Castlevania: Dracula X Game Script

by DinobotMaximized   Updated to v1.0 on Sep 29, 2005

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Castlevania Dracula X
Game Script Version 1.0
Copyright 2005 Chris Castiglione (dinobotmaximized)
Email: dinobotmaximized (at) yahoo (dot) com
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I. Introduction ***********************************************************
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In this FAQ I have typed up the dialogue and story related text that appears
in Castlevania Dracula X for the Super Nintendo Entertainment System.

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II. Version History *******************************************************
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1.0 - September 29, 2005


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III. Script ***************************************************************
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*                 Prologue                *
*******************************************
Transylvania.
The Middle Ages....
 An evil Darkness had
 befallen the land,
 giving rise to sinister
 vampire legends.

 Until now the people of
 Transylvania had grown
 accustomed to their
 peaceful existence,
 secure in the knowledge
 that their famed hero,
 Simon Belmont, had
 sealed the fate of
 Count Dracula several
 hundred years prior.

 Wicked townsfolk,
 possessed by the Darkness
 conspired to revive
 the King of Blood....
 Dracula, now undead once
 more, plotted to exact
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 revenge upon the
 descendant of the family
 that destroyed him...
 Richter Belmont.

 The Prince of Evil
 viciously attacked the
 town with his unholy
 legion.
 He snatched away
 Richter's girlfriend,
 Annet and her sister,
 Maria.
 Imprisioning them in his
 vile castle, he lies in
 wait for Richter to
 attempt a rescue.

 Richter, burdened by
 his destiny, left for
 Dracula's castle with
 his legendary ancestral
 whip, the determination
 to save his loved ones
 and the resolve to send
 Dracula to eternal
 damnation once and for
 all!

*********************************************
*               Cut Scene 1                 *
*********************************************
If Maria is saved...

Maria: Thank you for saving me,
       Richter!
       But Annet is trapped
       in another place!
       Please, save her!

*********************************************
*               Cut Scene 2                 *
*********************************************
If Annet is saved...

Annet: Richter, my love!
       I knew you would rescue me!
       But be very careful,
       the Count grows more
       powerful by the minute!

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IV. Credits and Thanks *********************************************************
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Thank you to GameFAQs for hosting this FAQ.


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V. Legal *************************************************************
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