Nintendo

GAME BOY

DMG-CV-USA

KONAMI®

The Castlevania ADVENTURE™

INSTRUCTION BOOKLET

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SHEER TERROR IS AT HAND

To confront the death defying Count, insert the cartridge into the Game Boy, and then click on the Power Switch. When KONAMI appears on the screen, press the Start Button.

Now you're in the misty midst of Dracula's less than welcoming lair. There's no place to hide. No place to run. The only direction you can go is "dead" ahead into the darkness that is Castlevania.

With the taste for sweet revenge on the tip of his fangs, the blood thirsty prince of darkness hungers for a succulent delicacy – and your throat is definitely on his menu. But before you reach this host of horrors, you must risk your neck against multitudes of unearthly evils that lurk around every corner.

All told, there are 4 levels of dank dungeons, torture chambers and vampire crypts. At the "dead" end of each, you'll find a Primary Evil who's waiting to terrorize you. Before proceeding to the next level, you must crush and demoralize (not that it has a lot of morals to speak of) this beast.

At the end of the fourth level, you'll enter the "dead" of night, where you'll come toe to toe, eyeball to eyeball with everyone's favorite blood sucker – Count Dracula. And it's here that you'll either vanquish his midnight powers forever, or be initiated into his vampire corps.

Your sole means of protection are your Mystic Whip and mindful wits, which will lead you through Drac's menacing maze. Along the way, be sure to light the candles with the tip of your whip. It's a sure fire way to unleash life sustaining items such as hearts, crystals and crosses of gold.

You'll begin your quest with three lives to spare. At 10,000 points you'll receive a bonus life. For every 20,000 points thereafter, you'll be granted another reincarnation.

NOTE: There's a time limit in each stage. And if you fail to destroy the Primary Evil or Count Dracula before it expires, you'll expire.

CONTROLS TO WARD OFF THE CURSE



Control Pad
Press Left or Right to advance through the maze. Press Up to climb up a rope. Press Down to climb down a rope or to "duck" the onslaught.

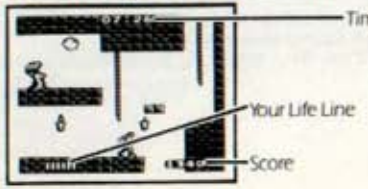
Select Button
Not used during the adventure.

B Button (The Attack Button)
Press to crack the Mystic Whip. Be warned, though, it's impossible to attack when climbing up or down a rope.

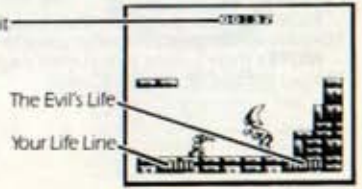
A Button
Press to leap. Also press to jump down from the rope.

Start Button
Press to begin your quest. Also press to pause and unpause the action.

ONE AGAINST 1,000 GAME SCREEN



ONE-ON-ONE GAME SCREEN



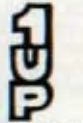
ITEMS YOU CAN'T LIVE WITHOUT



Heart
Partially restores your Life Line.



The Flashing Heart
Totally restores your Life Line.



1 Up on the Count
Gives you an extra life to play with.



Cross of Gold
Makes you invincible for a limited period of time.



The Crystal
Increases the power of your Mystic Whip.



The Flashing Crystal
Calls forth a Primary Evil.



The Valuable Coin
Increases your point wealth.

STRETCHING THE POWERS OF YOUR MYSTIC WHIP

Locate 1 Crystal and your whip will lengthen, strengthen, and become an all-around super weapon against the super freaks.

Discover a second Crystal, and fireballs will spew forth, lighting up the enemy and the scoreboard.

Your Mystic Whip can only be increased by a power of two. So if you find a third, forth or one-thousandth crystal, they'll be nothing but worthless status symbols.

TIPS TO EVADE TORTURE

Don't bet the ponies…don't spit into the wind…(OK! OK! Enough joking around. This Dracula stuff is serious business, especially for those of you with your necks on the line.)

Here's the true advice from the Underworld:

1. Traps have been set within each stage. Be careful not to trip into the Pit of Pit Vipers. Also watch out for the Pursuing Wall.
2. Don't allow your attention to slip from the dangers lurking overhead and on the blood stained floors.
3. Knock down and destroy pillars to escape certain death.
4. Master the Jump Attack, so you can light up the candles burning high on the wall and defeat the flying sorcerers. To Jump Attack, hold down the A Button, then strike the B Button.

CONTINUE IF YOU DARE

After losing your last life, you can continue from the beginning of the level where you perished. Simply press the Control Pad Up or Down to select YES on the Continue Screen. Then press the A Button.

You can begin again as many times as you like, as long as the Game Boy power remains on. Turn off the switch, though, and it's back to the beginning, where the deadly demons will be refreshed and revived. (Careful not to leave your Game Boy on too long – or else you'll kill the batteries!)

SOME PRETTY FRIGHTFUL DUDES



Big Eye



Madman



Punaguchi



Death Bat



The She Worm



Under Mole (Primary Evil)



Gobanz (Primary Evil)



Evil Armor



Zeldo (Primary Evil)



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