

Castlevania: Dracula X Chronicles FAQ/Walkthrough

by jestercolony

Updated to v1.5 on Oct 28, 2007

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=====|Castlevania|=====
=====|The Dracula X Chronicles|=====
=====|      walkthrough/FAQ      |=====
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1. Updates |
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- 0.1: 10/25/07 - Started the basic foundation of the guide.
- 1.0: 10/26/07 - Finished complete walkthrough of each stage; Saved three girls.
- 1.5 10/29/07 - Saved Annette. Unlocked Ghost of Shaft & Dracula's surprise!
I would also like to thank the people who have emailed me and msg'd me with info. If by chance to the people who have helped me to attempt and contribute to this guide if I did not add your name please msg me back and I will add for I have forgotten your name.

Also as a side note: Please do not email me for certain things on this guide. I do know this and not to be rude or anything but this is starting to become annoying. As I said in the rules earlier about msging me that do NOT email me or msg me with annoying questions that can be found in this guide. I do know certain things are not present, so this should be common-hand knowledge.

Again thanks for all the msgs and emails. :)

Also as a side note I have added 2 new sites to the host list, so check 'em out. Also added in a secret section for all three ROBRM/SOTN/ROBO. I also have fixed some spelling errors.

Also another side note: I haven't added in a few boss strats yet, so please be patient for me on this. Thanks :)

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2. Contact |
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You can contact me in a few ways. But please be keep in regard that I am not a 24/7 help service. So do not flame me with me annoying questions which can be f-ound within this guide.

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3. Introduction |
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Hi and welcome to my guide for Castlevania: The Dracula X Chronicles.

This guide will cover the remake and will eventually cover both Symphony of the Night and the original Dracula X: Chi No Rondo (Rondo of Blood) for the PSP system. My name is Ryan and I will try my hardest to help you (the gamer) to get through one hell of a game. But allow myself to give you the basic round down of this game.

It has taken 15 years for Konami to finally release Dracula X: Chi No Rondo to the American gamers. Originally being on the TurboGraFX engine in Japan, this game was one of the most sought out games in the history of video games in history. Taking elements from Castlevania III: Dracula's Curse, it allowed players to find hidden level routes with multiple bosses in one stage. This gave the game a good feel and more replay value. Not only that you had to rescue four young maidens who which have been captured by Dracula himself. One of these four girls happens to be Richter Belmont's girlfriend.

Now Dracula X: Rondo of Blood has been remade from it's original 2-D form it is now in 2.5D graphics (3D gaming) but takes more 2D platforming effect. So to the people who have never played classic Castlevania before, this is going to be one hell of a ride. Hate it or love it. Dracula X is NOW in America, so rejoice and enjoy this most beloved game which is considered as the Holy Grail to all Castlevania fans in the world.

Now on for Symphony of the Night. To thoughts who have read my original walkthrough for SoTN will know what this game is about. If not, then you're in for one heck of a treat. In Symphony of the Night you take control of a man named Alucard, who, being the son of Dracula. In this game you are given Super Metroid exploring elements and RPG (Role Playing Game) elements. Basically it's the one that started the crazy "castleroid" fever that we have been seeing for 10 years on the Gameboy Advanced system and the Nintendo Dual-Screen.

When it came out back in 1997 for the original Playstation, it too was one of the main games to get back then next to Squaresoft's (now Square-Enix) Final Fantasy VII. To the ones who had played the original, the voice acting has been redone with some new features. But I won't spoil that for you!

So without further adieu I welcome you to the world of Castlevania!

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4. How to Play |
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A. Rondo of Blood

Controls:

Directional Pad: Up, down, left, right. This allows the player to move left and right. Down allows you to duck, while pressing up allows you to climb stairs.

Triangle Button: Item Crash (uses Subweapon's super power.)

Square Button: Regular attack. Pressing Up + Square allows you to use Subweapons

Circle Button: Cancel button, allows you to return to the previous screen.

X Button: This allows you to jump or confirm in a menu.

Start = Pause will display Tittle, Continue and Save & Quit functions.

Select: None.

Home: Quits game.

Backflip: Press the X Button 2x. Note: Only Richter can backflip.

B. Symphony of The Night

Directional Pad: Allows you to move left or right or duck. It also allows one to select sub menus in the main menu (as Alucard)

Square Button: Attack/Shield

Circle Button: Canel/Return to previous screen Attack/Shield

X Button: Jump/Confirm

Start: Displays submenu.

Select: Displays map of Castle.

Triangle: Backdash (Alucard only)

R Button: Transform into Bat* (Alucard only)

L Button: Tranform into Wolf* (Alucard Only)

R + L Buttons: Transform in to Mist* (Alucard only)

* = Requires Relic to use.

Subweapon use: Up + attack button to use subweapons.

6. Characters

A. Rondo of Blood

Richter Belmont: The descendent of Simon Belmont, he is the next in line to wield the sacred whip known as the Vampire Killer.

Maria Renard: The sister of Anette. She is somewhere lurking in Dracula's castle.

Ann
ette Renard: Richter's girlfriend. She is taken prisoner in Castle Dracula and it's up to Richter to find her.

Tera: A nun from the city. She is one of the four maidens that Richter must rescue.

Iris: A daughter of the town's doctor. She too is one of the four young maidens Richter must rescue.

Shaft: A dark priest who resurrected Dracula. A foolish and dark man who must be destroyed at all cost.

Dracula: Lord of his castle and master of all evil. He kidnap's a few of the local towns women in order to lure Richter in to his clutches. He too must be put to rest.

B. Symphony of the Night

Coming soon

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7. Dracula X: Rondo of Blood (remake) walkthrough|
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Stage 0: Proluge | (DXRMS-000)
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The game will start with Richter riding in the rain on a horse carriage. Death will make his presence known to test our hereo. Death will make his first move by throwing his sythe at you. Just destroy it with a whip attack. Our enemy now will make another attack, he will summon a huge glowing green skull. Just destr-oy it with regular attacks. After that, the introduction is over. And the next stage will begin.

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Stage 1: Dinner of Flames| (DXRMS-001)
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Make your way foward and kill the Skeleton Apes that come before you. Now don't forget to destroy the Tournches & Candles to collect hearts, gold and subweapons for your adventure. Now continue on in towards the town. Once inside a scene wi-ll take place.

Once the scene is over make your way upstairs and kill off the SKkeleton Ape. Now make your way up the second set of stairs.

Note: Be careful they love to hurl barrels at you. So destroy them!

Now that we're on higher ground destroy the corner of the left wall for some gold. Now make your way right. As you move towards a tad, Skeleton Apes will jump out of the windows of the burning buildings. Kill them off. Now move past the Church and a (interest creature name here) will jump out of the window. His attacks are different than previous enemy encounters. But all you really need to do is study his movements and whip one time. Once he his dead hit the last candle and make your way down stairs.

Now in this area we are at a cross road to either go to Stage 2a or 2b. So whi-ch you choose is up to you. Anyways jump over the platform and hit the wall to find some Pot Roast to replenish lost health.

Path A

Head through the door on the right side and continue out to city portion. Now the only thing you need to worry about in this portion are Bats and Golems. Bats will fly at you in different angles backwards and fowards. So make sure that you either dodge them or kill them off.

Now as for the Golems they are the huge red rock creatures in front of you. To take these guys out you need to know their two attacks. One is shooting three fire balls from their mouth. These projectiles can either be destroyed or you can evade them. Now when you are also close to them they will attempt to punch Richter with their huge fist, so be very careful!

Note: The Golems die in 6 hits from your whip.

After you have taken them all out enter the next section. Continue forward collect everything from all the candles. You will then find yourself in front of a gate. At this point the boss will make itself known.

Path B

Instead of taking the door to the right, walk down on the left. Break the wall that you see there to reveal a big heart. Grab it, now hit the left top portion of that same wall to reveal a hidden chamber. Go inside and kill the Ectoplasm and make your way left. You will see a moving platform and some candles. Destroy the candles and collect whatever items you get. Now drop down the gap below.

Now destroy the wall on the right. Inside here will be a Stone Rose. Kill it off to recieve Hidden Music Item 1*. Break the left wall behind it to reveal some gold. Now head right and break the wall to reveal another hidden passage. Continue foward in to the next room. Make your way towards the buckets of water in which are being lifted up chain. Break lower right portion wall to get some Pot Roast. Now make your way up collecting items from the candles. Now make your way to the top right door. Enter it to find yourself on a bridge with a castle in the background. Continue to move foward to trigger a boss battle.

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Stage 2: God, Grant Me Strength| (DXRMS-002)

Once the second stage starts move forward, kill the Skeletons and Crows that are in your way. Once you come to dead tree kill the Crow and then the Axe Knight. He will take a few attacks and watch the way he throws his axes at you. He'll either duck and throw them or vice versa. Once he is dead make your way towards the huge gap. A big draw bridge will make a path in to the castle.

Once inside take note of the Chandelier at the top of the ceiling. If you move towards them they will fall to the ground. Now make your way forward. Kill any Zombie that comes near you while collecting all candle drops. Now a Peeping Eye will come out of nowhere. Kill him off quickly. Again take note of the second Chandelier. Continue on to the next sets. Also make sure you grab the Holy Water subweapon. Move in to the next section.

In this room a large Behemoth will crash in to the wall. Count the candles when you see the fourth one hit it for the Key. Now walk like hell killing any Zombies that come in contact with you. Also try and grab some of the drops from the candles. Once you hit the next room jump on the top ledge in front of you and then the second. The huge creature will bash its head in to the wall and die.

Now make your way to the top ledge on the right. You will come to a stairway and you will see a Peeping Eye in a cage. Do not hit it, instead make your way down and break the right wall for some Pot Roast. Now make your way down to the room below.

In here you will come across some Mermen, just take 'em out like any normal enemy. Now make your way to the right in this room. You will eventually come to a stairwell and a locked door. Use that key on the door to open it and inside a scene will trigger. After that you have Maria as a playable character. After the scene make your way up the big stairwell we skipped. Up here, watch out for Bats and take out the Peeping Eye. Now enter the next room. Collect everything you can in here. Break the right bottom stairwell to reveal a large heart.

Now enter the next room for the next boss.

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Stage 2b: Breaking Through The Front | (DXRMS-003)

Path A -

Make your way across the bridge. Kill the Skeleton Swordmaster quickly. Now kill off the Bone Pillars which are in front of you. Also be careful one of the bridge platforms will fall down to the ground slowly. So be cautious. Now kill the Crow and then the Bone Pillars. In this next section take out the Gargoyles and Bone Pillars.

Note: You can find Pot Roast on the brick the 1st Gargoyle came off of.

Continue forward. In this section take out the Skull Spiders with Holy Water. Also make sure you pay attention to the bone bridges, they collapse every time you walk over them. Also make sure you take out the Skeleton Swordmasters. At the end of this area you'll fight the Werewolf. (refer to strategy up above.)

Stage 2b - Path B

When you're in the section with the Gargoyles count the gaps in the bridge.

When you hit the 3rd one jump down. You will drop down on to a small boat. The man will guide you across the river. Just be careful of the Mermen around here.

At the end of this section is a Candle, snatch it to receive Hidden Music Item 2*. You will also be in Level 3b.

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Stage 3: An Evil Prayer Summons Darkness| (DXRMS-004)
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At the start of the level be careful of the Spear Guards. Take them out with extreme caution! Watch their attacks and kill 'em off quickly. You will then see one above you. Do not let the floor above you fool you. They will thrust their spear downward to hit you. To evade this just duck. continue forward until you see a stairwell and Bone Pillars, kill them if you desire and break the right wall to reveal a large heart. Make your way up. Kill off the Spear Guard then the Bone Pillar then the next Spear Guard. Break the top left wall (the one after the stairwell) to get some Pot Roast to regain lost health. Now make your way up.

In this section make your way past the gaps while Skeletons swing in from some rope. You will eventually come to a room with a huge Cross in it. Hit the cross to get the Stop Watch (if you need it.) Kill the Bone Pillars and enter the next room.

In this room make your way up the stairs killing the Fleamen. Be careful when they attack in swarms of 2-3. If that happens it will become deadly you might die quickly. Continue forward. Once at the top kill the last two Flea Men. You will then come towards some platforms glowing. Do NOT jump on these, they will tilt back and you will fall. Also make sure you dodge/kill the Medusa Heads that come towards you. When you get to the third portion you'll see some Bone Pillars, kill 'em all and advance. Now continue, grab the Rosary to kill whatever Medusa Heads in the way, destroy the pot for some Post Roast. Now hit all three statues above with the Cross to receive 1000 gold.

Now advance and destroy the Big Skeleton. Once he is dead wait for the bell to ring a few times to receive some Pot Roast. Enter the next room. In here take out the ghost one at a time then advance, take out the Spear Guard and continue to fight some more Ghost. Now kill the second spear guard. Continue you will see a Thief come towards you. Kill him and do not allow him to touch you or he will steal your subweapon. Enter the next room. Destroy all candles in this room and then break the lower left wall to find a huge Pot Roast to restore ALL of your lost health. Now enter the next room to fight

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Stage 3a: Release From The Thirst For Blood| (DXRMS-005)
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This level is a swamp based type level. Start off by collecting any candles you see. Beware of the Mudmen who spawn out from the mud. Also watch the bats that come out of nowhere. Kill 'em off quickly or dodge them.

Note: Make sure you get out of the mud quickly or you'll be sucked down in to a muddy grave.

Now once you jumped over the first mudpit a Tomb Stone will come alive and jump

at you. Destroy it and take the stairs up. Here you'll find a lone Tomb Stone, this one will not attack you for a relief. Move it to reveal a secret passage that you will drop down. In here you'll see six candles. On the the left side you'll find in each candle the Cross, Holy Water and a Stop Watch. On the right side you will find a Large Heart, 1UP* and the Axe subweapon (which I recommend that you get.) Now once you have got the items you'll need drop down in the pit below.

You'll drop back in to the pit of mud. Get out of quickly and advance onward. A cut scene will start and a huge flying skull with three eyes will come out of the darkness. To end it's undead life quickly use the Axe Subweapon and hit all three of the eyes and it will die. You can now advance on. Here you'll come to another muddy pit. Jump up to the area above and break the right wall to reveal some Pot Roast to regain lost health.

To Save Tera

Now in this portion you'll see a platform below and one on top. Drop down to the platform and attack the wall from top to bottom to reveal a hidden room. Go inside. In here you'll see a Red Bone wall and a stairwell, take the stairwell down to trigger a scene and you'll save Tera. You'll also gain the ability to destroy the Red Bone walls.

Now make your way back upstairs and destroy the Red Bone wall so that it will give you a path to go up and advance. You'll come to a Grave Digger who loves to use martial arts. To avoid him wait 'til he runs towards you, back flip over him and destroy him in four hits of your whip. Continue on and make your way up while killing the Skeleton. Skip the stairway and continue forward to find a Skeleton and another Grave Digger. Once the Grave Digger is dead drop below and hit the wall (hit the bottom portion that doesn't break for some Pot Roast.)

Now backtrack to the set of stairs and head up. Now we have come to a cross road. We can either take the main path and fight to fight the Dullahan or we can take the alternate. The way to get to Minotaurs is easy so I don't need to write a part on that.

To get to Level 4b you'll see some chains up above. Hit the second chain ball that drops down to break it to watch it fall. Below it'll crush a hole in the ground. So head back to the previous stairs and go back down. Drop down to the pit below. Be careful you may endure damage from the spike ball. Now enter the next door. Gather all the candles and hit the box on the left side to reveal a Large Heart. Kill the rat and try to reach the Large Heart it drops. Now collect the rest of the candles and destroy the right lower wall to reveal some Pot Roast. Now make your way downstairs to fight the boss.

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Stage 4: Atop Countless Terrors| (DXRMS-006)
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This level starts with Flea Men advancing right at you and Skeletons throwing bones from above. Take 'em out. Be careful of the Red Skeletons who will resurrect upon a few seconds. Make your way up, grab the Axe subweapon and advance to the left. In the section take out the Bone Dragon with the axe. Now continue.

Cross the machines of death carefully. Once you're finished you'll see a lone monster at the top. Kill him now be careful in this portion you'll step on some traps. To evade 'em, just jump once, then back flip for the 2nd. Now head up

the stair carefully, watch the spike lowerer'. Once it's at a safe distance proceed up. Now get through them. At the end will be another Bone Dragon, take care of 'em or ignore 'em. Continue down this carridor and then to the next section.

In this room you will see Fleamen on top of large iron balls. The objective is to watch out for the Snake Skeleton thingies and getting on top of these iron balls of death and making it to the top. In the next section take out the Skele-tons and Red ones. Now make your way up to the next stairwell you see (ignore the first one going down.) Now kill the Axe Armor and continue to the right stairway going up. Up here take out the Axe Armor. Now hit the Spike swinger and it's path way will be altered for a sec allow you to get under. Now continue and destroy the wall of Bone Pillars. Now Jump on the moving platform and then jump to the upper stairwell and make your way up.

In this lonely room make your way to the door and enter it. In this chamber collect all items (holy water is recommended) and break the lower right wall (under the door) to receive a Large Pot Roast. Enter the door to begin the battle.

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Stage 4b: Fortress Of The Water Demon | (DXRMS-007)

This level is fun (so I thought) The only thing you need to watch out for in this section are frogs and Crows. Continue forward and jump or climb the stairs down. Watch out for the frogs below swimming in the water. Climb up the next set of stairs and kill the Frog. Once on top dodge & kill the Crow. Drop down to the ground below, walk up the stairs and kill the frog and next Crow. Repeat the same process. You will then come to frog statue with a door in front of it. Go inside for the next section.

In this section you'll see a water fall and some rafts falling below. Now we can do one of the two things. Why? Because we've come to a cross road. We can either save Tera or hitch a ride on the rafts below.

So if you want you can skip the part to save Iris if you wish.

To save Iris

Carefully hop on the raft and make it pass the huge gap. Kill the first Frog that you see. Now we'll be on some bridges with skeletons climbing under it and coming out of no where. Eventually you'll come to a blue frog. Do NOT kill it. Instead evade it and let it follow you forward until you come to some Frog Statues. It will jump on one that is missing and it will lower. Now make your way back left you'll notice there is a gap in the bridges now, so drop below and make your way left to find a set of stairs. Go down them and you'll be in a cave full of Mermen. Destroy them and proceed right until you come to a door which you can go inside. In here you'll find Iris and trigger a scene. You'll then gain the ability to destroy Crystals.

Once you're back in the Merman chamber destroy the Crystal Wall and then destroy the Candle to obtain a Music Sound Item* Now make your way back upstairs.

Now you can either go in to the door on the far right to fight Dullahan or head down the rafts. In the raft section ride the waves kill the Skeletons with Spears behind you. Also you can hit the burds carrying tressure chest. Eventually you will see a bird holding a sign. That is pretty much a caution that there will be an ending of the river.

Note: The Sign says Deadly if you read it!

So carefully jump off the raft and on to the cliff. Now continue forward and you'll come to a ferry man. Get aboard his ferry to trigger a scene and he will guide you pass the river. Now get on the groundsection and destroy the Crystal Wall to find a Sound Item* Now jump up you'll eventually come to a moving platform. Be careful of the hordes of bats that make way. Also collect the key and move forward and unlock the door. In this room collect all the hearts and enter the next room to fight the boss.

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Stage 5: The Devil flies by Night| (DXRMS-008)
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One of my favorite stages. Continue forward. Water Skulls will appear out of the water, so kill them (1 hit) and move forward. Kill the Skeleton Flails on the platforms and advance while taking out/dodging the skulls. Now you'll come to a door. But out of no where two Skeleton Swordmasters will appear out of no where. Kill the first one and as the second one dashes at you back flip over him and kill. Now enter the door to get in to the ship.

Once inside take out the Skeleton Archer. Now ignore the stairs and you'll see a wall. Break it open and go in. Jump on the crates to get above and destroy the candles. One of them holds a Sound Item*. Now make your way down the set of stairs. In here you can either destroy the wall on the right side (left wall at the bottom) to go obtain a lup by destroying the ship's engine and risk getting shot at by Bone Muskets.

Or you can go right, take out the Skeleton Archer and head inside this room. In here you'll fight a Spectral Sword. Take out its sword and find the right one to advance in to the next room. In here grab the Cross Subweapon and the heart (from the candles) now enter the next room to fight three Skeleton Archer-s at a time. Once they are dead enter the next room.

In this room you'll fight a Phantom Painting. Be careful not to jump in to him or he'll suck you up and kill you in 1 hit. Just kill him off with your whip or cross subweapon (I suggest you save hearts.) Once he is dead enter the next room. Above here you'll see a Musket Skeleton. Watch him firing, once you get his timing right wait for him to fire two shots, as he reloads jump up and kill him and make your way up.

Up here go left to collect the Axe Subweapon. Watch out for Flea Riders. Continue left until you come to Plate Armors who swing large iron balls to hit you. Just kill them off while collecting candles and evading/killing Flea Riders.

Move left all the way until you hit the next section. Collect all the candles you see. Make sure you get the Cross subweapon. Also if you need health break the wall on the left. Make your way up to fight Death

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Stage 5a: Wandering| (DXRMS-009)
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At the start of the stage dodge the horde of bats that make way. Now collect

any candles you see and advance. Jump over the platform. On the next portion kill the Skeleton Swordsmen. Now wait for the moving platform, destroy the candle to receive a Large Heart. Now in this next portion kill the Skeleton with the sword or he'll knock you off to a watery grave. Now continue on and kill off the Skeleton Flails. Now jump up kill the next one and wait for the moving platforms. Jump on and hitch a ride. On the 2nd platform duck to not get hit by the spikes. Jump to the next portion, kill the Skeleton Swordsmen. Continue forward and a doorway will open and Richter will go down stairs. Hit the lower block two times to receive some Pot Roast. Kill the Peeping eye and continue.

Kill the Spear Guards in this portion and continue 'til you see a water fall. In front of you will be a Blue Axe Knight. Just stop him with whip attacks now jump over the platforms. Now make your way up. Kill the Spear Guard and head up the stairs. Kill the Peeping eye then the Axe Armor. Continue until you see a set of stairs going up. In this section past the spikes break the wall to get some Pot Roast. Now continue forward. Kill the Skeleton down below. Now hit the switch on the ledge above you to open up the gate. Continue through it, grab the Cross subweapon and move in to the next room.

In here move a tad. Kill the Final Guards in this room (can be a real pain.) Once they are dead head in to the next room. In this room take out the brown Axe Armor. He will come at you, so black flip over him and attack. Once he is dead move on. Move on until you fight the boss.

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Stage 6: A Nightmare Reborn| (DXRMS-010)
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This level is just one huge boss fight. So keep that in mind.

Please refer to the boss section if you need help.

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Stage 7: Hear Now The Requiem Of Blood| (DXRMS-011)
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Grab the Axe Subweapon behind you and make your way on the bridge that will crumble to the ground below. You'll have some huge bats following you, some with a sword. Aim your attack right with the axe to kill them off without getting hit. Once inside the Clock Tower. Make your way up while avoiding the Skeletons and Water Skulls. Once at the top hit the Right Gear to open the door. In here you will find a very powerful Raven. Just kill him with your Axe Subweapon and break the Egg to receive some Pot Roast, also, collect the key it drops if you wish to Save Annette.

Now enter the next room. Use the gear to travel down. A Harpy will throw a knife at you. Just evade it then get close to it and whip it to death. Now jump on the gear to activate a gear which will help you travel down. Kill the next creature. Now once at the bottom jump on the moving gears in the water and break the wall to receive a Sound Item* now enter the next room.

skip this part if you wish to save Annette

In here you'll see a door that can be locked. Go inside and kill the Succubus disguised as Annette.

If you wish to Save Annette

Remember that key I told you to obtain from that powerful Raven? Well that key will allow you to open the REAL door to save her. In order to do so you'll have to be in the third room inside the clock tower (the one passed the Harpy's.) No -w make your way up until you see a Crystal Wall, break it and it will drop an Invisiblity Jar. So grab that and make your way back down to the first locked Door but do not go inside. Instead you will have noticed that a new path way at the bottom has opened up.

Make your way down the new set of stairs and open up the real door. Inside will be Richter's lover and trigger a scene.

Now make your way back up while dodging the Water skulls. Use the stairs and th -e moving gears to make your way upwards. Also don't forget to dodge and kill off the flying Medusa Heads. Enter the top left room.

In here take out the dog skeleton and then the Sword Armor. Again move foward and repeat the same process. Continue foward until you see two Golden Statues. Attack them to turn them around and you'll reveal a Music Item*. Now backtrack to the set of stairs. Go up them both to reach the next section. Up here you'll see a switch with doors. Ignore it for now or try to get through it.

Now continue jump over the gap and jump back across and take out the Sword Armo -r. After that jump over the gap, kill the Skeleton spitting out bones like no tomorrow. Now jump in the gap behind you. Down here collect the Cross Subweapon now jump over the gap and hit the left wall to reveal some Pot Roast. Now back track back upstairs, jump over the few gaps. Kill the Skeleton Dog and the Swor -d Lord. Now head down stairs. Kill the Skeleton dog and continue. Kill the nex -t Skeleton and continue. Now kill the Sword Lord then go up stairs.

In here you'll see some swinging platforms. Kill the Skeleton and advance to th -e right via jumping. Jump down in to the next gap. Now head up the staiers and then swing across the room and enter the door. In here collect all the candles. If you want to destroy the walls use the Holy Water in the next room you'll fig -ht the boss.

Note: If you did not save Annette you'll have to fight her.

Note: If you did save her you'll have to fight Shaft's Ghost.

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Stage 8: Bloodlines| (DXRMS-012)

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Just walk up the stairway and collect the Cross Subweapon. Collect the hearts and ignore the Holy Water. Enter the next room for the final show down.

Boss: Dracula

This battle is simple. He will teleport around the room firing fire balls at

you. Occasionally he'll fire 2 big fire balls which you can duck under the first and jump over the 2nd. Just hit him in the head with the Cross and regular whip attacks. After you take his first form down he'll enter his second form.

Note: If you saved Annette Dracula will have a Third and more changeling form.

After the battle a scene will take place.

Enjoy the ending credits.

END OF RONDO OF BLOOD REMAKE!

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8. Rondo of Blood (Original) Walkthrough |
_____ | *Coming Soon*

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9. Symphony of The Night Walkthrough |
_____ | *Coming Soon*

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10. FAQs |
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1. Q: How do I save Maria?
A: Please refer to the Stage 2 section of my guide!
2. Q: How do I destroy the red bone walls?
A: You must save Tera in Stage 3`. She will give you a charm that will allow you to destroy them and Red Skeletons for good. To save her please refer to my guide.
3. Q: How do I destroy the Crystal walls?
A: You must find Iris in stage 4`. She will give you a charm that will allow you to destroy the Crystal walls. To find her please refer to my guide.
4. Q: How do I unlock the SOTN & the Original Rondo of Blood?
A: In stage 3' to unlock SOTN go to the third section of the area. Up here you will encounter a Bone Dragon, kill him and then break the vine to make a platform and jump up to the portion and destroy the Tomb Stone, behind it will be SOTN.

As for the Dracula X Original I have no idea yet. Please let me know if you find it :)

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11. Boss Section: Rondo of Blood Remake |
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Stage 1 Boss A : Wyvern (DXCRMB-001)

This boss is very simple. At first we will take note of how it attacks.

Attack 1: He will come down at you with his claw. Use this time evade and use your main whip attack against him.

Attack 2: He will breathe fire and shoot it at some points on the ground. Be cautious though, the flames will stick at their spot for a few seconds.

Attack 3: His final attack he will fire a blue dragon face at the ground as it hits the ground it will try to ram you. Just jump over it.

Now for the tactics. Take note of Attack 1. Use your whip when he comes down. Next I suggest you spam Axes (if you have the sub weapon.) The axe will fly up in an arch and hit him.

After the battle collect the Stage Clear orb.

Stage 1 Boss B: Serpent (DXCRMB-002)

Another simple boss. Lets check out it's attacks shall we?

Attack 1: He will lift his head out and fire some fire projectiles which will try to ram in to you. Just jump over them and attack his head with either the Axe/Cross subweapon or regular whip attacks.

Attack 2: He will twirl and coil himself around the bridge. The best to evade this is to stand in an opening.

Now his weak spot is the head. So make sure you always hit there with either regular whip attacks and subweapon use. You may die a few times if you aren't used to the classic CV style. Either way keep practicing.

Stage 2 Boss A: Werewolf (DXCRMB-003)

This boss can be some what of a challenge. So lets look at his attacks, shall we?

Attack 1: He will fire projectiles at you. Just dodge these.

Attack 2: When he starts to climb the ceiling or walls he is going to do a flip attack on you. The best way is to lure him. get in the mid portion of the room and wait for him to do it. Quickly move away and attack him.

Attack 3: He will do a slide attack. Just jump over him.

Attack 4: When his health is almost gone he will do an ultra flip attack and bounce off the walls like crazy. Just time him and then hit him that will make him stop.

Attack 5: He will smash his fist in to the ground upon death. Make sure you are not near him or it will hurt! :\
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Just use Holy water the item Crash attack "Hydro Storm" and regular whip attack -s. He should go down with no problem.

Grab the orb when he dies.

Stage 2 Boss B: Coming Soon (DXCRMB-004)

Please inform me on how to get to this boss. Thanks :)

Stage 3 Boss A: Minotaurss (DXCRMB-005)

Attack 1: He will swing his huge axe down at you.

Attack 2: He will throw stones at you so dodge/destroy them.

Attack 3: He will spit in your eyes, which will stun you for a few seconds

Attack 4: He will ram at you. To evade this just black flip over him.

Attack 5: Upon death he will run at you and uppercut. To evade this just flip over him.

Take him out using Whip and Cross hits. Item Crash helps but isn't really needed. All you need to do is time his movements down and just practice, eventually you'll beat him.

Grab the Orb when you're finished.

Stage 3 Boss B: Together (DXCRMB-006)

This boss is a huge eye and floats around the room. He's very simple. I suggest you use the Axe subweapon.

Attack 1: He'll summon fire and throw it around the room, easy to evade.

Attack 2: He'll teleport around the room.

Attack 3: He'll summon some rocks to throw at you, destroy them with your sub weapon.

Attack 4: He'll fire 3 laser shots, watch where they go and move under them.

Attack 5: When he dies he'll summon some runes. Watch the big rune come over you, then quickly move to evade him.

After that collect the orb to clear the stage.

Stage 4 Boss A: Dullahan (DXCRMB-007)

This boss fight is pretty simple. All you really need to do is watch its movements. Dullahan is a huge headless swordsman who wields a jousting pole and carries his head.

Attack 1: He will thrust his sword at you, just back flip to evade and then attack.

Attack 2: He begins to float and turn green and will start chasing you. If it touches you, Richter will be slowed down. To evade this just jump or back flip over his head. If you're lucky you'll be able to get in a few shots.

Attack 3: He will jump up and thrust his sword in to the ground at you. To evade this just move away from him and get in regular whip attacks if you can.

Attack 3: He will thrust his sword in to the ground and ice crystal's will come out of the ground. To Evade this reach for high ground and attack using Holy Water.

Grab the Orb when he dies.

Stage 4 Boss B: Carmilla (DXCRMB-008)

This boss is pathetically easy. All you really need to do is watch two things. One her main form which is walking around, if she touches you, she'll suck all your hearts away. Now move to the platform on the left and attack the huge fly-ing skull. Once the skull is destroyed, attack her she will then turn in to a Succubus who will hop around. Just watch how she hops and attack her 'til she's dead, nothing to it.

Attack *skull* 1: She'll throw flames around

Attack *Her Human form* 2: Her human form will suck your hearts dry.

Attack *Succubus* 3: She will kick and hop around you.

Collect the orb after she is dead.

Stage 5 Boss A: Death (DXCRMB-009)

Death can be a pain because he'll summon sickles at you. Just dodge and destroy them. Try to get a few hits in on him with your cross & whip as he flies around the area. After a certain amount of damage he will fly in the back ground and fire skulls at you. Just dodge them.

He will then scream "Face me boy!" and he will transform in to his original self. At this point he'll summon a few sickles at you. He will also try to hit you with his sythe. Occasionally he'll fire green balls at you which will follow you around. Just use regular whip attacks, cross attacks and an item crash if you need to use it.

After he is dead collect the orb.

Stage 5 Boss B: Hydra (DXCRMB-010)

Coming Soon

Stage 6 Boss Fights (DXCRMB-011)

Boss 1: Vampire Bat

This boss is pathetic. All he will do is fly around the room firing some projectiles that follow you around and will spin in to the ground. Just use regular whip attacks on him.

Boss 2: Medusa

Again another easy battle. Just use your Cross Subweapon on him and back her in

to a corner and continue to whip. Duck when she fires a laser at you or you'll turn in to stone. She will also jump up and attempt to hit you with her tail.

Boss 3: The Mummy

Now things are starting to get challenging. He will hit you with his arms that in which expand out. Just duck and hit him. He will then summon three blocks in which you must jump over all three or be crushed. At this point he'll summon some bandages that will go upwards and downward across the room. To evade this just get back near the start of the room and hit him with your Cross and regular attacks.

Boss 4: Frankenstein

This boss battle is simple. Just make sure you stay away from him. Your subweapon will not work. So just use regular attacks while dodging him. He will throw out lightning balls at you in which you can backflip or jump over. He will also try to grab you. Eventually he'll stomp on the ground and make the ceiling cave in. To evade this just hide under the first platform. He should go down easy.

Boss 5: Shaft

He will use orbs to hit you and will teleport around the room. At first he'll turn them on fire. Just dodge them and attack him. His other attack is when he turns them in to Lightning. Carefully time their strikes and just hit him with Cross and regular whip attacks. Use an Item crash if you have enough hearts.

He should go down with ease.

After the battle collect the orb.

Stage 7 Boss A: Ghost of Shaft (DXCRMB-012)

Coming soon

Please tell me how to save Anaette so that I can write a guide for this. :)

Thanks!

Stage 7 Boss B: L. Vampire (DXCRMB-013)

This boss is easy. She will use her bats to protect her from regular attacks. The trick is, is to wait for her to use them to attack. A few of her moves can be evaded easily. How you do this is simple. Just move in the middle of the room when she sends her bats flying down wards. She will then have them move in to a circle around her and the ones in front of her will reach to attack you, just move away from them. She will then summon them all down to hit you at once depending on where you're standing, again just move away. When her health drops almost being killed she will spend them spiraling, just evade them in an opening and just attack every time she has an opening, she'll go down with no problem.

Stage 8 Boss: Dracula (DXCRMB-014)

This battle is simple. He will teleport around the room firing fire balls at you. Occasionally he'll fire 2 big fire balls which you can duck under the first and jump over the 2nd. Just hit him in the head with the Cross and regular whip attacks. After you take his first form down he'll enter his second form.

Once this happens just take him out via subweapons and whip attacks towards his

head when he jumps high go under him. Eventually he'll fall.

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12. Boss Section: Syphony of The Night |
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Coming Soon.

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13. Boss Section: Dracula X Rondo of Blood (Original) |
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Coming Soon.

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14. Dracula X Chronicles Secrets |
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A. Rondo of Bood (Original)

Level Select In Original Rondo of Blood: X-X!V''Q

B. Symphony of the Night Modes

After the end of the game you can play new modes in SOTN. To does this just start a name game. When you go to name your character put in any of these names to start a new game mode!

X-X!V''Q: Play as Alucard with 99 luck and start the game with the Lapis lazuli item for +20 luck.

AXEARMOR: Allows Alucard to use the Axe Lord armor in SOTN to play as an Axe Knight!

Richter: Play as Richter Belmont from RoB and SOTN!

Maria: Play as Maria for the first time!

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15. Thanks list|
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Friends - You know who you are.

Family - Again you know who you are.

Snaksolid - Hydra information.

Brian Ludwig - For pointing me the secrets section of this guide.

Note:

I'd also like to thank the ones who have helped contribute to this guide. the reason why I have written this in place of names is that I have forgot the names of the ones who have attempted to help me. Please email me or msg me online.

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16. Outroduction |
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I hope you have enjoyed the game(s). This guide has taken me a few days. But I am glad that I have created it. I hope you enjoyed my guide as much as I have had the time to write it.

So good luck out there. And happy gaming :)

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17. Copyright Information |
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This guide is copyrighted by me (jestercolony aka Ryan Nicholson) as of 2007. Any one caught using this guide for their own profit will be delt with quickly. Anyone caught hosting this guide on their site without my premission will be sued. Anything else? Okay...

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18. Hosted Sites |
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Note if you wish to be hosted just e-mail me!

GameFAQS: <http://www.gamefaqs.com>

Neoseeker: <https://www.neoseeker.com>

Gamer Evolution: <Http://www.gamerevolution.com>

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