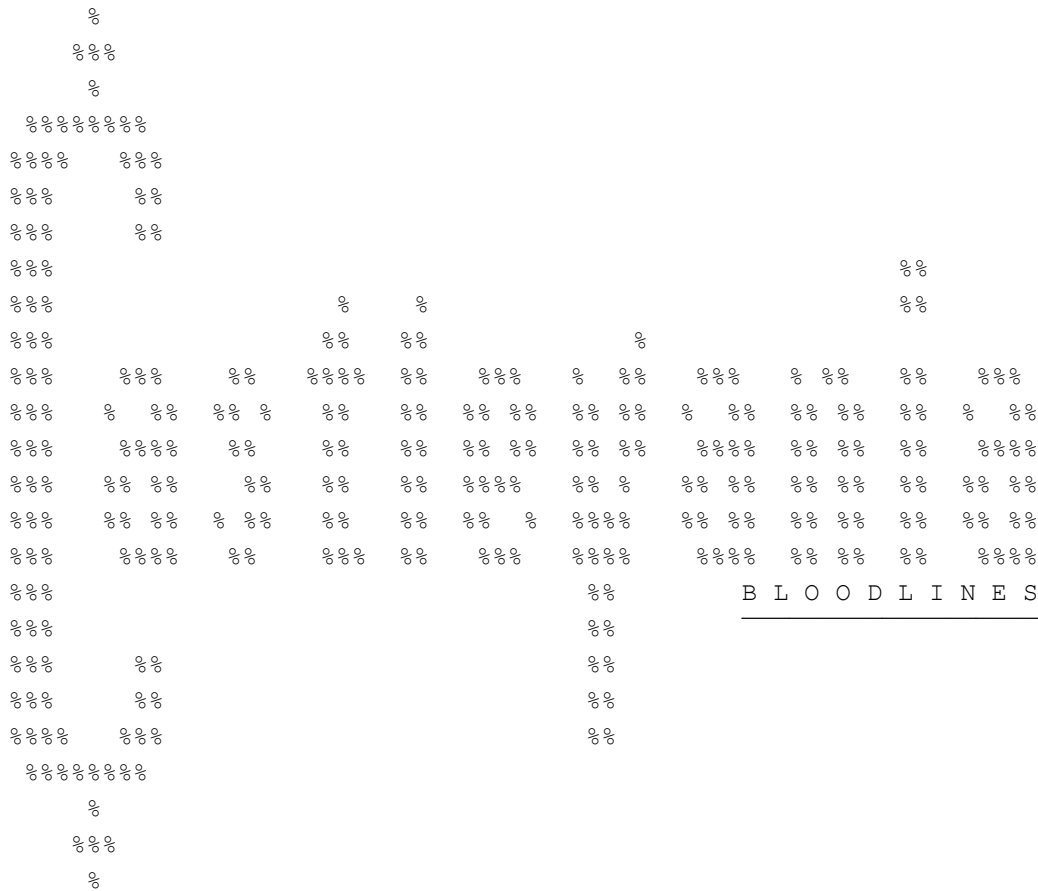


Castlevania Bloodlines FAQ/Walkthrough

by TrulyDexterous

Updated to v1.0 on Feb 18, 2015



B L O O D L I N E S

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1) R e v i s i o n H i s t o r y			

V e r s i o n 1 . 0 (17/02/15)

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2) L e g a l N o t i c e			

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- GameFAQs - <http://www.gamefaqs.com>
- NEOSEEKER - <https://www.neoseeker.com>
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3) I n t r o d u c t i o n			

Hello and welcome to my Caslevania: Bloodlines FAQ. I seem to remember starting this guide around five years previous. There was only the final level to write up too. For whatever reason it never got finished. Maybe because I actually do things in my life now. Although not today obviously.

Enjoy the guide.

-TrulyDexterous

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Journey back to 1897 and the Transylvanian countryside of Romania. It was a time of fear and dread for the simple people of this European country. They lived under the dark rule of Count Dracula for many years. He was a ruthless warrior when he was alive, but he was even more terrifying in death! For you see, Dracula is king of the vampires!

But even one as powerful as Dracula has enemies. From the early 16th century the Belmonts including Trevor, Christopher and the legendary Simon had been fighting Dracula and his minions throughout Europe. Finally, in 1897 Quincy Morris, a descendant of the House of Belmont, overcame great odds to defeat Dracula and send him to his eternal grave. Unfortunately since Quincy was so badly beaten in his battle with the Count, he lost his own life moments after plunging a wooden stake into Dracula's chest.

Quincy's legacy has continued, however. His son John Morris and John's childhood friend Eric Lecarde had witnessed the Quincy/Dracula showdown from the shadows. That scene changed their lives forever. As they grew older they swore to rid the planet of the evil creatures of the underworld.

Twenty years later...

Elizabeth Bartley. The name conjures up images of a regal countless who, in the year 1421, was found kneeling over the body of a dead young man. He had two puncture wounds in his neck. She was tried as a vampire and found guilty. Her sentence was...too gruesome to mention in these pages. What is important is that she was indeed guilty. And not only was she a vampire, she was the niece of Count Dracula!

Now, in the ruins of a mysterious castle in Transylvania, an amateur witch by the name of Drolta Tzuentes dabbles in arcane magic. She casts a spell which inadvertently brings Elizabeth Bartley back to the land of the living! Now that she has returned, Bartley is bent toward one goal - reviving her dead uncle, Count Dracula!

In a twist of fate, Morris and Lecarde have been drawn towards the ominous castle. Their task is simple - defeat Bartley before she can complete her macabre objective. Completing their task, however, will involve many perilous encounters and life or death acts of bravado.

Is your heart strong enough for this challenge?

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C o n t r o l s

D-Pad.....Move
Down.....Duck
A.....Primary Weapon
B.....Jump
C.....Special Weapon

In addition to the normal controls, there are a few special moves specific to each character. When playing as Lecarde, if you press down on the D-Pad and press B, he will use his spear to perform a Mega Jump, which is three times higher than a normal jump. If you press A and then either left or right, Lecarde will perform this Spinning Lance. This serves as a sort of shield.

When playing as John Morris, you can use the whip to swing across long gaps. Press A and a diagonal direction to make him lash the whip to the ceiling.

Should you press C and up, you will perform a powered-up version of your special weapons attack.

W e a p o n s & I t e m s

- 1UP - Adds one player life. These are few in number and are usually hidden or at a difficult stage of the level.
- Battle Axe - These are a pretty effective special weapon. When thrown they will fly at a high, looping trajectory. Good for attacking opponents that are overhead.
- Blue Jewel - Worth 5 single jewels. These will power up your special weapon. These take the place of hearts, which appear in other Castlevania games.
- Boomerang - This special weapon will head directly horizontal when thrown. It will travel back to you too (like any boomerang) so it can hit an enemy twice.
- Emblem - These are those bird-shaped symbols. Actually I'm not sure what they're actual name is, so I made one up. Edit: it's a coat of arms. Collect enough of these and your primary and special weapons will be powered-up until you are harmed.
- Food - Also known as a leg of lamb or a mutton chop. Collect this red meat and you will have half of your health restored.
- Invinc. Orb- The Invincibility Orb is a greyish coloured ball. Collect it and you will be invincible for a short period of time.
- Mirror of Truth - Grab this and all enemies in the surrounding area will be killed.
- Moneybag - Worth 100 to 2000 points.
- Red Jewel - This is a single jewel. Collect these to power up your special weapon. Using the weapon will use up a single Jewel.
- Sacred Water-Throw a bottle of this and it will break, spilling over a small area. Any enemies in this area will be harmed. The range of this weapon isn't too good though, so get close.

B a s i c G a m e p l a y

- On each stage you will come across one or more mini-bosses. After you have negotiated these, you will find the actual boss at the end of the stage. After you have beat the boss, collect the red pearl that is dropped and you will progress to the next stage.
- After you have finished a stage, you will be given a password. If you input this password on the password screen, you will be taken to the stage that you were on. You will have the same number of lives and continues that you had too.
- If you lose all of your lives, you will be able to use a continue. There are a total of two continues and if you use them all up, your game will end.
- You should try and break every candle possible. This way you won't miss any potentially useful items and you will keep a good supply of Jewels, which will keep your special weapon powered up.
- Unlike in later Castlevania titles, you won't gain any experience by killing enemies. That means you can ignore any enemies that you think you can get away from.
- There are some areas in the game that only John Morris can get through. At these times there is an alternative path for Lecarde.
- Preserving your health is a very important part of this game. There is precious little Food available in each stage, so you should think about this before coming over all kamakazie.
- If you hit an enemy whilst they are in the air, you will cause them more damage and they will die in a fewer number of hits.

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S t a g e 1 - 1

Head to the right and smash the candles here. You should pick up an Emblem and a couple of jewels. Climb the stairs and smash the candle up here too. Go down the next flight of stairs. Now, keep moving to the right and collect any items in the candles before leaving the area.

S t a g e 1 - 2

Break the nearby candles and in the third, you will find the Boomerang. Soon after this, you will meet your first enemy in the game, the Zombie. One hit

will be enough to take this bad boy down. Now, head up the nearby staircase. Doubtless there will be a few more Zombies wandering around beneath you, but you can deal with them in a moment.

Up here, you will find an Invincibility Orb inside the second candle. Quickly run to the right and make sure you hit the final candle, which will give up the Battle Axe. Now, drop down into the pit of Zombies down here and take them out. Move over to the left and break the candles.

Once you are done here, head over to the right. Watch out for the Zombies that will appear in front and behind you here, as the invincibility will probably have worn off. When you reach the stairs, climb up them before heading through the door on the right.

S t a g e 1 - 3

As soon as you are in this room, break the candle. Now, move onto the small platform just to the right and the nearby Peeping Eye will awaken. It will take a few hits to kill the Eye, the first of which you can get whilst it is still to your right. You need to hit the actual eye part, hitting the tail will do nothing (you can't be harmed by the tail either). Usually, the Eye will loop over your character's head and come down on your left. Whack it another couple of times here and it will be defeated (hopefully without causing you any damage).

Drop to the lower part of this room and you will see cracks in the wall to the right. Hit the wall here and a Spell Book will be revealed. The Book will work in the same way as Emblems (but they are worth more). If you have collected enough Emblems, your attacks will now be powered up.

Your primary attack will have a blue green light surrounding it, signalling the power-up. Your special attack will now work in a similar way to a Mirror of Truth. Basically it will take out any enemies on the screen. However, this will come at the cost of eight jewels. This temporary power-up will last until you are hit by an enemy.

If you are playing as Eric, you can stand right next to the wall (or where it was) and perform the high jump to reach the ledge that the Peeping Eye was sleeping on. Make sure you press right on the D-Pad at the very top of the jump. Doing this will completely skip 1-4. If you decided to go the proper way, hit the remaining candle and head down the stairs.

S t a g e 1 - 4

Down here you will meet a lot of Mermen. Drop down to the lower platform and a Merman will appear in front of you. Duck down, so that his attack passes overhead. Stand at the end of the first platform and duck. Wait for any Mermen to appear on the platform in front and if they do kill them quickly.

Leap onto the small platform in front and break the candle on here. The candle will give up a Mirror of Truth, which will kill any enemies that are on-screen. As you move off onto the next platform, a Ghost will appear. You can take it out if you wish, but I prefer to run up the nearby staircase, avoiding the Ghost and any loose Mermen.

S t a g e 1 - 3 R e t u r n e d

In the next area, there is a Skeleton on the floor above. Climb the stairs and take it out. Watch out for the bones that it will be throwing at you. Once you are on the higher floor, don't go too far to the left, as you will wake the Peeping Eye here. Now, head through the door over to the right.

Mini Boss: Hellhound

Break the nearby candles here. At the second one, a Vampire Bat will fly straight at you. Take this bad boy down before dropping to the floor. There will be Bats continually flying at you throughout this area.

In the first couple of candles, you will find some Holy Water. In the second couple you will find the Boomerang. To be fair, it doesn't matter which you take into the Mini-Boss battle, but I like the Boomerang.

As you head to the right, the boss, Hellhound, will appear. This guy has two attacks and really he isn't all that tough. If you move toward him, he will unleash a breath of fire. Stand back while he does this and pummel him with your Special Attack.

If you can provoke him into repeating this attack, then you will stop him from using his second attack where it will be very hard to avoid being hurt. The second attack begins when Hellhound leans back and gives out a howl. This will make the windows behind smash. You can tell which windows will break because they will light up beforehand.

You should try and avoid the glass falling but this isn't always possible. I like to take this opportunity to give Hellhound a good whacking with my primary weapon. Hellhound won't last very long if you keep at him like this, but beware that you are vulnerable to his fire-breath.

Anyway, once you have handed Hellhound his ass, move onto the next area.

Stage 1 - 6

In this area, there are a couple of floors, with more than a few Skeletons. Move forward and smash the two that are on the ground floor (watch out for the Bat too). The second candle will give up the Axes.

Head up the stairs and immediately kill the Skeleton on the left. While the others are still rising, move to the right and hit them before they get a chance to throw bones at you.

There are cracks in the wall to the right. Smash the wall open and you will find Food. This will heal half of your health. Now head up the next flight of stairs to move into a new area.

Take out the nearby Skeleton and head over to the right. You will then be met with another one in front of you as well as one behind. Smash the one in front as it jumps at you, before dealing with the second Skeleton.

Jump onto the nearby platform and you will see another Skeleton. Wait for it to move close and smash it to pieces. Now, press on to the right and you will meet a Bone Pillar. These can be pretty tricky to deal with, but if you do it right, you won't get hurt.

Kneel in front of the Bone Pillar, just close enough so that you can whack it. Basically, all you need to do is to hammer the A button. This will defend you

against the fire attacks as well as harming the Bone Pillar. Repeat this as each head falls and eventually it will be completely defeated. Now head up the nearby stairs.

Stage 1 - 7

Head to the right and in the second candle you will find a bottle of Holy Water. Just past this a Skeleton will leap at you. Hit it whilst it is in mid-air. Now, wait for the platform on the right to point its spikes at the ground, then quickly use it to get to the next platform.

Head up the steps and kill the Skeleton at the top. Head up the stairs and you will be confronted by a Bone Scimitar. Hit him a couple of times and he will lose his shield. Whack him again and he will be defeated.

Head to the right and you will come to a flight of stairs. Don't go up there for now. Instead, keep moving to the right and break the first candle. You will find a Mirror of Truth, which will take out the enemies above (including a Mace Skeleton). The second candle will give up the Boomerang. Now, head back to the left and climb the stairs.

Up here, you will see a few more of those platforms with spikes on them. If you touch one, it will spin round and you will get spiked. Quickly leap onto the second one, before moving onto the third and then to safety. Now climb the stairs.

Stage 1 - 8

Directly above you there are a couple of Skeletons. If you are Eric, you can jump up there and take them out. The candle up here will give up a Blue jewel. If you are John, then you will have to move to the right to provoke the Skeletons into jumping to the ground.

To the right, there is a large blade swinging back and forth like a pendulum. As it draws back, follow it, so that it will come at you just as you are running at it. This way, you will be able to cleanly leap right over it. As soon as you move past it, a Skeleton will leap onto the blade, immediately breaking up.

On a higher platform, there is another Skeleton jumping around. You can take this out whilst you are on the ground. Further to the right is a Mace Skeleton. Use the Axes to take him out, as getting too close will no doubt end in harm.

Once the Mace Skeleton is dealt with, head up the stairs and collect the items from the candles. The wall just to the right has cracks in it. Break the wall up and you will find Food. Now drop to the ground floor and leave the area to the right.

Stage 1 - 9

Break the candle and collect the jewel. To the right, there is a large skeleton, which forms a path. As soon as you touch the skeleton, it will disintegrate and you will drop to your death. You need to quickly run and jump to the right to avoid certain death.

Around halfway up the path, there is a LUP. Hit this as you are jumping along

and grab the 1UP. At the end of the skeleton, leave the screen.

Stage 1 - 10

Facing you straight away you will see a Skele-Dragon. This bay boy will thrash back and forth, whilst spitting fireballs at you. If you stand so that the Skele-Dragon is just in range of your weapon, you can hit it in the face without being affected by it's thrashing. You will still be susceptible to the fire though, so either hit it with your with your weapon or leap over it. In any case the Skele-Dragon will be defeated in a few hits. Head up the stairs and onto the next area.

Boss : M e c h a - K n i g h t

Move to the right, collecting the items from the candles. These are to help you out for the upcoming boss battle. As the Mecha-Knight comes into view jump onto the platform in front of you.

He will start by coming at you with a battle axe. As soon as he comes into range of the Boomerang, fire away. If he is stupid enough to come so close that you can hit him with your primary weapon, let him have it. This should be enough for him to lose about a third of his health as well as the battle axe.

In the absence of the axe, the Mecha-Knight will now use the lance, which is in his other hand. He is far more dangerous with this. If you move too close to him, then he will strike you with it. If you are too far away, he will jump at you, making an escape very hard. If you are stood on a platform and he jumps right in front of you, that means that he is about to strike. Try dropping to the ground and ducking down. This should help you evade him.

The best way to take him down is to stand on the platform and give him some Boomerang. When he comes close, try to avoid his attack then hit him with your primary weapon. Confronting him toe-to-toe works well too, as long as you don't take too much damage. Eventually he will lose his lance and a couple of hits after that, he will lose his arm too.

At this point he can only hurt you with his feet. If you stand on a platform he can't harm you. Finish him off in a couple of hits. Collect the treasure and the stage is complete.

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Stage 2 - 1

Run to the end of this platform and take out the Minotaur. The candle on the next platform will give you the Boomerang. Leap onto the next platform, but don't move off of it yet. Stand on the very edge and this will cause a Minotaur to charge from the right. If you would have simply jumped onto the slanted platform in front, the Minotaur would have knocked you straight into the water. As it is, you can kill to Minotaur before proceeding.

Now, just follow the platforms along, killing any Minotaurs that come at you. You will probably pick up a couple of jewels and an Emblem along the way. You

will come to a section where there is a narrow platform between two larger slanted platforms.

When you reach this point, leap down onto the small platform. In front of you a Merman will appear. Kill him and jump onto the slanted platform. On the flat platform after this, you might meet another Merman or two here. Deal with them and exit to the right.

S t a g e 2 - 2

In this area, speed is most definitely of the essence. The water level will continually rise, meaning you need to keep on the move to avoid drowning. Now, jump onto the platform on the right, but watch out for the Orb that is encircling it.

If you are quick, you can get onto the platform on the right, where there is a Sack inside a candle. Quickly come back to the left and climb the stairs. Halfway up, there is a candle that will give up the Axes. At the top of the stairs is a Minotaur with a stick. Take him out quickly, using the Axes if needs be.

Climb the next flight of stairs and move over the next platform (watch out for the Orb). Ascend the next flight of stairs and deal with the Minotaur at the top. You need to do this very quickly. Go up the stairs to the left and avoid the Orb. Just above you is a candle. Jump and hit it to gain a 1UP. Now, run up the next set of steps.

There is another Minotaur here. Take the left hand flight of stairs and up here you will find the Boomerang. If you prefer to keep the Axes, then you can take the right hand route. Move along to the right and evade the next Orb, before ascending the next lot of stairs.

Once you are up here, the water will stop rising. Take on the Minotaur here, before climbing yet another flight of stairs.

M i n i - B o s s : W a t e r M a g i c i a n

In this area, there are numerous mini-bosses, the first being the Water Magician. As soon as he comes into sight, he will begin raising the water level. This means you only have a short period of time until you drown.

Go toward the Magician, but don't get too close. Just be close enough that he is in range of your primary weapon. Hit him with the weapon and he will appear on the opposite side of the screen. Jump at him (still staying far enough back) and whack him. If you get too close he will vanish and reappear out of harms way.

Just keep jumping back and forth hitting him. You need to be fairly consistent if you are to kill him before you drown. Once you have defeated this bad boy, head over to the right.

Whilst collecting the items from the candles you will come across a couple of Ravens. As soon as the Raven sees you, it will hover for a few seconds, before making a very fast dive at you. The best thing to do is to take a few steps back before it swoops, so that you have plenty of time to whack it as it moves in front of you. Grab the nearby Axes and move a little to the right...

Mini Boss : Armor Lord

The Armor Lord is a huge-big knight carrying a huge-big mace. In truth, he isn't all that hard to beat. Stand right next to him and you will be safe from the mace. Quickly hit him as many times as you can. After a short while, he will jump. You need to make sure he doesn't land on top of you. It doesn't really matter which side of him you are on, as long as he doesn't stomp on you. Repeat this and he should fall pretty quickly.

Mini Boss : Red Armor Lord

As soon as the first Armor Lord is destroyed, a second one will appear. This guy is a little different. Instead of a mace, he carries a large battle axe. Really, you should stand back from him. I prefer to hit him with a lot of Axes, but you can hit him with your primary weapon if you wish. After he swings his axe, you can quickly move forward and whack him once, before moving back out of harms way.

You can continue this way until the Armor Lord changes it's attack. He will jump high into the air and come down to earth with a corkscrew attack. You should avoid being underneath this guy when he lands, because it's gonna hurt if you get hit. Really you need to make sure you move to side of it with the most space. If you get trapped between it and the edge of the screen, well that's gonna hurt to.

When the Armor Lord hits the ground after his corkscrew attack, the axe will become stuck in the ground. Use this opportunity to whack the hell out of him. Once he recovers, he will resume his swinging attack with the axe. Follow the guidelines that I have explained and you can take this guy.

Once you are done, head down the stairs to the right.

Stage 2 - 4

Break the candle here, then drop onto the logs. Do not drop into the water, you will drown. Wait for the water level to lower and you will come to a platform. Break the candles and watch out for the Medusa Head that can cause you some problems. Either hit it or simply avoid it.

Drop to the lower floor as the water drains. Down here there are more candles and more Medusas. Grab the items and move to the next lowest platform. If you rush over to the left, you can jump along the logs and reach a platform with a Boomerang on it.

Either way, drop down to the next platform. There's nothing much now, so just keep following the platforms down, collecting the items and dealing with those damn Medusa Heads. Eventually, you will be able to leave the screen to the right.

Stage 2 - 5

There is a Mace Zombie ahead of you on this platform. It will probably take a couple of hits, as it will defend itself. These guys can be taken out in a single hit, but they must not be blocking your attack. Move onto the next platform and another Mace Zombie will leap at you. Hit him in mid-air and he will die right away.

Jump onto the slated platform and get the Axes from the candle here. Press on to the right and take out the next Mace Zombie. Whack the head of the giant statue and it will break, lurching forward. Use the head as a platform and move to the right. A Mace Zombie will leap at you from the slanted platform. You can kill it, but if you leave it then it will harmlessly drop down the gap.

Move along the slanted platform and leap onto the next. There is a Bone Pillar on here. Kneel in front of it and hammer the A button. This will both harm the Bone Pillar and protect you from it's attacks. Once you have dealt with this, move to the right and you will meet a Skele-Dragon. Stand back and hit the Dragon in the head as it thrashes about.

Go forward and hit the pillar in front. The top section will drop down and form another platform. Jump on here and move to the next platform. Take out the Mace Zombie before breaking the candles. In the section you will find a bottle of Holy Water. Grab this if you prefer it then kill the nearby Mace Zombie.

Deal with the Bone Pillar just to the right and stand on top of the high pillar. Kill the Mace Zombie below using your special weapon, as dropping down there could prove dangerous. Once he is deal with, drop down and collect the items.

Hit the pillar with the crack in it and the top section will drop down and form another platform. Move along to the right and kill the Mace Zombie. Press on and jump to the lower platform. Take on the nearby Mace Zombie and move up the slanting platform. Use your special weapon to kill the Zombie beneath you.

Hit the pillar with the crack in it and the top section will drop (the same as the others) but th is platform won't stop moving downward, so you need to get across it before it moves off of the screen. Kill the Mace Zombie and the Bone Pillar on the other side before leaving this area down the stairs.

Stage 2 - 6

This is a good chance to stock up on some supplies before the big boss battle. Grab some of the jewels on the top floor, as well as the Battle Axes. Now, below you will see three Minataurs charging back and forth. Usually they will be in a two and a one, but occassionally you will see all three together. Try and take two out, then drop to the lower level and kill the third. Grab some jewels and the Boomerang, before heading downstairs for the boss battle.

B o s s : G o l e m

Wait for the water to drain and you will be met by the Golem. This guy looks scary, but he really isn't all that hard. As he moves toward you, jump up and hit him in the mid-section. You will notice his entire torso is made up of layers of rock. Keep chipping away at these layers. You can even reach them whilst the Golem moves backward. However, be careful not to touch his feet, as doing so will cause you harm.

Once you have completely removed a layer, the Golem's height will be reduced. To actually damage him, you need to remove enough layers that you can reach the large red eye on it's head.

As you are chopping the Golem down to size, he will often cause rocks to fall from the ceiling. Initially these are easy to avoid, but they become more

difficult as you remove more layers of rock. Once all the layers are gone, you can jump up and attack the eye (this can be done with the Boomerang too).

Once you have drained about half of the Golem's health, it's head will sort of deflate and the eye will look bigger. When this happens, the Golem's attack will change. He will strike the ground and you will be propelled into the air. At this point a lot of rocks will fall from the roof. Avoid this and carry on attacking until you have drained all of the Golem's health. Now, collect the treasure and move onto the next stage.

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Stage 3 - 1

There are a ton of Harpies in this opening area. It is important that you take them out as soon as you have the chance, as they can cause some serious damage when they are in groups.

Usually they take two hits to take down. The first will knock the spear out of it's claws. The second should be a kill shot. If you manage to hit the Harpy in the head, then it won't actually die. The body will continue attacking the same as before. You know when a Harpy is about to attack because it will freeze in mid-air, before launching itself at you. You should avoid this dive and use this as an opportunity to cause some pain.

Set off to the right and take on the first Harpy. When you reach the marble platform, you will find another one. You will find the Battle Axes in a nearby candle, which may help you in your fight with the Harpies. As you move along the platform, you will meet the next Harpy. Quickly dispatch it and head to the right.

Press on to the right and you will come to a Minataur. He will grab a marble pillar and attempt to use it against you. If you kill the nearby Harpy, then you can kneel down and attack the Mintaur without it being able to reach you.

In the nearby candle you will find the Boomerang. Just to the right of this you will find the next Minataur. Kill him and meet the next Harpy. Keep moving to the right, otherwise a lot of Harpies will descend on you. Press on and and kill a couple more Minataurs. After this you can leave the screen to the right.

Stage 3 - 2

In this area there are a lot of Bone Pillars and a couple of Peeping Eyes. There is really no point in hanging around fighting these, so make a run from the Eye, heading all the way up the stairs. At the top, you will meet a second Peeping Eye. Kill this bad boy in a few hits before leaving the area.

Stage 3 - 3 (John)

Follow the path upward, beware the Harpies. Exit to the right.

Stage 3 - 3 (L e c a r d e)

Take on the group of Harpies here. The candle of the right will give up a bottle of Holy Water. Now, you need to use Lecarde's high jump to move up the floors here. Kill or avoid any Harpies that you come across and exit in the top right hand corner of the screen.

S t a g e 3 - 4 (M o r r i s)

You will have to use Morris' whip to swing over a couple of the larger gaps here. Other than meeting a few mummies, nothing else should trouble you here.

M i n i B o s s : B o n e D r a g o n K i n g

This guy is basically a larger version of a normal Skele-Dragon. It is pretty easy to beat if you picked up the Battle Axes. If you have the Axes, just wait for it to draw back, then throw jus before it strikes. If you aim for the centre of the screen, you should hit it in the head.

If you don't have the Axes, then you should just jump up and hit it when it comes close enough. However, you need to judge when to jump and when to stay, so you avoid being burned by it's fire-breath. After a few hits, the Dragon will be defeated. To be honest this isn't a difficult boss.

S t a g e 3 - 5

In this area, you will need to make your way up the inside of the tower. It will be swaying back and forth, making your passage a little more difficult. As you move up, there are going to be a lot of Medusa Heads trying to knock you off. The screen will scroll upward here, so if you don't move up quick enough, or you are knocked off the bottom of the screen by an enemy, you will die.

Really there is little point in me giving your a step-by-step run through of this area, because it would consist of me saying "jump onto the next platform" about a million times. I'm guessing that probably won't help you much.

Just keep following the platforms upwards and watch out for those damn Medusa Heads. As you reach the top, you will find a 1UP in a candle on the right. At the top, leave the screen to the left.

S t a g e 3 - 6

As soon as you enter this area, you will be met with a Vampire Bat and a Mummy. Head to the left and take on a few more Mummies and a few more Bats. Use the stairs to get up to the second floor.

Up here kill the Mummy on the left and then the one on the right. On the left you will find a Boomerang within the candle. Move back over to the right and deal with the Bats here. Break the candle beneath the stairs to find the Axes. Now, head up the stairs into the next area.

S t a g e 3 - 7

This stage can be really annoying if you let it get to you. The first time I played this I died quite a lot here. For now, just follow the platforms along

to the left. As you move along, a Skeleton Bat will come into view. Usually it will be out of your reach, but it will circle around until it is behind you. This is your time to strike. Kill the second Skeleton that appears in the same way and continue along the path.

Eventually, the platforms will stop appearing next to each other and the path will move directly upwards. The path will now become three platforms wide. Stay in the centre. This way if you get hit, you have a better chance of landing on a platform.

As you move up, more Skeleton Bats will make an appearance. A lot of the time they will pass over head. If you still have the Axes then you can take them out easily with that. However, if you are running short on jewels, you won't be able to do this with every one. If you run out of jewels, you will just have to take these guys down the hard way.

After a while, the path will move to the right. Head along the platforms and kill any Skeletons that come close. At the end of this path you can exit this area.

S t a g e 3 - 8

This is a very short stage that will help you prepare for the upcoming boss battle. Grab the jewels and the Axes and proceed to the right.

B o s s : G a r g o y l e

As soon as you enter is area you will see the Gargoyle in front of you. Don't worry, it won't hurt you yet. It will then fly above with it's tail flailing. It's tail will smash on the roof of the tower, where you are stood. You need to stand near the edge of the roof too avoid being hit.

After a single attack, the Gargoyle will change tactic. He will now fire a cluster from the end of it's tail. You need to evade this attack. Usually it will be the middle one that is aimed at you. As you jump over this, you should attack the Gargoyle. The Axes are pretty effective at this, but the primary weapons can be effective if they can reach the Gargoyle.

Next, the Gargoyle will swoop down towards you. You should be able to get one or two good hits in before it flies off again. Repeat the steps that I have mentioned until you have drained two thirds of the Gargoyle's health. At this point, it will change it's attack again.

The Gargoyle will now swoop down on the roof of the tower and then bounce around randomly. You should avoid move quickly to avade the attack and make sure you don't get squashed. This can be easier said that done as the tower is rotating. As the Gargoyle comes down on the roof, you should give him a good whack if you can get close enough. Even if you hit him, he will continue bouncing around the same as before. Keep attacking him now until you have drained all of his health. Grab the treasure and move onto the next stage.

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Stage 4 - 1

In this stage, there are numerous Munitions Skeletons, both in the foreground and the background. The best idea is to try and make your way through this area without attacking any of them. Going on the attack will only slow you down and leave you susceptible to the Skeleton's attack.

Head to the right and grab the items from the lamps. When you see a Skeleton inside a barrel, just ignore him and run underneath. Keep pressing to the right and pass beneath the steel girders. Break the lamps then jump over the smaller, lower girder (ignore the lamp on the higher floor).

Move past the Barrel Skeletons and grab the items from the lamps. Go to the right to move onto the next stage.

Stage 4 - 2

Head up the stairs and take on the Skeleton. Watch out for the bones that he will be throwing. After smashing him, his head will drop to the ground and he will respawn. Smash him again and he will be defeated.

Break the candle and kill the next Skeleton. Jump onto the next platform and climb the stairs. Jump onto the conveyor and break the candle at the end to get the Holy Water. Head back to the right and follow the conveyors along. Kill the Skeleton here (this guy has a lance or some weapon).

Take on the next Skeleton and move along the higher conveyors. Jump onto the ledge on the end. Now, break the wall up using your primary weapon and you will find Food. This will heal half of your health. Go back along the two conveyors then head down the stairs.

Smash the candles on the way down the stairs and in the second you will find the Boomerang. Continue down the stairs and you will meet a Mace Skeleton. Either wait until he stops swinging the mace, or hit him with the Boomerang. Head through the door on the right.

Stage 4 - 3

As soon as you enter this area you will be confronted by a Bone Scimitar. This guy is pretty tough (compared to other Skeletons at least) so get a few good hits in early. After five hits or so, he will be defeated.

Climb the stairs, break the candle at the top and collect the Throwing Axes. Jump onto the nearby conveyor and kill the Skeleton. Press on along the conveyors and grab the items.

Once you reach the last belt, a Skeleton will come up behind you. Smash him up, then take out the Mace Skeleton to the right using the Axes. Once you have done this, leap onto the platform to the right and leave the area.

Stage 4 - 4

Grab the jewels from the candles and keep moving to the right. When you come to the piston, wait for it to retract, then use the platform revealed to reach the higher platform.

Follow the platforms upward and smash the candles to gain a couple of jewels. Wait for the next piston to retract, then jump onto the platform in front of it. As the piston comes back, you should leap on top of it.

Collect the Bag from the candle to the right. Now, stand on the platform in front of the piston, then leap on top of this piston. Stand as far to the left as you can and keep walking against the wall.

Wait until the piston above begins to retract, then jump onto the next platform. Leap onto the platform in front of the piston, then jump to the next platform. Follow the platforms upwards, then exit the stage to the right.

S t a g e 4 - 5

Break the candle and grab the jewel. Watch out for the Medusa Heads in this stage, they are incredibly annoying. Jump onto the large gear to the right and on the way, break the candle and grab a Blue jewel.

Leap onto the platform to the right, then climb the stairs. Up here, take on the Skeleton, then jump to the platform on the right. Climb the nearby stairs and destroy the Skeletons up here, before ascending the next flight of stairs.

Up here, there is another Skeleton. Kill him, then jump onto the small gear to the right. Leap onto the gear that is part of the vertical shaft, then move onto the nearby platform, where there is another Skeleton to deal with.

Climb the stairs and at the top you will find the Boomerang. Head to the right and take on the Skeleton. Inside the nearby candle is an Emblem. Go up another flight of stairs and go over the gear on the vertical shaft. Jump onto the next platform and climb the stairs (are you getting the idea?).

Up here, break the candle and you will find the Holy Water. Head up the next set of steps. Stand on the smaller gear then take a running jump onto the larger one. You need to make as big of a jump as you can, otherwise you won't make it onto the gear.

Once on here, you can grab the Throwing Axes from the right hand side if you wish. Now, alight onto the platform to the left. Ascend the final flight of stairs and move onto the next stage.

S t a g e 4 - 6

Grab the items from the nearby candles and stand at the end of the platform. Now you will see two platforms. These platforms are connected by a chain. Stand on one and it will lower, whilst the other one rises.

Jump onto the first platform and a Ghost will appear. Jump back onto solid ground and take on the Ghost. After a couple of hits, it will be defeated. Jump back onto the moving platform and wait until the other platform moves just higher than you. Once it has, leap over onto it.

From here, leap to the next pair of moving platforms. On the way, hit the candle to get the jewel. Repeat the above, wait until the right hand platform moves higher, then leap to it.

Follow the platforms along in this way until you reach the end. The Ghost may

reappear around this point, so get to solid ground and kill it. Nearby is a single moving platform. Leap onto it and let it sink as much as possible. This will raise the door just on the right. Drop down and quickly head through the door.

Mini - Boss : Frankenstein

Well, actually Frankenstein's Monster but who the hell cares? Frankenstein will have three attacks that you need to watch out for. The first one is the whip. He will pull this out and swing it around. If you are too close to him, then you will be hit. Avoid this by staying well back.

The second attack is the 'punch'. He will kneel down and make a punching gesture. Light (or magic or something) will be shot at you. You can avoid this by merely standing on the ground instead of one of the raised platforms.

The final attack is the 'ground-pound'. No this isn't Mario 64, but an entirely different attack. Frankenstein will punch the ground and the shockwave will advance towards you. Touching any part of the ground between the front of the wave and Frankenstein will hurt. To avoid the attack, stand on one of the raised platforms.

Generally, Frankenstein will start with the whip attack. As soon as he has finished, run toward him and lay two or three hits on him. Retreat a little before he begins his next attack. If he has a blue electric spark in his hand, then it will be the ground-pound. If not, then it is the punch attack.

For the punch attack, you can just stand in front of Frankenstein and keep attacking him. If it is the ground-pound, then you need to retreat to the platform on the left.

Keep attacking in the same way that I have mentioned until Frankenstein has all of his health drained. Head to the right and into the next area.

Stage 4 - 8

In this room there are a few spinning blades to make your way past. The blades have two gaps in them, just big enough to fit a guy through. The first blade moves pretty slow, so you can stay in the gap as you make your way past the blade.

After this a group of Speed Demons will pass over head. They will come down on your right hand side. Crouch down and hit these as they charge at you in turn. Once you have dealt with these, move onto the next blade. This one will move faster, but time it right and you can get past it in one move.

The final blade will move a lot slower. You need to get into the gap, move a short way to the right, then crouch down as the gap moves away from you. When it comes back, stand up and move a little more to the right. When it disappears, crouch down again. Keep at this until you are past the blade. Go to the right and leave the stage.

Stage 4 - 9

Head to the right and grab the Boomerang from a candle. Just to the right is a platform that is moving around and around on cogs. Leap onto it and then onto the next. On the next platform there is a Mace Skeleton. If you have

plenty of jewels, then use your Boomerang, but if you don't then jump forward and take it toe to toe. Crouching down will help you evade the mace.

Jump onto the girder to the right. From here you will see another Mace Skeleton on another moving platform. Kill the Skeleton and move onto the platform. There is a smaller platform to the right with a Skeleton on it. Smash it and move along a couple of platforms until you are on girders again.

Break the Mace Skeleton on the next platform. On the platform after this is the final Skeleton. You won't be able to reach him with your Boomerang so you will have to physically take him down. Grab a couple of jewels before leaving the stage.

S t a g e 4 - 1 0

In this stage there are a few Gear Creatures moving around. Stand just right of centre and hit the creature on the right. Now, go to the left and take the next one out. The remaining two shouldn't pose a problem. Grab the items from the candles, notably the Holy Water, which will help you out more than the Boomerang. Once you are ready, proceed into the boss area.

B o s s : G e a r S t e a m e r

Hell, I dunno if this it's proper name but that's what it said on the Castlevania wiki. Anyway, this guy can be pretty tough until you work out the pattern that he uses.

The first thing that you should know is that the only part of the creature that can be harmed is the orb in the centre of it's body. Everywhere else it is invulnerable.

As soon as it appears, run up to it and give it a few hits. It will then leap over your head. Move over to the left and give it another few hits. After this, move away and it will begin throwing gears at you. Keep moving away, then jump onto the small ledge, then up onto the higher platform. Drop back to the ground in time for the Steamer to jump over your head.

After this I believe that the attacks become pretty random. One attack is similar to the previous gear-throwing one, but he will throw them parallel to the ground. Avoid this by jumping onto a higher ledge.

Another attack is for the creature to hover in mid-air, then launch itself across the screen. To avoid this, merely duck. The next attack involves the creature powering it's way along the ground. When it reaches the opposite side of the screen, it will bounce back to the original side. Just as it makes impact, you need to jump to avoid being hit.

The best method is to identify which attack that it will use and take action early. Once the Steamer is reduced to a few bars of health, it will expand out into a larger creature. It will make a long, swooping leap over head, then come down slowly. Make sure you are there to deal some damage when it lands. A few more hits and the monster will be down. Grab the treasure and move onto the next area.

S t a g e 5 - 1

Grab the items from the lights, including the Holy Water. Head forward and take out the highest Deadly Vine. Jump onto the platform and hit the Stone Rose six times to destroy it. Below, there is another Deadly Vine. Try and take this out with your Holy Water. If that doesn't work, just leap right over it.

Proceed to the right and you will see an Orb making its way around a platform. Hit it whilst it is on the left-hand side, then quickly run beneath the platform. As soon as you touch the Stone Rose's powder, your controls will invert. Quickly hold left down on the D-Pad to move away from the Orb.

Make your way to the right, past another Stone Rose. Wait for the effects of the powder to wear off, then hit the Orb whilst it is on the right-hand face of the platform. Quickly jump onto the platform and leap to the right.

Once you walk onto a root on the ground, a Circle Weed will begin closing in. Don't touch any of the weeds, but whack any of them with your primary weapon. This will be enough to destroy it.

Grab the jewel on the platform above the fountain. Head through the water until Blood Skeletons appear either side of you. Run to the right, taking any Skeleton in your way out (leave the ones to the left). Duck beneath the Orbs, then make your way past them.

As you come to the end of the fountain, there will be a light containing the Boomerang. The Axes will be much better for you in this next part, so keep hold of them if you can.

At the the end of the fountain, take out the chasing Blood Skeletons. Jump onto the surrounding wall and you will be faced with a Death Swinger. These bad boys are incredibly annoying. Throw your Axe at it and it will begin to swing at an amazing pace. Try and land a blow or two on it before it wipes out your health. Once you are done, move to the right to take on another.

If you stand too close to the Death Swinger for too long, it will throw a Bomb at you. You should jump over this or retreat back from it. Anyway, try and use your special weapon to take these guys down, but once it is in mid-swing, your primary weapon may be just as effective. If you stand far enough back whilst they are swinging, you can catch it with a blow, without fear of being hit yourself. There are another two after you have killed the second. After this you can leave the stage.

S t a g e 5 - 2

Watch out for the falling chandeliers in this stage. Move beneath one and it will drop. Quickly move back out of the way to avoid being hit. Once you reach the third one, an Axe Armor will appear. If you time it right, you can get the chandelier to drop on its head and kill it.

Press on to the right and you will meet another Axe Armor. This time you will have to take it on. The Axe Armor will throw an axe at you, either at head or leg height. To avoid them you need to either duck or jump. Once the axe has returned to the Armor, quickly move in and get a lot of attacks in. Hopefully, you will be able to destroy it before it attacks again.

Keep heading to the right and you will meet more Axe Armors. Take them on and keep moving to the right. Inch forward very slowly and you will see the tip of a sword. When this happens, move back to the left and you should meet an Axe Armor. Take it on, then head back to the right. Hopefully, your path will now be clear.

However, you may find there is a Giant Armor here. Sometimes it will disappear like I described above, but on other occasions you must battle it. This guy is harder to take down than the Axe Armors. His main attack is to lunge forward with his sword out in front of him. Avoid this by standing well back. After he has made one lunge, keep retreating because he will make a second.

To harm him, the use of the Boomerang or any special weapon will work well. This way, you can stay at a safe distance from the Armor, but still hurt him. If you don't have any jewels, then you will have to attack him as he is moving back after his attacks. Anyway, he doesn't have that much health, so when he dies, leave the screen to the right.

Head forward and you will see a massive Bone Tower. Take it on the same as usual, just kneel and attack. Eventually, you will smash every part of the tower. Proceed to the right and leave the stage.

Stage 5 - 3 (John)

A relatively simple stage for John here. Watch out for the Wall Slime (eyes). Wait for them to fire before heading past them and leaving to the right.

Stage 5 - 3 (Lecarde)

In this area there is a lot of Wall Slime. Take out the two at the bottom of the screen, but watch out for the one above that will fire on you. Lecarde's high jump technique is your friend here. Whilst you are performing it, you cannot be harmed.

Stand in the middle of the right hand platform (but below it obviously). Repeatedly use the high jump to get to the higher platforms. Use the high jump quickly and without stopping, unless to need to adjust your position to get to the next level. If you do this right, you can get to the top without being harmed. Once you are at the top, leave through the door on the right.

Stage 5 - 4 (John)

Use the Vampire Killer to swing over the large gap. You will then meet a few of Hanged Men enemies, that will produce something random from their sacks. Either a bomb, a skeleton or some meat. If you're low on health, you may want to stick around for the last part. Although it is advised that you take these bay boys down before you are overrun by the skelingtons.

Stage 5 - 4 (Lecarde)

Grab the items from the candles and proceed to the right. Soon Harpies will begin dropping Fleamen close to you. Your first instinct may be to take out the Harpies, but that would be a mistake. If you do that, then you will soon be over run by Fleaman.

Instead, you should proceed to the right and as a Harpy drops a Fleaman, quickly take out the Fleaman, but leave the Harpy alone. The Harpy will just fly off and grab another Fleaman. You should try and attack a Fleaman before it begins to jump. They become a lot more difficult to hit when they begin jumping.

Eventually, you will come to a candle holding the Mirror of Truth. If you are getting over run at this point it could come in handy. Grab in anyway and continue walking to the right. There are a few more candles here and probably a few more Fleamen to deal with before you can leave the stage to the right.

Stage 5 - 5 (John)

This area is dominated by a large rotating staircase in the centre of the stage. As it rotates, you should jump to a higher step. Going upwards, you'll have a few Bone Pillars and flying skeletons to deal with. After a short period you'll see a gap in the wall to the right. This is the exit.

Stage 5 - 5 (L e c a r d e)

Similar to John's 5-5, but instead of heading up the staircase, you'll be coming down. A common mistake here is to follow the stairs all the way down to the bottom. In reality, you only need to go down a few floors before you find the exit to the stage.

When you first come into the area there is a Bone Tower to the right. Ignore it and head down the stairs. All you need to do to get down the stairs is walk down them as you normally would and don't worry about the rotation.

On this next floor, you will see another Bone Tower on one side and a couple of candles on the other. The candles only hold jewels, so if you don't need them then don't bother getting off. On the next floor, things are pretty much the same, a Bone Tower and a candle.

Go down another floor and you will see pretty much nothing here (possibly a Skeleton Bat). To the right, you will see an open doorway. Go through here to exit the stage.

Mini - Boss : Blue Armor Knight

In this stage you will meet the Blue Armor Knight. This guy seems imposing, but in actual fact he isn't all that hard to defeat. As the battle starts, run right up to him and lay into him with your primary weapon.

Hit him maybe four times and retreat. Whilst you are attacking him, he will be inching forward. Every now and then, he will throw a punch at you. As long as you keep retreating after you give him a few hits, you should be safe from this.

After he has lost half his health, he will add another attack. He will jump over your head and throw his arm out and try to grab you. This is more of a long-range attack and if you just stay close to him then this attack will become redundant.

Basically, all you need to do is repeat the attack and retreat method that I mentioned above and you should easily take this guy down. Once you have, break

all the candles in the area and then head out to the right.

Stage 5 - 7

As soon as you enter this stage, you will be attacked by a couple of Bow-and-Arrow Knights. Quickly run forward and take this first one out and you should avoid all arrows. Once he is dealt with, hit the other one before he can form another attack. Grab any candles that you missed and head out to the right.

Nearby, you should find a candle with the Boomerang in it. Press on and you will see a Hammer Knight walking back and forth on a platform. Stand just to the left of the platform and attack the Knight from the ground. This way, you will avoid his attacks. After four hits the Hammer Knight will be defeated.

Head along the platform and grab the Emblem from the candle. Further to the right you will meet another Hammer Knight. You know how to rub this bad boy out, so do it.

Proceed to the right, grabbing the candles. You will come to a small platform stood alone. Jump onto it and you will immediately be attacked by a Wheeling Knight. Crouch down and hit him with your primary weapon. This will knock the Knight backward. He will come forward for another hit. It will take eight hits or so to take him down.

Once the area is clear, walk to the right. Here you will meet the Machine Gun Knight. As soon as you see him winding up to shoot, quickly crouch down. His bullets will now go over your head. Once he has finished, stand up and move towards him. If he shapes up to shoot again, duck down. Once you are close enough to hit him, crouch down and wipe him out. Walk to the right now and you will come to another mini-boss.

Mini-Boss: Tower Guardians

Okay, so you walk to the centre of the area, where's the boss? Well, two faces will suddenly appear behind you and the pillar will disappear. These are the Tower Guardians.

They will look each other in the eyes and form a number of lazars. These lazars will fire and bounce around the room. When this happens, you should stand to one side and quickly destroy as many of them as you can just as they begin moving. This way you will be much more free to move about.

After a while, the faces will disappear and the pillar will come back. To harm the Guardians, you need to destroy the pillar. After clearing a couple of the lazars, you should be free to get a few hits in on the pillar. One hit will take away two bars of health.

Often when you stand to one side, the lazars will be fired in that direction. This means if you can get yourself to the opposite side of the screen, it should a little more clear.

Soon, the Guardians will appear again. Their attack will not change the entire way through this fight, so just repeat what you did before. Stand to one side and try to take out as many lazars as you can, before attacking the pillar.

It may be tempting to try and hit the pillar as much as possible, but you need to be smart and conserve your health. You should always prioritise your own health over taking the health of the enemy.

Once you have drained all of the Guardians' health, go to the right to exit the stage.

B o s s : P r i n c e s s o f M o t h s

Go down the stairs, picking up jewels from the candles. One candle will give up the Holy Water. This won't really help you in your upcoming battle. Instead press on a little further and another candle will drop the Throwing Axes. Grab the jewels from the other candles and carry on walking to the right.

At the bottom of the stairs, you will come to a platform in mid-air. Jump over it and break the candle immediately after for another jewel. Jump over the next platform to land in the middle of the boss battle.

The "princess" will float down onto a platform on the right. She will hover about and generally cause no harm. However, if she touches you, then you will be harmed. Lay into her and take about a quarter of her health away and she will morph into a massive fly/bug/moth/thing.

She will drop to the ground during her transformation. At this point you should stand next to her, ready to get a cheap shot in when the transformation is complete.

The princess will immediately take to the air. She will then attack by dropping powder onto you. You should notice that the powder stays together in little circles. You can walk between the gaps in the powder to avoid it. If it touches you, then you will be harmed.

Whilst the powder is settling, the princess will hover about. This is a good opportunity to hit her with your primary weapon or the Throwing Axes. After this, the princess will change her attack. She will lock onto you, then make a headlong charge straight for you.

To avoid this, you should go to the opposite side of the screen. When you see that the princess has locked onto you, you should run towards her. As she darts at you, crouch down and hopefully she will pass over head. After each charge you should get a couple of seconds that you can use to attack.

Her final attack is to lay eggs. These will drop down and after a couple of seconds they will hatch into butterflies. Okay, this may not sound like much, but these butterflies really get in the way and can cause real harm when there are a few of them. The best thing to do is to destroy the eggs before they even hatch.

Above I have described the numerous attacks that the princess will use. Eventually, once you have drained all of her health, you can collect the treasure and end the level.

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S t a g e 6 - 1

Head out to the right and you'll meet a Raven or two. Stand still, wait for

them to dive before picking them off. Grab the Throwing Axes. Further along is a Medusa. If you can't manage to nail her, don't worry just make sure you block her fireballs.

When the Medusa disappears the ground will begin to break off, so get to the right of the screen quickly.

S t a g e 6 - 2

This is hands down the most irritating stage on the game. Jesus christ my eyes weren't meant to work this way. This is the mirror room. It's kinda hard to keep a fix on exactly where you are, but keep looking at your feet and that should help a little. When you reach the edge of a platform, jump with confidence, even though it probably looks like you have no chance of making it.

Take a walk up the stairs to get an idea of why I'm complaining about this stage so much. Collect the Boomerang contained in the candle. Soon you'll come to more stairs with a candle above. Here you'll find the Sacred Water. Personally, I prefer to take the Boomerang forward to deal with the nasty Medusas.

Get onto the platform that's above the big gap. Here you will see a candle in mid-air. It holds a 1UP. Look's difficult no? Throw your Boomerang so that it hits the candle on the way back. As this happens try to time a big jump to the right so that you both collect the 1UP and land on the next platform.

Beware of the stream of Medusa's that will now come to meet you. The best strategy is to kill a Medusa, then jump to the next platform and so on. You can judge a Medusa's path by looking above and below the mirror.

S t a g e 6 - 3

Another mind-fuck here, though it's a tad more bearable. Move forward and you'll meet some Armor. Beware cos he'll be throwing shit at you. Use the Boomerang/Sacred Water to stay out of range and ruin his life.

Up next you need to navigate a series of platforms with those Fuzz Busters (I think that's what they're called) circling around them. Take your time and choose your jumps. Don't rush. You can even afford to jump over the orbs and remain on the larger platforms.

Watch out for the Armor at the end. Just hammer your equipped weapon on landing to be safe.

S t a g e 6 - 4

Move along the room collecting the items from the candles. Watch out though, there's a Mech-Knight waiting to catch you off guard. As you go further along more knights will start running at you and even coming up from behind. Grab the Mirror of Truth at the end but I guess it's useless to you.

S t a g e 6 - 5

This one is a gimme. Hit the candles and walk up the stairs.

Stage 6 - 6

Boss: Death

So Death just turns up and brings the mood down. However, we all like a bit of a gamble so hey, let's go. Death will have six cards spinning around him. Each one will have a different outcome. Wait until they slow down if you want to make a specific choice.

WOMAN - There are two of these. They have a picture of a woman on them. This will give you a shit load of mutton. Which is lucky since health has been none existant so far.

GEAR - This has a picture of a gear on it. Now you have to fight the Gear Steamer boss from earlier.

DEATH - Death will shoot a fireball at you.

BAT - Fight the Vamire Bat boss from earlier.

ORB - Fight the level 2 boss (the cyclops thing).

It's a good idea to top up your health with the mutton card. However, since you have to make it through a few battles here, try to save one for the end. Check back in the guide for boss strategies.

Once you've finally worked your way through, it's time for a showdown with Death. Hopefully you saved a mutton card so that you have some HP.

Death's first attack is to shoot spinning scythes at you. Pace back and forth until the scythes hang in mid-air. Once they shoot towards you, run towards the edge of the screen and jump to avoid being hit. You can only really attack here using your secondary weapon.

The second attack sees Death divebomb at floor-level towards you. It's possible to attack with your primary weapon here, but you're also very likely to take damage. Attack with your secondary and leap over him.

For his final attack, Death will stand at the edge of the screen and throw his scythe at you boomerang-like. Duck beneath it as it comes towards you and go on the attack. Beware though because the reaper will magically draw you towards him and if you touch then you will receive damage. Acting quickly and carefully you should get one or two hits in before jumping back over the scythe.

Stage 6 - 7

Hit the candles, climb the stairs.

Stage 6 - 8

A few candles including the Throwing Axes before we go into the next boss.

Boss: Elizabeth Bartley

Bartley will morph into Medusa and the battle begins. Her first attack is to breathe a pair of swirling fireballs at you. If you duck down exactly where they meet each other, then you can avoid damage. As soon as you are clear, duck down in front of Bartley and hit the attack button. She will then shoot out a stream of flames, but if you stay ducked down, you can continue attacking without being harmed.

Continue your attack with your primary weapon, as you'll get a few free seconds. Quick as a flash though, Bartley will whip the ground with her tail. You need to time a jump correctly to stay safe. Usually I just mis-time it and eat the damage.

Next, Bartley will just sort of lurch forward and lunge for you in a slightly pathetic way. This gives you a ton of time to deal damage. Once defeated, Bartley will morph into her true form (with all new health).

She will levitate in the centre of the screen and summon between four and six orbs. In the following sequence you must hit her the number of times corresponding with the orbs (four for four etc.). Bartley will then alternately appear on the left and right of the screen. Duck to evade the fireball attack and proceed to attack Bartley. Only when you've hit her the correct number of times will you cause her any damage. Repeat this until victorious.

This time, Bartley will stay dead and we can move on.

S t a g e 6 - 9

Candles...

S t a g e 6 - 1 0

Candles. Stairs.

S t a g e 6 - 1 1

F i n a l B o s s : C o u n t D r a c u l a

In his first form Dracula is pretty limited. He will appear in a flash of light and shoot a spinning projectile at you. Wait for him to appear and if you can time it right, you can jump and strike Dracula at the exact moment he looks up. This will also prevent his attack, meaning you can get through this first battle hopefully unscathed.

In his second form Dracula resembles Death. If you let him attack, he will shoot out a pair of worm-like trails. If you remain stood on the floor you will have to time a jump to miss them both. Try to jump in the air to encourage them to meet higher up, leaving you safe. For his duplication attack, remember who the real one is and stand below him. As he moves around, you should have plenty of time to jump up and harm him.

The third form is a much larger one. Aim for the mouth in the creatures' midrif. If you can keep him trapped to one side, you'll avoid being attacked for the most part. Dracula's initial attack is to fire scythes at you. Wait for them to lock onto you, then quickly move out of the way.

Once Dracula turns red his attack will change also. He will now shoot jets

of flame at you. These can be evaded by jumping over them or ducking beneath them. Keep on with the jump/attack until you have drained all HP.

Congrats. It's over.

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/          | 7) L e v e l P a s s w o r d s & C h e a t s | \
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Expert Mode is unlocked by completing the game in normal mode. Or you can input this code on the title screen: up, up, down, down, left, right, left, right, B, A

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|          N O R M A L M O D E P A S S W O R D S          |
'-----'

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A t l a n t i s S h r i n e

John : Axe, Axe, Jewel, Emblem
Emblem, Empty, Emblem, Emblem
Empty, Emblem, Emblem, Emblem
Emblem, Axe, Axe, Empty

Lecarde: Axe, Axe, Jewel, Jewel
Empty, Empty, Emblem, Empty
Empty, Axe, Empty, Jewel
Empty, Axe, Emblem, Empty

L e a n i n g T o w e r o f P i s a

John : Axe, Axe, Empty, Jewel
Jewel, Empty, Emblem, Axe
Empty, Axe, Emblem, Jewel
Axe, Axe, Jewel, Axe

Lecarde: Empty, Jewel, Jewel, Empty
Emblem, Emblem, Emblem, Jewel
Empty, Jewel, Axe, Empty,
Jewel, Empty, Empty, Empty

M u n i t i o n s F a c t o r y

John : Empty, Jewel, Axe, Axe
Empty, Emblem, Emblem, Jewel
Empty, Jewel, Axe, Empty
Jewel, Empty, Empty, Axe

Lecarde: Empty, Axe, Emblem, Jewel
Emblem, Empty, Emblem, Emblem
Emblem, Empty, Emblem, Empty
Emblem, Empty, Axe, Axe

P a l a c e o f V e r s a i l l e s

John : Empty, Axe, Axe, Jewel
Jewel, Empty, Emblem, Empty
Axe, Emblem, Empty, Axe
Empty, Empty, Axe, Empty

Lecarde: Empty, Axe, Emblem, Empty
Emblem, Emblem, Emblem, Axe
Empty, Jewel, Emblem, Axe
Axe, Empty, Empty, Empty

C a s t l e P r o s e r p i n a

John : Empty, Empty, Axe, Jewel
Axe, Empty, Emblem, Jewel
Emblem, Emblem, Empty, Jewel
Empty, Axe, Jewel, Empty

Lecarde: Axe, Axe, Empty, Jewel
Empty, Emblem, Empty, Jewel
Empty, Axe, Emblem, Jewel
Emblem, Axe, Empty, Empty

EXPERT MODE PASSWORDS

A t l a n t i s S h r i n e

John : Axe, Emblem, Axe, Empty
Jewel, Empty, Bird, Jewel
Empty, Jewel, Emblem, Emblem
Emblem, Axe, Axe, Empty

Lecarde: Empty, Emblem, Jewel, Empty
Jewel, Empty, Emblem, Jewel
Emblem, Empty, Emblem, Empty
Emblem, Empty, Emblem, Axe

L e a n i n g T o w e r o f P i s a

John : Axe, Axe, Jewel, Jewel
Emblem, Empty, Axe, Empty
Emblem, Empty, Emblem, Jewel
Axe, Axe, Jewel, Axe

Lecarde: Axe, Emblem, Jewel, Emblem
Axe, Empty, Emblem, Axe
Emblem, Emblem, Empty, Jewel
Empty, Axe, Emblem, Axe

M u n i t i o n s F a c t o r y

John : Axe, Axe, Empty, Jewel
Emblem, Emblem, Axe, Empty
Emblem, Emblem, Emblem, Jewel

Axe, Axe, Empty, Empty

Lecarde: Empty, Axe, Axe, Axe
Jewel, Emblem, Axe, Emblem
Emblem, Axe, Axe, Empty
Jewel, Empty, Empty, Axe

Palace of Versailles

John : Empty, Emblem, Jewel, Emblem
Empty, Empty, Emblem, Axe
Emblem, Axe, Empty, Axe
Empty, Empty, Axe, Empty

Lecarde: Empty, Emblem, Emblem, Emblem
Jewel, Empty, Emblem, Jewel
Emblem, Axe, Axe, Empty
Jewel, Empty, Empty, Axe

Castle Proserpina

John : Axe, Axe, Jewel, Empty
Jewel, Emblem, Axe, Emblem
Emblem, Axe, Empty, Axe
Empty, Empty, Axe, Empty

Lecarde: Empty, Emblem, Emblem, Emblem
Jewel, Empty, Emblem, Jewel
Emblem, Jewel, Emblem, Empty
Emblem, Empty, Jewel, Empty

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/          |          8) Credits                    |          \
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Thank You s

GameFAQs for hosting this.

You, for taking the time to read this.

The Castlevania Wiki (http://castlevania.wikia.com/wiki/Castlevania_Wiki)
where I picked up numerous bits of information such as the enemy names.

Aether Knight for posting the expert mode passwords on GameFAQs. I listed
these in my guide too.

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| THE END |
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That's all folks. Thanks for reading my guide.

