

Castlevania: Dracula X FAQ/Walkthrough

by Exodist

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CASTLEVANIA DRACULA X/ VAMPIRES KISS
FAQ/WALKTHROUGH

Welcome to this Castlevania Dracula X walkthrough/faq,
remember, if you have a question or wish to
help me (by telling me game tips or secrets etc.)
or want to recorrect my mistakes, then e-mail me!
But only e-mail me if your question is NOT in the walkthrough.
If it is, i'll ignore the you!
Also, when e-mailing have the subject Castlevania Dracula X
help or info.

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GAME AND DOCUMENT INFO

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Game: Castlevania Dracula X/ Vampires kiss
Platform: Super Nintendo Entertainment System (SNES)
Genre: Action
Document by: Ryan Haighton (Exodist)
Version: 0.1
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I. INTRODUCTION

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Welcome to my guide for Castlevania Dracula X. This game is also known
as Castlevania Vampires kiss in europe, the version I have.
This is another Castlevania game in the series, 1 of the 2 that were
on the SNES, the other being Super Castlevania IV.
This is a really good game, but is really hard, which made me write
a FAQ/Walkthrough. Who cares how old the game is anyway?
I can't remember which one came out first, it might of been Super
Castlevania IV, but that doesn't matter.
Anyways, let's get started!

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II. STORY

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Transylvania.

The Middle Ages....

An evil Darkness had befallen
the land, giving rise to sinister
vampire legends.

Until now the people of Transylvania
had grown accustomed to their peaceful
existence, secure in the knowledge
that their famed hero, Simon Belmont,
had sealed the fate of Count Dracula
several hundred years prior.

Wicked townsfolk, possessed by the
Darkness conspired to revive the
King of Blood....

Dracula, now undead once more,
plotted to exact revenge upon the
descendant of the family that
destroyed him... Richter Belmont.

The Prince of Evil viciously attacked
the town with his unholy legion. He
snatched away Richter's girlfriend, Annet
and her sister, Maria. Imprisoning them
in his vile castle, he lives in wait for
Richter to attempt a rescue.

Richter, burdened by his destiny, left
for Dracula's castle with his legendary
ancestral whip, the determination to save
his loved ones and the resolve to send
Dracula to eternal damnation once and
for all!

Taken from the introduction in the US version of the game.

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III. GAME BASICS
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This game is really complicated to play, its your average side scrolling
SNES action game.

Firstly, I will put down the CONTROLS for the game.

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CONTROLS
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The game has 3 different control types. Here are all 3 of them.
Remember in game they are listed as A, B and C.

CONTROL TYPE A

Attack - Y

Jump - B
Itemcrash - X

CONTROL TYPE B

Attack - A
Jump - B
Itemcrash - X

CONTROL TYPE C

Attack - Y
Jump - B
Itemcrash - A

And then here are the other controls, that CANNOT be changed.

Start - Pause the game and show lives and score
Select - Navigate through menu
L - Nothing
R - Switch items on password screen
Left/Right - Move Richter
Down - Crouch
Up - Climb stairs

OTHER TECHNIQUES

These are things you can make Richter do when playing by pressing certain buttons.

1. By pressing up and attack, you can use your subweapon normally.
2. You can backflip by pressing the Jump button twice.
3. If you have no subweapon or item, pressing Itemcrash will use the Firewhip.

Thats just about it really.

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HOW TO PLAY

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OK, when you play the game, you will start on a map. This shows what level you are on. The game will automatically select the level.

Then, you will be playing. You will have to move your character to the right to get to the end of the level. There may be multiple paths, like some stairs to go up etc. There will be loads of stairs to go up, and enemies to kill. You must attack them with either your sub weapons, or whip to kill them. This isn't mario, jumping on their head doesn't kill them!

When you get to the end of the level, the password for the next level will be shown. I will tell you the password for each level, which means you can cheat and go to the last level, or HONESTLY use it so you don't have to write them down. Which is annoying. Really, you use the attack button, and you will attack. You will jump when pressing the Jump button to move over obstacles, or to jump up the last leg of the stairs. Anyways, I will explain the PASSWORD system.

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THE PASSWORD SYSTEM

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This game has a different kind of password then random letters and numbers. It has pictures. This is an example of a Password. There are 4 different pictures used. There is the standard Flame, then a AXE, HOLY WATER AND A HEART. Below is an example of a password.

LEGEND:	

A F H	A= AXE
_____ _____ _____	H= HEART
A A A	W= HOLY WATER
_____ _____ _____	F= FLAME
F W W	
_____ _____ _____	

That is actually Level 1 password.
Anyways, thats how the Password works. Not really complicated, just a pain in the ass writing it down.

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IV. WALKTHROUGH
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STAGE 1 - BURNING TOWN

PASSWORD

LEGEND:	

A F H	A= AXE
_____ _____ _____	H= HEART
A A A	W= HOLY WATER
_____ _____ _____	F= FLAME
F W W	
_____ _____ _____	

OK, as you start notice the nice background. A flaming town. Anyways, go right and destroy the first 3 torches for Hearts and Kinfe. Then, kill the skeleton apes,, then go up the stairs. If you want, you can collect a AXE by destroying the torch here. You will drop the Knife, so if you change your mind you can always go back, but be quick, it dissapears not long after! Then, go downstairs or just jump, and destroy the other Torch for a heart. Go right into the next part.

Here, you will face some Skeletons and Bats. This part of the level is like a tower. Here, jump onto the first set of stairs, and kill the skeleton. Be careful, it might jump down after you or throw bones at you. Kill it, jump right onto the next platform. Go up the stairs to the left, and kill the skeleton. Kill the bat, then go right again onto the next platform, then jump up the left onto the top of the tower. Go right to get to the next part of the level.

Here, if your low on health, go down and not onto the top half of the platforms. Keep going, killing the Medusa Heads that come. Then kill the Bone Pillar, and go right. You will have to jump over some pits, but you will finally come to some spikes. Don't try to jump over them, you can't without getting hurt and don't need to. Just hit the torch near the spikes, and collect the Chicken. Yum, anyways, go back left, and remember one of the torches has a boomerang in it. When you can, jump onto the top platforms. Kill the skeleton and go right jumping over any gaps and killing any Medusa heads that come. Then, you will come across a torch above where the Bone Pillar was. Collect the Rosary here, then continue left. Finally, you will come

this next bit is REALLY HARD. You will see like a bridge to the right, be prepared and jump on. Damn, its falling apart. To make matters worse, Lizardmen are attacking you at the same time. Only small parts of the bridge will fall, and lizardmen will appear everywhere. Kill them, or try jumping over them if your brave. If your doing really well, try hitting the torches and collect the \$ bags. Finally at the end, if you made it. The draw bridge will open, and you will automatically jump on.

But its not the end yet! You still have loads more to do. Here, Bats will fly at you like the Medusa heads did in the last level, so kill them. They are easy. You will also come across some skeleton apes. Some, will throw barrels at you. So either dodge them, or destroy them with your whip. Then kill the skeleton ape. Keep going right, and you will soon be at another part of the level.

Here, go right, and kill any Ghouls that appear. One of the torches has a knife in them, so if you want one, destroy them all. Sooner or later, you will see a round circle of the floor. This is a Peeping eye, so go near it, and it will start flying around. These take 2 hits to kill, so jump up and hit it 2 times. After that, go right. You will see a Axe armour on a platform, so head up the stairs, and destroy the torch if you want some Holy water. I suggest using your normal sub weapon attack to hurt him, as he has some deadly attacks up his sleeve. OK, he will throw is axe up, which will then start coming down, he usually aims for you. He will also throw his axe high or low, like a boomerang which will go far to the direction he threw it in, then come back to him. Jump over it to avoid it. Then start hacking at him. Also, he will charge at you flailing his arms about madly, so try to run away to dodge. After so many hits, he will die. So go up the stairs to the left.

Here, at the top of the stairs, a dog skeleton will attack you. So quickly crouch, and attack. These only take 1 hit to kill, so are pretty easy enough. Anyways, go left. You will see a enemy above you, on another platform holding a spear. And one right in front of you. Be careful and try not to hang around underneath a Spearman, they will thrust the spear downwards at you. The only other thing they do is spin the spear, and hold the spear up, then strike. When fighting one, if they hold the spear up, jump or run away from them! They will strike at you, dealing damage and also make you go flying!

These only take 5 hits to kill, so get near enough one for it not to hurt you when it spins its spear, and attack like crazy. Once you have killed the lower one, go left. Kill another one, then go left again. Quickly crouch when you get near the steps and kill the dog skeleton that attacks you. Climb up the stairs.

Go right, and kill the other Spearman. They may of joined forces, so they may be 2 to handle. Kill them, go right. Jump across the gap, and climb the stairs.

This is the last part. Go right, kill the dog skeleton. Then kill the were skeleton. At the bottom of the steps (platform steps, not actual stairs) attack and you should reveal some Chicken. So collect it. Then jump up the platforms and kill the 2 peeping eyes. Continue right to the boss.

BOSS: Phantom Bat

This boss is actually really easy. It doesn't even attack you, it just pointlessly flies around the room. But it's big, so be careful.

Basically, it's a whole load of small bats, that turn into one big bat. Immediately attack it, to make it small again! The, the small bats start moving in a zig-zag towards you. So start whipping them, or use itemcrash if you have lot's of Hearts. Finally, these will turn back into a large bat, so hit it again. Then repeat. It's dead easy.

After you kill the bat, collect the orb and go to the next level!

STAGE 3- CASTLE CENTER

PASSWORD

			LEGEND:
F W W			A= AXE
___ ___ ___			H= HEART
F W H			W= HOLY WATER
___ ___ ___			F= FLAME
F W W			
___ ___ ___			

OK, start by going right. Then jump onto the platform, and then start climbing up the tower, jumping from ledge to ledge, and killing all the bone pillars and medusa heads that attack you. Also remember to avoid the platforms with spikes on them. Getting near the top, you will climb some stairs, and right at the top is a bone pillar. Killing them is really hard, as medusa heads are coming from everywhere, and your getting attacked by the bone pillar too!

Then, jump to the right onto the next platform. Then jump onto the platform that flips, then move right a little. Make sure you don't hit the bone pillar, that will be right in front of you! Kill it, and go right to the next part of the level.

In here, make sure the spearman under you doesn't get you, then go right and jump onto the platform. Kill the spearman here, then jump down the stairs. Go left, and kill the spearman, and hit the torch to the left of the stairs for some Chicken. Go down the stairs to the sewers.

Here, go right and jump onto the small platform. If you wall into the sewer water, thats it. Your dead, gone. So kill the bats, or if you miss quickly crouch down to avoid yourself moving from taking damage. Then you will come across some Spikes, so crouch to avoid those. Then a lizard man will jump up, so kill it if you can. Then jump onto the platform. Then jump onto the next moving platform. Kill all the lizard men that jump up from the water. Then jump onto the other moving platform. Then jump to the right, and go up the stairs. Then go up some more steps.

Here, go right and attack the middle of the bone pillar 3 times to kill them both. Be careful, and dodge the axes the Axe armour above throws at you. Then go right, and jump up the steps onto the next platform. Then go left, and jump onto the next platform, and kill the axe armour. Go left, kill the bone pillar here, then go left into the next part of the level.

OK, in this next room, you have a path to choose. You can either, jump down into a gap between 2 pillars. This will take you to Stage 4 strait away, and you will NOT be able to save Maria or Annet. Or, you can jump across the pillars to the left, so you can save Maria and Annet. It's up to you. If you want to save them, continue reading.

Here, jump onto the pillars. Then go right, and jump downwards onto the next pillars. Then, jump and kill the bone pillar, whilst avoiding the medusa heads that fly across the room. Jump onto the pillar that the bone pillar was on. Don't jump onto the next pillar, instead wait for the skeleton to do that, and kill it. Fool. Then, jump left. Here, keep jumping left destroying the torches. One has some Chicken in. Then, when your on a pillar which is really high up from some other pillars, wait for a skeleton to jump on. Then when he jumps off, jump on and kill the skeleton when he tries to jump back on. Then keep jumping to the left, and kill the other REALLY big bone pillar. Go left again. Then kill the skeleton, and keep going left. Finally you will reach the end.

In here, keep going left, hitting all the torches. At the last one, you will find a key, so collect it. YOU HAVE TO HAVE THE KEY!!! Anyways, go left to the boss.

BOSS: Dyruahan

First off, i'll just say you have to beat this boss to save Maria and Annet! If you lose, you will also lose your key! So you MUST beat him. He's not very hard though. Theres some Chicken on the other side of the room, so when your low on health go there and collect it. You will have to use your whip, as we have no items apart from a key we need to save Maria and Annet. Anyways, to beat this boss, you have to whack him loads of times. He moves slow though, doing an action then stopping for a second before he does the next, so it's not hard to beat him. His strongest attack is throwing his head at you! If the head hits you, it will make you move slower, so be careful. The boss will strike at you with his lance, stab it into the ground to make icicles come after you, and also jump into the downthrusting into you. He can also make rubble fall from the top of the room, so take cover under a platform if you can! Killing him is easy, so just keep hitting him!

When he dies, collect the orb and go to the next level.

STAGE 4 - MINE

PASSWORD

___	___	___		LEGEND:
A	A	A		A= AXE
___	___	___		H= HEART
F	W	W		W= HOLY WATER
___	___	___		F= FLAME
A	H	H		
___	___	___		

This is the Stage 4 you will play if you beat Dyruahan on Stage 3. If you jumped down the gap in the Pillar room in Stage 3, your after stage 4 - catacombs, so skip past this bit to the next level. You do have that key right!?. If you don't, redo Stage 3. YOU MUST HAVE that key for saving Maria and Annet, and musn't die. If you die, you can't save them. Keep this key!

At the start, a ghoul will chase after you, so kill it. Keep going right. One torch has a Knife in it, but if you have the key, don't get it. I cannot say this much more, DO NOT SWAP THE KEY FOR ANY OTHER

SUBWEAPON. Keep the key, don't die, and just keep the god damn key!
Anyways, go right killing the ghouls that attack you. Then finally,
go up the stairs.

What the hell? There's no stairs to go back down in. Oh well, we don't
actually need to! So, go left. Kill the skeletons, bone pillars
and bats. At the end, go up the stairs, kill the skeletons and the bone
pillar. Then go right. Jump over the gap, then continue. Head into
the next part of the level.

OH, you can't go back again. Anyways, go right. Kill the axe lord
and the bats. Then wait for the spiked blocks to move down, then jump
ontop then jump off the other side. Do this a couple of times until
you get to the right. Go into the next part of the level.

Here, jump into one of the buckets going up. Then jump off, and make sure
you don't die and lose the key! Some skulls will also try to knock
you off, so make sure they don't!

Jump onto another bucket going up. You will see a space in the wall to
the right. Jump onto a bucket moving down to reach this space. Then press
up and A to use the key. Go in, and you have rescued Maria! Anyways,
remember to keep the key, you still need it to save Annet.

OK, you will automatically leave. So jump back onto a bucket going up,
then jump onto the next set of buckets. When it's at the top, jump to
the left to the next part of the level.

Here, go left, killing fleamen when they attack you. There are also red
skeletons that are in a pile on the floor. Just attack them, then walk
past them, you can't kill them. Jump across the spikes, using
the blocks with spikes on. Keep going left, and go into the next
part of the level.

Here, if you have the key, you're in luck. Above you is a door.
If you still have the key, go through to get to Stage 5 without
having to fight a boss! If you want to save Annet, you must go through
this door!

If you don't have the key, go left
and fight the boss!

BOSS: Minataurusu

OK, this boss is aggressive and will attack you as much as he can!
Anyways, there are 2 big hearts either side of the level, but are really
pointless.

Anyways, jump onto either platform, and attack him. When he charges at
you, jump over him onto the other platform and repeat the process.
He may also dash in mid air. Sometimes, he will crash into the wall
and get stuck. Take this time to attack him as much as you can!
Sooner or later, he will die.

Collect the orb and proceed to the next stage, stage 5.

STAGE 4 - CATACOMBS

PASSWORD

___	___	___		LEGEND:
W	A	W		A= AXE
___	___	___		H= HEART
A	F	H		W= HOLY WATER

__	__	__
A	F	A
__	__	__

F= FLAME

This is the Stage 4 you will play if you just jumped down between the pillars on stage 3. Anyways, taking this level you cannot save Maria or Annet, so you will get the worst ending in the game.

But it doesn't really matter much anyways.

As you start, head right and jump up the ledge. Don't go into the mud, as it drags you down and mudmen spawn in it. Kill the skeleton and jump to the next platform. There is some holy water below you, so collect it if you want it. Jump across the hole, and jump across each platform to get to the other side of the bog, whilst killing the skeletons.

In here, your in a passage. Above you is a skeleton and an axe armour. They both throw things, to run to the right. Use the staircase to get up to the next level, and kill the skeleton and axe armour. Once they are dead, go left into the next part of the level.

Here, there a 2 choices to go through to get to the next part of the level. You can go through the bog and a upper road. If your feeling really brave, try going through the bog. This bog will suck you in faster, but if you manage to get through you will get money, big heart and boomerang. Anyways, the top path is easy and the path I think you should take. The bog is not really worth the high chance of being killed. Anyways, jump onto the middle of the row of twisting blocks. Jump to the other side, then jump across the rotating blocks to a staircase. This staircase takes you to the next part of the level.

In here, head right and kill the large parnthropus. They take alot of hits, so attack like crazy. Also be careful of their bones that they throw at you. Keep going and kill the skeledragon thats attached to the wall. It will be easy to kill it, so just attack from a distance. Anyways, go right into the next part of the level after killing it.

In here, if you went across that bog before, and it was no trouble, try this bog! Here, you HAVE to go across the bog, as there is no other way and its slightly hard. Anyways, go to the end of the rock, and jump in! Keep moving and killing any mudmen that come, they die in 1 hit. Also avoid the spikes on the ceiling. Keep going, and be careful not to be sucked in the bog. Eventually you will see a platform, jump on it and destroy the torch. Collect the big heart, then jump into the other bog area. The spikes are lower, and you have more risk of hitting them. Just wait until your really low to avoid hitting them. At the end, destroy the mound for some Chicken, and go into the next room.

Here, collect the big hearts if you need them, then get the knife if you need that as well. Walk towards the boss of this stage.

BOSS: Cloaked Sorcerer

This boss has 2 forms to it, and there will also be skeletons around the room formed by one of his attacks. Anyways, he will fly around the room throwing 3 fireballs at you, and drops bones which turn into the skeletons. If there are too many, just kill them all, then go onto a high platform, and wait for the boss to come. Jump off, and attack in mid air and drain his health! It goes down quick. Once this form is dead, it's time for the other form. Really, do what you did before,

Here, go up the stairs and go right. There are many ravens in this area so be careful. Jump across the gaps, and kill the axe guard, then kill the other axe guard on the other ledge. Then quickly jump across the ledges that are breaking. The torces will have big hearts in them too. Finally, you will see a jetty leading to the boss.

BOSS: LYPUSTON

This boss is easy enough, but its really fast! The wolf will also try to combo you, so be carful about that too! When it dives, run, when it punches backflip, when it slides you jump. Thats the best way to dodge all of Lypustons moves. Then, pretty much just attack him repeatedly. Keep on doing it, and he will die soon!

STAGE 5 - UNDERGROUND LAKE

PASSWORD

_____				LEGEND:
A	H	A	A= AXE	
___	___	___	H= HEART	
A	F	A	W= HOLY WATER	
___	___	___	F= FLAME	
H	H	F		
___	___	___		

This is the stage 5 you will face if you didn't fight the boss on stage 4 Mine, and went through the door using the key, just before the boss room.

Anyways, that is the only way you can play this stage 5, and you will have the chance to save Annet on this level.

Anyways, let's get started!

Move to the right, and start jumping across the pillars. Kill all the lizard men that will jump onto the pillars in front of you, so make sure you wait before you leap! Keep jumping, and eventually you will see a platform with some stairs leading to and top platform. And some Water skulls will start to form, so kill these. There is a boomerang on the lower level, and an axe on the top level, so choose which one you want. Go to the right, and kill the skeledragon there. After that, go right into the next part.

In here, go right and drop down to the platform. Then, kill the lizardman, and go left and drop down onto the next platform. Here, kill the lizardman if he skidded down here, and jump to the right onto the next platform. You should of just missed a Lizardman jumping up. Then drop left, and wait for a moving platform to come, jump on. Go to the edge, so you don't get hurt by the spikes to the left, and it will start moving right. Jump onto the platform, then onto the moving platform on the far right. Use this to jump onto the platform in the middle. Crouch down so you don't get hit by the spikes, its a close one too! Then jump onto the platform on the left. Jump onto the next moving platform, and go into the next room.

Theres no time to delay, start moving as the water starts to rise!

OK, go right and kill the water skull as soon as it comes quick. Then jump up the platforms, and literally jump off the edge, other wise you won't make it and die. Then go left, and jump up the platform, jump up to the right. Kill the skeledragon quick, and jump onto the first platform. Jump, attack the blood skeleton, and then jump up onto

the last platform. Then, go left and jump onto the next platform, then jump left onto the last platform. The water should stop, so go left and kill the skeledragon, go up the stairs into the next room.

Well, we can sve Annet here! Anyways, jump to the left and onto the platform in front of the spring of water. Whip it 3 times to destroy it, which will drain the water. So carefully jump down the platforms to the bottom, and go left. How the hell did she survive not drowning. Anyways, head back up the platforms to the top. Then jump onto the stairs, go up and right into the next part of the level.

Here, jump into the damn like path, and go right killing any water skulls and lizardmen that will appear. Keep going right until you have to jump onto a platform. Don't, as a bird will fly into, making you fall down the pit. Have a sub weapon? You need one to kill this bird, if you don't have one, jump in, and attack and hope you get it! Attack the platform the bird was on for some Chicken, then go right. Keep jumping to the right, until you reach the end, make sure you have the boomerang, as it will make this boss really easy.

BOSS: WATER DRAGON

This boss takes AGES to defeat, so your best off using the boomerang item crash, as soon as you enter the room. Water Dragon should hit them all, do this twice, then start whipping him. He should be dead really fast. I kicked ass. If you don't have the boomerang, then you will have to hack at his head, when ever you can. Whipping him takes ages, so I really do reccomend getting the boomerang. If not, just keep attacking when you have the chance, good luck!

STAGE 6 - CLOCK TOWER

PASSWORD

LEGEND:	
W A A	A= AXE
___ ___ ___	H= HEART
W F W	W= HOLY WATER
___ ___ ___	F= FLAME
A W F	
___ ___ ___	

Well, now if you complete the game, you will get an ending. You cannot stop it happening. If you save both girls, you will get best ending. You will get normal ending if you only save one. You will get the worst ending if you don't save either of them.

Head right and hit the blood skeleton. Jump onto the platform he was on. Then, kill the raven that flys towards you. Then jump across to the next platform, and then hit both blood skeletons. Head up the stairs to get to the next part of the level.

Jump onto the platform on the right, then to the right again. Go up the stairs, and kill the bone pillar there. Go up the other stairs, and kill the raven. Then kill the bone pillar. Make sure your not hit by a raven, you might fall all the way to the bottom of this area and die! Then go left, jumping across

the platforms. Go up the stairs, kill the raven and then kill the axe armour. Jump up the platforms, and leave to the next part by going right.

Here, jump onto one of the blocks moving downwards, then onto the platform. If your on the top, kill the spear guard, if not don't worry about it. Now, kill the bat, and jump across about 4 or 5 blocks moving down, and be careful about the bats coming. At the end, hit the torch on the right for some Chicken. Now, you have to go all the way back. Anyways, jump onto the moving blocks and try to keep high, and jump ontop of the platform, and kill the spear guard. Now jump across and leave this part of the level.

In here, jump to the left. Climb the stairs, and jump onto the platform with the spear guard on. Climb the other stairs, and jump onto the massive cog. Then jump left again, and then climb the stairs. The spear guard may of moved to the edge, so use itemcrash to kill it easily, and be careful about those bats! Then, jump onto another moving platform up, and onto another small cog. Jump towards the spear guard, and try to land on the stairs, and quickly climb up avoiding bats too. Then jump onto another moving platform, then jump across the 2 moving cogs to the next part.

Here, go right and jump onto the cog. Jump to the right, and kill the skull that appears. Then, jump onto the other cog, then drop onto a cog, then jump onto a moving platform. Then jump up to the right, kill the axe lord and continue right to the next part of the level.

Here, jump up this small tower using your skill of avoiding medusa heads, spikes and using cogs. Some of the cogs will be moving the opposite way too. From the start, jump up the stairs, then onto the big cog. Quickly jump onto the small cog, then onto the platform, phew. OK, now jump onto the moving platform, and then onto the big cog. Jump onto the smaller cog, and then onto the moving platform. Jump across the last cogs, onto the platform and go left.

Here, destroy the bottom 3 torches for large hearts, then the torch atop the stairs if you want a knife. Then go left, to fight the boss. Finally, we are near the end of the level!
You will have to fight 1 of 2 bosses. If you save both Maria and Annet, you will have to fight the Grim Reaper. If you only save one or none, you will fight the Skull sorceress.

BOSS: SKULL SORCERESS

This boss is really easy. The boss has no defence, meaning you can attack it's skull all the time. Don't attack the eyes, it's a waste of time and you should be focusing on the Skull. All the attacks involve the eyes, so you know when its going to attack. Itemcrash works well here too. This battle will be over soon.

BOSS: GRIM REAPER

The first form is easy. He will fly around in circles, and if he hits you, you will start to move slow. I think you may not be able to attack either, I don't remember. Hitting him will make him move backwards, so he doesn't hit you. The only

go left.

This is it. The final preparation. Hit all the torches for Big Hearts, and every single sub weapon. I think you should get either the clock, or the boomerang. Go left, and prepare to fight the ultimate evil, DRACULA!

BOSS: DRACULA

This is it. The last boss. We have come along way, so don't get really pissed off and smash your cartridge!

Anyways, you will see him sitting on his throne.

He will get up, and laugh. Then, he will start to teleport around the room on one of the pillars. DO NOT FALL OFF, or you will die!

If you know your about to get hit, just crouch and hope you don't fall off. When he appears, he will either shoot 3 fireballs, or send 2 giant orbs to attack you. When he does appear, wait for him to open up his cloak, then attack his head. This takes really long to defeat. There is some chicken in the torch to the left, but save it for the 2nd form. Also save your hearts for the 2nd form.

OK, your on the 2nd form, and last of Dracula.

He turns into a giant horned demon like creature, that will jump all around the place. If your underneath him, he will crush you badly! He will attack by sending infernos at you, and also a beam of energy at you. To avoid the beam, duck down on one of the lowest pillars. Use your sub weapons if you need to, and be sure to get the chicken if your low on health. I highly reccomend using the Clock itemcrash, and whiping him at the same time. I beat this form in about 10 seconds using this method! Its hard, but not hard when you know what your doing.

CONGRATULATIONS, you have just beaten Castlevania Dracula X/ Vampires kiss. Watch the ending, and give your self a pat on the back. The ending is abit crap, because its all pictures, but still its OK to watch Dracula die!

HAHAHAHAHA!

Well done, you did a great job.

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V. ITEMS

=====

This has all the items in the game.

SUB WEAPONS

NAME	HEART USE	EFFECT
Knife	One	Throws a knife
Axe	One	Tosses a decent-powered axe
Boomerang	One	Hurls a cross which returns after striking
Holy Water	Three	Breaks a vial of holy water onto the ground
Stopwatch	Five	Freezes time, stopping enemies

ITEMS

NAME	EFFECT
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Key	Opens one locked door
Potion	Grants invincibility for a short period
Rosary	Kills all enemies on-screen
Money	Adds varying amounts of points
Chicken	Refills some of the life bar
1-Up	Grants an extra life
Small Heart	Adds one to heart total
Big Heart	Adds five to heart total

=====

VI. ENEMIES

=====

This section has all the enemies in the game.

Name	Frequency	Description
Medusa Head	Common	A floating head
Bat	Common	A flying bat
Vampire Bat	Normal	A darker version of the bat
Skeleton	Common	A walking, bone throwing skeleton
Ape Skeleton	Normal	A larger, weapon-wielding skeleton
Were Skeleton	Rare	A powerful, "mutant" skeleton
Blood Skeleton	Rare	A skeleton who never dies
Dog Skeleton	Rare	A pouncing skeleton of a dog
Skeledragon	Normal	The skeleton of a dragon's head and neck
Paranthropus	Rare	A colossal sized skeleton with a club
Ghost	Normal	A drifting spirit
Eye	Normal	An eye with a tail
Ghoul	Common	A moderately weak undead being
Fishman	Common	A jumping fish-man hybrid
Bone Pillar	Normal	A fire-breathing, flame spitting sentinel
Axe Guard	Normal	A powerful knight with a big axe
Axe Lord	Rare	An upgraded version of the Axe Guard
Spear Guard	Common	A knight who attacks with a long pike
Sword Lord	Rare	A powerful knight with a large sword
Water Head	Common	Like Medusa, but made of water
Raging Bull	Once	A half-skeleton bull who chases you
Demon Tombstone	Rare	A tombstone that rattles and dives at you
Crow	Common	A weak flying enemy
Mudman	Common	A mud-throwing mudman
Mudzombie	Normal	A zombie made of mud
Goblin	Common	Small, agile hopping creature.

BOSSSES

BOSS: Cerberus

This boss is easy, providing your good at dodging its attacks at you! It will take quite a couple of hits to kill it, but its not that hard. Anyways, first off, attack it as many times as you can, using itemclash, and whipping it. Then, he will jump off the screen to the right. He may either jump over you, or onto you! So be careful when he jumps back onto the screen! Attack him some more, and sometimes he will jump back, and shoot some Fire at you. It will hit the ground, then start moving to the left. So jump over this if it gets near you. To avoid, just go underneath Cerberus when he does this. You can tell he is dead because he is engulfed in flames.

BOSS: Phantom Bat

This boss is actually really easy. It doesn't even attack you, it just pointlessly flies around the room. But it's big, so be careful. Basically, it's a whole load of small bats, that turn into one big bat. Immediately attack it, to make it small again! The, the small bats start moving in a zig-zag towards you. So start whipping them, or use itemcrash if you have lot's of Hearts. Finally, these will turn back into a large bat, so hit it again. Then repeat. It's dead easy.

BOSS: Dyruahan

First off, i'll just say you have to beat this boss to save Maria and Annet! If you lose, you will also lose your key! So you MUST beat him. He's not very hard though. There's some Chicken on the other side of the room, so when your low on health go there and collect it. You will have to use your whip, as we have no items apart from a key we need to save Maria and Annet. Anyways, to beat this boss, you have to whack him loads of times. He moves slow though, doing an action then stopping for a second before he does the next, so it's not hard to beat him. His strongest attack is throwing his head at you! If the head hits you, it will make you move slower, so be careful. The boss will strike at you with his lance, stab it into the ground to make icicles come after you, and also jump into the downthrusting into you. He can also make rubble fall from the top of the room, so take cover under a platform if you can! Killing him is easy, so just keep hitting him!

BOSS: Minataurusu

OK, this boss is aggressive and will attack you as much as he can! Anyways, there are 2 big hearts either side of the level, but are really pointless. Anyways, jump onto either platform, and attack him. When he charges at you, jump over him onto the other platform and repeat the process. He may also dash in mid air. Sometimes, he will crash into the wall and get stuck. Take this time to attack him as much as you can! Sooner or later, he will die.

BOSS: Cloaked Sorcerer

This boss has 2 forms to it, and there will also be skeletons around the room formed by one of his attacks. Anyways, he will fly around the room throwing 3 fireballs at you, and drops bones which turn into the skeletons. If there are too many, just kill them all, then go onto a high platform, and wait for the boss to come. Jump off, and attack in mid air and drain his health! It goes down quick. Once this form is dead, it's time for the other form. Really, do what you did before, but destroy the tombstones first before you can hit him. He will also make mudmen appear from the ground, so kill them if they get on your nerves.

BOSS: LYPUSTON

This boss is easy enough, but it's really fast! The wolf will also try to combo you, so be careful about that too! When it dives, run, when it punches backflip, when it slides you jump. That's the best way to dodge all of Lypustons moves. Then, pretty much just

attack him repeatedly. Keep on doing it, and he will die soon!

BOSS: WATER DRAGON

This boss takes AGES to defeat, so your best off using the boomerang item crash, as soon as you enter the room. Water Dragon should hit them all, do this twice, then start whipping him. He should be dead really fast. I kicked ass. If you don't have the boomerang, then you will have to hack at his head, when ever you can. Whipping him takes ages, so I really do reccomend getting the boomerang. If not, just keep attacking when you have the chance, good luck!

BOSS: SKULL SORCERESS

This boss is really easy. The boss has no defence, meaning you can attack it's skull all the time. Don't attack the eyes, it's a waste of time and you should be focusing on the Skull. All the attacks involve the eyes, so you know when its going to attack. Itemcrash works well here too. This battle will be over soon.

BOSS: GRIM REAPER

The first form is easy. He will fly around in circles, and if he hits you, you will start to move slow. I think you may not be able to attack either, I don't remember. Hitting him will make him move backwards, so he doesn't hit you. The only other thing he will do is make sickles appear from nowhere, and they will fly after you. Once he is nearly dead, he will fly to the side, then fly up. Then he will appear in the middle of the arena, in a green robe, holding his sickle. Get ready. He will still make those mini sickles come after you, but not very often. He will stil fall backwards when you attack him, so after attacking him jump backwards as he may strike at you twice. Apart from that, he will jump up, and start spinning around and fly towards you, so dodge that by backflipping. He will die soon.

BOSS: DRACULA

This is it. The last boss. We have come along way, so don't get really pissed off and smash your cartridge! Anyways, you will see him sitting on his throne. He will get up, and laugh. Then, he will start to teleport around the room on one of the pillars. DO NOT FALL OFF, or you will die! If you know your about to get hit, just crouch and hope you don't fall off. When he appears, he will either shoot 3 fireballs, or send 2 giant orbs to attack you. When he does appear, wait for him to open up his cloak, then attack his head. This takes really long to defeat. There is some chicken in the torch to the left, but save it for the 2nd form. Also save your hearts for the 2nd form.

OK, your on the 2nd form, and last of Dracula.

He turns into a giant horned demon like creature, that will jump all around the place. If your underneath him, he will crush

you badly! He will attack by sending infernos at you, and also a beam of energy at you. To avoid the beam, duck down on one of the lowest pillars. Use your sub weapons if you need to, and be sure to get the chicken if your low on health. I highly reccomend using the Clock itemcrash, and whiping him at the same time. I beat this form in about 10 seconds using this method! Its hard, but not hard when you know what your doing.

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VII. ENDINGS

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There are 4 different endings to this game. I will list how to get each one, and what happens, so yes, MAJOR SPOILERS!

MAJOR SPOILERS AHEAD!!!

First off, this happens in all the endings. You will see Dracula die, and be killed and a huge light coming out of the castle. You will see him in pain, and his chin. Then, a picture will come up depending on what ending you get.

WORST ENDING: You do not save either Maria or Annet. If this happens, you will see Richter on his horse.

NORMAL ENDING: You save either Maria or Annet. You will see Richter and the person you saved, with the person you didn't save in the back ground.

BEST ENDING: You saved both Maria and Annet. You will see Richter hugging Annet, and Maria crying to the right of them.

And thats it, all the endings!
If you didn't want to know what happened, but read, I did warn you about the major spoilers!

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VIII. FAQ

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This is the FAQ section of the guide!

Q. Why is the European version have a different name?

A. Er, I don't know!

Q. How come Dracula is so Easy to beat the 2nd form?

A. I don't know, the clock is the ultimate power I guess.

Q. I am confused by the 2 different stage 4 and 5s!

A. Look at the start of the Stage guide, it tells you how you start it and why!

Q. The game gave me a password, but a one point of the level, it froze when tried to enter another part, whats going on?

A. I don't know, but its happened to me before on the last stage.

Q. Is this better than Super Castlevania IV?

A. I think they are both as good as each other.

Q. This game is actually quite easy.

A. Er, kind of. But thats not a question!

Thats the end of that, so lets move on.

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IX. VERSION HISTORY AND LEGAL INFO

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This is the history, of all the versions of this FAQ/Walkthrough.

0.1 - The start of the guide.

0.2 - The walkthrough was finished.

0.3 - The whole guide is done, in just 1 day!

LEGAL INFO

This document is copyright (c) 2006 Ryan Haighton.

I am only hosting this documet on the following websites:

Gamefaqs (www.gamefaqs.com)

That is all.

Not alot I know but.

If you want to put this walkthrough/faq on your website, please e-mail me. I will e-mail you back once I have seen your website, and will tell you the answer. erm, thats all!

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X. END OF DOCUMENT

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Well, thats that guide done and dusted!

I hope you found it really helpful and look at my other guides for games!

SPECIAL THANKS

Konami, for a great game and great series!

Me, for writing this walkthrough!

You, for reading it (the obvious spec. thanks)

CjayC for posting my Walkthrough!

Well, this is copyright 2006 Ryan Haighton, so don't steal!

END OF DOCUMENT

