon. If you press the other switches, you will only get 400\$ or 100\$ money bags instead. Head to the door.

Extra Area: Items - Axe, Cross, Grimoire, Holy Water, Knife

You can also go to this area from area 5, but if you came from the left, your next destination is to go up to area 5 anyway, so skip this next section after you're done here and proceed to area 5. This is a seemingly pointless area, but if you jump on the higher platform, some items can appear secretly. If you walk around this platform, some subweapons will appear below. Sometimes it can also be just some hearts that will appear. If you kneel beside the Gargoyle statues on the background, some 400\$ bags will appear below. Head upstairs.

Area 3: Items - Rosary

If you didn't head to the hidden staircase from the previous area, you will go here. Just head right, and watch out for the flying skeletons. A Rosary near the end can destroy flying skeletons still pursuing you. Go upstairs at the end.

Area 4: Items - Potion

In this area, there are lots of iron balls rolling and falling onto the floors and sometimes Fleamen ride them. The Fleamen themselves won't move and try to hurt you intentionally, but do not get pinned by the iron balls. From your starting position, you will notice a hole in the ground. Falling into it will reveal a secret area below, but if you're uninterested, traverse the stairs going up instead. There is a Potion in one of the candles hanging high. In

order to successfully jump onto the higher stairs platform, you must use the iron balls to boost your height by jumping onto them. At the top there is a door and the section where the iron balls are coming from. Enter the door and skip this next section if you did not fall down earlier into the hole.

=====
Secret area 1: Items - Sound Item no.22

In this very small area, there is an ice barrier guarding a candle that holds a Sound Item, but you need to get Iris' Charm from Stage 4' first. Watch out for iron balls falling from above from which you came from. Go to the right.

Secret area 2: Items - Richter Doll

There are two kinds of elevators here, one going up and the other going down, so ride the one going up. On the first space to the left you'll see are two candles, jump into that small section if you want, then ride one of the elevators again. Next, there is another small section here will an unusual set of blocks, destroy the top block to reveal a Richter Doll. Jump onto the elevator again, and on the top is a harmless barbarian who is responsible for bringing the iron balls into a cycle in these secret areas and area 4. Head left, and you will be on the end of area 4 already, so head to the door at the left.

=====
Area 5: Items - Sound Item no.24

If you came from the stairs below, just head left. If you came from the door at the right, you can still descend the stairs leading to an extra area. There is a Blood Skeleton that appears from the background so beware. If you have something that can reach the Bone Pillar on the upper floor, destroy it from below. At the left is a set of stairs and a red skeletal barrier that prevents you from getting a Sound Item from the candle behind it, so return here if you have the ability to destroy it. The Blue Axe Knight above can hurt you if you try going up the stairs without careful planning, so make sure to head up only if the moment is open. In the upper floor, jump over the crevice, then head up again.

Area 6: Items - Pot Roast

Watch out for the Golden Axe Knight here, backflip over to his behind when he dashes straight to you, that's his only attack. You will notice that there is a thorn-ball swinging nearby. Hit it to make itself curl and give you some space to walk underneath. There will be tower of Bone Pillars just after the thorn-ball, so give your best shot and destroy them all. If you want, you can just actually climb over them to the other side. Next, you will see a spike ball and a platform alternately swinging left and right. You need to jump over to the platform, and jump to the high platform above leading to another set of stairs. Here's the deciding factor. Either you go up and face the normal boss, or go to this area's secret section and to the alternate boss of stage 4. If you proceed normally, skip this next section and head to area 7. Otherwise, head down, then break the bottom of the huge wall beside you. A bomb will be inside the broken wall, hit it to activate the bomb and destroy the wall. Continue on to area 6 (other side).

NOTE: There is a Pot Roast hidden on the hanging platform between the thorn ball and the Bone Pillars.

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Area 6 (other side): Items - "Original Rondo of Blood" Game Icon

After destroying the huge wall blocking your way, head right. There are still some Axe Knights here and a Peeping Eye, so kill them all before you actually explore here. There are two raising platforms here with spikes underneath them so avoid getting pinned. Head forward, then destroy all the enemies here. If you're done, return to the raising platforms. Jump onto the right one to raise yourself up, then jump over to the higher platforms. Just head right and jump until you reach the end. There is a candle here, and it contains the Game Icon for the original "Rondo of Blood" game. Head down and go to the door.

Alternate Pre-boss area: Items - Knife, Holy Water

This is a straightforward area, be sure to get all the hearts, and if you have 20 or more hearts, grab the Holy Water.

=====
[BOSS - CARMILLA AND LAURA]
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Typical boss attack pattern:

First move: Flame spread (Carmilla); Vampire's kiss (Laura)
Second move: Repeat 1 until dead (Carmilla)
Third move: Slash kicks (Laura)
Fourth move: Repeat 3 until dead

This is one of the easiest bosses in this game. Carmilla is the big, floating skull, and Laura is the lady on the ground. They both have only one way to attack you, Carmilla spreads fire all over the place, and Laura kisses you if you get close to her, which drains your hearts. If you have enough hearts for the Holy Water Item Crash, abuse it. You can only hurt Laura if Carmilla is dead, so concentrate on her. You can just stay on either side so Laura can't get close to you. Do not stay under Carmilla because she drops her flames exactly under her. If Laura kisses you, recover your hearts by getting them in the air again. You can only hit Carmilla with the whip only if you stand on either higher floor at the sides of the room. Once Carmilla dies, her skull will break and it will hurt you if you get hit by the pieces of it. Now, you can attack Laura. She will transform to her true form, and it takes just three simple hits for her to die, but you can only damage her during or after she jumps, or while she's open during her attack. All she can do to hurt you is to kick you, so crouch under it if the moment comes. When she dies, she will let lose of all the hearts she has, for a maximum of 25 hearts you can obtain. That's a guaranteed 2500 points for your score at the end. Get the red orb, and if you haven't finished the game yet or at least rescued all the maidens, you will hear Death laugh and prevent you from going to Stage 5', which is supposed to be your next stage. Congratulations!

If you didn't meet at least one of the two requirements stated above, you will head to Stage 5 instead.

Area 7: Items - NONE

This room has no use, so head upstairs and go through the door.

Pre-boss area: Items - Holy Water, Pot Roast

Be sure to get all the hearts and the Holy Water if you don't have a subweapon

equipped. Break the wall at the bottom right under the door to reveal a Pot Roast. If you're ready, open the door to face the boss.

=====
[BOSS - DULLAHAN]
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Typical boss attack pattern:

First move: Spear screw attack
Second move: Ice shockwave attack
Third move: Jump attack (especially when near the second platform)
Fourth move: Earthquake
Fifth move: Homing head attack
Sixth move: Repeat 1 to 5 randomly

NOTE: The candle at the top of the room holds a Grimoire, which cannot be reached with a whip, only a subweapon can reach it.

Actually, this boss has no typical attack pattern. He will adjust depending on your position and behavior. If you tend to stay above, he will do the earthquake and homing head attacks more frequently. If you stay close, he will attack you with his spear, which has a very long range. If you decide to stay on a balanced position, he will become more random and can attack you with anything he can come up with. Only your adjustment skills can win yourself.

If he attacks you with his spear, jump to the second (middle) platform. If he makes an icy shockwave from his spear, stay at the extreme sides, not the middle platform. If he starts to raise his head in the air, he will either summon an Earthquake or make his head follow you around. The first one can easily be avoided by hugging the door or wall, but the latter one is harder to avoid. When the head starts flying towards you, hug the wall, then backflip over it when its about to hit you. Do it one more time, and after a couple of seconds it will return to its body, so hit Dullahan while he's still open. If he jumps to attack you with his spear, just stay away, though that attack is the rarest of his set of offensive ways.

If you can get the Grimoire in the candle above the boss, it can work great against him. If you have it or a Holy Water, you can simply stay at the higher platforms and toss your subweapons at him. He has a very tough defense stat, so you really need to pummel him with everything you've got. Just don't forget that staying above will only make him summon his head to attack you, which is definitely hard to avoid when staying at the highest platforms, or near the door. Once you kill him, if his head is still floating above, it will launch a desperate attack that spreads around the whole room, so avoid it by staying at the highest platforms. Get the red orb and relax. Congratulations! Head to Stage 5.

STAGE 4': FORTRESS OF THE WATER DRAGON BGM: SLASH

Area 1: Items - Knife

The Knife is great for the enemies in this area, so grab it. There are frogs and crows here that are hard to hit when they start moving, so when you see them in your screen at the soonest possible moment, hit them with your Knife, and they should cause no more problems. The frogs swimming in the water can still hurt you if you get close to them while staying on the lowest platforms.

Time your jumps precisely. Head to the gate at the end. Remember, eliminate the enemies with Knife before they can even move.

Area 2: Items - Axe

This area is big. You'll notice that there is a waterfall here, and some log rafts floating in the water heading down the waterfall. You can actually ride the rafts and it will lead you to an alternate area, but whether you want to go down or not, it's best if you deal some things first. Jump to the other side, and watch out for the frog nearby. Proceed to the right. There are skeletons here doing monkey-bars, but they can easily be removed out of your way. There is also a path below, but you can only go down if you trigger a switch near the end of this area. When you see a blue frog, do not kill it by any means. Instead, lure it to the right until you reach the part with six frog statues in the background and an open statue holder at the middle. Lure the frog into the middle of the statues, and it will jump onto the middle position, triggering a secret path to the lower floor below. Head back, and drop down into the newly opened path. Go to the left and descend down the stairs.

Head to the Mermen area section below, then read this next paragraph after you're done.

After finishing all your business down in the secret area below, head back to this area, and you can now choose between riding the rafts to an alternate area, or head to the right for the normal route. Jump over the block at the left to easily get back near the rafts, and if you do ride one of the rafts, head to the alternate area (falls/rapids area) section. If not, head right, climb up using the rocks at the end and head for the gate at the end.

NOTE: Do not jump again just after riding the raft.

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Mermen area: Items - Cross, pot Roast, 1UP Crystal, Sound Item no.25, Rosary

Mermen will be infesting this whole area. Break the floor at the right of the lower floor on the left side to find a hidden Pot Roast. Proceed to the right, and jump carefully on the moving platform. There is a 1UP crystal in the candle above the moving platform, so don't grab it recklessly or it will be pointless if you fall and die even after getting it. When the platform starts to move to the right, jump onto hit and hit the candle at the same time, that should do the trick. There are icebarriers below, and there is a candle with a Sound Item hidden in it, return here shortly afterwards. Head to the door at the right.

Iris' Prison Cell: Items - Iris' Charm, All subweapons except Key

- CUTSCENE -

If you go here, you can rescue Iris. She will give you a charm which can destroy any ice barriers on your way, so go back outside for your first ice barrier to test out. If you return to this room, you can gather hearts and almost any subweapon you want. Head to area 4 again above (area 4 last paragraph).

=====

Alternate area (Falls/Rapids area): Items - Any subweapon except Key

This is a fast-paced area, you and your raft will move constantly to the right. Fortunately, the laws of physics won't apply here, as you can jump normally and still land on the raft intact. Just don't jump with a directional button. There will be birds here carrying a treasure chest, hitting the chest every time will cause it to drop items like subweapons, hearts or money bags. Some skeletons will also pursue you, but as long as you don't stick to the left side, their weapons or themselves won't reach you. Your main priority here is just to stay balanced on the raft until your destination. When the third bird appears, it carries a signboard signaling the end of the rapids area. Approximately five seconds from the appearance of that bird, the raft will fall into a pit and you will die, so jump and hold right at the moment when the raft reaches the end. The signboard will read "deadly".

NOTE: You can hit the birds, but they will drop whatever they are carrying.

Ferryman area: Items - Sound Item no.27, Pot Roast, Potion, Key, Rosary

Ride the Ferryman's boat and jump to the other side. If you try jumping onto the boat again, the Ferryman will comment and give you a Pot Roast. Jumping onto the boat a second time will reward you with a Key from the Ferryman. On your third and succeeding times, the Ferryman will already feel annoyed but he'll give you a Potion. You can do this as many times as you like. Proceed further, and you'll encounter an ice barrier again. Destroy the candle behind it to get a Sound Item, then head up and right. Destroy the skeleton. You will have to jump to a moving platform again to reach the other side, but there are bats flying around in packs of four, so jump only if there are no bats heading towards you. There is a candle hanging in the way of the moving platform which holds a Key too. If you already have the Key, it'll only be a big heart. If not, and you accidentally let it drop in the water below, you can always get it from the Ferryman. You won't be knocked away by the bats while riding the moving platform, so do not worry. Head to the door, and use the Key to open it. There is also a Rosary at the end if you feel like annihilating the bats still flying around.

NOTE: Do not attempt to use the Key Item Crash while in the moving platform just to use the temporary invincibility it gives, it will only send you to your death below.

Alternate Pre-boss area: Items - Knife, Holy Water

This is a straightforward area, be sure to get all the hearts, and if you have 20 or more hearts, grab the Holy Water.

=====
[BOSS - CARMILLA AND LAURA]
=====

Typical boss attack pattern:

First move: Flame spread (Carmilla); Vampire's kiss (Laura)
Second move: Repeat 1 until dead (Carmilla)
Third move: Slash kicks (Laura)
Fourth move: Repeat 3 until dead

This is one of the easiest bosses in this game. Carmilla is the big, floating skull, and Laura is the lady on the ground. They both have only one way to attack you, Carmilla spreads fire all over the place, and Laura kisses you if you get close to her, which drains your hearts. If you have enough hearts for the Holy Water Item Crash, abuse it. You can only hurt Laura if Carmilla is dead, so concentrate on her. You can just stay on either side so Laura can't

get close to you. Do not stay under Carmilla because she drops her flames exactly under her. If Laura kisses you, recover your hearts by getting them in the air again. You can only hit Carmilla with the whip only if you stand on either higher floor at the sides of the room. Once Carmilla dies, her skull will break and it will hurt you if you get hit by the pieces of it. Now, you can attack Laura. She will transform to her true form, and it takes just three simple hits for her to die, but you can only damage her during or after she jumps, or while she's open during her attack. All she can do to hurt you is to kick you, so crouch under it if the moment comes. When she dies, she will let lose of all the hearts she has, for a maximum of 25 hearts you can obtain. That's a guaranteed 2500 points for your score at the end. Get the red orb, and if you haven't finished the game yet or at least rescued all the maidens, you will hear Death laugh and prevent you from going to Stage 5', which is supposed to be your next stage. Congratulations!

If you didn't meet at least one of the two requirements stated above, you will head to Stage 5 instead.

Area 3: Items - NONE

There are birds here that carry and drop Fleamen on the ground, so if you have an Axe, lob it to the birds above, and whip the Fleamen before they could even jump around. There are also skeletons behind the trees waiting to ambush you from behind, but they can easily be avoided if you just keep walking. At the end, go through the door.

Pre-boss area: Items - Holy Water, Pot Roast

Be sure to get all the hearts and the Holy Water if you don't have a subweapon equipped. Break the wall at the bottom right under the door to reveal a Pot Roast. If you're ready, open the door to face the boss.

=====
[BOSS - DULLAHAN]
=====

Typical boss attack pattern:

First move: Spear screw attack
Second move: Ice shockwave attack
Third move: Jump attack (especially when near the second platform)
Fourth move: Earthquake
Fifth move: Homing head attack
Sixth move: Repeat 1 to 5 randomly

NOTE: The candle at the top of the room holds a Grimoire, which cannot be reached with a whip, only a subweapon can reach it.

Actually, this boss has no typical attack pattern. He will adjust depending on your position and behavior. If you tend to stay above, he will do the earthquake and homing head attacks more frequently. If you stay close, he will attack you with his spear, which has a very long range. If you decide to stay on a balanced position, he will become more random and can attack you with anything he can come up with. Only your adjustment skills can win yourself.

If he attacks you with his spear, jump to the second (middle) platform. If he makes an icy shockwave from his spear, stay at the extreme sides, not the middle platform. If he starts to raise his head in the air, he will either

summon an Earthquake or make his head follow you around. The first one can easily be avoided by hugging the door or wall, but the latter one is harder to avoid. When the head starts flying towards you, hug the wall, then backflip over it when its about to hit you. Do it one more time, and after a couple of seconds it will return to its body, so hit Dullahan while he's still open. If he jumps to attack you with his spear, just stay away, though that attack is the rarest of his set of offensive ways.

If you can get the Grimoire in the candle above the boss, it can work great against him. If you have it or a Holy Water, you can simply stay at the higher platforms and toss your subweapons at him. He has a very tough defense stat, so you really need to pummel him with everything you've got. Just don't forget that staying above will only make him summon his head to attack you, which is definitely hard to avoid when staying at the highest platforms, or near the door. Once you kill him, if his head is still floating above, it will launch a desperate attack that spreads around the whole room, so avoid it by staying at the highest platforms. Get the red orb and relax. Congratulations! Head to Stage 5.

STAGE 5: THE DEVIL FLIES BY NIGHT BGM: GHOST SHIP PAINTING

Area 1: Items - Knife, Clock, Cross, Sound Item no.28, Rosary

In this area, there will be skulls slowly floating around. There is a candle just below your starting position which contains a Clock, but you need to backflip to it from the second platform you see (the computer does it during the Stage 5 demo in the intro). Watch out for enemies with a morning star, it takes three hits for them to be destroyed. Drop onto the big rock below near the third platform from the right, then smash one of the platforms to reveal a Sound Item. Head left, and the end, two Blademasters will greet you. You can kill them with one shot.

Area 2: Items - Holy Water, Sound Item no.29

There is only one enemy in this area. You can easily crouch under his arrows. Do not head down yet at the stairs, break the left wall at the end to reveal a secret section. One of the candles in that section holds a Sound Item. Then head down.

Area 3: Items - Pot Roast, Cross

This is a big area. First, get a Pot Roast by breaking the blocks above the two crates, somewhere to your right, just before the Skeleton Archer. If you want to take on an alternate path, backflip towards the stairs again (if you did get the Pot Roast), then head to the bottom left of the area. Destroy the two small brown blocks, then push the crates to reveal a hole you can drop into. If you went in there, head to the alternate area section below. This is the better path anyway because of the hidden items.

If you want to proceed normally in this area, you're missing out some secret items that are located below. But you can proceed to the right if you want. After the Skeleton Archer, you will be facing a Spectral Sword here. It has many weapons cooperating with it to attack you, but all you have to do is to destroy the only sword that glows red, and it will be all over. Afterwards, proceed normally to the right.

You will be facing a giant portrait enemy here. This is a very dangerous

enemy, if you get close to it, it will grab you and kill you with just one shot. Jump and hit it, then back away a bit and don't try to attack it consecutively, as it tends to move to your position a bit after being hit. After dealing with it, head to the door.

Alternate area: Items - 1UP Crystal, Sound Item no.21

If you pushed the crates from above, you can go here in this area. There is a secret area at the extreme left of this area, but only Maria can slide in the small tunnel there, so return here as Maria, then head to the secret area part below. The generator nearby can be destroyed for a 1UP crystal. Watch out for the gunners here, they can hit you as fast as a blink of an eye. Attack them from afar, or walk to them then jump-attack them to avoid their gunshots. They will reload after every couple of shots. At the end of this area, there is a red skeletal barrier. Assuming you already have Terra's Charm, you can destroy it. Kill the gunner at the end then destroy the candle behind him to reveal a Sound Item. Head back, then go up the stairs. You will be back in area 3 but starting from the middle of that area. Head to the third paragraph of area 3 above this section.

Secret area (Maria only): Items - Sound Item no. 30

There is a gunner here, and one of the candles near him holds a Sound Item. Head back after grabbing what you can get here.

Area 4: Items - NONE

This is just a branching area to the deck of this ship from the interior. The gunner just above you can easily be disposed by attacking him from below. Head up the stairs.

Area 5: Items - Axe, Cross

There are Flea Riders here, Fleamen riding birds who will pester you, so grab the Axe by heading right to the end of the deck board, and it will be useful against them. Proceed normally to the left. There are Plate Lords here, they will attack you with their iron balls, and they take five hits to go down. So press in a couple of attacks, then back away. Proceed to the left until you get to the end.

Pre-boss area: Items - Pot Roast, Knife, Cross

If you are low on life points, be sure to break the little box in the lower left corner for a Pot Roast. In the upcoming boss battle, the Cross can do a good job, so grab it.

=====
[BOSS - DEATH]
=====

Typical boss attack pattern:

- First move: Mini-scythes attack
- Second move: Five skull attacks (will repeat until you avoid all five)
- Third move: Double Scythe strike
- Fourth move: Rolling Scythe attack (only if cornered)

The showdown between you and Death can be really hard if you don't know how to avoid his attacks. First, he will randomly dance around in the air while attacking you with his small scythes, so keep pestering him with the Cross and just whip him if he's close enough. No matter where he is, your first priority is to watch out for his attacks. They may be slow, but they can gang up on you.

When Death reaches half of his life bar, he will fly to the background. Make sure to stay at either side of the plank. When he unleashes his skull attack, simply walk to the opposite direction until his attacks end. It should be a total of five attacks. Then he will transform to his second form. Wait for him to drop at the middle, then attack him before he can do anything. This is when you must learn to have patience. Do not attack him carelessly, hit him only after he swings his scythe two times. That is his only main attack in this form. If you feel that he is getting cornered, hit him then back away quickly. He will fly in the air and do a rolling attack towards you. Keep repeating this pattern until you kill him. The scythe he throws at the end won't hurt you. Also, he will still randomly summon some small scythes again, but this time it isn't a threat. If you defeat him, you're 3 stages away from finishing the game. Congratulations!

NOTE: Do not use the Cross during his second form, it will only unleash a powerful counterattack from him. But you can still use the Item Crash.

STAGE 5': WANDERING BGM: RED DAWN

NOTE: This stage will only be available after finishing Stage 5, but it won't show up immediately, you still have to beat the alternate boss of Stage 4 or Stage 4'. If you try to beat Carmilla without finishing the game or rescuing all the maidens (whichever comes first), Death will appear briefly and prevent you from going to Stage 5'.

Area 1: Items - Knife, Potion

The areas here have to be taken seriously, this is the hardest level in this game. Three bats will greet you from the start, so jump and whip all three of them together. Jump onto the moving platform, then after reaching the other side, immediately jump to the right and attack. You will hit the Skeleton Swordsman who just started to jump towards you. Continue hitting them until they fall into the water or die. Be careful jumping onto all the moving platforms here. Bats will also linger in this area, be sure to jump only when no bats are around. There are also enemies here with morning stars, so watch out for them, there is a Potion at the middle of the stage which can prove to be useful for a short amount of time. After jumping onto the final moving platforms, another Skeleton Swordsman will be waiting for you at the end. Do not stay close to the edge when fighting him. Head to the right and a path will be opened.

Extra strategy/tips, contributed by SHINING LIGHT:

Skeleton Swordsman have two attacks: a leaping vertical attack and a dashing attack. Both of these attacks have the same starting animation but there is one key difference: the Skeleton Swordsman can be knocked out of the leaping attack but not the dashing attack. This is where the knife truly shines. If you see the Swordsman ready an attack, hurl a knife. If he's knocked back,

great; throw another. If he isn't, be prepared to backflip over his attack. Either way, show absolutely no mercy as these Swordsmen can be extremely dangerous in the first segment.

- CUTSCENE -

Area 2: Items - Pot Roast, Clock, Holy Water

There are two floors in this area, the upper floor and lower one. Do not attempt to hit the box you see just ahead of you just yet. Approaching it will make a Peeping Eye fall from above. The trick here is to use the upper floor from your starting position to bait him there, that will change his flying patterns. If you suffer enough damage just by fighting with this enemy, simply quick-save then you'll be reloaded in this area again. Next, climb over the box on the ground, then smash the concrete on the upper floor to make a path to the upper floor. Obtain the big heart from the broken concrete, then head right. Watch out for the Spear Guards below, they can attack you from below. Destroy the three candles nearby and get the Clock. From now on, if you want to get a secret item later, you have to keep the Clock no matter what until you reach the areas later.

After getting the Clock, now it's time to choose between heading to the right, or breaking the box earlier. The box contains a Pot Roast, but after breaking the box to get it, you will no longer be able to head to the upper floor until later, and the lower path is more difficult to traverse, so pick carefully. The upper floor has only one Golden Axe Knight, and the lower floor has three Spear Guards, a long and wide hole in the floor, and a Blue Axe Knight. Either way, you will end up again between choosing an upper or lower floor again. This time it's different. The upper floor leads to the upper area, and the lower floor leads to the lower area. If you decide to keep the Clock for a secret item later, pick the upper floor, which has a Peeping Eye and a Golden Axe Knight. Below, a Blue Axe Knight and a Spear Guard will be waiting for you. Head down to the proper section you entered into after choosing which path to take. Ascend or descend the set of stairs at the end of this area.

Lower area 1: Items - Knife

If you decide to take the lower floor, you will end up here. This area is a lair of Medusa Heads, so jumping takes proper care. There are tiles on the holes that will drop you down into the water so don't try stepping on them. At the middle of this area is a dead-end, unless you press the floor switch. It will trigger five statues for you to step on and jump onto to get to the other side at the right. As you jump onto every statue, watch out for Medusa Heads and try to attack during your jump. The statues will rise up after a couple of seconds so make sure to jump quickly from statue to statue. If you're successful, head to the right at the end.

Extra strategy/tips, contributed by DARKBLADE1112:

I could suggest using the Clock Item Crash, or at least just the normal Clock to make dodging the Medusa Heads easier. It's very useful to take the Clock to the lower area even if you don't need it to get a Sound Item.

Lower area 2: Items - Holy Water, Grimoire, Sound Item no.35

A Harpy and a skeleton will be double-teaming you here. Remember, if you get low on life points after fighting with both of them, quick-save then reload this area. Destroy the skeleton first, then deal with the Harpy. She's very hard to hit, so the trick is to let her dive onto you, then back away and jump-attack her. Just remember not to jump directly under her. Another way is to hit her when you are really close enough, so she won't have enough time to fly away. Next, move to the moving platform from up to down. A Peeping Eye will appear when you get close, so use the big area earlier to your advantage.

It would be best to get close to the moving platform when it's moving down, so when the Peeping Eye awakens, you can hit it once because the platform at that time would now be moving upwards. After killing it, jump onto the moving platform, then jump to the other side. Kill the skeleton, and prepare to jump over to the next batch of moving platforms. Jump onto the lower platform only if the higher platform has started moving downwards, but of course you need the lower platform to be near you also during that time. If successful, jump to the land platform, then climb the higher platform to either jump to the top at the right or to hit the high candle to the left that contains a Grimoire, which by the way is very useful later on. Another Harpy waits just after the high moving platform, so get near her close enough before attacking her. But of course, the Grimoire can easily reach her.

Next, there are three moving platforms here, and a painful set of spikes above the middle moving platform. Jump onto the first one, then wait for both platforms to reach their top height, then carefully jump onto the middle. Then quickly make your way to the third platform at the right before you could hit the spikes above, but be extremely careful in this situation. A Golden Axe Knight can hit you if you're close to the right edge of the platform you're stepping on. What's worse is that there is another Harpy behind him, which can attack you with her projectile attacks that can knock you down into the water below. If you have enough hearts, make the moving platform reach the top height, then use the Grimoire Item Crash to destroy the Harpy behind and to deal damage against the Axe Knight too, or simply use the Grimoire normally at the right time and it should also hit the Harpy from afar. Jump onto the other side.

Below the Golden Axe Knight is a candle guarded by an ice barrier, so destroy both the barrier and the candle for a Sound Item. Head right, and you will face another couple of hard enemies, a Blue Axe Knight and a Peeping Eye. Do not get close enough to awaken the Peeping Eye, just stay at the bottom of the small set of stairs in front of you, then jump-attack the Blue Axe Knight above when he gets close. This will require your patience, but it's better than simultaneously fighting both of them. After disposing the Blue Axe Knight, climb the stairs and the Peeping Eye should awaken. If you still have the Grimoire, use it and the big area to your advantage. Then head right and down the small set of stairs. A skeleton nearby can knock you with his bone throw to the water nearby, so watch out for it. After that, there will be two paths to choose from, but this is practically the end of this stage.

If you haven't saved all the maidens yet, the stairs that lead below will still be blocked until you save them. So if you haven't done it yet, the path above is your only option. A Blue Axe Knight will be your last enemy here. Watch out for his axe that he lobs downward. Head to the path behind him, then skip this next section and head to the normal Pre-boss area section below.

If you have saved all the maidens, the path to the alternate boss will be opened and you can now descend the stairs to the alternate area below.

Alternate Pre-boss area: Items - Knife, Holy Water, Axe

If you already saved all the maidens, you can now head down here for an alternate boss. This is supposed to be the boss you will encounter if you did not save Annette in Stage 7. Pick the Axe or Knife and head to the door at the right.

=====
[BOSS - L.VAMPIRE]
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Typical Boss Attack Pattern:

First move: Rainbow bat attack
Second move: Diving bats attack
Third move: Repeat 1
Fourth move: Horizontal bat attack
Fifth move: Repeat 1, 2 or 4
Sixth move: Circular bat attack
Seventh move: Repeat 1, 2, 4 or 6

This boss is supposed to be your Stage 7 boss if you did not save Annette, but if you have already done that, this boss will be moved here. She doesn't count as Annette anymore, though. You cannot harm this boss until she uses her bats to attack.

Her first and second attacks will always be the same no matter what. First, stay exactly at middle of the room. She will makes her bats fly downwards like a rainbow, so the middle part of the room is the only safe place. Your whip won't reach her while you're at the middle during this attack, but if you extend your whip during attacking (see Richter's basic info near the start of this guide), you can reach her, therefore enabling you to dish out a few hits before it ends. She will fly either to the other side or stay at her position. When she makes her bats point sharply at you, back away. When she makes her bats fly around the room like what the normal Grimoire used to do, avoid it by sticking close to the first or second line of bats. This boss can take up a long time to be defeated if you do not attack here every time after her own attacks because of her bat forcefield. Just watch out for the rainbow bat attacks and the diving bats attack, because you almost won't know if she did the other thing. Staying in the middle always isn't guaranteed because she could've done the diving bats attack instead., So stay at the middle, the move away quickly if you see a single line of bats from above towards you. If you defeated her, get the red orb. Congratulations! Head to Stage 6...or somewhere else, since you have already beaten Stage 6 anyway.

Upper area 1: Items - Pot Roast, Sound Item no.34, Cross

If you choose the upper floor previously, you will go here from below. The rock just in front of you can be broken for a Pot Roast. Destroy the skeletons here, and notice the big concrete wall blocking your way. If you want to get a secret item from the other side, do not press the switch on the higher platform, which supposedly removes the whole wall from your path. Get to the higher floor, smash the upper part of the wall, then get to the other side, but do not drop down below yet. Jump over the vague stone tower just in front of you, then destroy the hanging lump of rock just beside it. A Sound Item will appear, so jump to it carefully. If you mess it up, you cannot get it anymore until you repeat this level. Proceed normally until you reach the end at the right. Watch out for flying skeletons. Head to the door.

NOTE: Make sure you are still holding the Clock.

Upper area 2: Items - NONE

This is a small boss fight against two Guardians. Each Guardian requires 12 hits to be destroyed, so it's going to be a tough fight, since you are in the middle of them both. Hiding in the corner isn't suggested. If you still have the Clock, now's the time to use it, but if you plan on getting a secret item afterwards, keep your hearts up to 30. The left Guardian will strike you only once almost always, and will just stand for a couple of seconds. That's your best chance, wait for him to strike once he appears, then quickly attack him consecutively. Afterwards, the right Guardian is next. He only has three patterns that repeat:

- a. Standard Slash
- b. Flame Wave attack (up to four times)
- c. Sword screwing attack

His third attack has a very long range, so keep away after he tosses his flame attacks on the ground. Remember, just hit and run, do not be impatient with this second Guardian.

Upper area 3: Items - Knife, Pot Roast, Sound Item no.36 and 37, Rosary, Axe

A Golden Axe Knight will come towards you, so backflip over him when he tries to charge at you. After killing him, it's now time to use your Clock, hoping you still have 30 or more hearts for its Item Crash. If you have less than that, try to collect some from the candles in this area. There are two candles above you along with some rock platforms, Those platforms are your only way to get to those candles, which hold a Pot Roast and a Sound Item, and they will all fall down very quickly if you step on them. So climb the platforms at the right, and use the Clock Item Crash before stepping on them. After doing it, jump onto those rock platforms and continue jumping to the left until you reach the end. If you failed, quick-save and reload.

Next, head right. You are free to change your subweapon from now on. There are a couple of moving platforms here again, so jump carefully. A Rosary is hidden in the candle below the platforms but it isn't worth it. Medusa Heads will also sometimes fly around in this section. Use the second platform to jump to upper floor on the other side, and quickly dispose of the Spear Guard in front of you. An Axe is in the candle behind him if you want. Watch out for the Spear Guard below you and his upward thrust attacks. Get down and deal with him, but don't give him time to use his wave attack, or you'll be sent to the spikes at the left. After that, move forward.

This is an insane area, full of Spear Guards, Axe Knights and Medusa Heads. If you are still lucky enough to have some more hearts and your Clock, it can really help in this section. Dispose of the Blue Axe Knights first, and try to hit him only when you have an opening, do not attack him consecutively, then back away. If you find a way to reach the Spear Guards above, do so and attack them from below. Another set of Spear Guard-Blue Axe Knight combination will be waiting for you after the first set. Stay on par with the Axe Knight's height, then try to reach him from the other crate, do not stay near under him because his axe lob attacks will hit you below, unless you have a way to protect yourself. The lack of hearts here is really the only problem, because you are left to attack them with only your whip. This is a chance to prove your skills, so hope for the best. Near the end, a red skeletal barrier can be destroyed for a Sound Item. Kill the last Blue Axe Knight and head to the path behind him. Whew.

Pre-boss area: Items - Knife

The boss you will face here is probably the hardest boss in the game, but not exactly harder than Dracula's third form. All you have in this room are a bunch of hearts and a Knife. So if you've got no options, grab the Knife.

=====
[BOSS - HYDRA]
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Typical Boss Attack Pattern:

FIRST FORM

First move: Acid Spit or Hydra strike
Second move: Repeat 1 until dead

This isn't exactly the first form of the Hydra, but rather one of its heads only. This one has only two kinds of attacks. If he looks like he's about to sneeze, he will spit at you, so either jump at it, or better yet, simply stay under his head. If he hangs his head back, he will try to strike you with his head directly so back away quickly when you see him do it. To memorize his head patterns, simply stay close to the door and watch him, jumping only if he spits at you. After killing it, you will now face the whole Hydra itself. Climb the Hydra's body to get up to the second floor.

SECOND FORM

First move: Rain of fire (right red head)
Second move: Electric discharge (blue head)
Third move: Strike from above (top-left red head)
Fourth move: Swing attack
Fifth move: Repeat 1, 2, 3 or 4 randomly

NOTE: Clock and Holy Water Item Crashes are effective, and the normal Axe and Grimoire can also be helpful. However, the strategy below will only assume the player having only the Knife. It's better to deal with the heads first rather than concentrating solely on the body only, but of course you can kill the body without even touching anything else.

First and foremost, simply stay at the furthest to the right. There are two red heads and one blue head. Your goal is to attack its body, not the heads, but they can still be destroyed, except that the red heads revive themselves after some time. Staying at the right makes you invulnerable to only one attack, the blue head's electric discharge, instead of being open to all attacks by staying at the middle. You cannot hit the body from this position, but you can eliminate the red head just above you, it takes eight hits for it to go down, and disabling it prevents anymore fire attacks. However, it will be revived after a matter of time, so if this happens, use the same strategy again.

Next, you can now go at the middle. The top-left red head has two attacks, one is to strike you from above (which he can't do when you are the extreme right), and the other is to swing his head, which can easily be avoided by crouching. His strike attacks can be eluded by walking in one direction. Your

next step is to kill the blue head, which takes more or less fifteen hits to be killed permanently. All you have to do to avoid its attacks is to jump carefully over each electric discharge it spits. After disposing of the blue head, you can now show no mercy on its body. His right red head can still be revived at anytime so kill it when it does. Jump and attack the body until you completely obliterate it, watching out for the top-left red head's attacks at the same time. You can also use the Knife Item Crash if you stand on the body of the blue head, and aim directly at the body. If you manage to defeat it, you can now relax and get the red orb. Congratulations! Check your Boss Rush menu to see if you can access the other modes.

STAGE 6: A NIGHTMARE REBORN BGM: TUES DEUS MEUS

Pre-boss area: Items - Sound Item no.38, All subweapons except Clock and Key

This stage is really short, you start out just one area before the Boss room. Make sure you choose the right subweapon, because you'll facing five bosses in a row, so prepare for it. The Axe or Cross will work effectively on some of the bosses you'll be facing. If you have a lot of hearts that were carried from the past stage, you can choose the Holy Water for its "Hydrostorm" Item Crash, but it costs too much to use it consecutively. Don't forget, you can destroy the pillar at the bottom to reveal a heart and the wall at the end reveals a Grimoire subweapon. The top left pillar contains a Sound Item.

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[BOSS 1: DARKWING BAT]
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Typical boss attack pattern:

First move: Slow, homing fireball
Second move: Screw attack
Third move: Slow, homing fireball
Fourth move: 1 or 2 repeat alternately

This boss is easy. When he shoots out a small, purple fireball, try to destroy it. Next, he will try to get close to you by making a screw attack to the ground, so move away then attack him while he's stuck on the floor. When he finally dies, he will drop 16 small hearts for you to use.

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[BOSS 2: MEDUSA]
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Typical boss attack pattern:

First move: Petrifying projectile/gaze
Second move: Tail attack/Jump
Third move: Three snake rings attack
Fourth move: 1, 2, and 3 repeat

You can try to back her up in the corner, but once she's there, stay away. Her first attack will always be a petrifying shot, so crouch or jump over it. Depending on your distance between her, she will try to jump and attack you with her tail. If you are close, she will jump to the other side and you can get hit so just stay away. If you have the Cross, it will really tear her apart from a distance. Her third attack is easy, just attack those three rings

that she summons. When she finally dies, she will give you... nothing.

=====
[BOSS 3: MUMMY]
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Typical boss attack pattern:

First move: Arm stretch attack
Second move: Three block attack
Third move: Enchanted Bandages attack
Fourth move: 2 and 3 repeat alternately (1 is seldom used)

When this boss appears, he will attack you with his arms but you can easily crouch to avoid it. Next, he will summon 3 big boxes from his back. Be careful because they will pin you on the wall so jump over them one at a time until you get over them. After that, he will attack you with flying bandages, so the trick is to stay near him as possible, so the bandages can't pin you on the corner. If you can destroy them, do so. Item crashes work great for avoiding them so use it you have enough hearts. This boss has an easy pattern but he tends to leave small openings for you to attack him because of his attacks, so use your subweapon for some range attacks. When he dies, he will give you a Pot Roast, get it before it disappears.

=====
[BOSS 4: FRANKENSTEIN'S MONSTER]
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Typical boss attack pattern:

First move: Grab attack
Second move: Earthquake
Third move: Lightning bolt
Fourth move: 1, 2, and 3 repeat

Most subweapons won't work (except Item Crashes) so your whip is the only one that can really hit this boss. First, he will try to grab you and get close. When he gets close enough, move or jump away quickly, but do not walk away immediately, let him stop near you and try to grab you, so you won't be cornered. He will eventually stop to jump and cause an earthquake, so try to concentrate on avoiding the blocks that fall from the ceiling rather than taking advantage of him while he's standing (but of course, you can hit him if you want, just be careful of what's falling from above). After that, he will shoot electricity from his arms, it's a very quick attack so try to dodge it by jumping, but don't jump too soon. From hereon out, he will repeat his attacks. When he dies, he will give you... the final boss of Stage 6.

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[BOSS 5: SHAFT]
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Typical boss attack pattern:

First move: Two orbs of fire
Second move: Lightning attacks
Third move: Repeat 1 and 2
Fourth move: Spinning orbs

NOTE: If you die before you could even kick Shaft's ass, you don't need to worry about repeating all the bosses again. If you continue on, Shaft will be

the only one to face you. Sad news for challenge-purists, though.

This boss is hard to hit because for every attack you inflict on him sends him to the other side by teleportation. Once he starts to attack you with his orbs of fire, you can hit the orbs to avoid getting hurt, but it won't be destroyed so alternately hit Shaft and the orbs if you want. Next, he will make his orbs above you shoot lightning three times. The first and second lightning strikes won't hurt you if you just stay in the middle of the orbs, or simply stand where you are and don't move. The third lightning strike will now try to hit you wherever you are, so walk away to avoid it. These are his favorite attacks and he will use them alternately. His rare attack will cause the orbs to spin around to hit you like a boomerang, so you can crouch at the first attempt to hit you, and then backflip over the orbs when they try to return to Shaft. When he dies, his orbs will still try to hurt you so move away when they stop above you. Congratulations!

STAGE 7: HEAR NOW THE REQUIEM OF BLOOD BGM: MOONFIGHT

NOTE: If you want to save the maiden here, you must have saved Terra and Iris already. If by any chance you still don't want to save the maiden here, do not press the switches in area 2 and area 4, or simply do not enter the prison cell in area 4. Remember, if you have saved all the maidens, you cannot see the bad ending anymore, unless you play a new file.

Area 1: Items - Axe, Rosary

The first area of stage 7 is pretty straightforward but hard. All you have to do is cross the bridge to the left. This is hard because the floor crumbles and you have to consistently move to avoid falling down. To make it worse, the giant bats try to follow you from behind, and in some cases, they stand-by at the bridge for them to annoy you. The Axe can hit kill them in a single shot, so get one at the very beginning of the stage, from the first candle. You can try whipping the enemies here but it takes two strikes for them to go down. It's up to you if you want to hit the candles on the bridge and take the money and hearts. At the drawbridge near the end, there's a Rosary to wipe out the enemies still in pursuit or flying around. Enter the door.

Extra strategy/tips, contributed by SHINING LIGHT:

A handy trick to handle the bats while keeping on the move is to quickly tap Jump, hit Right (making Richter face the bats), and throw an Axe. The result is that Richter is jumping to the left but facing to the right while hurling an Axe and (hopefully) hitting the Bat. This technique is very useful because, when done correctly, not only are you able to get the Bats off your back but you lose virtually no speed while doing so. The main drawback is that the Axe MUST be thrown RIGHT when the Bats appear. You mustn't be a second late or else the Bats will move too close for the Axe to be effective.

Area 2: Items - Axe, Switch no.1

The wall below can be destroyed for an Axe, if you still haven't got one. It will be useful against the skeleton enemies above you. There are water skulls here that appear from the water in the background, they are slow but can be annoying if you don't take care of them. Head up, and look for a gear on top and hit it six times to open a secret room at your right. Enter the secret

area, then come back here. Destroy the red skeletal barrier you see, and press the switch, which is needed to reveal a secret room later on. A big heart will appear above as a result. Head to the door.

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Key area: Items - Key, Pot Roast

There is a bird here carrying the Key, you must kill it first to obtain it from its grasp. There is a Pot Roast hiding in the egg nest, so don't forget to grab it. Return to area 2, and don't forget to hit the switch behind the red skeletal barrier.

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Area 3: Items - Sound Item no.39

Head down using the gear on the left side, then watch out for the Harpy at the right. Get close enough to her and attack her. Step on the gear below here, and jump onto it until it triggers its movement, then use the gear to the right to head down. Another Harpy will be waiting for you at the left, so apply the same trick to her. Drop down and you will notice four gears at the bottom right near the water. The wall at the right can be destroyed for a Sound Item, so jump onto the gears to access it. To be safe, only jump onto the second and fourth gears, but watch out for water skulls appearing near the gears. After grabbing it, head to the door at the left.

Area 4: Items - Pot Roast, Switch no.2, Potion, Grimoire

In front of you are some concrete bricks you can destroy to find a Pot Roast. Do not use the Key on the prison door directly in front of you. Head up first and look for the ice barrier above. Behind the ice barrier is another switch you must press. After stepping on it, a secret area will be opened at the very bottom of this area, so head down. A Potion will also appear as a result of triggering the switch, but it's useless if you plan on going down. Below the prison door you saw earlier is the path to the real door to Annette's prison room. If you open the higher prison door, you will end up in a fake room.

=====

Fake Annette Prison Cell: Items - NONE

A girl here will act the same as Laura, one of the Stage 4/Stage 4' alternate bosses. Se will kiss you and drain your hearts until you hit her. It takes three attacks for her to die, and she will reward you with 25 small hearts.

Annette Prison Cell: Items - Clock

If you managed to hit the two switches from the previous areas, this is where you should head, just below the fake prison cell. You can only get the Clock here on your next attempts, which is important for getting a Sound Item later. Remember, rescuing Annette unlocks the good ending later on and will now be your default ending, so if you still want to see the bad ending, do not rescue her and you will fight an alternate boss. You can always go back and rescue Annette anytime.

=====

Area 5: Items - Knife, Cross, Pot Roast, Sound Item no.40

First, destroy the block just underneath you for a big heart. Head left first, then destroy the Sword Lords in your way. Sneak in a couple of hits, then back away, because this enemy has a long range. It takes eight whip attacks for Sword Lords to fall. Keep heading left until you see two giant statues. Hit

both of them six times or until they click, and a pedestal will appear with a Sound Item. In this area, there are upper floors that can only be accessed by dropping down into the floor holes from above. Head up to the flight of stairs at the right. The candle on the other side of the upper floor here has a Cross, and the wall opposite it has a Pot Roast. Also, Sword Lords are guarded by skeleton dogs, so approach them slowly then crouch and whip them when they start to run.

Area 6: Items - 1UP crystal, Sound Item no.44, Axe

You must return to this area as Richter with the Clock and 30+ hearts next time. The Clock can be gotten from Annette's room on your next attempt. If you do have the Clock, use the Item Crash, press the switch beside you, then quickly head right as fast as you could. The gates here will open up if you press the switch, but they close down quickly, so the Item Crash will slow them down. The middle candle holds a 1UP crystal, and the candle to the extreme right holds a Sound Item. If you don't have the Clock subweapon, you can still get the 1UP crystal, provided you go there as fast as you could possibly can.

Now head left. There are holes here but they will drop you down into some areas below that can't be reached normally. There is a Sword Lord after the first hole, normal subweapons won't hurt him from a distance so your only option is to get close and hit him once or twice, then quickly retreat to the other side again. Head left after destroying him, then watch out for the Were-skeleton. It has two attacks, a neck attack and a bone throw attack. Do not get close so soon, but you must dispose of him before he could even finish his bone attacks, because it will almost envelope the whole room with bones. If you get hurt, drop down the hole near the Were-skeleton's position, then break the wall below for a Pot Roast. Head to the left of area 6 and at the end, descend the stairs.

Area 7: Items - Holy Water, 1UP Crystal

Get down, and kill the Skeleton Dog nearby. Proceed to the left, until you see three mirrors under the Sword Lord. There is a Were-skeleton at the left, so dispose of him before it can unleash his barrage of bones. Behind him is a breakable wall which hides a 1UP crystal. Head upstairs, and in the top left corner there is a small tunnel for Maria to slide into, so return here as Maria. Next, try attacking the Sword Lord on the other side from your side. If you have the Holy Water, simply toss a few in his way, or extend your whip to him. Head up to the stairs behind him. Do not mind the upper floor here that you can't reach, it can be gotten from above.

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Secret area (Maria only): Items - Sound Item no.43

Maria is the only one who can enter this room because of her slide, so you definitely must play this stage again as Maria.

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Area 8: Items - NONE

There are two swinging pendulums here. You need to get on top of the left pendulum to jump across to the left side which leads to the boss room. You can try backflipping to it but it can be very hard. Dispose of the Were-skeleton on your right first; toss Holy Water to him. If you cannot reach the pendulum via backflip, use the official way; jump to the right platform to where the Were-skeleton previously stood and jump to the right from the edge. You will drop into area 7 again, to the area you cannot reach into yet earlier. Ascend

the stairs, and you can now jump to the right pendulum. Jump onto the left pendulum when it reaches the left, then jump over to the left side of this area to the end when the left pendulum reaches left. Head to the door at the left.

Pre-boss area: Items - Knife, Holy Water, Pot Roast, Axe, Cross, Clock

The Axe is recommended here, but it's hidden, along with some subweapons. First, get the Knife from the candle in front of you. Then backflip onto the upper platform, then jump and use the Knife to hit the top-right candle, which holds a Holy Water. The wall under that candle can also be destroyed to reveal a Pot Roast. Get the Holy Water, then head left and up the stairs. There is a wall nearby with the Holy Water icon drawn on it, use the Holy Water to smash it and reveal the Axe. The Axe can also be used to smash the wall with the Axe icon to reveal a Cross, and the Cross for the wall with Cross icon for a Clock, but stick with your Axe. Get the hearts, and head to the door at the left.

NOTE: If you did not save the maiden here, get the Cross instead.

=====
[BOSS - L.VAMPIRE]
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Typical Boss Attack Pattern:

First move: Rainbow bat attack
Second move: Diving bats attack
Third move: Repeat 1
Fourth move: Horizontal bat attack
Fifth move: Repeat 1, 2 or 4
Sixth move: Circular bat attack
Seventh move: Repeat 1, 2, 4 or 6

This boss is supposed to be your Stage 7 boss if you did not save Annette, but if you have already done that, this boss will be moved in Stage 5'. You cannot harm this boss until she uses her bats to attack.

Her first and second attacks will always be the same no matter what. First, stay exactly at middle of the room. She will makes her bats fly downwards like a rainbow, so the middle part of the room is the only safe place. Your whip won't reach her while you're at the middle during this attack, but if you extend your whip during attacking (see Richter's basic info near the start of this guide), you can reach her, therefore enabling you to dish out a few hits before it ends. She will fly either to the other side or stay at her position. You can also use the Cross or the Axe while she is performing this attack. When she makes her bats point sharply at you, back away. When she makes her bats fly around the room like what the normal Grimoire used to do, avoid it by sticking close to the first or second line of bats. This boss can take up a long time to be defeated if you do not attack here every time after her own attacks because of her bat forcefield. Just watch out for the rainbow bat attacks and the diving bats attack, because you almost won't know if she did the other thing. Staying in the middle always isn't guaranteed because she could've done the diving bats attack instead. So stay at the middle, the move away quickly if you see a single line of bats from above towards you. If you defeated her, get the red orb. Congratulations! Head to the final stage.

=====
[BOSS - SHAFT'S GHOST]
=====

Typical Boss Attack Pattern:

First move: Swarm of Bats
Second move: Wyvern's Breath
Third move: Behemoth's ground attack
Fourth move: Wyvern claw attack
Fifth move: Repeat 1, 2, 3 and 4

Shaft's ghost will fly and stay on either side, and hitting him will send him flying to the other side unless he is performing an attack. The Axe will keep up with his height in the air and distance, so use it against him. If you get bumped by him, you will be severely slowed down. His bat attacks are easy to avoid and can be destroyed. When he summons the Wyvern, it will alternately do either a flame breath or a claw attack, whichever it didn't do the last time. If it does the flame breath, stay on either side of the room. If you know it's going to attack you with its claws, just walk away. Beware of the Behemoth attack, if the lower left floor starts to crackle, a Behemoth will charge at you, so backflip over it because it will deal big damage against you. All you need to do is concentrate on avoiding all his attacks rather than focusing on hitting him, because the latter part is simple, and even a simple toss of an Axe to his position can hit him. If you defeat him, grab the red orb and get ready for the final stage. Congratulations!

FINAL STAGE: BLOODLINES BGM: DANCE OF ILLUSIONS (during final battle)

Pre-boss area: Items - Cross, Holy Water

Here is the beginning of the end. I strongly recommend the Cross, but if you have enough hearts you could go for the Holy Water for the Item Crash that will work well later on. There is a secret invisible staircase in this area, keep jumping while holding up just after the long stair case, you will eventually catch it. Climb up if you want some extra money bags and a couple of Sound Items.

Secret area: Items - Sound Item no.45, Sound Item no.48

After grabbing all you can get, head down for your final showdown with Count Dracula.

=====
[FINAL BOSS: COUNT DRACULA]
=====

- CUTSCENE -

Count Dracula has three forms. If you do not save all the maidens, he will only reveal his second form and the battle will end after that. His head in all of his three forms is the only spot you could hurt him.

FIRST FORM

Typical boss attack pattern:

First move: Hellfire, three fireballs

Second move: Hellfire, three fireballs
Third move: Hellfire, three fireballs
Fourth move: Hellfire, two black fireballs
Fifth move: 1, 2, 3 and 4 repeat

Dracula's first form has two kinds of attacks, and after every attack he does, he will always disappear and teleport randomly on the screen somewhere. His head is his only weak point, so hit his head with the whip or cross before or after he shoots fireballs. To avoid his three fireballs attack, you can strike them with your whip or subweapon before you get hit, or you can backflip over them.

He will always do this three times, and for his fourth attack, he will attack you with 2 bigger fireballs. What you need to do is crouch under the first fireball, then jump over the second one. When you defeat him, he will transform to a bigger demon form.

SECOND FORM

Typical boss attack pattern:

First move: Jump
Second move: Jump or Fire-spit
Third move: Jump
Fourth move: Jump or Wave attack
Fifth move: 1, 2, 3 or 4 repeat

This can be the easiest if played right. He will constantly jump around the screen, so if you're not careful, he can corner you, so before that happens, when he jumps, walk under him towards his back.

His first actual attack will be to spit fireballs at you three times. Jump over the first one towards near him, or simply walk away if you have enough space behind you, then crouch beside him to avoid the second one. The third fireball is the same as the first one, so simply walk away from it.

He will jump around again, but when he makes a big jump towards the corner, prepare for his Wave attack. You'll know it when he does an unusual jump towards any side. You can easily avoid it by crouching, so toss a Cross before he makes the attack, then strike him again while he's open after his Wave attack.

He will repeat the same attacks over again, and when you defeat him, if you did not save all the maidens, this will be his final form and the game will end. A tip will appear at the end of the credits if you ended the game in this way.

THIRD FORM

Typical boss attack pattern:

First move: Raining blood
Second move: Bat attack
Third move: Wolf charge (towards up or straight)
Fourth move: Ground flames
Fifth move A: Repeat 2, 3 and 4 if enemy life still doesn't reach near

half
Fifth move B: Fireballs from the background
Sixth move: Ground bloody knives
Seventh move: Repeat 2, 4 (often with extra arm attack), 5B and 6 until enemy life bar reaches 1/4th of the bar
Eighth move: Bloody shockwave simultaneous with ground flames
Ninth move: Repeat 2, 4, 5B, 6, 7 and 8 until enemy life bar is lowered more
Tenth move: Flying blood orb and bat transformation
Eleventh move A: Transformation fake revert to bat attack
Eleventh move B: Bloody shockwave (no attacks simultaneous with it)
Twelfth move: Repeat all moves alternately except for 1 and 3

Note: 2, 3 and 4 will be skipped if you deplete Dracula's life quickly just before he could do those moves.

(whew)

Here it is, possibly the hardest boss in the game, Dracula's third form. When he transforms completely, you can hit his head up to three times if you can. His first attack is a major one, he will stay above and summon a shower of blood that will tremendously slow you down for a long time if you get hit by it. The only way to avoid it is to stay under him until it ends. If you have the Holy Water, with 40+ hearts you can halve his life bar with two Hydrostorm Item Crashes before his first attack ends. Do not use the Cross Item Crash (Grand Cross), it will not hurt him because of the alignment. He's still open to any attack up there, if you can hit him, that is. Don't forget, he will still do his teleportation and disappearing techniques constantly.

Normally, his second attack will be to summon bats at you, so avoid it by getting to the corner, and crouch there to be sure. After that, he will transform into a wolf. He will charge at a fast speed, so you need to jump over him quickly when he does, but there's a 50/50 chance that he could also charge upwards to hurt you while you're jumping, so an effective way to see what he's going to do is to look at the whole screen, not Dracula's wolf form itself. Doing that makes it easier to see if Dracula charged upward or directly at you.

Next, he will appear from teleporting and attack you with flames that grow from the floor. The flames will appear wherever you stand, so move around. If you have nailed Dracula's life bear near the half, he will start to fly away and shoot several fireballs from the background. They are very slow, but don't stand there waiting, just keep moving in one direction, applying the strategy you used on Death when he summoned 5 big skulls from the background.

After his fireball attacks, Dracula will appear on one side. He'll now start to attack you with quick bloody knives from the floor four times, so to avoid them, assuming you're on the opposite side, when he makes his arms signal the attack, start walking towards him. Three bloody knives will try to appear from where you're standing, but it won't hurt you if you keep moving. The last bloody knife attack will appear on both your sides, so stop moving after the third bloody knife and you should avoid getting hit by it. If you did walk towards him during this attack, you'll now be near him, and you can attack him until he disappears again. So the whole trick is to move during the first, second and third strike, then just stand where you are during the last one.

From this point on, he will be shuffling and repeating his previous attacks except for the shower of blood and the wolf charge, until you lower his life more to a certain extent. He will now try to swing his arm and cape to attack you in the air while he summons the ground flames. To make it worse, he will

now attack you with a new kind of ground attack while the ground flames are at work trying to hurt you. This new attack is very fast so you should try to jump over it quickly and safely. When Dracula makes a floating orb that flies slowly on the screen, he's nearing death. When he does this, he will transform into a swarm of bats and disappear from the screen.

The red orb will keep flying to hurt you until you dispose of it. When Dracula tries to revert back to his normal form, wait for him to finally transform because sometimes he will attack you as a swarm of bats instead of reverting. After that, he will often do his new fast ground attack without warning.

All his attack moves will now repeat, and the lower his life gets, the more furious and faster his attacks get. This fight isn't impossible, you just have to take note all of his attacks, and dying many times from this fight is a normal thing for any person to experience. After all, he is the last boss. When you finally defeat him, sit back and watch the true ending.

Extra strategy/tips, contributed by SUBSTANCE20:

Basically, you don't need to use the Hydro-Storm; all you need to beat the stuffing out of him is the Cross, along with a lot of good aiming, timing and practice. This I found to be the fastest way, and if done correctly you will miss the brunt of his combined attacks when he is low on HP.

First thing to note is that it is VERY possible to defeat his first and second forms without taking damage and using ONLY the whip. No subweapons. This is vital especially if you're starting directly on this level, which means you would only have 24 hearts. Here's how to do it.

1.) During his first form, if you're quick enough you can hit him thrice with the whip during his regular Hellfire attack. When the red column of light materializes, walk up to within maximum whipping distance (regular distance, without using the extension move), jump as soon as Dracula fully appears and whip him. You can do this twice. Don't worry about the fireballs; when you land from the second whip attack, whip the lowest fireball and immediately duck. When the remaining fireballs pass, immediately jump and sneak in another hit before Dracula teleports away.

(Note: It may be possible to hit him four times, adding in one last-minute swing just as he launches the regular wave of fireballs, and eliminate all the fireballs with the third swing)

When he does the meteor ball attack every fourth teleport, you can sneak in one or two hits at maximum whipping distance (one hit is safer), then QUICKLY walk away, duck over the first meteor ball and do a vertical jump/backflip over the second. Using these tactics, you can kill Dracula's first form during the sixth or seventh teleport.

2.) During the second form, you simply need patience and a good eye. Stay within whipping distance of Dracula and hit his head. You can do two hits each time he's on the ground. If you're losing ground and being backed into a corner because of his jumps, run underneath his next jump and whip his head as he lands. His fireballs are slow and he telegraphs them, so you can watch out and avoid them easily using as long as you have enough breathing space. When he does the electric wave attack in the corner, you can whip his head around 3-4 times and duck at the last moment (3 is safer). Rinse and repeat.

3.) If you did the above carefully--and note that all you used was the whip, you will have enough ammo and then some left over to tackle Dracula's third

form, as well as a full health bar.

When the fight starts, hit his head twice or thrice with the whip before he teleports away, avoid the bloody rain as usual, then ascertain which side of the room Dracula will teleport to. Right before he fully materializes from the cloud of blood, throw a Cross at MAXIMUM range at Dracula's head. It will hit him around 3 times before it flies back to you, and this is what you want for the rest of the fight.

Avoid his attacks as listed in the FAQ, being careful to maintain the maximum range of the Cross; this is -extremely important- for maximizing the number of hits you can get in and thus speeding up the battle. Hurl a Cross at his head every time you see him teleport in (take advantage of the teleportation animation to adjust your position accordingly if you're not within range) and just concentrate on avoiding whatever he throws at you. You can probably sneak in a few hits to go along with the Cross barrage--preferably when he uses his cape and eruption attacks, but I recommend sticking to the Cross as much as possible since it's much safer.

The beauty of this tactic is that it allows you to concentrate more fully on defense for the sake of sparing enough health, in case Dracula does pull off something fierce (and he will if the player dawdles around for too long). If done right, IIRC you can kill Dracula even before he uses his floating red orb. At least I didn't remember him using it when he suddenly died on me. I probably backflipped over it once, in any case. :P

And there you have it.

=====C O N G R A T U L A T I O N S ! !=====

You have just finished the remake of Castlevania: Rondo of Blood! You can always replay any stages you have finished, so try to get 100%! The next part will tell you all about the secrets to be unlocked in DXC.

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IV. BONUS/SECRETS/EASTER EGGS

[ADXC5734]

Here's a quick guide for all the hidden stuff in the game.

GOOD ENDING: Save all the maidens in Stage 3', Stage 4' and Stage 7, then defeat Shaft's Ghost in Stage 7.

FAIR ENDING: Save all the maidens except Maria, and finish the game

BAD ENDING: Do not save the Stage 7 maiden and finish the game.

LEVEL SELECT CODE: Input "X - X ! V ' ' Q" as your name, and you can select any stage in the game from the start. That's "eks, dash, eks, exclamation mark, vee, apostrophe, apostrophe, kyu". This code can be used anytime.

Finishing any stage will unlock the corresponding BGM for use in the Sound Select options.

Finishing all the bosses in Stages 1, 2, 3, 4, 5, 6 and 7 will unlock Boss Rush Normal.

Finishing all alternate bosses and Shaft's Ghost will unlock Boss Rush Dash.

Finishing all bosses, including Dracula's third form, will unlock Full Boss Rush.

Finish Boss Rush Normal for the first time and you will receive Sound Item no.32.

Finish Boss Rush Normal for the second time and you will receive Sound Item no.26.

Finish Boss Rush Normal for the third time and you will receive the Original Game Icon for "Akumajo Dracula Peke".

Finish Boss Rush Dash for the first time and you will receive Sound Item no.42.

Finish Boss Rush Dash for the second time and you will receive Sound Item no.41.

Finish Boss Rush Dash for the third time and you will receive Sound Item no.33.

Finish Full Boss Rush for the first time and you will receive Sound Item no.49.

Finish Full Boss Rush for the second time and you will receive Sound Item no.47.

Finish Full Boss Rush for the third time and you will receive Sound Item no.46.

The order of these Sound Items to appear after clearing a Boss Rush mode is the normal arrangement. If you have gotten a Sound Item which wasn't supposed to show yet (like acquiring Sound Item no.26 first than no.32), you may have beaten Boss Rush too long for your first attempts, but you can still get what you skipped by finishing the proper Boss Rush mode again.

UNLOCKABLE BONUS GAMES:

All these bonus games will appear under the "Original Game" menu.

A. CASTLEVANIA: RONDO OF BLOOD (Original version)

This game can be unlocked by getting the Original Game Icon in the alternate path of Stage 4 towards the alternate boss, Carmilla.

In the area with six Bone Pillars on top of each other, head to the end of that area with the big wall blocking you and a flight of stairs above. Hit the lower part of that big wall to reveal a bomb, then hit the bomb to destroy the whole wall. A secret path will be revealed, then head right. Climb up to the platforms above by using the spike concretes to raise yourself up. At the end of this section, there is a candle above the doorway. Hit it to reveal the game icon for the original Rondo of Blood, then grab it. It will now be available at anytime in the main menu.

B. CASTLEVANIA: SYMPHONY OF THE NIGHT

This game can be unlocked by getting the Original Game Icon in the area before the normal boss in Stage 3'.

First, you got to have a subweapon that can hit upwards, like an Axe or Grimoire. Basically anything that can hit something above you is ideal. You can find some subweapons at the very start of Stage 3' by pushing the white tombstone just above you to the left. This will reveal a secret room that contains several subweapons, so be sure to avoid dying along the way to keep it until your destination.

Find the area with a plant platform that is hanging above with a Bone Dragon near it. You must hit that plant to lower itself, so you can use it to raise yourself and walk through the platforms above. Jump carefully and head to the right until you find a tombstone at the end of the platforms. Destroy that tombstone to reveal the game icon for Symphony of the Night. Getting it will now let you play the sequel to the story of Rondo of Blood. It will be available at the "Original Game" menu.

C. AKUMAJO DRACULA PEKE

This very short game can be unlocked by simply finishing Normal Boss Rush mode three times. On the first and second attempt you will receive two Sound Items. On your third success, this game will be unlocked, and can be played at the "Original Game" menu.

There may be other ways to unlock it in Boss Rush mode, but the deciding factors are still unclear, and this way is still the normal, proven way.

LIST OF SOUND ITEMS:

NAME OF TRACK:

LOCATION:

1. Divine Bloodlines	Play Stage 1
2. Vampire Killer	Play stage 2
3. Cross Fear	Play stage 2'
4. Bloody Tears	Play stage 3
5. Cemetery	Play stage 3'
6. Dreams of Triumph	Play Stage 4
7. Slash	Play stage 4'
8. Ghost Ship Painting	Play stage 5
9. Red Dawn	Play stage 5'
10. Moonfight	Play stage 7
11. Tues Deus Meus	Defeat any boss
12. Dance of Illusions	Play Final Stage up to Dracula
13. Divine Bloodlines	Stage 1
14. Vampire Killer	Stage 2
15. Cross Fear	Stage 2
16. Bloody Tears	Stage 2'
17. Cemetery	Stage 2'
18. Beginning	Stage 2'
19. Slash	Stage 3
20. Ghost Ship Painting	Stage 3
21. Op.13	Stage 3
22. The Nest	Stage 3'
23. Dark Desires	Stage 4
24. Dance of Illusions	Stage 4
25. Prologue	Stage 4'
26. Dance of Illusions	Boss Rush Normal, second completion
27. Dracula's Castle	Stage 4'
28. Golden Steps	Stage 5
29. Marble Gallery	Stage 5
30. Demon's Breath Tower	Stage 5

31. Wood Carving Partitia	Stage 5
32. Fairy's Doorway	Boss Rush Normal, first completion
33. The Horde's Festival	Boss Rush Dash, third completion
34. Requiem to the Gods	Stage 5'
35. Misted Crystal Ball	Stage 5'
36. Abandoned Pit	Stage 5'
37. Rainbow Cemetery	Stage 5'
38. The Lost Portrait	Stage 6
39. Waltz of the Pearls	Stage 7
40. Cursed Sanctuary	Stage 7
41. Demonic Banquet	Boss Rush Dash, second completion
42. Wandering Souls	Boss Rush Dash, fourth completion
43. Pitiful Scion	Stage 7
44. Gates of Hell	Stage 7
45. Gates of Heaven	Final Stage
46. Poetic Death	Full Boss Rush, third completion
47. The Outcasts	Full Boss Rush, second completion
48. Final Toccata	Final Stage
49. The Black Feast	Full Boss Rush, first completion
50. Op.13	Unlocked after achieving 100%
51. Cavern of Dark Spawn	Unlocked after achieving 100%
52. Extra	Unlocked after achieving 100%

*For a detailed list on all Sound Items/Soundtracks, check out this guide by SPRITER_BEAN:

<http://www.gamefaqs.com/portable/psp/file/938141/50596>

EASTER EGGS:

1. The town in stage 1 is one of the towns in the NES Castlevania II: Simon's Quest.

2. In Stage 3', right at the beginning, a caped stranger can be seen from a distance.

3. In stage 3, the skull of the Golden Skeleton (Paranthropus) can be juggled in the air. Every 8 successful hits without the skull touching the ground is worth 100 points for your score.

4. The head of the statue in the Minotaurus boss room can be hit, without any use.

5. Before the Minotaurus boss, there is a skeleton sitting on a chair, It will dissolve if walk past it, and it will send him away if you attack him.

6. In Stage 7, there are three mirrors below the area with the swinging pendulums. The left mirror will cast a reflection of your character as a Were-Skeleton.

7. Save Maria just after these specific circumstances and you will be treated to another set of dialogues between Richter and Maria in Stage 2.

- A. After saving Annette, and/or,
- B. After defeating Dracula (three forms)

PSP CFW CODES:

- all were originally posted by MEGA-TYRANT -

A. For Castlevania: Rondo of Blood (Original)

99 HEARTS: 0x004EF514 0x00000063

99 RESTS: 0x004EF50D 0x00000063

MAX HEALTH: 0x004EF518 0x0000005C

B. For Castlevania: Symphony of the Night

NOTE: Substitute the desired number for the question marks. You can also input negative numbers, but the result will always be zero, and a higher negative number can turn the tables and instead give you a huge stat.

STR MOD: 0x00963F4C 0x000000??

CON MOD: 0x00963F50 0x000000??

INT MOD: 0x00963F54 0x000000??

LCK MOD: 0x00963F58 0x000000??

CURRENT HP MOD: 0x10963F34 0x0000????

MAXIMUM MP MOD: 0x10963F38 0x0000????

CURRENT MP MOD: 0x10963F44 0x0000????

MAXIMUM MP MOD: 0x10963F48 0x0000????

CURRENT HEART MOD: 0x10963F3C 0x0000????

MAXIMUM HEART MOD: 0x10963F40 0x0000????

INFINITE HEARTS FOR RICHTER/MARIA: 0x00963F3C 0x00000063

GLITCHES

- WALK UNDER THE FLOOR -

Mashing the up/forward and down/back buttons while on a set of stairs will sometimes cause Richter/Maria to fall down. If you do this while on the bottom of the stairs, you will fall down the floor instead. While under the floor, you can still walk and jump normally, but if you cannot reach the floor above, there's a high chance you're stuck. (originally posted by Moldredd as the Stairs' Shaft glitch on Gamefaqs)

RONDO OF BLOOD HALL OF FAME - The Best Time-Attack Records

The remake of Rondo of Blood records the time you complete a stage. Aim for the fastest time completion for any of the stages! Richter and Maria has their own separate time tracker.

Note: Fastest time is based on the quickest path to finishing a level, unless the record-maker states which path he/she took. Ex. Stage 3' can accept records more than 1:40 if the longer path (road to Minotaurus) is taken.

=====
[RICHTER BELMONT RECORDS]
=====

Stage 0: - 00:22:39 - by SuperLavaBoy

Stage 1: - 01:40:31 - by SuperLavaBoy

Stage 2: - 02:48:32 - by Player573

Stage 2': - 02:53:02 - by SuperLavaBoy

Stage 3: - 03:30:27 - by FranzAllan

Stage 3': - 01:48:13 - by SuperLavaBoy

Stage 4: - No record submitted yet - (requirement: under 4:30 mins.)

Stage 4': - 02:17:03 - by Player573

Stage 5: - 04:11:21 - by NGANGA666:-)

Stage 5': - 06:41:39 - by SuperLavaBoy

Stage 6: - 02:39:14 - by FranzAllan

Stage 7: - 04:28:38 - by SuperLavaBoy

Stage 8: - 03:07:16 - by SuperLavaBoy

=====
[MARIA RENARD RECORDS]
=====

Stage 1: - 01:10:54 - by Twilightm00n

Stage 2: - 01:57:22 - by Mumic

Stage 2': - 03:44:30 - by mainichi-happy!!

Stage 3: - 02:03:15 - by mainichi-happy!!

Stage 3': - 01:19:38 - by Twilightm00n

Stage 4: - 03:14:17 - by ++MASTER-CHEAP++

Stage 4': - 01:50:55 - by mainichi-happy!!

Stage 5: - 02:43:17 - by [EveryLil'Thing]

Stage 5': - 06:11:54 - by ++MASTER-CHEAP++

Stage 6: - 01:51:03 - by SuperLavaBoy

Stage 7: - 03:03:11 - by richieTHEhorsey

Stage 8: - 02:12:07 - by Twilightm00n

NOTE: Required time records are based on author's records and approximates.

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V. CASTLEVANIA: SYMPHONY OF THE NIGHT - DXC EXCLUSIVE FEATURES [ADXC5735]

- SPOILERS FOR THOSE WHO HAVEN'T PLAYED THE GAME YET -

This version of SOTN playable in DXC is basically the Japanese version, with some major and minor adjustments and enhancements. To be very exact, it is a combination of "all" NTSC-J PS versions and the NTSC-U/C version.

There will be no basic walkthroughs here or anything, there are links above this guide that can point you towards the right direction.

Here are some reminders:

1. To obtain a clear file, you must defeat Dracula in the inverted castle. Your file should say CLEAR when you look at it again in the file select menu.
2. Keeping a REPLAY file is the same as having a CLEAR file, so as long as you have a REPLAY file, you can delete all your other files including CLEAR files without fear of disabling the CLEAR bonuses.
3. Keeping any file that can only be obtained via CLEAR file, like a RICHTER or AXEARMOR file, is the same as having a CLEAR FILE.
4. The Luck mode (X-X:V'Q) can be played EVEN WITHOUT A CLEAR FILE.
5. The Ring of Varda can only be dropped by the Paranthropus if you have a CLEAR or REPLAY file. It doesn't matter if it's your first file as long as it's a CLEAR file.
6. Dracula Tunic can only be dropped by the Librarian after reaching the inverted castle.
7. The normal full map percentage for the game is 200.6%, with 1890 rooms. The real full map percentage with all existing rooms is 201.2% with 1896 rooms.

8. Richter's map percentage is:

```
=====
194.7% - Normal (PS version had 195% because of Underground Garden rooms)

197.3% - Normal plus:
    - Clock Tower glitch (6 rooms)
    - Inverted Castle Keep glitch (18 rooms)
    - Exit Shaft's room (1 room)
=====
```

That makes 2.6% from glitches (RULE: 16 rooms = 1.7%).

Link to how Richter can access the hardest rooms (done in JP PS version):

<https://www.youtube.com/watch?v=DUZgYB4If0E>

9. Maria's map percentage is:

```
=====
191.1/191.2% - Normal (without any Catacombs Spike rooms)

194.1% - Normal plus:
    - Inverted Catacombs Spike areas

196.0% - 194.1% plus:
    - Inverted Castle Keep glitch (18 rooms)
```

196.6% - 196.0% plus:
- Clock Tower glitch (6 rooms)

=====
Maria can get outside inverted Outer Wall, via a dash through the inverted slope just to the left of the door leading to the inverted Clock Tower, just above a torch that holds an ROB Maria Subweapon. The percentage could've been raised more, but...

As of now, there is no way to get back in, so Maria's percentage is on-hold for a moment. (this trick however, was already available for PS1 SOTN Richter)

*Special thanks to FATHEDRED for compiling all current information on map percentages.

10. Richter and Maria can raise their maximum HP/Life Bar by getting Life-Max Ups. However, their maximum Heart number will not get any higher even if you collect Heart Max Ups. Their attack damage will also be doubled upon reaching the inverted castle.

PLAY AS MARIA RENARD

To play as Maria, you must have a clear file, then input MARIA on the Name Entry menu and start a new game.

Maria plays very differently from the Saturn version. She now faithfully plays like the ROB Maria, with a few added moves. She can have two subweapons at once. Also, she now has a new sprite compared to the old versions.

Controls:

Square button - Main attack (doves)

Up + Square button - Subweapon attack

Triangle button - Item Crash (subweapon ultra-attack)

X button - Jump

X button two times - Double jump

Down + X button - Slide

L button - Left dash

R button - Right dash

Up, down, down + forward, forward + square - Tackle

Subweapons: (damage are approximates based on "Reach Inverted Castle Damage")

1. Suzaku/Phoenix

Heart Consumption: 2

Item Crash consumption: 25

Damage: 30+ damage

Description: Maria creates two wings of fire to attack on both upper sides; can only be done while standing

Item Crash description: Maria summons a red knight to attack the enemies with bursts of energy balls

2. Seiryu/Dragon

Heart Consumption: 3

Item Crash consumption:

Damage: 40+ damage

Description: A dragon appears from Maria's back and attacks enemies in front

Item Crash description: Maria summons a huge dragon that attacks all enemies on screen, like the dragon from Alucard's Shield Rod + Fire Shield effect, only stronger (and blue)

3. Turtle

Heart Consumption: 1

Item Crash consumption: 20

Damage: None/5+ per hit (Item Crash)

Description: Maria creates a tortoise shell at her front, shielding her from some attacks, but it will stay where it's created

Item Crash description: Maria summons a big blackhole, which damages enemies, and heals Maria with the life sucked from enemies

4. Cat

Heart Consumption: 1

Item Crash consumption: 15

Damage: 20+

Description: Maria summons a cat to pounce and attack enemies on path for up to 3 times repeatedly

Item Crash description: Maria summons a white lion and her normal attacks are substituted by wave-slashes instead of the doves, which can be used continually until it runs out

5. ROB Maria

Heart Consumption: None

Item Crash consumption: 8

Damage: 10+ damage per hit

Description: Maria's basic subweapon, which is her secret attack from ROB

Item Crash description: Maria sends out her doppelganger to attack enemies up front

Here are the things that were changed or added. The changes or additions are based on the old NTSC-US and PAL comparisons with this version.

a. Maria will now be a boss enemy when getting the Holy Glasses. Her attacks are Physical, Holy and Fire attribute. This is aside from getting the option to play as her.

b. The two familiars that were exclusive to the Japanese and Saturn versions are now available, they are the Nose Demon familiar and the Fairy familiar.

The Nose Demon acts like the normal Demon familiar, but with a different face on the sprite and a different voice on the comedic side.

The Fairy familiar is almost exactly like the normal Faerie familiar, with the exception of being able to sing a hidden music track when sitting on a chair while equipped, especially on one of the Long Library chairs. She can only sing at level 12 or higher. Also, she wears a darker suit and a different voice.

-> The Nose Demon is located at the Colosseum at the secret ceiling room where the Holy Sword was located in the non-Japanese versions. Holy Swords can now only be gotten from the Vandal Sword enemies in the Clock Tower.

-> The Fairy Familiar is located at the Olrox's Quarters, where the Sword familiar was originally located in the US and PAL versions. The Sword familiar is now located at the room below the save point in the huge area with the fountain, still in Olrox's Quarters.

c. The English script was redone, and the English voice acting was also re-dubbed. The Japanese script and voice acting was untouched.

d. A lot of sound effects have improved clarity, if not changed. These includes the Level-Up sound effect, the Life/Max-Up sound effect, etc. Colors have also been changed, for better or worse. Yasutsuna is the most obvious example so far.

e. Transforming to Mist now requires the L and R button to be simultaneously pressed. To hold the Mist, it now requires both buttons to be held. This change now has significant changes in Wolf, Bat and Mist alternation. For example, you cannot change from Wolf to Mist normally.

f. Richter cannot enter the Underground Garden rooms anymore by sliding or running towards the gate at the very beginning, because of a programmed delay. This applies to Maria as well.

g. Unfortunately, Richter's Flame Whip Item Crash is still holy-based, as opposed to what it was intended to be, fire-based. It should be Fire-Hit with a base damage of 64, instead of Holy-Hit with a base damage of 32.
(Special thanks to STEVEO 528 for the info/correction)

h. 95% of all tricks and glitches available for the PS versions are still available in this version. The most famous ones that do not work anymore are the "Sword Brothers Money Glitch" and the "Sword Brothers Chapel Glitch".

i. There is a new way to skip Death and to keep your default equipment without having to play in Luck Mode. All you have to do is enter Death's room and quickly press and hold left. You will exit the room immediately, and the music will disappear. Now, Death will nowhere to be found when you return to that room.

j. Contrary to the fixed PS versions, Richter can still skip Shaft and fight Dracula by jumping towards the left wall after backflipping above from the

left side. The ending will freeze due to the game counting it as an Alucard ending.

k. Maria can be defeated in the Holy Glasses room even without fighting her. All you have to do is hit her with anything that can reach her in the room, while under the room. When you use the platform to raise yourself up, she will skip the introductions and give you the Holy Glasses. Do not let her fall down the room, or else the game won't proceed because Alucard will not get the Holy Glasses.

l. Alucard's menu now has two more options, Quick-save and Quit. Quick-saving is only useful upon entering a newly loaded area, do not use it when you have already done something at the area you're in, as it will just load you and treat you like you've just entered the area. So all your efforts will be gone. If you have just saved, you will be loaded from where you have saved.

m. The spells Wolf Charge, Wing Smash and Sword Brothers can now be bought from the librarian as Magic Scrolls 6, 7 and 8. The Sword Brothers spell can only be bought if your Sword Familiar is at level 50 or above.

DXC EXCLUSIVE BUGS (The "annoying" stuff)

NOTE: These were posted by various WBW/GAMEFAQS members, and could be anyone's fault, be it the user or the buggy programming of the game itself. If you find one your bugs happening only once (or very rarely), it could be just a PSP problem.

1. Loading the "Nightmare" with the N.Demon or Fairy familiar equipped will cause the game to freeze.

2. Backdashing to the librarian just after exiting his menu will freeze the game.

3. Using Maria's Dragon subweapon exactly while getting hit will cause the game to prevent you from using any subweapons until you exit the room.

4. This version is more prone to the Inverted Clock Tower glitch wherein you are hit and sent to the ceiling of the secret area to the lone Cloaked Knight enemy.

--> https://www.youtube.com/watch?v=_z5gl6tnA48

5. Using the Shield Rod + Alucard Shield effect against Guardians seem to be inconsistent and the effects wear off without warning even if you still have enough MP.

6. Pressing Start to skip a Tactics video while Alucard is transforming or reverting in the video will make Alucard disappear in the Librarian screen and the "transformation sound effect" will still be heard, causing the game to freeze. (contributed by ROBOROBORYO)

7. Pressing Bat right at the moment of entering a loading spot/sequence will make Alucard disappear when the next screen/room is loaded. This relates to theory that "Transformation + Loading = Freeze". This happens more frequently

in this version.

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VI. FAQ - FREQUENTLY ASKED QUESTIONS

[ADXC5736]

1.) Why is this game hard?

Most find it hard because of the lack of fluid maneuverability for Richter. Either they get killed repeatedly by a slow-moving Peeping Eye or fell down into a bottomless pit, the controls are not to blame, YOU ARE. Keep in mind that there are a very large number of gamers out there that can finish all this without even taking any damage. That's because they adjust and try to plan their movements carefully and study enemy behavior. It's not entirely for this game only, but for the rest of their gaming lives.

I can't stress this enough.

The controls are perfect enough and smooth as it is. As someone said in one of the message boards here, "Bad controls would be unresponsive piece of crap for the buttons". Clearly, not this one.

2.) How do I unlock SOTN?

Please look diligently at the secrets section above.

3.) What version of SOTN is in here?

Like I said above, this is just like a Japanese version of SOTN with English script and text (for English versions, of course, JP only has English voices, no English text). If you mean to ask what console version was based upon, it's the PS version.

4.) That suxx!! Why not the Sega Saturn version?!

Ah, a very trivial matter. There are definitely a no. of reasons why it wasn't chosen for the port. It could be any or all of the following:

- a. IGA, current producer and scenario writer of the series, expressed his own discontent over this version.
- b. KCEN (Konami Computer Entertainment Nagoya) developed the Saturn version, as opposed to the Tokyo branch of Konami which originally developed the PS version.
- c. Porting of this version would be more expensive for the budget due to new adjustments to programming to eliminate slowdowns and to recreate technical features like transparencies for the graphics which was removed because of

the Saturn hardware limits, and to completely redo this version under IGA's favor. Needless to say, the easy way out is to just never touch it.

5.) Why didn't they just added some of the Saturn-exclusive items like the Rainbow Robe or the Godspeed Boots?

If IGA's own disinterest on the Saturn version is the main reason, that could only be it. As of now, no one really knows if this is just laziness in Konami's part in adding and changing some gameplay features.

6.) Why was ROB remake'd?

The original Rondo of Blood was one of the best Castlevania titles that were not released outside of Japan, and this was a good opportunity for IGA to demonstrate his interest for the PSP as well as fan service.

7.) Why is Stage 5' hard?

Yes, it's hard, but not impossible. It was kind of meant to be the stage for those who had the skills to finish the game. This is your reward, not some punishment.

8.) How do I get 201.2% (Alucard) in SOTN?

This is the real max percentage for blue, existing rooms on the map. It involves getting three extra rooms, the unfinished Underground Garden below the Castle Entrance gate, which was previously known as a Richter-only area, and its counterpart in the inverted castle, for a total of six more rooms.

The three Underground Garden rooms can be entered and gotten using any of these glitch tricks:

- a. Double Heart Refresh
- b. Wolf-glitch (slope on first Warg hallway)
- c. Edge Travel

The three inverted Underground Garden rooms can only be gotten using an Edge Travel. For more information on how to do these tricks, visit the World Beyond Walls site. (see link at the beginning of this guide)

As to whether this percentage is acceptable as the real, official max number or simply a self-imposed limit is still really debatable.

9.) What were the exclusive items for the preorder?

For the US release, a Simon figurine was available as a bonus item from preordering at Gamestop. For the JP release, quite a package was available. The game came with an ADX screen protector, ADX Pouch, ADX Richter sprite strap, ADX Soundtrack (selected retailers only), ADX Poster, and an ADX Konamistyle official artbook, complete with all the official artwork from the Dracula X series, all made by Ayami Kojima. Succubus is censored.

10.) Isn't there a hard mode in SOTN?

Actually, the Maria mode IS the hard mode, but for those who want Alucard as their main weapon, there are lots of challenges out there for you.

a. Naked Alucard challenge

b. Boss-Only challenge

c. Speedruns

And for those with a little more patience and understanding:

d. No-Kill challenge

e. No-switch/No-broken-walls challenge

f. 425.4% challenge

g. One-relic challenge

And lots more. All of these are tried and tested, with absolute rules and no accidental bends. The beauty of them is to combine rules from any challenge and to create your own. All of the challenges, except the speedruns and the other map challenge, have only one main goal: To get 200.6% under the rules. However, setting your own goal is also a great way to achieve a new challenge.

11.) Who are the characters in this game?

Assuming you have no UMD manual, here they are with their own brief descriptions.

Richter Belmont - a Belmont out to rescue his girlfriend Annette. Does the legendary Pimp-Walk.

Maria Renard - one of the maidens kidnapped by Dracula, who has great power in her. Popular target for loli-lovers.

Count Dracula - the main villain and lord of Castlevania. Says that Man is a miserable little pile of secrets.

Shaft - dark priest who resurrected Dracula. He has balls.

Annette - girlfriend of Richter who was kidnapped by Shaft. Waits for Richter to kick Drac's ass.

Tera - a nun who was kidnapped by Dracula. Can be suggestive...

Iris - daughter of a doctor who was kidnapped by Dracula. Hmm, Dr. Acula...

12.) What are the changes in the remake from the original?

Aside from the obvious 2.5D graphics and remixed BGM, a lot of minor things were changed and added for good. The basic structures of all the stages did not change, so if you are still fresh from your memories of the old ROB, you can easily immerse yourself in the game with the knowledge you have. Some of enemies became slower than their sprite counterparts, including bosses, due to an increase in their movement frame-rates, but not because of any slowdown.

Also, some small areas are blocked by red skeletal/ice barriers.

Here are some of the biggest, minor specific changes:

- a. The boss Serpent's body cannot hurt you anymore when diving, only the head can cause damage, so you don't need to worry about being under him.
- b. The Behemoth chasing you in Stage 2 is harder to run away from.
- c. There is a new small section in Stage 2' that you can jump over.
- d. The skull of the Golden Skeleton in Stage 3 has some use.
- e. The small area with three spear-wielding enemies at the bottom of Stage 3 now has some use.
- f. You are now dropped immediately into the secret room when pushing the white tombstone at the beginning of Stage 3', as opposed to slowly sinking down.
- g. The huge 50-point heart in Stage 3' is now replaced by something else.
- h. The boss Dogether does not reach the sides anymore when circling the room before dying, and there are now three platforms for you to use instead of just two.
- i. There are new traps and sharp objects in Stage 4.
- j. The area with the ambushing Blood Skeleton in Stage 4 is revamped.
- k. The secret area in Stage 4 that can only be entered by dying from a spiked ball is now non-existent.
- l. The method of hitting two frog statue switches to rescue Iris is now different, replacing it with a blue frog method.
- m. The wall behind the first Skeleton Archer in Stage 5 can now be destroyed for a hidden area.
- n. The method to gain access to the lower deck in Stage 5 is a little bit different now.
- o. The secret area in Stage 5 that can only be accessed by Maria now contains a secret item. It had no real use in the original, which only contained a mirror-like door in the background.
- p. The area just before the boss room of Death, as well as the lower part of his room, is now different.
- q. Stage 5' is now a whole new package with two different bosses.
- r. The 1000\$ pillar in Stage 6 is now gone.
- s. There are new switches in the clocktower part of Stage 7, along with a fake prison cell for Annette.
- t. The areas with the Sword Lords in Stage 7, just after the clocktower areas, are changed.

- u. There is now a new hidden area exclusive to Maria in Stage 7, in the area below the two pendulums, near the wall that previously contained a 1UP before. The 1UP is now located just further below it.
- v. If you did not save all the maidens, a new boss (L.Vampire) will face you instead of Shaft's Ghost.
- w. Dracula now has a third form, possibly the hardest boss in the game.
- x. Blood Skeletons can now be killed for all of eternity. But ONLY, if you have saved Iris. Pretty self-explanatory.
- y. Stage 5', 6 and 7 BGM have been changed, as well as the Boss BGM.

13.) Where can I get lots of easy money for my Boss Demos?

- a. Final Stage/Stage 8 secret area
- b. Stage 7 Annette Prison cell
- c. Stage 4 Bone Dragon near the three floor switches
- d. Stage 4 extra room, kneel beside the Gargoyle statues

Actually, you can just repeat any stage you want, collecting money isn't that hard in this game. Remember to hit the secret item candles/locations again, they contain 700\$ money bags after obtaining the secret item.

14.) What is the secret behind those three switches in Stage 4?

Those switches are for the Bone Dragon money bag drops, the one nearby. If you hit the left switch and destroy the Bone Dragon, it will drop 700\$ money bags, so be sure to push only that switch before it dies.

15.) I've heard that Maria can seriously punish Death. Is it true?

Yes. All it takes is 6 regular Seiryu/Dragon attacks to kill him.

16.) What does "L" in L.Vampire mean?

It means "Lesser" Vampire, according to the official strategy guide. (posted by Dejavu boy)

17.) What are the exclusive features of the Japanese DXC version?

Actually, none, except maybe one small thing. The librarian in this version is the most complete, with six options available:

- a. Buy
- b. Sell Gem
- c. Tactics
- d. Enemy List

e. Sound Test

f. JP Voice actors special

The Japanese PS versions doesn't have the Sound Test option, it was only available for the US and PAL versions, but at the same time, the English versions do not have the special option for the voice acting. The Saturn version doesn't have the Tactics option. Also, keep in mind that the Japanese DXC version only supports English voices, but almost all of the text are in Japanese, except for the Main Menu text.

The weird thing is, the X button is the confirm button, so it's like a JP version from a US version that came from a JP version. (?)

18.) Who is the caped stranger at the background in Stage 3'?

Most people guess it's Dracula, and some guy even thought that he's the one who summoned the Skull mini-boss for you to fight in that stage. In an interview, IGA "guessed" that it might be Dracula. Some even say that he is Saint Germain, a Castlevania: Curse of Darkness mysterious character who can control time. Others have pointed out that that guy is Konami Man.

(theories and information taken from Castlevania Dungeon boards, etc.)

19.) Who is the lonely skeleton sitting on the room before the Minotaurus?

No one actually knows.

20.) Why is Peke called "Peke"?

First, there are three kinds of Japanese characters, Kanji, Hiragana and Katakana. Hiragana is used to type native Japanese words, and Katakana is used to type foreign words mostly. Kanji is used for native Japanese words too, but used more frequently especially for common Japanese words and for formal necessities. One Kanji character can hold two words, for example.

Originally, Akumajo Dracula Peke was written in Japanese characters. What Konami did was to use pure Hiragana in typing the title. Akumajo was supposed to be in Kanji (those three symbols), and the word Dracula, a foreign word, was supposed to be in Katakana (Do-Ra-Kyu-Ra). For the X, they used Peke, because it is the Japanese word for the symbol X, but normally they should've used "X" only or "Ekusu".

We all know that Peke will be the game you play if you run the game with low requirements for your PC back then, so the whole thing was really a joke, and using the improper characters/word for the words "Akumajo Dracula X" relates to the whole thing.

21.) No one reads walkthroughs now, don't they?

Unfortunately, yes. The whole "wall of text in a white background" thing spell "lazy" among gamers who want instant gratification in message boards.

22.) Let's settle this. DXC Maria or Saturn Maria?

Saturn Maria is definitely stronger, and can still gain access to the "Alucard equipment" rooms in both castles, because she uses the same subweapons as Alucard and Richter. DXC Maria now plays faithfully like what she should, but fails in the strength department. Both versions have different sprites.

In my opinion....

Richter wins. :p

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VII. CREDITS

[ADXC5737]

Gamefaqs - for being a very informative site for videogames and for hosting this guide

Neoseeker, CheatCC, Supercheats, MyPSP and PSX Extreme - for also hosting this guide

Konami - for always making the best games

Todd Brown - for submitting the exact requirement to obtain Stage 5'

BioKraze - for clarifying one of the real requirements to unlock Stage 5', and for clarifying some important details about the plot/ending and game engine relation

DarkBlade1112 - for reminding me of the Pot Roast hidden in Stage 4, area 6, and for reminding me about the Stage 4 switch, and a Stage 5' missing detail

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Zeny Scarlet - Louie, Sep and Oli, for all of our best times jamming together

My family - for their understanding, love and support

Kura-Kura - for being my most special friend always. Fly High!

And lastly, I want to thank you, the reader, for reading this guide. Thank you very much.

PS: Please tell me if this guide needs some more "spacing" between paragraphs or not.

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