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CastleVania Legends™

INSTRUCTION BOOKLET

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DENNA ETIKETT GARANTERAR ATT NINTENDO STÅR FÖR PRODUKTENS KVALITET. KONTROLLERA ATT ETIKETTEN FINNS PÅ SPEL OCH TILLBEHÖR DU KÖPER FÖR ATT FÖRSÄKRA DIG OM ATT DE ÄR KOMPATIBLA MED GAME BOY.

DETTE SEGL GARANTERER, AT NINTENDO HAR GODKENDT KVALITETEN AF DETTE PRODUKT. SE ALTID EFTER DETTE SEGL, NÅR DU KØBER SPIL OG TILBEHØR, SÅ DU ER SIKKER PÅ FULD KOMPATIBILITET MED DIT GAME BOY.

TÄMÄ TARRA VAKUUTTAA, ETTÄ NINTENDO ON HYVÄKSYNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA, JOTTA SAAT VARMASTI GAME BOY YHTEENSOPIVIA TUOTTEITA.

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Contents

Story :2
Starting the Game :3
Playing the Game :4
Controls :5
Description of the Screen :6
Passwords for Continuing a Game :7
Combat Method :8
Soul Weapons :9
Items :10
The Stage :11
The Characters :12

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position. For further operation information, please consult your Super Game Boy and/or Super NES instruction manual.

Story

IT WAS THE MIDDLE AGES IN TRANSYLVANIA. ONE MAN CAME INTO POSSESSION OF AN EVIL POWER, AND THE PRINCE OF DARKNESS WAS BORN. BEFORE LONG, THIS BEING HAD USED HIS NEW-FOUND SUPERNATURAL POWERS AND THE MAGIC POWERS OF HIS FOLLOWERS TO SPREAD HIS PLAGUE OF DARKNESS AND DESPAIR THROUGHOUT THE EUROPEAN CONTINENT. HE WAS COUNT DRACULA.

EVEN TO MENTION THE NAME OF THIS PRINCE OF DARKNESS WAS TO CAST FEAR INTO THE HEARTS OF THE PEOPLE IN THE LAND, WHO WERE POWERLESS TO DO ANYTHING SAVE VOICE THEIR CONCERN. HOWEVER, AT ABOUT THE SAME TIME A BABY GIRL POSSESSING SPECIAL POWERS WAS BORN TO A FAMILY LIVING IN A REMOTE AREA OF THE COUNTRY. "YOUR POWERS ARE MEANT FOR A HIGHER PURPOSE AND NOT ONLY FOR YOURSELF." SHE WAS OFTEN REMINDED AS SHE WAS GROWING UP. THE PLOT OF THIS GIRL'S FATE BEGAN TO DEVELOP ONE NIGHT IN HER SEVENTEENTH YEAR WHEN SHE MET UP WITH THE YOUNG ENIGMATIC ALUCARD, WHO WAS ON A JOURNEY TO SEARCH FOR THE FATHER THAT HAD DESERTED HIM. THE YOUNG GIRL'S NAME WAS SONIA BELMONT, AND SHE WAS THE FIRST OF THE VAMPIRE HUNTERS IN THE BELMONT FAMILY TO BECOME LEGENDARY.

Starting the Game

Insert the cartridge properly into your Game Boy and turn the power on. After the Title Screen appears, press the Start button. Then, select either "New Game" or "Password" and enter your selection with the A button.



New Game

Choose this mode to start a game from the beginning. After selecting the desired game level, the game will start following an introductory story. (Press the Start button to skip the introduction.)

Password

By selecting this mode, you will be asked to enter a password, which will allow you to continue a saved game. (For more information, see Passwords on page 7.)

Game Select

In the Game Select Screen you can choose one of the following difficulty levels.

Standard Mode

Players start in a normal state, with a normal whip.

Light Mode

Players start equipped with a whip increased two levels of power.

Playing the Game

You play the role of Sonia. The object of the game is to defeat Dracula, the boss character of the final stage, but to get to the final stage you must slay other enemy characters and avoid traps. Breaking a candle causes an item to appear that can increase your attacking strength, restore your health, or the like, but these items vanish after a fixed amount of time. If Sonia's life gauge drops to 0, her number of heart marks also drops to 0.

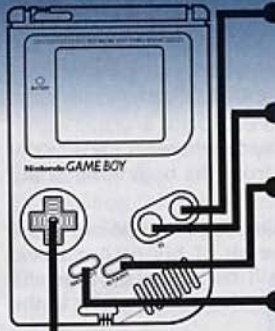
Players lose one of their lives if they are unable to complete a stage within the time limit, if their life gauge drops to 0, or if they fall through gaps in the ground. If a life is lost, the player must start over from the beginning of the current stage.

Players start with three lives, but can gain extra lives by earning points in the game. The game is over when the player loses all of his or her lives. However, when the last life is lost, the player will be asked if he or she wishes to continue the game. By selecting YES, the player can return to the beginning of the current stage.

After quitting a game, the player's Hit Score will be displayed, indicating the number of enemies defeated during the game. The Hit Score cannot be saved.

Different endings can be experienced depending on the number of items collected during the game. (For more information, see Collected Items on p. 10.)

Controls



A button
For jumping and for entering selections.

B button
For attacking.

Start button
For pausing/continuing and for skipping conversations.

Select button
For displaying a window.

Directional button
For moving and crouching, and for moving the cursor.

A button + Down Direction
For sliding down a rope.

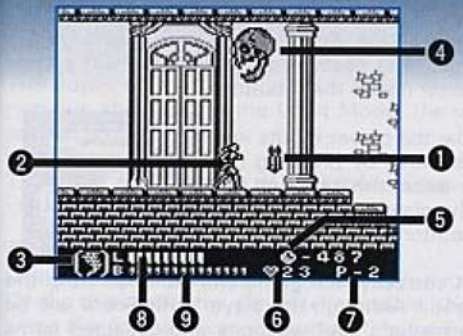
A button + B button
For using the Burning Mode.

Up Direction + B button
For using a Soul Weapon.

Down Direction + Left or Right Direction
For moving in a crouch.

A + B + Start + Select buttons
For resetting.

Description of the Screen



1. Candle
2. Player
3. Soul Weapon (currently selected)
4. Enemy
5. Time remaining
6. Number of hearts
7. Number of lives remaining
8. Life gauge
9. Burning gauge

Passwords for Continuing a Game

When the game is over, the player will be asked if he or she wishes to continue the game. By selecting YES, the player can return to the beginning of the current stage. However, if the player selects NO, a password for the current stage will be displayed along with the player's Hit Score. Later, after pressing the Start button in the Title Screen, the player can select "Password" to continue the game. The Password Input Screen will appear after selecting "Password" and enter it with the A button.



Beginning from the left-hand box, the player inputs one of eight items in each of four squares by pressing the Direction button up or down to select the item and left and right to move the cursor. The player then enters the password by pressing the Start button.

If the password has been input correctly, the game will continue from the beginning of the last stage played. Although the player's Hit Score will be reset in a continued game, the player's soul weapons and collected items will not be lost. If the password is not input correctly, an error beep will sound informing the player of the mistake.

Combat Method

Whip Attacks

Finding a crystal will boost your power as many as two levels. When you increase one level, the length of your whip increases 1.5 times, doubling your attacking power. By increasing a second level, the whip begins to emit fire balls.

The power of your whip will not return to normal as long as your strength remains above 0. In the Light Mode, the whip is always powered to the second level.

The whip can be used at all times except when the player recoils after incurring damage.

Burning Mode

Using Sonia's inborn self-defense ability, you can invoke this mode at will. During this mode, the player is invincible, the player's status being raised to twice the normal level. However, this mode can only be invoked once per life in every stage. Further, this mode lasts for a limited time shown on the burning gauge. When the gauge runs out, the player returns to a normal state.

Soul Weapons

If you defeat an enemy equal or greater to an area boss character, the enemy sacrifices his captured spirits, which you can use as a subweapon. Your number of heart marks is decreased each time a subweapon is used, the number consumed depending on the attribute of the weapon.

You cannot use two types of soul weapons at the same time, but in some situations the weapons can be selected in real time, and by collecting heart marks, the number of uses can be increased.

Once acquired, a soul weapon is never lost even when a game is over, providing the player saves the game. The soul weapons can be used at all times except when the player recoils after incurring damage.

Attributes of the Soul Weapons



Wind
Stops enemy movement and attacks in all scenes except the area boss and stage boss battles. Consumes 5 heart marks per use.



Ice
Restores the player's entire life gauge. Consumes 20 heart marks per use.



Flame
A flash attack effective against all enemies but area and stage bosses. Consumes 5 heart marks per use.



Saint
Sends a wave in front of the player. Cannot be fired consecutively. Consumes 1 heart mark per use.



Magic
Destroys an enemy other than the area and stage bosses and nullifies the enemy's attack. Consumes 5 heart marks per use.

Items

Various items appear when you break candles using your whip or soul weapon.

Normal Items



Hearts
Increases your number of heart marks by 1.



Meat
Restores half of your life gauge.



1UP
Increases your remaining lives by 1.



Crystals
Raises the power of your whip one level. The whip can be raised a maximum of two levels.

Special Items

Collected items and soul weapons the player has in possession can be displayed in a window by pressing the Select button.

Collected items

These items do not determine your sub weapons, but determine one of the multiple endings.


Dagger


Cross


Holy Water

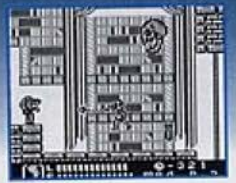

Axe


Pocket Watch

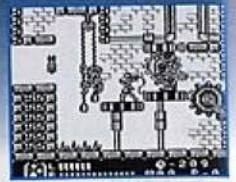
The Stages



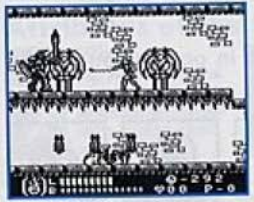
Stage 1
Outside the Castle



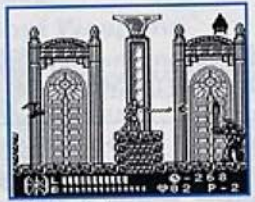
Stage 2
Inside the Castle



Stage 3
The Clock Tower



Stage 4
The Top Floor of the Castle



Stage 5
The Cathedral

?

In addition to the stages shown here, there are hidden stages!

The Characters

Sonia Belmont

17 years old

This young woman was the first of the Belmont family to leave her name to posterity as a vampire hunter. She was taught how to handle a whip by her grandfather and learned at an early age of her ability to sense the presence of beings physical and spiritual that cannot be seen by ordinary humans.





Creatures Bat

Boss of the 1st Stage

The Creatures Bat is a fiendish artificial life form that was created by fusing the abilities of a bat with those of a human. The Bat can fly and attacks with superhuman strength.



Death Dragon

Boss of the 2nd Stage

This legendary monster was slain by Count Dracula himself and then was brought back as a living corpse. The dragon attacks by breathing flames.



Grim Reaper

Boss of the 3rd Stage

This apparition received great power of magic in return for being bound to Count Dracula in an eternal master-servant blood contract. The Grim Reaper also brandishes a very sharp sickle.



Alucard

Boss of the 4th Stage

In order to pass on to Sonia his own hope of slaying his father Count Dracula, Alucard lurks somewhere in Dracula's castle, waiting for the fateful day when he must rise to his final test.

Dracula

Boss of the Final Stage



Master of the evil castle, this legendary Prince of Darkness undertook a transmigration from his human body and, in so doing, came into a magic ability powerful beyond imagination.



MEMO