Castlevania Series Music FAQ

by Reynaldo Esteban   Updated to v1.1 on Nov 7, 2009

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               Music FAQ list for the multiple Castlevania games.


                                    by

                                 ReyVGM

                              Version 1.1


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 _/_/_/_/ Symphonic Castle _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
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Castlevania, it has to be the game series with the most varied and best
musical compositions to grace the videogame world. From the unforgetable midi
tunes, to Jazz, to Gothic Rock and Symphonic orchestras. Castlevania has always
managed to excel in the music department.

One of the things that puts a smile on a longtime Castlevania player is when
Konami arranges an older song and uses it on a new game. Sometimes they reuse
the same song many times (like Vampire Killer and Bloody Tears) and other times
they remake obscure songs from lesser games such as Castlevania Chronicles
and Haunted Castle. Konami even did the unthinkable, they used music from a
non Castlevania MSX2 game - called King's Valley 2 - in Portrait of Ruin.
I can't complain about it though, that song fit the game perfectly and the
melody is amazing. In such cases, I will also list where a certain music track
comes from, if it's from a previous game of the series.

I will try my best to note the titles of all of the music tracks that have
appeared on all the Castlevania games as accurately as possible.
Most of the track titles come from official soundtracks, some of these
soundtracks are written only in Japanese, so there is no way to get a perfect
translation all the time unless Konami provides us with one.

This FAQ is incomplete, if you want to make a correction or a contribution
please use the following email address:

** reyvgm at hotmail dot com **

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 _/_/_/_/_/  The Necronomicon  _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
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Use these quick codes to jump directly to the game of your choice. The codes
are in alphabetical order. The individual game entries, however, are in
chronological order.

```
 !ADTA = Akumajou Dracula The Arcade        (Arcade)
 !ADTM = Akumajou Dracula The Medal         (Arcade)
 !ADX6 = Akumajou Dracula                    (Sharp X68000)
 !AOS  = Castlevania Aria of Sorrow          (Game Boy Advance)
 !CC   = Castlevania Chronicles              (Playstation)
 !COD  = Castlevania Curse of Darkness       (Playstation 2, Xbox)
 !COTM = Castlevania Circle of The Moon      (Game Boy Advance)
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!CV   = Castlevania                          (Famicom Disk System, NES)
!CV2  = Castlevania 2                        (Famicom Disk System, NES)
!CV3  = Castlevania 3                        (NES)
!CV4  = Super Castlevania 4                  (Super NES)
!CV2B = Castlevania II Belmont's Revenge     (Game Boy)
!C64  = Castlevania                          (Nintendo 64)
!CVA  = Castlevania The Adventure            (Game Boy)
!CVAR = Castlevania The Adventure Rebirth    (Nintendo Wii)
!CVBL = Castlevania Bloodlines               (Sega Genesis)
!CVJ  = Castlevania Judgment                 (Nintendo Wii)
!CVL  = Castlevania Legends                  (Game Boy)
!CVX  = Castlevania Dracula X                (Super NES)
!CVXC = Castlevania The Dracula X Chronicles (Playstation Portable)
!DOS  = Castlevania Dawn of Sorrow           (Nintendo DS)
!HC   = Haunted Castle                       (Arcade)
!HOD  = Castlevania Harmony of Dissonance    (Game Boy Advance)
!LOD  = Castlevania Legacy of Darkness       (Nintendo 64)
!LOI  = Castlevania Lament of Innocence      (Playstation 2)
!LOS  = Castlevania Lords of Shadow          (Playstation 3, Xbox 360)
!OOE  = Castlevania Order of Ecclesia        (Nintendo DS)
!OOS  = Castlevania Order of Shadows         (Mobile Phones)
!PACH = Pachislot Akumajou Dracula           (Slot Machine)
!POR  = Castlevania Portrait of Ruin         (Nintendo DS)
!ROB  = Akumajou Dracula X Rondo of Blood    (PC Engine CD)
!SAT  = Akumajou Dracula: Gekka no Yasoukyoku (Sega Saturn)
!SOTN = Castlevania Symphony of The Night    (Playstation)
!VK   = Vampire Killer                       (MSX2)
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 _/_/_/_/_/ Tower of Suites _/

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================================================================================
================================================================================
Code: !CV
Title: Akumajou Dracula (Famicom Disk System, 1986, Japan)
       Castlevania (NES, 1987, USA)
Composers: Kinuyo Yamashita, S.Terashima
Music Rating: 9/10 Stars
Status: Incomplete
Missing: Official names of the unnamed music tracks.
Notes: Even though the FDS and MSX2 Akumajou Dracula games were developed
       at practically the same time, the FDS version was released first on
       September 1986 and the MSX2 version on October 1986.

       (*) Unknown to many, the game was never released for the Famicom in
       cartridge format until 1993, it was really released first on disk
       format for the Famicom Disk System in 1986. This release has a name
       entry screen before starting the game that features a music track not
       used again in any of the ports made to the game. In 1987, the game was
       ported to the American NES, and since cartridges (back then) didn't
       have the saving capabilities of the FDS discs, it had to ditch the
       name entry screen and with it went the music used on it.

       Also in 1987, the game was ported by Nintendo to their Playchoice 10
       and Vs. Arcade series. The music remained the same as the NES version.

       In 1990, the game was ported to the PC-DOS, Amiga and Commodore 64.
       The PC version has the same music tracks (hideous quality included) but
       some tracks were removed, such as the boss battle. Instead, the level
       tune keeps playing during the battle.
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The Commodore 64 version retains the same music, but the boss battle
music is also missing. I don't know if it is a glitch or not, but on
the Dracula Phase 1 battle just loops the game over song over and over.
In the Amiga version, the "Vampire Killer" track now plays on the main
menu, the intro music is completely changed and the original is now
used on the map screen after a level is over, "Wicked Child" (which is
the stage 3 music on the original) now plays on the first stage,
there's also no boss theme, "Walking on The Edge" (which is the stage 4
music on the original) now plays on the second stage. I couldn't
stomach the game any further, but I guess similar changes will be
found on later levels. Since those 1990 awful ports were not made by
Konami, I'm not going to count them here.

In 2002, the game was released for the PC as a compilation called
"Konami Collector's Series: Castlevania & Contra" and it included all 3
NES Castlevania games, the first 2 NES Contra games and the NES Jackal.
The music remained the same as the originals.

In 2004, the game was released in Japan for the Game Boy Advance as
"Famicom Mini Vol. 29 Akumajou Dracula" and in 2005 for the USA as
"Classic NES series: Castlevania". The music remained the same as the
NES version.

Akumajou Dracula / Castlevania has also been ported several times to
various Mobile Phone services both in Japan and the USA, usually in
the form of chapters. The music remained the same as the NES version.

The track names come from several official soundtracks and they are
confirmed to be the actual official English music titles.

Song Title	Game's Location	Original In
Underground	Name Entry Screen	(*)
Prologue	Entrance Animation	-+-
Vampire Killer	Stage 1	-+-
Stalker	Stage 2	-+-
Wicked Child	Stage 3	-+-
Walking On The Edge	Stage 4 (Below Ground)	-+-
Stalker	Stage 4 (Above Ground)	-+-
Heart of Fire	Stage 5	-+-
Out of Time	Stage 6	-+-
Poison Mind	Boss Fight	-+-
Nothing To Lose	Dracula Battle Phase 1	-+-
Black Night	Dracula Battle Phase 2	-+-
????	Stage Clear	-+-
????	All Clear	-+-
Voyager	Ending	-+-
????	Player Dies	-+-
Game Over	Game Over Screen	-+-

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Code: !VK

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Title: Akumajou Dracula (MSX2, 1986, Japan)
       Vampire Killer (MSX2, 1986, Europe)
Composers: Kinuyo Yamashita, S.Terashima
Music Rating: 6/10 Stars
Status: Incomplete
Missing: Official names of the unnamed music tracks.
Notes: The second of the Akumajou Dracula project that many thought came out
       before the Famicom version. This one was released in October, a month
       after the FDS version (which was released in September). It is best
       known by its European name, Vampire Killer, probably to distinguish it
       from the FDS/NES version.

       The sound is of much lower quality than the FDS version, however, some
       tracks have additional instruments added to them that makes them have
       a certain charm that the NES versions don't have. For example, the
       stage 2 (Stalker) and stage 3 (Wicked Child) themes, are much slower
       and a certain added instrument gives it enough edge over the NES
       version that makes both compositions stand on their own.

       This version doesn't contain the name entry screen music found in the
       original Famicom Disk System version and the ending contains a
       completely different song.

       There's no official soundtrack for this specific version of the game,
       so the track names come from several official soundtracks based on the
       NES version.
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Song Title	Location	Original In
Prologue	Entrance Animation	CV
Vampire Killer	Stage 1	CV
Stalker	Stage 2	CV
Wicked Child	Stage 3	CV
Walking On The Edge	Stage 4 (Below Ground)	CV
Stalker	Stage 4 (Above Ground)	CV
Heart of Fire	Stage 5	CV
Out of Time	Stage 6	CV
Poison Mind	Boss Fight	CV
Nothing To Lose	Dracula Battle Phase 1	CV
Black Night	Dracula Battle Phase 2	CV
????	Stage Clear	CV
????	All Clear	CV
????	Ending	-+-
????	Player Dies	CV
Game Over	Game Over Screen	CV

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Code: !CV2
Title: Dracula II: Noroi no Fuuin (Famicom Disk System, 1987, Japan)
       Castlevania II Simon's Quest (NES, 1988, USA)
Composers: Kenishi Matsubara, S.Terashima
Music Rating: 9/10 Stars
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Status: Complete
Notes: Unknown to many, the game was never released for the Famicom in
       cartridge format, it was actually released for the Famicom Disk System
       in 1987 in disk format. This version of the game is missing some sound
       channels that the 1988 NES cartridge version added when the game was
       ported. This made the music in the NES version sound much better.

       "Bloody Tears" was originally composed first for the Arcade game
       Haunted Castle, but the song also ended up being used for Castlevania 2
       which was in development for the Famicom Disk System and in turn,
       ended up being released first.

       In the original FDS version, the mansion theme (Dwelling of Doom),
       was also played on the gates outside of them.

       In the 80's, the game was ported as one of those LCD Tiger Handheld
       games, but it is not an accurate rendition of the game. I assume the
       music, if there's any, will be different too. Since the game was not
       made by Konami, I will not count it here.

       In 2002, the game was released for the PC as a compilation called
       "Konami Collector's Series: Castlevania & Contra" and it included all 3
       NES Castlevania games, the first 2 NES Contra games and the NES Jackal.
       The music remained the same as the originals.

       The track names come from several official soundtracks and they are
       confirmed to be the actual official English music titles.

Song Title	Location	Original In
Message of Darkness	Password Screen	-+-
Bloody Tears	Daylight Time	-+-
Monster Dance	Night Time	-+-
The Silence of The Daylight	Town Stage	-+-
Dwelling of Doom	Mansion Stage	-+-
Within These Castle Walls	Dracula's Castle	-+-
Last Boss	Dracula Battle	-+-
A Requiem	Ending	-+-
Game Over	Game Over Screen	-+-

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Code: !HC
Title: Akumajou Dracula (Arcade, 1988, Japan)
       Haunted Castle (Arcade, 1988, USA)
Composer: Kenishi Matsubara
Music Rating: 5/10 Stars
Status: Incomplete
Missing: Official names of the unnamed music tracks.
Notes: "Bloody Tears" was originally composed first for this game, but the
       song also ended up being used for Castlevania 2 which was in
       development for the Famicom Disk System and in turn, ended up being
       released first.

The stage 1 theme, fan translated as "Cross Your Heart", is now officially known as "Crucifix Held Close". This is due to the fact that there wasn't an official translation of that track until the DS Portrait of Ruin was released in the USA.

Konami made a mistake when naming the Stage 4 and 5 songs. You see, Stage 4 is an underground type level, but according to the 2006 release of the "Oretachi Geesen Zoku: Haunted Castle Mini CD" soundtrack, the song is called "Clocktower's Fear". Stage 5 is a clocktower type level yet the song is called "Underground Melodies" acording to the same soundtrack. However, the 1988 soundtrack release of the "Konami Game Music Collection Volume 1" has both tracks combined into one file. In this one the tracks are named correctly and the song plays in order; Stage 4 first - called Basement Melody, then Stage 5 - called Clocktower's Fear. Whoever was in charge of naming the songs didn't do his homework because the song used on the clockwork stage (stage 5) was reused in Dawn of Sorrow under the name of "Underground Melodies", instead of "Clocktower's Fear". So it's obvious they looked at the 2006 soundtrack, remade the stage 5 song and used the incorrect name. This is not the first time Konami has done that.

In Japan, the game was ported to the Playstation 2 as the 2006 release of "Oretachi Geasen Zoku Sono 15: Akumajou Dracula". As far as I know, the music remained the same.

The official "Oretachi Geesen Zoku: Haunted Castle Mini CD" soundtrack contains a bonus track named "Akumajou Dracula Super Sweep Mix", which is a medley of "Crucifix Held Close", "Don't Want Until Night" and "Bloody Tears". This track is not used in the game.

The track names come from several official Japanese soundtracks, however, most of the names have not been officially translated by Konami. It is possible to find different title translations than the ones shown here.

Song Title	Location	Original In
Dracula's Resurrection	Title Screen	-+-
Wedding March Tragedy	Entrance Animation	-+-
Crucifix Held Close	Stage 1	-+-
Devil's Lullaby	Stage 2	-+-
No Return	Stage 2 Draw Bridge Event	-+-
Bloody Tears	Stage 3	CV2
Underground Melodies	Stage 4	-+-
Clocktower's Fear	Stage 5	-+-
Don't Wait Until Night	Stage 6	-+-
Devil's Revival	Boss Fight	-+-
Dracula's Room	Dracula Battle Phase 1	-+-
The Last Fight	Dracula Battle Phase 2	-+-
Fight Again	Stage Clear	-+-
Ending -Demon Castle's Collapse-	Ending	-+-
Never End	Player Dies	-+-
Game Over	Game Over Screen	CV2

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```
Code: !CVA
Title: Dracula Densetsu (GB, 1989, Japan)
       Castlevania: The Adventure (GB, 1989, USA)
Composer: H. Funauchi, S. Fukutake, N. Hanzawa
Music Rating: 7/10 Stars
Status: Incomplete
Missing: Official names of the unnamed music tracks.
Notes: The stage 4 track (Revenge) has some very subtle "Heart of Fire" and
       "Bloody Tears" references sprinkled across the song. Both tunes are
       from Castlevania 1 and 2 respectively.

       Konami's own soundtrack, "Akumajou Dracula Best 2" incorrectly switched
       the order of the stage 2 and 3 theme. Let me explain: Stage 2 is a cave
       level and it's titled "Darkness", which is fitting for it, Stage 3 is
       filled with 1-hit death spikes and it's titled "Death Fair", which is
       also fitting for it. However, the soundtrack switched the song order.
       So, "Darkness" (which is the stage 2 song) is now the stage 3 theme
       and "Death Fair" (which is the stage 3 song) is now the stage 2 theme.
       This is not the first time Konami has made a mistake like this.

       The game was included in the 1997 Konami GB Collection Vol. 1 in Japan
       and in 1999 for the Konami GB Collection Vol. 1 in Europe. The music
       remained untouched.

       The track names come from several official soundtracks and they are
       confirmed to be the actual official English music titles.

Song Title   Location   Original In
_____   _____   _____

Start BGM   Game Start   -+-

Battle of The Holy   Stage 1   -+-
Darkness   Stage 2   -+-
Death Fair   Stage 3   -+-
Revenge   Stage 4   -+-

Kill! Kill! Kill!   Boss Fight   -+-
Evil Devil   Dracula Battle Phase 1   -+-
Gate To Hell   Dracula Battle Phase 2   -+-

Stage Clear   Stage Clear   -+-

Theme From "The Legend of Dracula"   Ending   -+-
Reprise   The End Screen   -+-

????   Player Dies   -+-
Game Over   Game Over Screen   -+-

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Code: !CV3
Title: Akumajo Densetsu (FC, 1989, Japan)
       Castlevania III Dracula's Curse (NES, 1990, USA)

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Composers: Y. Sasaki, Jun Funahashi, Yukie Morimoto
Music Rating: 10/10 Stars
Status: Incomplete
Missing: Official names of the unnamed music tracks.
Notes: The Japanese version of the game includes a more elaborate musical
       compostion. The names are the same, but the quality and instrumentation
       are different because of a more advanced sound chip that Konami used in
       the Japanese version. Even though the music sounds great and in high
       quality, nostalgia wins this time for me. I'll stay with the American
       soundtrack.

       The stage 1 song, "Beginning", is known as "Dreams of Triumph" in the
       1990 "Akumajo Dracula Famicom Best" soundtrack.

       The Stage 8 song, "Déjà vu", is actually "Vampire Killer", the stage 1
       song from the first Castlevania.

       In 2002, the game was released for the PC as a compilation called
       "Konami Collector's Series: Castlevania & Contra" and it included all 3
       NES Castlevania games, the first 2 NES Contra games and the NES Jackal.
       The music remained the same as the originals.

       In 2006, the game was ported to Japanese cellphones. As far as I know,
       the music remained the same as the original.

       The track names come from several official soundtracks and the game's
       own soundtest. They are confirmed to be the actual official English
       music titles.
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Song Title	Location	Original In
Prelude	Story Intro	-+-
Epitaph	Name Entry / Password Screen	-+-
Prayer	Entrance Animation	-+-
Beginning	Stage 1	-+-
Clockwork	Stage 2	-+-
Mad Forest	Stage 3	-+-
Dead Beat	Stage 4-1	-+-
Anxiety	Stage 4-A	-+-
Nightmare	Stage 5-1	-+-
Rising	Stage 5-A	-+-
Demon Seed	Stage 6-1A	-+-
Aquarius	Stage 6-1B	-+-
Pressure	Stage 6-4B	-+-
Stream	Stage 6-A	-+-
Anxiety	Stage 7-1	-+-
Aquarius	Stage 7-A	-+-
Déjà Vu	Stage 8	CV
Riddle	Stage 9	-+-
Pressure	Stage A	-+-
Destiny	Path Selection	-+-
Encounter	Spirit Encounter	-+-
Boss Fight	Boss Fight	-+-
Overture	Dracula Battle Phase 1 & 2	-+-
Big Battle	Dracula Battle Phase 3	-+-

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Block Clear                         Stage Clear                   -+-
All Clear                           All Clear                     -+-

Evergreen                           Ending                        -+-
Flash Back                          Staff Roll                    -+-

????                                Player Dies                    CV
Game Over                           Game Over Screen              -+-


===============================================================================
===============================================================================
Code:
Title: Akumajou Dracula Special: Boku Dracula Kun (FC, 1990, Japan)
Composer: Shinji Tasaka, Satoko Minami
Music Rating: 5/10 Stars
Status: Incomplete
Missing: Official names of the unnamed music tracks, confirmation that the
         translation of the songs is accurate. Check the "Konami Famicom Music
         Memorial Best Vol 3" soundtrack for the original Japanese names.
Notes: The "Go Go At The Castle" song is a silly and funny remix of
       "Beginning", the first level tune from Castlevania 3.

       Although the game is not an actual Castlevania game, it is related to
       the same universe due to the fact that it uses several Castlevania
       related enemies, graphics, music and even the main character is a
       chubby and funny version of Dracula.

       The track names come from the "Konami Famicom Music Memorial Best 3"
       official soundtrack. However, they might not be correctly translated.
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Song Title                          Location                   Original In
_____                          _____                   _____

????                                Intro                         -+-
Good Morning, Draccy                Kid Dracula Awakens           -+-

Go Go At The Castle                 Stage 1                        CV3
Hop And Step Above The Clouds       Stage 2                       -+-
????                                Stage 2 Ride                  -+-
Water Cha Cha                       Stage 3                       -+-
Everything Falls Down, Ouch Ouch Ouch  Stage 4                    -+-
Calling Tiffany                     Stage 5                       -+-
????                                Stage 5 Train                 -+-
Sucharaka Pyramid                   Stage 6                       -+-
????                                Stage 6 Platform              -+-
Oh No! Watch Out                    Stage 7                       -+-
Calling Tiffany                     Stage 8                       -+-
Liquor Battle                       Stage 9                       -+-

????                                Bonus Game Selection          -+-
????                                Bonus Game / Quiz             -+-

????                                Boss Fight                    -+-

????                                Pre-Fight Dialogue            -+-
????                                Boss Defeated                 -+-

Bye Bye, Draccy                     Ending                        -+-
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Game Over                      Game Over Screen                 -+-


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===============================================================================
Code: !CV4
Title: Akumajou Dracula (SFC, 1991, Japan)
       Super Castlevania IV (SNES, 1991, USA)
Composers: Souji Taro, Masanori Oodachi
Music Rating: 10/10 Stars
Status: Incomplete
Missing: Official names of the unnamed music tracks.
Notes: The title screen music is called "Demon Castle Dracula", which is
       also the Japanese name of the game. I assume that the American version
       of the name should or would be called "Castlevania", but since there's
       no official American soundtrack and the game's soundtest does not
       provide any names, I decided to leave the Japanese translation.

       The stage 1-1 theme, called "Prologue", is not related to the original
       Castlevania's intro theme also titled "Prologue".

       The Stage Map C theme is a slow and short version of "Bloody Tears".

       The story intro and Dracula's Battle Phase 1 theme, titled
       "Dracula's Theme" and "Dracula's Room" respectively, are technically
       different songs that share the same basic melody. The story intro
       theme is longer and much slower paced, while the Dracula's battle
       one is shorter and much faster paced.

       The Stage Clear victory fanfare is a short version of the stage 1
       music, the "Theme of Simon Belmont".

       The track names come from several official Japanese soundtracks,
       however, most of the names have not been officially translated by
       Konami. It is possible to find different title translations than the
       ones shown here.
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Song Title                     Location                   Original In
_____                     _____                   _____

Demon Castle Dracula           Title Screen                    -+-
Dracula's Theme                Story Intro                     -+-
????                           Name Entry / Password Screen    -+-

Stage Map A                    Countryside Map                 -+-
Stage Map B                    Dracula's Castle Map            -+-
Stage Map C                    Dracula's Castle Stage A Map     CV2
Stage Map D                    Dracula's Castle Stage B Map     -+-

Prologue                       Stage 1-1                       -+-
Theme of Simon Belmont         Stage 1-2                       -+-
Forest of Evil Spirits         Stage 2                         -+-
Limestone Cavern               Stage 3-1                       -+-
The Waterfalls                 Stage 3-2                       -+-
The Submerged City             Stage 3-3                       -+-
The Trick Manor                Stage 4-1                       -+-
????                           Stage 4-3                       -+-
Ascension To The Castle        Stage 5                         -+-
Knight Corridor                Stage 6 (First Half)            -+-
Banquet Hall                   Stage 6 (Second Half)           -+-
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Library, Room of Collections          Stage 7                           -+-
Cellar                                 Stage 8                           -+-
Treasure Room                          Stage 9                           -+-
Bloody Tears                           Stage A                           CV2
Vampire Killer                         Stage B-1                          CV
Beginning                              Stage B-2                         CV3
Room of Close Associates               Stage B-3                         -+-

Hidden Room                            Bonus Room                        -+-

Boss Theme                             Boss Fight A                      -+-
Boss Theme 2                           Boss Fight B                      -+-
Dracula's Room                         Dracula Battle Phase 1            -+-
Theme of Simon Belmont                 Dracula Battle Phase 2            -+-

Stage Clear                            Stage Clear                       -+-
Dracula's Death                        Dracula Dies                      -+-

Ending Theme                           Ending                           -+-

????                                   Player Dies                        CV
Game Over                              Game Over Screen                  -+-


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===============================================================================
Code: !CV2B
Title: Dracula Densetsu II (GB, 1991, Japan)
       Castlevania II Belmont's Revenge (GB, 1991, USA)
Composer: H. Funauchi
Music Rating: 10/10 Stars
Status: Incomplete
Missing: Official names of the unnamed music tracks.
Notes: The game has a soundtest if you put all hearts as your password.
       In that soundtest, the American version just gives you generic track
       names such as BGM 1 and Boss 1, while the Japanese version gives you
       the actual names as used on the official soundtrack releases.

       The Dracula Castle stage 2 theme, titled "Passpied", is taken from
       an actual 17th century dance that originated in Brittain called
       passepied (French for passing feet) and the Soleiyu battle theme,
       titled "Chromatische Phantasie", is taken from Sebastian Bach's
       Chromatic Fantasia symphonic composition. This is the first time
       Konami has used non gaming music in a Castlevania game.

       "Chromatische Phantasie" is referred to as "C. Phantasie" on the
       Japanese game's soundtest.

       The game was included in the 1998 Konami GB Collection Vol. 3 in Japan
       and in 2000 for the Konami GB Collection Vol. 4 in Europe. The music
       remained untouched.

       The track names come from several official soundtracks and the Japanese
       game's own soundtest. They are confirmed to be the actual official
       English music titles.
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Song Title                             Location                  Original In
_____                             _____                  _____

Opening                                Story Intro                       -+-
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Castle #1                          Password Screen           -+-
Start                              Game Start                -+-

Journey To Chaos                   Stage Select Map          -+-
Castle #2                          Dracula's Castle Map      -+-

New Messiah                        Crystal Castle            -+-
Ripe Seeds                         Plant Castle              -+-
Praying Hands                      Cloud Castle              -+-
Psycho Warrior                     Rock Castle               -+-
Original Sin                       Dracula Castle Stage 1    -+-
Passpied                           Dracula Castle Stage 2    -+-

Faith                              Talking To Soleiyu        -+-

Road To Enemy                      Pre-Boss Area             -+-
Soleiyu's Room                     Pre-Soleiyu Battle Area   -+-
Road To Enemy #2                   Pre-Dracula Battle Area   -+-

Evil Gods                          Boss Fight                -+-
Chromatische Phantasie             Soleiyu Battle            -+-
Sons of Satan                      Dracula Battle            -+-

Stage Clear                        Stage Clear               CVA
All Clear                          All Clear                 -+-

Union                              Ending                    -+-
The End of The Day                 Staff Roll                -+-

????                               Player Dies               CVA
Game Over                          Game Over Screen          CVA



================================================================================
================================================================================
Code:
Title: Akumajou Special: Boku Dracula-Kun (GB, 1993, Japan)
       Kid Dracula (GB, 1993, USA)
Composer: A. Itoh
Music Rating:  5/10 Stars
Status: Incomplete
Missing: Everything
Notes: The "Go Go At The Castle" song is a silly and funny remix of
       "Beginning", the first level tune from Castlevania 3.

       Although the game is not an actual Castlevania game, it is related to
       the same universe due to the fact that it uses several Castlevania
       related enemies, graphics, music and even the main character is a
       chubby and funny version of Dracula.

       The track names come from the "Konami Famicom Music Memorial Best 3"
       official soundtrack. However, they might not be correctly translated.
         --------------------------------------------------------

Song Title                         Location                  Original In
──────────                         ────────                  ──────────

Good Morning, Draccy               Intro                     -+-
????                               Password Screen           -+-
????                               Opening Story             -+-
```

```
????                             Map Screen A                -+-
????                             Map Screen B                -+-

Go Go At The Castle             Stage 1 (First Half)         CV3
????                             Stage 1 (Second Half)       -+-
????                             Stage 2 (First Half)        -+-
????                             Stage 2 (Second Half)       -+-
????                             Stage 3 (First Half)        -+-
Bye Bye, Draccy                 Stage 3 (Second Half)        -+-
????                             Stage 4                     -+-
Oh No! Watch Out                Stage 5                      -+-
????                             Stage 6                     -+-
????                             Stage 7                     -+-
                                 Stage 8                     -+-

????                             Bonus Game Selection        -+-
????                             Bonus Game Instruction      -+-
????                             Bonus Game A                -+-
????                             Bonus Game B                -+-

????                             Post-Stage Intermissions    -+-
????                             Garamoth Speaks             -+-
????                             Kid Dracula Gets Mad        -+-

????                             Boss Fight A                -+-
Liquor Battle                   Boss Fight B                 -+-
????                             Garamoth Battle             -+-

????                             Boss Defeated               -+-

????                             Ending                      -+-

Game Over                       Game Over Screen             -+-
```

==
==
Code: !ADX6
Title: Akumajou Dracula (Sharp X68000, 1993, Japan)
Composer: Shin Chan, Den Kobayashi
Music Rating: 7/10 Stars
Status: Incomplete
Missing: Official names of the unnamed music tracks.
Notes: The "File Load BGM" track plays while you wait for the system to boot
       up the game.

       The official 1993 Dracula X soundtrack, which includes music from
       Dracula X, Bloodlines and Akumajou Dracula X68000, calls the game
       loading track as "File Load BGM". However, the 2001 Castlevania
       Chronicles official soundtrack calls it just "Load BGM".

       In the game's own soundtest, the stage 8 theme is reffered to as
       "Theme of Simon Belmondo" (Belmondo is Belmont's last name in Japan),
       but the official 2001 Castlevania Chronicles soundtrack calls it just
       "Simon's Theme".

       The track names come from several official soundtracks and the game's
       own soundtest. They are confirmed to be the actual official English
       music titles.

```
 Song Title                          Location              Original In
_____                         _____             _____

File Load BGM                        Game Loading    (check soundtest)
-+-
 Black Mass                          Opening Cutscene              -+-
 ????                                Title Screen                 -+-
 Something Loopy                     Name Entry                   -+-
 The Bathead                         Entrance Animation           -+-

 Vampire Killer                      Stage 1                       CV
 Thrashard In The Cave               Stage 2                      -+-
 Wicked Child                        Stage 3                       CV
 Bloody Tears                        Stage 4                      CV2
 The Tower of Gears                  Stage 5                      -+-
 Moon Fight                          Stage 6 (First Half)         -+-
 The Tower of Dolls                  Stage 6 (Second Half)        -+-
 Etude For The Killer                Stage 7                      -+-
 Theme of Simon Belmont              Stage 8                      CV4

 Creatures In The Depth              Boss Fight                   -+-
 Creatures In The Depth              Dracula Battle Phase 1       -+-
 You Goddamned Bathead!              Dracula Battle Phase 2       -+-

 Stage Clear                         Stage Clear                  -+-
 Last Stage Clear                    All Clear                    -+-

 Mother Earth                        Ending                       -+-

 Player Miss                         Player Dies                  -+-
 Game Over                           Game Over Screen             -+-



================================================================================
================================================================================
Code: !ROB
Title: Akumajou Dracula X Chi No Rondo (PC Engine CD, 1993, Japan)
Composer: Akiropito, Jigokuguruma Nakamura, Sanoppi, Metal Yuhki
Music Rating: 10/10 Stars
Status: Incomplete
Missing: Official names of the unnamed music tracks.
Notes: Stage X is a short joke level you get if you don't have the correct
       system card while booting the game. In that level, you play as a short,
       stocky, blobby Richter and when you reach Maria, it says that "you need
       a System Card 3 to be able to play the game" in the background. The
       music playing here is "Opus 13".

       There is also a Stage 0, but that one only contains sound effects,
       so it will not be counted here.

       The "Overture" track (played during the opening cutscene) is a much
       faster version of "Divine Bloodlines", the stage 1 song. It has nothing
       to do with the song also named "Overture" from Castlevania 3 though.

       Rondo's stage 2 song (Vampire Killer) is mixed with the opening of
       "Stalker", which is the stage 2 song in the original Castlevania.

       The stage 7 song, previously known as (rough translation) "Den", is now
       officially named "The Nest". This is due to the fact that there wasn't
       an official translation of it until the PSP Dracula X Chronicles was
```

released in the USA. The original Japanese version is still called
(rough translation) "Den" though. Also, "The Nest", is a composition
made out of almost undistinguishable parts taken from "Vampire Killer"
and "Bloody Tears", from Castlevania 1 and 2 respectively.

If you rescue Iris & Tera with Richter (or Iris, Tera & Annette with
Maria), you'll get the song called "Demo Scene 01" during the cutscene.

The cutscene's music you get when rescue Annette with Richter, titled
"Demo Scene 03", has some "Vampire Killer" (the original Castlevania's
stage 1 song) refferences at the end of the song. If you rescue Annette
with Maria, you get the "Demo Scene 01" music instead.

The music you get in the imprisoned Annette cutscene, contains some
"Demo Scene 03" refferences at the end of the song.

The boss fight theme, previously known as (fan translation)
"Dancing In Phantasmic Hell", is now officially known as "Dark Desires".
This is due to the fact that there wasn't an official translation of
that track until the PSP Dracula X Chronicles was released in the USA.
The original Japanese version is still called (rough translation)
"Wild Dance in the Illusionary Prison World" though.

Another case of Konami mistakenly switching song names around...
This time with the "Op. 13" and "Slash" songs. The game's soundtest
names them correctly, but then several official soundtracks switched
them around and confusion began.
On a Q&A posted on IGA's own blog, IGA was asked if "Slash" was the
title for the Stage 4' song and he answered: "yes, the composers
confirmed it to me, soundtrack CD was mistaken".
So for the record, the original game and the Dracula X Chronicles
remake have the correct names, the old Rondo of Blood OST and the
Dracula Battle Perfect Selection do not.

"Op. 13" is sometimes referred to as "Opus 13" on some soundtracks.

The official Dracula X Rondo of Blood soundtrack contains an arranged
version of "Crucifix Held Close", which is Haunted Castle's stage 1
theme. The song was not used in the actual game.

The track names come from several official soundtracks, the game's
own soundtest and the PSP remake. They are confirmed to be the actual
official English music titles. Some English titles vary from the
actual Japanese names though.

Song Title	Location	Original In
Requiem	Game Menu	-+-
Overture	Opening Cutscene	-+-
Opus 13	Stage X	-+-
Divine Bloodlines	Stage 1	-+-
Vampire Killer	Stage 2	CV
Cross Fear	Stage 2'	-+-
Bloody Tears	Stage 3	CV2
Cemetery	Stage 3'	-+-
Beginning	Stage 4	CV3
Slash	Stage 4'	-+-
Ghost Ship Painting	Stage 5	-+-

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Op. 13                          Stage 5'                        -+-
Former Room                     Stage 6                         -+-
Poison Mind                     Stage 6 (Boss Montage)          CV
The Nest                        Stage 7                         -+-
Poison Mind                     Stage 8                         CV


????                            Rescuing Maria Cutscene         -+-
Demo Scene 01                   Rescuing The Maidens Cutscene   -+-
????                            Imprisoned Annette Cutscene     -+-
Demo Scene 03                   Richter Rescues Annette Cutscene -+-


Former Room                     Pre-Boss Area                   -+-
Dark Desires                    Boss Fight                      -+-
Dance of Illusions              Dracula Battle                  -+-


Stage Clear                     Stage Clear                     CV
All Clear                       All Clear                       CV


March of The Righteous          Richter's Staff Roll            -+-
Mary Samba                      Maria's Staff Roll              -+-


Player Out                      Player Dies                     CV
Game Over                       Game Over Screen                CV



================================================================================
================================================================================
Code: !CVBL
Title: Vampire Killer (Mega Drive, 1994, Japan)
       Castlevania Bloodlines (Genesis, 1994, USA)
       Castlevania: The New Generation (Mega Drive, 1994, Europe)
Composer: Michuru Yamane
Music Rating: 7/10 Stars
Status: Incomplete
Missing: Official names of the unnamed music tracks.
Notes: "Vampire Killer", "Bloody Tears" and "Beginning" are three bonus tracks
       found on the sound test or as the weapon's 4th level of power if you do
       a certain cheat on the options screen.

       The track names come from several official soundtracks and they are
       confirmed to be the actual official English music titles.
          --------------------------------------------------------


Song Title                      Location                        Original In
───────────                     ────────                        ───────────

The Beating In The Darkness     Title Screen                    -+-
Mysterious Curse                Password Screen                 -+-
A Vision of Dark Secrets        Story Intro                     -+-
Bonds of Brave Men              Character Select                -+-
????                            Entrance Animation              -+-


Arduous Journey                 Map Screen                      -+-


Reincarnated Soul               Stage 1-1                       -+-
Nothing To Lose                 Stage 1-10                      CV
The Sinking Old Sanctuary       Stage 2                         -+-
The Discolored Wall             Stage 3                         -+-
Iron Blue Intention             Stage 4                         -+-
The Prayer of A Tragic Queen    Stage 5                         -+-
Calling From Heaven             Stage 6-1                       -+-
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Theme of Simon Belmont              Stage 6-9                        CV4

Messenger From Devil                Mid Boss Fight                   -+-
The 6 Servants of The Devil         Boss Fight                       -+-
The Vampire's Stomach               Dracula Battle                   -+-

????                                Invincible                       -+-
Vampire Killer                      Power Up A (Secret)               CV
Bloody Tears                        Power Up B (Secret)              CV2
Beginning                           Power Up C (Secret)              CV3

Stage Clear With Red Crystal        Stage Clear                      -+-
????                                Dracula Defeated                 -+-

Together Forever                    Ending                           -+-
Requiem For The Nameless Victims    Staff Roll                       -+-

????                                Player Dies                      -+-
After The Good Fight                Game Over Screen                 -+-


===============================================================================
===============================================================================
Code: !CVX
Title: Akumajou Dracula XX (SFC, 1995, Japan)
       Castlevania Dracula X (SNES, 1995, USA)
       Castlevania: Vampire's Kiss (SNES, 1996, Europe)
Composers: Tomoya Tomita, Masahiko Kimura, Harumi Ueko, Masanari Iwata
Music Rating: 8/10 Stars
Status: Incomplete
Missing: Official names of the unnamed music tracks.
Notes: The stage 1 song, now officially named "Divine Bloodlines", has been
       known by several names such as "Bloodlines", "Opposing Bloodlines" and
       the most literal Japanese one: "Descendants of Heaven and Earth".
       This is due to the fact that there wasn't an official translation of it
       until the PSP Dracula X Chronicles was released in the USA.

       In the original PC-Engine CD version of the game, the stage 2 song
       (Vampire Killer) was mixed with the opening of "Stalker", which is the
       stage 2 song in the original Castlevania. In this version of the game,
       such mix does not happen.

       The stage 7 song, previously known as (rough translation) "Den", is now
       officially named "The Nest". This is due to the fact that there wasn't
       an official translation of it until the PSP Dracula X Chronicles was
       released in the USA. The original Japanese version is still called
       (rough translation) "Den" though. Also, "The Nest", is a composition
       made out of almost undistinguishable parts taken from "Vampire Killer"
       and "Bloody Tears", from Castlevania 1 and 2 respectively.

       The boss fight theme, previously known as (fan translation)
       "Dancing In Phantasmic Hell", is now officially known as "Dark Desires".
       This is due to the fact that there wasn't an official translation of
       that track until the PSP Dracula X Chronicles was released in the USA.
       The original Japanese version is still called (rough translation)
       "Wild Dance in the Illusionary Prison World" though.

       The credits song is a much slower version of "Divine Bloodlines",
       the stage 1 song.
```

Even though this game is based on Rondo of Blood, most of the music
is arranged to start and end in a different manner when compared to
the original versions.

Due to a mistake found on several official soundtracks, the stage 5
track was incorrectly called "Slash". The actual name is "Op. 13".

"Op. 13" is sometimes referred to as "Opus 13" in some soundtracks.

There's no official soundtrack for this specific version of the game,
so the track names come from several official soundtracks based on
the PC-Engine CD version.

Song Title	Location	Original In
????	Story Intro	-+-
????	Password / Map Screen	-+-
Divine Bloodlines	Stage 1-1	ROB
????	Stage 1-6	-+-
Vampire Killer	Stage 2	CV
Bloody Tears	Stage 3	CV2
Cemetery	Stage 4	ROB
Cemetery	Stage 4'	ROB
Op. 13	Stage 5	ROB
Ghost Ship Painting	Stage 5'	ROB
Beginning	Stage 6	CV3
The Nest	Stage 7	ROB
????	Rescuing The Maidens	-+-
Dark Desires	Boss Fight	ROB
Dance of Illusions	Dracula Battle	ROB
????	Stage Clear	-+-
????	Ending	-+-
????	Staff Roll	-+-
Player Out	Player Dies	CV
????	Game Over Screen	-+-

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Code: !SOTN
Title: Akumajou Dracula X Gekka no Yasoukyoku (PS, 1997, Japan)
       Castlevania: Symphony of The Night (PS, 1997, USA)
       Castlevania: Symphony of The Night (Xbox Live & PSN, 2007, USA)
Composers: Michuru Yamane, Rika Muranaka
Music Rating: 10/10 Stars
Status: Incomplete
Missing: Official names of the unnamed music tracks.
Notes: The release of Castlevania Dracula X Chronicles brought a lot of
       new translated names for the music. For clarity, I will leave the
       original names as found on the soundtest for this release and use the
       new names on the Dracula X Chronicles release.

       The Game Menu theme, called "Prayer", is not related to the opening

praying animation from Castlevania 3, which is also titled "Prayer".

The music from the introductory stage with Richter, called "Prologue", is not related to the original Castlevania's intro theme or Super Castlevania 4's stage 1-1 music, which are also titled "Prologue".

The game's library soundtest calls the Introduction theme as "Moonlight Nocturne". However, the 2003 "Castlevania Lament of Innocence Music Sampler" soundtrack release calls it "Nocturne In The Moonlight", which is the Japanese game's translated subtitle.

The game's library soundtest calls the Alchemy Laboratory theme as "Dance of Gold". However, the 2006 "Castlevania 20th Anniversary Collection" soundtrack calls it as "Golden Dance".

The game's library soundtest calls the Marble Gallery theme just like the name of its area, "Marble Gallery". However, the 2006 "Castlevania 20th Anniversary Collection" soundtrack calls it "Marble Corridor".

The game's library soundtest calls the Outer Wall theme as "Tower of Mist". However, the 2003 "Castlevania Lament of Innocence Music Sampler" soundtrack calls it "Tower of Evil Fog".

The Marble Gallery and Outer Wall theme, titled "Marble Gallery" and "Tower of Mist" respectively, are actually the same composition only arranged differently.

The Long Library theme, titled "Wood Carving Partita", is cut short in the 2003 "Castlevania Lament of Innocence Music Sampler" soundtrack.

The game's library soundtest calls the Royal Chapel theme as "Requiem For The Gods". However, the 2003 "Castlevania Lament of Innocence Music Sampler" and the 2006 "Castlevania 20th Anniversary Collection" soundtrack call it "Requiem of The Gods".

The game's library soundtest calls the Abandoned Mine and Cave theme as "Abandoned Pit". However, the 2003 "Castlevania Lament of Innocence Music Sampler" soundtrack calls it "Path of The Departed". Also, in that same soundtrack, the song is cut short.

The game's library soundtest calls the Olrox's Quarters theme as "Dance of Pales". However, the 2003 "Castlevania Lament of Innocence Music Sampler" soundtrack calls it "Waltz of Pearls".

The game's library soundtest calls the Clock Tower theme as "The Tragic Prince". However, the 2003 "Castlevania Lament of Innocence Music Sampler" soundtrack calls it "Young Nobleman of Sadness".

The game's library soundtest calls the theme played in most of the inverted castle as "Finale Toccata". However, the 2003 "Castlevania Lament of Innocence Music Sampler" soundtrack release calls it "The Final Toccata".

The game's library soundtest calls the Richter Battle theme as "Blood Relations". However, the 2003 "Castlevania Lament of Innocence Music Sampler" soundtrack calls it "Strange Bloodline". Also, in the official Castlevania Symphony of the Night soundtrack, the song is cut short.

The "Blood Relations" track (fight with Richter) is a mix created
from pieces of Rondo of Blood's stage 1 theme called
"Divine Bloodlines" and a new composition.

The game's library soundtest contains a track named "Silence", as far
as I know, this song is unused and only found there.

(*) In the Japanese Playstation re-releases and Saturn versions of
SotN, you can have the Japanese exclusive Sprite Familiar sing a
secret song titled "Nocturne". This song was removed in the American
version of the game.

(**) If you pop in the game's disc on a CD player, you'll hear Alucard
tell you not to play track 1 because it contains computer data. After
he ends his speech, you'll hear a hidden song not used anywhere on
the game. The song seems to be an extreme and undistinguishable remix
of "Dracula's Castle", the Entrance theme.

(***) Some hackers found a hidden unused song buried inside the game's
disc data along the few MIDI music files the game has. It is unknown
for what was that music track planned for.

In 1999, the game was ported as one of those LCD Tiger Handheld games,
but it is not an accurate rendition of the game. I assume the music,
if there's any, will be different too. Since the game was not made by
Konami, I will not count it here.

(****) In 2007 the game was ported to the Xbox Live service in the form
of a downloadable game. Later on, an official patch update was applied
that removed the credits song "I Am The Wind". Instead the ending song
from Lament of Innocence, "Admiration Towards the Clan", plays. It is
called "Admiration of Clan" in the game though. Also, due to space
issues, the three FMV's (Metamorphosis 1, 2 and 3) were removed. They
were re-added for the Japanese version though. The Playstation Network
release, as far as I know, remains untouched.

The track names come from several official soundtracks and the game's
own soundtest. They are confirmed to be the actual official English
music titles. Some English titles vary from the actual Japanese names
though.

Song Title	Location	Original In
Prayer	Game Menu	-+-
Metamorphosis 1	Opening Cutscene	-+-
Moonlight Nocturne	Story Intro	-+-
Prologue	Final Stage: Bloodlines	-+-
Dracula's Castle	Entrance	-+-
Dance of Gold	Alchemy Laboratory	-+-
Marble Gallery	Marble Gallery	-+-
Tower of Mist	Outer Wall	-+-
Wood Carving Partita	Long Library	-+-
Requiem For The Gods	Royal Chapel	-+-
Dance of Pales	Olrox's Quarters	-+-
Wandering Ghosts	Colosseum	-+-
Crystal Teardrop	Underground Caverns	-+-
Abandoned Pit	Abandoned Mine	-+-
Rainbow Cemetery	Catacombs	-+-

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The Tragic Prince              Clock Tower                      -+-
Door To The Abyss              Marble Gallery's Abyss           -+-
Heavenly Doorway               Castle Keep                      -+-

Metamorphosis 2                Inverted Castle Cutscene         -+-

Heavenly Doorway               Reverse Keep                     -+-
Finale Toccata                 Reverse Clock Tower              -+-
Finale Toccata                 Reverse Outer Wall               -+-
Lost Painting                  Forbidden Library                -+-
Finale Toccata                 Black Marble Gallery             -+-
Finale Toccata                 Death Wing's Lair                -+-
Lost Painting                  Anti-Chapel                      -+-
Lost Painting                  Reverse Caverns                  -+-
Abandoned Pit                  Cave                             -+-
Curse Zone                     Floating Catacombs               -+-
Finale Toccata                 Reverse Entrance                 -+-
Finale Toccata                 Necromancy Laboratory            -+-
Door of Holy Spirits           Reverse Colosseum                -+-
Door To The Abyss              Black Marble Gallery's Abyss     -+-

Master Librarian               Master Librarian's Shop          -+-
????                           Confession Room                  -+-

Dance of Illusions             Introductory Dracula Battle      ROB
Festival of Servants           Boss Fight A                     -+-
Death Ballad                   Boss Fight B                     -+-
Enchanted Banquet              Succubus & Medusa Battle         -+-
Blood Relations                Richter Battle                   ROB
Black Banquet                  Dracula Battle                   -+-

Metamorphosis 3                Ending Cutscene                  -+-
I Am The Wind                  Staff Roll                     (****)

Nocturne                       Bonus (Fairy Familiar Sings)     (*)
Silence                        Extra (Sound Test)               -+-

????                           Warning Message Music           (**)
????                           Hidden Unused Track            (***)

Land of Benediction            Game Over Screen                 -+-


===============================================================================
===============================================================================
Code: !CVL
Title: Akumajou Dracula: Shikkoku Taru Zensoukyoku (GB, 1997, Japan)
       Castlevania Legends (GB, 1998, USA)
Composer: Kaoru Okada, Youichi Iwata
Music Rating: 3/10 Stars
Status: Incomplete
Missing: Official names of the music tracks.
Notes: There's no official soundtrack for the game, but the game contains a
       hidden soundtest only meant for the developers. Some of the tracks
       are just named "Okada1" (after Kaoru Okada, the sound designer) and
       "Kaiwa1" (probably after a combination of KA-oru and IWA-ta, the other
       sound designer). The rest of the tracks have actual names. For clarity,
       I will use the default names in the soundtest until an official
       translation becomes available.
```

The soundtest contains four unused songs. One of them is the exact
same tune that plays when your character dies in the first Game Boy
Castlevania (the final game ended up using a modified version of it
though). The next one is called "Continue", which was going to be used
on the game over screen, but the final game opted for silence instead.
I can't tell where the other two songs, named "Okada 1" and "Okada E",
were going to be used, but they both seem to be the exact same song.

The title screen music is an almost indistinguishable remake of
"Prologue", the intro theme from the first Castlevania.

The Dracula Battle Phase 2 song uses a short piece of the
"Vampire Killer" melody, the stage 1 theme from Castlevania.

The Password/Mode Select theme is named "A Requiem", just like the
Castlevania 2 ending theme. The two are not related though.

Song Title	Location	Original In
Title	Title Screen	CV
A Requiem	Password / Mode Select	-+-
Prologue	Story Intro	-+-
Bloody Tears	Stage 1	CV2
Guest Hall	Stage 2	-+-
???? (Okada 8)	Stage 3	-+-
???? (Okada 9)	Stage 4	-+-
A Sanctuary of Dracula	Stage 5	-+-
???? (Okada B)	Hidden Stage	-+-
???? (Kaiwa)	Talking To Alucard	-+-
???? (Kaiwa 2)	Talking To Dracula	-+-
Trap	Enemy Battle Endurance	-+-
Boss 2	Mid Boss Fight	-+-
Battle	Boss Fight	-+-
Alucard	Alucard Battle	-+-
???? (Okada F)	Dracula Battle Phase 1	-+-
???? (Okada G)	Dracula Battle Phase 2	CV
???? (Okada H)	Ending (First Part)	-+-
A Lullaby	Ending (Secret Second Part)	-+-
????	Extra (Sound Test)	CVA
Continue	Extra (Sound Test)	-+-
???? (Okada 1 & E)	Extra (Sound Test)	-+-
????	Player Dies	CVA

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==
Code: !SAT
Title: Akumajou Dracula X: Gekka no Yasoukyoku (Saturn, 1998, Japan)
Composers: Michuru Yamane, Kaoru Okada, T. Ohsono, J. Kirashima, Rika Muranaka
Music Rating: 10/10 Stars
Status: Incomplete
Missing: Official names of the unnamed music tracks.
Notes: This is an enhanced port of the Playstation version with new areas

and music tracks added. The soundtest is accessible on the title screen right from the start, it contains all the music found on the original Playstation release, plus the new compositions.

The release of Castlevania Dracula X Chronicles brought a lot of new translated names for the music. For clarity, I will leave the original names as found on the Saturn game and the English Playstation version's soundtest for this release and use the new names on the Dracula X Chronicles release.

The Game Menu theme, called "Prayer", is not related to the opening prayer animation from Castlevania 3, which is also titled "Prayer".

The music from the introductory stage with Richter, called "Prologue", is not related to the original Castlevania's intro theme or Super Castlevania 4's stage 1-1 music, which are also titled "Prologue".

The Entrance theme, titled "Dracula's Castle", loops differently in this version when compared to the original Playstation and soundtrack versions.

In Richter mode, the music in the Entrance area of the castle changes to "Bloody Tears Remix.1" and in Maria mode, it changes to "Vampire Killer Remix.2".

The Marble Gallery and Outer Wall theme, titled "Marble Gallery" and "Tower of Mist" respectively, are actually the same composition only arranged differently.

The Long Library theme, titled "Wood Carving Partita", is cut short in the 2003 "Castlevania Lament of Innocence Music Sampler" soundtrack.

The Ground Water Vein theme, titled "Crystal Teardrop", has a longer ending in this version when compared to the original Playstation and soundtrack versions.

The game's library soundtest calls the Abandoned Pit To The Catacomb and Cave theme as "Abandoned Pit". However, the 2003 "Castlevania Lament of Innocence Music Sampler" soundtrack calls it "Path of The Departed". Also, in that same soundtrack, the song is cut short.

The Hell Garden theme, titled "Beginning Remix.1", prominently features the "Bloody Tears" intro across the song.

The "Master Librarian" track uses a higher quality instrumentation in the Saturn version, probably because the original Playstation version of the track used the system's own MIDI synthesizers to sequence the music as opposed to Redbook audio which the Saturn version uses.

The entrance theme when playing as Richter and the Skeleton Leader boss theme, titled "Bloody Tears Remix.1" and "Bloody Tears Remix.2" respectively, sound almost indistinguisable alike. However, upon closer inspection, you'll notice slightly different instrumentation used on certain parts.

The game's library soundtest calls the Richter Battle theme as "Blood Relations". However, the 2003 "Castlevania Lament of Innocence Music Sampler" soundtrack calls it "Strange Bloodline". Also, in the official Castlevania Symphony of the Night soundtrack, the song is

cut short.

The fight with Richter theme, titled "Blood Relations", is cut short
in the official Castlevania Symphony of the Night soundtrack.

The "Blood Relations" track (fight with Richter) is a mix created
from pieces of Rondo of Blood's stage 1 theme called
"Divine Bloodlines" and a new composition.

When you reach Shaft while playing with Maria, the battle theme will
be "Guardian" instead of "Death Ballad". "Guardian" is also the
theme you get when you battle Maria when playing as Alucard.

The game's library soundtest contains a track named "Silence", as far
as I know, this song is unused and only found there as a bonus.

In the original Playstation version, if you popped in the game's disc
on a CD player, you would hear Alucard tell you not to play track 1
because it contains computer data. After that warning, you got to
hear a hidden song not used anywhere on the game. In the Saturn
version, you still get the warning message but not the song.

In this version of the game, you can listen to the Sprite Familiar
sing a secret song, titled "Nocturne", if you fulfill certain
conditions.

There's no official soundtrack for this specific version of the game,
so the track names come from the game's own soundtest and several
official soundtracks and soundtests based on the Playstation version.
Some English titles vary from the actual Japanese names though.

Song Title	Location	Original In
Prayer	Game Menu	SOTN
Metamorphosis NO.1	Opening Cutscene	SOTN
Moonlight Nocturne	Story Intro	SOTN
Prologue	Final Stage: Bloodlines	SOTN
Dracula's Castle	Entrance	SOTN
Bloody Tears Remix.1	Entrance (As Richter)	CV2
Vampire Killer Remix.2	Entrance (As Maria)	CV
Dance of Gold	Alchemy Laboratory	SOTN
Marble Gallery	Marble Gallery	SOTN
Tower of Mist	Outer Wall	SOTN
Wood Carving Partita	Long Library	SOTN
Requiem For The Gods	Royal Chapel	SOTN
Dance of Pales	Olrox's Room	SOTN
Wandering Ghosts	Colosseum	SOTN
Vampire Killer Remix.1	Underground Garden	CV
Crystal Teardrop	Ground Water Vein	SOTN
Chaconne c.moll	Cursed Prison	-+-
Abandoned Pit	Abandoned Pit To The Catacomb	SOTN
Rainbow Cemetery	Catacomb	SOTN
The Tragic Prince	Clock Tower	SOTN
Door To The Abyss	Marble Gallery's Abyss	SOTN
Heavenly Doorway	Castle Keep	SOTN
Metamorphosis NO.2	Inverted Castle Cutscene	SOTN

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Heavenly Doorway               Reverse Keep                   SOTN
Finale Toccata                 Reverse Clock Tower            SOTN
Finale Toccata                 Reverse Outer Wall             SOTN
Lost Painting                  Forbidden Library              SOTN
Finale Toccata                 Black Marble Gallery           SOTN
Finale Toccata                 Death Wing's Lair              SOTN
Lost Painting                  Anti-Chapel                    SOTN
Lost Painting                  Reverse Ground Water Vein      SOTN
Vampire Killer Remix.2         Reverse Cursed Prison           CV
Abandoned Pit                  Cave                           SOTN
Curse Zone                     Floating Catacombs             SOTN
Beginning Remix.1              Hell Garden                     CV3
Finale Toccata                 Reverse Entrance               SOTN
Finale Toccata                 Necromancy Laboratory          SOTN
Door of Holy Spirits           Reverse Colosseum              SOTN
Door To The Abyss              Black Marble Gallery's Abyss   SOTN


Master Librarian               Master Librarian's Shop        SOTN
????                           Confession Room                SOTN


Dance of Illusions             Introductory Dracula Battle     ROB
Festival of Servants           Boss Fight A                   SOTN
Death Ballad                   Boss Fight B                   SOTN
Bloody Tears Remix.2           Skeleton Leader Battle          CV2
Enchanted Banquet              Succubus & Medusa Battle       SOTN
Guardian                       Maria Battle                    -+-
Blood Relations                Richter Battle                  ROB
Black Banquet                  Dracula Battle                 SOTN


Metamorphosis NO.3             Ending Cutscene                SOTN
I Am The Wind                  Staff Roll                     SOTN


Nocturne                       Bonus (Sprite Familiar Sings)  SOTN
Silence                        Extra (Sound Test)             SOTN
Beginning Remix.2              Extra (Sound Test)              CV3


Land of Benediction            Game Over Screen               SOTN



================================================================================
================================================================================
Code: !C64
Title: Castlevania (N64, 1998, USA)
       Akumajou Dracula Mokushiroku (N64, 1999, Japan)
Composers: Masahiko Kimura, Motoaki Furukawa, Mariko Egawa
Music Rating: 7/10 Stars
Status: Incomplete
Missing: Official names of the unnamed music tracks.
Notes: With the advent of 3D gaming, games were able to get more cinematic,
       usually in the form of cutscenes. Such cutscenes normally contained
       short music clips that unfortunately never end up being included in
       the official soundtracks. Also, certain tracks in the game share the
       same basic song but have different intros, lead-ins or finales. In
       such cases, I will add it here as an observation.

       The opening cutscene theme, even though it appears to be one song, is
       actually split in two parts. The first half plays in the opening,
       titled "Introduction" and the second half plays in the title screen,
       titled "Sing of Blood Pulse" (according to the Castlevania 20th
       Anniversary soundtrack). In the official Japanese soundtrack, the
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song is combined into one track, correctly called (rough translation) "Opening - 'Sign of Blood Pulse' ". However, in the official European soundtrack, it is just called "Introduction". In addition, "Sing of Blood Pulse" is actually a short version of Rondo of Blood's stage 1 theme "Divine Bloodlines".

The game menu theme, titled "Setting", is known in the official Japanese soundtrack as (rough translation) "Select". This same theme gets remixed in the Castle Center theme, titled "Dungeon - Main Theme" and the staff roll theme, titled "Credits".

The music from the Story Intro, titled "Prologue", is not related to the original Castlevania's intro theme, Super Castlevania 4's stage 1-1 music or the Symphony of the Night introductory stage with Richter, which are also titled "Prologue".

The 1st stage (Forest of Silence) and the 8th stage (Room of Clocks) don't have any music aside from the ones included in certain cutscene events that happen across the stage.

The Tunnel stage theme, titled "Underground Tunnel", is known in the official Japanese soundtrack as (rough translation) "Underground Tunnel - 'Invisible Sorrow' ".

The Underground Waterway stage theme, titled "Underground Waterway", is known in the official Japanese soundtrack as (rough translation) "Underground Waterway - 'Dark Green Trap' ".

The Castle Center stage theme, titled "Dungeon - Main Theme", is known in the official Japanese soundtrack as (rough translation) "Castle Center ~ Main Theme". The song is a mix of the game menu theme, titled "Setting" and a new composition.

The Castle Keep stage theme, titled "Stairway To The Clouds", is known in the official Japanese soundtrack as (rough translation) "Stairway To The Dark Clouds".

The theme you get when the drawbridge lowers after beating the stage 1 boss, titled "Intrusion", is also reused on the very last stage when Malus reveals itself as the real Dracula.

The short theme you get when you enter the Castle Wall utilizes the "Bloody Tears" melody intro.

The theme you get when you encounter Dracula while managing the gate mechanism on the top of the Castle Wall contains part of the "Bloody Tears" melody. Also, the innitial part of this theme is reused on the theme you get when Death and Actrise are defeated later on in the game and when you encounter Dracula yet again.

The theme you get when you arrive at the Villa is actually a short version of the game menu theme, titled "Setting".

The theme you get when you meet Charlie Vincent inside the Villa's Mannor is actually split in two parts. The first part plays when you meet him for the first time and the second part plays when he realizes you are not an enemy. In addition, the second part also plays when you meet Renon the Demon Salesman, but with a different 5 second intro. It also plays a third time when you encounter Malus the second time in the Castle Center, but with a different instrumentation.

Finally, if you spent more than 30,000 gold on Renon's shop, he will
appear in the last level and enforce the contract on you and the same
melody will again play, but with different instruments.

The theme you get when you meet the villager inside the Villa's Mannor,
titled "Hamlet People", is known in the official Japanese soundtrack as
(rough translation) "Villager". Also, the song is really split in three
parts. The first part plays when the villager enters the room you're
in, the second part plays when you notice he doesn't have a reflection
in the mirror and the third part plays when he reveals himself to be a
vampire.

The theme you get when you meet Renon the Demon Salesman inside the
Villa's Mannor for the first time, is also the same music used on the
second half of the theme you get when you meet Vincent the first time.
The only difference here is a 5 second intro the other theme doesn't
have. It also plays a third time when you encounter Malus the second
time in the Castle Center, but with a different instrumentation.
Finally, if you spent more than 30,000 gold on Renon's shop, he will
appear in the last level and enforce the contract on you and the same
melody will again play, but with different instruments.

The theme you get when you reach the Villa's final boss, titled
"Mysterious Coffin", is actually split in two parts. The first part
plays when you are approaching the coffin and it's a cut-short version
of the same theme you got when you entered the Castle Wall back on
stage 2. The second part plays when the vampire reveals itself and it
is partially reused again in the theme you get when Rosa sacrifices
itself for you in the Room of Clocks before battling Death.

The theme you get when the Spiderwomen appear in the Tunnel is also
used when you encounter the bleeding statue in the Castle Center and
when Malus appears while you escape the destruction of the Castle Keep.
All three have different intros, endings and instrumentations.

The theme you get when Rosa tries to commit suicide in the Tunnel,
titled "Lamented Rose", is known in the official Japanese soundtrack
as (rough translation) "Rosa's Sorrow".

The theme you get when you encounter the bleeding statue in the Castle
Center was also used where the Spiderwomen appeared in the Tunnel stage
and when Malus appears while you escape the destruction of the Castle
Keep.

The theme you get when you encounter Malus the second time in the
Castle Center, titled "Malus Reappears", is split in two parts. The
first part plays when you spot him across the room and start talking
with him. This part of the theme is also used when you encountered
Vincent and Renon, albeit with different instrumentation. The second
part plays when he starts saying evil things and runs away. This part
gets reused at the very end of Carrie's bad ending. In the official
soundtrack, the actual first half of the song used is the one found
when you meet Renon for the first time and not the one that plays when
you encounter Malus for the second time. Also, it is known in the
official Japanese soundtrack as (rough translation) "Malus' Emergency".

The theme you get before fighting Carrie Fernandez's cousin, titled
"Cipher", is actually a mistranslation of Sypha. Carrie's actual last
name in Japan is Belnades, not Fernandez. That relative you fight is
the dead body of Sypha Belnades.

The theme you get when Rosa sacrifices herself for you before fighting Death is actually split in two parts. The first part plays when Death appears twrowing scytes at you and Rosa steps in a takes the fatal hit for you. This part was also reused back on the Villa before battling the final boss of the level. The second part plays after Rosa dies and Schneider holds her in his arms.

The theme you get after Death and Actrise are defeated contains certain parts of the previous theme you got back in the Castle Wall when you encountered Dracula and again when you encounter him on the Castle Keep.

The theme you get when you encounter Renon in the last stage (if you managed to spend more than 30,000 gold) is also the same theme used when you met Vincent and Renon for the first time in the Villa stage and when you encountered Malus for the second time in the Castle Center stage, albeit with different instrumentation.

The theme you get on the Castle Keep when you encounter Dracula has parts of the theme you got when you encountered Dracula in the Castle Wall stage and when Death and Actrise are defeated. Also, the same theme contains part of the story intro theme, titled "Prologue".

The theme you get when you are escaping the destruction of the Castle Keep, titled "Castle Escape", is known in the official Japanese soundtrack as (rough translation) "Escape From The Castle Keep".

The theme you get when you encounter Malus while escaping the Castle Keep is also used when you encounter the Spiderwomen in the Tunnel stage and the bleeding statue in the Castle Center. All three have different intros, endings and instrumentations.

The theme you get when you converse with Malus after the destruction of the Castle Keep also contains the same theme used when the drawbridge lowers to grant you access to the Castle Wall back on stage 1, titled "Intrusion".

The theme you get when Malus is on the floor after you defeated his first Dracula phase contains part of the theme used back when you first met him on the Villa's Maze Garden.

The theme you get when the final Dracula phase appears also contains the same theme used when the drawbridge lowers to grant you access to the Castle Wall back on stage 1, titled "Intrusion".

The most heard boss theme, titled "Shudder", actually contains seven different variations with different intros and instrumentations. The version used on the soundtrack is the very first one you hear on the Forest of Silence when you encounter the huge skeleton.

The next boss theme, titled "First Struggle", is known in the official Japanese soundtrack as (rough translation) "Struggle 1".

Yet another boss theme, titled "Second Struggle", is known in the official Japanese soundtrack as (rough translation) "Struggle 2 - 'Wild Dance In The Illusionary Prison World' ". This is the same boss theme used in Rondo of Blood officially known as "Dark Desires" and was previously known as (fan translation) "Dancing In Phantasmic Hell".

Even another boss theme, titled "Third Struggle", is known in
the official Japanese soundtrack as (rough translation)
"Struggle 3 - 'Dance of Illusions' ". This is originally from Rondo
of Blood's last boss theme titled "Dance of Illusions" and also
known in Dawn of Sorrow as "Illusionary Song".

The boss theme used for the Behemoth and final Dracula battle,
titled "Fourth Struggle - Concert of Another Dimension", is known in
the official Japanese soundtrack as (rough translation)
"Struggle 4 - 'Another Dimension Rhapsody' ".

There are two bad endings, one for each character. It starts with the
same composition, but have different ways of ending. In the official
European soundtrack, the one specifically used is Carrie's bad ending
theme, plainly titled "Bad Ending". In the actual game, Carrie's bad
ending has an additional music bit taken from the second part of the
theme you get in the Castle Center stage when you encounter Malus the
second time, titled "Malus Reappears". In addition, the official
Japanese soundtrack calls the bad ending theme as (rough translation)
"Shadow Oath - Bad Ending".

Schneider's good ending theme, titled "Schneider's Good Ending" in
the European soundtrack, is known in the Japanese soundtrack as
(rough translation) "Reunion - Schneider Good Ending".

Carrie's good ending theme, titled "Carrie's Good Ending" in the
European soundtrack, is known in the Japanese soundtrack as (rough
translation) "Pale Grave - Carrie Good Ending".

The staff roll theme, titled "Credits", is a mix of the game menu
theme, titled "Setting", and a new composition. In addition, it is
known in the official Japanese soundtrack as (rough translation)
"Staff Roll".

The Game Over theme initially appears to contain only sound effects.
But after 30 seconds, you'll hear a short version of the Title Screen
theme, "Sing of Blood Pulse", in the distance.

(*) Some hackers found a hidden unused song buried inside the game's
ROM, including a few unused variations of songs that did make it into
the final game. It is unknown for what were those music tracks planned
for.

The official soundtrack contains three bonus songs. The first, called
"Melodies of Castlevania" is a mix of. The second one, called
"Invisible Sorrow", is an extreme? arrangement of the Underground
Tunnel theme. The third one, called "Night of Peace And Quiet" is
an arrangement of Carrie's Good Ending.

The track names come from the official European soundtrack. However,
the game contains a myriad of short and long event clips that weren't
included in the soundtrack and there's no soundtest, so there will
probably never be official names for the unnamed tracks. Some English
titles vary from the actual Japanese names though.

Song Title   Location   Original In
_____   _____   _____

Introduction   Opening Cutscene   -+-

Sing of Blood Pulse	Title Screen	ROB
Setting	Game Menu	-+-
????	Game Start	-+-
Prologue	Story Intro	-+-
Watchtower	Castle Wall	-+-
Annex - Silent Madness	Villa (Inside Manor)	-+-
Underground Tunnel	Tunnel	-+-
Underground Waterway	Underground Waterway	-+-
Dungeon - Main Theme	Castle Center	-+-
Duel Tower	Duel Tower	-+-
Tower of Science	Tower of Science	-+-
Tower of Execution	Tower of Execution	-+-
Tower of Sorcery	Tower of Sorcery	-+-
Toothed Wheel	Clock Tower	-+-
Stairway To The Clouds	Castle Keep	-+-
????	Rise of The Skeletons	-+-
Intrusion	Castle Wall Drawbridge Lowers	-+-
????	Entering The Castle Wall	-+-
????	Rendezvous With Dracula	-+-
Setting	Arriving At The Villa	-+-
????	Encountering A Vampire	-+-
Rose	Meeting Rosa	-+-
????	Meeting Charlie Vincent	-+-
Hamlet People	Villager Turns Into A Vampire	-+-
????	Meeting Renon	-+-
????	Meeting Malus	-+-
Maze Garden	Chasing Malus In The Maze Garden	-+-
Mysterious Coffin	Encountering Another Vampire	-+-
????	Victim Turns Into A Vampire	-+-
????	Secret Path In The Coffin	-+-
????	Spiderwomen Appear	-+-
Lamented Rose	Rosa Tries To Commit Suicide	-+-
????	Fishmen Appear	-+-
Actrise	Meeting Actrise	-+-
????	Bleeding Statue	-+-
Malus Reappears	Encountering Malus Again	-+-
Planetarium	Arranging The Godesses	-+-
????	Breaking The Magic Seal	-+-
????	Destroying The Magic Seal Wall	-+-
Unexpected Encounter	Meeting Death And Evil Rosa	-+-
????	Evil Rosa Is Defeated	-+-
Cipher	Meeting Fernandez's Cousin	-+-
????	Fernandez's Cousin Dies	-+-
????	Carrie Mourns Cousin's Death	-+-
????	Rosa Sacrifices Herself	-+-
????	Death Is defeated	-+-
????	Getting Ready To Fight Actrise	-+-
????	Actrise Is Defeated	-+-
????	Renon Enforces The Contract	-+-
????	Renon Transforms Into A Demon	-+B
????	Vincent Turns Into A Vampire	-+-
????	Approaching Dracula's Coffin	-+-
????	Ready To Fight Dracula	-+-
????	Dracula Is Defeated	-+-
Castle Escape	Escaping The Castle Keep	-+-
????	Malus Appears Yet Again	-+-
????	Malus Reveals To Be Real Dracula	-+-
????	Malus Lies On The Floor	-+-

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????                             Malus Transforms Into Final Drac.   -+-
????                             Final Dracula Appears                -+-
????                             Final Dracula Is Defeated            -+-

????                             Hellhound Fight                      -+-
Shudder                          Boss Fight A                         -+-
First Struggle                   Boss Fight B                         -+-
Second Struggle                  Boss Fight C                         ROB
Third Struggle                   Boss Fight D                         ROB
Concert of Another Dimension     Boss Fight E                         -+-

Moment of Silence                Bad Ending (First Part)              -+-
Bad Ending                       Bad Ending (Second Part)             -+-
Malus Reappears                  Bad Ending Finale (As Carrie)        -+-
Schneider's Good Ending          Good Ending (As Schneider)           -+-
Carrie's Good Ending             Good Ending (As Carrie)              -+-
Credits                          Staff Roll                           -+-

????                             Hidden Unused Track                  (*)

????                             Game Over Screen                     ROB


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Code: !LOD
Title: Akumajo Dracula Mokushiroku Gaiden Legend of Cornell (N64, 1999, Japan)
       Castlevania: Legacy of Darkness (N64, 1999, USA)
Composer: Masahiko Kimura, Motoaki Furukawa, Mariko Egawa
Music Rating: 8/10 Stars
Status: Incomplete
Missing: Official names of the unnamed music tracks.
Notes:
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Song Title                       Location                    Original In
_____                       _____                    _____
                                                                         -+-
                                                                         -+-
                                                                         -+-
                                                                         -+-
                                                                         -+-
                                                                         -+-
                                                                         -+-
                                                                         -+-


===============================================================================
===============================================================================
Code: !CC
Title: Akumajou Nendaiki: Akumajou Dracula (PS, 2001, Japan)
       Castlevania Chronicles (PS, 2001, USA)
Composer: Sota Fujimori, Hiroshi Lizuka, Shin Chan
Music Rating: 7/10 Stars
Status: Incomplete
Missing: Official names of the unnamed music tracks.
Notes: This collection contains the original Sharp X68000 game and an arranged
       version of the game. Aside from the arrangements made to all the music,
       the Chronicles soundtrack remains mostly the same as the original,
       minus the "File Load BGM" song found on the original Sharp X68000
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release (although, it is found on the soundtest).

In the remake, the stage 1 song (Vampire Killer) is a mix of three songs from the original Castlevania: It starts with the "Prologue" music, then "Vampire Killer" plays, then a shorter version of "Stalker" kicks in and it ends with a remixed version of "Vampire Killer". In the original game, such mix does not happen.

The original game mode's soundtest calls the stage 8 theme as "Theme of Simon Belmondo" (Belmondo is Belmont's last name in Japan), but the official 2001 Castlevania Chronicles soundtrack calls it just "Simon's Theme"

The official Chronicles soundtrack release features an extra track called "Ending Movie" which plays on the ending FMV. I didn't include it here because it's not a song, it's just the sound effects of the castle crumbling while the ending FMV is playing.

The official Chronicles soundtrack has two bonus tracks not used in the game. One is "Bloody Tears RMX" arranged as a techno song and the other is "Dracula -Medley-", a medley of "Prologue", "Vampire Killer", "Stalker", "Heart of Fire" and "Out of Time" from the NES Castlevania.

The American version of the game features a movie interview with Koji Igarashi (the game's Producer), the music playing during the interview is "Final Toccata", "Requiem For The Gods" and "Metamorphosis 2" from the Playstation game Castlevania: Symphony of The Night.

The track names come from several official soundtracks and the game's own soundtest. They are confirmed to be the actual official English music titles.

Song Title	Location	Original In
Black Mass	Opening Cutscene	ADX6
????	Title Screen	ADX6
Something Loopy	Name Entry	ADX6
The Bathead	Entrance Animation	ADX6
Vampire Killer	Stage 1	CV
Thrashard In The Cave	Stage 2	ADX6
Wicked Child	Stage 3	CV
Bloody Tears	Stage 4	CV2
The Tower of Gears	Stage 5	ADX6
Moon Fight	Stage 6-1	ADX6
The Tower of Dolls	Stage 6-2	ADX6
Etude For The Killer	Stage 7	ADX6
Theme of Simon Belmont	Stage 8	CV4
Creatures In The Depth	Boss Fight	ADX6
Creatures In The Depth	Dracula Battle Phase 1	ADX6
You Goddamned Bathead!	Dracula Battle Phase 2	ADX6
Stage Clear	Stage Clear	ADX6
Last Stage Clear	All Clear	ADX6
Mother Earth	Ending	ADX6
Load BGM	Extra (Sound Test)	ADX6

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Player Miss                        Player Dies                    ADX6
Game Over                          Game Over Screen               ADX6


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Code: !COTM
Title: Akumajou Dracula: Circle of the Moon (GBA, 2001, Japan)
       Castlevania: Circle of The Moon  (GBA, 2001, USA)
       Castlevania (GBA, 2001, Europe)
Composer: Sotaro Tojima, Hiroshi Mitsouka
Music Rating: 9/10 Stars
Status: Complete
Notes: The story intro theme, titled "Sign of Blood Pulse", is from the N64
       Castlevania's introduction theme. However, in the N64 original, the
       song was actually split in two parts. The first half played in the
       opening, titled "Introduction", and is the song actually used for this
       game. The second half of the song played in the title screen, titled
       "Sing of Blood Pulse", and is not used in this game despite the
       soundtrack incorrectly saying it is. "Sing of Blood Pulse" is really a
       short version of "Divine Bloodlines", which is Rondo of Blood's stage 1
       song. In short, the actual "Sign of Blood Pulse" track is not used in
       this game, Konami just used the wrong name... again.

       Once Hugh & Nathan fall during the game's intro, you'll end up in the
       Catacomb. Initially the music will be "Nightmare", but it will then
       change to "Awake" for the rest of the game.

       The Underground Warehouse theme, titled "The Trick Manor", is a mix
       of both music tracks that played in Super Castlevania IV's stage 4.

       The Dracula battle theme, titled "Dance of Illusions", is known in the
       N64 Castlevania and Legacy of Darkness as "Third Struggle".

       The track names come from several official Japanese soundtracks,
       however, most of the names have not been officially translated by
       Konami. It is possible to find different title translations than the
       ones shown here.
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Song Title                         Location                    Original In
_____                         _____                    _____

Requiem                            Title Screen / Game Menu            ROB
Sign of Blood Pulse                Story Intro                         C64

A Vision of Dark Secrets           Dracula's Revival & Defeat Event   CVBL
Inversion                          Hugh & Nathan Fall Event            -+-

Nightmare                          Catacomb (Innitially)               CV3
Awake                              Catacomb                            -+-
The Sinking Old Sanctuary          Abyss Stairway                     CVBL
The Sinking Old Sanctuary          Audience Room                      CVBL
The Sinking Old Sanctuary          Outer Wall                         CVBL
The Sinking Old Sanctuary          Triumph Hallway                    CVBL
Clockwork                          Machine Tower                       CV3
Fate To Despair                    Eternal Corridor                    -+-
Fate To Despair                    Chapel Tower                        -+-
Aquarius                           Underground Gallery                 CV3
The Trick Manor                    Underground Warehouse               CV4
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Nightmare                           Underground Waterway        CV3
Vampire Killer                      Observation Tower            CV
The Sinking Old Sanctuary           Ceremonial Room           CVBL

Shudder                             Boss Fight A                C64
Big Battle                          Boss Fight B                CV3
Dance of Illusions                  Dracula Battle Phase 1      ROB
Proof of Blood                      Dracula Battle Phase 2      -+-

Soul Hill Repose                    Ending                      -+-
Circle of The Moon                  Staff Roll                  -+-

Game Over                           Game Over Screen            CV4
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Code: !HOD
Title: Castlevania: Byakuya no Concerto (GBA, 2002, Japan)
       Castlevania: Harmony of Dissonance (GBA, 2002, USA)
Composers: Soshiro Hokkai, Michuru Yamane
Music Rating: 7/10 Stars
Status: Complete
Notes: This one is a mess. The Japanese and American version's soundtest
       share, more or less, the same song names. However, in the American
       version, some names of the castle areas were changed to match the names
       of the music. Also, the official Japanese soundtrack release contains
       a few radically different names than the ones found on the soundtest,
       if (often incorrect) fan translations are to be believed. For clarity,
       I will use the default names found in the soundtest, minus the ones
       found in the soundtrack that are already in English, until an official
       translation becomes available.

       The title screen theme, named "Title BGM", is actually split in two
       parts in the soundtest. In the American version it's called
       "Title BGM 1" and "Title BGM 2". In the Japanese version it's called
       "Titleback 1" and "Titleback 2". In the game's official soundtrack, it
       is combined into one track.

       The name entry theme, titled "Name Entry 2K2", is actually the music
       originally used for the file select screen in the Famicom Disk System
       version of Castlevania, titled "Underground", which was never included
       in any of the ports made to the game. In the game's soundtest, the
       track is plainly called "Name Entry". I used the official soundtrack's
       name on the FAQ because it was already in English and it supplants the
       thoughtless soundtest name.

       The themes from the story intro and the item collection room, titled
       "Prologue (Theme of Maxim Kischine)" and "Item Collection Room BGM"
       respectively (according to the game's soundtest), are both the exact
       same song. The theme when you talk to Maxim Kischine, titled
       "Theme of Maxim Kischine", is also the same song, but with certain
       pauses and longer segments. Only "Prologue (Theme of Maxim Kischine)"
       is used in the official soundtrack and it bears the same name.

       The Entrance theme, titled "Successor of Fate (Juste Belmont Theme)",
       is known in the Japanese and American game's soundtest as
       "Entrance (Theme of Juste Belmont)". I used the name found on the
       official Harmony of Dissonance and "Castlevania 20th Anniversary"
       soundtrack because it was already in English and it supplants the

thoughtless soundtest name.

The Marble Corridor and Room of Illusion theme, titled
"Marble Corridor" in the game's soundtest, is known in the official
soundtrack as (rough translation) "Offense And Defense". I will
maintain the soundtest nomenclature until Konami provides an official
translation.

The Shrine of The Apostates and Wailing Way's theme, titled
"Shrine of The Apostates" in the game's soundtest, is known in the
official soundtrack as (rough translation) "Approach of Lamentation".
I will maintain the soundtest nomenclature until Konami provides an
official translation.

The Castle Treasury and Castle Top Floor's theme, titled
"Castle" in the game's soundtest, is known in the official soundtrack
as (rough translation) "Castle To The Heart of The Demon". I will
maintain the soundtest nomenclature until Konami provides an official
translation.

The Skeleton Cave theme, titled "Skeleton Cave" in the game's
soundtest, is known in the official soundtrack as (rough translation)
"Skeleton Den". I will maintain the soundtest nomenclature until Konami
provides an official translation.

The Chapel of Dissonance and Sky Walkway's theme, titled
"Chapel of Dissonance" in the game's soundtest, is known in the official
soundtrack as (rough translation) "Sky Chapel". I will maintain the
soundtest nomenclature until Konami provides an official translation.

The Clock Tower theme, titled "Clock Tower" in the game's soundtest, is
known in the official soundtrack as (rough translation)
"Mechanical Tower Casualty". I will maintain the soundtest nomenclature
until Konami provides an official translation.

The merchant shop theme, titled "Theme of Merchant" in the game's
soundtest, is known in the official soundtrack as (rough translation)
"Selling Things At My Place (Theme of Merchant)". I will maintain the
soundtest nomenclature until Konami provides an official translation.

The theme you get when you talk to Lydie Elranger, titled
"Theme of Lydie Elranger" according to the game's own soundtest,
is known in the official soundtrack as (rough translation)
"Beloved Person (Lydie Elranger's Theme)". I will maintain the
soundtest nomenclature until Konami provides an official translation.

The theme you get when you talk to Death, titled "Theme of Death"
in the game's soundtest, is known in the official soundtrack as (rough
translation) "He Who Swears Allegiance To The Dark (Death Theme)".
I will maintain the soundtest nomenclature until Konami provides an
official translation.

The theme you get when you talk to Dracula, titled "Theme of Dracula"
in the game's soundtest, is known in the official soundtrack as (rough
translation) "Embodiment of Darkness (Dracula's theme)". I will
maintain the soundtest nomenclature until Konami provides an official
translation.

According to the game's soundtest, there are seemingly three boss fight
themes. In reality, it's the same song. It cleverly starts on different

lengths of the track and thus, gives the impression of three different songs. However, only the first track (Boss Loop Pattern A) is actually used in the game, the other two (Boss Loop Pattern B & C) remain as bonus tracks on the soundtest. The official soundtrack only includes the first song. Also, it is known in the official soundtrack as (rough translation) "Decisive Battle". I will maintain the soundtest nomenclature until Konami provides an official translation.

The Dracula battle theme, titled "Last Battle" in the game's soundtest, is known in the official soundtrack as (rough translation) "Old Enemy". I will maintain the soundtest nomenclature until Konami provides an official translation.

The good ending theme, titled "Epilogue 2 (Theme of Lydie Elranger)" in the game's soundtest, is known in the official soundtrack as (rough translation) "Epilogue 2 (Theme of Lydie, Variation)". I will maintain the soundtest nomenclature until Konami provides an official translation.

The credits theme, titled "Credits (Theme of Juste Belmont)" in the American game's soundtest and "Credits (Juste Theme Reprise)" in the Japanese game's soundtest, is known in the official soundtrack as (rough translation) "Successor of Fate (Theme of Juste, Variation)". I will maintain the soundtest nomenclature until Konami provides an official translation.

The boss rush theme, titled "Extra Stage Music 1" in the game's soundtest, is known in the official soundtrack as (rough translation) "Black Door". I will maintain the soundtest nomenclature until Konami provides an official translation.

The boss rush boss fight theme, titled "Extra Stage Music 2" in the game's soundtest, is known in the official soundtrack as (rough translation) "Knight Head". I will maintain the soundtest nomenclature until Konami provides an official translation.

The boss rush theme when you play as the bonus character Simon Belmont, titled "VK2K2" (Vampire Killer 2002), is a medley of "Vampire Killer" from the NES Castlevania and "Clockwork" from Castlevania 3. In the game's own soundtest, the track is actually called "Extra Stage Music 3 "Vampire Killer" ". I used the official soundtrack's song name on the FAQ because it was already in English and it supplants the thoughtless soundtest name.

The theme you get in boss rush mode when the player dies, while playing as Simon Belmont, is titled "Extra Stage Music 4" according to the game's soundtest. This, however, is the same theme you get in the old school Castlevania's when the player dies.

The official Harmony of Dissonance soundtrack contains an arraged bonus track titled "Chapel of Dissonance (Arranged Version)".

In 2006, the game was released for the GBA as a compilation called "Castlevania Double Pack" which included Harmony of Dissonance and Aria of Sorrow. The music remained the same as the originals.

The track names come from several official Japanese soundtracks, and the Japanese and American game's own soundtest. However, some of the tracks have generic names that might or might not be changed by Konami in the future. It is possible to find different title translations than

```
        the ones shown here.
        ------------------------------------------------------------


Song Title                          Location                   Original In
──────────                          ────────                   ───────────

Title BGM                           Title Screen                      -+-
Name Entry 2K2                      Name Entry Screen                  CV
Prologue (Theme of Maxim Kischine)  Story Intro                       -+-

Successor of Fate (Juste Belmont Theme) Entrance                      -+-
Marble Corridor                     Marble Corridor                   -+-
Shrine of The Apostates             The Wailing Way                   -+-
Shrine of The Apostates             Shrine of The Apostates           -+-
Marble Corridor                     Room of Illusion                  -+-
Castle                              Castle Treasury                   -+-
Skeleton Cave                       Skeleton Cave                     -+-
Castle                              Castle Top Floor                  -+-
Luminous Caverns                    Luminous Cavern                   -+-
Chapel of Dissonance                Sky Walkway                       -+-
Aqueduct of Dragons                 Aqueduct of Dragons               -+-
Clock Tower                         Clock Tower                       -+-
Chapel of Dissonance                Chapel of Dissonance              -+-

Theme of Merchant                   Merchant's Shop                   -+-
The Item Collection Room BGM        Item Collection Room              -+-

Boss (Loop Pattern A)               Talos Opening Chase Event         -+-

Theme of Maxim Kischine             Talking To Maxim Kischine         -+-
Theme of Lydie Elranger             Talking To Lydie Erlanger         -+-
Theme of Death                      Talking to Death                  -+-
Theme of Dracula                    Talking to Dracula                -+-
                                                                      -+-
Boss (Loop Pattern A)               Boss Fight                        -+-
Last Battle                         Dracula Battle                    -+-

Epilogue 1                          Bad Ending                        -+-
Epilogue 2 (Theme of Lydie Elranger) Good Ending                     -+-
Theme of Maxim Kischine             Ending (Maxim Mode)               -+-
Credits (Theme of Juste Belmont)    Staff Roll                        -+-

Extra Stage Music 1                 Boss Rush Area                    -+-
Extra Stage Music 2                 Boss Rush Boss Fight              -+-
VK2K2                               Boss Rush Area (As Simon)      CV, CV3
Extra Stage Music 4                 Boss Rush Player Dies (As Simon)   CV

Boss (Loop Pattern B)               Extra (Sound Test)                -+-
Boss (Loop Pattern C)               Extra (Sound Test)                -+-

Game Over                           Game Over Screen                  CVA


==============================================================================
==============================================================================
Code: !AOS
Title: Castlevania: Akatsuki no Minuet (GBA, 2003, Japan)
       Castlevania: Aria of Sorrow (GBA, 2003, USA)
Composer: Michuru Yamane, Soshiro Hokkai, Takashi Yoshida
Music Rating: 9/10 Stars
Status: Complete
```

Notes: This one is a mess. In the American game's soundtest, Konami again
       named the songs just like the areas they are in.
       The Castle Corridor theme, titled "Castle Corridor" in the game's
       soundtest, is known as "Destined Cruz" in the 2003 "Castlevania Lament
       of Innocence Music Sampler". In 2005, it was then known as (rough
       translation) "Cross of Fate" according to the "Castlevania Lament of
       Innocence Original Soundtrack". It is now currently known as
       "Ruined Castle Corridor" according to the the 2006 "Castlevania 20th
       Anniversary Collection" soundtrack. I will use the last soundtrack's
       release name, since it's already in English, until Konami figures
       out the one they are going to keep.

       The Chapel theme, titled "Chapel" in the game's soundtest, is known
       as "Requiem For The Dark Souls" in the 2003 "Castlevania Lament
       of Innocence Music Sampler" and the 2005 "Castlevania Lament of
       Innocence Original Soundtrack". I used the official soundtrack's
       song name on the FAQ because it was already in English and it
       supplants the thoughtless soundtest name.

       The Study theme, titled "Study" in the game's soundtest, is known in
       the Japanese soundtest as (rough translation) "Demon Castle Study".
       I will maintain the American soundtest nomenclature until Konami
       provides an official translation.

       The Inner Quarters theme, titled "Inner Quarters" in the game's
       soundtest, is known in the Japanese soundtest as (rough translation)
       "Phantom Palace". I will maintain the American soundtest nomenclature
       until Konami provides an official translation.

       The Floating Garden theme, titled "Floating Garden" in the game's
       soundtest, is known in the Japanese soundtest as (rough translation)
       "Forgotten Garden". I will maintain the American soundtest
       nomenclature until Konami provides an official translation.

       The Arena theme, titled "The Arena" in the game's soundtest, is known
       in the Japanese soundtest as (rough translation) "The Purgatory Arena".
       I will maintain the American soundtest nomenclature until Konami
       provides an official translation.

       The Forbidden Area theme, titled "Forbidden Area" in the game's
       soundtest, is known in the Japanese soundtest as (rough translation)
       "Sacred Cave". I will maintain the American soundtest nomenclature
       until Konami provides an official translation.

       The Top Floor theme, titled "Top Floor" in the game's soundtest, is
       known as "Holy Cross Obsessed By The Moon" in the 2003 "Castlevania
       Lament of Innocence Music Sampler" and the 2005 "Castlevania Lament of
       Innocence Original Soundtrack". Also, in the Japanese game's
       soundtest, it is known as (rough translation) "Demon Castle Top Floor".
       I used the official soundtrack's song name on the FAQ because it was
       already in English and it supplants the thoughtless soundtest name.

       Hammer's theme, titled "Hammer's Shop" in the game's soundtest, is
       known in the Japanese game's soundtest as (rough translation)
       "Hammer Company". I will maintain the American soundtest nomenclature
       until Konami provides an official translation.

       Julius' Battle theme, titled "Heart of Fire" in the game's soundtest,
       is a medley of Haunted Castle's Stage 6 theme called
       "Don't Wait Until Night" and Castlevania's stage 5 theme called

"Heart of Fire". In the Japanese version's soundtest, the song is
called "Don't Wait Until Night" instead of "Heart of Fire" though.

When playing as Julius Belmont, the Castle Corridor theme will change
to "Heart of Fire". It will change back to the standard theme
later on in the game though.

The second part of the good ending theme, titled "Epilogue", is the
exact same theme as the first part of the good ending, titled
"Purification", only difference is that "Epilogue" has a short new
intro taken from the opening of "Bloody Tears" (from Castlevania 2).

The official Aria of Sorrow soundtrack contains a bonus track named
(rough translation) "Phantom Palace Fontaine" which is not used
in the game. The song is an arranged version of "Inner Quarters".

In 2006, the game was released for the GBA as a compilation called
"Castlevania Double Pack" which included Harmony of Dissonance and
Aria of Sorrow. The music remained the same as the originals.

In 2008, the game was ported to Mobile Phones. The only music tracks
in the game are "Ruined Castle Corridor" used in the story intro and
Castle Corridor, "Requiem For The Dark Souls" used in the Chapel,
"Study" used in the Study, Underground Reservoir and Underground
Cemetery, "Underground Reservoir" used in the Top Floor, last boss
and ending.

The track names come from several official Japanese and American
soundtracks, and the game's own soundtest. However, some of the tracks
have generic names that might or might not be changed by Konami in the
future. It is possible to find different title translations than the
ones shown here.

Song Title	Location	Original In
Black Sun	Title Screen	-+-
Name Entry	Game Menu	-+-
Prologue (Theme of Mina)	Story Intro	-+-
Forbidden Area	Intro Dialogue Event	-+-
Confrontation	Intro Battle event	-+-
Ruined Castle Corridor	Castle Corridor	-+-
Heart of Fire	Castle Corridor (As Julius)	HC, CV
Requiem For The Dark Souls	Chapel	-+-
Study	Study	-+-
Dance Hall	Dance Hall	-+-
Inner Quarters	Inner Quarters	-+-
Floating Garden	Floating Garden	-+-
Clock Tower	Clock Tower	-+-
Underground Reservoir	Underground Reservoir	-+-
Underground Reservoir	Underground Cemetery	-+-
The Arena	The Arena	-+-
Forbidden Area	Forbidden Area	-+-
Holy Cross Obsessed By The Moon	Top Floor	-+-
Chaotic Realm	Chaotic Realm	-+-
Premonition	Talking To The Characters	-+-
Prologue (Theme of Mina)	Talking To Mina	-+-

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Hammer's Shop                    Talking To Hammer                -+-
Dracula's Fate                   Soma Awakened As Dracula         -+-
You Are Not Alone                Pre-Last Battle Dialogue         -+-

Confrontation                    Boss Fight                       -+-
Formidable Enemy                 Creaking Skull Battle            -+-
Throne Fights                    Graham Battle                    -+-
Heart of Fire                    Julius Battle                  HC, CV
Battle With Chaos                Chaos Battle Phase 1             -+-
Last Battle                      Chaos Battle Phase 2             -+-

Premonition                      Bad Ending                       -+-
Purification                     Good Ending (First Part)         -+-
Epilogue                         Good Ending (Second Part)        -+-
Credits                          Staff Roll                       -+-

Game Over                        Game Over Screen                 -+-


===============================================================================
===============================================================================
Code: !LOI
Title: Castlevania (PS2, 2003, Japan)
       Castlevania: Lament of Innocence (PS2, 2003, USA)
Composer: Michuru Yamane
Music Rating: 9/10 Stars
Status: Incomplete
Missing: Names of the music tracks and their locations in the game.
Notes:

        The track names come from several official soundtracks and the game's
        own soundtest. They are confirmed to be the actual official English
        music titles. Some English titles vary from the actual Japanese names
        though.
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Song Title	Location	Original In
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		-+-
Old Man's Cottage	Cottage	-+-
Prelude To The Black Abyss	Castle Entrance	-+-
Anti-Souls Mysteries Lab	Anti-Souls Mysteries Lab	-+-
Garden Forgotten By Time	Garden Forgotten By Time	-+-
Fog-Enshrouded Nightscape	Garden Forgotten By Time	-+-
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  Stone King Golem              Stone Golem Fight                         -+-
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  Admiration of A Clan          Ending                                   -+-


================================================================================
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Code: !DOS
Title: Akumajou Dracula: Sougetsu no Juujika (DS, 2005, Japan)
       Castlevania: Dawn of Sorrow (DS, 2005, USA)
Composer: Michiru Yamane, Masahiko Kimura
Music Rating: 9/10 Stars
Status: Complete
Notes: Again, Konami made another mistake naming one of their songs.
       The track referred to as "Underground Melodies" (according to the
       game's soundtest and that plays in the Mine of Judgment) is taken from
       Haunted Castle's stage 5, but due to a naming mistake in
       Haunted Castle's official soundtrack (which switched the stage 4 & 5
       song names), Dawn of Sorrow ended up using the incorrect name.
       In Haunted Castle, stage 4 is an underground type level, but according
       to the 2006 release of the "Oretachi Geesen Zoku: Haunted Castle
       Mini CD" soundtrack, the song is called "Clocktower's Fear". Stage 5 is
       a clocktower type level yet the song is called "Underground Melodies"
       acording to the same soundtrack. However, the 1988 release of the
       "Konami Game Music Collection Volume 1" soundtrack has both tracks
       combined into one file. In this one, the tracks are named correctly and
       the song plays in order (Stage 4 first - called Underground Melodies,
       then Stage 5 - called Clocktower's Fear).
       So it's obvious they looked at the 2006 soundtrack, remade the stage 5
       song and used the incorrect name.

       The Pinnacle's theme, also titled "The Pinnacle" according to the
       American game's soundtest, is known in some official soundtracks as
       "Demon Castle Pinnacle".

       In Julius mode, the music in the Lost Village and Dark Chapel change to
       "Beginning" and "Bloody Tears" respectively.

       The Soma Cruz Battle music, referred to as "Illusionary Song" in the
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game's sound test, is actually "Dance of Illusions" from the last battle
of Rondo of Blood. It is also known in the N64 Castlevania and Legacy of
Darkness as "Third Struggle".

The credits song, titled "Momentary Moonlight", is a medley of a slower
version of "The Pinnacle" from the same game and "You Are Not Alone"
from Aria of Sorrow.

The official Dawn of Sorrow soundtrack contains a bonus track named
(roughly translated as) "Amber Scenery" which is not used in the game.
The song is an arranged version of "Subterranean Hell".

The track names come from several official soundtracks and the game's
own soundtest. They are confirmed to be the actual official English
music titles. Some English titles vary from the actual Japanese names
though.

Song Title	Location	Original In
Cross of The Blue Moon	Opening Cutscene	-+-
Gloomy Memories	Game Menu	-+-
A Fleeting Respite	Story Intro	-+-
Evil Invitation	Intro Battle Event	-+-
Equipment's Tale	Hammer's Shop	-+-
A Fleeting Respite	Yoko's Synthesis Shop	-+-
Pitch Black Intrusion	The Lost Village	-+-
Beginning	The Lost Village (As Julius)	CV3
Dracula's Tears	The Wizardry Lab	-+-
Platinum Moonlight	Garden of Madness	-+-
After Confession	Dark Chapel	-+-
Bloody Tears	Dark Chapel (As Julius)	CV2
Demon Guest House	Demon Guest House	-+-
Condemned Tower	Condemned Tower	-+-
Cursed Clock Tower	Cursed Clock Tower	-+-
Subterranean Hell	Subterranean Hell	-+-
Vampire Killer	Silenced Ruins	CV
The Pinnacle	The Pinnacle	-+-
Underground Melodies	Mine of Judgment	HC
The Abyss	The Abyss	-+-
Echoes of Darkness	Arikado Gives Talisman Event	-+-
Dark Clouds	Saving Mina Hakuba Event	-+-
Black Shudder	Pre-Boss Fight	-+-
Evil Invitation	Boss Fight A	-+-
Into the Dark Night	Boss Fight B	-+-
Portal To Dark Bravery	Death & Abaddon Battle	-+-
Scarlet Battle Soul	Dmitrii & Dario Battle	-+-
Piercing Battle Fury	Menace Battle	-+-
Illusionary Song	Soma Cruz Battle	ROB
After Battle -Blue Memories-	Ending	-+-
Finale -Momentary Moonlight-	Staff Roll	AOS, DOS
Game Over	Game Over Screen	-+-

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================================================================================
================================================================================
Code: !COD
Title: Akumajou Dracula: Yami no Juin (PS2, 2005, Japan)
       Castlevania: Curse of Darkness (PS2/Xbox, 2005, USA)
Composer: Michiru Yamane
Music Rating: None yet
Status: Incomplete
Missing: Everything
Notes: The track names come from several official soundtracks.
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Song Title                          Location              Original In
_____                           _____              _____

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================================================================================
================================================================================
Code: !POR
Title: Akumajou Dracula: Gallery of Labyrinth (DS, 2006, Japan)
       Castlevania: Portrait of Ruin (DS, 2006, Japan)
Composer: Michiru Yamane, Yuzo Koshiro
Music Rating: 9/10 Stars
Status: Complete
Notes: The Opening Cutscene theme is called "Gallery of Labyrinth", which is
       also the Japanese subtitle of the game. I assume that the American
       version should be called "Portrait of Ruin", but since the game's
       soundtest doesn't include that song and there's no official American
       soundtrack, I decided to leave the original Japanese name.

       The Whip's Memory Battle theme, "Bloodlines Bequethed", is actually
       Rondo of Blood's stage 1 theme called "Divine Bloodlines".

       (*) The two Forgotten City's songs (In Search of the Secret Spell and
       Sandfall) actually come from a previous game, King's Valley 2 for the
       MSX & MSX2 computer. The game has nothing to do with Castlevania
       (other than the Egyptian Pyramid motif) and it's the first time
       Konami has used music from a game outside the Castlevania universe
       (it's usually the other way around).

       According to the official soundtrack, the Nest of Evil's theme is
       called "Bad Situation". But in the American version of the game, that
       same track is called "Troubled Times" according to the game's sound
       test.

       The Boss Fight C theme used in the Nest of Evil boss battles, titled
       "Great Gate of Darkness", is actually the Death & Abaddon Battle theme
       from Dawn of Sorrow, titled "Portal To Dark Bravery".

       The ending song, "Portrait of Destiny", uses certain parts of the
       13th Street's song "Iron Blue Intention".

       The track names come from several official soundtracks and the game's
       own soundtest. They are confirmed to be the actual official English
       music titles. Some English titles vary from the actual Japanese names
       though.
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Song Title	Location	Original In
Gallery of Labyrinth	Opening Cutscene	-+-
Name Entry	Name Entry Screen	-+-
Birth of War	Story Intro	-+-
Operation "VK"	Wind's Quests	-+-
A Small Prayer	Vincent's Shop	-+-
Invitation of A Crazed Moon	Entrance	-+-
Silent Prison	Buried Chamber	-+-
Jail of Jewels	Great Stairway	-+-
The Gears Go Awry	Tower of Death	-+-
Gaze Up At The Darkness	Master's Keep	-+-
Overture	The Throne Room	CV3
Victorian Fear	City of Haze	-+-
Hail From The Past	Sandy Grave	-+-
Chaotic Playground	Nation of Fools	-+-
The Hidden Curse	Forest of Doom	-+-
Crucifix Held Close	Dark Academy	HC
Sandfall	Forgotten City (Above Ground)	(*)
In Search of the Secret Spell	Forgotten City (Below Ground)	(*)
Behind the Gaze	Burnt Paradise	-+-
Iron Blue Intention	13th Street	CVBL
Troubled Times	Nest of Evil	-+-
The Looming Threat	Behemoth & Train Event	-+-
Thirst for Blood	Rendezvous Brauner & Death	-+-
Meeting of Destiny	Wind & Brauner's Sad Event	-+-
Faraway Days	Defeat of Stella & Loretta	-+-
Piercing Silence	Boss Fight A	-+-
Destroyer	Boss Fight B	-+-
Great Gate of Darkness	Boss Fight C	DOS
Dance of Sadness	Stella & Loretta Battle	-+-
Bloodlines Bequethed	Whip's Memory Battle	ROB
Esquisse of Violence	Brauner Battle	-+-
Banquet of Madness	Dracula Battle	-+-
Awaken From the Nightmare	Dracula Defeated	-+-
The Night Flows	Good Ending	-+-
Portrait of Destiny	Staff Roll	-+-
Theme of Simon Belmont	Bonus (Record #5 Item)	CV4
Game Over	Game Over Screen	-+-

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================================================================================
================================================================================
Code: !OOS
Title: Castlevania: Order of Shadows (Mobile, 2007, USA)
Composer: Vincent Diamante
Music Rating: 8/10 Stars
Status: Incomplete
Missing: Official names of the unnamed music tracks.
Notes: After beating the game once, you will be able to turn on the "Classic
       Music" bonus option that changes the music in the stages and bosses
       to the ones from the first Castlevania.
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The game's own music composer, Vincent Diamante, emailed the song
names. However, he warns me that he wrote the music without knowing
where they were going to be used in the game, so some song names will
probably seem out of place compared to their placement in the game.

Out of all the music Vicent Diamante composed, two tracks were not
used in the game. They are titled "Imposing Wall" and "Coarse Grind".
The latter was supposed to be used for a boss fight.

The bonus music are exactly the same as the NES versions.

Even though the music composer provided the song names and they are
as official as they are going to get, Konami still has the final
saying and they can change them all in a future soundtrack release.

Song Title	Location	Original In
Resting Again	Story Intro	-+-
Title	Title Screen	-+-
Daring Assault	Mansion	-+-
Bloody Tears	Bat's Belfry (Low Road)	CV2
Dancing the Stairs Away	Bat's Belfry (High Road)	-+-
Grounded Search	The Cave	-+-
Covering	Inner Sanctum	-+-
Blood Fugue	Dracula's Keep	-+-
Vampire Killer	Mansion (Bonus)	CV
Wicked Child	Bat's Belfry (Low Road) (Bonus)	CV
Stalker	Bat's Belfry (High Road) (Bonus)	CV
Walking On The Edge	The Cave (Bonus)	CV
Heart of Fire	Inner Sanctum (Bonus)	CV
Out of Time	Dracula's Keep (Bonus)	CV
Order of Shadows	Stage 1 Zoe & Dolores Event	-+-
Final Steps	Stage 2 Zoe & Dolores Event	-+-
Trickle Flow	Rohan Krause Defeated	-+-
Not Where You Think	Talking To Dracula	-+-
Resting Again	Dracula Defeated	-+-
The Encounter	Boss Fight	-+-
Poison Mind	Boss Fight Bonus	CV
Headbutt	Rohan Krause Battle	-+-
Boring Heroes Live	Dracula Battle	-+-
????	Stage Clear	CV
Blood Fugue	Ending	-+-
Approach	Staff Roll	-+-
Imposing Wall	Hidden Unused Track	-+-
Coarse Grind	Hidden Unused Track	-+-
????	Player Dies	CV
Game Over	Game Over Screen	CV

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================================================================================
Code: !CVXC
Title: Akumajou Dracula X Chronicle (PSP, 2007, Japan)
       Castlevania: The Dracula X Chronicles (PSP, 2007, USA)
Composer: Michuru Yamane, Masanori Akita, Yuichi Tsuchiya, Akihiro Honda
Music Rating: 10/10 Stars
Status: Incomplete
Missing: Official names of the unnamed music tracks.
Notes: This game collection contains an arranged version of Rondo of Blood,
       the original PC Engine CD version, Akumajyo Dracula Peke X and an
       enhanced Playstation Symphony of The Night. Aside from the arrangements
       made to all the music, the Dracula X Chronicles soundtrack made several
       changes such as replacing old songs with new tracks, removing others
       altogether and changing the credits song in the SotN ending with a new
       musical composition.

       The unlockable game Akumajyo Dracula Peke X, is actually the short
       stage X joke level you got in the original PC Engine CD version if you
       didn't have the correct system card while booting the game. In this
       unlockable, you play as a short, stocky, blobby Richter and when you
       reach Maria, it says "Press Start button to quit this game" in the
       background. The music playing here is "Op. 13".

       This game collection contains two separate Symphony of The Night sound
       tests. One is found in the library, just like in the original game, and
       the other is found on the Dracula X Chronicles title screen after
       collecting the appropiate Sound Items.

       The track names come from several official soundtracks and the game's
       own soundtest. They are confirmed to be the actual official English
       music titles. Some English titles vary from the actual Japanese names
       though.
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Castlevania: Dracula X Chronicles (Remake) Notes:
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       You begin the game in Stage 0, but that level only contains sound
       effects, so it will not be counted here.

       The stage 1 song, now officially named "Divine Bloodlines", has been
       known by several names such as "Bloodlines", "Opposing Bloodlines" and
       the most Japanese literal one: "Descendants of Heaven and Earth".
       This is due to the fact that there wasn't an official translation of it
       until the PSP Dracula X Chronicles was released in the USA.

       In the original PC-Engine CD version of the game, the stage 2 song
       (Vampire Killer) was mixed with the opening of "Stalker", which is the
       stage 2 song in the original Castlevania. In this remake of the game,
       such refference was removed.

       The stage 4 song, "Dreams of Triumph", is actually "Beginning" the
       stage 1 song from Castlevania 3. Amazingly, the 1990 "Akumajou Dracula
       Famicom Best" soundtrack also named it "Dreams of Triumph (Beginning)"

       The new stage 5' song, "Red Dawn", replaces the theme used in the
       original game, titled "Op. 13". A remake of the replaced song now
       appears as an unlockable in the sound test.

       The new stage 7 song, "Moon Fight", replaces the theme used in the
       original game, titled "The Nest" (formerly known as "Den"). The
```

replaced theme now appears as an unlockable in the sound test under the name "Cavern of Dark Spawn".

The cutscene you get on stage 1 and before battling Dracula in stage 8, titled "Demo Scene 02", is an arranged version of "Beginning" from Castlevania 3.

The cutscene you get when Annette turns evil, titled "Demo Scene 03", has some "Vampire Killer" (the original Castlevania's stage 1 song) refferences at the end of the song.

The Dracula battle theme, titled "Dance of Illusions", is known in Dawn of Sorrow as "Illusionary Song" and as "Third Struggle" in the N64 Castlevania and Legacy of Darkness.

The new boss theme, titled "Tues Deus Meus (In Manibus Tuis)", has some "Vampire Killer" (the original Castlevania's stage 1 song) and "Dark Desires" (Rondo of Blood's original boss theme) refferences sprinkled across the song. Even though it's practically a new song, the comments made by the composers in the Dracula X Chronicles soundtrack say that the new theme is really an extreme arrangement of "Dark Desires" (formerly known as "Dancing In Phantasmic Hell").

The new ending song, "The Dawn", replaces both of Maria's and Richter's ending themes used in the original game, titled "Mary Samba" and "March of The Righteous" respectively. However, "The Dawn" does use certain parts of Richter's "March of The Righteous" ending theme.

The sound assign mode theme, titled "Loading", is actually the song called "File Load BGM" from Akumajou Dracula for the Sharp X68000.

"Op. 13" is sometimes referred to as "Opus 13" on some soundtracks.

The unlockable song, "Cavern of Dark Spawn", is really "The Nest" from Rondo of Blood's stage 7. Also, "The Nest", is a composition made out of almost undistinguishable parts taken from "Vampire Killer" and "Bloody Tears" from Castlevania 1 and 2 respectively. However, in this arrangement, it has been made much more obvious due to it sounding more like a "Vampire Killer" and "Bloody Tears" remix than an arranged version of "The Nest".

The official 1993 Rondo of Blood soundtrack contains an arranged version of "Crucifix Held Close", which is Haunted Castle's stage 1 theme. The song was not included in the original game, but in this PSP remake, that exact same song was included as an unlockable in the sound test under the name "Extra".

The official 2007 Dracula X Chronicles soundtrack contains four bonus tracks named: Beginning (Crystal Ver.), Vampire Killer, Cemetery and Divine Bloodlines (Airwave Ver.). They are not used in the actual game.

Castlevania: Rondo of Blood (Port) Notes:

You begin the game in Stage 0, but that level only contains sound effects, so it will not be counted here.

The "Overture" track (played during the opening cutscene) is a much faster version of "Divine Bloodlines", the stage 1 song. It has nothing to do with the song also named "Overture" from Castlevania 3 though.

Rondo's stage 2 song (Vampire Killer) is mixed with the opening of
"Stalker", which is the stage 2 song in the original Castlevania.

The stage 7 song, previously known as (rough translation) "Den", is now
officially named "The Nest". This is due to the fact that there wasn't
an official translation of it until the PSP Dracula X Chronicles was
released in the USA. The original Japanese version is still called
(rough translation) "Den" though. Also, "The Nest", is a composition
made out of almost undistinguishable parts taken from "Vampire Killer"
and "Bloody Tears", from Castlevania 1 and 2 respectively.

If you rescue Iris & Tera with Richter (or Iris, Tera & Annette with
Maria), you'll get the song called "Demo Scene 01" during the cutscene.

The cutscene's music you get when rescue Annette with Richter, titled
"Demo Scene 03", has some "Vampire Killer" (the original Castlevania's
stage 1 song) refferences at the end of the song. If you rescue Annette
with Maria, you get the "Demo Scene 01" music instead.

The music you get in the imprisoned Annette cutscene, contains some
"Demo Scene 03" refferences at the end of the song.

The boss fight theme, previously known as (fan translation)
"Dancing In Phantasmic Hell", is now officially known as "Dark Desires".
This is due to the fact that there wasn't an official translation of
that track until the PSP Dracula X Chronicles was released in the USA.
The original Japanese version is still called (rough translation)
"Wild Dance in the Illusionary Prison World" though. In addition,
it is known in the N64 Castlevania and Legacy of Darkness as
"Second Struggle".

The Dracula battle theme, titled "Dance of Illusions", is known in
Dawn of Sorrow as "Illusionary Song" and as "Third Struggle" in the
N64 Castlevania and Legacy of Darkness.

Another case of Konami mistakenly switching song names around...
This time with the "Op. 13" and "Slash" songs. The game's soundtest
names them correctly, but then several official soundtracks switched
them around and confusion began.
On a Q&A posted on IGA's own blog, IGA was asked if "Slash" was the
title for the Stage 4' song and he answered: "yes, the composers
confirmed it to me, soundtrack CD was mistaken".
So for the record, the original game and the Dracula X Chronicles
remake have the correct names, the old Rondo of Blood OST and the
Dracula Battle Perfect Selection do not.

"Op. 13" is sometimes referred to as "Opus 13" on some soundtracks.

The official Dracula X Rondo of Blood soundtrack contains an arranged
version of "Crucifix Held Close", which is Haunted Castle's stage 1
theme. The song was not used in the actual game.

Castlevania: Symphony of The Night (Enhanced Port) Notes:

This game collection contains two separate Symphony of The Night sound
tests. One is found in the library, just like in the original game, and
the other is found on the Dracula X Chronicles title screen after
collecting the appropiate Sound Items. Both the original game and the

PSP port maintain the same music names in the library's soundtest, but the title screen soundtest changed most of the tracks to radically different names.

Several songs have been removed and some added to the SotN's library soundtest when compared to the Playstation original. The songs removed from the soundtest are: "Metamorphosis 1", "Metamorphosis 2", "Metamorphosis 3", "Moonlight Nocturne" and "I Am The Wind". The songs that were added to the soundtest are: "Mournful Serenade" and "Nocturne".

The introductory Dracula battle theme, titled "Dance of Illusions", is known in Dawn of Sorrow as "Illusionary Song" and as "Third Struggle" in the N64 Castlevania and Legacy of Darkness.

The Introduction theme, titled "Moonlight Nocturne", is known in the 2003 "Castlevania Lament of Innocence Music Sampler" soundtrack as "Nocturne In The Moonlight", which is the Japanese game's translated subtitle.

The title screen soundtest (opened up after collecting Sound Items) calls the Entrance theme as "Castle Dracula". However, the library soundtest (found in the original Playstation game and the PSP enhanced port) and the 2003 "Castlevania Lament of Innocence Music Sampler" soundtrack call it "Dracula's Castle". In other words, the name was reversed in the title screen soundtest for this release. In the Saturn version, if you played with Richter or Maria, the Entrance theme would respectively change to "Bloody Tears Remix.1" and "Vampire Killer Remix.2".

The title screen soundtest calls the Alchemy Laboratory theme as "Golden Steps". However, the 2006 "Castlevania 20th Anniversary Collection" soundtrack calls it "Golden Dance" and the library soundtest calls it "Dance of Gold".

The title screen soundtest calls the Marble Gallery theme as "Marble Hallway". However, the 2006 "Castlevania 20th Anniversary Collection" soundtrack calls it "Marble Corridor" and the library soundtest calls it just like the name of its area, "Marble Gallery".

The title screen soundtest calls the Outer Wall theme as "Demon's Breath Tower". However, the 2003 "Castlevania Lament of Innocence Music Sampler" soundtrack calls it "Tower of Evil Fog" and the library soundtest calls it "Tower of Mist".

The Marble Gallery and Outer Wall theme, titled "Marble Hallway" and "Demon's Breath Tower" respectively, are actually the same composition only arranged differently.

The title screen soundtest calls the Long Library theme as "Carved Partitia". However, the library soundtest in the enhanced port calls it "Wood Carving Partitia" and in both the 2003 "Castlevania Lament of Innocence Music Sampler" soundtrack and the original Playstation version it is called "Wood Carving Partita". Also, the song is cut short in the 2003 "Castlevania Lament of Innocence Music Sampler" soundtrack.

The Abandoned Pit To The Catacomb and Cave theme, titled "Abandoned Pit", is known in the 2003 "Castlevania Lament of Innocence Music Sampler" soundtrack as "Path of The Departed". Also, in that

same soundtrack, the song is cut short.

The title screen soundtest calls the Olrox's Quarters theme as "Waltz of The Pearls". However, the 2003 "Castlevania Lament of Innocence Music Sampler" soundtrack calls it "Waltz of Pearls" and the library soundtest calls it "Dance of Pales".

The title screen soundtest calls the Clock Tower theme as "Pitiful Scion". However, the 2003 "Castlevania Lament of Innocence Music Sampler" soundtrack calls it "Young Nobleman of Sadness" and the library soundtest calls it "The Tragic Prince".

The game's own title screen soundtest calls the Colosseum theme as "Wandering Souls". However, the library soundtest calls it "Wandering Ghosts".

The title screen soundtest calls the Underground Caverns theme as "Misted Crystal Ball". However, the library soundtest calls it "Crystal Teardrop".

The title screen soundtest calls the Catacombs theme as "Rainbow's Cemetery". However, the library soundtest calls it "Rainbow Cemetery".

The title screen soundtest calls the Marble Gallery's Abyss and Black Marble Gallery's Abyss theme as "Gates of Hell". However, the library soundtest calls it "Door To The Abyss".

The title screen soundtest calls the Castle Keep and Reverse Keep theme as "Gates of Heaven". However, the library soundtest calls it "Heavenly Doorway".

The title screen soundtest calls the theme played in most of the inverted castle as "Final Toccata". However, the 2003 "Castlevania Lament of Innocence Music Sampler" soundtrack release calls it "The Final Toccata" and the game's own library soundtest calls it "Finale Toccata".

The title screen soundtest calls the second most played theme in the inverted castle as "The Lost Portrait". However, the library soundtest calls it "Lost Painting".

The title screen soundtest calls the Floating Catacombs theme as "Cursed Sanctuary". However, the library soundtest calls it "Curse Zone".

The title screen soundtest calls the Reverse Colosseum theme as "Fairy's Doorway". However, the library soundtest calls it "Door of Holy Spirits".

The title screen soundtest calls the Boss Fight A theme as "The Horde's Festival". However, the library soundtest calls it "Festival of Servants".

The title screen soundtest calls the Boss Fight B theme as "Poetic Death". However, the library soundtest calls it "Death Ballad".

The title screen soundtest calls the Boss Fight C theme as "Demonic Banquet". However, the library soundtest calls it "Enchanted Banquet".

The title screen soundtest calls the Richter and Maria Battle theme as
"The Outcasts". However, the 2003 "Castlevania Lament of Innocence
Music Sampler" soundtrack calls it "Strange Bloodline" and the
library soundtest calls it "Blood Relations". Also, in the official
Castlevania Symphony of the Night soundtrack, the song is cut short.

The "The Outcasts" track (fight with Richter and Maria) is a mix
created from pieces of Rondo of Blood's stage 1 theme called
"Divine Bloodlines" and a new composition.

The title screen soundtest calls the Dracula Battle theme as
"The Black Feast". However, the library soundtest calls it
"Black Banquet".

The enhanced Symphony of The Night port replaces the original credits
song, titled "I Am The Wind", with a new Michuru Yamane composition
called "Mournful Serenade".

The secret song the Fairy Familiar sings, titled "Nocturne", was
originally found in the Japanese Playstation re-releases and Saturn
versions of the game. It has been added back (with English lyrics and
all) to the American release of SotN on this collection. If you wish
to hear the original one with Japanese Lyrics, just set your system
language to Japanese.

In the original Playstation version, if you popped in the game's disc
on a CD player, you would hear Alucard tell you not to play track 1
because it contains computer data. After that warning, you got to
hear a hidden song not used anywhere on the game. In this version,
such thing is not possible to do.

The game's library soundtest contains a track named "Silence", as far
as I know, this song is unused and only found there.

Castlevania: Dracula X Chronicles (Remake):
_____

Song Title   Location   Original In
_____   _____   _____

Requiem   Game Menu   ROB
Demon Seed   Boss Rush Mode   CV3
Loading   Sound Assign Mode   ADX6

Divine Bloodlines   Stage 1   ROB
Vampire Killer   Stage 2   CV
Cross Fear   Stage 2'   ROB
Bloody Tears   Stage 3   CV2
Cemetery   Stage 3'   ROB
Dreams of Triumph   Stage 4   CV3
Slash   Stage 4'   ROB
Ghost Ship Painting   Stage 5   ROB
Red Dawn   Stage 5'   -+-
Former Room   Stage 6   ROB
Moon Fight   Stage 7   ADX6
Poison Mind   Stage 8   CV

Demo Scene 01   Rescuing The Maidens Cutscene   ROB
Demo Scene 02   Stage 1 & 8 Dracula Cutscene   CV3
Demo Scene 03   Annette Turns Evil Cutscene   ROB

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Former Room                          Pre-Boss Area                      ROB
Tues Deus Meus (In Manibus Tuis)     Boss Fight                         -+-
Dance of Illusions                   Dracula Battle                     ROB

Stage Clear                          Stage Clear                         CV
All Clear                            All Clear                           CV

????                                 Ending Cutscene                    -+-
The Dawn                             Staff Roll                         ROB

Op.13                                Bonus (Sound Item #50)             ROB
Cavern of Dark Spawn                 Bonus (Sound Item #51)             ROB
Extra                                Bonus (Sound Item #52)              HC

Player Out                           Player Dies                         CV
Game Over                            Game Over Screen                    CV
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Castlevania: Rondo of Blood (Port):

Song Title	Location	Original In
Requiem	Game Menu	ROB
Overture	Opening Cutscene	ROB
Opus 13	Stage X	ROB
Divine Bloodlines	Stage 1	ROB
Vampire Killer	Stage 2	CV
Cross Fear	Stage 2'	ROB
Bloody Tears	Stage 3	CV2
Cemetery	Stage 3'	ROB
Beginning	Stage 4	CV3
Slash	Stage 4'	ROB
Ghost Ship Painting	Stage 5	ROB
Op. 13	Stage 5'	ROB
Former Room	Stage 6	ROB
Poison Mind	Stage 6 (Boss Montage)	CV
The Nest	Stage 7	ROB
Poison Mind	Stage 8	CV
????	Rescuing Maria Cutscene	ROB
Demo Scene 01	Rescuing The Maidens Cutscene	ROB
????	Imprisoned Annette Cutscene	ROB
Demo Scene 03	Richter Rescues Annette Cutscene	ROB
Former Room	Pre-Boss Area	ROB
Dark Desires	Boss Fight	ROB
Dance of Illusions	Dracula Battle	ROB
Stage Clear	Stage Clear	CV
All Clear	All Clear	CV
March of The Righteous	Richter's Staff Roll	ROB
Mary Samba	Maria's Staff Roll	ROB
Player Out	Player Dies	CV
Game Over	Game Over Screen	CV

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Castlevania: Symphony of The Night (Enhanced Port):
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Song Title                      Location                        Original In
──────────                      ────────                        ───────────

Prayer                          Game Menu                           SOTN
Metamorphosis 1                 Opening Cutscene                    SOTN
Moonlight Nocturne              Story Intro                         SOTN


Prologue                        Final Stage: Bloodlines             SOTN
Castle Dracula                  Entrance                            SOTN
Golden Steps                    Alchemy Laboratory                  SOTN
Marble Hallway                  Marble Gallery                      SOTN
Demon's Breath Tower            Outer Wall                          SOTN
Carved Partitia                 Long Library                        SOTN
Requiem To The Gods             Royal Chapel                        SOTN
Waltz of The Pearls             Olrox's Quarters                    SOTN
Wandering Souls                 Colosseum                           SOTN
Misted Crystal Ball             Underground Caverns                 SOTN
Abandoned Pit                   Abandoned Pit To The Catacomb       SOTN
Rainbow's Cemetery              Catacombs                           SOTN
Pitiful Scion                   Clock Tower                         SOTN
Gates of Hell                   Marble Gallery's Abyss              SOTN
Gates of Heaven                 Castle Keep                         SOTN


Metamorphosis 2                 Inverted Castle Cutscene            SOTN


Gates of Heaven                 Reverse Keep                        SOTN
Final Toccata                   Reverse Clock Tower                 SOTN
Final Toccata                   Reverse Outer Wall                  SOTN
The Lost Portrait               Forbidden Library                   SOTN
Final Toccata                   Black Marble Gallery                SOTN
Final Toccata                   Death Wing's Lair                   SOTN
The Lost Portrait               Anti-Chapel                         SOTN
The Lost Portrait               Reverse Caverns                     SOTN
Abandoned Pit                   Cave                                SOTN
Cursed Sanctuary                Floating Catacombs                  SOTN
Final Toccata                   Reverse Entrance                    SOTN
Final Toccata                   Necromancy Laboratory               SOTN
Fairy's Doorway                 Reverse Colosseum                   SOTN
Gates of Hell                   Black Marble Gallery's Abyss        SOTN


Master Librarian                Master Librarian's Shop             SOTN
????                            Confession Room                     SOTN


Dance of Illusions              Introductory Dracula Battle          ROB
The Horde's Festival            Boss Fight A                        SOTN
Poetic Death                    Boss Fight B                        SOTN
Demonic Banquet                 Succubus & Medusa Battle            SOTN
The Outcasts                    Richter & Maria Battle               ROB
The Black Feast                 Dracula Battle                      SOTN


Metamorphosis 3                 Ending Cutscene                     SOTN
Mournful Serenade               Staff Roll                          -+-


Nocturne                        Bonus (Fairy Familiar Sings)        SOTN
Silence                         Extra (Sound Test)                  SOTN


Land of Benediction             Game Over Screen                    SOTN
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================================================================================
================================================================================
Code: !ADTM
Title: Akumajou Dracula: The Medal (Arcade, 2008, Japan)
Composer:
Music Rating: N/A
Status: Incomplete
Missing: Everything
Notes: None.
            --------------------------------------------------------


Song Title                              Location                    Original In


Tues Deus Meus (In Manibus Tuis)        Boss Rush                          CVXC


Player Out                              Player Dies                          CV



================================================================================
================================================================================
Code: !OOE
Title: Akumajou Dracula: Ubawareta Kokuin (DS, 2008, Japan)
       Castlevania: Order of Ecclesia (DS, 2008, USA)
Composer: Michuru Yamane, Yasuhiro Ichihashi
Music Rating: 8/10 Stars
Status: Complete
Notes: Even though the opening cutscene theme, titled "An Empty Tome", has
       the same name as the theme used at Dracula's Castle Entrance and
       Library, both are really different compositions that share the same
       basic melody. The version used in the opening is shorter and a bit
       passive and the one used in Dracula's Castle is longer and much more
       upbeat.

       The Practice and Race Mode theme, titled "Lone Challenger", contains a
       few hints of "Jail of Jewels" from Portrait of Ruin. Regarding if that
       was intended or not, we might never know.

       The Wireless and WiFi Shop theme, titled "Enterprising Merchantilism",
       is actually "Equipment's Tale", the theme used for Hammer's Shop in
       Dawn of Sorrow.

       The story intro theme, titled "Ecclesia", contains a short piece of the
       "Vampire Killer" melody, the stage 1 theme from Castlevania.

       Similar to the trick the boss themes from Harmony of Dissonance pulled,
       comes "Cantus Montetten -1" and "Cantus Montetten -2", which are the
       themes you get whenever you encounter Albus and when Albus gets
       possessed by Dominus respectively. These songs are actually the same
       composition, only that they cleverly start on different parts of the
       track and thus, giving the illusion of two different songs.

       The credits theme, titled "Requiem of Star-Crossed Nights", contains
       a short piece of the "An Empty Tome" and "Chapel Hidden In Smoke"
       melody.

       There are a total of four unused songs in the game. Three of them,
       titled "Armory Arabesque", "Gate To The Underworld" and "Game Over",
       are not heard in the game but can be heard in the soundtest. The name
       assigned to "Armory Arabesque" in the game's ROM code is "Shop1", so it
       seems it was going to be used as the shop theme in Wygol Village.
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Also, the name assigned to "Gate To The Underworld" in the game's ROM
code is "Cerub", so that one was probably going to be used in the
Forsaken Cloister (the Cerberus statue room) in Dracula's Castle. The
thid one, called "Game Over", was probably going to be another bonus
record item since it is the same game over theme from the first NES
Castlevania. Finally, the last unused song ("Beginning" from
Castlevania 3's first stage) is not found in the game or in the
soundtest, but inside the ROM data (under the name "BGM Arrange").
Crafty ROM hackers were able to rip the music files from the game and
it was revealed that "Beginning" was among those files. It is the exact
same version of "Beginning" that was used in Dawn of Sorrow by the way.

The boss battle theme names contain a bit of wordplay alluding to past
Castlevania titles:
Symphony of Battle (Boss Fight A)   = Symphony of The Night
Dissonant Courage (Boss Fight B)   = Harmony of Dissonance
Chamber of Ruin (Boss Fight C)   = Portrait of Ruin
Sorrow's Distortion (Albus Battle)   = Aria & Dawn of Sorrow
Lament To The Master (Barlowe Battle) = Lament of Innocence
Order of The Demon (Dracula Battle)   = Order of Ecclesia
The PS2 Castlevania Curse of Darkness was oddly left out. The Japanese
names for the songs are totally different, so the wordplay easter egg
is not present on them.

The bonus record items music are exactly the same as the NES versions.

The official 2008 Order of Ecclesia soundtrack contains arranged
versions of An Empty Tome, Wandering The Crystal Blue,
Dissonant Courage, Rhapsody of The Forsaken, Edge of The Sky and
Order of The Demon. They are not used in the actual game.

The track names come from several official soundtracks and the game's
own soundtest. They are confirmed to be the actual official English
music titles. Some English titles vary from the actual Japanese names
though.

Song Title	Location	Original In
An Empty Tome	Opening Cutscene	-+-
Oncoming Dread	Title Screen	-+-
Heroic Dawning	Game Menu (Standard)	-+-
Welcome To Legend	Game Menu (Game Complete)	-+-
Ecclesia	Story Intro	-+-
Enterprising Mercantilism	Wireless Shop Mode	DOS
Lone Challenger	Practice / Race Mode	-+-
Destiny's Stage	Map Screen (Standard)	-+-
Passing Into The Night	Map Screen (Dark Seal Released)	-+-
A Prologue	Ecclesia	-+-
Sapphire Elegy	Ecclesia (Barlowe's Room)	-+-
Chapel Hidden In Smoke	Monastery	-+-
Serenade of The Hearth	Wygol Village	-+-
Emerald Mist	Ruvas Forest	-+-
A Clashing of Waves	Kalidus Channel	-+-
Rhapsody of The Forsaken	Minera Prison Island	-+-
Rhapsody of The Forsaken	Lighthouse	-+-
Jaws of A Scorched Earth	Tymeo Mountains	-+-

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Tragedy's Pulse                 Misty Forest Road             -+-
Unholy Vespers                  Skeleton Cave                -+-
Wandering The Crystal Blue      Somnus Reef                  -+-
Hard Won Nobility               Giant's Dwelling             -+-
Edge of The Sky                 Tristis Pass                 -+-
Tragedy's Pulse                 Oblivion Ridge               -+-
Emerald Myst                    Argila Swamp                 -+-
Hard Won Nobility               Mystery Manor                -+-
Riddle                          Training Hall                CV3
Riddle                          Large Cavern                 CV3
An Empty Tome                   Castle Entrance              -+-
An Empty Tome                   Library                      -+-
Malak's Labyrinth               Underground Labyrinth        -+-
Ebony Wings                     Barracks                     -+-
Tower of Dolls                  Mechanical Tower             ADX6
Ebony Wings                     Arms Depot                   -+-
The Colossus                    Final Approach               -+-


Vanishing                       Initial Talk With Albus       -+-
Deliberate Blink                Talking To Barlowe & Village Event -+-
Stones Hold A Grudge            Barlowe's Room Event          -+-
Reunion                         Rescuing A Villager           -+-
Cantus Montetten -1             Talking To Albus              -+-
Cantus Montetten -2             Talking To Possessed Albus    -+-
Rituals                         Albus Is Dead                 -+-
Trace of Rage                   Spirit of Albus Speaks        -+-
Former Room 2                   Barlowe Reveals He's Evil     -+-
Dark Holy Road                  Barlowe Releases The Dark Seal -+-
Shadow's Stronghold             Talking To Dracula            -+-


Symphony of Battle              Boss Fight A                  -+-
Dissonant Courage               Boss Fight B                  -+-
Chamber of Ruin                 Boss Fight C                  -+-
Sorrow's Distortion             Albus Battle                  -+-
Lament To The Master            Barlowe Battle                -+-
Order of The Demon              Dracula Battle                -+-


Requiem of Star-Crossed Nights  Staff Roll                    -+-


Vampire Killer                  Bonus (Record #1 Item)         CV
Stalker                         Bonus (Record #2 Item)         CV
Wicked Child                    Bonus (Record #3 Item)         CV
Walking On The Edge             Bonus (Record #4 Item)         CV
Heart of Fire                   Bonus (Record #5 Item)         CV
Out of Time                     Bonus (Record #6 Item)         CV
Nothing To Lose                 Bonus (Record #7 Item)         CV
Black Night                     Bonus (Record #8 Item)         CV


Armory Arabesque                Extra (Sound Test)            -+-
Gate of The Underworld          Extra (Sound Test)            -+-
Game Over                       Extra (Sound Test)             CV


Beginning                       Hidden Unused Track           CV3


Consummation                    Game Over Screen              -+-



================================================================================
================================================================================
Code: !CVJ
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```
Title: Castlevania: Judgment (Wii, 2008, USA)
       Akumajou Dracula Judgment (Wii, 2009, Japan)
Composer: Yasushi Asuda
Music Rating: 9/10 Stars
Status: Incomplete
Missing: Official names of the unnamed music tracks.
Notes: Trevor Belmont's theme, titled "Beginning" (from Castlevania 3 and
       many other games) is called "Dreams of Triumph" in the PSP remake
       Castlevania Dracula X Chronicles.

       The "Wolf Revealed" (Cornell's Theme) is a medley of several

       Dracula's theme, titled "Dance of Illusions" (from Rondo of Blood and
       many other games) is called "Illusionary Song" in Dawn of Sorrow and
       "Third Struggle" in the N64 Castlevania and Legacy of Darkness.

       The track names come from several official soundtracks and the game's
       own soundtest. They are confirmed to be the actual official English
       music titles. Some English titles vary from the actual Japanese names
       though.
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Song Title	Location	Original In
Darkness of Fear	Opening Cutscene	-+-
Title Screen	Title Screen / Game Menu	-+-
Castle Mode	Castle Mode Menu	-+-
Character Select	Character Select Screen	-+-
Gallery	Gallery Mode	-+-
Accessories	Accessories Mode	-+-
Vampire Killer	Simon Belmont	CV
Beginning	Trevor Belmont	CV3
Clockwork	Grant Danasty	CV3
Mad Forest	Sypha Belnades	CV3
Iron Blue Intention	Eric Lecarde	CVBL
Slash	Maria Renard	ROB
Dracula's Castle	Alucard	SOTN
The Wolf Revealed	Cornell	C64, LOD
An Empty Tome	Shanoa	OOE
Darkness of Fear (Arranged)	Aeon	-+-
Bloody Tears	Carmilla	CV2
The Tower of Dolls	Golem	ADX6
Evil's Symphonic Poem	Death	LOI
Dance of Illusions	Dracula	ROB
Crucial Moment	Time Reaper	-+-
Elemental Tactican	Castle Mode Stages	LOI
	Stage Completed (Castle Mode)	CV
Round Clear	Stage Completed (Arcade Mode)	CV3
Ending 1	Heroes Ending	-+-
Ending 2	Villains Ending	-+-
Ending 3	Aeon's Ending	-+-
Credits	Staff Roll	-+-
Game Over	Game Over Screen	-+-

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================================================================================
Code: !PACH
Title: Pachislot Akumajou Dracula (Slot Machine, 2009, Japan)
Composer:
Music Rating: 9/10 Stars
Status: Incomplete
Missing: Everything
Notes: Three of the Dracula Battle Staircase Stages, Dracula Battle 1 and
       Player Defeated music tracks, titled "Vampire Killer",
       "Chi no Namida -Bloody Tears-", "Beginning (Crystal ver.)",
       "Tues Deus Meus (In Manibus Tuis)" and "Player Out" respectively, are
       the exact same versions used in the PSP Castlevania Dracula X
       Chronicles game. However, "Beginning (Crystal ver.)" was not included
       in the game and only appeared as a bonus track in the soundtrack
       release of the same game.

       The three original Dracula Battle Staircase Stage and Command Input
       Success music are exactly the same as the NES versions.

       The track names come the official Japanese soundtrack, however, most
       of the names have not been officially translated by Konami. It is
       possible to find different title translations than the ones shown here.
       --------------------------------------------------------


Song Title                        Location                      Original In
───────────                       ────────                      ───────────

Spirits of The Dead               Skeleton Scene                     -+-
Chance Meeting                    Painting Scene                     -+-
Lamp                              Candlestick Scene                  -+-
Candle Rush                       Candle Rush Scene                  -+-
Zutraulich Strike                 Knife Scene                        -+-
Atmosphere                        Magical Formation Scene            -+-
Door of Destiny                   Door Scene                         -+-
Keys To Victory                   Map Scene                          -+-
Showtime!                         Comical Skeleton Scene             -+-

Impact of The Dark                Isaac Appearance Scene             -+-
Mysterious Advice                 Saint Germain Appearance Scene     -+-
Parlante's Flowers                Angela Appearance Scene            -+-
Captivating Beauty                Angela Sexy Shot Scene             -+-
Grazia Dance                      Angela Sexy Dance Scene            -+-
The Apocalypse                    Zead Appearance Scene              -+-

Dark Suggestions                  Seal / Book Appearance             -+-
????                              Crest Appearance                   -+-
Holiness                          Crucifix Appearance                -+-

Warning of Sweeping Conquest      Bonus Decision Screen              -+-
Trezier De Spirit                 Big Bonus Scene                    -+-
Balijhet Mountains                Regular Bonus Scene                COD

Duet of Madness                   Isaac Mission                      -+-
Legendary Belmondo                Skeleton Elimination Mission       COD
Phase Cluster                     Trap Mission                       -+-
Life Timer                        Countdown Mission                  -+-

Vampire Killer                    Dracula Battle Staircase Stage      CV
Chi No Namida -Bloody Tears-      Dracula Battle Staircase Stage     CV2
Beginning (Crystal Version)       Dracula Battle Staircase Stage     CV3
Divine Bloodlines Ver. 511        Dracula Battle Staircase Stage     ROB
```

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Vampire Killer (Original)          Dracula Battle Staircase Stage    CV
Bloody Tears (Original)            Dracula Battle Staircase Stage    CV2
Beginning (Original)              Dracula Battle Staircase Stage    CV3

Bravuva of Daybreak              Dracula Battle Intro Scene        -+-

Followers of Darkness -The First-  Succubus Battle                  COD
Followers of Darkness -The Third-  Medusa Battle                    COD
Dark Holy Man                    Death Battle                     COD
Toccata In Blood-Soaked Darkness   Dracula Battle                   COD
Tues Deus Meus (In Manibus Tuis)   Dracula Battle                   CVXC

Time of Dusk                     Trap Mission Success Screen      -+-
Complete                         Countdown Mission Success Screen -+-
Prologue                         Command Input Success Screen     CV
Estatico                         Victory Against An Enemy Screen  -+-

Player Out                       Player Fails                     CV
Battle Failed                    Player Fails At Dracula          -+-


==============================================================================
==============================================================================
Code: !ADTA
Title: Akumajou Dracula: The Arcade (Arcade, 2009, Japan)
Composer:
Music Rating: N/A
Status: Incomplete
Missing: Everything
Notes: The dracula Battle Phase 1 song, titled "Dance of Illusions". is known
       in the N64 Castlevania and Legacy of Darkness as "Third Struggle" and
       as "Illusionary Song" in Dawn of Sorrow.
          --------------------------------------------------------

Song Title                       Location                 Original In
_____                       _____                 _____

Vamp killer remx                 Opening Cutscene                 CV
                                 Player Select

Divine Bloodlines                Stage 1                          ROB
vamp killer remx 1?              Stage 2                          ????
????                             Stage 3                          ????
Wicked Child                     Stage 4                          CV
Forest of Evil Spirits           Stage 5                          CV4

Vampire Killer                   Death Battle (Stg 1 & 5)         CV
                                 White Dragon Battle (st2)
Bloody Tears                     Dullahan Battle (st2)            CV2
                                 Minotaur Battle (st3)
Beginning                        Water Dragon Battle (stg 3)      CV3
                                 Were Wolf Battle (st4)
Crucifix Held Close              Harpy Battle (st4)               HC
Dance of Illusions               Dracula Battle Phase 1           ROB
Black Night                      Dracula Battle Phase 2           CV

????                             Stage Clear                      CV
Requiem                          Chapter Result                   ROB

????                             Good Ending                      -+-
????                             Bad Ending                       -+-
```

```
????                                    Credits  Bad?                      -+-
Vampire Killer remx 2?                  Credits Good?                        CV

???? Player Out                         Game Over Screen                     CV


=============================================================================
=============================================================================
Code: !CVAR
Title: Castlevania The Adventure Rebirth (Wii, 2009, USA)
       Dracula Densetsu Rebirth (Wii, 2009, Japan)
Composer: Manabu Namiki
Music Rating: 9/10 Stars
Status: Incomplete
Missing: Official names of the unnamed music tracks.
Notes: The Starting Menu / Level Entrance theme is a short 5 second tune based
       on "Vampire Killer" from Castlevania 1.


         ---------------------------------------------------------


Song Title                             Location                     Original In
_____                             _____                     _____

????                                   Starting Menu / Level Entrance    CV
Start BGM                              Title Screen / Map Screen        CVA
????                                   Story Intro                      CVDX

Reincarnated Soul                      Stage 1                          CVBL
Lullaby Sent To The Devil              Stage 2                           HC
New Messiah                            Stage 3                          CV2B
File Load BGM                          Stage 4                          ADX6
Aquarius                               Stage 5                           CV3
Vampire Killer                         Stage 6                           CV

Devil's Revival                        Mid Boss / Dracula Battle Phase 1  HC
The Last Fight                         Boss / Dracula Battle Phase 2      HC
Riddle                                 Dracula Battle Phase 3            CV3

????                                   Stage Clear                       CV
Stage Clear                            All Clear                        CV4

The End of The Day                     Ending                           CV2B

????                                   Player Dies                       CV
????                                   Game Over Screen                 CVDX


=============================================================================
=============================================================================
Code: !LOS
Title: Akumajou Dracula: Lords of Shadow (PS3/Xbox 360, 2010, Japan)
       Castlevania: Lords of Shadow (PS3/Xbox 360, 2010, USA)
Composer:
Music Rating: None yet
Status: Incomplete
Missing: Everything
Notes: None.
         ---------------------------------------------------------


Song Title                             Location                     Original In
_____                             _____                     _____
```

_/_/_/_/_/ Lyrics Card _/

I Am The Wind
───────────────

"I Am The Wind" lyrics from Castlevania Symphony of the Night for Playstation
and Sega Saturn.

                                  ~~°°~~

                              Just like the wind
                               I've always been
                    Driftin' high up in a sky that never ends
                              Through thick and then
                                 I always win
                  'Cause I will fight both life and death to save a friend

                              I face my destiny
                               Everyday I live
                              And the best in me
                             Is all I have to give

                               Just like the sun
                              When my day's done
                      Sometimes I don't like the person I've become

                               Is the enemy within
                                Or a thousand men?
                              Should I walk the path
                            Of my worse or better half?

                              Is someone testing me
                                Everyday I live?
                              Well, the best in me
                             Is all I have to give

                                I can pretend
                                I am the wind
                      And I don't know if I will pass this way again

                              All things must end
                              Good-bye my friend
                      Think of me when you see the sun or feel the wind

                            I am the wind I am the sun
                            And one day we'll all be one
                            I am the wind I am the sun
                            And one day we'll all be one

                                  ~~°°~~

Nocturne (Japanese)
───────────────────

Japanese "Nocturne" lyrics from the Japanese Castlevania Symphony of the Night

for Playstation re-releases, Sega Saturn and PSP.

~~°°~~

Megami wa eien no shiawase no naka de
Nageki tsuzukete wa utau nokutaan

Ai wa awaru inochi mo tsukiru, sore nara
Onaji toki ni ito wo kitte

Kamigami no kawaki ga umi no oto wo keshi
Muku na ookami wa kodoku ni taeru

Yume wa sameru yoru mo akeru, sono mae ni
Chigau basho ni hari wo mukete

~~°°~~

Nocturne (English)

English "Nocturne" lyrics from the Castlevania Symphony of the Night game
included in the Castlevania Dracula X Chronicles for PSP.

~~°°~~

Here a goddess of happiness cries
An endless timeless lullaby
Sings her song of the dreams she has
The sadness fills her eyes

End of love, love is gone
No more dreams to dream about
So life is done
If it's so, cut the thread
It's time to let it go

Tears they flow to the thrist of the gods
The oceans roars drowned out by rain
Blameless wolf carries on alone
The silence now surrounds him

Sooner than, dreaming ends
Morning of the dawn will bring another day
Turn around, you have found
A different place to dream

~~°°~~

Trezier De Spirit

"Trezier De Spirit" lyrics from Pachislot Akumajo Dracula, a Pachinko based
machine about Castlevania.

~~°°~~

```
                              Ave Maria
                    Si ambulem in medio umbroe mortis
                 Non timebo mala, quoniam tu mecum es domine
                     Acest cuvint, la piept cu cruce
                      Acum mergem palat, diavol lui

                         Codru merge in ceata
                          Acolo dracl dolma

                          In cer dornic voce
                       Fa la nimics bletra domnezeu
                             Hai sa mergi!

                              Ave Maria
                    Si ambulem in medio umbroe mortis
                 Non timebo mala, quoniam tu mecum es domine
                     Acest cuvint, la piept cu cruce
                      Acum mergem palat, diavol lui

                     Acest cuvint, la piept cu cruce
                    Trainic victoria sbuletura viata
                     Acest cuvint, la piept cu cruce
                      Acum mergem palat, diavol lui

                               ~~°°~~
```

_/_/_/_/_/ Stealing Bats _/

 If you are going to steal this guide, at least give credit to where it's due.
 Other than that, anyone is free to do whatever they want with this guide.

 Email me at ** reyvgm at hotmail dot com ** for questions or submissions.

_/_/_/_/_/ Versions _/

 Version 0.1
 The start of this music FAQ.

 Version 0.2
 Added a 'Composer' entry on every game denoting who composed the music for
 each game.

 Version 0.3
 Added more tracks to Castlevania The Adventure, Harmony of Dissonance,
 Super Castlevania 4.

 Version 0.4
 Added the Arcade Haunted Castle tracks.

 Version 0.5
 3 years after the last update, I added all the Castlevania games released so
 far, fixed or modified the song names of all the previous releases, added a
 lot of notes to most of the games. This update is practically a brand new FAQ.

 Version 0.6
 Added Order of Shadows, Symphony of The Night, Dracula X Chronicles and partial
 Castlevania Judgment music info and lots of notes.
 Changed a lot of track names to their now official English titles.

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   Version 0.7
   Completed Harmony of Dissonance, Aria of Sorrow, Order of Shadows, and added
   many new notes.
   Added the Aria of Sorrow mobile phone differences notes.
   Added a lyrics section for the few Castlevania songs that feature lyrics.


   Version 0.8
   Completed Castlevania (N64).


   Version 0.9
   Completed Order of Ecclesia and added many new notes.


   Version 1.0
   Completed Castlevania The Adventure Rebirth.


   Version 1.1
   Added Pachislot Akumajou Dracula music and lyrics.
   Added partial Akumajou Dracula The Arcade music tracks.



 _/_/_/_/ Thanks _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/

   -= Websites =-
   The Castlevania Dungeon.
           http://castlevaniadungeon.net/dungeon.html

   Mr. P's Castlevania Realm.
           http://www.vgmuseum.com/mrp

   Castlevania Chappel of Resonance
           http://www.chapelofresonance.com

   -= People =-
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   Thanks to Koutei from the Castlevania Dungeon forums for his translations.
   Thanks to ugetab for finding a Gameshark code to access the Castlevania Legends
    hidden soundtest. The Gameshark code is 010B20C5, enable it once you start a
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   Thanks to the guys from the Chappel of Ressonance forums for their help too.
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