SNS-AD-USA

super Castlevania IV™

INSTRUCTION BOOKLET



SUPER NINTENDO®
ENTERTAINMENT SYSTEM

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CONGRATULATIONS!

You now own Super Castlevania IV™ for the Super Nintendo Entertainment System®, another hit in the fang-tastic series from Konami. We suggest that you read the following instructions before stalking the demons of the night.

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EVIL LURKS IN THE DARKNESS...

In the small country of Transylvania there is a legend which says that every 100 years the forces of Good mysteriously become weak and the forces of Evil gain a foothold into our world. The evil manifests itself in the form of one of the most feared characters to roam the earth — the vampire Dracula!

Every 100 years Dracula is revived and grows stronger and stronger. His goal is to turn all humanity into creatures of darkness, to be ruled under his iron fist. He has appeared in this world many times, and there are many people who fear that in his next appearance, he may be unstoppable.

There is one group that has always been around to see that Dracula is defeated, the Belmont family. For generations the Belmonts have passed along the secrets and skills of vampire-hunting to the eldest child of the family. While many of the Belmonts have lived peaceful lives without encountering Dracula, they remain prepared. There are occasional skirmishes with lesser monsters, but the Belmont clan has always emerged victorious.

Now, 100 years have passed since the last battle between Dracula and the Belmonts. Transylvanians are reporting mysterious sightings of odd creatures appearing under cover of the darkness. As Spring approaches, the citizens prepare for a traditional celebration.

Unbeknownst to them, an evil group of people is holding a ceremony in the old destroyed abbey outside of town, attempting to revive the Prince of Darkness. As they carry out their ritual a dark cloud descends over the countryside. The sinister group stirs itself into a frenzy of mysterious chanting and pagan dancing, then lightning strikes the abbey. The ground bucks under their feet, and the abbey walls shudder. Once again, Dracula is revived!

It is time once again for Simon Belmont to call forth the powers of good to aid him in his battle. Armed with his mystical whip, his courage and the centuries-old knowledge of Belmont family training, he sets forth on his mission...



HOW TO PLAY

This adventure is centered around Simon Belmont. As Simon, you will whip your way through eleven horrific levels, haunted by some of the most fearsome ghouls you've ever encountered. And, as if the creatures along the way weren't bad enough, each time you reach the end of a level, you'll come face-to-fang with a really gruesome Boss Character. Defeating the boss of each level reveals a Ball of Light that you must grab to replenish your life gauge.

The Life of your Party

Simon begins the game with three lives. When all three are gone the game is over. When the game is over, Dracula and his minions are free to roam the earth. You DON'T want that to happen!

Time Is On Your Side -- For Now!

Simon has a limited amount of time to complete each level. If time runs out before you defeat the Evil Boss for the current level, then you lose one of Simon's lives.

Get a Life, Simon

Boost Simon's life gauge by capturing food items that appear after you have blown out a candle or defeated an evil enemy. Other items add new weapons and other bonuses. These will be explained later.

BEGINNING YOUR QUEST

Insert the game pak into your Super NES™. Turn on the power. After the title screen appears, you will have three choices: START, CONTINUE or OPTIONS.

1. **Start**: Select this choice when you are beginning a new game or playing for the first time.

2. **Continue**: This is the password screen that lets you resume your game from a previous stage.

3. **Options**: This lets you decide which buttons control each of Simon's actions. Use the Control Pad to scroll between choices. For the Sound mode you can select either STEREO or MONAURAL.



THE PASSWORD IS...

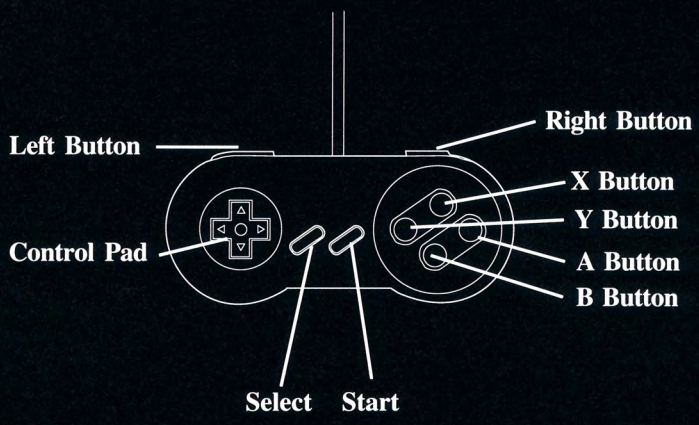
You will be allowed to see a password after losing all your lives and then selecting the "End" option. The password you are given can be used when you return to the adventure. It will catapult you to the level at which you left. You will be starting the level with none of your previously earned bonuses or power-ups.

When you choose "Continue" at the opening title screen, you will be taken to the password screen. At the top of the screen are four items; an empty box, a heart, an axe and a bottle of sacred water. Use the Left or Right buttons to move left and right across the boxes. When you have selected an item, use the Control Pad to highlight a box in the bottom grid. Press the A button to enter the item in the grid. When you have filled in the grid to match the password for the level you want, then press the Start button.



GUIDING SIMON'S ADVENTURE

Guiding Simon is fairly easy. Press the Control Pad in the direction you want to move him. To use the whip, press the Control Pad and the B button in the direction you want to crack it.



Start Button: Press to enter your choice from the selection screens. Press to pause during the game.
Control Pad: Press to move Simon. Also used to aim the whip in eight directions.
Y Button: Press to crack the whip.
B Button: Press to jump.
Right Button: Press to use special items.
Select, Left, X, A Buttons: Inactive during the game.

NOTE: The above button selections are the defaults for each controller. You may arrange the JUMP, WHIP and ITEM yourself through the Option selection at the start of the game.

WHEN THE WHIP COMES DOWN...

Simon has found an ancient tome left to him by his ancestors revealing the secret of the whip. In it, he learns that the whip can snap in eight directions. It is not only a powerful weapon, but a useful means of transportation as well! There are special rings that Simon can latch onto with his whip to swing over areas that are too wide to jump across. Just whip the ring the same way you would an enemy — aim with the Control Pad and press the B button. Here are some other handy haunt-hunting hints:

- If you hold the B button down, the whip goes limp after snapping and you can wave it around by using the Control Pad. It will still do damage to your enemies, but not as much as a good strong snap!
- If you jump in the air, press the Control Pad down and press the B button, Simon will whip straight down.



REACHING NEW LEVELS OF TERROR



Level 1



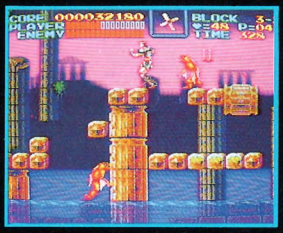
Rowdain



Medusa



Level 2



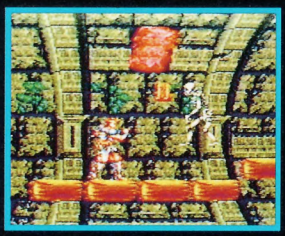
Level 3



Orphic Vipers



Puweyxil



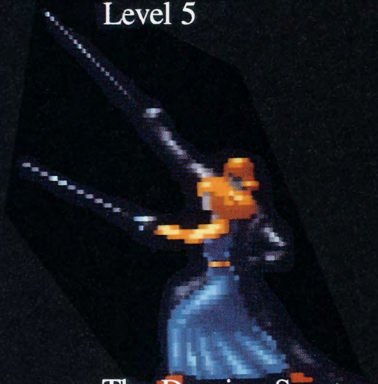
Level 4



Level 5



Koranot



The Dancing Spectres:
Paula Abghoul & Fred Askare



Level 6



Sir Grakul



Level 7



Level 8



The Monster



Zapf Bat



Level 9



Akmodan II



Level A



Level B



Slogra



Dracula!

THE WEAPONS OF CHOICE

In addition to the Mystical Whip, you can find other weapons hidden along the way. If you want to vanquish Dracula for good, you'll need all the help you can get!

Watch ..... Stops most enemy action



Dagger ..... Destroys target object



Axe ..... Slow but powerful, it attacks in an arc



Fire Bomb ..... Burns anything on path



Boomerang ..... Powerful weapon goes across screen and returns to your hand



Small Heart — Gives you one shot per weapon



Large Heart — Gives you five shots per weapon



Destroys all enemies on screen



Invisibility Potion ..... Renders you safe from harm for a few seconds



Morning Star .... Increases the power of the Whip in 2 levels: short chain for 1st level boost, longer chain for 2nd level boost



Money Bag ..... Awards you with points (amounts will appear on screen)



Double Shot ..... Allows use of throwing weapon twice in a row



Triple Shot ..... Allows use of throwing weapon three times in a row



Small Pork Chop .. Partially revives lost power



Large Pork Chop .. Revives more lost power



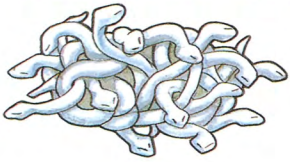
Magic Crystal ..... Capture from Boss Character at the end of each level to earn time bonus and restore lost power



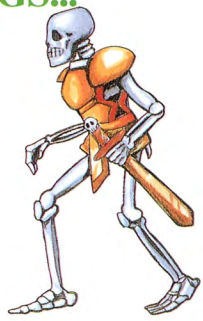
1 Up ..... Adds a bonus life



MEET MORE OF DRACULA'S GHASTLY UNDERLINGS...



Viper Swarm



Skeletal Knight



Snapper Casket



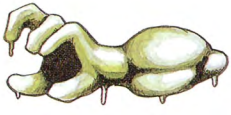
Mr. Hed



Cruela



Merman



"The Claw"

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