

Bram Stoker's Dracula FAQ/Walkthrough

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Bram Stoker's Dracula for SNES
Walkthrough v1.00

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1.0 - Introduction

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Ok, so this game isn't that great. Bad graphics, gameplay that makes no sense, and laughable boss fights. That being said, it is still a playable game and is somewhat underrated, as I've played games much worse. This guide came from my desire to beat the old games I have lying around that I had given up on or deemed too stupid to play. I decided to write a quick walkthrough as I was bored at the time, and about an hour later this gem was born. If you have any comments, check www.gamefaqs.com for the latest version of this guide before you e-mail me.

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2.0 - Disclaimer

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3.0 - Gameplay Info

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I won't try and rehash any of the controls, but I'll just lay down the basic premise of the game's levels. On most of them you'll use the arrow at the top of the screen to guide you to who I'm guessing is Van Helsing, although I always thought he looked more like a skeleton with fiery orange eyes wearing a fedora. Anyways, after getting close to him he'll display a weapon in a little thought bubble, which then materializes someplace in the level, and the arrow will point to the exit. It is worthwhile to note that you should never search out these weapons, as they all suck. Another fun fact is that your attacks will only affect one enemy at a time, one of many gameplay decisions that will leave you beaming with joy.

The differences between difficulties is as follows:

Easy:

- 4 Continues
- Levels are: Tavern, Path to Castle, Stables, Forest, and then the game ends.

Medium:

- 2 Continues
- Normal level set

Hard:

- 1 Continue
- The dragon and Dracula's brides move faster
- Normal level set

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4.01 - Tavern

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Head right, killing everything in your way until you reach a stack of barrels. Jump to the top to get to Helsing, who will indicate a sword has spawned. Drop down the barrels then head left and pick up the sword by pressing down over it. This is the only really useful weapon in the game as it extends your sword swing, the rest are just sick jokes that Helsing likes to play on people. Jump back up and walk right through the wall towards the exit.

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4.02 - Path to the Castle

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There are only two points of difficulty here; a spear rising from the ground after the first set of ramps, and right before the torch, a boulder that falls from the ceiling. Light the torch and continue forward until you get to the edge of a cliff where you can't see anything below. Drop off but keep to the left side and you'll have to fight the carriage driver. He alternates between whipping directly in front of him and the middle of the screen. Move back and forth dodging the whip, and when you get close hit him with your sword.

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4.03 - Castle Library

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Head to the right, jumping over the gap and continuing on. Follow it and jump up to the first ledge you see, still continuing to the right. Kill the bugs and talk to Helsing, then backtrack to the beginning and take the path you previously jumped over. Keep going right until you see the bobbing exit sign at the bottom of the screen. Jump down from the ledge onto the exit.

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4.04 - Dungeon

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Fall down the pit in front of you and destroy the jewel in the dragon's hands; this will open up a secret path later in the level. Now jump back up and head to the right until the passageway gets smaller. Large blades will come out of the ceiling and floor here, but if you're careful you can stand in between them and then run past when they recede back into the walls. Head right, jumping over the pit, lighting the torch and walking through the wall. Kill the scorpions and fall down, and then keep running to the left, as a large boulder will chase you. Light the torch when you get to it and then jump over the drop and you'll be able to go through the wall for an extra life. Walk back and wait a bit for the boulder to pass, then drop down keeping to the left wall and running left from the skeleton at the bottom. Now proceed left, killing any skeletons in the way. Climb up the pit when you get to it using the ledges on each side, then kill the vines and walk through the wall behind them for another 2 lives and a life refill. Drop back down the pit and keep heading right until you reach the end boss, a dragon. Chase it around, jumping up in front of it and slicing its mouth, and it'll die easily enough.

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4.05 - Dungeon Pt.2

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In this level you'll be chased by Dracula's 3 brides. Other than being chased, the level isn't very hard. Head right, watching for boulders, until you get to a spider having a blast wobbling around on a web. Kill it and keep going until you fall down and fight Dracula in grandpa form. He will create a barrier in front of him, and then fire a beam from his fingers. Stand beside the barrier and when it goes down get a few shots in, then jump when he fires at you.

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4.06 - Stables

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Head to the right until you get to the edge. Watch out for incoming knives and fall to the bucket just below. Jump off it to the right to get to a large wooden wheel. Use it to jump up to the saddle and onto the beam, then jump onto the bucket to the right. Cut the weight and the path to the exit will open up on the bottom floor. Drop down to the lower floor of the stables where a skeletal horse is walking around. There is a life potion on the left side if you need it. Once you see the spot where you can drop down, do so, then head right and talk to Helsing. Now jump back up onto the bucket. Jump against the left wall and you'll be able to walk through it. You'll eventually come out into a small room with an extra life. Touch the wall on the right side of the room and another secret passage will open in the floor. Drop down and kill the skeletal horse, then use the barrel to jump up into yet another secret passage. Walk forward and kill the skeletons to get an extra 3 lives at the back of the passage. Now head back to the room which has the first extra life, and jump through the wall on the right to get to the exit.

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4.07 - Forest

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Immediately jump onto the chain and take it to the top for an extra life. Head right and use the tree branches to get up to the torch. To the right you'll find that spiders continuously drop from the trees overhead, partly due to the game's poor coding. If the spawn points are in view, they will stop spawning,

4.11 - Cemetery

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This level consists of killing large amounts of enemies that rush you, so move slowly and spam the attack button as fast as you can. When I say move slowly, I mean it. If anything spawns at the right side of the screen, stop and wait for them to come to you and die, or the spawns will group up and kill you. If you use caution you'll get through unscathed. After you light the torch, ravens will often spawn in behind you, so watch both sides. The skeletons wielding the morning stars only patrol a certain area, so they can be taken down if you watch their movement. Eventually you'll get to the end and have to fight Lucy. She floats in the air and moves back and forth across the screen. The easiest way to beat her is to just stay on the left and attack her whenever she comes near. If you're impatient you can chase her around to kill her faster but you may end up losing some life.

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4.12 - Crypt

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Head right until the path splits. Light the torch and take the top path. Watch out for zombies along the way. At the end of the path there is a switch you have to flick. Then head back to where the path splits and take the lower one. Use the floating platforms to get across the pit of fire. You'll come up to a room with more floating platforms you'll need to traverse. Once you get to the top you'll fight a giant wolf. When you get close to him, he'll jump towards you 2 times and wolves will occasionally spawn in and run at you. In order to beat him, lure him into jumping towards you by steadily moving closer, then move back to the left before he can hit you. Then when he starts to move away from you, attack his rear end. Ouch. Repeat until he's dead.

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4.13 - Carfax Abbey

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Jump onto the floating table, careful to dodge the incoming knives. Jump up and kill the guy throwing knives, grabbing the key when you're done. Jump down and open the door, heading past the insane people. It's almost impossible to kill them before they hit you, so you're better off attempting to jump over them. Head right and jump from the fireplace mantle onto the bookshelf. Keep jumping up the platforms until you get to the top, where a number of floating tables are to your left. Use them to get to the left side of the room and grab the book. Go back over to the bookshelf and kill the insane guy by it. Somehow your newly acquired book will allow the wall to disappear, however that happens remains a mystery. You may need to move away from the wall before it will work right. After talking to Helsing, jump back up the bookcase and then head to the left to get to the exit.

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4.14 - Carfax Abbey Pt.2

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Head right, killing people to the funky music interspersed with screaming until you get to a pit of fire. The pit throws fireballs in predictable patterns, so watch how they move and use the platforms to get across. Keep heading right, light the torch and jump over the 2 gaps in the floor for an extra life and health potion, then fall down. Head to your left and light the torch and again you'll need to get past a pit of fire. Follow the path until you get to a spinning axe blocking your path. Hit it 2 times, then a 3rd and run past quickly as another will drop down to replace it. Use the same technique on the next axe. Walk down the path, light the torch and get ready to fight the

lovable character Renfield as he regurgitates spiders to attack you. Climb onto the top of the boxes closest to you and stick to the wall, facing the right. Renfield will come towards you spitting out spiders and making the game slow down. Don't move at all, just wait until he gets close enough that you can hit him, then open fire.

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4.15 - Dracula in Bat Form

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After fighting Renfield you will face Dracula in bat form. He likes to flap around menacingly in front of you, but he's just as pathetic as the other bosses, all you need to do is jump and attack.

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4.16 - Final Showdown

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The patrolling zombie is invincible so you'll want to ignore him and jump onto the flying platform. Jump up onto the ledge and kill the man throwing knives at you. Jump onto the platform and ride it up. If you need life, there is a passage to the right with a potion at the end, otherwise jump off to the left and light the torch. Use the platforms to get to the top while avoiding the arrows. Next you have to jump from platform to platform across a lava pit. Drop down the shaft and light the torch on the way to the bottom. Get the patrolling guard to chase you to the far right, then kill him. Walk past the first two pits of fire, then wait for a guard to your left to see you and charge up. He'll stop short of the pit, then turn around and walk in the other direction. Move over three more pits while killing the guard. Do the same strategy to kill the next guard and then drop down another shaft, lighting the torch as you go. Back to more arrow dodging again; you can duck to avoid them. When you get out, drop down and light the torch. If you really need it, you can get an extra life by heading down a long corridor to the left and dodging the arrows that fly at you, otherwise climb up the steps to the right and use the platforms to jumps across another pit of fire. After this you'll fight Dracula for the last time, and what a disappointment he proves to be. For a guy that wears armour that makes him look like he's been skinned alive, you'd think he'd be tough, but he aimlessly swings his sword around and runs back and forth. To beat him you can use the same strategy from when you fought him in his younger form. Stick to the left wall and when he runs away, tap the controller so that you're facing him without moving towards the right. Then when he gets close, attack. You're awarded with an ending equally befitting such a pathetic game, so sit back and enjoy.

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5.0 - Version Changes

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v1.0 - Initial version. Uploaded February 8th, 2007