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 **KONAMI**

Castlevania



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CONGRATULATIONS!

You now own the authentic Konami home computer version of Castlevania. We suggest that you read this instruction manual thoroughly before playing the game.

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GOOD EEEVENING!

Step into the shadows of the deadliest dwelling on Earth. You've arrived at Castlevania, and you're here on business: To destroy forever the curse of Evil Count Dracula.

Unfortunately, everybody's home this evening. Bats, ghosts, dead heads, every kind of creature you can imagine. You'll find them all over the place. If they don't find you first.

And to survive you've got to sneak and creak through six monstrous floors before you meet up with the master of the house. Your mystic whip will help, and you'll probably find a weapon or two along the way.

But the fun will really begin when you make it to the tower, where you can count (get it?!) on a duel to the death with the death defying Count.

YOUR MAIN OBJECTIVE (BESIDES JUST SURVIVING!)

The object is to move through the passages and stairways of the castle to reach the tower, dodging or destroying every creature in your path until you find and destroy the Count. Use the controls, as directed, to activate your mystic whip, special weapons and magical items you'll find along the way. Be sure to capture hearts and crystals.

A hint from the Great Beyond: Be sure to watch for magic walls that lead to secret doors and passageways.

CASTLEVANIA—THE COUNT'S HORROR HIDEAWAY



INSTRUCTIONS FOR COMMODORE® 64/128

What You Need

Commodore 64, 128 or 128D computer; 1541 or 1571 disk drive; monitor or TV (color recommended); one joystick required.

Loading

Turn off your computer and remove all cartridges. Plug the joystick into Port 2. Turn on your computer, disk drive and monitor.

If you have a Commodore 128, type **G064** and press **RETURN**. When the prompt **ARE YOU SURE?** appears, type **Y** and press **RETURN**.

Insert the disk into the drive, label side up. Type **LOAD "*" 8, 1** and press **RETURN**.

NOTE: Do not attempt to load the game with an external fast load cartridge, or any other cartridge, as the game will not load.

INSTRUCTIONS FOR IBM® PC/TANDY® 1000/ 100% COMPATIBLES

What You Need

IBM PC, Tandy 1000, or 100% compatible computer; one disk drive; monitor (color recommended); joystick optional but recommended; 384K RAM for CGA or Hercules Graphics Mode; 512K RAM for EGA or Tandy 16 Color Graphics Mode.

Loading

Plug your joystick, if you have one, into your computer. Turn on your computer and monitor. Boot DOS 2.0 or greater. Insert the disk into any disk drive, label side up. Log onto the drive, type **PLAY**, and press **RETURN**.

Selecting Your Graphics and Sound Modes

To select either Hercules, CGA, EGA or Tandy 16 Colors, use the arrow keys. Next select Single Voice, AdLib, Tandy SX/TX or Tandy SL/TL Sound, again using the arrow keys. Press the **RETURN** key to activate your selections.

IBM Keyboard Control

If you are using the keyboard instead of a joystick, select the keyboard option and then use the number keys for game control.

ATTENTION IBM HARD DISC USERS!

If you own a hard disk drive, you may copy the game disk to your hard drive.

To copy the game, insert game disk #1 into your drive and log onto the computer. Type **INSTALL C:** and press **RETURN**.

NOTE: C: is where hard disks are normally located. If your hard disk is assigned a different letter, replace C: with the letter of your hard disk followed by a colon.

You will then be prompted to insert other disks when necessary. The **INSTALL** program will automatically create a sub-directory on your hard disk called **CASTLE**. When this function is completed, the computer will prompt you. (Sometimes this process takes a few minutes, so please be patient.)

To play the game, log C: then type **CD/CASTLE**. Finally, type **PLAY** to start the game.

LOADING INSTRUCTIONS FOR AMIGA®

What You Need

Amiga 500, 1000 or 2000 computer; 512K RAM memory; one disk drive; monitor or TV (color recommended); joystick required.

Loading

Plug the joystick into Port 2. Turn on your computer and monitor. Insert the disk into the disk drive. The program will automatically load.

THE SECRETS OF THE PASSWORD INSTRUCTIONS

After the game has loaded, you will be asked to enter a password to start playing. Look up the four digit number in the password book (located in the center of the manual) by looking at the correct row number and column letter.

For example, if you are given Quest B5, then look across to column B and down to row 5 to find the correct password number.

Enter the password number and press **RETURN** to start your adventure.

A game screen will appear requesting you to select one of the following:

START A NEW GAME
CONTINUE A SAVED GAME

HOW TO BEGIN

Once you've entered the password and chosen **CONTINUE** or **NEW GAME**, press the Joystick Fire Button (Commodore & Amiga) or **RETURN** (IBM) to begin your jugular journey through Castlevania.

HOW TO SAVE YOUR NIGHTMARE FOR ANOTHER DAY

At any time during the game, you can use the **SAVE GAME FEATURE** by simultaneously pressing the **CONTROL** and the **S** keys. The screen will briefly flash "SAVING GAME" to confirm your command.

The **SAVE GAME FEATURE** allows you to save your game status as you progress from one level to the next. You can use the **SAVE GAME FEATURE** at any time and as often as you wish, but only one game status is saved. Each time you save a game, the current game status replaces the last saved game.

The next time you re-boot the game, you can select **CONTINUE A SAVED GAME** on the introduction screen and return to the beginning of the stage in the Castle where you finished your last nightmare.

STARTING A SAVED GAME

When you first load the game, you will be asked whether you wish to: **START A NEW GAME** or **CONTINUE A SAVED GAME**.

If you select **CONTINUE A SAVED GAME**, you will resume playing the game from the point where you last used the game save option.

If you select **START A NEW GAME**, you will play the game from the beginning of the adventure.

ENDING YOUR QUEST

When you are ready to exit Drac's terror resort, simultaneously press the **CONTROL** and **Q** keys. You will then be asked whether you wish to: **START OVER** or **END**.

If you select **START OVER**, you will restart the game at the beginning of the first level. You will not need to re-enter the password or reset any game configurations.

If you select **END**, you will have a last chance to save your game status before quitting.

If you select **YES**, to the **SAVE GAME** question, your current status will be saved for future use.

If you select **NO**, to the **SAVE GAME** question, your current status will not be saved and the adventure will come to a "dead" end.

GAME CONTROLS (FOR ALL COMPUTER SYSTEMS)

During the game, press:

Key	Function	Action
CTRL P	Pause	Toggle Pause On and Off.
CTRL B	Background Music	Toggle Background Music On and Off.
CTRL E	Sound Effects	Toggle Sound Effects On and Off.
CTRL S	Save Game	Save the game at the current status.
CTRL Q	Quit	Ends the game and returns to DOS.

JOYSTICK CONTROLS

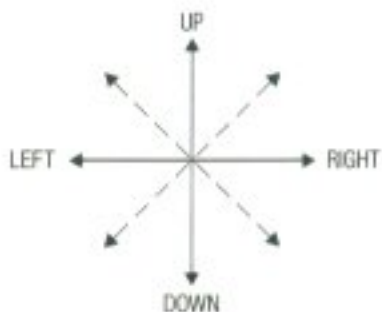
Joystick moves our hero, Simon Belmont, in eight directions.

COMMODORE & AMIGA JOYSTICK CONTROLS

To crack the whip, quickly tap the Joystick Fire Button.

To jump, move the joystick to one of the 3 up positions.

To use magical powers and potions, or attack with special weapons, press and hold down the Joystick Fire Button.



IBM JOYSTICK CONTROLS

If you're using a joystick, press Joystick Fire Button 1 to crack the mystic whip. Press Joystick Fire Button 2 to jump.

To attack with special weapons, move the joystick to the up position and press Fire Button 1.

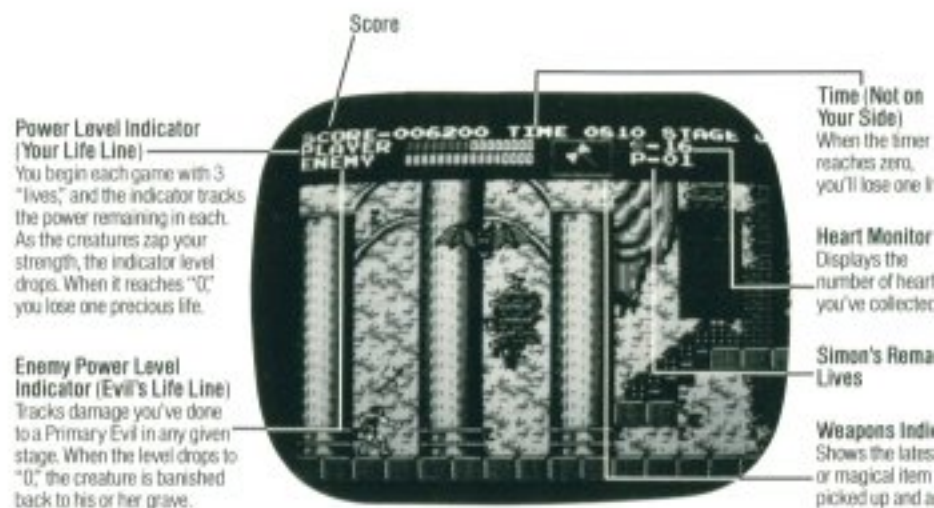
IBM KEYBOARD CONTROL

If you're using the keyboard instead of the joystick, use the keys to control Simon Belmont's movements. To crack the whip, press the SPACE BAR. To jump, press RETURN or ENTER.

Press the Up Arrow Key and the SPACE BAR to attack with the special weapons.

7	^ 8	9
< 4	5	6 >
1	2 v	3
INS		

THE GAME SCREAM!



DRAC'S TOP 10

At the end of the game, if your score ranks among the 10 best, you'll be able to enter your name on Count Dracula's Top 10 List. If you own a Commodore, the list will include Drac's Top 5.
















To enter your name, type up to 10 letters on the keyboard and press RETURN.

If you fail to score in the Top 10, you'll automatically return to the beginning without stopping by this illustrious, blood curdling screen.



TOOLS TO DEFANG THE COUNT

In addition to your mystic whip, many other weapons are hidden along Castlevania's pathways. You're going to need them. Before playing, study this chart, so you'll know where to find your weapons, and how to use them.

WEAPON	ONSCREEN SYMBOL
WATCH	
DAGGER	
AXE	
FIRE BOMB	
BOOMERANG	
SMALL HEART	
LARGE HEART	
CROSS	
INVISIBILITY POTION	
MORNING STAR	
MONEY BAG	
DOUBLE SHOT	
TRIPLE SHOT	
PORK CHOP	
MAGIC CRYSTAL	

WHERE TO LOOK	POWER	COMMENTS
Hidden on path or in creature	Stops enemy action (some exceptions)	Costs you 5 small hearts for each use
Hidden on path or in creature	Fast, accurate attack weapon	Makes target object disappear
Hidden on path or in creature	Slow but powerful attack weapon	Costs 1 small heart per throw
Hidden on path or in creature	Incinerates anything on path	Costs 1 small heart per throw
Hidden on path or in creature	Powerful attack weapon that comes back to your hand	Costs 1 small heart per throw
Hidden on path or in creature	Gives you 1 extra shot per weapon	You can stock-pile up for extra firepower when you find them
Hidden on path or in creature	Gives you 5 extra shots per weapon	You can stock-pile up for extra firepower when you find them
Hidden on path, in a creature or somewhere in the background	Destroys all onscreen enemies	
Hidden on path or in creature	Renders you safe from harm for a few seconds	
Hidden on path, in a creature or somewhere in the background	Increases power of whip in 2 different stages	Short chain for 1st level, long chain for 2nd level
Hidden on path, in a creature or somewhere in the background	Gives you free points	Red = 100 Blue = 400 White = 700
Hidden on path, in a creature or somewhere in the background	Lets you use throwing weapons twice in a row	
Hidden on path or in creature	Lets you use throwing weapons 3 times in a row	
Hidden in background	Partially revives lost power	Appears with secret whip stroke
Capture from Primary Evil in each stage	Completely revives all lost power	Allows player to explore next level

FEATURE CREATURES

Destroy each creature for the point total shown. BONUS POINTS awarded for knocking out 2 or more creatures with one throw of a weapon.



VAMPIRE BAT
200 points



ZOMBIE
100 points



FISH MAN
300 points



BLACK LEOPARD
200 points



QUEEN MEDUSA
3,000 points



EAGLE
300 points



HUNCHBACK
500 points



AXE-MAN
500 points



PHANTOM BAT
3,000 points



MEDUSA HEAD
300 points



RAVEN
200 points



BLACK KNIGHT
400 points



WHITE SKELETON
300 points



RED SKELETON
400 points



GHOST
300 points



**DRAGON SKULL
CANNON**
400 points

PRIMARY EVILS



SKELE-DRAGON
1,000 points



FRANKENSTEIN & IGOR
5,000 points



MUMMY MAN
3,000 points



GRIM REAPER
7,000 points



THE COUNT!
50,000 points

A BLOOD BATH OF BONUS POINTS

100-POINT BONUS—
Awarded for destroying
each of these items:

FIRE BALL

MUMMY WRAPPINGS

BONE FROM WHITE SKELETON

AXE-MAN'S AXE

QUEEN MEDUSA'S BABY SNAKE BITES

GRIM REAPER'S SCYTHE



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