

Kid Dracula™ is a trademark of Konami Inc. Konami is a registered trademark of Konami Co.,Ltd.
© 1993 Konami.
All Rights Reserved.

Konami, Inc.
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510

Nintendo®

GAME BOY®

KONAMI®

DMG-DF-USA

KID DRACULA™

INSTRUCTION MANUAL

KONAMI, INC. LIMITED WARRANTY

Konami, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami software program is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami software product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

*** ADVISORY ***

READ BEFORE USING YOUR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

Official Nintendo Seal of Quality

THIS GAME IS LICENSED BY

Nintendo®

NINTENDO, GAME BOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

© 1989 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE AND FOR USE WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

CONGRATULATIONS!

Welcome to the immortal kingdom of Kid Dracula, an 8 level quest that will drive you totally batty. Before getting lost in the dark, be sure to read this **vampire handbook**, your guide to the great beyond of Game Boy®.

TABLE OF CONTENTS

STORY LINE 4

HOW TO PLAY 5

CONTROLLING YOUR FATE 7

SPECIAL ITEMS AND POWERS 9

THE EIGHT LEVELS 12

THE FIVE SUBGAMES 14

ENEMIES TO BE FEARED 16



CHILDREN OF THE NIGHT, YOUR LEADER HAS COME (HE'S REALLY A GOOD DUDE, AT HEART)

And his name is Kid Dracula. (Not to be confused with his old man, the Count, or any of those pasty faced phonies you see flaunting their fake fangs in the flicks.) This is the coolest little terror to come out of Transylvania since the teenage werewolf. Ah, but don't get a big head to go along with your big hair. Because just showing those pearly whites won't scare away the evil of Garamoth, a tyrannical lizard king who transported himself from the year 2 billion B.C. just to terrorize Kid Drac's weird, wild and wonderfully wacky kingdom. No way, castleboy!

To save the night, you must become Kid Dracula and sink your teeth into 8 of the craziest Game Boy levels ever. You must also venture into 5 different subgames, where extra players can be won. Along the way you'll encounter, and hopefully eradicate, a host of horrors, including Frankenpunk, Trance Fusion and the greatest pea brained predator of them all—Garamoth.



Survive, and the cold, drafty concrete crypt you call home will be back in black. Fail, and you'll be seeing red for the rest of your life. Which in eternal vampire years is pretty much forever. Zoinks! Talk about a fangtastic adventure.

THERE'S A LOT AT STAKE WHEN YOU BEGIN

Insert the Game Pak into your Game Boy and turn on the power of Kid Dracula. Gets your blood boiling just to think about it, eh? Press the Start Button twice to advance to the Start/Password screen. Not to be redundant, but if you want to begin at the beginning press Start again. If you want to enter your password from a previous game (so you can return to the level you were at when you last "bit" it), press the Control Pad down and then press Start.

Your adventure begins with the appearance of **The Cross Eyed Creep**, your ghoulish assistant, who will provide you with clues throughout the game. To advance the dialogue, press the A Button. To go directly to the action, press the Start Button.You have three lives to begin with. Each life is measured by a three hearted life line. You can collect hearts throughout your journey to increase your life line up to 5 hearts. Once your hearts are gone, you're a goner. Once your three lives are history, so are you. Fortunately you have unlimited continues, and a password feature to save your game. Use your Control Pad to select one of these options at the end of your life, and press the Start Button. If you select password, be sure to write it down.

PASSWORD CONTROLS

To enter your password, press the Control Pad up or down to select a number, then press the Control Pad right to choose the next number. After you've made your selections, press the Start Button.

A Visitor's Guide to Drac's "Crypt Sweet Crypt"



HOW TO CONTROL A VAMPIRE (WITHOUT ANY GARLIC)



Control Pad
Press left or right to walk. Press up to climb ladders. Press up simultaneously with the B Button to attack upward. Press down to descend ladders and crouch. During a jump, press in sync with the B Button to attack downward.

A Button
Press to jump.

B Button
Press this button to use your powers. Hold down the B Button and Kid Dracula will flash, indicating you can use the selected magic power. Release the B Button to fire your weapon.

Select Button
Press to switch to a different magic power. (Remember, you will collect different powers throughout the game.)

Start Button
Press during the game to pause. Press again to go to bat.

SECRETS THAT CAN'T BE KEPT

To survive (again not that Dracula ever really dies) you must capture hearts to extend your life line and collect coins that will really pay-off in the subgames. All in all, these hints will improve your chances of destroying that big goon Garamoth.



WHAT TO LOOK FOR IN AN ADVENTURE



Crimson Coin
Defeat an enemy using a powered-up weapon, and a coin will appear. Grab it for future subgame investment.



Small Heart
Restores one heart beat in your life line.



Big Heart
Restores your entire life line.



Big Heart in a Box
Increases your life line by one full heart, plus restores any lost portions of your life line.



Your Guiding Hand in the Subgames
Press the Control Pad to maneuver this hand when making selections in the subgames.

THE POWERS THAT YOU BE

These are the 7 magical powers you control. At the beginning of the game you'll only have two of them (the bat transformation and Bitin' Bullet). But after you overcome different levels, **The Cross Eyed Creep** will award you with another power. To use these special powers, hold the B Button down until Kid Dracula flashes, then release the button.



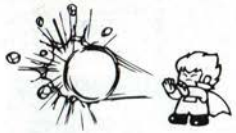
Bat Transformation and Bitin' Bullet
You begin with a regular Bitin' Bullet to ward off enemies. From the start you can also transform into a bat to overcome obstacles. To return to normal, press the B Button or wait for the time limit (yes, there is a time limit) to expire.



Bat Attack
Patriot bats will zero in on enemies and then whap them with their wings. After destroying the enemy, these bad bats will return to your cape.



Wing 'N Homing Missiles
These nasty homing missiles will destroy any enemy they can find.



Giant Bat Bomb
Nothing can withstand this menace, not even walls!



Hangin' with the Bat Boys Maneuver
Allows you to stick to ceilings. You can cancel this power by pressing the Select Button or by letting the time expire.

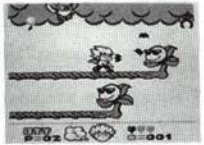


Umbrella Lagosi
After being awarded this power, press the Control Pad up or down to move this shield. By using the Control Pad you can aim the shield in any direction. You'll never fear getting wet behind your pointy ears again! To close the Umbrella Lagosi, press the B Button. Note: you cannot attack when defending yourself with this item.

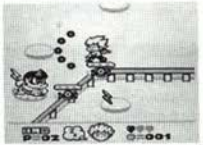
A CRAZY 8 LEVELS YOU'LL NEVER FORGET



Kid Drac's Castle Home
Clear this stage and you'll be able to use the Bat Attack.



The Forest of Fools
Clear this stage and you'll be able to fire your Wing 'N Homing Missiles.



Attack of the Thunder Clouds
Clear this stage and you'll acquire the ol' Hangin' with the Bat Boys Maneuver.



The Ghost Pirate Ship
Clear this stage and you'll be able to launch the giant Bat Bomb, and protect yourself with the Umbrella Lagosi.



The Far Out World of Garamoth
OK, so Garamoth's fangs are bigger than yours. But that doesn't mean you can't kick his tail.



The Monster Volcano
Watch out for ricochet rocks!



The Dark Cave
Falling ceilings and rising floors will really trip you up here.

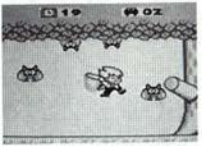


The Robotics Factory Zone
Riveting robo bullets will keep your attention throughout this level.

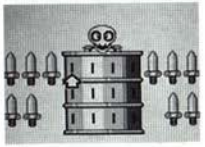
THE SUBTERRANEAN CRYPT GAMES

After clearing a stage, you can choose to play a subgame. To play a subgame, though, you must have a certain number of coins, so be sure to collect as many as possible throughout your adventure. Remember you can get coins by defeating enemies with your "flashing" powers.

There are two kinds of subgames, one with the objective of collecting more coins, the other with a goal of winning more players. The following screens will give you a hint of what to expect when you delve into this very subjective world.



Bat Snatch Challenge



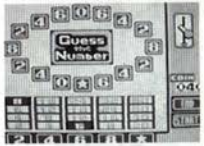
Magical Skull and Romanian Battle Swords Sweepstakes



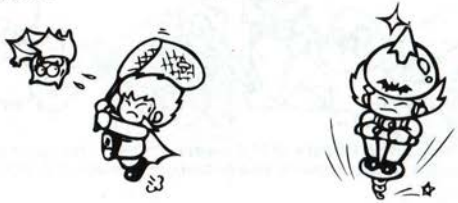
Transylvanian Version of Rock, Paper, Scissors



Poppin' "Ghostloons" with your Fangstick Fandango



Crimson Coin Collection Game



ENEMIES THAT WILL MAKE ANY KID DRAC YACK!



Garamoth the Magnificent



Witchie Wench



Percy Pinchaloaf



Frankenpunk



Shades the Kid Eating Plant



The Ghosts of Halloween Past, Present and Future



The Spirit of the Last Fried Chicken You Ate



Phyllis Driller



Rod Lightning



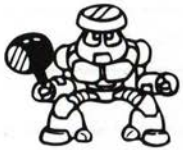
The Trout that Wouldn't Die



Mister Picky Picky



Trance Fusion



Metal, the Heavy



The Illegal Alien from Planet X

NOTES

NOTES