

Castlevania FAQ/Walkthrough (w/ Bkstunt_31)

by Beautiful Affair

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Guide Opening



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Version History

- **Version 1.00 | 1 September 2018**
 - The first, completed version of this FAQ/Walkthrough.

Introduction

Ryan Intro

Hello and welcome to both my, and Greg's, FAQ/Walkthrough for the original *Castlevania*, the first entry in one of Konami's most well-known series that came to the Nintendo Entertainment System in 1987. Anyone whom has ever played a *Castlevania* game before will see that the gameplay here is boiled down to its simplest form: good old side-scrolling, whip-lashing and vampire slaying – and this game definitely does not ease up when it comes to the challenge!

I am admittedly not the biggest fan in the world of this game (only considering it average on the whole due to the heavy, and sometimes-cheap challenge), but have cleared it on a number of occasions, and wanting to co-op a guide with Greg, we decided to go ahead and write for this game. *Castlevania* is a straightforward 2D action game; you control the vampire hunter Simon Belmont and are tasked with braving the perils of the castle home of Count Dracula.

It's a simple case of using your weapons to defeat all the evil monsters guarding the castle and not taking too much damage yourself. You play your way through a total of six main levels, each of which is divided into three further sub-areas for 18 stages that make up the whole game. Each level culminates in a boss fight, with the ultimate showdown with Dracula occurring at the end. But to get there, not only will your use of weapons come into play, but there is also some platforming involved that requires both timing and positioning. You have an unlimited number of continues, and if you're playing the authentic NES cartridge, unless you're an expert at this game, you will definitely need these, and a bit of time and patience, as beating this game is no easy task!

Within this FAQ, Greg and I will give you a full, beginning-to-end **walkthrough** and will aim to provide as many useful tips, or point out handy bonus items, as we can. We'll also cover the additional stuff like the **gameplay basics**, and give full lists of **enemies** and **items** found in the game. I hope that you find it useful, and should you wish to leave any feedback or additional information that you reckon would be useful to include within this guide, please drop either of us a line!

~ Ryan Harrison

Gregory Intro

Hello everyone!

Bkstunt here with another *Castlevania* guide, this time for the very first game of the series. It really doesn't get any more classic than this!

I've been writing for many years now, and at some point along the way I decided I wanted to write for every *Castlevania* game, as it has always been one of my favorite series in gaming.

This is actually my 18th *Castlevania* guide, and who better to write it with than my good friend Ryan Harrison, certified old-school game lover and long time GameFAQs author/reviewer.

Ryan already summed up the game quite well up above, so if you are up for the challenge let's jump into the very first *Castlevania* title! Don't worry too much: we've got your back!

~ Gregory Wright

Story

GOOD EEEEEVENING!

Step into the shadows of the deadliest dwelling on earth. You've arrived at Castlevania, and you're here on business: To destroy forever the Curse of the Evil Count. Unfortunately, everybody's home this evening. Bats, ghosts, every kind of creature you can imagine. You'll find 'em all over the place. If they don't find you first. Because you've got to get through six monstrous floors before you even meet up with the Master of the House. Your Magic Whip will help, and you'll probably find a weapon or two along the way.

But once you make it to the tower, you can count on a Duel to the Death. The Count has waited 100 years for a rematch. He's ready. Are you?

Game Overview

Controls

NOTE: Controls are taken from the Instruction Manual for the NES.



Control	Action
D-Pad	Controls forward and backward movement, standing and crouching, angle of jump, direction of attack
Select	Not used
Start	Begins game, pauses action during game
A	Controls jumping
B	Controls whip and all weapons

Sample Moves

- **To Jump Diagonally:** Use "A" Button and **Left/Right** Control Pad keys.
- **To Activate Whip:** Use "B" Button and **Left, Right** or **Down** Control Pad keys.
- **To Activate Weapons:** Use "B" Button and **Up** Control Pad key.
- **To Crack Whip or Fire Weapons:** Use "B" Button.

Basics

Classic NES Series (GBA) / 3DS/Wii/Wii U Virtual Console

A direct port of the NES version of *Castlevania* is also available for the Game Boy Advance, as part of the *Classic NES Series* of games, and is also available to download to the 3DS from the eShop, and was previously available for download for the Wii Virtual Console from the Shopping Network to play on the Wii or Wii U home consoles. These games are precisely the same as this version; the Wii/Wii U Virtual Console edition can also be played with a variety of different control inputs: the Wiimote, the Classic Controller, the GameCube Controller, or the Wii U GamePad.

As the Game Boy Advance's control layout and button labels are exactly the same as that of the NES, we won't need to bother doing a control table key to compare them, however, there are some extra controls exclusive to the Game Boy Advance version, see below.

Classic NES Series: *Castlevania* – Other Controls

Control	Action
Start + Select + A + B	Resets the game
L + R	Opens the System Menu , where you can choose to CONTINUE , RESET , SAVE HIGH SCORE , or SLEEP MODE . See below for more details

Classic NES Series: *Castlevania* – System Menu

If playing the *Classic NES Series: Castlevania* game for the Game Boy Advance, pressing **L + R** at any time will open the **System Menu**. Here's a rundown of each of the options available:

- **CONTINUE:** Just what it says; select this option to continue playing your game.
- **RESET:** Takes you back to the **Title Screen**.
- **SAVE HIGH SCORE:** Choose this to save your high score, which remains saved on the game's battery backup even after the power has been switched off.

- **SLEEP MODE:** When you select this, the game pauses and the GBA's screen will turn off to conserve battery power, although the power remains switched on. As informed at the bottom of the **System Menu** screen, you can exit Sleep Mode by pressing the **Select**, **L** and **R** buttons simultaneously.

3DS/Wii/Wii U Virtual Console – Button Key

The following buttons on the 3DS, Wiimote, Wii Classic Controller, GameCube Controller and Wii U GamePad correspond to those of its NES counterparts: use these in conjunction with the **Controls** section above in order to see their button denotations:

3DS	Wiimote	Wii Classic Controller	GameCube Controller	Wii U GamePad	NES Controller	Other Controls (3DS)	
Circle Pad	D-Pad	D-Pad	Analog Stick	Left Analog Stick	D-Pad	Control	Action
D-Pad		Left Analog Stick	D-Pad	D-Pad		L + R + Y	Switch between first and second controllers (second controller not used)
B	1	B	B	B	B	Touch Screen	Enable Virtual Console Menu where you can choose to Resume Game , Reset and (if enabled) Create/Load Restore Point
X		A	A	A	A		
A	2	A	A	A	A	Home	Bring up Home Menu while pausing the game; press again to hide Home Menu and resume play
Start	+	+	Start	+	Start		
Y	-	-	Z	-	Select		
Select							

Other Controls (Wiimote & Wii Classic Controller)

Control	Action
Home	Bring up Home Menu while pausing the game; press again to hide Home Menu and resume play

Other Controls (Wii U GamePad)

Control	Action
Touch Screen	Enable Virtual Console Menu where you can choose to Reset , change Controller Settings or Create/Load Restore Point
Home	Bring up Home Menu while pausing the game; press again to hide Home Menu and resume play

Game Screen

At the top of the screen above the main playing area is an information bar. Here's a quick rundown of everything on there and what it means:

- **Score:** Shown in the top-left corner of the screen, this shows your current score that you have accumulated since you began playing. Increase your score by defeating enemies and bosses, and collecting **Money Bags** and other hidden treasures. You earn an extra life when you reach **30,000 points**, and another extra life for every **50,000 points** you accumulate thereafter.
- **Time:** Shown in the top-centre of the screen; how many game seconds you have remaining to clear the current stage. If it counts down to zero, you lose a life. Try to be a little quicker next time!
- **Current Stage:** Which of the game's 18 stages you are currently playing through; shown in the top-right corner of the screen.
- **Player's Health:** Displayed below the **Score** counter, this is a 16-unit bar to show how much life Simon has remaining. It depletes by differing amounts of units depending on what hits you; it can be replenished by collecting **Pork Chop** items, or the **Magic Crystal** that appears upon winning a boss fight. If it is completely depleted, you lose a life.
- **Enemy's Health:** This shows the life remaining for the boss of a level during a boss battle. As you'd expect, it starts full and depletes whenever you connect with a successful attack against the boss. When fully depleted, you clear the level and get a **Magic Crystal** to refill your own health meter.
- **Remaining Hearts:** This is the counter shown just below the stage number in the top-right corner of the screen. Your Hearts are what allow you to use your items/sub-weapons (at the cost of **1 Heart** for the **Axe**, **Boomerang**, **Dagger** and **Fire Bomb**, and **5 Hearts** for the **Watch**). By whipping the candles scattered around in the background throughout the game you can acquire more Hearts; a **Small Heart** gives you **1**, while a **Large Heart** gives you **5**.
- **Remaining Lives:** The counter below the 'Remaining Hearts' counter, this shows you how many lives you have remaining. Upon losing a life, you will re-start at the beginning of the current stage; when all your lives are lost you may choose to **Continue** (you have unlimited Continues), however you will be taken all the way back to the beginning of the current level. You have a total of 4 lives per Continue.
- **Item:** Shown in the box with a red outline below the 'Time', this is an image of the secondary weapon Simon currently has equipped; you can use it by pressing **Up + B** (provided you have enough Hearts).
- **Shot Multiplier:** If you have picked this up in a level, it appears to the right of the **Remaining Hearts/Lives** counters: 'II' indicates you have a **Double Shot**; 'III' a **Triple**. These allow for the use of two or three sub-weapons to appear on-screen at a single time.

General Gameplay

Castlevania is a linear 2-dimensional side-scrolling action platformer game, in which you control Vampire Slayer Extraordinaire, Simon Belmont. The objective of the game is to progress your way through six levels, divided up into three stages apiece, making up for a total of 18 stages that make up the game – to the lair of Dracula. You have to combine platforming and combat against a plethora of deadly monsters, reaching an exit door or opening to clear a stage, and winning a boss battle against one of Dracula's minions to clear a full level, and Dracula himself to finish the game.

Your Whip

Simon Belmont's primary weapon of choice is his trusted whip (named, aptly enough, the "**Vampire Killer**"), which he winds and lashes a short distance in front of him with a tap of the NES controller's **B** button. By whipping candles, you can find whip upgrades – the first turns the regular Vampire Killer into the **Chain Whip** (increases the whip's power by 50%), and the second turns it into the **Morning Star** (increases the range of the whip).

Sub-weapons

Simon can also acquire additional weapons that he can use at the expense of any Hearts he has collected. They can be found hidden within some of the candles in the background – and sometimes even occasionally dropped by enemies when defeated. They each have their own strengths, weaknesses, damage dealt and movement patterns and can make certain areas or boss battles easier for you. For a full list and descriptions of each Sub-weapon in the game, please see the **Weapons** section of this FAQ.

Game Over

Simon loses a life when his life meter is fully depleted after taking one hit too many from enemy attacks, or if he falls into a pit, or body of water. Other certain hazards can also kill Simon with a single hit, for example the crushing chandeliers in the second level of the game.

When Simon loses all of his lives (shown in the counter in the information bar at the top of the screen, see above), you are taken to the **Game Over** screen, where you may choose one of two options (move the cursor with the **Select** button and confirm your choice with **Start**):

- **CONTINUE:** Restart with a new stock of 4 lives at the beginning of the last level you reached (i.e. after the last boss you defeated; or the beginning of the game if you lost your last life in Stage 01, 02 or 03).
- **END:** End your current game and be taken back to the **Title Screen**. Better luck next time!

Enemies

Each enemy in the game is also worth a certain amount of points. This is mainly negligible outside of personal high scores and going for some bonus lives, but for the sake of completion we have them all listed out in the **Enemies** section. Head there to see what enemies there are in the game and their point values if you wish (Note that we got the names of the game's enemies from the Instruction Manual, just in case anyone was wondering. We also introduce enemies as we see them throughout the guide, so feel free to play blind if you wish).

Walkthrough

Level 1

Welcome to *Castlevania*!

As the game starts, you will see our hero, Simon Belmont, approach the legendary castle. He'll turn and look up at the castle while bats fly in the background and a cloud floats over the moon. Can you feel the foreboding!?

Now Playing: "*Vampire Killer*"

Stage 01

This beginning screen has no monsters, as the game is letting you get used to its controls and upgrade system. Note we have **300 Seconds** to complete this level, more than enough time. We also start out with **5 Hearts** and **3 Lives**. I (BK) also want to point out the song playing: "*Vampire Killer*". This song is basically *Castlevania* personified. It's just that good, and went on to become a series staple!

Move forwards and whip the first candle for **5 Hearts**, and the next two candles in a row contain a Whip Upgrade. This will upgrade your whip from a **Leather Whip** to a **Chain Whip**, and a **Chain Whip** to a **Morning Star** respectively. This powers up your whip as high as it will go, which puts us in a good position right off the bat!

The next candle has another **5 Hearts** and the candle after that will give you the **Dagger** Sub-Weapon. It's pretty standard for a Sub-Weapon, as it just sends a dagger flying straight ahead. Great for range, not for power. Note that to use any of the Sub-Weapons in the game, you must hold the **UP** directional button and press attack. The game's first **HIDDEN ITEM** is nearby as well! Before you enter the doorway here, note that you can jump past it (jump before your foot hits the black portion of the doorway... it can be tricky) to make a **Flashing Money Bag** appear behind you (it is worth **1,000 Points**). Grab it and enter the doorway now to enter the Castle Foyer proper!



Here we'll be bombarded by **Zombie** Enemies. These foes don't stop coming no matter what, so don't stick around to kill them.

We will note that they are worth **100 Points** each and sometimes drop the **Watch** Sub-Weapon (which takes **5 Hearts** to use). They also will do two damage to you if they hit you (just so you know, everything here does two damage to you if they hit you).

The candle behind you has a **400 Point Money Bag**. The upcoming 10 candles, as you make your way forward in the foyer, will either have a **Single Heart** or a **100 Point Money Bag** in them. Go forward killing the **Zombies** as they show up and collecting the hearts and money until you see the stairs.

Here you'll meet a new enemy: the **Black Leopard**. This thing is much faster than the **Zombies** but you can generally duck and whip to kill it. This one in particular you can walk past the stairs and it is guaranteed to jump past you, so turn around, duck, and whip it before it surprises you from behind.

The candle under the stairs has a **700 Point Money Bag**, so if you care about points go ahead and grab it. Also, a quick note about stairs: Simon (or rather, this game) are very, um... rigid. You can't jump off of stairs. You can't jump onto stairs. Once you are on them you can only really go up or down, and if you get hit you won't take any knockback but you will suffer damage. We just want to make sure you know what to expect here, especially since later games are a bit more forgiving with stairs.

Head up the stairs (the first candle is a **single heart/money bag**) and at the top of the second set of stairs is a **Fire Bomb** Sub-Weapon. One of the better ones in the game so grab it if you want. Up ahead is another **Black Leopard**, so be ready to kill it (you can duck and whip it before it launches). Grab the candle for **5 Hearts** and let the next **Black Leopard** jump down. The candle here is a **small heart**, but if you drop off the left side you can get a candle for a **700 Point Money Bag**.



Head right now for a **small heart** candle and **stop!** You can find a **hidden item** nearby! Jump up and hit the last block of the platform above you to force a **Flashing Money Bag** to drop (worth **1,000 Points!**).

Continue to the right now, whipping candles and **Zombies** at will. Every other candle in this stage is a **smaller heart** candle (minus the last one). As you go forwards you can see a staircase going up. There's nothing more on the lower floor (read the note below really quick!), so head up and hit the final candle for a **"Cross"** item (called a **"Rosary"**) in other games that will immediately kill all enemies on screen. Grab it and head through the door to head to the next stage.

NOTE: If you wish, you can use sub-weapons and the lower level area down below to kill 2–3 enemies in a row. As the **Basics** section up above points out, you get bonus points for multiple kills with a sub-weapon, and these **Zombies** at this area are prime targets for multiple kills. You can very easily gain an extra life right here (**30,000 Points**) if you wished.

Stage 02

We'll have to face a new enemy on this screen: the **Vampire Bat**. These things just fly past the screen in a wave pattern that's based on your position, so you have to essentially line them up to kill them. Not too hard, but they'll deal 2 damage if they hit you.

The first candle here is a nice **5 Heart** candle, while the next two to the right are **single heart** candles. Before we go on though, we want to introduce a special addition to this guide that you likely won't find in any other: speed-running tips. These are completely optional tips that can make your run through the game a little faster, but are really only for veterans of the series. We are going to put them in boxes like you see below, so feel free to use or ignore them as you wish!

Speedrun Tip 01!

If you move towards the right edge of the lower platform, you can get a **bat** to fly towards you from the right. By jumping towards it and letting it hit you, you can damage-boost to the right and get on top of the big blocks that block the way to the right. This lets you skip the "sewer" section down below completely!

There is another secret nearby though! Go down the stairs and hit the right wall here to uncover the **Pork Chop** item. This mysterious wall meat will restore **6 Health** to you, so it is worth grabbing if you need it. Head to the left now and get the candle over here for a **700 Point Money Bag** before heading down the stairs.

This new area is fairly dangerous, as there are pits here that you can fall into and die. We also get a new enemy here: the "**Fish Man**" who jump up from the water and can shoot fireballs at you. You need to be especially careful of knockback here so you don't get hit into the pits.

From the start, hit the candle to the far right for a **700 Point Money Bag** (on your way to it, two **Fish Men** will undoubtedly jump up). The next two are **small heart** items, but the one of the very edge here is another **700 Point Money Bag**. You can get it if you edge close to the edge, but be careful!



Jump the gaps to the right. The next candle has a **Watch** Sub-Weapon in it. Jump the second gap and whip whatever pops up to stay safe. The candles here are small candles, but the far-right one has a **5 Heart** in it. Before you go up, there's another hidden item nearby! You can drop to the far right and destroy the upper block here. That lets you drop down below, where you can kneel down and a **Flashing Money Bag** will show up above. Quickly fight your way there to pick it up (it will disappear after awhile) for **1,000 Points**, then head up the stairs.

We're past the big block on the left now. Get the **small heart** candle here and go up the stairs. To the left is a **5 Heart** Candle, and to the right is a **Cross** item (destroy all monsters) and another small candle for you. Continue through the door to the next stage!



Stage 03

Here we are, the final stage of the first level. There's nothing but **Zombie** enemies in here from the start to the boss at the end, so head forward. The first two candles are **small heart** items, but note there was a candle underneath you to the left too. Head right first and nab the third candle in this area for an **Invisibility Potion**. This potion makes you invulnerable to attacks, so you could just rush straight forward if you wish, or you can drop off the ledge to the left for that lower candle that has **5 Hearts** in it.

Either way, you want to head right towards the stairs. There's two candles nearby: one under the platform with a **small heart** and one by the stairs with the **Axe** Sub-Weapon. This is by far the best Sub-Weapon for the upcoming fight, so make sure you grab it!

Continue on to the right now, as **Zombies** spawn towards you. The next two candles are **small heart** candles, while the higher-up one is a **5 Heart** candle. The next two after that are small candles again, but as you head to the right you should see the **GIANT BAT** at the top of the stage. It's time for a proper boss fight!



– BOSS: Phantom Bat –

Strategy: This boss is fairly easy, given that it is the Level 1 boss after all! Plus, if you picked up the **Axe** Sub-Weapon and have a ton of hearts, you should do quite well as each Axe hits the boss for 2 Damage. You can also grab the candle to the far right for **5 Hearts** and be sure to break the right block where the stairs start for our first "**Double Shot**" item, which lets you throw **TWO** Sub-Weapons.



That Double Shot alone makes this a very easy fight. Just spam your Axe attack to take this beast down.

For its part, the Phantom Bat will move back and forth and occasionally dive down at you. He mainly dives while moving, but he can also go straight down if you are underneath him. Depending on how far he goes, you can often duck to remain safe.

The Phantom Bat also has a rare fire attack that he uses at range. This is a simple fireball shot, much like the **Fish Man** attack, but if you spam your Axe Sub-Weapon like we recommend you probably won't even see this attack. We will note that any attack that the Phantom Bat lands will deal 2 Damage to you.

All in all the Phantom Bat is just an annoyance to Simon on his quest to destroy Dracula, so take it down and continue on to the next level.

Level 2

Now Playing: "Stalker"

Stage 04



If you jump and whip the candle directly above Simon's starting point in the level, you can find the useful **Boomerang** weapon. Whip the other candle on the right for **Hearts**, then climb the first staircase. If you whip the right wall at the end of this first platform twice, it will destroy the blocks, and you can walk into the opening to make a crown appear at the foot of the staircase, which you can collect for **2000 points**. Re-ascend the stairs and use your whip to defeat the **Black Knight** and **Vampire Bat**, and ascend the second staircase into a new area.

When you reach the top of the staircase, jump to the ledge on your left and look out for a **Vampire Bat** coming your way from the left; use your whip to destroy it. Whip the candles floating above, then jump left and over the head of the **Black Knight** patrolling on the ledge, landing on the ledge just left of it. Now face right, and whip the top-left block in the wall to the knight's right side, and you can find a **Double Shot!**

Continue left, whipping the candles above you for **Hearts**, and use your **Boomerang** (if you have it equipped) to defeat the **Black Knight** on the next platform – otherwise time your jump over to the left and quickly defeat him with your whip. Whip the remaining Candles for whatever goodies they may hold, then use the floating platform to reach the door leading you through into the next stage.

Stage 05

The first new enemy you'll meet in this stage are the infamous "**Medusa Heads**", who attack by moving from one side of the screen to the other in an arc-like pattern. Watch their movement patterns and try to position yourself, if possible to avoid them. You'll be attacked by one coming in from the left as soon as you begin this stage, so dodge or whip it, and look out for more coming from both sides as you progress left through this hallway.

Advance to the left while whipping the candles floating above you; one of them contains a **Dagger**; take it if you wish. A little further on to the left, you'll see two elevated blocks. Jump onto them and stand there for a few seconds; this will cause a flashing treasure chest to emerge from the ground just over to the right, and you can pick this up for an additional **2000 points**. Continue left, fighting a couple of Black Knights and whipping the candles for Hearts and Money Bags, then jump onto the platform at the left wall and climb the staircase leading up to the next area.



Speedrun Tip 02!

This tip is for the upcoming area, but we're going to point it out ahead of time! As you go to the right and jump the second gap up to the slightly higher platform, you can wait for a **Medusa Head** to come in. You will want to jump up towards the higher platform while letting the Medusa hit you, which should result in damage-boosting upwards to the higher platform, putting you close to the door on the left.



Here's where it gets tricky; you'll now have to leap across the pits while also avoiding **Medusa Heads**. Coming into contact with one will knock Simon back, meaning he can easily fall into a pit below and cheaply lose a life, so watch those flying patterns closely and use your whip if you have to. Only go for the contents within the candles if you feel confident enough to do so! After the first few jumps, defeat a **Black Knight** on the long ledge, then climb your way up. If you need a **Pork Chop**, leap your way up to the top-right ledge (defeat the **Black Knight** there) and whip the right block in the elevated platform just to the left to uncover it.

On the left ledge, defeat another **Black Knight** and whip the candle to find a **Watch** weapon, which can prove very useful for the boss battle at the end of the next stage if you keep a hold of it until then. Continue left, and time your jumps onto the moving ledges to cross the gaps, whipping the candles for goodies. After the second gap you cross with the use of a moving ledge, avoid more **Medusa Heads** coming in from the left as you make your way to the door leading you into the next stage.

Stage 06

If you need some additional health, whip the corner block that Simon is standing on when the stage begins to find a **Pork Chop**. Now walk left while whipping the candles for **Hearts**, before you then reach the dreaded crushing chandeliers. It takes very good timing to walk past these and Simon will instantly lose a life if so much as a single pixel of the underside of these chandeliers touch him. You can stand in front of the pillars between each one while waiting for them to rise back up.



The candle left of the first chandelier you pass under contains a **Fire Bomb**, but if you have the **Watch**, we'd recommend you keep hold of it and skip getting the **Fire Bomb**. Be careful particularly with the middle chandelier, as it drops a shorter distance. If you still have the **Watch**, you may want to activate it here to make it a little easier to get through this area.



Further on left, watch out for a **Ghost** that comes in from the right; a couple of hits from your whip will dispose of it. There is also a **bat** perched above the foot of the staircase here, so watch out for that dropping down to attack when you approach it, too. You'll see that the bottom of the diagonal staircase here is fixed to two blocks; whip the left one and you can get the **Double Shot**; quickly grab it.

Speedrun Tip 03!

This tip is a bit more minor, but could be used if you are comfortable with it. As you approach the **bat** up above, you can use it to damage boost upwards INTO the **Dragon Skull Cannon**. This saves you climbing up the stairs and fighting the Cannon, as you can use your invincibility frames to (very) quickly continue to the right and skip fighting the Cannons.

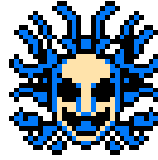
Climb this staircase and use your whip to defeat the **Dragon Skull Cannon** positioned on the ledge to the right (its fireballs will simply go straight over Simon's head as long as he stands on the lower ledge). When it is defeated, jump onto the ledge it was on, and you'll see another **Dragon Skull Cannon** on the next ledge to the right. You can jump onto the left part of this ledge and quickly and repeatedly whip to both hit the Cannon and destroy any fireballs it shoots, but if you have the **Watch**, you can use it to freeze time and reduce the risk of taking any damage. Now head all the way right until you reach a staircase, and climb it up to the next area.

Whip the candles here for **Hearts**, and as you progress left, more **Medusa Heads** will start coming towards you from the left side of the screen, so again, whip or position yourself to avoid them as best you can. The fourth pillar from the right in this hallway contains a **Cross** that you can grab to kill all **Medusa Heads** on-screen, and if you stand between the two pillars directly to the left of where you find the Rosary, a **1000 Point Money Bag** will appear to the left for you to claim. Now keep

heading left until you reach the boss area, where you will fight the second boss of the game, the **QUEEN MEDUSA**.

– BOSS: Queen Medusa –

Strategy: The Queen Medusa boss has two forms of attack – she usually swoops in towards Simon to try and collide with him, and when both close to Simon and the ground, she drops serpents on the ground, which advance towards you; these are easily beaten with a couple flings of your whip.



Thankfully, there is a way you can make this boss battle *MUCH* easier – and that's by using the **Watch** weapon, if you picked it up near the end of **Stage 05**, as it can freeze Medusa, allowing you to freely whip away.

If you do not have the **Watch**, the **Boomerang** also works fairly well, as does the **Fire Bomb**, as Queen Medusa does tend to swoop near the ground. As long as you attack quickly and repeatedly, you should end up outdoing her in terms of damage dealt, as she also tends to stop for a second when she receives damage as well. After around 8–12 hits, she will be defeated.

Level 3

Now Playing: "Wicked Child"

Stage 07

This level can be pretty hard due to the many pits later on and the introduction of some annoying enemies. Doing things methodically is key to staying alive here, and we're going to guide you through this.

First of all you have a candle behind you worth **700 Points**. The next two candles are **single hearts** (good for whip upgrades should you die), but as you approach the fourth candle watch out for a **Ghost** coming in from behind you. We recommend you stop completely and kill it (for good reason!).



The next candle here has a **Fire Bomb** (Holy Water) in it that you can grab, but up ahead is one of the most annoying enemies in the game: the **Hunchback**. The reason he is so annoying is his erratic movement. He likes to jump around at random times and moves very quickly. We have a trick to get past this area though.

Just past the **Fire Bomb** Sub-Weapon you'll see the **Hunchback** up on a ledge. Now, you can whip towards him (don't jump) and he'll immediately respond by falling down. You can immediately whip again to kill him. You can do this for all three **Hunchback** enemies on this screen by kind-of tricking them into falling down in whipping range.

With that in mind, keep going to the left getting the candles (they are all **one heart** candles) and tricking the second and third **Hunchback** enemies into dropping down. Once you've killed the third one, note that you can break the block on the right (behind you, where the second **Hunchback** was) for a **Pork Chop** healing item. Nice! Continue to the left to find another new enemy: the **White Skeleton**. These guys can jump gaps and will throw bones that act like your **Axe** Sub-Weapon, so watch out for the bone throws and kill this one off. Use the platforms here to jump up to the right and hit the candle here for a **5 heart** candle and head up to the next screen.

Head up the stairs here and get the **5 Heart** candle (you may have to fall for it). Note that there's a lot of pits in this upcoming section, so be careful!

As you move forward, a new enemy will swoop down: the **Raven**. This thing likes to swoop down and hover, then move back and forth. This raven in particular will likely swoop down twice and come at you. Easy to kill if you time it right, but as you head to the right you'll see another **White Skeleton**. Watch out for it jumping the gap near you and kill him off along with another **Raven**.

Climb the stairs here (the candles are **small heart** items) and look for yet another **Raven** up high to come down (if he hits you, you will likely be knocked back down the stairs). Kill him off and go down first. There's another **raven** down here on the platform that you can kill as he rises, but there's also a secret down here! If you go to the very end and kneel down, a **Flashing Money Bag** will appear to the left that you can collect for **1,000 Points**. Not bad!



Continue to the right now and you'll find yourself above another **White Skeleton**. Here it is best just to use your **Fire Bomb** if you have it, or you can just drop down if you time it right. Whatever you do, do *not* use the stairs as it's way too dangerous. Kill him off and check the candle to your left for the **Axe** Sub-Weapon. This is better for **Ravens** than the **Fire Bomb**, but it's really your call. The next candle is a **single heart** item and the one right before the door is a **400 Point Money Bag**. Continue on to the next stage.

Stage 08

This area is considerably easier than what we just went through (good news!). The candle above you is a **5 heart** candle while the next one is a **single heart** candle. Now, the area here is full of **Medusa Heads**, but as long as you keep pushing right you can jump over every one of them.

Do that until you reach a staircase (you'll likely jump over three **Medusa Heads** in the meantime). Here a **White Skeleton** will jump down, so you can either run past or wait for him to jump down (we like to wait and kill him and the next **Medusa Head**). The lower candles here have **single hearts** in them, while the one up in the air has a **Boomerang** Sub-Weapon. Be very careful going up these stairs as we are sitting ducks for the **Medusa Heads** here. And honestly, you should really only go after that **Boomerang** Sub-Weapon candle if you have the fully-upgraded Whip as it requires you jumping off the left block and hitting the candle (which also means you have to climb the stairs again).

Make your choice and head up the stairs to the next screen.

Here there's another secret right away. First though, the candles. The first one is a **single heart** item (or money, as usual) while the second is the **Watch** Sub-Weapon (which can be useful for upcoming **Dragon Skull Cannon** enemies). Your call there, although remember the **Watch** eats up the hearts.



Now, the secret. See the background castle and foreground castle? If you go to the third block of the foreground castle and duck, you can get a **Flashing Money Bag** off to the left (worth **1,000 Points**).

Continue to the right to a **Raven** up high. Let him come down to you and kill him before going forwards as a **Dragon Skull Cannon** is up ahead (the candle here has a nice **5 heart** item too). If you have the **Fire Bomb** it can help quite a bit, but you can use the **Boomerang** nicely here too. Remember to whip as he goes red to destroy the fireball shots. Whip him down and jump the gap for another **Raven**. If you go forward a bit a second **Raven** will show up, so try to kill one at a time and be patient so you can get a clear whip at them (the **Axe** can help here too). Right past the next gap is another **Dragon Skull Cannon**, but it's the last enemy here so take him out for two **small heart** candles and a door leading onwards to the next stage.

Stage 09

This area can be difficult, but if you go slowly you'll have a much easier time of it. This is also a bad place to die as there aren't a lot of candles...

Get the one near you for a **single heart** item and press forward to see a **Raven**. The **Ravens** here like to dip below the platform, so it is best to back-up a bit and let them come up so you can kill them (don't rush!).

Do the same thing for the next **Raven** and be ready for a **Dragon Skull Cannon**. Kill him off like the others and press forward slowly for two more **Ravens**, one after the other.

Another **Dragon Skull Cannon** is after them, so be ready. Take him out and once you see the **Raven** past him, let the **Raven** come to you and kill it. The reason for this is because there's a gap coming up with a **White Skeleton** on it. He may jump at you, so be ready and take him out.

Jump the gap and be ready for another **White Skeleton**. Kill him off and jump the final gap. Look at that Castle Tower in the background! Excellent stuff. As you continue on now, you will have **Medusa Head** enemies show up, along with one final **Dragon Skull Cannon**. Kill this one quickly (read: use sub-weapons) and claim the candle after him for a **small heart**, but be careful of the next candle as it has a **Dagger** Sub-Weapon in it (which you don't really want to get as other sub-weapons are better for this boss). Speaking of bosses, we're at this level's boss, so let's go over him. Be sure to read up on him before you head down to face him (or them!).



– BOSS: Mummy Man –

Strategy: For this boss fight, we have a couple of secrets to share with you! The first thing we should note is that all three candles in this area are **single-heart** candles. The fight doesn't start until you walk far enough to the right, so that means we can get the first candle and our next secret before the fight starts!

The next secret is very welcome: the lower left-hand block has some **Pork Chop** in it for us. Very nice. Once you grab it go ahead and walk right and start whipping the right mummy to start the fight.

All that these mummies do is walk back and forth while shooting bandages occasionally. The bandages move in a wave pattern and always start out by going downwards (which should help you). Still it is hard not to get hit by this foe since they come at you from both sides.

There is another trick here though: if the mummies line up (and stack on top of each other), you can really damage them quickly. This is some sort of hit-box glitch as a couple of **Boomerang** items can kill them both off when this happens. Therefore, the overall strategy for this boss fight once you get the health and attack the right one to start, is to make your way to the left and attack from there. You can get under the platform and use your sub-weapons from here, and if they do stack on top of each other you can pounce on them for extreme damage thanks to that hit-box glitch.

And that's all there is to the mummies. Collect the orb that drops once you defeat them and we'll be taken to the next level.



Level 4

Now Playing: "Walking on the Edge" / "Stalker"

Stage 10

You begin this stage by plummeting down a deep well, landing in the catacombs of Dracula's castle. Start by whipping the three candles in the air above the platform you start out on for some extra **Hearts**, and head right, jumping over the water pit and onto the next small platform. Now above this is another candle that can be whipped to claim a **Watch**, which can freeze the **Bats** and **Fish Men** who attack in this area to make it easier for you.

Next, you have to cross a large water pit with the use of a horizontally-floating platform moving just over the surface; watch out for **Fish Men** leaping up from below and whip them quickly! Cross the next couple of platforms, whipping the candles for **Hearts** and **Money Bags**, while also fending off **Vampire Bats** and **Fish Men**, then climb over the ascending platforms. The right candle above the highest ledge contains a **Fire Bomb** (if you don't currently have one already equipped), and we suggest you claim it, as it will be very helpful against the boss of this level later on.

Speedrun Tip 04!

This speedrun tip is a bit weird, but it undoubtedly saves time at the beginning of this stage. We're going to point it out here, at the start of the stage, as it is hard to do and while it saves time it will definitely take practice to pull off. *Another note:* this trick (as far as we've ever seen) is only done without the second whip upgrade.

At the start of the level, just past the second candle you want to do three whip buffers (this is just for the moving platforms) then move forward and grab the **Large Heart**, **Stop Watch**, and **Large Heart** candles. Moving on solid ground, you want to pause time at the second candle to the left while you keep moving forward (this sets up the **bat** coming up). When the game then unfreezes time, you want to pause time again as the **bat** is halfway between the cliffs up ahead and the top platform.

This lets you damage boost to the right and get ON the cliffs. You can now use the dark parts of the cliff wall as a "floor" and go all the way to the right and get past the platforms below without ever waiting on them. A hard trick to do, but there's no doubt it saves time. Just, uh... don't ask us to show you how to do it in person!

Drop down to the next ledge, and wait for a moving platform to come near to take you over the next stretch of water. Time your jump onto it, and as ever, watch out for any nearby enemies before doing so. As the platform carries you over to the right, you will have to crouch to let Simon's head pass underneath the low-hanging rocks, otherwise they'll push him off the platform and into the water below, very cheaply costing you a life!

Jump onto the next ledge, and wait for another moving platform moving across the water to appear on your right. Drop onto this to carry on crossing the water, again crouching so that Simon's head does not catch the rocks above causing him to fall into the water. You'll then have to jump over to another moving platform on the right; we suggest ignoring the candles above the water unless you feel that you can whip them safely (they just contain a few extra **Hearts**). When this moving platform carries you over to the right, leap across a couple more small ledges, whipping the candles for **Money Bags**. You then come to a series of small ledges to climb up, with the staircase on the top one taking you up to the next stage.



Stage 11



As you emerge back out in the open, all you have to do in this stage is continually proceed to the right. The only danger in this level comes in the form of the **Eagle** enemies, who fly in at different heights and coming in from both sides. These enemies are not so much a pain to deal with as the **Hunchbacks** that they drop; it is best to whip them immediately as soon as they land on the ground, before they have the chance to start moving around. Just keep on the move; there is no point in staying still as these enemies will endlessly respawn. There is the odd chance that a **Hunchback** will drop a sub-weapon, but if you have the **Fire Bomb**, try to keep a hold of it if you can.

After proceeding all the way right, a **Skele-Dragon** guards the end door; you'll see it extend its body out over the top of the door, before it moves its head up and down in random patterns while shooting fireballs at you. Try to position yourself far enough away so that the very end of your whip will just about reach when you attack, and you can move to dodge its fireballs, or whip them to extinguish them. After enough whips, the **Skele-Dragon** will die, leaving behind several **Hearts** for you to collect in preparation for the next stage.



Stage 12

The second candle from the left above your starting position contains a **Dagger**; you should only get this if you do not have the **Boomerang** or **Fire Bomb**, however. The other candles contain **Hearts/Money Bags**, a short distance to the right you will encounter a **Skele-Dragon**. Keep your distance while you repeatedly whip away until it is defeated and you can collect the **Hearts** it leaves behind. When it is gone, you can whip the block it was chained to, to find a hidden **Pork Chop** to replenish your life meter.



Continue to proceed your way to the right through this sewer tunnel while whipping all the candles for additional **Hearts** and **Money Bags**. When the tunnel opens up, you'll encounter a second **Skele-Dragon** enemy, and due to its position in a lowered area, whipping it becomes a little trickier. If you have the **Fire Bomb** (and possibly a **Shot Multiplier**), you can throw it down to hit the monster's head and possibly stun-lock it in place. When it is defeated, you can again whip the block it was chained to for a **Large Heart**.

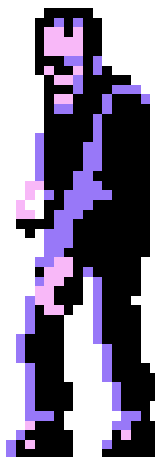
Up next you will exit the tunnel and into an open lair for the next boss fight, against the duo of **FRANKENSTEIN & IGOR**.

– BOSS: Frankenstein & Igor –

Strategy: While there are two monsters that make up the boss, it is **Frankenstein** whom you will need to attack in order to grind its health down; **Igor** can only be stunned by your weapons, however he deals the boss' offence by quickly hopping around the room, all while shooting fireballs at you.

Both Frankenstein & Igor start out at the right side of the room; if you are quick enough, you can jump onto the low ledge and get a few hits in if you can. Frankenstein tends to slowly walk around and will be generally less of a threat than Igor, but try to keep your distance and use the ledges to jump over them if it looks like they are going to corner you.

The ideal strategy is to whip Igor to momentarily stun him for a couple of seconds, and quickly get a hit or two in on Frankenstein. It can be made easier if you have a projectile weapon such as a **Dagger** or, even better – the **Boomerang** so that you can stay close to Igor and not allow him to move around too much, and whip him while using the sub-weapon to attack Frankenstein.



However, this boss battle is made **REALLY EASY** if you can in armed with the **Fire Bomb** and a **Shot Multiplier**; you can quickly get onto the lower right ledge and repeatedly throw **Fire Bombs** to stun-lock Frankenstein in place and drain his entire life meter away before he even has a chance to release Igor to attack.

Level 5

Now Playing: "Heart of Fire"

Stage 13

Starting with this level, things are going to get harder. The game really does start to show its arcade roots as we now are taking **four** damage per hit, which essentially means that we're dead in four hits. Lovely...

This stage starts with a challenge right away too: two **Hunchback** enemies are right in front of you. Use whatever sub-weapon you have to help kill them and watch out for their jump. If they go off the screen to the left they will de-spawn, which is good, but without good timing it is hard not to get hit here.

Once you kill them off, get the first candle here for a **5 heart** item and head to the right. The next two candles are **single heart** items (Whip Upgrades if you need them), but on the way you'll find a **White Skeleton** coming for you, throwing bones. There is one up above you as well, so be careful of falling bones (note that only his low bone throws fall, as the higher ones go off-screen). Get right up on him and take him out. The Candle before the stairs has a **Fire Bomb** Sub-Weapon (a good weapon for the **Hunchbacks**). Speaking of **Hunchbacks**, there is one right past the stairs. Use a sub-weapon here to kill him and then go up the stairs carefully as the **Skeleton** tries to hit you. Kill him off and claim the two candles up here for **single hearts**. Continue to the left now unopposed and get the next candle for a **700 Point Money Bag** and the final candle for a **single heart** before going up the stairs to the next screen.

This screen is a bit of a challenge with a **White Skeleton** up above you and another one to the right. Kill the right one quickly and watch out for bones from above. The candle to the left has **5 hearts** (quickly grab it) and head to the right. The next candle has a **400 Point Money Bag** and the stairs upwards. If you go past it though, you can get another **5 Heart** candle, which is nice. Head up the stairs after that, being careful of the skeleton and killing him when you can. Note the candles up here (all three of them) are **single-heart** items. Grab them as you head left and when you see the stairs you want to **STOP** as there is a secret nearby! If you walk **PAST** the stairs and just walk into the wall for a few seconds, a rare **1-UP** item will appear below you. Get down the stairs quickly to claim it.

Go down the stairs now and get the left candle for a **400 Point Money Bag** and a **single heart** candle on the right. There's another secret here though: up above you the corner block (the lower right-hand block) has a **Double Shot** item in it if you need one.

This next part introduces a new enemy: the **Red Skeleton**. These are fairly harmless foes that simply walk back and forth, but there's one important thing about them: *you cannot kill them*. They get up and return, so we need to go on through this area quickly. On your way, every single candle (even the higher ones you can't reach) are **single heart** items. More importantly though, you will face two **Hunchback** enemies. Use your **Fire Bomb** (or whatever sub-weapon you have now) to take them out (you can often just throw a **Fire Bomb** and they will walk into it). Continue to the right for another **Red Skeleton** and beyond him one last **Hunchback**.

Once you kill the last **Hunchback**, note that you can whip the upper-left block behind him for some **Pork Chop** if you need it (and you likely do). The candles up above you have a **small heart** on the left and a **700 Point Money Bag** on the right. There's no more enemies here, just two more candles for **single heart** items and the door leading to the next stage.



Stage 14

This area is a bit easier than the last (in BK's opinion), although we do have a hard new enemy here: the **Axe Armor**. This guy moves back and forth slowly and chucks axes at you. These axes return like a boomerang, so be careful when you ascend/descend stairs next to these foes. They can also throw them on the floor, but your normal standing whip attack will take both versions of this attack out. We should also note that the **Fire Bomb** is **VERY EFFECTIVE** at taking out **Axe Armor** enemies. Get it underneath them and they will die quickly. It is definitely the weapon of choice whenever you see one of these guys.



So, with that in mind be ready to take out the axes this one throws but you want to focus on that **Hunchback** in the corner. Use a sub-weapon here just for him and then barrage the **Axe Armor** with whip attacks. If he backs up too far he will go off-screen and de-spawn, letting you get the **small heart** candle on the floor and the **700 Point Money Bag** up above. The next **Axe Knight** isn't too hard as you can climb just out of range of his high attacks. Whipping him over and over will take him out as well. Be careful of the last candle here as it has an **Axe** Sub-Weapon. You want to retain your **Fire Bomb** if you can (or even the **Boomerang** if you still have it).

This next section is a bit of a reprieve. There are no enemies where we come out at, but there's a **small heart** candle and to the right a **5 heart** candle, which is nice. Head up the stairs here and go right, getting the two **small heart** candles while taking down the **Red Skeleton** when you need to. There is also a **700 Point Money Bag** on the way, another **Red Skeleton**, and a final **small heart** candle before we need to go downstairs.

Head down and get the candle here for a **small heart**, but note that there is a secret nearby. If you drop off to the right (where the books are in the background) and stand on the second block to the right, you can get a **Flashing Money Bag** to show up to the left (worth **1,000 Points**). Continue to the left now and get the candle for a **small heart** while battling another **Axe Armor**. If you can, kill him quickly as a **Red Skeleton** shows up just behind him (or do what BK did and keep luring him to the right to kill him). Note the stairs here too. You can go up them for two candles that have **700 Point Money Bags** in them and if you whip the right wall up here you can find a **Double Shot** item as well (or **Triple Shot** if you have the Double).

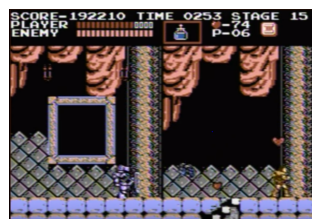
Drop down and continue to the left, getting two **small heart** candles before a **5 Heart** one and another **Red Skeleton**. Now, there's two hidden items here. You can go past the stairs upwards for a **400 Point Money Bag** and **small heart** candle but if you stand in the corner to the left for a few seconds a **Flashing Money Bag** will show up (another sweet **1,000 points**). You can go up the stairs now, although be careful of another **Axe Armor** to the left.

Stop here though, as we want to point out yet *another* hidden item. If you want you can go to the right here and drop down to the two-block platform down below you and kneel down for a second to have yet another **Flashing Money Bag** show up. Grab it and head back up. The **Axe Armor** up above is all alone, so not much of a threat. Kill him while getting the two **single heart** items here and move down the stairs you find. There's a **Red Skeleton** here, but he's just a nuisance. To the right is a **5 heart** item and the left candle has a **400 Point Money Bag**. Grab it and continue through the door to the final stage of this level.

Stage 15

This next area is a mix of easy and mind-numbing difficult. We start with the easy portion first. At the start of this new screen, watch out for fire from the **Dragon Skull Cannon** and get the candles here (the right one has a **5 heart** item in it while the left one has a **single heart** item). Move forward and take out the cannon here. That takes the threat out of this floor. There is a **Red Skeleton** left, but he's no threat. Get the remaining candles on this floor for a **5 Heart** item, a **small heart** item and then a **Boomerang** Sub-Weapon at the end (again, we *highly* recommend you keep the **Fire Bomb**).

Head up the stairs now and wait for the **Red Skeleton** up here to go to the far right so you can take out the **Dragon Skull Cannon** here from below (which is pretty safe to do as long as the **Red Skeleton** doesn't show up). You can head up once it's dead and get the **small heart** item to the left, then head right, taking out the **Red Skeletons** and getting the two remaining **small heart** candles up here. **DO NOT** go up yet, as you can get some hidden **Pork Chop** from the far right wall up here, which is a god-send. Once you have it, head up the stairs to one of the harder sections of this level.



This section is a long walk to the left with two **Axe Armor** enemies in the way. That's not bad by itself, but throw in **Medusa Head** enemies and you've got a potentially painful area to go through. Personally, focus on the foes here over the candles. If you have the **Fire Bomb** still it is a god-send here as you can burn down the **Axe Armor** enemies quickly. If you don't, you should use whatever you do have (the **Boomerang**, most likely) and spam it at the **Axe Armor** while getting in close for whip attacks, all while watching out for the **Medusa Heads**. Ugh. As far as candles go, they are all **small heart** candles except the one to the right of the stairs (which has a **5 heart** candle... you need to watch out for **Medusa Heads** coming in from the right if you grab it) and two **400 Point Money Bags** on your way to the left. They are in the seventh and eleventh candles, respectively.

Once you get to the platform on the far left, you will be entering the boss area, so with that in mind we'll do our normal boss strategy below!

– BOSS: Grim Reaper –

Strategy: Here we are facing off against Dracula's right-hand man: the Grim Reaper! Normally, this is a challenging fight due to the amount of damage this stage deals to us combined with how the Grim Reaper fights. You see, by himself he isn't hard as he just swoops down and just travels across the screen. Not hard as you can use the edges to jump over him. The hard part is the scythes. The Grim Reaper spawns up to three of these scythes that will slowly move in your direction (they semi-home in on your position).



Now, if you have your **Fire Bomb**, this boss is *VERY* easy to beat. Once he spawns in on the right, you can quickly turn around and use your **Fire Bomb** on him. This locks him in place (no joke) and lets you just continue to use your **Fire Bombs** until he is dead. That is definitely "easy mode".

Normally though, most people are going to have a more chaotic fight. You will need to use your Sub-Weapons to help damage the Grim Reaper and take out the scythes here. The **Boomerang** does a decent job if you stagger your shots, especially if you have a **double** or **triple shot**. Do that and also be ready to use the sides to jump when you need to. You want to stay on the move when you aren't attacking to throw the scythes off.

Other than that though, this is a chaotic fight where you need to quickly react to possible incoming damage sources (which can be very hard to do, we know). The four candles here are all **single heart** items, so definitely focus on avoiding damage and attacking whenever you can. It may take some practice (and a save state or two), but once you get the hang of it you'll be able to take the Grim Reaper down, collect the **orb**, and proceed to the next level.

Level 6

Now Playing: "Out of Time" / "Nothing to Lose" / "Black Night"

Stage 16

Whip the two nearby candles to claim whatever lies inside them (an **Axe** is contained within the candle just beside the doorway), then climb the short staircase here and start heading left. The game lets you know right here that it is *not* messing around as you encounter a **Phantom Bat** – which you may remember as the **boss of the first level** – as a regular enemy here! However, you really do not need to waste your time trying to kill it here; just jump and hit it with your whip the one time, and very quickly walk under and past it, and you should get it off-screen before it has a chance to catch back up with you.

You'll now have to leap your way over a few gaps, and the tricky part comes when a second **Phantom Bat** attacks from below. The best thing to try and do – although it is a little risky and takes some very precise timing – is to make a jump to try and land on the very left side of the ledge, and the bat should fly up and right and just past you – and immediately jump left again to clear the next gap. Go left and jump over another gap, and you can whip the first candle you see here to find a **Watch**. Try not to use it just yet if you can, as you won't have many Hearts available right now.



Another **Phantom Bat** lies in wait just to the left – again a quick jumping whip and passing underneath it, and you should be able to get it off-screen if you're quick enough while jumping across the next couple of gaps. A fourth **Phantom Bat** will come in from the lower-left, so if you can time it well enough, you can jump straight over it without taking damage to land on the left edge of the platform, then making a couple more jumps to reach the last long stretch of the bridge. The fifth, and final **Phantom Bat** appears above and to the left, jump and whip it once before quickly passing underneath it and head through the opening to take you into the clocktower.

Stage 17

Go left, jump over the first gap and defeat the **White Skeleton** with your whip, and whip the candles around here for whatever goodies they hold. Now, as you approach the first staircase of this stage, one of many **Hunchback**-carrying **Eagles** may fly in to attack, and the area can eventually become crowded with them, so if you were able to collect the **Watch** in the previous stage, it can be very handy if you have enough hearts to use it two or three times to freeze them while platforming

your way through the stage.

Climb the staircase up to the next screen, jump left over the gap and defeat the next **White Skeleton** with your whip. Avoid bones dropping down from above as you climb up the next staircase and defeat another **White Skeleton**. The candle to the left of the two windows in the background holds a **Dagger**, but if you have the **Watch**, you may want to avoid this. A little further left, you'll enter into a room full of cogs and gears, and it is here where the **Eagle-Hunchback** onslaught really begins, and you may want to activate the **Watch** here, if you have it.



Jump onto the large, green horizontal gear to the left. If you want to risk getting a **Pork Chop** to replenish some of your life, walk off the right edge of this gear to land onto another one below it, and walk right, where you can whip the wall to uncover the hidden **Pork Chop**. Head left, where you can make out a platform and a staircase leading down to the area below. Get to this platform and walk down the staircase to a new screen.

If you want to find a hidden **Money Bag** for an extra **1,000 points**, you can jump right and onto the giant green gear just below and to the right of the platform at the foot of the staircase. If you walk over to the right end of this gear and crouch, the flashing **Money Bag** will emerge on the platform at the foot of the staircase. However, it is very risky going for this as **Eagles** attack in large numbers here.

Get to the platform near the bottom of the screen (directly below the first platform), where over to the left is another staircase leading up and left. If you have enough Hearts and the **Watch**, use it here to freeze any attacking **Eagles** (they have a very annoying tendency to hit you while climbing stairs while defenceless and are facing away from them). At the top of the staircase you'll be taken to a new screen, where you'll find a few more candles that you can whip for **Hearts**, before finally climbing the staircase and heading through the opening in the upper-left, leading you to the last stage of the game.

Stage 18

Final stage! Climb the staircase leading up to the next screen, and into the hallway leading you to Dracula's lair. The first candle you see contains a **Boomerang**, which you can pick up (however a more effective **Fire Bomb** can also be obtained in the boss lair). The other candles contain **Hearts** or **Money Bags**. A very handy trick here is that you can whip the candles to stock up on **Hearts**, then head right, go down to the staircase back to the first screen, then head straight back up again, where the candles will have all regenerated! Do this as many times as you like (or at least as the timer will allow) until you're well stocked up on **Hearts**, so that limited use of your sub-weapon will not be an issue in the final boss battle.



So, once you're ready, head through the opening at the left end of the hallway and into Dracula's lair, where his coffin lays open. There are some candles in this room you can quickly whip for a few last goodies – the one on the far left holds a **Fire Bomb**. While this weapon is not of very much use in the first part of the upcoming boss fight, it can be very useful in the second, so I (Ryan) would recommend you do get it.

After a few seconds, almost without warning, Dracula will materialise in the room, and the final boss fight begins!

– BOSS: The Count! –

Strategy: The final boss battle of the game comes in two parts. In the first part, Dracula will appear in his cloaked, humanoid form. You'll see him briefly flash before he materialises in a random part of the room, and when he does, he'll open his cloak and shoot three fireballs in your direction, at varying trajectories. It can be difficult, but it is possible, to evade them by jumping over or walking under them if Dracula fires them low/high enough, but it is very risky. Do not forget, on a full health bar, you can only afford to be hit no more than a total of **three** times in this fight.



The key to winning this boss battle is both good timing and positioning. The only part of Dracula that is susceptible to damage is his **head** – I found that standing far enough away and making a standing jump, whipping him in the head and immediately whipping again when you land usually means you'll deal a point of damage and extinguish the fireballs he shoots right after. It can still be tricky, as you can't tell whereabouts in the room Dracula will appear each time.

With Dracula losing one bar of health for each blow to the head from Simon's whip, this means it will take a whopping total of **sixteen** hits to defeat him in his first form, so don't be too disheartened if you lose a few lives on your first time fighting this boss! When you do finally manage to fully empty The Count's life bar, his body separates into several fragments, however they quickly rejoin to form Dracula in his true, final form – **Demon Dracula!**

SPEEDRUN TIP! For the first form of Dracula, there is a trick that is very tricky to pull off, but is definitely meant for serious speed-runners. In the first part of the fight, if you can manage to hit Dracula's head while at the **SAME TIME** taking damage from his fireballs, you can do **SIX DAMAGE** to Dracula with **one** hit. Again, you have to be hit on the same frame that you hit him, which can take practice for sure (you basically delay your own attack from range while getting hit). It's not for casual players, but that is the trick if you want to try it.



Demon Dracula has an attacking pattern in which he makes high jumps towards Simon, while shooting more fireballs. Again, the only part of his body that you can hit to deal damage is the head, but because he's constantly on the move, it offers you even less time to hit him, and also leaves you more open to attack. However, if you remembered to collect the **Fire Bomb** from within the candle at the left side of the lair, this is where it will come in really useful, as it locks Demon Dracula in place for a couple of seconds if he jumps into the flames created when you throw it! If you can throw a **Fire Bomb** to catch Dracula in place, you should have enough time to hit him with two jumping whips to the face, before throwing another **Fire Bomb** to keep him frozen in the same place, another two whips, and repeating this process over, you should have a good chance of avoiding his attacks and cleaning out his life meter, and upon doing so, win the game!

You're then treated to a cut-scene of Dracula's castle crumbling to the ground on a clifftop in the background, after which follows a "Credits" sequence with fictional spoonerised names based on famous real-life names in the gothic horror genre. The credits to the original *Castlevania* on the NES will likely make your head turn if you are a horror fan, as they include pun-names for the game's bosses (instead of, oh say, the people that worked on the game...). First off we have "**Produced by Konami**" which is innocent enough, but then we have the "**Directed by Trans Fishers**". This is a reference to **Terence Fisher**, who was a British Horror director. "**Trans**" fits in well due to Transylvania as well.

Next up is "**Screenplay by Vram Stoker**" which is a reference to **Bram Stoker**, the author of the book *Dracula* (one of the biggest take-aways for *Castlevania*, especially in later games like *Bloodlines* and *Portrait of Ruin*, where they tie the book into the *Castlevania* series). Next is "**Music by James Banana**", which (according to Wikipedia at least) is a pun of the name "**James Bernard**" who was the composer on the 1958 film *Dracula*. This was apparently used by Kinuyo Yamashita and Satoe Terashima. Ryan would like to note that this name sounds "*really fruity*" (groan...!).

Next we have the cast of the game, with Dracula starring "**Christopher Bee**", a very obvious reference to the legendary **Christopher Lee**, as he starred as Dracula in film. After that is Death starring "**Belo Lugosi**", another obvious reference to **Bela Lugosi**, who also starred as Dracula in a 1931 film. After that is Frankenstein as "**Boris Karloffice**", which is a bad pun for actor **Boris Karloff**, who starred as Frankenstein in 1931.

The next credits have Mummy Man as "**Love Chaney Jr.**", which is meant to be for **Lon Chaney Jr** who starred in "*The Mummy's Tomb*" in 1942 (that was his stage name actually, as it was really Creighton Tull Chaney). After that we have Medusa as **Barber Sherry**, which is a trickier one. This is likely a pun on the actress "**Barbara Shelley**", who was an actress with the same studio (Hammer Films) as many of the other references here, and starred in "*The Gorgon*".

Quite a few more left. Next is Vampire Bat by "**Mix Schrecks**", which is a pun on **Max Schreck**, who played the vampire Count Orlok in *Nosferatu* (you see that name return in *Symphony of the Night* and *Lords of Shadow*). Next is the Hunchback by **Love Chaney**, which sounds familiar as we just had a Love Chaney Jr. This is the "Sr." of course, and refers to **Leonidas Frank Chaney** who played the Hunchback of Notre Dame in 1923. Interesting.

Next up is the Fish Man, "**Green Stranger**" which just sounds weird. This is very likely a reference to **Glenn Strange**, who acted with Boris Karloff in *House of Frankenstein* as the monster. No idea how that relates to the Fish Man though, unless the developers were just trying to squeeze famous horror names in at this point (which sounds like they might have). Next is Armor by "**Cafebar Read**" which is also a bit hard to find. This is apparently supposed to be **Oliver Reed**, who was associated with several Hammer Films, but for the love of me, I can't find how this is related to "Armor".








Next we have Skeleton being played by "**Andre Mora**" who has to be a reference to **Andre Morell**, who again was involved in the Hammer Films crew, although we couldn't find any direct references to skeleton features (although he played Watson in the *Hound of the Baskervilles* movie). Next we have Zombie as played by "**Jone Candies**". This likely refers to **John Carradine** (although John Candy is way closer). Carradine was definitely in several horror films though, such as *House of Frankenstein* and *House of Dracula* (playing Dracula). Again, we can't find any direct zombie references, but the ties are there. Interestingly enough, he was the father of David Carradine, star of *Kung Fu* and in the "*Kill Bill*" films.















The last credit in the game goes to you, **Simon Belmont**, which is actually the Japanese version of "Simon Belmont", as the credits claim you played the greatest role in the story. Simon is definitely considered to be one of the greatest Belmont's in history (as shown in the "Greatest Five" Dual Crush in *Portrait of Ruins*) as he took on Dracula alone in *Castlevania* and would also star in *Castlevania II: Simon's Quest* where he gathered Dracula's remains, resurrected him, and killed him **AGAIN**. Very, very metal!

Congratulations upon completing *Castlevania*!

Enemies

Here we are going to cover the game's enemies with some basic descriptions and what you can expect out of them. Note that these enemy names come straight from the Instruction Manual. Some of them may sound weird, as later games in the series re-name these enemies.

Enemy Name	Description	Points
 Axe-Man	Another Knight enemy! The Axe-Man starts to show up in Level 5 and is one of the more annoying foes as he takes a lot of damage (nine hits) and throws axes at you as well. Ugh... he is very weak to the Fire Bomb though. Ridiculously weak, actually. Just like the other knight, later games include Axe Knights in them in various versions, usually throwing axes in a vertical pattern vice a horizontal one.	500
 Black Knight	This is another enemy that only shows up in one level (Level 2) and is the first enemy that really takes a few hits to kill. Not too hard, really. The concept of knight enemies shows up in later games, but most as more agile " Spear Knights "... a definite upgrade over these enemies.	400
 Black Leopard	This is another enemy that only appears in the first level , and in limited quantities at that. He does his job well by being faster than the zombies and making you react faster. This foe isn't as iconic as others in this title, but he does appear in later games (notably the handheld " <i>Metroidvania</i> " titles).	200
 Dragon Skull Cannon	This enemy's name is probably the most egregious in the game. Later games will simply call this enemy a " Bone Pillar " and be done with it. Look at that ridiculous name! Still, the design is cool: stacked skeletal heads that can spit fire in any direction. These guys are easily taken out with the Fire Bomb weapon though. We mention later games, but it's also interesting to note that later games have them underwater as well. Huh...	400
 Eagle	And yet another flying enemy! <i>Castlevania</i> sure likes its flying foes! This one doesn't really attack, though. It only shows up later in the game to deliver Hunchback enemies to you, either out in the open air in Level 5 or in the "clocktower" area in Level 6 . You can still kill them, but it is better to focus on the Hunchbacks as they are more of a threat. You see eagles show up in some later games, but not many and they are still usually paired with Hunchbacks.	300
 Fish Man	If you ever see water in this game, chances are the Fish Man isn't far behind. These enemies will jump out of water and can come as a surprise. Fairly easy to kill, however. These foes are often called " Merman " in later games and are reused often throughout the series (where they often shoot streams of water out at you).	300
 Frankenstein & Igor	These two fellows make up the boss battle of the fourth level of the game. This is the first, and last time in the series we get Frankenstein & Igor together like this, as later games often just keep the " Monster " and he's usually named Monster , or Creature , or something like that. Check the Bosses section for info on him (use the Fire Bomb !). We suspect this boss is only here due to popular horror themes of the time.	5,000

 Ghost	The Ghost is another enemy you don't see a lot throughout the game (just Levels 2 and 3), and they usually show up behind you, trying to hit you from behind if you aren't paying attention. Later games have plenty of these enemies, usually having them show up en masse and as rather weak enemies.	300
 Grim Reaper	Also known plainly as " Death " in later titles, this boss is re-used in many, many later titles in the series and has been quite popular from a story stand-point as well, being shown to be Dracula's right-hand man and main confidant. In this game, the Grim Reaper has its iconic scythe attack, which shows up in later games as well. That makes him very hard for a casual run... unless you cheese him with the Fire Bomb weapon, that is.	7,000
 Hunchback	This is perhaps the most annoying enemy in the game, outside of flying enemies near pits... the Hunchback is simply very unpredictable (except in certain situations). He loves to leap around and timing your whip to kill him can be difficult. Ugh... these foes appear in many later titles, often with the name " Flea Man ", but they function very much the same as this game (Konami nailed the "annoying enemy" early on!).	500
 Medusa	These enemies show up in multiple stages and levels in this game, and are some of the most annoying enemies, bar none. They are <i>especially</i> dangerous around pits. These enemies attack in a sine-wave pattern, so good timing is needed to deal with them. This enemy is seen in many subsequent games in the series, and they are still annoying as they learned how to petrify whomever they touched. Often found in clocktowers.	300
 Mummy Man	Another boss, and one whose hit-box glitch makes them very easy in the main game (shouldn't it be " Mummy Men "?). This boss is another generic horror-themed boss, but in later titles the concept of a mummified Pharaoh will be re-used here and there, often utilizing bandages and ancient magic to attack.	3,000
 Phantom Bat	This is actually the Level 1 boss! You would be better served to see the Boss strategies below for more info on this guy, but the fact that he makes an appearance in the final level as well is super interesting. He appears here and there throughout the series as a non-descript " Giant Bat ", and even once as a red herring in <i>Castlevania: Aria of Sorrow</i> .	3,000
 Queen Medusa	This is another boss. Like the Phantom Bat, you can see the Boss strategies down below for more info on this boss, but we still like commenting on them. The Queen Medusa doesn't show up often in the series, but she does every now and again, just never in this "head only" version. Her spawn, the "Medusa Heads" are much more famous than the "Queen" ever became...	3,000
 Raven	More annoying flying enemies! These enemies show up in multiple stages as well, often around pits where you need to be careful. Ravens like to take off and pause before they attack, coming at you from different levels. If you are patient, you can usually deal with these things well enough. Later games don't have a ton of these enemies, honestly, but you can see them in the " <i>Metroidvania</i> " games in certain mountain and garden environments.	200
 Red Skeleton	The only enemy in this list that you <i>can't</i> kill: the Red Skeleton. You can drop them, but they will come back in a few seconds. Still, they are harmless enough as they simply walk back and forth. These skeletons show up in subsequent games as well, and often retain their immortality status.	400
 Skele-Dragon	This skeletal dragon only shows up in Level 4 , but more often than not you can just ignore him. For example, you can just walk past the first one, and the two before the Frankenstein & Igor fight you can wait for them to dip down and just jump past them. Just... wow. Still, they can be dangerous with their unpredictable movement and fireballs. Use sub-weapons and take them at range. These foes show up in later games but are often re-named without that "skele" nonsense in their name (often just " White Dragon ").	500
 The Count!	Here we have the main man himself. I don't even need to state the significance Dracula has on the series, as the fight against him and the Belmont Clan became the glue that held the series together. This boss fight is also very much a proper one, with two phases to the fight. See our Boss strategy for more information of course, but Dracula and his "other forms" throughout the series is truly a fascinating thing that we surely wouldn't want to spoil!	50,000
 Vampire Bat	This enemy is a unique one in the game as they come in blue and red forms depending on what stage you are on (which no other enemy does). Still, this enemy is just an annoyance as it merely flies left or right, trying to swoop down on you. <i>Very</i> dangerous near pits, but they are instrumental in a speedrun skip on Level 1 . Plus, bats and <i>Castlevania</i> just go hand-in-hand.	200
 White Skeleton	It wouldn't be a <i>Castlevania</i> game without some skeletons, right? These enemies show up in multiple stages as well, and will toss their own bones at you. You have to judge these throws on the fly to stay safe, especially around pits. They go down quickly at least. Needless to say, skeletons throwing bones is another staple throughout the series, often showing up as easier enemies in the castle's beginning areas.	300
 Zombie	Another very basic enemy, seen only in the first level of the game. These enemies inhabit the manor area of the level, and come at you non-stop. Good for a certain life trick early on but you won't see much of them after the first level. These enemies also became a historical staple of the series.	100

– Phantom Bat –

Location: Level 1, Level 6 (as regular enemy)



Strategy: This boss is fairly easy, given that it is the Level 1 boss after all! Plus, if you picked up the **Axe** Sub-Weapon and have a ton of hearts, you should do quite well as each Axe hits the boss for 2 Damage. You can also grab the candle to the far right for **5 Hearts** and be sure to break the right block where the stairs start for our first "**Double Shot**" item, which lets you throw **TWO** Sub-Weapons.

That Double Shot alone makes this a very easy fight. Just spam your Axe attack to take this beast down.

For its part, the Phantom Bat will move back and forth and occasionally dive down at you. He mainly dives while moving, but he can also go straight down if you are underneath him. Depending on how far he goes, you can often duck to remain safe.

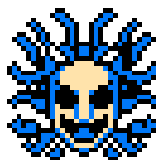
The Phantom Bat also has a rare fire attack that he uses at range. This is a simple fireball shot, much like the **Fish Man** attack, but if you spam your Axe Sub-Weapon like we recommend you probably won't even see this attack. We will note that any attack that the Phantom Bat lands will deal 2 Damage to you.

All in all the Phantom Bat is just an annoyance to Simon on his quest to destroy Dracula, so take it down and continue on to the next level.

– Queen Medusa –

Location: Level 2

Strategy: The Queen Medusa boss has two forms of attack – she usually swoops in towards Simon to try and collide with him, and when both close to Simon and the ground, she drops serpents on the ground, which advance towards you; these are easily beaten with a couple flings of your whip.



Thankfully, there is a way you can make this boss battle *MUCH* easier – and that's by using the **Watch** weapon, if you picked it up near the end of **Stage 05**, as it can freeze Medusa, allowing you to freely whip away.

If you do not have the **Watch**, the **Boomerang** also works fairly well, as does the **Fire Bomb**, as Queen Medusa does tend to swoop near the ground. As long as you attack quickly and repeatedly, you should end up outdoing her in terms of damage dealt, as she also tends to stop for a second when she receives damage as well. After around 8–12 hits, she will be defeated.

– Mummy Man –

Location: Level 3

Strategy: For this boss fight, we have a couple of secrets to share with you! The first thing we should note is that all three candles in this area are **single-heart** candles. The fight doesn't start until you walk far enough to the right, so that means we can get the first candle and our next secret before the fight starts!



The next secret is very welcome: the lower left-hand block has some **Pork Chop** in it for us. Very nice. Once you grab it go ahead and walk right and start whipping the right mummy to start the fight.

All that these mummies do is walk back and forth while shooting bandages occasionally. The bandages move in a wave pattern and always start out by going downwards (which should help you). Still it is hard not to get hit by this foe since they come at you from both sides.

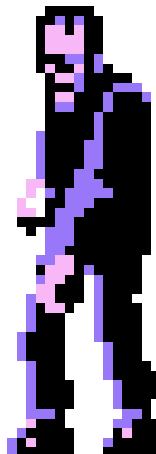
There is another trick here though: if the mummies line up (and stack on top of each other), you can really damage them quickly. This is some sort of hit-box glitch as a couple of **Boomerang** items can kill them both off when this happens. Therefore, the overall strategy for this boss fight once you get the health and attack the right one to start, is to make your way to the left and attack from there. You can get under the platform and use your sub-weapons from here, and if they do stack on top of each other you can pounce on them for extreme damage thanks to that hit-box glitch.

And that's all there is to the mummies. Collect the orb that drops once you defeat them and we'll be taken to the next level.

– Frankenstein & Igor –

Location: Level 4

Strategy: While there are two monsters that make up the boss, it is **Frankenstein** whom you will need to attack in order to grind its health down; **Igor** can only be stunned by your weapons, however he deals the boss' offence by quickly hopping around the room, all while shooting fireballs at you.



Both Frankenstein & Igor start out at the right side of the room; if you are quick enough, you can jump onto the low ledge and get a few hits in if you can. Frankenstein tends to slowly walk around and will be generally less of a threat than Igor, but try to keep your distance and use the ledges to jump over them if it looks like they are going to corner you.

The ideal strategy is to whip Igor to momentarily stun him for a couple of seconds, and quickly get a hit or two in on Frankenstein. It can be made easier if you have a projectile weapon such as a **Dagger** or, even better – the **Boomerang** so that you can stay close to Igor and not allow him to move around too much, and whip him while using the sub-weapon to attack Frankenstein.

However, this boss battle is made **REALLY EASY** if you can in armed with the **Fire Bomb** and a **Shot Multiplier**; you can quickly get onto the lower right ledge and repeatedly throw **Fire Bombs** to stun-lock Frankenstein in place and drain his entire life meter away before he even has a chance to release Igor to attack.

– Grim Reaper –

Location: Level 5

Strategy: Here we are facing off against Dracula's right-hand man: the Grim Reaper! Normally, this is a challenging fight due to the amount of damage this stage deals to us combined with how the Grim Reaper fights. You see, by himself he isn't hard as he just swoops down and just travels across the screen. Not hard as you can use the edges to jump over him. The hard part is the scythes. The Grim Reaper spawns up to three of these scythes that will slowly move in your direction (they semi-home in on your position).



Now, if you have your **Fire Bomb**, this boss is **VERY** easy to beat. Once he spawns in on the right, you can quickly turn around and use your **Fire Bomb** on him. This locks him in place (no joke) and lets you just continue to use your **Fire Bombs** until he is dead. That is definitely "easy mode".

Normally though, most people are going to have a more chaotic fight. You will need to use your Sub-Weapons to help damage the Grim Reaper and take out the scythes here. The **Boomerang** does a decent job if you stagger your shots, especially if you have a **double** or **triple shot**. Do that and also be ready to use the sides to jump over when you need to. You want to stay on the move when you aren't attacking to throw the scythes off.

Other than that though, this is a chaotic fight where you need to quickly react to possible incoming damage sources (which can be very hard to do, we know). The four candles here are all **single heart** items, so definitely focus on avoiding damage and attacking whenever you can. It may take some practice (and a save state or two), but once you get the hang of it you'll be able to take the Grim Reaper down, collect the **orb**, and proceed to the next level.

– The Count! –

Location: Level 6

Strategy: The final boss battle of the game comes in two parts. In the first part, Dracula will appear in his cloaked, humanoid form. You'll see him briefly flash before he materialises in a random part of the room, and when he does, he'll open his cloak and shoot three fireballs in your direction, at varying trajectories. It can be difficult, but it is possible, to evade them by jumping over or walking under them if Dracula fires them low/high enough, but it is very risky. Do not forget, on a full health bar, you can only afford to be hit no more than a total of **three** times in this fight.



The key to winning this boss battle is both good timing and positioning. The only part of Dracula that is susceptible to damage is his **head** – I found that standing far enough away and making a standing jump, whipping him in the head and immediately whipping again when you land usually means you'll deal a point of damage and extinguish the fireballs he shoots right after. It can still be tricky, as you can't tell whereabouts in the room Dracula will appear each time.

With Dracula losing one bar of health for each blow to the head from Simon's whip, this means it will take a whopping total of **sixteen** hits to defeat him in his first form, so don't be too disheartened if you lose a few lives on your first time fighting this boss! When you do finally manage to fully empty The Count's life bar, his body separates into several fragments, however they quickly rejoin to form Dracula in his true, final form – **Demon Dracula!**

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frozen in the same place, another two whips, and repeating this process over, you should have a good chance of avoiding his attacks and cleaning out his life meter, and upon doing so, win the game!

Items

Weapons

Name	Description
 Axe	Slow but powerful attack weapon.
 Boomerang	Powerful attack weapon comes back to your hand.
 Cross (Rosary)	Destroys all onscreen enemies.
 Dagger	Fast, accurate attack weapon.
 Fire Bomb	Splits the earth under target creature.
 Invisibility Potion	Renders you safe from harm for a few seconds.
 Morning Star	Increases power of Whip in 2 different stages.
 Watch	Stops enemy action (some exceptions).

Pickups

Name	Description
 Double Shot	Allows use of throwing weapons twice in a row.
 Large Heart	Gives you 5 extra shots per weapon.
 Magic Crystal	Completely revives all lost power.
 Money Bag	Gives you free points.
 Pork Chop	Partially revives lost power.
 Small Heart	Gives you one extra shot per weapon.
 Triple Shot	Allows use of throwing weapons 3 times in a row.

Cheats

Glitches

Play Without Music

Watch the game's demo from the **Title Screen** twice, and when the game's logo

appears for the 3rd time, press **Start** to begin. The game will play with no background music.

Unlockables

Unlockable	How to Unlock
Hard Mode	Beat the game once, and start a new game from the Title Screen without resetting

Credits

Ryan Thanks

- **Gamesdbase** | <http://www.gamesbase.com/>
 - Where I obtained an online scanned copy of the Castlevania instruction manual, which provided the game's Story extract, and names of certain enemies and items.
- **Gregory Wright (Bkstunt_31)**
 - For being a great co-author and friend!

Gregory Thanks Austin from "Gameplay and Talk", who graciously let us use his game play videos for screenshots throughout the guide. He provides excellent game play videos and commentary. You can find his channel here:

<https://www.youtube.com/channel/UCVehdJitN5tci7xnmOmV73A>

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- Thanks to my family for giving me the time to work on this. Love all of you girls!
- Thanks to the people who make GameFAQs what it is. The contributors who give of their own time to try and enhance and help others. Unsung heroes of our time that truly make gaming better.
- And of course, my newest co-author partner, Ryan Harrison, for tackling half of this project with me and making the time spent on this guide that much better! Thanks Ryan!

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Contacting Us

Contacting Ryan

For questions, suggestions, comments or useful information pertaining to this file or any other of my video game-related literature, please email me at the address: **rjhgamefaqs[at]gmail[dot]com**. Please make sure that what you are contacting me regarding is not already covered within this FAQ. Please make sure to read the FAQ thoroughly to make sure any questions haven't already been answered. For quick navigation, press **Ctrl + F** on your keyboard and type in a key word, this may help. Any useful information sent to me will be included in a future update, with full credit given.

Contacting Gregory

Hey, I just say bother Ryan up above! Haha, kidding, kidding! If you wish to get a hold of me for anything about the guide, feel free to email me at the following address: **gregorio31[at]gmail[dot]com**, removing the obvious parts that you need to.

More importantly though, if you are a huge *Castlevania* fan, I would love for you to come say "Hi!" on my Facebook page: **facebook.com/Bkstunt**. It would be great to meet a fellow *Castlevania* fan!

Guide Closing

Thank you for reading our FAQ, and please feel free to read any of our other video game-related literature, which can be found at:

- <https://gamefaqs.gamespot.com/community/RJHarrison/contributions>
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