

Castlevania FAQ/Walkthrough

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CASTLEVANIA

This FAQ/Walkthrough by Evil Sponge and Fat Tony
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PART I: INTRODUCTION

First off we'd like to say that this is our first FAQ and that we hope you enjoy it. We apologize for the lack of ASCII title, but we couldn't make one that looked right. This will most likely be the final version. Konami will be releasing Castlevania: Legacy of Darkness shortly. This game will basically be what Castlevania 64 was intended to be, with more characters and levels. Therefore, we'll be compiling a FAQ for that which will most likely be this FAQ plus the added levels. So, no more work will be done on this one. It's been a fun ride, and we hope to see you in more walkthroughs when (and if) either of us decide to do more.

With that out of the way, let me tell you what's in this FAQ. For a brief description of what is in this, see the table of contents listed above. Now I'll tell you what isn't included. We assumed that you'd have a good enough understanding of what the controller does, as well as how to do the basic moves, so that's not in the FAQ. Another thing we don't include is a description of what happens in the cinema sequences. These contain important plot elements that we try not to spoil. Other than that, we think it's complete. If you find something wrong, or feel should be added, or something that just confuses you, feel free to email us and we'll change what needs to be changed.

So, have fun with the game, may your vampires die horrible and nasty deaths, and may your white roses remain red!

PART II: VERSION HISTORY

- Version 1.0. 2/20/99.
Wrote the FAQ/Walkthrough. Added all sections.
- Version 1.1 3/30/99
Changed format slightly to enable more aesthetically pleasing viewing.
- Version 1.2 4/8/99
Added some FAQ's and secrets.
- Version 1.3 5/24/99

Added our first real faq! See, its ok to send in questions.

Version 1.4 7/5/99

Added another question. Also added a new section, check it out see what you think.

Version 1.5 8/17/99

More questions, plus who all serious ones were submitted by. A semi-update to the Engagement Ring question. Gameshark codes got added as well.

Version 1.6 11/26/99

A couple secret's, a question, Fat Tony's email address, and a new intro.

Version 1.7 5/1/01

Wow, almost two years since the last update. This isn't much, but it's something. I updated the contact and copyright info, and there's an updated link to my website and a plug for it as well. Go there for a fully interactive version of this FAQ!

PART III: ITEMS

Attack Items: These items use can be used upon pick up. They each require a certain amount of red jewels to be used. They, obviously, can't be used when you're out of/low on red jewels.

The Attack Items are:

Holy Water: Effective on anything that doesn't float. Costs 3 jewels.

Cross: Acts as a boomerang that hits all enemies in range. Costs 5 jewels.

Axe: Flies in an arc toward one enemy. Costs 2 jewels.

Knife: Flies straight toward one enemy, but weak. Costs 1 jewel.

Roast Beef: Restores 80% of your energy.

Roast Chicken: Restores 50% of your energy.

Purifying: Cures VAMP status, used when bitten by a Vampire.

Cure Ampoule: Cures POISON status.

White Jewel: Allows you to save. Recommended that you use these whenever you find them.

Contract: Scroll that summons Renon, a demon salesman.

Red Jewel: Fuels the attack items, found in abundance.

Gold: Allows you to buy items from Renon.

Healing Kit: Restores full health and status.

Sun Card: Move time forward to Sunrise (6:00 a.m.)

Moon Card: Move time forward to Sunset (6:00 p.m.)

PowerUp: Powers up your primary weapon.

PART IV: CHARACTERS

Reinhardt Schneider:

Heir of the ancient Belmont clan of vampire hunters, his blood dooms him to oppose the might of Count Dracula. Wielding the holy whip of his ancestors, the young vampire killer begins his quest. Attacks with the Whip and Short Sword.

Carrie Fernandez:

A young girl gifted with great magical powers. Sensing Dracula's return, she sets off alone to the dark castle. Now she must wield her inherited power in the fight against evil. Attacks with a homing Energy Ball and Rings.

PART V: WALKTHROUGH

A couple of brief things before you read the walkthrough. First of all, you may have notice that the time cycles through night and day. Enemies are weaker during the day, and stronger and more numerous during the night. Sun and

moon cards can be used to speed up time to your advantage. See secrets for why you shouldn't use too many. Also, while the contracts come in handy you should never spend too much, again see secrets.

Another thing is you should always explore. If you see something not mentioned in the walkthrough, you should think, "Hmm. I wonder what that is. I'll go check it out". Feel free to do just that, and email me to let me know if it is something cool. Also, take out all the torches you come across. There are a lot that I left out of the walkthrough, so just kill every torch you come across.

If you find yourself low on health, heal. Don't take a chance and keep going, most of the time that will cost your life. So, whenever you're in the red eat some meat. When buying from contracts, don't waste your money on Medical Kits. Buying one or two is sufficient. With that out of the way, enjoy, be amused, and good luck!

--Evil Sponge

| Stage 1: Forest of Silence |

The camera zooms in on your character and your quest begins. Run straight ahead and take out the torches, but dodge the flaming trees. Follow the path until you reach the dead villager. Enjoy the cut scene and then kill the skeletons. Continue on to the large door. Hit the crest three times to blow it up and unleash the Skeleton Boss. See the Boss Descriptions for details on how to beat it. Jump onto the broken bridge pieces and keep following the path. Go in the direction of the route marker and you'll discover that your way is blocked. You'll also notice a white jewel, which will be known as a save crystal from now on, so save.

Go back to the route marker and go the other way. You'll come across two structures. Go left of the entrance and up the hill, and then face the building. Walk onto the stairs and jump to the building, take out the torch, and then leap to the other building and take out that torch. Once done with that head inside each structure and take out those torches to get a Sun and a Moon card. Now, once again, follow the path to another broken bridge. Cross it, take out the torch, and pull the switch. Now you face the easily beaten Weretiger, see part VII. Return to the save crystal, save, and enter the newly opened gate.

The torch to the right has a PowerUp if you need it. Head toward the statue (with the torch on it) and check the plaque for some chicken, and the torch contains a cross. The large rectangular building is a crypt, inside are coffins which contain items. After collecting the items, do something radically different and follow the path. The route marker points to another closed gate and a save crystal. Save, then go to where the marker is not pointing. Get the items in the crypts and keep on truckin'. You'll come across a gap with one bridge piece and a torch on a platform to the left. The bridge piece has a skeleton on it that will throw a bone at you. Take it out with a throwing item or energy balls and hop on. See Secrets for details on the torch..

After crossing the bridge you'll come to a section with another statue. Watch out for the Werewolf though. Check the plaque of the statue for more chicken, and head left. Hop down the cliff face via the platforms and hit the switch. Climb back up and go straight past the statue to save, then go back to the area with all the crypts. Past the now open gate is a torch and a switch. Kill the torch, hit the switch, and go back to the opened gate where the Werewolf was and save. Head through the gate and...hey! Look who's back! Kill the skeleton and exit the area. You will see one of many feet shots in the cut scene.

| Stage 2: Castle Wall |

Save and go into the door to your right, the one with the guy above it. Make your way upwards until you reach the moving platform. Jump down to the torch below to get a sun card and then go back up. No specific hints for this section, just time your jumps well and you'll be fine. At the top are the Giant Bone Pillars, see Boss Descriptions. After you beat it, pull the lever, watch the cutscene, and continue.

Don't go back through the door, instead, go through the newly opened wall. You should land on a platform with a save crystal, if not you missed it and will get hurt by the fall. The large rock on the platform contains many red jewels. Drop down from the platform after saving. Kill the Bone Pillars and whack the torches for useful items. Once done, drop down from there into another room. There is one torch in this room and a PowerUp on a shelf. On the other side of the wall by the shelf is a hole, hop right on in. Does this place look familiar? Saving here is highly recommended since the next room can be tricky.

Look around and you'll notice that the portcullis has been raised, which is convenient because you need to go into that room. The middle torch contains the key to the other door, the other torches contain attack items but we recommend you keep the holy water if you have it. Anyway, get the key and open up the door with the girl above it. Again, no specific hints for this section except time your jumps well. To get the torch above the doorway, progress toward the first flipping-spike-block platform. Stand on the front edge and wait. It should dump you onto the ledge where you can get the moon card in the torch. Afterwards, keep movin' on up and you will reach a door with a moon on it. This can only be opened at night so you have to wait or use a moon card, whichever you want.

Once you enter you are treated to cinematic sequence wrought with terror. After the chills subside, hop onto the ledge to save and kill yet another innocent torch. Then, go through the little square in the wall. Continue down through the familiar looking rooms into the other familiar looking room with the save crystal. Save it and go through the room and exit. You will be healed and you now face many Cerebus, again see Boss Descriptions for more details.

After sending the three headed guardians of Hades back from whence they came, follow the fence (making sure to pick up the roast beef) and enter a courtyard. To the right of the gate is a wooden cross that contains a PowerUp, one to the left on the other side that has some beef, and a tombstone that has a moon card. At midnight, a pillar will rise in the fountain that will let you get the items on top. Once you have everything you need, save and head inside.

| Stage 3: The Villa |

You find yourself in a lobby area with candles. All the candles contain red jewels. As you ascend the stairs a vampire appears. Fight it, kill it. At the top of the steps turn around and line your character up with the chandelier. Jump off the ledge and hit it a few times and it will show you its impression of a pinnate. Turn right at the top of the stairs and check the first couch for a purifying. Head into the door on the other side, down the short hallway, and through that door. If it is between 3:00 and 6:00 p.m. you get to meet Rosa, if not come back between those times since you need to meet her to progress.

Go through the other door and up the steps. Enter the first door on the left. There is a purifying hiding amongst the chairs on the left. Open the door on the other side of the room and meet Vincent. After this startling encounter, talk to him. If you've already met Rosa he'll give you the Key to the Archives. Let yourself into the room that Vince was in and check the desks for money. Now, leave the way you came and go back into the hallway. Kill the stained glass dude and enter the second door. Turn left and go into the alcove, jump onto the thing and check the lion headed plaque for some chicken. Back in the room, attack the vases for the Storeroom Key and chicken. The middle

chandelier relinquishes a purifying. Kill the ghosts as necessary. Now leave the room and go into the door I told you to skip earlier. Get the meat and the purifying in the statue, then save.

Leave and go down the hallway to the last door, which is around the corner. Fight the vampire and keep attacking the bat 'till it disappears. Check the mirror for a purifying and go through the door. Traverse the short hallway and go into the other room (I hope you got the Archives Key). MAKE SURE YOU GET THE HOLY WATER! Now explore the room, check the desk, and get the key. Go back into the stained glass hall and go back in the room with the double doors. Go through the double doors and down the stairs. Check the knight in the corner, and be sure to visit the gift shop. Ok, this next step is extremely important: SAVE!! If you don't save or have holy water at this point you're going to have trouble. Back through the double doors, down the stairs, and outside. Open the large gate, and let the fun begin.

We now come to the dreaded Hedge Maze. There's nothing really important deep inside, so just take the first left. After the cut scene, attack the Hell Hounds and run like mad. Follow Malus to the left and open the door. Follow the path and go right at the next intersection. Past the arch, keep going straight. Go right at the next intersection, and follow the path. Right at the intersection, then another right. And now for something completely different, turn left at the intersection. Take the next left and then a right, now head for Malus. Of course while you're doing this, the two Hell Hounds and a chainsaw wielding Frankenstein Monster are chasing you. When the hounds catch up to you hit them with your short range attack before they latch onto your leg. Use holy water to stun Franky and the devil dogs (sounds like a band).

Whew! Can you guess what to do now? That's right! Follow the path <trumpet fanfare>! The first left is an alcove that contains a torch containing the copper key. Follow the trail some more and open the gate. Open the door, get the meat in the candle and save. Make your way through the villa again and go back into the garden. Don't worry, just take the first right past the arch, and go through that door. Follow the water, go left at the bridge, and save. Head through the door.

Now you face yet another Vampire. Defeat him and the dead girl becomes undead. Defeat her and grab items from torches. Now walk up to the coffin and hop on in. If you are playing as Reinhardt keep reading, if you are Carrie skip to Stage 4b.

| Stage 4a: The Tunnels |

Run down the short corridor and hit the torch. If you run down conveyor belt you can zoom right past the rock crusher. Stop right before the next one to cause it to fall and then jump over it. walk onto the elevator and then view the cut scene at the bottom. That's really gross, huh? Take out the Spider Women and hop across the rock islands to shore. Save the game and continue through the tunnels and kill the spiders.

Turn right at the intersection and follow the path until you reach the water. Hop across the rocks and get the beef and holy water in the torches. Go back to the intersection and take the other path. At the new intersection take the left, the right path is a dead end. Kill the bats, and go up the elevator.

Follow the tunnel and take the next two lefts. You reach a door with a moon on it. wait for night or use a moon card to enter. Inside you will find a contract. It's like a mall without a food court, isn't it? ok, start back and take the first left. Make your way across the platforms. Head toward the light, or in this case the fires. Drop down a couple ledges and walk across the thin bridge, then up you go.

If you go straight you'll find a sun door with a lot of beef beyond it. the other path brings you to more rock crushers. At the top of the second conveyor belt there is a save crystal immediately to the left. Continue on and

must remember the first part of the inscription. Now, up the steps and out of the room. Up yet more stairs and around the railing and...whoa! Two doors! Which on is the correct one? Well, both are but we recommend you use the one straight ahead and come back to the one on the right later.

What's worse than a horde of Lizard Men? A room with doors that won't open until you defeat said horde. So there's only one thing to do in this room, kill, kill, and kill some more. Two of the torches in this room contain sun and moon cards, check the knight for an item. Now into the other room. Get the torch and knight items, then up the broken staircase and save. Now, exit this room.

Stained glass guys inhabit this room, and red jewels are in the torches. In the next room are two butler-like vampires. Kill them so you can exit. The torches here contain a red jewel and a purifying. Onward, troops! Now you're in a hallway with lion heads that shoot fire. After four fireballs, they rest and you can sneak past. Head left for a cure ampoule, head back and take the right for some chicken. Take the only path left open to you and enter the door. This lizard seeks vengeance for those who gave him this shape, so he gives you the Torture Chamber Key when you talk to him. Go through the other door, view the sequence, and save. Now pick up the magical nitro, and head the warning. Go back into the fire hall, round the corner to your left, and place the nitro in front of the badly cracked wall I'm sure you noticed earlier.

Go back to the door you I told you to skip earlier and go through. Careful, all the enemies reappear (vampiric butlers and lizard guys). In the next room, examine the goddess and kill the torches. These lizards can't be killed, so don't even try. Exit and you find yourself in a small room with a Hell Knight. Kill it and proceed, after collecting items of course. Watch out for the maids in the next room, they are fast. After they are slain destroy the candles on the tables for a purifying and a cure ampoule. Now, through the door.

There are sun and moon cards by the doors and a contract in one corner. Hop up onto the thing on the table to the left of the entrance, and from there onto the lead zeppelin for some beef. Now go into the next room. Groan. Dodge the spikes and get to the other side and open the door. Hurray, more fire shooting lion heads! Chicken to the right, nothing to the left. Enter the other door, save, and get the nitro. Now comes the insanely difficult part. Go back to the room with the contract and kill the Hell Knights. From there make your way back to the room with the fire-breathing lizards. Walk across the incredibly thin walkways, the iron plates drop so don't stay on them for too long. Got across? Good, but don't celebrate yet. Walk over to the gears and get in between the teeth. Follow the teeth and you'll see another gear. Ok, you've got to be walking into the gear tooth in front of you. Wait (while walking) until you're between two opposing teeth and there is a gap betwixt the gears and get yourself out of there.

Remember the hall with the motorcycle skeletons? Well, you need to go there, and they're back. Turn right and dodge or kill the undead biker, then left and through the door. Run to the other side of the incredibly large room and place the nitro by the cracked wall. Whew, wasn't that fun!? Alright, go back to the locked door in the beginning. Kill the vamps inside the room. Climb onto the shelves beside the Mandragora and jump onto the rafters. Make your way to the other side for some beef. Now pick up the Mandragora.

Do not go back to the large room with the dead bull. Instead, go to the other room where you put the nitro (near the lizard guy that gave you the key). Place the Mandragora, watch the pretty explosion, and head into the hole. The torch has beef, and the door on the right is the only one that opens. Past it is a contract and an exit. No blue light specials, but if you need supplies buy them. Once you exit you're in a library. Examine the goddess statue to the left. Run all the way to the other side of the room and climb onto the bookcase with the sun card on it. Hop across to the walkway. Follow this and climb onto the pillar. Now climb into the ceiling, step on the tile, and climb into the ceiling. There is a save crystal along the wall you should take advantage of.

Approach the large circular structure. Examine the small pedestal in front of it and place the goddesses. Remember the clues? I'll give you a hint, the planets are Venus, Mars, and Neptune. Still stumped? Check the secrets. Once done, the crest in the bull room is magically removed.

Now, get more Mandragora and blow up the other wall now that the seal is gone. Inside is a save crystal and a clear white jewel look-alike. Examine that after saving to activate the crystal. Exit and you fight the Undead Bull, see boss descriptions. Once it is vanquished head back to the room where the vampires were and fight a boss. Carrie faces the Unnamed Fernandez and Reinhardt faces Rosa. See boss descriptions. Thwart the evil being and leave the room. Walk around the central structure and look for an orange square with a blinking purple light. Examine it and head on into the elevator. Save the game and head over whichever bridge is intact. Carrie's next level is under Stage 6b, Reinhardt's is next. If you have been playing the easy difficulty, you're finished here. Play again on normal to continue on.

| Stage 6a: Duel Tower |

Enter the tower of duels and walk to the large square area. Now, you face a boss that we have dubbed the "Werething" because we don't know what it is, see boss descriptions. Once it is destroyed, part of the cage will drop away and ledges will come out of the wall. Climb up the ledges and jump onto the former boss area. Jump to the next platform, and you will see that there are revolving spiked blades on the next one. Avoid the blades and jump to the next boss area where you will fight the Werewolf again.

Climb up the ledges and onto the square platform. When you are facing the next platform with the blades, there will be ledges to your left. Jump onto them, and at the top look around. You will see a ledge with two torches on it in the distance. Connecting these is an invisible bridge. The torches have some beef and a power up.

After getting the torches, look down and between the blade platforms. You will see ledges forming steps down from one of them and a path leading into the distance. By taking this path you can avoid the third boss. If you still want to fight, see the Minotaur description. If you want to skip it, jump down to the blades and find the "stairs", then take the path. Be careful though, the blocks making up the path sink into the acid stuff. On the other side, climb up the ledges. At the second from the top, look around to orient yourself and locate the other platform. At the top, turn around and jump for the last boss area. See the boss descriptions for the Weretiger.

After your victory, climb up the ledges and onto the platform. Just make it past those blades and onto the platform following it and you're done here! Skip ahead to Stage 7a of the walkthrough.

| Stage 6b: Tower of Science |

The first thing you should notice is a large block shooting out of a hole. Don't panic, it's not as bad as it looks. Just time your jumps so that the blocks won't hit you. Reach the platform with the steps and head up. Now we have wall taser things. These are a little trickier. Watch for the tips to glow, it means that it is about to send electricity out. Time your jumps to avoid being shocked, and head up the steps. At the top of the steps is a block shooter, I mean right at the top so watch out. Past this are tasers and more blocks. This part is not fun, but have faith in yourself and you will succeed. The next staircase has a block shooter at the top that fires spiky blocks down the steps. Dodge it and proceed along the conveyer belt (jump at the crease or you'll die), and of course go up the steps. The next section has tasers and

spiky blocks on a conveyer belt, easy though. Next up is spiky blocks on a conveyer belt, and after that tasers join the group of fun. Follow the metal walkway, hop on the elevator, and save.

The next room has money in the torch on the right, and the room after has lots of turret guns. This next step will make it easier, kill all the turret guns in your range. This just means all the ones on the floor that you can see, or that your energy ball homes onto. In the aftermath, walk along the wall (from the entrance) to avoid the gun on the ceiling and enter the first door that you come to (on the right). Whack the torch to get Science Key 1. Exit and turn right. Kill the gun if you haven't already, open the door if you need money, and head up the steps. Stand just out of range of the gun, then jump and blast it. Stand on the landing and take out the other guns.

Walk across the thin bridge and jump to the first pillar. From there you can leap to the steps ahead. Take out the guns from the steps and then go up the aforementioned steps. Turn right at the corner, look around to get your bearings, and hop down to the area below. If you killed the guns earlier they won't be a problem here. When you enter the next room there is a gun directly to your right, so run left turn around and take it out. Round the corner and you'll see three doors. So which will it be? Door number 1, door number 2, or door number 3? Well, pick door number 2 (come on, I dare ya). Johnny, tell them what they've won!

"Well, Evil Sponge, they've won the luxurious Science Key 2! This finely crafted device will allow them to continue, and to eventually beat the game!" Thanks, Johnny, and I promise to be more sane now. Alrighty then, back to the main room. If you go forward you'll fall and die, so go to the left. Now turn right and...yeah! More platform jumping. Jump to the first pillar and then to the second. From the second pillar you can make it to the main part, so don't bother with the third one. Now go all the way around to the first pillar spot. Remember, first pillar then floor? To your right is a set of double doors, unlock them and continue. Turn left and follow the bend to save.

Through the other door turn right. Jump forward and you land on an invisible path. Follow it to the floating platform. The torch has beef and the crate has red jewels, chicken, and money. Back the way you came and jump onto the platform because there's a gap right before it. Now hop up the ledges and open the door.

The door straight ahead is locked, so go left. You can run or jump over the spiky conveyer belts; it doesn't really matter as long as you dodge the spiky blocks. The double doors ahead contain a red jewel if you need it. After exiting that door, go left and kill the guns before proceeding. You can clear out the first two rows and go forward one or two to take out the third. Then go right and across those conveyor belts. Now turn right and save. Open the door and go into the next room. To the left is the Science Key 3, which opens the door that I told you was locked earlier. The items in there aren't really worth it, so this is really optional. Exit the key room and go into the black entrance.

| Stage 7a: Tower of Execution |

First of all, save. Now, follow the path and avoid the pendulums of death. Go right around the central pillar and take the path. Make all the jumps and follow the path around. At the intersection, turn left and take out the bone pillar, then turn around and continue. At the next left there are long ledges that go in and out of the walls. Just time your jumps and take out the Medusa Heads whenever they appear. A bat will swoop down when you're on the last one. Kill it and make the last two jumps. Climb up to the next level and follow the path.

Right before the first jump there are two fire-breathing bats. Take them out and make the jump. Check out the secrets section for Special Item 2 now.

Take the path with the bone pillar on it, kill it, and go right around the central pillar and take the path. You now see a bone pillar behind two pendulums. If you have a throwing item, use it. If not, you need to either run in hit it and jump back before you get hit, or position yourself between the pendulums and take it out. Now, make the jump, and head across the moving ledges, and save. If you go past the rising and falling spikes you can get gold and some chicken. From the save point, climb up to level three.

Follow the path around and take the right. Dart past the pendulums and kill the bone pillar, then go around the central pillar and take the path. You can't kill the red skeleton, so just get past it and turn right. Time your jumps on the moving ledges. On the last one, take out the hanging bone pillar and go to the front of the ledge to jump. If you just jump from around the middle, you will hit a ledge and fall to your death. Jump up a couple ledges and you find the spot to climb to the next level. Now there are Medusa Heads as well as a red skeleton in the distance throwing bones at you. I still have trouble with this and have no specific hints, just time the climb so you don't get hit.

At the top go left, and then along the path past the red skeleton. Go around the central pillar and take the path. The bone pillar at the end can be taken out between the pendulums. Turn right at the intersection and go up the steps. That's it! You're out! Skip ahead to Stage 8.

| Stage 7b: Tower of Sorcery |

Follow the path and kill the crystal men along the way. You'll come to a platform jumping section, well just jump across them. Watch out for the crystal guy on one of the platforms. At the top of the platforms is another path. Follow this and you are faced with platforms spiraling up a tower. Follow them to the top hit the strange crystal formation for a red jewel. Now you need to do more platform jumping, only this time there's an added twist. The pink platforms turn red and disappear. Follow this, watch out for the crystal guys, until you reach a platform with different paths of vanishing platforms. The one to the right is the quickest way to the top, so take that one. At the top is a save crystal and a red jewel.

Jump along the disappearing platforms and you land on a platform with a fuzzy bubble. It won't attack you and you don't have to kill it, but it's really up to you. Jump to the next section and kill the green crystal guys. If you killed the bubble the middle section will be rising, it will lower after the bubble reappears. Turn left and ascend the vanishing platforms. The fuzzy bubble at the top must die. Head back down and the third section will be rising. If you were fast enough, you can just climb on up. If not kill the other fuzzy bubble to make a set of steps.

Slightly more dangerous platform jumping ahead. Just keep a level head, don't panic, and you'll be fine. There are one or two item crystal formations around this area, but we haven't gotten to them. If anyone knows what they contain, email us. At the top is a large platform with a crystal guy. Kill it and hop across the disappearing platforms. On the other side is another crystal guy and the exit. See secrets for how to get Carrie's costume at this point.

| Stage 8: Room of Clocks |

This stage is pretty short. First of all, save it. The candles contain beef, attack items, or nothing. We recommend you get and/or keep the axe at this point, especially if you're Reinhardt. There is also a contract, it's no Wal-Mart but it'll have to do. Walk down the only open hallway and hop on the elevator. Now you fight a boss. Reinhardt fights Death, while Carrie fights

Actrise. See boss descriptions for details. Go back down the elevator and save. Now exit through the new hall. Easy, huh?

| Stage 9: Clock Tower |

This stage has some tricky jumps that if you miss, you die. If you are one of the people (like us) who are ticked-off at this point because the character is spontaneously missing jumps, drink some herbal tea, burn incense, meditate, or do something else soothing and relaxing before continuing. Now that that's out of the way, we may move on.

The first thing you notice in this room is a ledge. Get onto the ledge and then onto the floor above. Head left and climb up onto the ledge on the wall. Jump across to the third gear. Warning: no matter which direction the gears are going you will be crushed if you get stuck in between. From the third gear, use the wooden beam connected to it to get to the other side of the room. Watch out for Medusa Heads along the way. Jump onto the big gear and from there to the rising and falling platform. Up two ledges and you will be under a big gear, with torches on ledges to either side. The one on the right has a red jewel and a dead end, and the one on the left has the Clocktower Key 1. Grab the key and keep going. Go onto a big gear, up two ledges, across more gears, and out the door. In the hallway is a save crystal, take advantage of it. Now go through the other door.

You are now in a room with gears on their sides. There is a bone pillar two gears away from you, and one on either side of the room. We recommend you stand in the doorway and take them out while avoiding fireballs. Carrie can use her energy balls, and Reinhardt should use the axe we told you to get. Once taken care of, jump to the first gear. There is a red jewel to the right and 500 gold to the left. Now, jump to the gear in front of the first one (where the bone pillar was) and take out the other three pillars. Make your way to the gear where the bone pillar was and then jump to the thin ledge on the right. Get into the tiny square room and pick up the Clocktower Key 2. Drop back onto the ledge and make a daring leap to the ledge in front of the door. Open it up.

Go through this hallway and enter the next room. The small pillar right beside you has 1000 gold in it. Look down from where the pillar was and you'll see a small ledge with a torch on it. Jump down to it and obtain the Clock tower Key 3 from the torch. Hop down to the floor and take out the bone pillars. The torches contain attack items, so if you don't have the axe get it now 'cause it's your last chance. Head toward the large, vertical wooden poles. You'll notice that they have extremely tiny ledges on them. Well, you have to climb up them. After three ledges on one of the poles, you are on a hexagonal ledge. From there, hop to the other pole and climb up those ledges. After three more you're on another hexagon. You may be tempted to jump onto the gears on the right, don't do it. Instead, hop to the next hexagon. Look around for the door, and head over toward that. Save the game at the crystal.

You can go through the door now, or make your way to the other side of the room. What's on the other side, you ask? A contract, and your last one. If you choose to go over there, make your way carefully across the hexagons and gears. Once you reach the contract, jump onto the ledge to your left and destroy the pillar. This yields 3,000 gold. Hop back to the contract, it's no Weis but it gives you what ya need. Now go through the door on the other side of the room.

Ignore that elevator for now and go up the steps. In the first room, you meet up with Renon and he says one of two things. See the Secrets for what you don't want to here. Once you are done there leave and go up more steps and into another room. Something may or may not happen in this room. See Secrets for what you may find. Everything accomplished in that room? Good, leave and go up more stairs and into the final room.

Save here and walk to the other side of the room. Now the face the Lord of Darkness, see boss descriptions. If you are going to get the good ending, you need to escape before the tower collapses. If you are on the way to the bad ending, it just ends here.

To escape, just run down the steps and through the rooms. After the last room, you are treated to a cut scene. Strange, huh? Now go down to the foot of the steps and get on the elevator. At the top, much of one character in the game is revealed and you face Form 2 of Dracula. See the Boss Descriptions.

After the battle is over you are warped to a strange dessert-like place where you face the third and final form of Dracula. That is one impressive looking creature. Definitely not something you'd want to meet in a dark alley. The Boss Descriptions will help you here. Once you've beaten him, that's it, you're done. So sit back and enjoy the ending.

Fin

PART VI: ENEMIES

Skeletons: First enemy you face. Easily defeated even during nighttime. Some of them throw bones at you.

Motorcycle Skeletons: Skeletons that ride on motorcycles. Jump to avoid then hit them from behind.

Blue Skeletons: Carriers of magical nitro? Who knows. These guys explode after a certain period of time, or when hit.

Bone Pillars: Dragon heads that shoot fire balls at you. If you get too close they shoot a wall of flame at you.

Medusa Heads: More annoying than deadly. While they don't cause much damage, they can knock you off ledges to your death.

Ghost: These slowly drift toward you. Just keep pounding away and you'll be fine.

Flaming Blue Skull: Slow and easy to kill.

Stained Glass Knights: These die easily, but come back when you reenter the room.

Vampire: Avoid its bite at all costs. Use a Purifying immediately if bitten.

Bats: Well...they're bats. Kill them.

Hell Knights: These sentinels come alive and attack.

Hell Hounds: They don't die. Stun them with an attack and run.

Frankenstein Monster: What's an undead menace without a chainsaw? Use Holy Water to stun this behemoth.

Spider Women: Just keep attacking them, and watch their poisonous spit.

Lizardmen: Kind of like spitting cobras, only they're lizards. Keep your

distance and attack.

Blood Born: It's made of blood. Gross, huh? Just keep your distance and hit it.

Red Skeletons: These don't die. Never waste time on these guys, use hit and run tactics.

Fire Breathing Bats: Well...they're bats that breathe fire. Kill them.

Turret Guns: Guns. They will shoot you when hit them.

Crystal Creature: Found only by Carrie, use the ring attack.

PART VII: BOSS DESCRIPTIONS

Skeleton Boss: First boss of the game. Lunge toward him and attack, then stay behind him and attack. Repeat when he moves. If you need power ups, kill the skeletons he sends after you.

Second time: Move away from him and kill the bikers. Then, attack the same as the first battle. In hard mode, watch out for blue skeletons. As he takes more damage, he loses limbs. This gets too easy when his legs are gone, but he can still hurt you with his club.

Weretiger: Avoid his arms. Just hit him from your maximum range and he'll go down. Same in Duel Tower. The axe is highly effective against him.

Giant Bone Pillars: These snake-like enemies attack you with fire. Attack from a distance and dodge the fire.

Cerebus (Three headed dogs): Hit and run techniques. Or, get on the invisible ledge (check Secret Stuff for location).

Undead Bull: This thing charges around the room and attacks you. It has three basic attacks. It will try to head butt you, it will fire a short blue energy beam at you, or it will fire a long yellow energy beam which causes a large explosion. Jump to the side to avoid all three attacks, and then hit it. After a certain amount of hits to a specific part, that part will dissolve leaving skeletal body parts in its wake. The three sections are its posterior, its torso, and its head. Once dissolved, they take a few more hits and then something else happens. Keep hitting its butt and the legs will explode, as it crawls around and if you keep hitting that section the whole posterior will be destroyed. The head is destroyed after a few hits. Once the torso is dissolved, destroy it to destroy the entire creature, even if it still has a lot of energy left.

Werething: We don't know what this is called, but we know how to kill it. The best method (strangely enough) seems to be: crouch in the middle and hit him. You'll still take hits, but not as many as chasing him.

Werewolf: In the beginning, just hit him when you can. In Duel Tower, you can get a pattern going. Hit him, jump, face him, and hit him again. This seems to work quite well, and prevents you from getting hit. Occasionally (and rarely) you can back him into a wall and stand there and wail away at him and he can't hit you.

Minotaur: Stand there and hit him until a red barrier thing appears around him and he growls. Jump out of the way as he charges you, and repeat until dead. This guy is optional, see walkthrough for how to avoid the battle.

Rosa: Get close, attack, and move away. Her attacks are: a shockwave like thing, fireballs that hover for a moment and hurl toward you, a slash from her sword, and something that she throws at you. Dodge anything she throws at you and hit her. Rinse and repeat.

The Unnamed Fernandez: This member of the Fernandez clan floats around and fires three energy balls at a time. If you get too close she summons mist that hurts. Dodge her energy balls by running around her and jumping constantly. Simply fire when your sphere of pain at its full power.

Death: This is a tough one. Dodge the flying sickles, and hit him when you can. When he flies to the middle and swings his scythe, it means that strange fish that fly out of pentagrams will attack. If you hit him before he finishes swinging, it cancels the fish. If you missed that opportunity, just run around to avoid them. Repeat process.

Actrise: Very easy. Simply run around her and aim energy balls at a short crystal in the barrier, and then her. Keep on the move to avoid rising crystals.

Renon: See Secret Stuff for how to get to him. Use the same strategy as is used for Death. He even has the fish move! Death should sue for copyright infringement. His Fireballs hurt a lot so make sure you dodge them.

Charlie Vincent: See Secret Stuff for how to get to him. Just stand against a wall and wail away. Once he starts throwing his Unholy Water non-stop, move around to avoid it and keep hitting him.

Dracula: Form one: If you play as Reinhardt we recommend you throw axes at his head. Carrie should keep back and fire her energy balls. Our strategy is to stay away when he appears and fire the weapons mentioned above. Don't kill him too quickly if you don't have power ups. Wait for him to shoot flaming bats at you and kill them for meat and power. His other attacks include: a shock wave along the floor followed by a higher one, a fire attack similar to the giant bone pillar's only smaller and easier to avoid, the "Hoover Maneuver" where he attempts to suck you within his vampiric grasp. To dodge the fire and vacuum attacks you can just run out of range. Start jumping away when he tries to suck you in. The shock waves can be dodged by jumping over the first one and ducking under the second one, or running out of range. Once your weapons are at full power (if you're Reinhardt you can get more in the next round), take him out with the same weapons you were using.

Form two: Run down the stairs as the towers collapse. Basically, just hit him when you can. His shockwaves are reverse of Dracl, the first one is up. When he summons green flame heal immediately if you're below half, then hack away at him until you're hit. Reinhardt can hit him easier if he jumps before striking, and he can get PowerUps from the fireballs. Carrie can hit him from the ground, but she'll find it harder to hit the fireballs. Keep it up, this isn't too hard, but it can be long. Oh, if you have any red jewels left save them!

Form three: This guy's bark is as bad as his bite. Don't stay in front of him!! He'll use his claws to swipe you, doing massive damage, or breathe flame at you. He will also summon energy balls, which cause a nuclear explosion. If you hit one it multiplies and becomes closer to exploding. The explosion will hurt Dracula if it is close enough, but don't risk getting the timing wrong. If you get close for too long, he will send a shock wave, you can tell this will happen when electricity flows between his hands. Get away!!

Reinhardt should get close and attack, then jump away. Having red jewels left and the axe helps him as well since he can attack from a distance. Carrie should run around him and fire her energy balls. To ensure a hit on Dracula, face him and run toward him a little before firing. After he takes some damage, the Lord of Darkness summons two gold dragons, just avoid them. Keep it up and eventually you'll beat him.

PART VIII: SECRET STUFF

Special Item 1: Found in the Forest of Silence. Between on of the gaps, there is a single bridge piece with a skeleton on it. Look to your left. There is a torch on a floating platform. Connecting these is an invisible bridge. Walk to the torch and get the item. After you beat the game, this item will access hard mode.

Special Item 2: Found in the Tower of Execution. Most people think that you need the Execution Key to get this, but that is untrue. Right after the two fire breathing bats on the second level, you should see a ledge with a sarcophagus on it straight ahead and high up. There is an invisible bridge leading up to it, so you don't even have to get the Execution Key!

Special Item 3: Found in the Tower of Sorcery. Right before the exit, look around for a torch on a floating platform. There is an invisible bridge that you can cross to get to it. After beating the game, this will access Carrie's second costume.

In Reinhardt's Tunnel level, you can stand in the buckets. This serves absolutely no practical purpose, but looks funny.

In the area where you fight the Cerebus, there is a floating platform on the right above a torch. To get to it, you must find the invisible platform slightly to the left of the floating one. This platform is a great place to fight the Cerebus from.

There are two possible endings per character for this game. To get the bad ending you have to use more than four of either sun or moon cards. Then, when you get to the second room on the way to Dracula you will fight Charlie Vincent. See Boss Descriptions, and now you can only fight form one of Drac and you'll get the bad ending.

Be thrifty when buying from the contracts. If you spend more than 30,000 gold throughout the game, you sell your soul. When this happens you must fight Renon when you talk to him on the way to Dracula. See the boss descriptions, and you will still be able to get the good ending.

If you beat Dracula's final form with Carrie's second costume, you may see more than you bargained for.

Still stumped on the planetarium? Well, the order of those planets is 2, 4, 8. Get it? Got it? Good.

In the game StarCraft, the Hydralisks resemble Dracula's final form. Coincidence? Yes, most likely.

If you use the Moon Jump GameShark code right before Duel Tower or the Tower of Science you can jump to the other player's level (i.e. Reinhardt can jump to the Tower of Science and play it).

Game Shark Codes:

Infinite Health 81389C3E 0064

Infinite Attack Items	81389C48	000A
Attack Item Modifier	81389C42	00__
00	Nothing	
01	Knives	
02	Holy Water	
03	Crosses	
04	Axes	

Hold L for moon jump	D0387D7F	0020
	81350810	3FCB

The following codes allow you to see the item in your inventory, but not acctually use them.

Special 1	80389C4B	0001
Special 2	80389C4C	0001
Roast Chicken	80389C4D	0001
Roast Beef	80389C4E	0001
Healing Kit	80389C4F	0001
Purifying	80389C50	0001
Cure Ampoule	80389C51	0001
Pot-Pouri	80389C52	0001
Power Up	80389C53	0001
The Contract	80389C5A	0001
Engagement Ring	80389C5B	0001
Magical Nitro	80389C5C	0001
Mandragora	80389C5D	0001
Sun Card	80389C5E	0001
Moon Card	80389C5F	0001
Incandescent Gate	80389C60	0001
Archives Key	80389C61	0001
Left Tower Key	80389C62	0001
Store Room Key	80389C63	0001
Garden Key	80389C64	0001
Copper Key	80389C65	0001
Chamber Key	80389C66	0001
Execution Key	80389C67	0001
Science Key 1	80389C68	0001
Science Key 2	80389C69	0001
Science Key 3	80389C6A	0001
Clock Tower Key 1	80389C6B	0001
Clock Tower Key 2	80389C6C	0001
Clock Tower Key 3	80389C6D	0001

PART IX: FREQUENTLY ASKED QUESTIONS

Q: Why does my gold counter never go up? (submitted by Link)

A: If you are in easy mode, your counter will never go up.

Q: I completed level 5 on easy and it said "Congratulations, you've completed the game on easy. For challenges play on the normal difficulty." Do I have to start the whole game over in another file on normal? (submitted by Grayson Moss)

A: Sadly, yes, you must begin anew. Your old save file will reset, and you can start from that one.

Q: In your walkthrough for castlevania you said that if I beat the game with carrie's 2nd costume I would get more than what I bargained for. what would I get??? I need to know because even using your walkthrough I can't the tower of science or get secret 3. (submitted by UNDERDOG7)

A: Well, that's kind of a joke. We noticed this when we beat the game with the

second costume and put it in to be funny. Remember, if you are still stuck after reading the walkthrough email us and we'll help you out.

Q: this walkthrough for the playstation game castlevania symphony of the night is for the newer version of castlevania for n64 i hope u will please fix this walkthrough for me (submitted by Crashr98)

A: Huh?

Q: Where is the sun? (submitted by Bobby Johnson)

A: Well the sun...is...uhh. Behind some...clouds...yeah, that's it...clouds.

Q: i read your walk through on castlevania and i am on the 5th level the castle center and i am at the part when you blow up the cracked wall and have to blow it up with the magical nitro but everytime i try to drop it off to go to the toucher room it always say can not be used so how do I drop it off. (submitted by Kyle)

A: Well, if memory serves, you need to have the mandragora placed before you set the nitro. You should be able to place the nitro where you got it from. If not, well you could blow up and go pick up the mandragora.

Q: What's the deal with the violin in the intro?

A: In the intro the player of the violin is Malus.

Q: Great, but why is he playing the violin?

A: We don't know, we just don't know.

Q: I just glued my finger up my nose. What should I do?

A: Uhhhhh...I am not qualified to answer that.

Q: How do I get the "Flame Whip"?

A: Wrong Castlevania. Check FAQ's on Castlevania II: Simon's Quest.

Q: Why is the moon red?

A: It announces the coming of a great evil, which in this case is Dracula.

Q: Will Konami make another Castlevania?

A: We sure hope so.

Ok, here's the deal folks. You want serious questions ya gotta send them in. Don't be afraid, just follow Link's example. Email one of us at the addresses below, ask your question, and you'll have the answers you seek.

PART X: THINGS THAT MAKE YOU GO...WHAT?

Alright folks, new section. What is this about you ask? Well, we just got an email that's a real eyebrow raiser. So, this section will be a kind of rumor reporter. We post the question and work out a solution. Meanwhile, you viewers at home can puzzle out the solution on your own and/or email us and tell us what you think the answer is. Whoever solves it first, be it Tony, Sponge, or one of our loyal readers, gets credit for the solution. Any questions? Good, then <insert your name here> come on down!!

Problem: An Engagement Ring has been found in the game. What does it do? Does any thing cool happen after you beat the game with it? So far we have no ideas but are currently working on the problem. And, yes, we do know it does nothing if you get it with the game shark code. Start the responses rolling!

Looking for the update, eh? Well, it's not much but here it is. We

don't know where the Engagement Ring is located. The person who found it has not responded to the email asking where it is. If anyone has any idea of how to find this (without the Gameshark) please, please, please email us! So, keep hunting and good luck!

PART XI: LEGAL STUFF

Special Thanks:

Now we'd like to give credit where credit is due. The following people provided us some hints for the game.

GameSages at <http://sages.ign.com> for locations of Special Items 2 and 3, as well as ways to get the bad ending.

Nintendo at <http://www.nintendo.com> for their strategy guide containing a great map of the hedge maze. If our directions weren't clear, go there! They also told us how to avoid the Minotaur and how many sun/moon cards to use to get the bad ending.

Game Shark Code Creators Club at <http://www.cmgsccc.com> for the game shark codes.

We'd also like to thank all of you who read this and were helped by it. Questions? Comments? Complaints? Goat Cheese Delivery? For all but the Goat Cheese email us at:

Evil Sponge can be reached at webmaster@evilsponge.com

Fat Tony can be reached at fattony@eudoramail.com

Visit Evil Sponge's web page at:

<http://www.evilsponge.com> where you can find a fully interactive version of this FAQ!

Updated versions can always be found at:

<http://www.gamefaqs.com>

<http://www.evilsponge.com>

and a couple others.

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