NUS-ND3E-USA

Castlevania®



SOLD BY

KONAMI

TEEN
T
CONTENT RATED BY ESRB

NINTENDO 64

Instruction Booklet

Konami of America Inc.
1400 Bridge Parkway
Redwood City, CA 94065

PRINTED IN U.S.A.

WARNINGS AND CONSUMER INFORMATION

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

THE 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. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

Official Nintendo Seal of Quality

LICENSED BY NINTENDO
NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE 3-D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
©1996 NINTENDO OF AMERICA INC.

Castlevania®

Contents

Control Stick Functions 2
Story 3
About the Game 4
Game Controls 6
The Controller Pak 7
Controller Parts 8
Menu Screen 9
What You See On Screen 10
Saving and Loading 12
Game Controls 14
Items 18
Obtaining Items 20
Character Profiles 21
Monsters 22
Consumer Support 24
Limited Warranty 25

Control Stick Functions

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

Story

In earlier times, peace and prosperity reigned across the land, and no-one thought to question their good fortune or fear for the future...

Then, in the middle of the 19th century, a dark shadow spread across Wallachia, Transylvania, home to many a vampire legend. The spirits of the depraved and corrupt had roused the king of evil from his enforced sleep of 100 years...

Shapeshifting into a bat, a wolf, or coils of mist, he stalked the land...

Seeking the dark and shunning the light, he cursed the gods as he hunted...

Damned to eternal life, he sucked the blood of one young maiden after another...

Count Dracula, Lord of Darkness and Master of the Castle of Death, had risen again...

The peace and prosperity of the people utterly destroyed, a black cloud of despair spread over the land. Evil beings roamed through the towns, and those who refused to pledge allegiance to Dracula died horrible deaths.

It was then that two warriors came forth, called by fate to hunt down the Lord of Darkness and deliver the people from his evil...

About the Game

"Castlevania" is a game for one player only. Your adventure begins in the forest near Dracula's castle, then you progress towards the castle.

You select one of two different characters to play the game. The story varies depending on the character, but the ultimate aim is the same - to defeat the evil Count Dracula who has once again risen from the dead.

The two characters each have different weapons, with different offensive capabilities.
(See page 21 for details on characters).

Your character has a certain number of HP (hit points). You lose HP when you are injured by enemy attacks, fall into traps, or fall from locations above a certain height. If your HP level drops to zero, the game is over.
(See page 8 for details on what happens when a game ends).

If you fall into deep or bottomless watercourses, or from high places such as cliffs, or on to certain surfaces, you are "out" and the game is over.

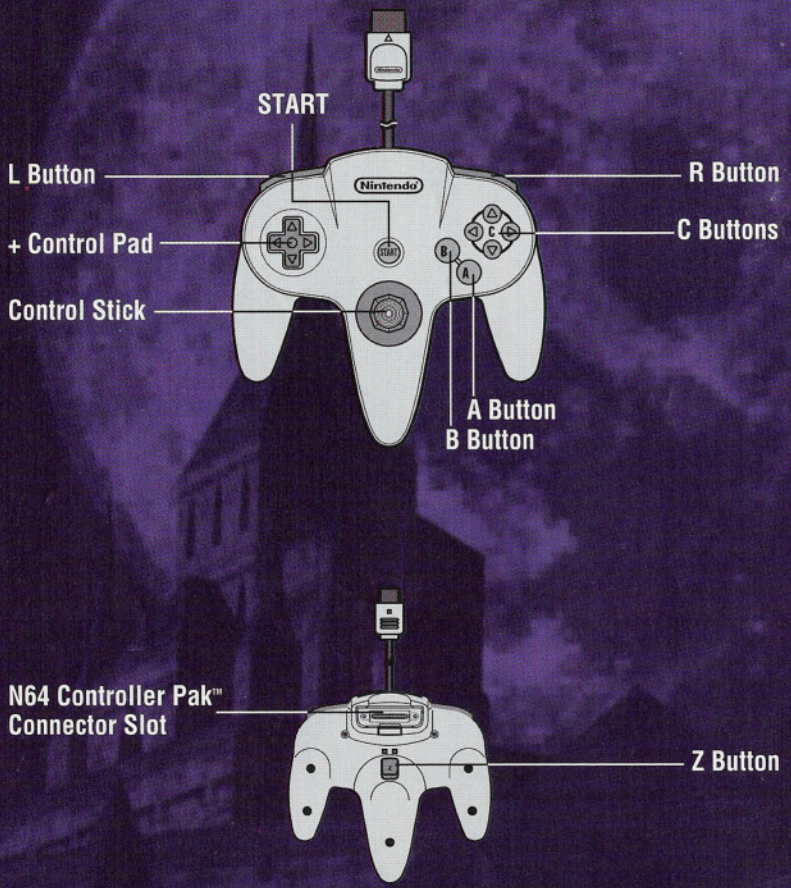
You can save your progress by using "White Jewel" items located at various locations on the Map screen.
(See pages 12-13 for details on saving and loading data).
(See pages 18-19 for details on items).

When you defeat an enemy, you may receive gold or a red jewel.
(See pages 18-19 for details on items).

There are many traps waiting for you inside Dracula's castle. Pay close attention to your surroundings for clues on how to proceed safely.



Game Controls



The Controller Pak

Precautions for using the Controller Pak

- You can save data while playing "Castlevania" if you use a Controller Pak (sold separately).
- Attach the Controller Pak to the Player 1 Controller before switching on the power to your Nintendo 64 game unit.

(See page 12-13 for details on saving and loading data).
(Refer to the Controller Pak instruction manual for details on how to use the Controller Pak).

Game Notes

The memory capacity of each Controller Pak is divided into 123 pages. Nine pages are required to save "Castlevania" data. You can create four files in each "Castlevania" game note.

Controller Pak Menu

You can check what files are saved into your Controller Pak by holding down START and then switching on the power to the main unit (with the Controller Pak attached to the 1P Controller).

Controller Pak Error Messages

[Insufficient empty notes]
A minimum of 9 pages are necessary to save data in this game. You cannot save data with fewer than 9 free pages in the Controller Pak. You can continue on and play the game if you wish, but to play with the save function available, first switch the power off then on and delete 9 pages of data from the Controller Pak menu, or attach another Controller Pak.

[Controller Pak malfunction. Check the Controller Pak to insure that it is connected correctly.]
You can continue on and play the game if you wish, but you will not be able to save or load data. If this message appears when the Controller Pak is correctly attached, the Controller Pak may be malfunctioning. Selecting "Restore" may solve the problem but could cause data loss, so first try using a different Controller Pak.

[Controller 1 not connected]
Switch the power off, correctly attach the Controller Pak, and switch the power back on again. This game supports one controller only.

[Wrong device type]
This game does not support the Rumble Pak. Check that the Controller Pak is correctly attached and press the A button.

Controller Parts

Starting the Game

Basic Controls at the Select Screen
Control Stick (+ Control Pad): Select
A button: Set
B button: Cancel/Go back

Starting Up
Insert the game pak into your Nintendo 64 game unit, attach the Controller to Connector 1, check the Controller Pak is attached to the Controller, then switch on the power. Do not touch the Control Stick at this time.

Title Screen
When you switch on the power, the demo will run, followed by the Title Screen. Select either of the following and press the A button to set.

Game Start: Start playing the game (see page 9 for more details).

Options: Change game settings (see page 9 for more details).

When a Game Ends
If your character's HP falls to 0 the game ends and the Game Over Screen will appear. Select one of the following and press the A button to set.

Continue: Select Continue and the two options "Restart play from the last place you saved" and "Restart play from the beginning of the last stage" will appear. Choose one with the Control Stick (+ Control Pad) and press the A button to set.
* If you select "Restart play from the beginning of the last stage" you lose all the items you have collected so far.

Exit: Quit the current game and return to the Title Screen.

Menu Screen

Game Start: You can start a new game, load saved data, and copy and delete data from this screen.
(See pages 12-13 for details on saving and loading data).



Game Start: Displays the File Select Screen.

Playing a new game
Select an empty file with the Control Stick (+ Control Pad), and press the A button to move to the Player Select Screen. Select a character with the Control Stick (+ Control Pad), and press the A button to start the game.

Playing a saved game
Select the saved game you wish to play with the Control Stick (+ Control Pad), and press the A button to set.

Copy: Copy a saved file.

Delete: Delete a saved file.

Exit: Return to the Title screen.



Options
You can change the button configuration of your Controller and game sound settings from this screen.

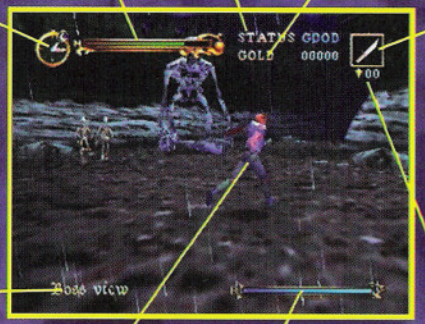
Button Config: Select one of three button configurations for your Controller (A-type, B-type, or C-type).
(See pages 14-17 for details on game controls).

Sound Mode: Select either stereo or mono sound.

Default: Change Key Config and Sound Mode back to their default settings.

Exit: Return to the Title Screen.

What You See On Screen



Clock (Sun symbol = daytime; Moon symbol = night-time)

HP

Status

Gold

Item Attack (see page 18)

Camera view (see pages 14-17)

Player

Boss HP

Jewel Points (decrease when you do an item attack; increase when you pick up red jewels)

Jewel Points

You lose Jewel Points when you do an item attack. The number you lose depends on the type of attack item you use. Without a sufficient number of Jewel Points, you won't be able to do item attacks. To increase your Jewel Point level, you need to pick up Red Jewels. There are two types of Red Jewels, small ones worth five points each, and big ones worth ten points each.
(See pages 18-19 for details on items).

Sub-Screen

Press START during game play to check your current ability level and status, and to use items. Press START again to return to the game screen.
(See pages 18-19 for details on items).

What You See On Screen



Player Status

If you are hit with special enemy attacks, your status may change in either of the following ways.

Vamp

- What causes it: Being bitten by a vampire-type enemy (does not occur in every case).
- Symptoms: You become unable to use HP restoration items and do distance attacks, then after a certain period of time turn into a vampire yourself. At this point the game ends.
- If you use a "Purifying Crystal" item, you will return to your normal status.
- If you are bitten by a vampire enemy, quickly move the Control Stick to escape.

Poison

- What causes it: Being hit with an enemy poison attack.
- Symptoms: The poison injures you at regular intervals and your HP level drops.
- If you use an "Poison Cure Ampoule" item, you will return to your normal status.
- V + P indicates simultaneous Vamp and Poison status.

Saving and Loading

- You can save data while playing "Castlevania" if you use a Controller Pak (sold separately).
- Nine pages are required to save "Castlevania" data. You can create four files in each "Castlevania" game note.

Data That Can Be Saved
- Your character
- Items
- Data linked with events
- Time of day
- Gold
- Type of ending (the character you were using when you cleared the game and the ending)
- Option settings

Saving Data



When you pick up a White Jewel item (located at various places throughout the Map screen) a save message will appear. Select Yes or No with the Control Stick (+ Control Pad), and press the A button to set.
(See pages 18-19 for details on items).
(Data is saved into the same file that you loaded).

Loading Data
1. Select "Game Start" from the Menu Screen, and press the A button to move to the File Select Screen.
2. Select the saved game you wish to play with the Control Stick (+ Control Pad), and press the A button to start playing.

Saving and Loading

Copying Data
1. Select "Copy" from the Menu Screen, and press the A button to move to the File Select Screen.
2. Select the file you wish to copy and place you wish to copy it to with the Control Stick (+ Control Pad), and press the A button to set. A confirmation message will appear on screen; select "Yes" with the Control Stick (+ Control Pad) and press the A button to copy the data.
- If you copy data into a file that already contains data, the old data will be lost.

Deleting Data
1. Select "Delete" from the Menu Screen, and press the A button to move to the File Select Screen.
2. Select the file you wish to delete with the Control Stick (+ Control Pad), and press the A button to set. A confirmation message will appear on screen; select "Yes" with the Control Stick (+ Control Pad) and press the A button to delete the data.
- If you copy data into a file that already contains data, the old data will be lost.
- Data that has been deleted cannot be retrieved, so be careful when deleting.

Game Controls

Game Controls (A-Type Controller Configuration)

Moving Your Character

• Walking, Running, and Turning (Control Stick)
Press the Control Stick in the direction you want to go to walk. Press it further down to run. Press it quickly in the opposite direction when walking to turn around.

Stopping (Control Stick)

Gently move the Control Stick back into the neutral position when walking or running to gradually come to a stop. Move it quickly back into position to stop quickly.

• Crouching (Z button)
• Moving While Crouching (Z button + Control Stick)
Press the Z button to crouch. Move the Control Stick while crouching to advance in the direction pressed in a crouching position.

• Vertical Jump (A button)
• Moving Jump (Control Stick + A button)
Press the A button to jump vertically. Move the Control Stick while jumping to jump in the direction pressed.
(It's possible to adjust your direction somewhat mid-jump).

• Lunging and Climbing (A button + Control Stick)
You can hang by both hands from blocks or devices normally too high to reach if you grab hold of them while jumping. Hold down the A button and move the Control Stick to advance hand over hand. (This may not always be possible if the surface is steeply inclined). Grab hold of blocks or devices in the same way when falling to hang from them. While hanging, press UP to climb onto the ledge, provided that there is enough room.
(You cannot attack when hanging from something).

• Sliding (Control Stick + Z button)
Move from a dash into a slide.
(You can injure enemies by sliding into them if you get the timing just right).

• Changing Camera Perspective (C button pressed up)
Switch between the following camera modes:
Normal view: Normal camera perspective.
Battle view: The best perspective to use when fighting.
Action view: The best perspective to use when executing action.

Game Controls

The camera will switch to a special perspective when you fight boss characters and during certain scenes. You cannot change the perspective at these times.

• Opening Doors/Looking at Objects/Talking to People/Picking Up Items (C button pressed right)
Touch a door and press the C button right to open it and move into the adjoining room. You can also use the C button in this way to search your surroundings, operate switches and levers, and pick up items. If you meet someone who looks like they might have something useful to tell you, press the C button right to talk to them.

• Using Items (START)
To use an item, press START to display the Sub Screen. Select an item with the Control Stick (+ Control Pad), and press the A button to use it.
(See pages 18-19 for details on items).

• Changing View (C button up + Control Stick)
Keep the C button pressed up and press the Control Stick to rotate around and look at your surroundings.
(You can only do this when your character is not engaged in other actions).

• Locking On (R button)
Press the R button to lock on to the enemy closest to you within a certain radius. This makes it easier to attack.
- A red mark indicates an enemy you have locked on to.
- A yellow mark indicates an enemy possible for you to lock on to.

Attacking

• Attack 1 (Distance attack) (B button)
Attack using your distance weapon (whip or energy bullet)
(See page 21 for details on characters).

• Attack 2 (Short-range attack) (C button pressed left)
Attack using your short-range weapon (dagger or ring)
(See page 21 for details on characters).

• Item Attack (C button pressed down)
Use Jewel Points to throw an attack item at your enemy.
(See page 10 for details on Jewel Points).
(See pages 18-19 for details on items).

Game Controls

Game Controls (B-Type Controller Configuration)

Moving Your Character
- Walking, Running, Turning, & Stopping (Control Stick)
- Crouching (Z button)
- Moving While Crouching (Z button + Control Stick)
- Vertical Jump (A button)
- Moving Jump (Control Stick + A button)
- Lunging (A button + Control Stick)
- Sliding (Control Stick + C button up)
- Opening Doors/Looking at Objects/Talking to People/Picking Up Items (C button pressed right)
- Using Items (START)

(See pages 18-19 for details on items).
- Changing View (C button pressed up + Control Stick)
- Locking On (R button)

Attacking
- Attack 1 (Distance attack) (B button)
- Attack 2 (Short-range attack) (C button pressed left)

(See page 21 for details on characters).

- Item Attack (C button pressed down)

(See pages 10 for details on Jewel Points).
(See pages 18-19 for details on items).

- Changing Camera Perspective (Z button)

Game Controls

Game Controls (C-Type Controller Configuration)

Moving Your Character
- Walking, Running, Turning, & Stopping (Control Stick)
- Crouching (R button)
- Moving While Crouching (R button + Control Stick)
- Vertical Jump (A button)
- Moving Jump (Control Stick + A button)
- Lunging (A button + Control Stick)
- Sliding (Control Stick + R button)
- Opening Doors/Looking at Objects/Talking to People/Picking Up Items (C button pressed right)
- Using Items (START)

(See pages 18-19 for details on items).
- Changing View (C button up + Control Stick)
- Locking On (C button pressed down)

Attacking
- Attack 1 (Distance attack) (Z button)
- Attack 2 (Short-range attack) (B button)

(See page 21 for details on characters).

- Item Attack (C button pressed left)

(See page 10 for details on Jewel Points).
(See pages 18-19 for details on items).

- Changing Camera Perspective (C button pressed UP)

Items

Attack Items

Attack items are "armed" automatically as soon as you pick them up. You can use them immediately, and as many times as you want, provided you have sufficient Jewel Points. You lose your ability to do item attacks if your Jewel Point level falls too low.
- The number in brackets indicates the number of Jewel Points you need for that item attack.

(See page 10 for details on the game screen).
(See page 20 for details on how to pick up items).



Holy Water (3)
Flames burn up and injure your enemy.

Cross (5)
Spins around and around in a vortex towards your opponent.





Axe (2)
Flies in an arc towards your enemy.

Knife (1)
Flies fast and straight towards its target.



HP Restoration Items

These items can be used only once.



Roast Beef
Restores most of your HP.



Roast Chicken
Restores a little HP.

Items

Status Restoration Items

These items can be used only once.



Purifying Crystal
Cures you if you are bitten by a vampire.



Poison Cure Ampoule
Cures you of poisoning.

Other Items

These items can be used as many times as you want.



White Jewel
Allows you to save your progress.
(See page 12 for details on saving data).



Contract
Summons the mysterious salesman Renon, from whom you can buy items.



Red Jewel
Increases your Jewel Points.
You use up Jewel Points whenever you do item attacks.
(See page 10 for details on Jewel Points).



Gold
Use for buying items.
(See page 20 for details on buying items).

Key
Opens locked doors.
Once you've obtained this item, locked doors will unlock automatically when you try to open them, and the key corresponding to that door will be used up.
(See pages 15-17 for details on how to open doors).



Obtaining Items

You can obtain items in three ways; by picking them up from the Map screen, by collecting them during events, and by buying them.
(You can sometimes obtain items from the Map screen by destroying torches and other objects. Keep your eyes open - items could be hidden anywhere).

Picking Up Items from the Map Screen
Move in close to the item, and press the C button to the right to pick it up.
- Note: This may vary depending on the type of game controls you are using.
(See page 20 for details on how to pick up items).

Collecting Items During Events
Some items can only be obtained during events. The way in which they can be obtained depends on the event.

Buying Items
To summon the mysterious salesman Renon and buy items from him, move in towards a "Contract" item on the Map Screen and press the C button to the right to pick it up.
(The Contract can be found in various places on the Map Screen).

Items Available for Purchase


Healing Kit: Completely restores your HP and status.

Sun Card: Fast-forwards the time to sunrise.



Moon Card: Fast-forwards the time to sunset.

* There are many other items for you to find in addition to the ones described above.

Character Profiles

Reinhardt Schneider
Heir of the ancient Belmont clan of vampire hunters, his blood dooms him to oppose the might of Count Dracula. Wielding the holy whip of his ancestors, the young vampire killer begins his quest!

Attack 1 (Distance attack): Whip
Attack 2 (Short-range attack): Dagger

Carrie Fernandez
A young girl gifted with great magical powers. Sensing Dracula's return, she sets off alone to the dark castle. Now she must wield her inherited power in the fight against evil...

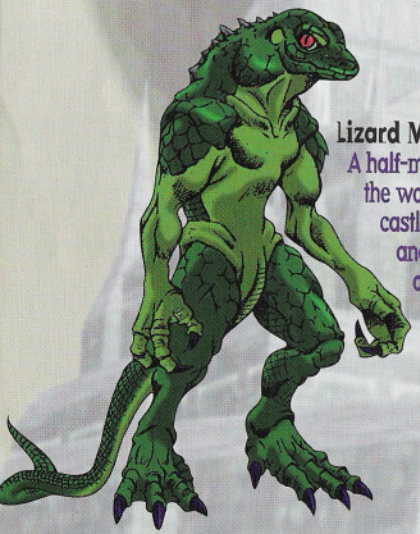
Attack 1 (Distance attack): Homing energy bullet
- Hold down the B button for a short time, then release to do a more powerful attack.
Attack 2 (Short-range attack): Ring smash



Skeleton Warriors

Skeletons brought to life by the fearsome dark power of Count Dracula. Skeleton Warriors are proficient at attacking with weapons and in groups with other enemy characters. Some have the power to regenerate over and over again after being injured.





Lizard Men

A half-man, half-lizard sub-human species found in the watercourses at the very bottom of Dracula's castle, Lizard Men tend to move around in groups, and are skilled at hunting in packs. They are relatively intelligent, and are armed with battle axes and shields.



Hell Knight

These undead knights are doomed for all eternity to guard Dracula's castle. Highly skilled with a pike and long sword, they make for a formidable enemy.



Pillar of Bones

An automatic cannon made of the skulls of giant beasts, used to protect Dracula's castle. It attacks with balls of flame or breath of fire.

Vampires

Doomed to eternal life by the curse of the evil Count, vampires are active after sunset and in dark rooms of the castle where the sun never shines. They attack stealthily in search of warm human blood. Be on your guard - they sometimes disguise themselves as villagers in order to get close to you.

Consumer Support
Game Hint & Tip Line

CONSUMER SUPPORT
If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami Products.

KONAMI GAME HINT & TIP LINE 1-900-896-HINT (4468)
- 95¢ per minute charge.
- $1.25 per minute support from a game counselor.
- Touch tone phone required.
- Minors must have parental permission before dialing.

Hints are available 24 hours a day.
Live support Monday - Friday
8:00 A.M. - 4:00 P.M. PST only.
Prices and availability are subject to change.
U.S. accessibility only.

KONAMI ONLINE
World Wide Web - http://www.konami.com

CompuServe: Click FIND then type Konami.
We are in the Video Gaming Central forum.
To join CompuServe please call 1-800-524-3388.

Package and Manual Design: Michael Jacobs, Beeline Group, Inc.

Limited Warranty

Konami of America, 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 product 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 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 KONAMI. 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 KONAMI 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.

If you experience technical problems with your game pak, please call our Warranty Services number (650) 654-5687.

Konami of America Inc.,
1400 Bridge Parkway
Redwood City, CA 94065