

 **KONAMI®**

Castlevania®



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CONGRATULATIONS!

You now own the authentic Konami home computer version of Castlevania. We suggest that you read this instruction manual thoroughly before playing the game.

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GOOD EEEEEVENING!

Step into the shadows of the deadliest dwelling on Earth. You've arrived at Castlevania, and you're here on business: To destroy forever the curse of Evil Count Dracula.

Unfortunately, everybody's home this evening. Bats, ghosts, dead heads, every kind of creature you can imagine. You'll find them all over the place. If they don't find you first.

And to survive you've got to sneak and creak through six monstrous floors before you meet up with the master of the house. Your mystic whip will help, and you'll probably find a weapon or two along the way.

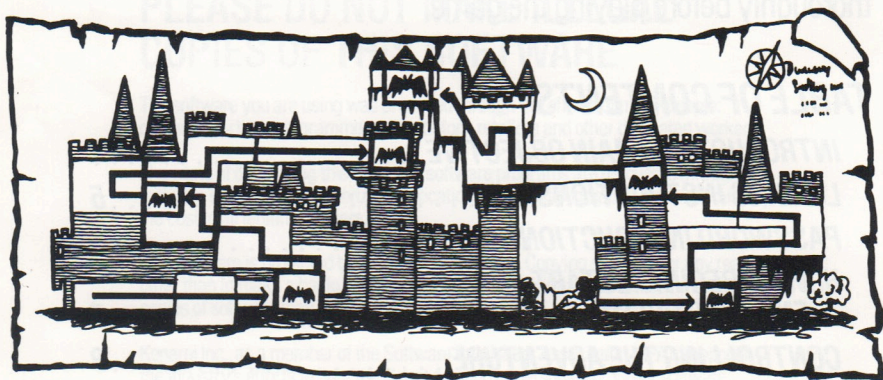
But the fun will really begin when you make it to the tower, where you can count (get it?!) on a duel to the death with the death defying Count.

YOUR MAIN OBJECTIVE (BESIDES JUST SURVIVING!)

The object is to move through the passages and stairways of the castle to reach the tower, dodging or destroying every creature in your path until you find and destroy the Count. Use the controls, as directed, to activate your mystic whip, special weapons and magical items you'll find along the way. Be sure to capture hearts and crystals.

A hint from the Great Beyond: Be sure to watch for magic walls that lead to secret doors and passageways.

CASTLEVANIA—THE COUNT'S HORROR HIDEAWAY



INSTRUCTIONS FOR COMMODORE® 64/128

What You Need

Commodore 64, 128 or 128D computer; 1541 or 1571 disk drive; monitor or TV (color recommended); one joystick required.

Loading

Turn off your computer and remove all cartridges. Plug the joystick into Port 2. Turn on your computer, disk drive and monitor.

If you have a Commodore 128, type **G064** and press **RETURN**. When the prompt **ARE YOU SURE?** appears, type **Y** and press **RETURN**.

Insert the disk into the drive, label side up. Type **LOAD "*" 8, 1** and press **RETURN**.

NOTE: Do not attempt to load the game with an external fast load cartridge, or any other cartridge, as the game will not load.

INSTRUCTIONS FOR IBM® PC/TANDY® 1000/ 100% COMPATIBLES

What You Need

IBM PC, Tandy 1000, or 100% compatible computer; one disk drive; monitor (color recommended); joystick optional but recommended; 384K RAM for CGA or Hercules Graphics Mode; 512K RAM for EGA or Tandy 16 Color Graphics Mode.

Loading

Plug your joystick, if you have one, into your computer. Turn on your computer and monitor. Boot DOS 2.0 or greater. Insert the disk into any disk drive, label side up. Log onto the drive, type **PLAY**, and press **RETURN**.

Selecting Your Graphics and Sound Modes

To select either Hercules, CGA, EGA or Tandy 16 Colors, use the arrow keys. Next select Single Voice, AdLib, Tandy SX/TX or Tandy SL/TL Sound, again using the arrow keys. Press the **RETURN** key to activate your selections.

IBM Keyboard Control

If you are using the keyboard instead of a joystick, select the keyboard option and then use the number keys for game control.

ATTENTION IBM HARD DISC USERS!

If you own a hard disk drive, you may copy the game disk to your hard drive.

To copy the game, insert game disk #1 into your drive and log onto the computer. Type **INSTALL C:** and press **RETURN**.

NOTE: C: is where hard disks are normally located. If your hard disk is assigned a different letter, replace C: with the letter of your hard disk followed by a colon.

You will then be prompted to insert other disks when necessary. The **INSTALL** program will automatically create a sub-directory on your hard disk called **CASTLE**. When this function is completed, the computer will prompt you. (Sometimes this process takes a few minutes, so please be patient.)

To play the game, log C: then type **CD/CASTLE**. Finally, type **PLAY** to start the game.

LOADING INSTRUCTIONS FOR AMIGA®

What You Need

Amiga 500, 1000 or 2000 computer; 512K RAM memory; one disk drive; monitor or TV (color recommended); joystick required.

Loading

Plug the joystick into Port 2. Turn on your computer and monitor. Insert the disk into the disk drive. The program will automatically load.

THE SECRETS OF THE PASSWORD INSTRUCTIONS

After the game has loaded, you will be asked to enter a password to start playing. Look up the four digit number in the password book (located in the center of the manual) by looking at the correct row number and column letter.

For example, if you are given Quest B5, then look across to column B and down to row 5 to find the correct password number.

Enter the password number and press **RETURN** to start your adventure.

A game screen will appear requesting you to select one of the following:

START A NEW GAME
CONTINUE A SAVED GAME

HOW TO BEGIN

Once you've entered the password and chosen **CONTINUE** or **NEW GAME**, press the Joystick Fire Button (Commodore & Amiga) or **RETURN** (IBM) to begin your jugular journey through Castlevania.

HOW TO SAVE YOUR NIGHTMARE FOR ANOTHER DAY

At any time during the game, you can use the **SAVE GAME FEATURE** by simultaneously pressing the **CONTROL** and the **S** keys. The screen will briefly flash "**SAVING GAME**" to confirm your command.

The **SAVE GAME FEATURE** allows you to save your game status as you progress from one level to the next. You can use the **SAVE GAME FEATURE** at any time and as often as you wish, but only one game status is saved. Each time you save a game, the current game status replaces the last saved game.

The next time you re-boot the game, you can select **CONTINUE A SAVED GAME** on the introduction screen and return to the beginning of the stage in the Castle where you finished your last nightmare.

STARTING A SAVED GAME

When you first load the game, you will be asked whether you wish to: **START A NEW GAME** or **CONTINUE A SAVED GAME**.

If you select **CONTINUE A SAVED GAME**, you will resume playing the game from the point where you last used the game save option.

If you select **START A NEW GAME**, you will play the game from the beginning of the adventure.

ENDING YOUR QUEST

When you are ready to exit Drac's terror resort, simultaneously press the **CONTROL** and **Q** keys. You will then be asked whether you wish to: **START OVER** or **END**.

If you select **START OVER**, you will restart the game at the beginning of the first level. You will not need to re-enter the password or reset any game configurations.

If you select **END**, you will have a last chance to save your game status before quitting.

If you select **YES**, to the **SAVE GAME** question, your current status will be saved for future use.

If you select **NO**, to the **SAVE GAME** question, your current status will not be saved and the adventure will come to a "dead" end.

GAME CONTROLS (FOR ALL COMPUTER SYSTEMS)

During the game, press:

Key	Function	Action
CTRL P	Pause	Toggle Pause On and Off.
CTRL B	Background Music	Toggle Background Music On and Off.
CTRL E	Sound Effects	Toggle Sound Effects On and Off.
CTRL S	Save Game	Save the game at the current status.
CTRL Q	Quit	Ends the game and returns to DOS.

JOYSTICK CONTROLS

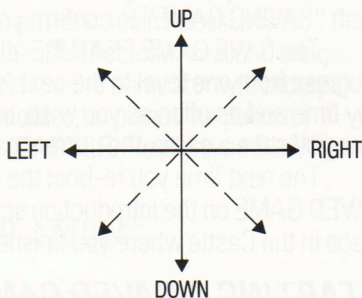
Joystick moves our hero, Simon Belmont, in eight directions.

COMMODORE & AMIGA JOYSTICK CONTROLS

To crack the whip, quickly tap the Joystick Fire Button.

To jump, move the joystick to one of the 3 up positions.

To use magical powers and potions, or attack with special weapons, press and hold down the Joystick Fire Button.



IBM JOYSTICK CONTROLS

If you're using a joystick, press Joystick Fire Button 1 to crack the mystic whip. Press Joystick Fire Button 2 to jump.

To attack with special weapons, move the joystick to the up position and press Fire Button 1.

IBM KEYBOARD CONTROL

If you're using the keyboard instead of the joystick, use the keys to control Simon Belmont's movements. To crack the whip, press the SPACE BAR. To jump, press RETURN or ENTER.

Press the Up Arrow Key and the SPACE BAR to attack with the special weapons.

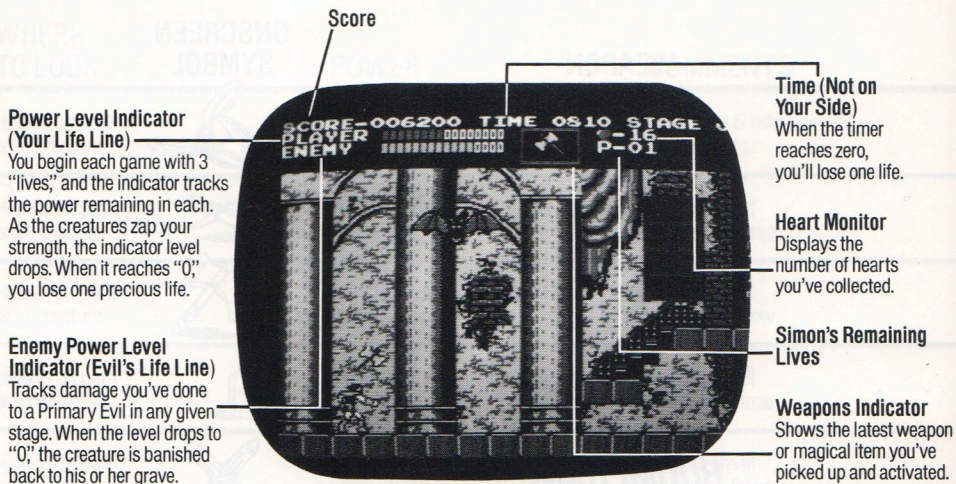
7	^ 8	9
< 4	5	6 >
1	2 v	3
INS		

CASTLEVANIA PASSWORD BOOK

	A	B	C	D	E	F	G	H
01	9770	9877	8906	1253	1778	1657	0700	0222
02	1660	9790	8863	9423	8935	1139	1721	1628
03	1119	9903	0599	0171	1237	0618	9269	0666
04	1225	1764	1650	9913	9948	0750	8439	8443
05	9964	9846	0699	8413	8430	9335	1595	8733
06	8445	8318	9279	1567	8719	1159	0707	1121
07	1626	1709	1750	0747	0245	9466	9853	0574
08	9885	8910	8423	1267	8825	1084	9886	8783
09	1717	8922	9453	0758	1147	1725	9822	9903
10	9747	0521	0132	8386	9313	9776	1560	8844
11	8293	0178	8281	1068	0534	8203	9349	9794
12	9243	8717	9222	8835	1089	8864	8272	9384
13	0062	9375	9807	9767	1683	1737	1764	9970
14	1695	0719	0231	0243	0121	0060	9246	9743
15	1719	9819	9901	0726	8427	1269	9850	8765
16	9785	8732	8334	8391	8291	8241	1048	8716
17	1601	9888	0720	9448	1780	0634	1213	9950
18	8707	0001	8320	8256	9248	1552	1544	1668
19	9427	0617	1076	8858	9293	9894	1619	1705
20	9435	0749	0118	8379	0093	9262	8727	0011
21	8248	0028	9230	1543	9731	8833	0192	8416
22	8368	8408	0108	1078	1563	9741	9862	9923
23	0743	1139	1721	0604	9390	9943	9835	8885
24	8405	1258	9845	1594	0669	1230	0743	0115
25	1108	0682	8277	9386	0597	1066	1685	0586
26	1153	8896	9312	9904	1624	1708	1750	0747
27	0253	1278	9855	0575	9375	1743	0615	1203
28	8818	8249	0156	1102	8743	9235	9865	1604
29	0691	8409	0236	9334	8763	9245	8846	8263
30	0564	1050	9869	9798	0675	1233	8936	9332
31	1582	0535	1163	9925	0610	9393	1752	0620
32	0209	8296	8244	9242	1549	8710	1155	0705
33	9977	1788	1790	8959	9471	9983	1663	1727
34	9223	1667	0577	1184	9936	9832	0692	1242
35	1166	9799	1571	9873	1736	9956	8946	0249
36	0728	9452	9974	0635	8381	8414	9327	1591
37	1675	8773	8354	9425	1640	1588	8858	0205
38	1228	8806	8243	9369	8780	8230	8339	8265
39	8256	1056	0528	1032	0644	0066	0161	9296
40	9754	0525	9350	1731	0609	8368	9432	9836

	I	J	K	L	M	N	O	P
01	9455	9847	9787	1693	1742	8935	0243	9465
02	9902	9943	9963	8949	1274	8957	1150	0703
03	0077	1190	0595	0041	9364	9802	9765	8850
04	9341	1598	8735	1167	9927	1635	0689	1240
05	1166	9927	1635	9905	1752	9964	8950	0251
06	0688	9304	9900	0598	1195	8917	9322	9909
07	1183	1743	9831	0691	0217	1260	9846	9787
08	9383	8915	1129	1716	8794	9389	9942	1643
09	0727	8427	1269	0634	8253	0158	0079	1063
10	1222	0739	8305	9400	9820	8750	1175	8907
11	8737	1168	1736	8804	0178	0217	8300	0054
12	1620	1578	1685	9930	0741	0242	1273	0636
13	9977	9980	1790	8959	8447	9471	1663	1599
14	9735	8835	1217	1760	8816	9400	0732	1134
15	0158	1231	1639	9779	0665	0204	8422	9331
16	8198	0131	8257	8224	9232	8712	1028	1666
17	0623	0183	8411	0109	0054	8219	0013	9222
18	0706	0225	9456	0632	9276	1694	0591	8359
19	8916	9450	9973	8826	1213	1758	1647	0695
20	8325	1090	9761	1552	0648	8388	0226	0113
21	8304	0056	1052	1550	0519	9347	9921	0608
22	1761	8944	8440	9468	1662	1599	8863	9423
23	1242	8941	1142	0699	1117	9902	9815	0683
24	9401	0604	9262	8855	9291	8869	1106	8873
25	0165	0210	0105	0052	0026	9229	9734	0515
26	9461	9978	9853	1726	1759	1775	9975	0763
27	0729	0108	9398	9819	9773	8854	8395	1253
28	8866	8401	9448	1652	8762	1181	9934	1639
29	1187	8785	1064	9876	8778	0165	8402	1129
30	9914	1629	8878	1239	0747	8309	0186	9309
31	8374	0219	9325	8758	9243	1677	8774	8355
32	8288	9392	9816	1580	1686	1739	9957	9970
33	1759	0751	0247	0251	0125	0062	9247	0527
34	1773	9846	0699	0221	8430	9335	0571	8221
35	8444	1150	9791	8735	9359	1735	1635	1713
36	8731	1165	0710	8291	0177	9304	8748	9238
37	9446	1651	0569	8348	9422	9831	8755	8345
38	8228	8210	8201	8196	1026	8705	8192	0128
39	0552	9236	1674	0581	8354	0209	0104	1076
40	1590	1691	8909	9446	9971	1657	8892	8414

THE GAME SCREAM!



DRAC'S TOP 10

At the end of the game, if your score ranks among the 10 best, you'll be able to enter your name on Count Dracula's Top 10 List. If you own a Commodore, the list will include Drac's Top 5.
















To enter your name, type up to 10 letters on the keyboard and press **RETURN**.

If you fail to score in the Top 10, you'll automatically return to the beginning without stopping by this illustrious, blood curdling screen.



TOOLS TO DEFANG THE COUNT

In addition to your mystic whip, many other weapons are hidden along Castlevania's pathways. You're going to need them. Before playing, study this chart, so you'll know where to find your weapons, and how to use them.

WEAPON	ONSCREEN SYMBOL
<i>WATCH</i>	
<i>DAGGER</i>	
<i>AXE</i>	
<i>FIRE BOMB</i>	
<i>BOOMERANG</i>	
<i>SMALL HEART</i>	
<i>LARGE HEART</i>	
<i>CROSS</i>	
<i>INVISIBILITY POTION</i>	
<i>MORNING STAR</i>	
<i>MONEY BAG</i>	
<i>DOUBLE SHOT</i>	
<i>TRIPLE SHOT</i>	
<i>PORK CHOP</i>	
<i>MAGIC CRYSTAL</i>	

WHERE TO LOOK	POWER	COMMENTS
Hidden on path or in creature	Stops enemy action (some exceptions)	Costs you 5 small hearts for each use
Hidden on path or in creature	Fast, accurate attack weapon	Makes target object disappear
Hidden on path or in creature	Slow but powerful attack weapon	Costs 1 small heart per throw
Hidden on path or in creature	Incinerates anything on path	Costs 1 small heart per throw
Hidden on path or in creature	Powerful attack weapon that comes back to your hand	Costs 1 small heart per throw
Hidden on path or in creature	Gives you 1 extra shot per weapon	You can stock-pile up to 99 hearts for extra firepower when you need it!
Hidden on path or in creature	Gives you 5 extra shots per weapon	You can stock-pile up to 99 hearts for extra firepower when you need it!
Hidden on path, in a creature or somewhere in the background	Destroys all onscreen enemies	
Hidden on path or in creature	Renders you safe from harm for a few seconds	
Hidden on path, in a creature or somewhere in the background	Increases power of whip in 2 different stages	Short chain for 1st level, long chain for 2nd level boost
Hidden on path, in a creature or somewhere in the background	Gives you free points	Red = 100 Blue = 400 White = 700
Hidden on path, in a creature or somewhere in the background	Lets you use throwing weapons twice in a row	
Hidden on path or in creature	Lets you use throwing weapons 3 times in a row	
Hidden in background	Partially revives lost power	Appears with secret whip stroke
Capture from Primary Evil in each stage	Completely revives all lost power	Allows player to explore next level

FEATURE CREATURES

Destroy each creature for the point total shown. BONUS POINTS awarded for knocking out 2 or more creatures with one throw of a weapon.



VAMPIRE BAT
200 points



ZOMBIE
100 points



FISH MAN
300 points



BLACK LEOPARD
200 points



QUEEN MEDUSA
3,000 points



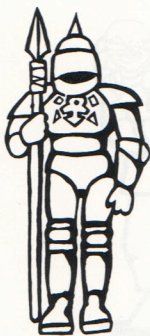
PHANTOM BAT
3,000 points



MEDUSA HEAD
300 points



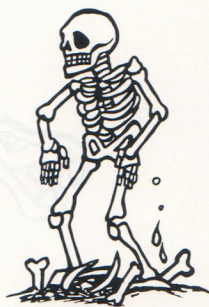
RAVEN
200 points



BLACK KNIGHT
400 points



WHITE SKELETON
300 points



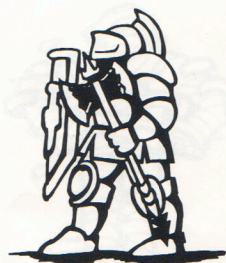
RED SKELETON
400 points



EAGLE
300 points



HUNCHBACK
500 points



AXE-MAN
500 points

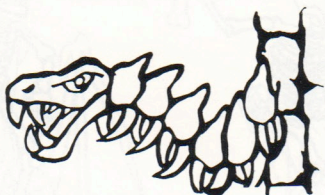


GHOST
300 points



**DRAGON SKULL
CANNON**
400 points

PRIMARY EVILS



SKELE-DRAGON

1,000 points



FRANKENSTEIN & IGOR

5,000 points



MUMMY MAN

3,000 points



GRIM REAPER

7,000 points



THE COUNT!

50,000 points

A BLOOD BATH OF BONUS POINTS

100-POINT BONUS—

Awarded for destroying
each of these items:

FIRE BALL

MUMMY WRAPPINGS

BONE FROM WHITE SKELETON

AXE-MAN'S AXE

QUEEN MEDUSA'S BABY SNAKE BITES

GRIM REAPER'S SCYTHER



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