

# Castlevania: Symphony of the Night

Unauthorized Secrets and Solutions





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## DEDICATION

For Cori. Just because.

## ACKNOWLEDGMENTS

This book would not have been possible without the hard work of Greg Kramer. Greg worked tirelessly to help discover the details of this game, and without him this book certainly would have suffered. I'd also like to thank Christy Curtis, Chris Balmain, and Stacy Mollsen for getting this book off the ground and on the shelves.

Bart G. Farkas





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# Chapter 1 Getting Started

**T**his section offers a glimpse of the main portions of **Castlevania: Symphony of the Night**. If you don't find what you're looking for here or in the game manual, check out Chapter 2. It should fill in any gaps.

## CONTROLS

-  Directional Keys: Self-explanatory
-  Select Key: Brings up map
-  Start Key: Pauses game

## CONTROLS continued

-  ▲ Quick retreat, stay facing same direction
-  ■ Uses what's in the left hand
-  ● Uses what's in the right hand
-  X: Jump
-  R1: Activate Bat
-  R2: Activate Wolf
-  L1: Activate Mist
-  L2: Not used

## INVENTORY SCREEN

To get there, press the start button. The first item is Inventory, which lists your equipment. The second item is your spell screen, which lists all your magic spells. Third is your special item inventory, which lists items like cards and artifacts. Fourth is Administrative, where you can customize the settings and control color balance. The fifth item displays Friends' status (levels and so on).










## STRUCTURE

**Castlevania** is somewhat nonlinear. There are no traditional "levels" in that you cannot and need not complete one level to advance to the next. You will revisit levels many times and find new areas of old levels while exploring subsequent levels. As such, it's hard to tell when you "finish" a level save that there's nowhere else to go after you've tried to hack through all the walls.

## WHERE TO FIND STUFF

You get stuff from killing enemies, from hacking at every torch, urn, bust, candle and object you see, and by hacking at walls to see what crumbles.

Most torches give anything from hearts to secondary weapons to money. Make a point of chopping at every torch you find (nothing will happen, however, until you get the Materialize Cube item in the Entry Hall). Objects include:

-  weapons
-  armor/cloaks, and the like
-  hearts
-  big hearts (five)
-  Heart Max (increases maximum hearts you can carry but doesn't push hearts to max)
-  Life Max
-  food
-  jewels (for selling to the librarian)
-  potions

To use food and potions, take them in a hand and use them as you would a weapon: In the case of food, you throw it—careful not to throw it where you can't get it—and eat it by walking over it.

Monsters also yield objects. Each monster has a fixed list of objects it drops when you kill it. The entry in the monster dictionary shows "!!!" until you encounter that monster. Some objects occur very rarely.



## ITEMS

The number of available items is limited. All have fixed positions. You'll find most in specific locations in the castle. You must buy one (the Door Open Pendant) from the Librarian, and win the Dracula parts from bosses in the Inverted Castle.

You can activate only one Companion Card (or Book) at a time.

## STATUS BAR

The status bar shows your hit points, your hearts, and your magic level. A bowl on the right side displays your secondary weapon.

## SECONDARY WEAPONS

The right side of the status bar displays your secondary weapon. You can hold only one at a time. Getting a new one forces you to give up the one you hold.

Using secondary weapons consumes hearts. You acquire these weapons from torches, from those monsters who drop them, and from each castle's cache rooms (the Alchemy Lab in the first castle; below the clock face in the Marble Hall in the Inverted Castle).

## HOW TO USE THIS BOOK

This book serves two basic functions. First, it provides a general walk-through that breaks the castle down into easily manageable chunks for your exploration. It also takes you through the high points and directs you through the castle in such a way that you'll get the important items (such as the one that gives the ability to fly) quickly.

However, I don't describe every crag and cranny in **Castlevania**, for several reasons. For one thing, a truly **complete** walkthrough would



quite honestly ruin the game for you (and this book would weigh 10 pounds).

Second, this book is a reference tool for gamers who don't particularly want to be walked through the entire game, but who occasionally need help with a specific area.

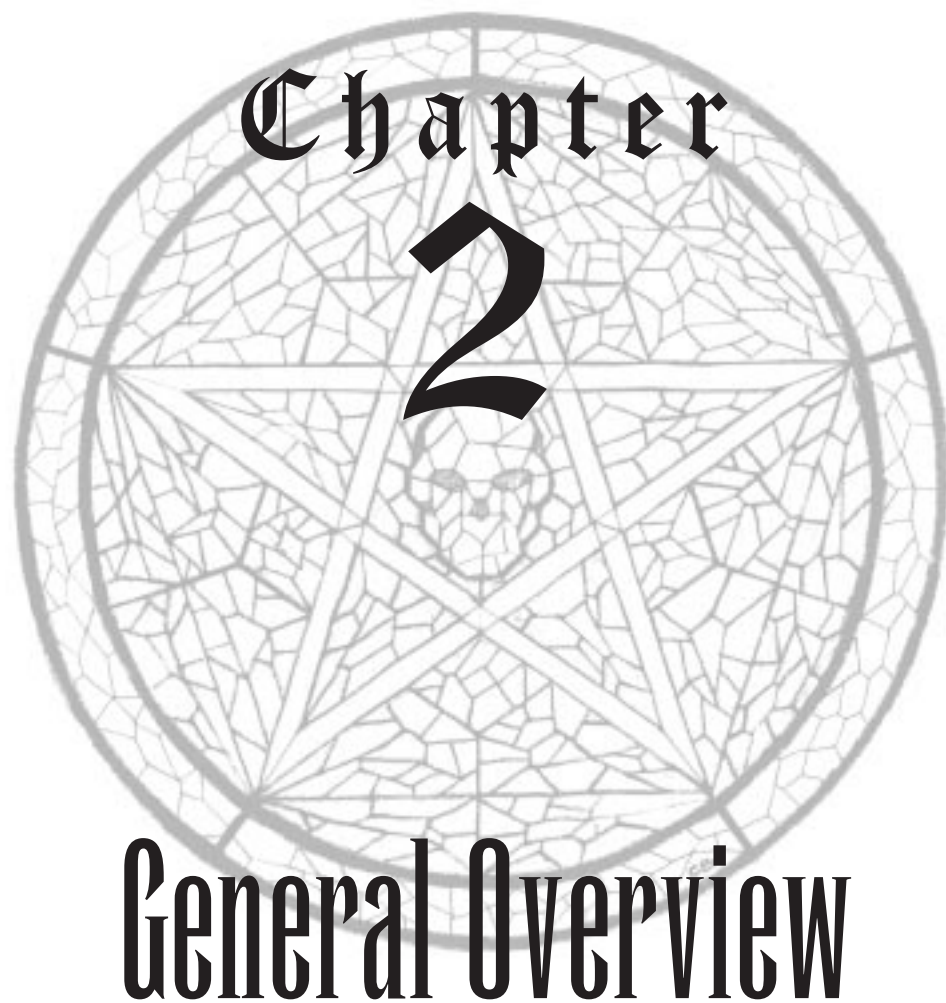
I assume most users will find the maps very helpful. I include both enlarged portions of individual map areas and complete maps.

To everyone who buys this book I say this: Play the game! Remember, it's always best to play as much of the game as you can yourself. Use the book to augment your experience, and your enjoyment will surely be profound.









# Chapter 2

## General Overview














### PLAY THE GAME!

Before I start, let me emphasize yet again the importance of exploring and **playing Castlevania** to get the most out of it. This game is so huge, a book detailing every crack and stone would run more than 500 pages. So throughout this guide I assume you're taking time to explore every area carefully as you follow my directions. The walkthrough is meant to be a general guide for getting through the castle in one piece and defeating the game, but it doesn't point out every chamber and item (there are hundreds—sometimes thousands—of them).

And it's part of **Castlevania's** fun—the thrill of exploration!

## GAME STRUCTURE

Dracula's castle is far too complex to have levels you simply finish and move on from. No, the entire castle (or castles) is a series of connected areas you must explore completely to defeat the dark prince. The areas you'll encounter in Dracula's Castle are:

-  Entry Hall
-  Alchemy Lab
-  Marble Gallery
-  Groundwater Vein
-  Abandoned Pit to the Catacombs
-  Catacombs
-  Outer Wall
-  Long Library
-  Clock Tower
-  Chapel
-  Colosseum
-  Orlox's Room
-  Castle Keep

You needn't tackle the castle in any order beyond what locked doors and out-of-reach passages dictate. There is, however, a method to the madness and an order to things that will make your journey through the castle far more interesting. Here, then, is the plan of attack I recommend for the sensible semi-undead vampire killer.



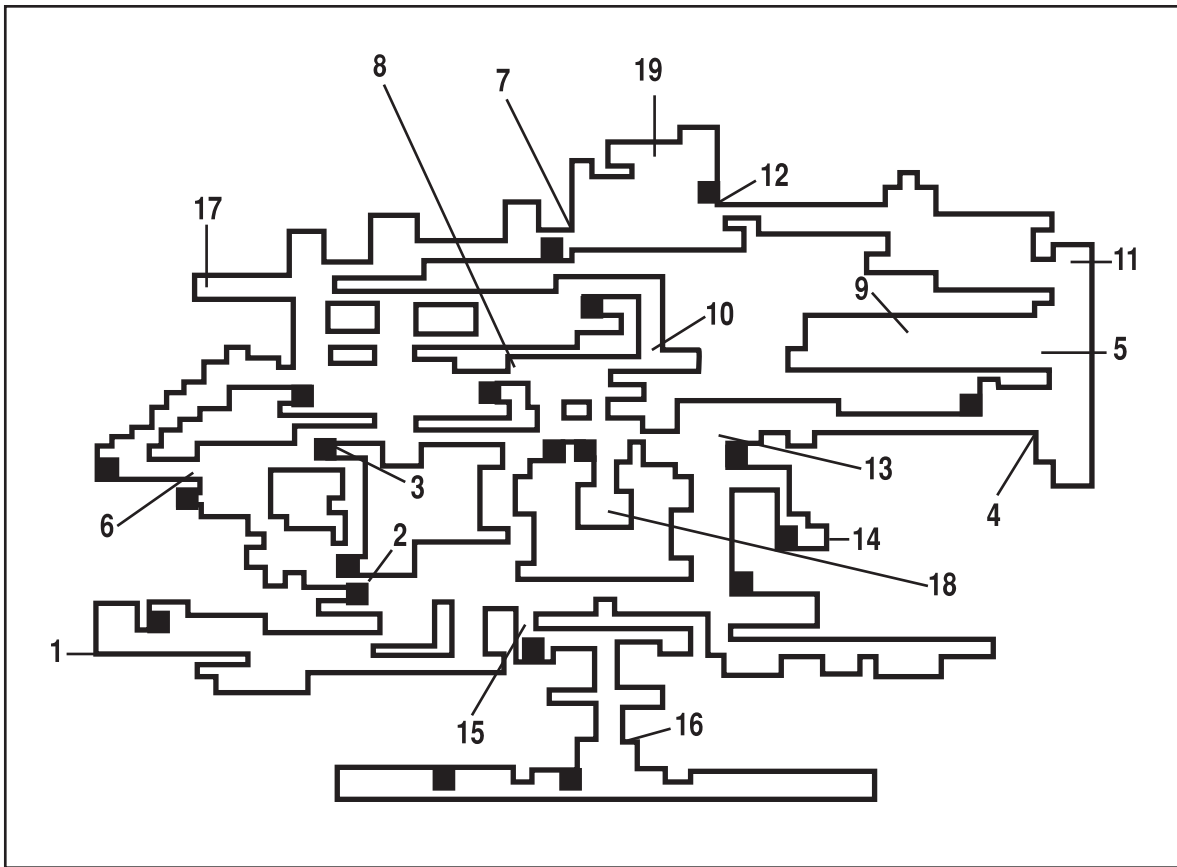


Fig. 2-1.

1. Begin in the Entry Hall.
2. Explore the Alchemy Lab.
3. Follow the Marble Hall.
4. Climb the Outer Wall.
5. Investigate as much of the Library as you can reach and locate the Librarian.
6. Retrace your steps to the Chapel.
7. Check out the Castle Keep and find the Double Jump Pendant.






8. Enter the Colosseum and get the power to become Mist.
9. Explore the remainder of the Library and locate the Soul of the Bat (allowing you to fly).
10. Make beautiful music in Orlox's Room to find another Bat power.
11. Assault the Clock Tower to find the third Bat item.
12. Fly around the rest of the Castle Keep (except the Throne Room) to get the second Mist item.
13. Descend into the Groundwater Vein.
14. Venture into the Nightmare.
15. Drop into the Pit.
16. Snoop around the Catacombs to get the Spikebuster Armor.
17. Revisit the Chapel and chat with Maria.
18. Return to the Marble Hall's clock face, visit the room below it, and get the last thing you need to defeat Richter.
19. Face Richter in the Throne Room of the Keep.

Of course, there's more to it than that. That's what the rest of this guide is for. Often you'll find you're unable to visit an area without the power to fly or double jump or pass through doors. Where these areas exist, I note them here. Revisit inaccessible areas often and you'll quickly learn to unlock their secrets.

## Transporters

You'll uncover 'transporters'—large keyhole-shaped rooms spread around the castle—as the game rolls along. Use them to move around the castle more efficiently. Press Up to go the next station counterclockwise. Each station has a different wall carving, so I identify them by that:



-  Scorpion: Outer Wall
-  Lion: Castle Keep
-  Goat: Orlox's Room
-  Horse: Entry Hall
-  Snake: Pit

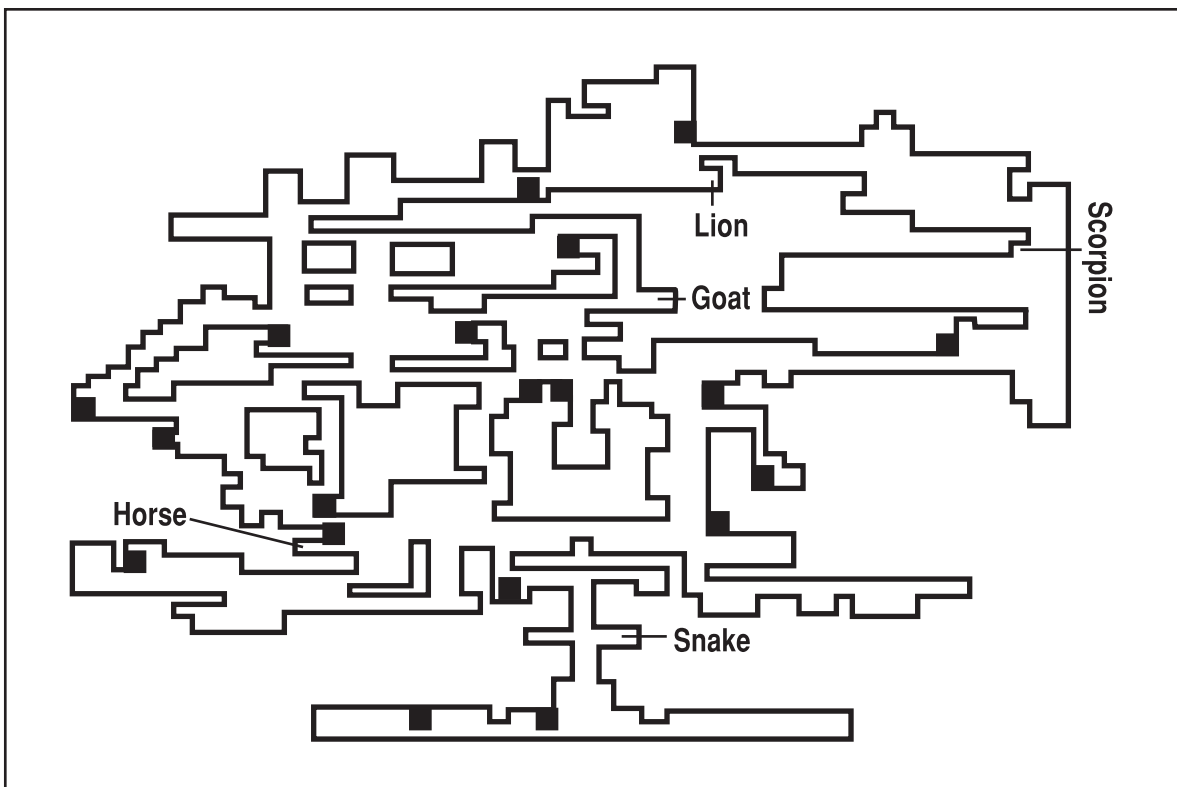


Fig. 2-2. Here's a map of transporter locations.

## The Librarian

Fortunately, there's a place where players can purchase items to help them in their quest. I explain how to get there in chapter 8.



## WHAT TO DO WITH YOUR SPECIAL ABILITIES

As you progress through the game, you'll come across several items that give you special abilities mandatory to access many castle areas. I list here all the areas you can access after you get each ability. Enjoy!

### What to Do Once You Can Double Jump



Visit the clock face in the Marble Gallery and check two of the three passages above the clock. One leads to the Colosseum and the elusive Bat Soul item (which allows you to fly).



Visit the Save Station and the second half of the library (but only after you have the Bat Soul).



Smash the urn just inside and above the door between the Marble Gallery and the Outer Wall.

### What to Do Once You Can Fly



Explore the courtyard outside the castle entrance.



Fly up in the pool room of the Entry Hall and follow the passage to a Save Station.














Fly up the wall under the door between the Entry Hall and the Marble Gallery.





Go to the room in the Alchemy Lab where you first met the Axe Thrower and fly up into the ceiling to find a cache of secondary weapons.



Fly to the upper-right corner of the boss room in the Alchemy Lab.

-  Go collecting in the arches of the Marble Gallery.
-  Fly up the long drop to the Groundwater Vein and go to the Nightmare.
-  Nab the candles along the boatman's route in the Groundwater Vein.
-  Check out the room across from and above the waterfall in the Vein.
-  Fly to the upper-right corner of the Collapsing Bridge Room of the Clock Tower and hit the tall columns in the middle of the room.
-  Get all the urns across from the Chapel staircase.
-  Explore the area above the top of the Chapel staircase.
-  Check out the open space in the Castle Keep.
-  Follow the passage from the first part of Orlox's Room to the courtyard—and Orlox himself.
-  Fly up to the secret rooms in Orlox's Room and the Colosseum.
-  Rise to the upper platform in the Library (above the Save Station).

## What to Do Once You Can Turn to Mist

-  Seep through the door above and left of the Observation Deck in the Outer Wall.
-  Float into the room left of the Colosseum boss room to get the coveted Bat Soul.

## What to Do Once You Get the Snorkel



Dive into all the pools in the Groundwater Vein and collect the goodies.



Stand in the pool and turn the third gear in the Clock Tower to open the locked door.

## What to Do Once You Get the High Jump Boots



Go to the room beneath the Librarian and perform the High Jump (↓, ↑ + X) to get the Life Max hidden under his chair.

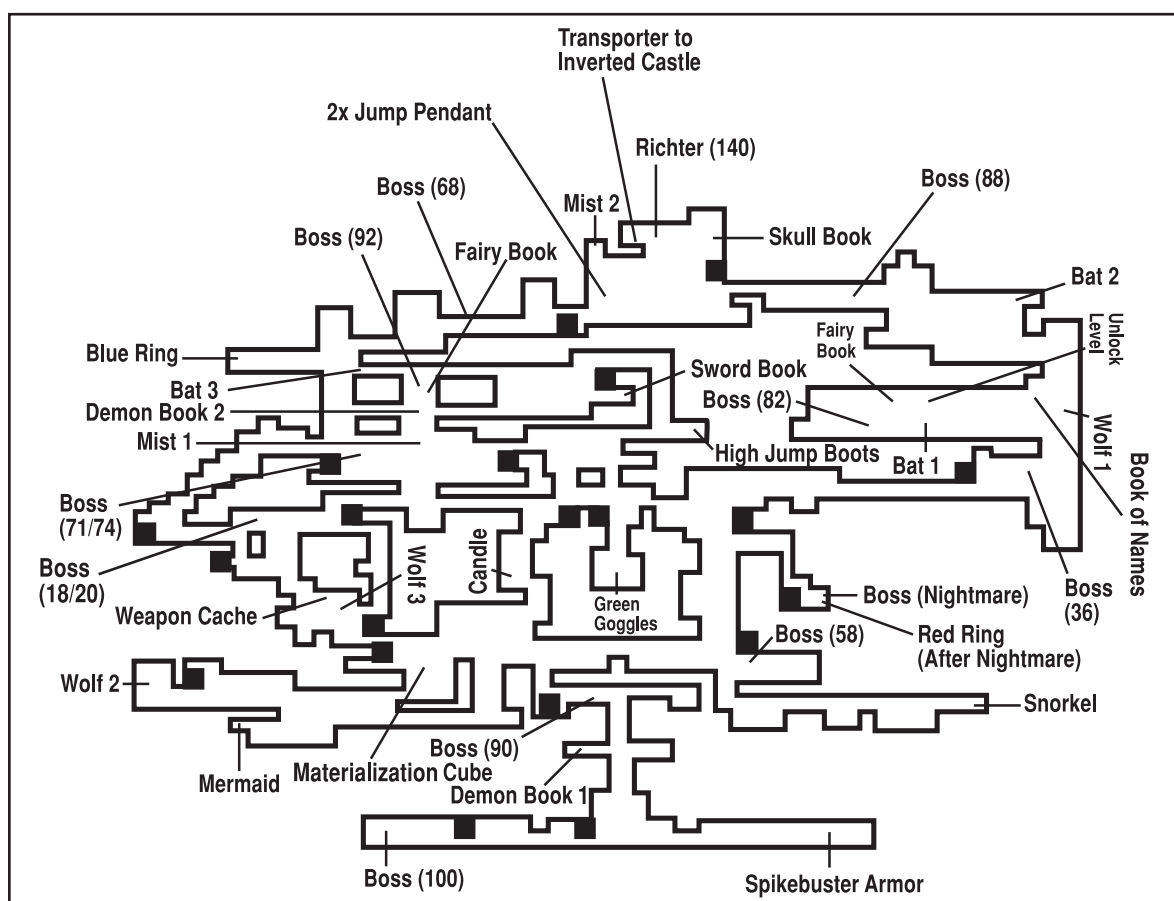


Fig. 2-3. Bosses, Items, and Notable objects map.



## FAMILIARS

Some of the items you find are described as 'Cards.' You can activate these handy little devices one at a time from the Items Menu. Each 'card' has a specific function. Each familiar gains experience (check the lowest menu item to see the your familiar' levels). Once they reach certain levels, they gain new powers. For example, after level 50 the Sword becomes much more aggressive and can be armed as a weapon.

### The Fairies

These point out hidden areas, resurrect you when you have a Peach in your inventory, release you from stone curses if you have a Hammer in your inventory, and restore your health if you have certain kind of blue potion. They also activate protection potions and cure you of poisonings and curses.

### Ghost Familiar

At around level 80, this familiar will take hit points from enemies and give them to you. The stronger he is, the more hit points he takes.

### Bat

When you assume Bat form, this little guy flies with you and fires when you do. More Bats will join you the more experience your Bat familiar gains. The second Bat will join you around level 50.

### Demons

These attack your foes and (more importantly) flip the switch to open the secret area in the Pit. At level 80, they learn lightning, fire, and ice attacks.

### Sword

It attacks in a random pattern and gets more powerful at level 50.



## Soul Powers

The Bat, Wolf, and Mist Soul items transform you physically and grant you special powers.

## Playing as Richter

To play as Richter, enter **RICHTER** as your name.

## MONSTERS AND COMBAT

Rather than spoon-feed you every detail, I offer a series of tips to assist you against Dracula's minions. At the start of each chapter I list the opponents you're likely meet in each section.

## Hey, How the Heck Do I Kill This Guy?

The easy answer to this question is **use your weapons, your cunning, your skills, and your instincts.**

Throughout this guide, I presume you possess the basic combat skills (spatial relations, timing, reflexes, and the like) necessary to defeat the average bad guys you'll run into in **Castlevania**. After all, even novice gamers can defend themselves with a little practice.

## The Dictionary

After you meet a monster, its image and vital statistics appear in the Librarian's Monster Dictionary. The Dictionary provides the name, level, and hit points for each beast, and notes whether the monster has any immunities. The latter is especially important. For example, your flaming sword or fireball spell will be virtually useless against a creature immune to fire.

The Monster Dictionary also displays a list of objects each monster drops, but only after it's dropped the item once already.

## Objects/Items

After you kill a monster, you may notice it's dropped something. These goodies may be items as common as a Band of Gold, or as precious as a Top-o'-the-Line Weapon. Note that (as you might expect) some monsters drop nothing, leaving you only the satisfaction of the kill.

A degree of probability dictates how often an item will appear. You may get an object early in the game. On the first try, rare items may take dozens of kills to obtain. Raising your Luck factor increases the likelihood of monsters dropping rare objects. Therefore, you will receive more potions and equitable objects.

## Armor

Because the best defense can be a good offense, your ability to absorb damage is vital. The protection you wear (headgear, shields, armor, capes, and jewelry) affects how much damage you can take (remember that, in increasing some statistics, some objects may decrease others). Always check your inventory when you pick up a new object to see what effect equipping it will have on your overall situation.

## Weaponry

Weapons come in four varieties: One-handed, two-handed, melee, and one-time weapons. One-handed weapons allow you to carry a second weapon or shield in your other hand. A two-handed weapon, as you'd expect, occupies both hands, thus preventing you from carrying a defensive item, like a shield, in your other hand. However, two-handed weapons pack a much greater punch than their one-handed counterparts. If doing more damage on your first hit is important, consider using a two-handed weapon.

Melee weapons (such as the Mace or Morning Star) can inflict damage over a wide area and generally require less skill when it comes to timing and accuracy. They're fantastic against difficult-to-kill floating or

hopping enemies. One-time weapons are spent each time you use them, but you can amass them in large quantities. Five hundred thousand gold pieces can buy you the Infinity Generator, a source of an unlimited supply of one-time weapons.

Every weapon has its pros and cons, and some affect special abilities. When choosing a weapon, consider the damage it does, its range of attack, its time of recovery, and its impact on your other vital statistics. Choose wisely, and you'll increase your chances of emerging victorious.

The concept I mentioned in the armor section applies to weaponry, as well: Always check to be sure you have the best possible weapons in your hands, especially just after you've picked up a new item.








## Bosses

This game has piles of bosses, and for the most part, how you've played up to each encounter greatly influences how you deal with each. For this reason I don't include strategies on how to defeat each boss. With a little practice, players of any level can do this, and because players will have different items and conditions when they meet any given boss, it's probably best I leave those strategies up to you.

## Respawning

Remember that all foes, except for area bosses, respawn if you leave the room. For this reason it's usually not a good idea to fight the enemy from the edge of a room: If you accidentally get pushed out, all your previous work (of destroying monsters) will have been in vain.

## Tips for Stayin' Alive

-  Stay low. A low target is a small target, and many monsters attack mainly at waist level.
-  Watch out for projectiles. Often, projectiles can be destroyed by your weapon or blocked by a shield. Many "throwing" monsters take a moment to initiate their attack, so it's often best to rush into attack position immediately.
-  Kill 'em quick. Some monsters unveil new attacks the longer you battle them. To avoid these often more devastating attacks, make short work of your opponents.
-  Death from below. If you can stay a level below a monster and jump up and hack at its feet (while keeping out of the way), do it. Many foes won't jump down to meet you, so take advantage of this. Occasionally you may have to lure monsters close to the edge by retreating or hopping up to their level, and then jumping down again.
-  Fight from a distance. Once you gain the ability to cast spells, do as much damage as possible from a distance.
-  Learn to retreat. The retreat button can be very effective in certain situations.
-  Know when to fold 'em. Often a fight avoided is a fight won, so don't be afraid to bypass a troublesome foe and take your business elsewhere. You will still want to amass as much experience as possible by winning fights, but be smart enough to know when you're overmatched. If you're getting your clock cleaned regularly, it may be you haven't the hit points yet to take that particular monster. See if you can get past it with minimal damage, or go explore another part of the castle.



# Chapter

# 3

# Prologue

## PREGAME FUN

The game opens in the final scene of **Castlevania X**. You're Richter Belmont, and you begin on a landing from which you should climb the stairs to the left. At the top, face left and hack at the rock above you. This exposes a button (hack at it again to activate it) that opens a staircase in the ceiling leading



Fig. 3-1. Hack at the crack in the rock to reveal a button that opens an area above.

to a room full of goodies. After you've rounded up all the power-ups, return to the dining room below.

### Special Moves for Richter

1. Slide: ↓ + ×.
2. Super Jump: ↑, ↓, ×.
3. Fire Whip: ▲—if Richter has no weapon, this charges his whip with fire; if Richter has a weapon and enough hearts, it invokes a Super Weapon.
4. Back Flip: ×, then × again (once in air).
5. Flying: This is more of a “cumulative jump” than actual flying, but it works if you time it right. Just keep jumping at the highest point of the previous jump.
6. Slide Kick: ↓, × (and × again during the slide).
7. Blade Attack: ↑, ↓ + ↘, ⇒, ↑ + ■.
8. Dash: Tap forward twice (Run)

Now you can enter the Throne Room, where you have a long conversation with Dracula. At the end of your little chat the fight begins—and remember, Dracula can only be harmed by direct hits to the head.

Your health bar is on the left of the screen and his two health bars are on the right. You should have little difficulty taking Dracula out. Just wait for him to reappear. Then jump and hit him in the head once or twice. He'll quickly teleport out, only to “beam in” shortly thereafter.

When you get to the bottom of Drac's first health bar, he transforms into a giant horned bat beast. This may seem like a drag, but it's really a boon to you. In this new form he'll take damage on **any** part of his body, not just his head, making it much easier for you to strike.





Fig. 3-2. Dracula goes through two incarnations before he's truly dust.

When Dracula dies, the screen image disintegrates and the background story begins.

This is just an introduction, so you needn't fear death here. If you die, your girlfriend runs in, shouts something (probably profound), and brings you back to life with full invincibility. Then you can finish off the Drac-man and move on to the **real** game.

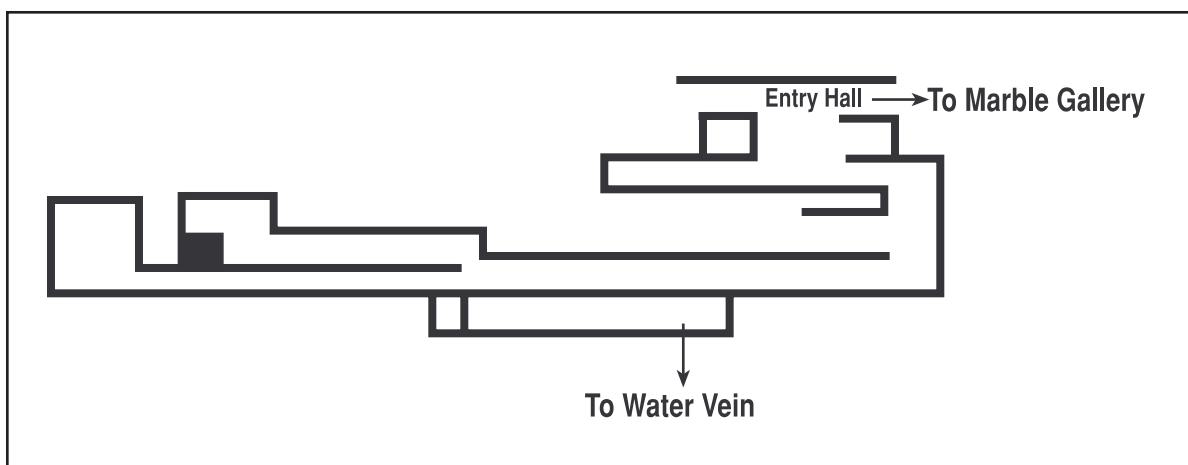
### Prologue Note

The hearts aren't shown in your status bar in the prologue, but they still function normally, and secondary weapons consume them. Also, the Start Key won't bring up your menu.



# Chapter 4

## The Entry Hall



## MONSTERS ON THIS LEVEL (FIRST VISIT)

-  Bat
-  Zombie
-  Merman
-  Warg
-  Bone Scimitar
-  Merman

## MONSTERS ON THIS LEVEL (SUBSEQUENT VISITS)

-  Blood Skeleton
-  Bat
-  Zombie
-  Merman
-  Bloody Zombie
-  Owl
-  Owl Knight
-  Blade
-  Gurkha

## PATH TO VICTORY

You enter the castle as Alucard, fully armed and ready to kick some serious butt. Your inventory includes a Lightning Sword, a Helmet, a Shield, a Cloak, medallions, and other juicy stuff, but don't get used to it. You'll be stripped of everything in the not-too-distant future, like it or not.

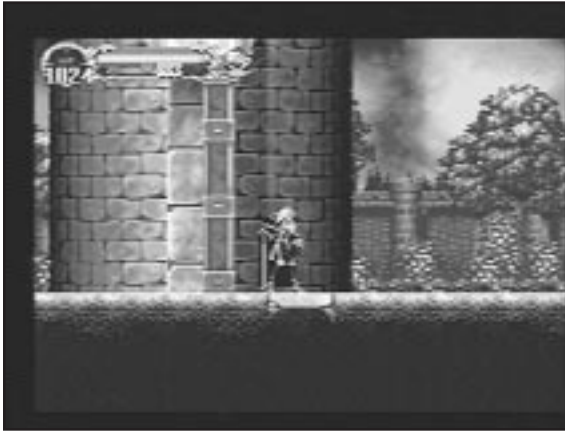


Fig. 4-1. This is just the beginning of your quest within the castle.

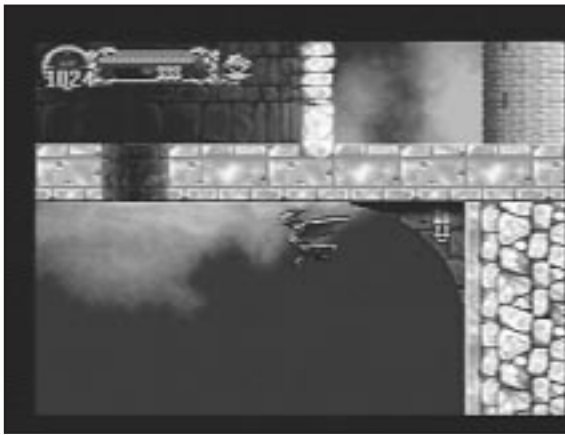


Fig. 4-2. This is the secret room at the top of the outside wall of the castle, but you can't get to it until you can fly.

Life is so unfair.

Don't bother trying to control Alucard when he runs through the woods toward the castle. You can't control him until he's just inside the main gate.

You're now in the Entry Hall Zone.

As you walk to the right, you encounter a Warg. You can't access that area above you (up the wall) until you can fly. When you can, fly up the right-hand wall to a chamber at the top. Here you find the Wolf 2 item.

As you leave this elevated area to the left, the first Candle has Crosses.

Proceed to the right, into the Main Hall, where you face two more Wargs. After the second one, the

lights go up and Zombies begin emerging from the floor. Joy.

You encounter numerous Zombies and two more Wargs as you proceed through the halls, until you reach a small stair leading to a door. You can either walk through the door or go back through the hall to collect



Fig. 4-3. These Zombies just won't stop coming. They may be a good source of experience, but they can also mean anguish.



Fig. 4-4. When you can fly, follow this passage to the left until you face a Blade and a Hammer. At the far left is the foot of a staircase. To the left is a Save Station.

The passage above lets you bypass it.

However, if you wish to go down the stairs, you'll jump to a platform, hack any Mermen that get in your way, and ultimately make your way to the right.

the goodies the Zombies give up as they die (there can be as much as \$250, low-level armor, Hearts, and a few other rewards) and to rack up some cheap experience. In fact, you can attain character Level 3 easily with a couple of trips through the hall. You can get it up to about 72 HP just by hanging around beating up the infinite supply of Zombies.

When you've had enough, walk through the door to the right, and you'll come out on a landing. You can't get to the hole in the ceiling until you can fly, but remember where it is for later.

As you stand on the ledge at the left side of this room, beware of the Bats above. Just hack them when they approach. A set of stairs leads down and another across from you leads up. Jump to the stairs going up.

You come to a rock wall you can hack through to another platform. Go down the steps you find there to a series of pools and platforms with jumping, nasty, fire-spitting Mermen. There's no need to go down there yet.

You'll end at a locked door, behind which is a purple torch. Beyond that is a Level Door (to the Groundwater Vein). You can't do anything about this now, but it will help orient you later.

Go back to the stairs above the pools (at the end of the passage you cut) and proceed to the right.

Go down some stairs to a hallway and fight three Wargs. At the end of the hall, crouch and hack at the bottom stair. It crumbles, revealing a Turkey good for 50 HP healing (if you need it). Now head right.

Here you meet and converse with Death (the character), after which he strips you of all your armor and weaponry. Sorry, but there's no way around it. It's very important to note that the equipment you just lost was quite high-level, and that from this point on you'll take **much** more damage, and things will be **much** harder to kill. There's nothing like being stripped of your weapons to extinguish a sense of security.

After Death takes your stuff, you must get back on your feet (so to speak), so climb the ledges to the top of the tower. Go to the left and you'll find yourself on a bridge with a gap in the middle. Standing a few steps back from the gap, jump left and try to descend as close to the far side of the gap as possible without landing on it. Hold the Left key as you jump to land on a ledge on the far left side (there's a Gargoyle on the ledge opposite).

Walk to the left and **voila!**—there's a Max Heart on a pedestal. Now go right and fall off the ledge to return to the Death area. From here you must climb the tower again, but not to worry: It's a great cardiovascular workout!

This time, when you come to the bridge, jump the gap and proceed left. Punch the Merman and take the Sword he gives up. Ready the Sword via the Inventory menu. Head down the stairs to the left and to a room with a large wall in the middle. Beyond the wall lies a Max Heart, a switch, and a Level Door. Behind this door is a transporter, but it's inaccessible now.



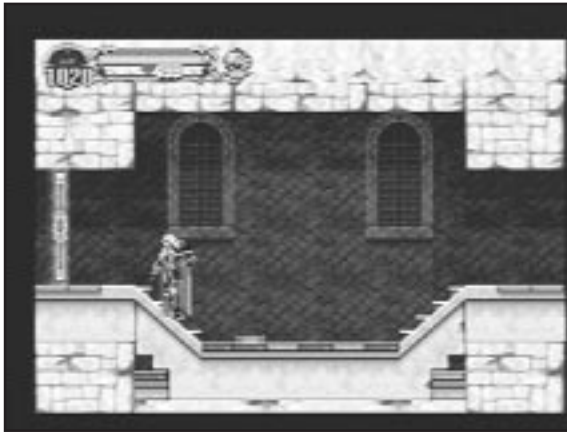


Fig. 4-6. A transporter lies beyond this door, but you can't get to it yet.

Exit the room the way you entered and ascend the stairs to the left. Go to the left to the first Save Station.

Exit the Save Station to the right and follow the stairs up to the top of the tower. To the left is a Level Door; to the right the Materialize Cube item lies on a pedestal. Grab the cube and you'll have your first item—which, by the way, enables the Blue Candles to give you goodies when you hit them.

Walk to the right to a wall beyond which lies a Defense Up Capsule and a Level Door to the Marble Hall (which can only be opened from the other side).

Below you (once you can Double Jump; see "Castle Keep"), lies a ledge on the left and a passage on the right. Jump down to the ledge and cross to the passage to find a Life Max potion.

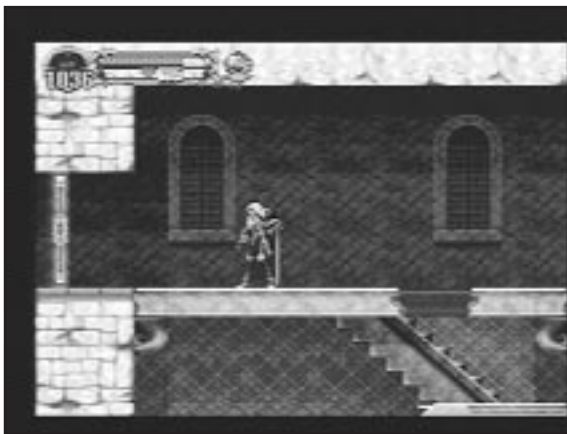


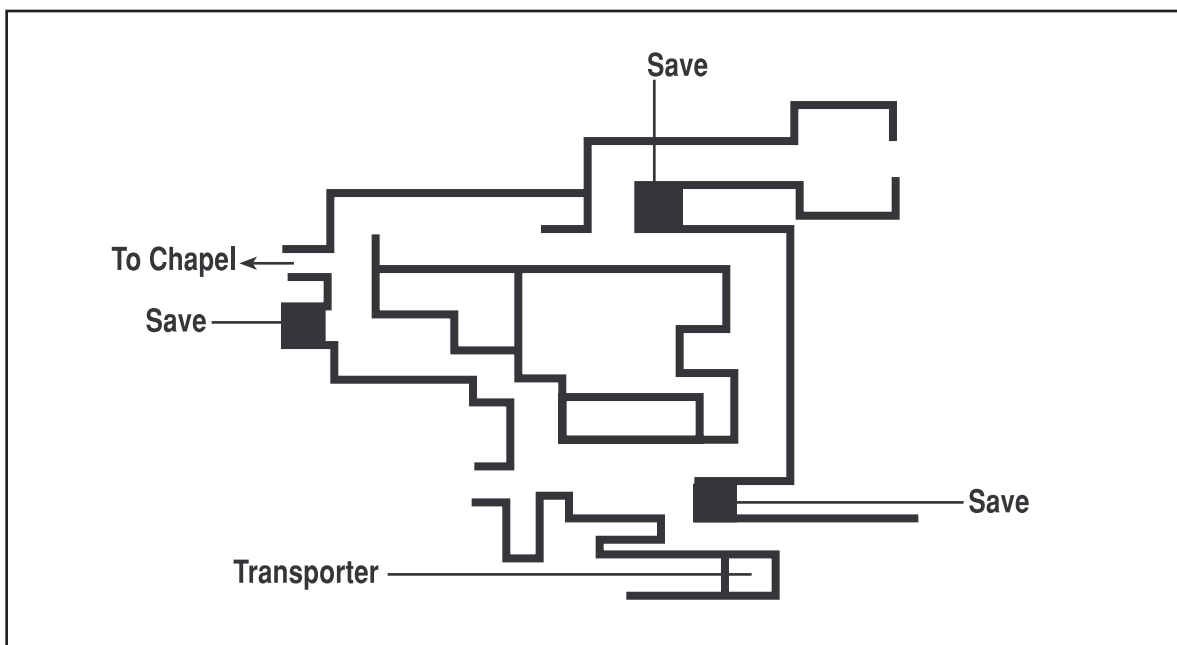
Fig. 4-7. Pass through this door to reach the Alchemy Lab—and the next section of the game.

Walk through the Level Door to the left and enter the Alchemy Lab.



# Chapter 5

## The Alchemy Lab



## MONSTERS ON THIS LEVEL

-  Bone Scimitar
-  Skeleton
-  Blood Skeleton
-  Axe Knight
-  Spittle Bone
-  Bloody Zombie
-  Gaibon (boss)
-  Slogra (boss)

## PATH TO VICTORY

Once you cross the threshold into the Alchemy Lab, walk as far to the left as you can, jump to the platform, and from there to the ledge above. Step on the floor switch there to lower the spikes to your left. Jump past the spikes and hack the Globe there.



Fig. 5-1. A goody awaits you in the Globe beyond the spikes.

Jump back up to the switch and kill the Blood Skeleton. He'll revive in about five seconds, and, in fact, he'll come back to life every time you kill him, so don't waste your time. Jump up on the platform to the right and then up to the left. Hop, skip, or jump over the spikes and step on the switch beyond to lower the spikes. Walk left and you'll see a Blue Torch, hack it. Proceed left and jump up to the platforms.

At the top, the area above your head can only be reached when you can fly; it leads to a room containing a collection of secondary weapons (the "Cache") in glass tanks. Right of it, another room contains an orb that yields the Wolf 3 item.

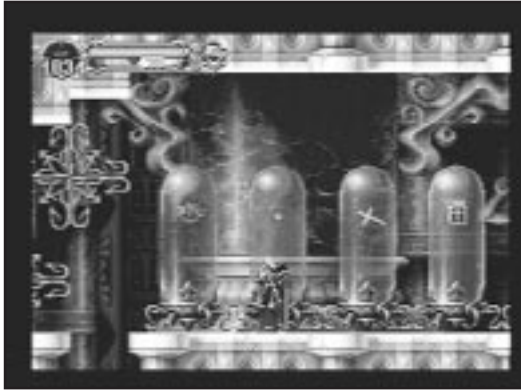


Fig. 5-2. You'll reach these goodies only after you can fly.

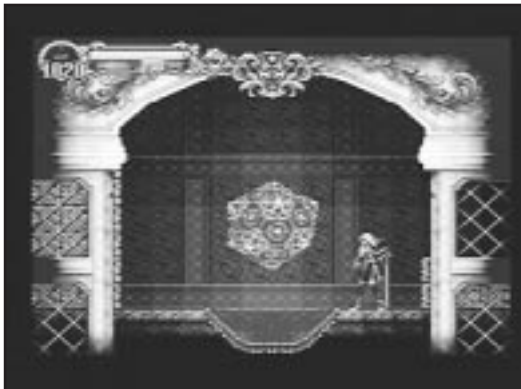


Fig. 5-3. This is a Save Game Station.

When you leave this area, walk carefully to the right and encounter an Axe Knight. He'll boomerang axe heads at you. You can either destroy Axe Knights or avoid them.

Walk to the right and drop down, slashing the Blood Skeleton you find there. You'll also find an elevator that only rises when someone stands on the switch on the level below. Don't worry about this conundrum yet. You'll come back to it from the other side.

Continue down and right to a Save Station. You know what to do.

Return to where you met the Axe Knight. He'll have regenerated, along with the many Skeletons. Dispose of them and head left to a tower's pit; shimmy over to the left side of the pit. Get up to the second step and hack at the wall there until it crumbles before you. Then walk through the passage.

You'll come to a room with two busts and a Globe in the middle. Leave this room to the right. Now hack through the floor to reveal a passageway leading down.

Climb the tower ledges to the top and go left. This room contains a Table with a Blue Torch and a Bloody Zombie. Climb the tower to the top and go left.

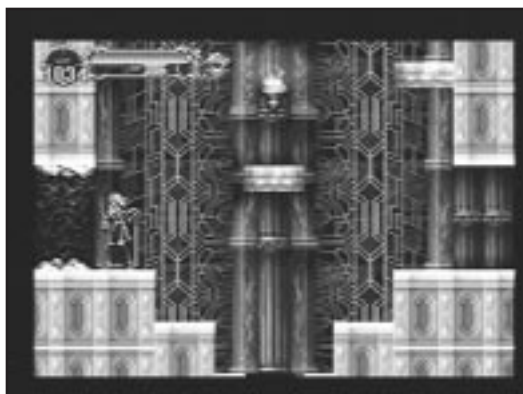


Fig. 5-4. There are two breakaway walls here, one to the left and one at the bottom of the screen.

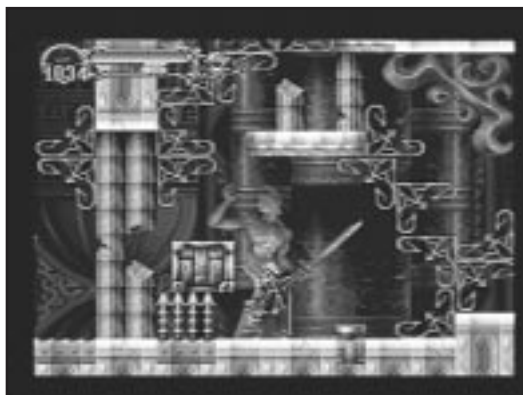


Fig. 5-5. This box is movable, so you can place it on the spikes.

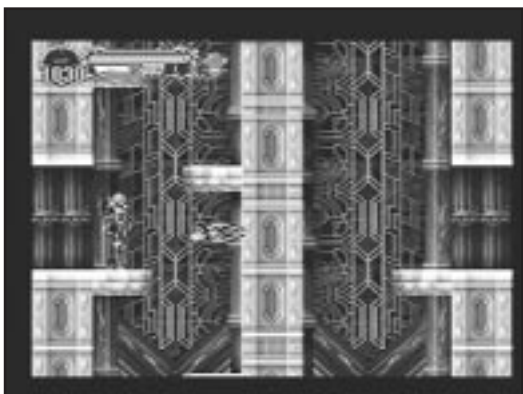


Fig. 5-6. A Save Station lies to the left here.

A Spittle Bone circles the small ledge in front of you, dripping poison. Step on the switch before you to bring down the spikes to your left. Behind the spikes lie a movable Wooden Box and another set of spikes. Jump on the box and up to the platform beyond the second set of spikes. Then jump on the switch to the left, bringing down the second spikes. Two Axe Knights wait on the ledges above.

Go back to the right and push the box onto the retracted spikes to the right, jump over the box, activate the switch, and the spikes will lift the box, allowing you to jump to the platform above.

Now that you're up, climb the ledges to the top and move right, toward the foot of a Tower. Climb the ledges and go through the passage on the left to find another room with busts and a Globe. Hack the Globe, grab the goody, and then head back the way you came.

Climb up to the second Axe Knight and go left to a tall chamber with a pillar in the middle. Now drop to the bottom of the tower and head left (and up) to the left side of the chamber. Halfway up the chamber you'll find a passage to the left. Enter and find a Save Station. (Remember, saving restores your hit points to maximum, so it behooves you to save often.)

Move right, out of the Save Station, and climb to the top of the Tower. From here (standing on the central pillar) you can drop to your left or jump to the right. Dropping to the left takes you into a hallway with a glowing Blue Door at the end. You can't open this door, which leads to "The Chapel," until you purchase the Door item from the Librarian (see "The Long Library"). Because you can't enter yet, jump to the right from the top of the tower.

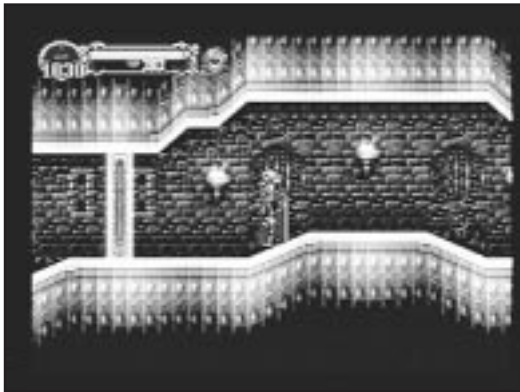


Fig. 5-7. You can't open this door without the Door item.

You enter a large, long room with a pentagram (almost) on the wall. The door closes behind you—a sure sign you're about to face a boss. (Whenever a door closes behind you, take a deep breath.) Here, to the right, you find two bosses—the *Gaibon*, a flying monster, and the *Slogra*, a bird-like (but earth-bound) beast with a spear.

Defeat them and the doors open. Once you can fly, go to the room in the upper right to find two busts with a Flame containing a Bat Book item. Leave this area to the left, return to the main room, and go to the right.

### Defeating the Alchemy Bosses

An easy way to defeat these two pesky bosses is to hit *Slogra* just when the *Gaibon* lowers him to the ground. This makes them both fly into the air again. If you can stay away from their attack, you can hit them every time they attempt to land, thus keeping them in the air and keeping yourself safe. Eventually the spear will be lost, and then the bosses will die one at a time. Try to have a decent number of Hearts available when you head into the boss battles. You'll need every advantage you can get.



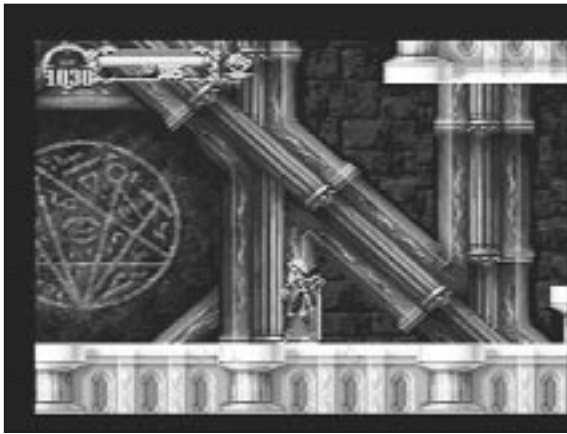


Fig. 5-8. A secret room lies above and to the right, but you can only reach it when you can fly.

You find yourself in a long corridor. You have the option of going up or to the right.

Going up, you'll find the fourth Save Station (up and to the right). I recommend you save your game first, and then climb back down and move to the right. Follow the corridor to a switch and an elevator. Step on the switch and hop into the elevator. Kneel, by pressing down, and the elevator descends.

When it stops, go left to a room with two busts and a *Globe* (a recurring theme). Take the elevator down another level and you'll find yourself behind a cannon; shoot the cannon (by slashing at it) and it blows through the wall, allowing you to pass through to the area with an elevator and the Blood Skeletons.

Return to the elevator and ascend by pressing up. At the top, go back down the corridor and climb to the top of the Tower, where you'll travel right.

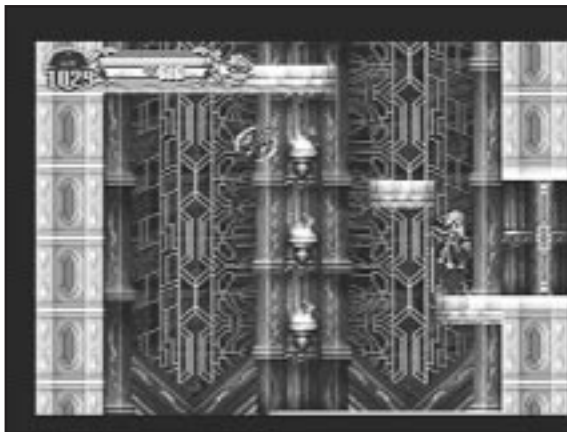


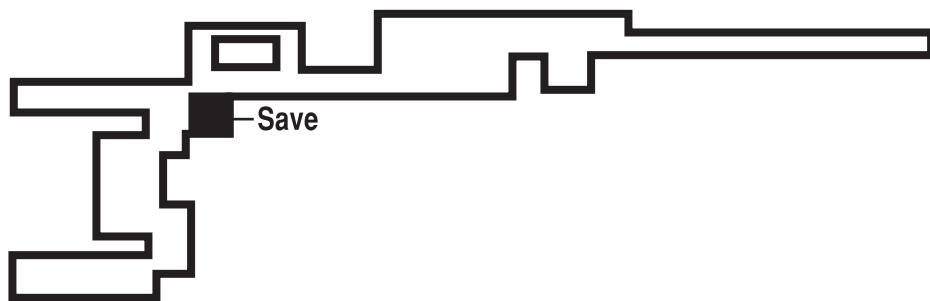
Fig. 5-9. Through this door lies "The Marble Gallery."

Go down the hall to emerge halfway up another Tower. Go down. In the base, you'll find another Axe Knight. Smash the *Globe* on the left side of the tower and climb until you see a Level Door to your right. This leads to "The Marble Gallery."


On to the next level.

# Chapter 6

## The Marble Gallery



## MONSTERS ON THIS LEVEL

-  Skeleton
-  Axe Knight
-  Slinger
-  Ouija Table
-  Skelerang
-  Ghost
-  Marionette
-  Diplocephalus
-  Flea Man
-  Medusa Head
-  Plate Lord
-  Ctulhu

## PATH TO VICTORY

After you enter the Marble Gallery, head right (it's a long way) and jump straight across (and a little bit down) to the Save Station on the right (a Table guards it). Exit the Save Station to the left.

Head to the base of the Tower, follow the passage to the left, and jump down to the left thereafter. Proceed down the steep staircase to the right and jump across to the small ledge on the other side. Above lies an



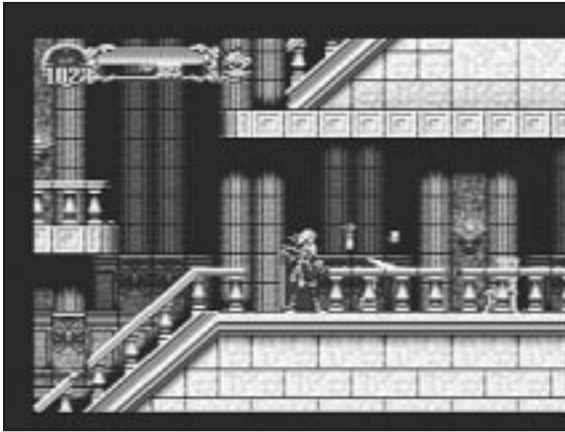


Fig. 6-1. A Save Station lies beyond this rather nasty Table.



Fig. 6-2. You can only reach the area above when you can fly.



opening to a room. (You must be able to fly to enter it. It contains a Golden Hammer.)

Go to the bottom of the Tower and down the staircase to the left. Jump to the landing across from you and proceed to a steep staircase on the right. Follow it to the bottom. You may now go either left or right. Go left. Kill the opposition and get the Candle item. Go back to the right.

Continue until you find yourself at the top of another stained-glass Tower. Once in, go to the bottom left, picking up goodies along the way. In the Red Room you meet a Plate Lord who has an iron ball on a chain. To defeat him, set yourself up just beyond the reach of his ball. Once he swings, move in and get a hit on him before he swings again. Play cat-and-mouse like this until he's dead.

Beyond him you come to a short set of stairs. Jump to the landing across from you and find a Skelerang. At the bottom of the chamber, go right.

Fig. 6-3. The Candle item in this room (it's not visible here) allows you to see how much damage you do when you attack the enemy.

The Ghosts in this hallway move a bit erratically and are in infinite supply, so just plow your way through as quickly as you can. (Picking a fight with them gets you a one-way ticket to Painville.) After you exit the room, continue to the right and to the top of a tower with two cat statues at the top. Climb down and go left. You'll see a Level Door.

Pass through to return to the Entry Hall level (the area right of where the glowing cube was). A switch here lowers the wall that blocked access to this door earlier. Return through the Level Door and retrace your steps to the Save Station where the Table attacked you.

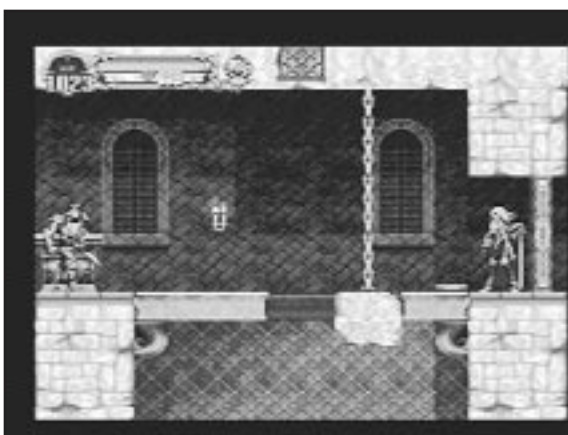


Fig. 6-4. You're now on the other side of the Level Door you first saw in the Entry Hall.



Go right to a room with Grandfather Clocks. Eventually you enter a chamber with a clock face. Maria speaks to you and runs off. As she leaves, a passage in the upper-left corner of the room either opens or closes (depending on the time on the clock).

When it's open, and when you can double jump (see "The Castle Keep"), jump up to find a Level Door to Orlox's Room. The statue on the right opens only if you have and use the Time Stopper secondary item. Through here you find a variety of objects. Through the middle passage (once you can fly), you'll find (to the right) the High Jump Boots item (allowing you to do High Jump—↓, ↑, X) and an assortment of objects.

Fig. 6-5. The Clock Face Room is an important place. Note that the floor is **not** open when you first see this room.

Go to the right, into another Grandfather Clock Room and proceed into an area with two wall Torches. Keep going until you get to another room with two Torches. Climb the stairs on the right. Then jump up to the stairs on your left (watch out for Tables on the way).

Go left, jump up to the right, and continue down the hallway. You may go in any of three directions. Left is a dead end, so head to the center and go up right. Dispose of the two Skeletons and continue right.

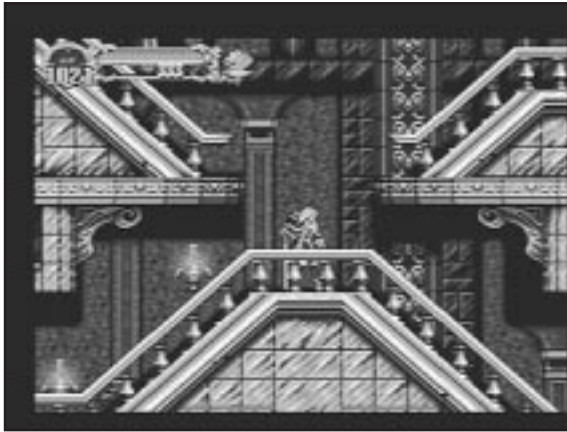


Fig. 6-6. Here you may choose from three directions (or four, including the way you came).



Fig. 6-7. Once you can open this door you may head to "The Groundwater Vein."

You can't open the glowing Blue Door here. Later (after you've been to the Outer Wall and bought the Door item from the Librarian) this door will be accessible.

When you can, then, go through it and step on the switch to open two floor passages (previously covered with pink stones). One leads to the Groundwater Vein. The other (the second as you travel left to right) is an item room. Go left and return to the four-way intersection. Go down to the right.

You enter a long hall with statuary. Proceed right to a Level Door that takes you to "The Outer Wall."



# Chapter 7

## The Outer Wall

### MONSTERS ON THIS LEVEL



Skeleton



Bone Musket



Medusa Head



Axe Knight



Bone Archer



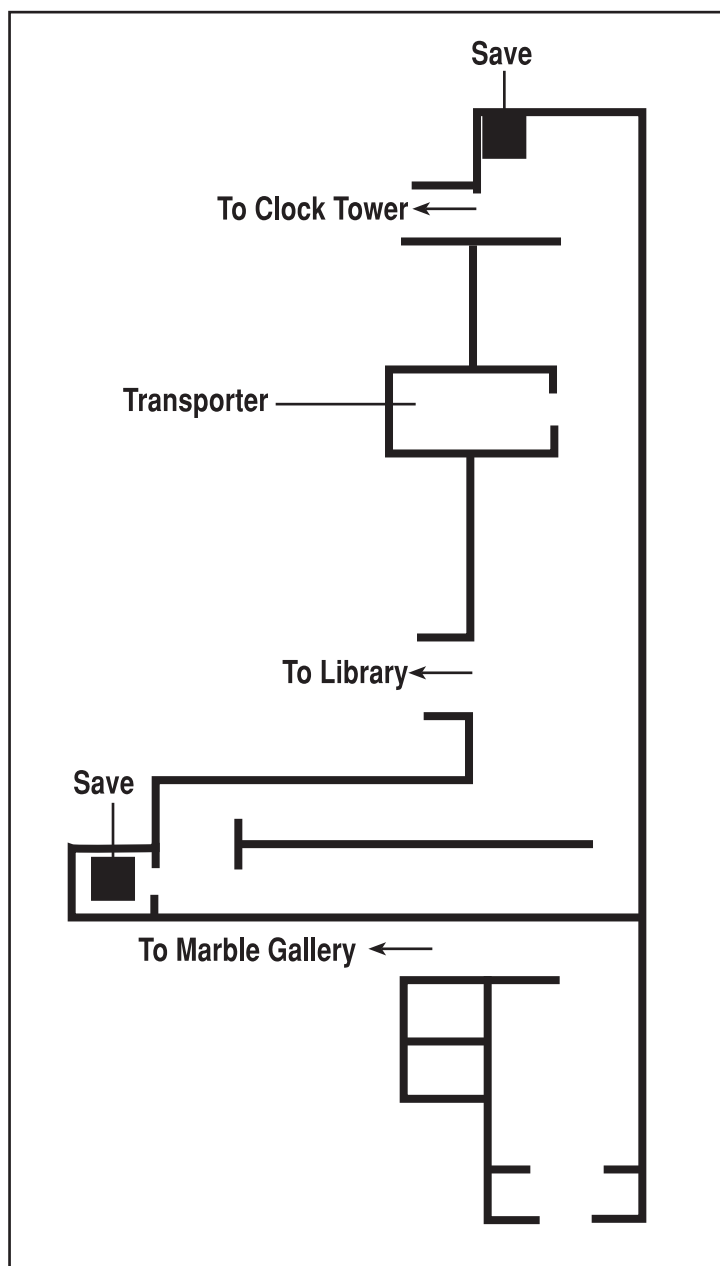
Doppelganger 10 (boss)

 Skeleton Ape

 Spear Guard

 Sword Lord

 Armor Lord





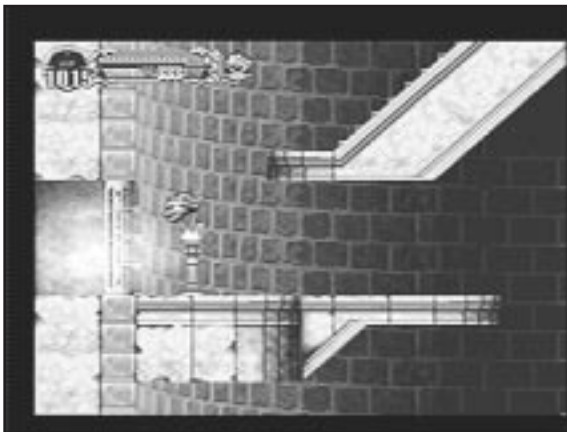
## PATH TO VICTORY

You'll probably want to get to a Save Station ASAP, so jump up to the left and go through the passageway. Kill the two Axe Knights (they take more hits than the green ones you've faced so far) and you'll find yourself in a room with a desk.

A Save Station lies nearby. Once you've done your business there, leave the room the way you came and return to where you entered the section.



Fig. 7-1. A Save Station lies to the left, and a boss up top. Leave the boss until later. Trust me.



Descend the Tower, being wary of the Armor Lord down a couple of levels. (Also be wary of the Medusa Heads floating around here.) Once you trash him, go through the passage to the left and hack at the lower-left corner of the wall.

Leave the chamber and continue down. Near the bottom on the left, you'll see a grated door you can't enter until you get the Mist item (see "The Colosseum"). Once you can pass through the door, you enter a cozy chamber and find a handy object.

Go right and drop down into a suspended chamber held to the Outer Wall by chains (the Observation Deck). In here you'll find a table and

Fig. 7-2. You'll need to turn into Mist (like me) if you want to pass through this grate.

chairs and (on the left) a Telescope. A bird flies in and lands on a protrusion at the bottom of the chamber, where it will lay eggs. Each time you return to this room, the chicks will mature and eventually fly away. Also, each time you look through the Telescope, you'll see one of a number of things—a man in a boat, a man in a boat with fish jumping around him, or just a lake with nothing on it. As far as I can tell, there's no significance to this.



Fig. 7-3. This room has several cool features, but not much significance.

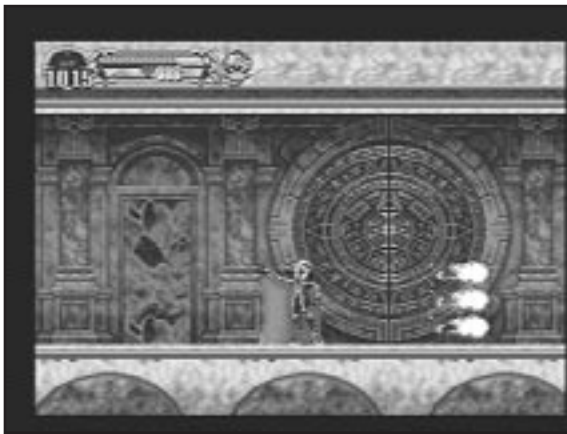


Fig. 7-4. Don't get caught up in admiring how good you look when you fight yourself, or you'll kick your own butt.

Return to the study with the Save Station, but this time chug up and to the right to the Boss Room. Here you must fight yourself—a very introspective experience. (Freud would have had a field day.) Try to finish yourself off quickly. The longer he fights, the more abilities he reveals (usually to your detriment). Exit the room to the right.

After vanquishing yourself, you'll end up back in the Tower at the foot of stairs. Under the stairs lies an Urn with a Max Life power-up, but it's a tricky jump, given the low headroom. Climb the stairs to find the bottom door to a nonfunctioning elevator (you'll activate it near the top of this Tower). Now ascend a couple of levels up the Tower to a Level Door that leads to "The Library."

Continue climbing (killing bad guys and breaking Torches along the way) to the top of the elevator shaft.

The door is still locked, but behind it lies the yellow Wolf Soul item. Go up left and find a Level Door to a transporter (Scorpion Station). It takes you to the Horse Station at the Entry Hall level you couldn't access before.



Leave the transporter and walk right. Step on the switch to open the wall in the middle of the room and gain access to the transporter from the Entry Hall level. Return to the transporter and zap back to Scorpion Station. Exit and return to the Outer Wall.



Fig. 7-5. A transporter lies behind the door above and to the left. This should give you some perspective.



Fig. 7-6. This is the motor that runs the elevator.

Climb the Tower farther until you find yourself under a large machine—the elevator motor. Walk under it. You'll hear it start up. Now head to the right and resume climbing.

On the left is another level door (to "The Clock Tower"), but you're not going there yet.

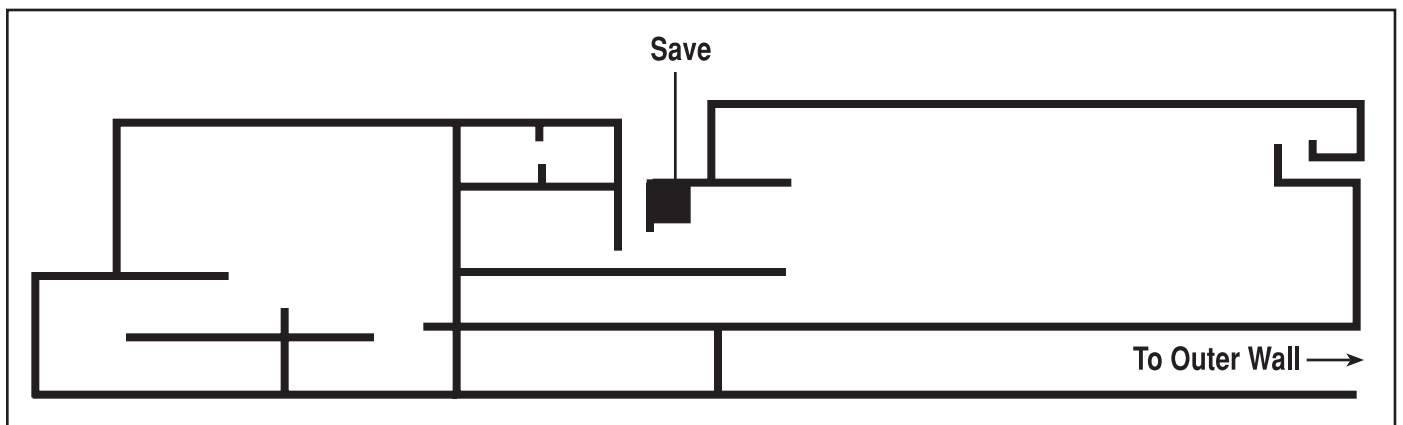
Continue climbing until you reach the top. The area to the left at the very top of the Tower is a Save Station. As usual, it's a good idea to save, if only to top up your hit points.

Return to the upper elevator door and grab the yellow Wolf Soul item before going down the elevator. Ride it one stop down and enter "The Long Library."












# Chapter 8

## The Long Library



## MONSTERS ON THIS LEVEL

-  Thornweed
-  Flea Man
-  Spell Book
-  Ectoplasm
-  Duhron
-  Magic Tome
-  Corpseweed
-  Flea Armor
-  Lesser Demon (boss)

## PATH TO VICTORY

Enter the Library and cruise left to an area where you can go left or up. For now go left. You'll face resistance along the way, so be prepared. Also, if you have the High Jump ability (see "The Marble Gallery"), stand under



the hole in the roof, activate the high jump (↓, ↑, + X) to come up under the Librarian and get a Life Max. Return to the junction.

Fig. 8-1. Doing a High Jump (like this) is the only way to get the Life Max the Librarian is sitting on. He seems to enjoy this....

Go up and to the right; then, at the end of the hall, go up and left. The Ectoplasms you encounter are a major annoyance; don't let them touch you. Then head up to a junction. Here you may head up, right or left.

Going up to the right, the room contains the Book of Enemy Names item. Return to the junction and go left to two ledges. You can't reach them until you can Double Jump (lower ledge) or fly (upper ledge).

When you reach the upper ledge (requires Double Jump plus Mist or Flying) and enter the room to the left, you'll find Fairy Book 1.

Jump to the lower ledge. On the left lies a Save Station. Leave it to the left (it's one of the few stations with more than one entrance).

Warning: Don't bother going to this part of the Library until you have the Mist item and the Double Jump. You can beat all the monsters, but the Bat 1 item is inaccessible without Mist.

Pass through the Save Station (through a crowd of bad guys) to face a series of brown levels to your left. Navigate up to the upper right to find a room with a table. Slash the Candle, push the bookshelf to the right, and pass into the chamber behind.

Return left. In the main chamber, go to the far left, drop down, and go right to a door to the room's lower left. Again, keep in mind that you'll face plenty of resistance in these halls as you move along.



Fig. 8-2. You might as well wait until you can double jump or fly before you head into these areas.

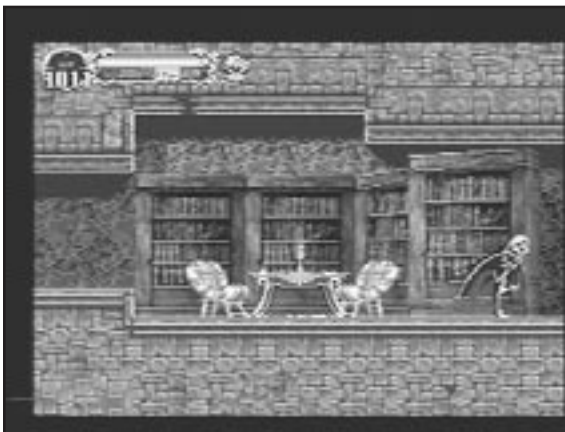


Fig. 8-3. A chamber lies behind this bookshelf.

You're now in the Boss Room. Once you defeat this Lesser Demon boss, move left, jump down, and then go right. Up and to the right is a grated door. Activate the Mist item (L1) and pass through the door to get the Bat 1 item, which gives you the much-anticipated ability to fly. Now you can go back and do all that other stuff!



Fig. 8-4. You'll need the Mist ability to get through this grating.



Fig. 8-5. This is the Librarian. Go crazy!

Return to the Save Station and go right. Proceed down and across the bridge to the Librarian's room. First thing—buy a map! This shows most of the castle's layout; areas you've been are shaded light blue. This is **not** the entire map, however.

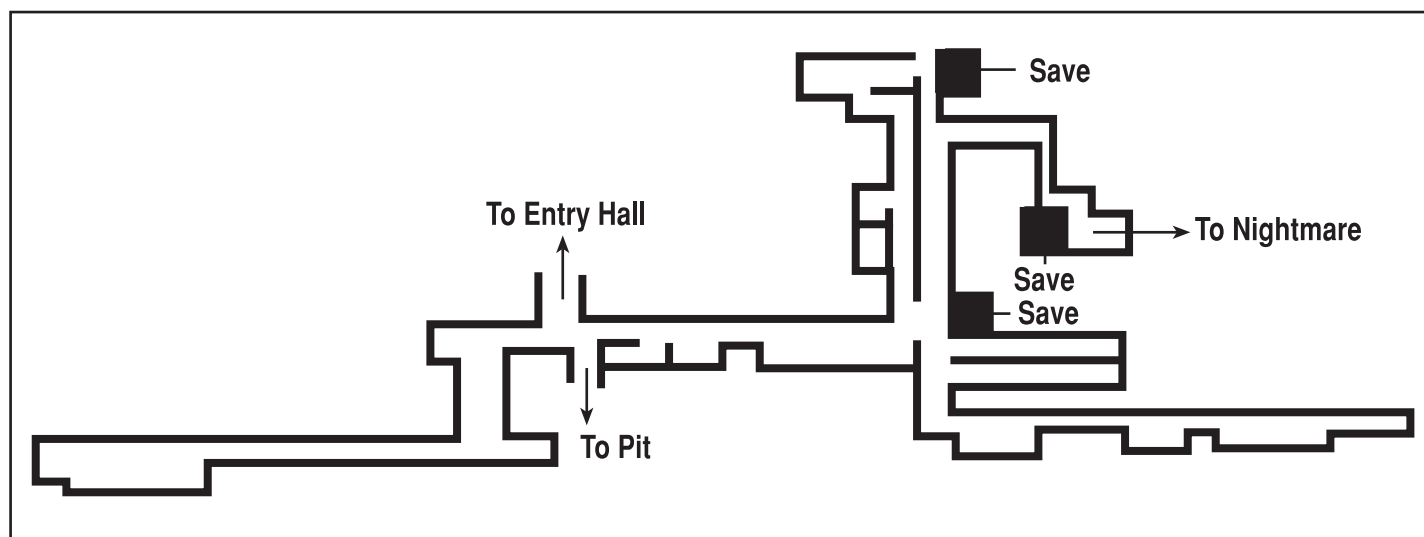
It's also wise to buy a Blue Pendant. This item allows you to open the glowing Blue Doors (from the Alchemy Lab to the Chapel, from the Chapel to the room in the far upper left of the map, and a previously inaccessible door in the Marble Gallery behind which is a switch that opens floor panels to give access to new areas).

You've completed the Library.



# Chapter 9

## The Groundwater Vein



## MONSTERS ON THIS LEVEL

-  Bat
-  Bone Archer
-  Scylla Wurm
-  Skeleton Ape
-  Spear Guard
-  Toad
-  Frog
-  Frozen Shade
-  Scylla (Boss)
-  Fish Head
-  Killer Fish

## PATH TO VICTORY

From the entrance in the Marble Hall (opened by stepping on the switch behind the Blue Door), go down and pass through the Level Door to “The Groundwater Vein.” Proceed downward to a junction. Here you may choose to go right, left, or down.

First things first—go right, to the Save Station.



Fig. 9-1. A Save Station lies to the right at this junction.



Return to the junction and head left. Continue left to a room with a pedestal. Break through the wall on the left and claim the object in the hidden room beyond. Now go to the right, drop down, and go right to an area with a central circular pillar. Drop down this Tower to the landing (figure 9-2).

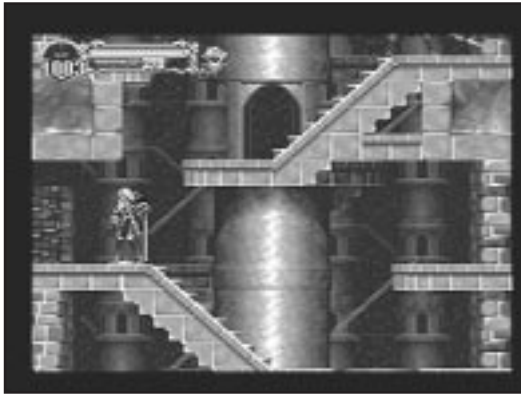


Fig. 9-2. Descend the tower to this landing. Then go left.

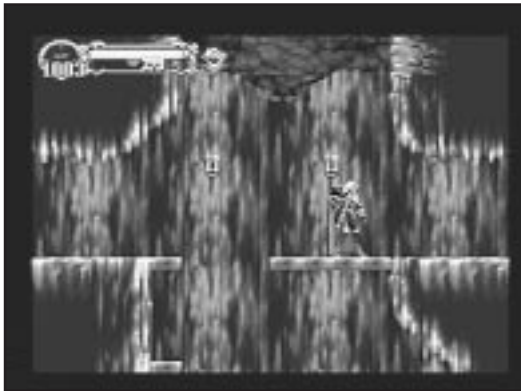


Fig. 9-3. A Save Station lies to the right.

Now trek left and climb the stairs to the top of the room. Jump on the dresser and then into the room above. Return to the landing and go down. As the passage narrows, drop down to a pointed Toadstool (it's poisonous). Go right to a junction running down, up, or right. Go right to the Save Station. Then return to the junction.

Back at the junction, chug down to the bottom and enter a room that has doors on both sides. They'll close (pseudo-boss time) and you face the Scylla Wyrms emerging from the upper-right corner. When you defeat it, the doors open, clearing the path for you to head right.

Jump from pillar to pillar as the water rises. Ignore the objects in this room; you can return shortly, after the water level lowers. A junction goes up and right. Go up.

Go right at the next junction and clear out the area. Then return to the junction and go left.

This is the Boss Room. The boss is Scylla, nesting in the room's left wall with Scylla Wyrms pointed into the room. When you vanquish the boss, head through the door to the left and to get a Cloak.

Now that the water level is down, remember to visit any places high water prevented you from exploring earlier.



Fig. 9-4. A boss waits just beyond this squeeze.

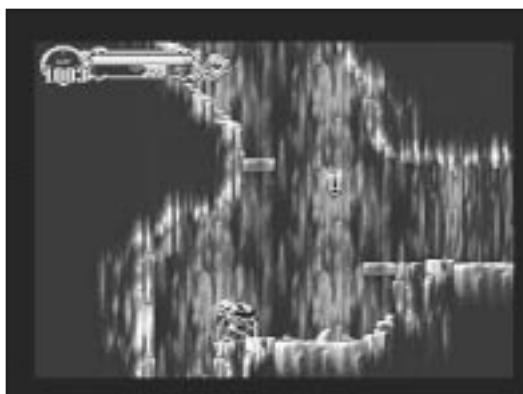


Fig. 9-5. The lower-left area of this chamber conceals a secret passage leading to the snorkel.



Fig. 9-6. This boatman won't be waiting for you unless you have the Mermaid item. You'll find it at the far left of this area.

Retrace your steps through the Wyrms (the pseudo-boss) room. Hack at the floor to the left of this room to reveal a passage.

To follow this passage, you must have the Mermaid item (found in the far left of this section) to summon the boatman. If you have that item, break through the floor. Drop down, and face the Frozen Shade. Go right and get on the boat, but be sure to kneel: You must fight off Bats or you'll end up in the water—and it's a long swim, baby!

On the far right is the Snorkel. Grab it and go back through the underwater room. Return to the Save Station to powder your nose.

Above you is a long shaft. On the right of that shaft, near the top, lies a passage to the Nightmare, but I couldn't get to it until I could fly.

Go left at the junction. If you push the Wooden Box here against the wall, you can jump on it and jump up.

To the left a gauntlet of Spear Guards pushes their spears up through the floor. To get through unscathed, stand next to the first spear and advance when the guard pulls it down. If you're careful you can do this all at once, but I found it

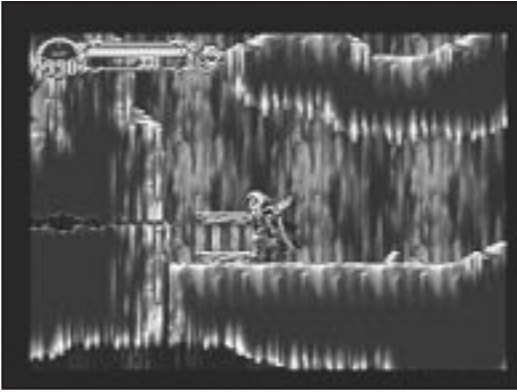


Fig. 9-7. Use this box to your advantage.

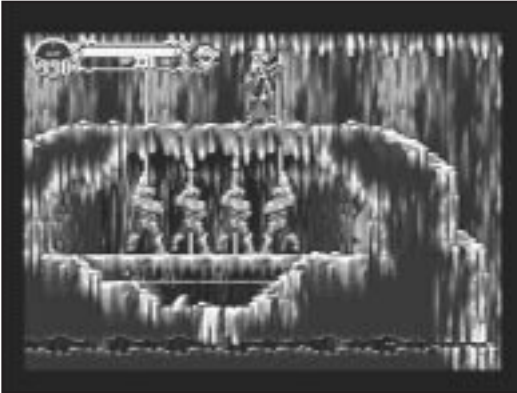


Fig. 9-8. Timing is everything in this room.

was safer one spear at a time. (You can also kill them if you know the Vampire spell. Kill the Frog, as well.)

Below you lies an underground pool. Attempt it only if you have very high health (over 200) or the Snorkel. Once in the water, your health will begin clicking off (unless you have the Snorkel). Once you're done with the aquatics, return to dry land.

Go left at the entrance to the underground pool and hop across the ice floes in the next room. (You can dive into this pool, but it contains only Fish Heads and no objects.) Hop across the next pool. Under the wooden floor in the next room are a Life Max and a Heart Max. You can't get to these yet, so extinguish your anger by killing the Toad.

After you complete this level and return to it, you'll encounter a Skeleton

Ape on the left of this room. Entice him onto the bridge (staying far enough away so he doesn't throw the barrel) until he's just to the left of the bridge. Now quickly close the gap to make him throw the barrel. It destroys the bridge.

Follow the passage to the Abandoned Pit to "The Catacombs," if you wish to go that way; otherwise, continue left.

You reach the head of a large waterfall. You can't reach the room directly opposite until you can fly. If you drop down the right side of the waterfall (pressing right to stay close to the wall), you'll find objects hidden behind the sheet of water.



Fig. 9-9. Learn to fly or swim if you want to see everything you need to see around this waterfall.



Fig. 9-10. The Mermaid item lies to the left, but there's a bag with \$2000 in the Candles just above.

Candle with a \$2000 bag (again, not reachable until you can fly). Go up the next lift, which docks; then shimmy to the left to get the Mermaid item.

You've completed the Groundwater Vein.

If you go down the left side, you get other objects. You can do only one of these on your first pass (you can claim the missed objects when you can fly or Double Jump). I advise going down the right side on the first pass. Go right at the passage under the waterfall to get the objects, return to the foot of the falls, and go left.

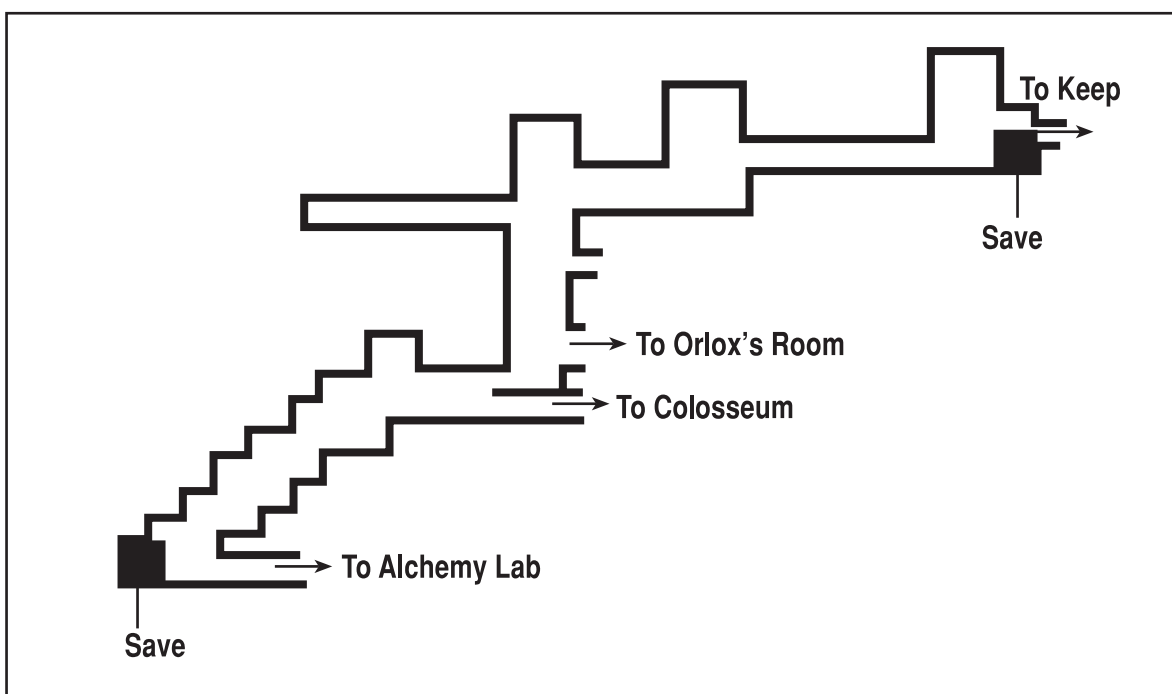
Jump through an opening in the ceiling to enter a room with a Level Door on the left. (It leads to the fish pools in "The Entry Hall.") You must stand on the switch to open it.

Return to the Groundwater Vein and go left. You'll encounter a Boatman. Ride the boat, watching out for low-flying Bats. Notice the Candles on the wall above. You can't reach these safely until you can fly (man, you're going to par-tee when you can fly!).

Cross the pool and get on a lift (which dumps you into another pool). Between this lift and the next is a




# Chapter 10

## The Chapel





## MONSTERS ON THIS LEVEL

-  Bat
-  Skelerang
-  Bone Pillar
-  Winged Guard
-  Corner Guard
-  Black Crow
-  Blue Raven
-  Bone Halberd
-  Hunting Girl
-  Vandal Sword

## PATH TO VICTORY

Enter the Chapel through the Blue Door you found on the far left of the Alchemy Lab. The first Torch contains Holy Water. This may interest you depending on which secondary weapon you already have.

In the next room you speak with Maria. Go through Level Door to the left, to a junction left and up.



Fig. 10-1. A Save Station lies to the left. Make sure you use it: It's a long, long way to the next one.

To the left is the Save Station. Returning to the junction, go up to a junction leading left and right. Go left and search, then go back to the right and climb the stairs. Later, if you approach these stairs from the top, you can kill the Bone Pillar and all the enemies on this staircase will be killed by the Spiked Ball.

Across from this staircase you'll see a series of ledges with urns on them. You can't access them until you can fly.



Fig. 10-2. You can reach this urn only with a Double Dump, but it **does** have something in it....



Fig. 10-3. This is the Confessional, where you'll either hear sins or get a knife in the caboose!

At the top of the stairs, climb straight up (after you can do the Double Jump). At the top is a room with an urn.

Go right to enter the Main Chapel. Then go up the spiral staircase on the left side of the room, jump to the ledge on the left, and finally up to the ledge on the right.

Returning to the Chapel, go to the room on the lower-right Level Door. A door (to the Colosseum) blocks off the right side of this room, but you can only unlock it from the other side.

Move up the spiral stairs on the right side of the Chapel. Trek to the right to enter the Chapel's Main Tower. Walk through the wall on the right. This is the Confessional. Sit (by standing at the chair and pressing Up) in the left chair and a priest either counsels you or (if he pulls the curtain) stabs you. If you sit in the right-hand chair, you get either a woman penitent

in orange (who just cries) or green (who pulls the curtain and stabs you). These people could stand to renew their religious vows!

Climb up the tower to the third platform on the right. Walk through the brick wall to a locked door with a golden figure that holds the door closed. This door leads to Orlox's Room, but you can only unlock it from the other side. Bummer.

Returning to the tower, climb the wooden stairs on the left and jump to the stairs on the right. From there, hop up to the passage leading up to the left.

Spikes line the floor and ceiling here, and you can only get to the end of this hall with Spikebuster Armor (purple with blue shoulder flaps, found in "The Catacombs"). Put on the armor and walk down to a grated door. I had to become Mist to pass through the first door.

Go through the blue door to meet Maria. She runs away. On the left side of the room lies a Blue Ring you'll need to get into the normal castle's final area.

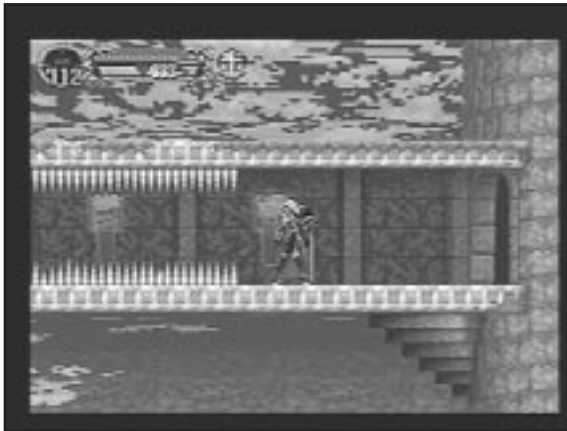


Fig. 10-4. You'll need special armor to make it through this area.

Return to the Bell Tower and jump up the bells to the top. Be sure to check out the rooms at the top of this area (and any Steeple, for that matter).

Go down and follow the passage to the right. You emerge in a smaller Bell Tower. Climb the Steeple. Enter the passage to the right. Go right to the boss room. Defeat it and Maria gives you a talking-to. Exit to the right.

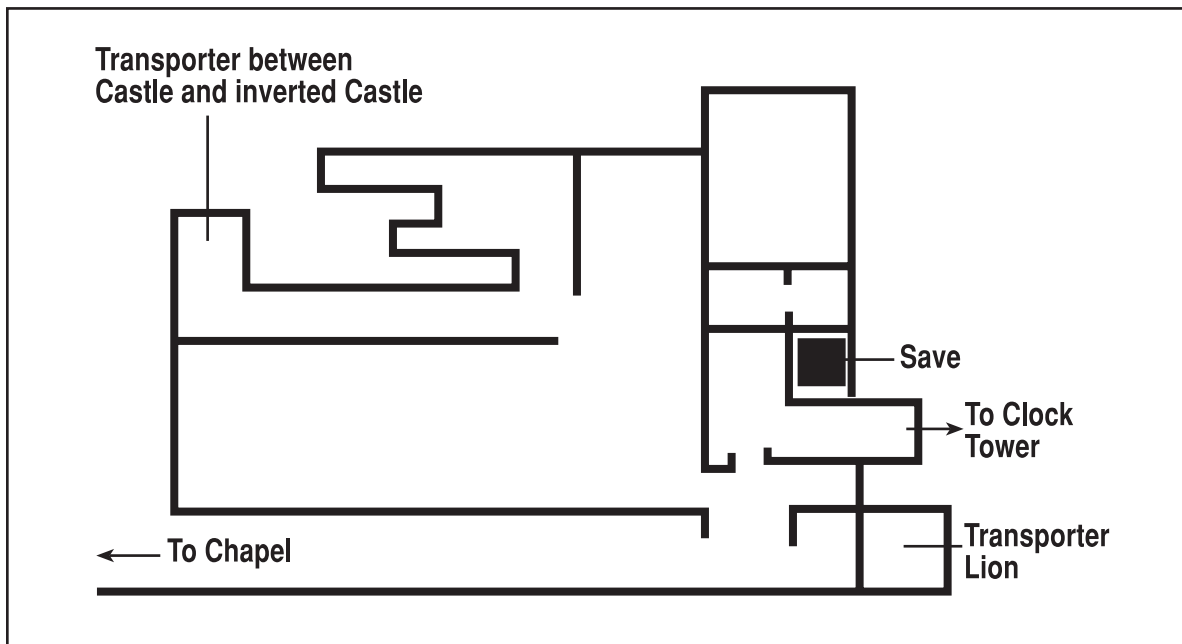
The hallway gives into the base of another Bell Tower. Go through the wall to the right to a Save Station. Climb up the Bell Tower. Follow the passage to the right to a Level Door—and the Castle Keep.





# Chapter II

## The Castle Keep



## MONSTERS ON THIS LEVEL



Axe Knight



Flea Rider



Richter Belmont (boss)

## PATH TO VICTORY

After following the passage (out of the Chapel) to the end, you'll be in a room with elevator platforms. To the right is a transporter (Lion Station). Ride the platforms up to a junction going right, left, and up.



Fig. 11-1. From this junction you can get the coveted Double Jump.

Go left to the roof of the passage you just came through from the Chapel. At the end of the roof (to the left) on a ledge is a Blue Necklace (which gives you the coveted Double Jump). Return to the junction.

Go right for some goodies. Then return to junction.

If you can fly, go up to a room with lion's heads on the wall. The Level Door on the right leads to the Clock Tower (and directly into a **very** tough Boss Room). Up from here you

reach a junction. To the right lies a Save Station. Above lies a room with a goody. Return to the junction and go left.

You find yourself at the base of a broken staircase, but you can't get to the upper portion of the staircase unless you can fly. If you can, head straight up the right-hand wall and enter the room to the right. There you find a large room with the Skull Book.

Cover the remaining area outside the room to collect Floating Candle goodies. Return to the base of the stairs. Then fly into the region where you found the Blue Pendant. In addition to the Floating Candles, you'll find the Mist 2 item and a break-away wall (in the upper-left corner), and a break-away section (on the left wall above the location of the Blue Pendant).

Fly to the Dining Room above.

Begin by facing right just inside the entrance to this room. Then jump and attack; the rock should break, revealing a button. Strike the button and a staircase will drop from the ceiling. In this room you'll find urns and busts.

Returning to the dining room.

**Only enter the Throne Room if you've completed the entire castle and gotten the Green Goggles from Maria in the area below the clock face.**



Fig. 11-2. Go no farther to the left of this door unless you've completed the entire castle and nabbed the Green Goggles from Maria in the area below the clock face.

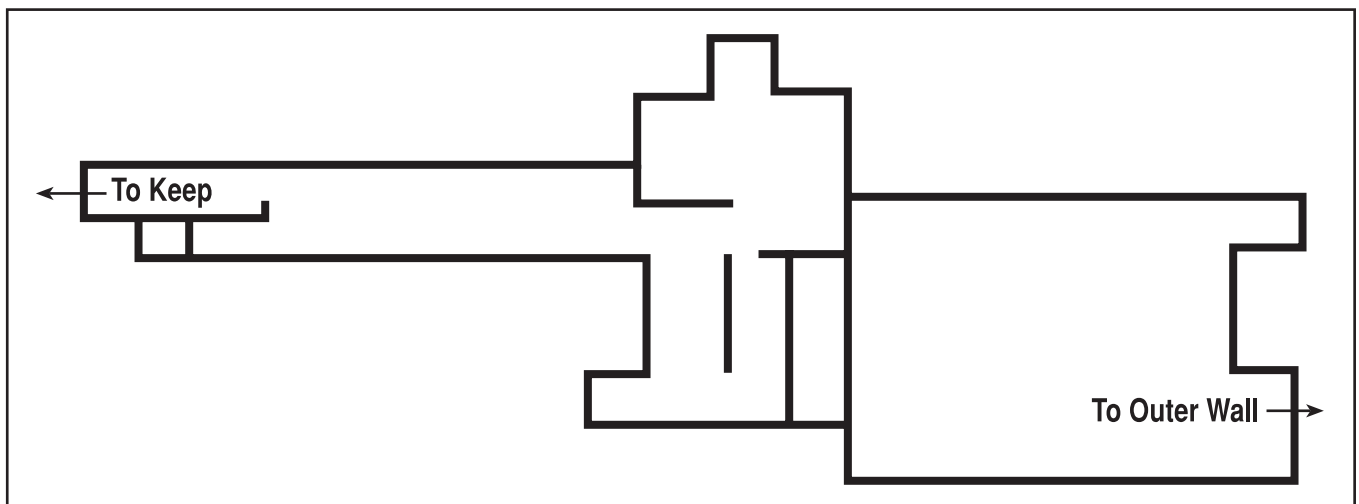
In here you'll have a long conversation with Richter. Then you fight him. If you're wearing the Green Goggles (see "Finishing Part 1") you'll see a green orb floating over his head. Attack it, not Richter. Destroying it breaks the spell on him and gives you access to Part 2 of the game. On the other hand, killing him ends the game here and now, which you may or may not want.

Defeating the orb reveals a second inverted castle **over** the one you're in. Enter it via a transporter left of the Throne Room.







# Chapter 12

## The Clock Tower



## MONSTERS ON THIS LEVEL

-  Medusa head
-  Phantom Skull
-  Sword Lord
-  Skull Lord
-  Flail Guard
-  Spectral Sword
-  Flea Armor
-  Harpy
-  Cloaked Knight
-  Karasuman (boss)

## PATH TO VICTORY

**Do not enter this area until you can do the Double Jump (see Castle Keep)!**



Entering this section from the Outer Wall, you can go left or down. Going down, head to the left. After you've covered this area (mostly to get your percentage up), return to the right side of the room.

Fig. 12-1. This area houses nothing very important, but cover it anyway.

Heading left from the entrance, you come to a staircase. If you can fly, swoosh on up the wall behind you to a passage heading right. At the end is a room with a red Bat Soul item that allows you to shoot fireballs when you fly.

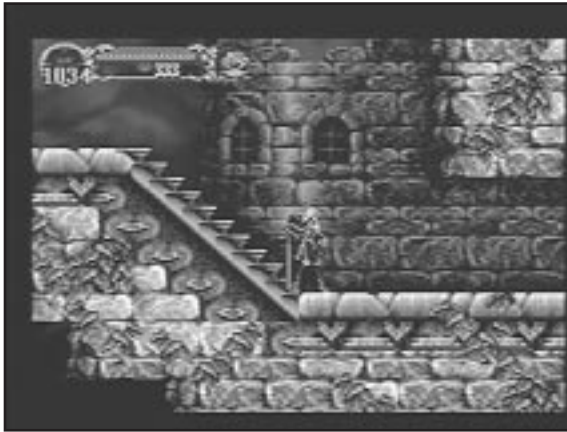


Fig. 12-2. A secret room lies at the top of the wall on the right. You must fly to get there, though.

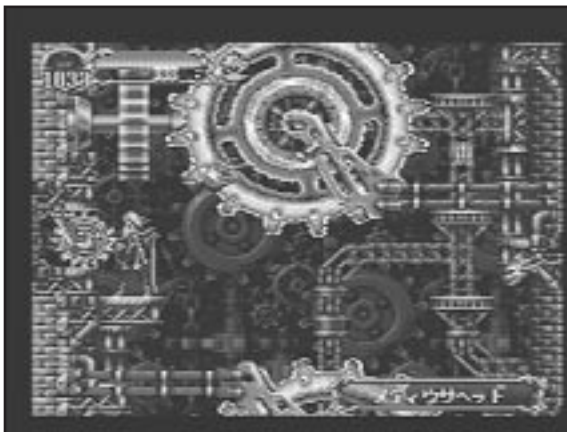


Fig. 12-3. This is the first of four gears you must move to open a secret in the next room.

Double-jump from platform to platform and keep an eye out for items on ledges below. The third platform holds three pillars bearing objects above. You must fly to reach these.

Jump across the next chasm and you'll kill another Flail Guard and a Skull Lord who come up to meet you. Jump up to the ledge and head left.

This is the bottom of the first Gear Room, so climb to the top and go right. From here you can fly through the upper portions of the Bridge Room and collect items from the candlesticks you find floating there.

Returning to the first Gear Room, go left and watch out for the Medusa Heads. Now you're in the top of the second Gear Room. About halfway down the wall on the left (and in the lower right, above the pool) you see gears on the wall. Turn these until you hear them "click" rather than "clunk."

This initial gear is the first of four you must move to open the door in the next room. Attack the wheel to turn it; watch your back for Medusa Heads. It may be a good idea to wait to do this until (a) you have more hit points, (b) you have the Guardian Fairy to restore your health, and



(c) you have a Time Stopper. Farther down on the right side of the room lies the second gear. Again, turn it until it clicks.

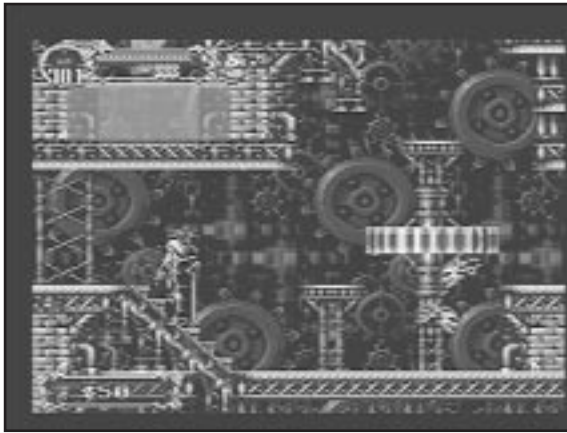


Fig. 12-4. This door opens when you “click” all four gears into place.

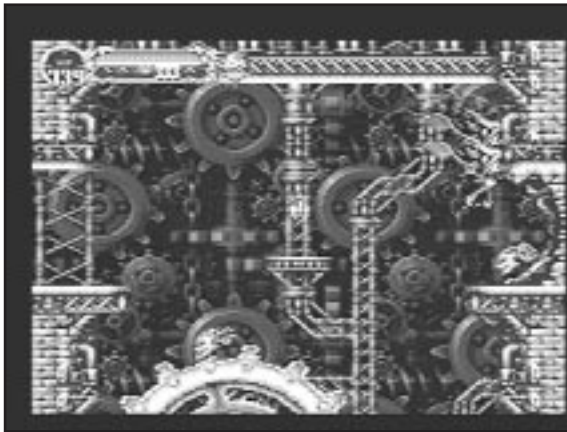


Fig. 12-5. The area in the upper right of this screen is a breakaway wall.

Go down and exit to the left, to the bottom of the third (and last) Gear Tower. The door on the lower left is released by turning gears in the previous room and the two gears here. When all have reached the “click” point, the door opens to give you some goodies.

Head up to the top of the tower. On the right lies a breakable wall. Break through it and proceed into the Clock Tower steeple. Then go right, up to the left, and head through the hole in the roof. In this area, you’ll find a Life Max to the right and Heart Max to the left. After stocking up on these items, return to the third gear room.

Pass through the door to the left. This room contains a number of levels and stairs. There are a number of break-away walls in this room and the next. Either fly up or climb to the top of the upper-left portion of the chamber. Then fly or jump on the pendulums to reach the exit. Take the time to explore this area thoroughly.

You’ll come to a similar looking room. Many of the walls in this room break away.

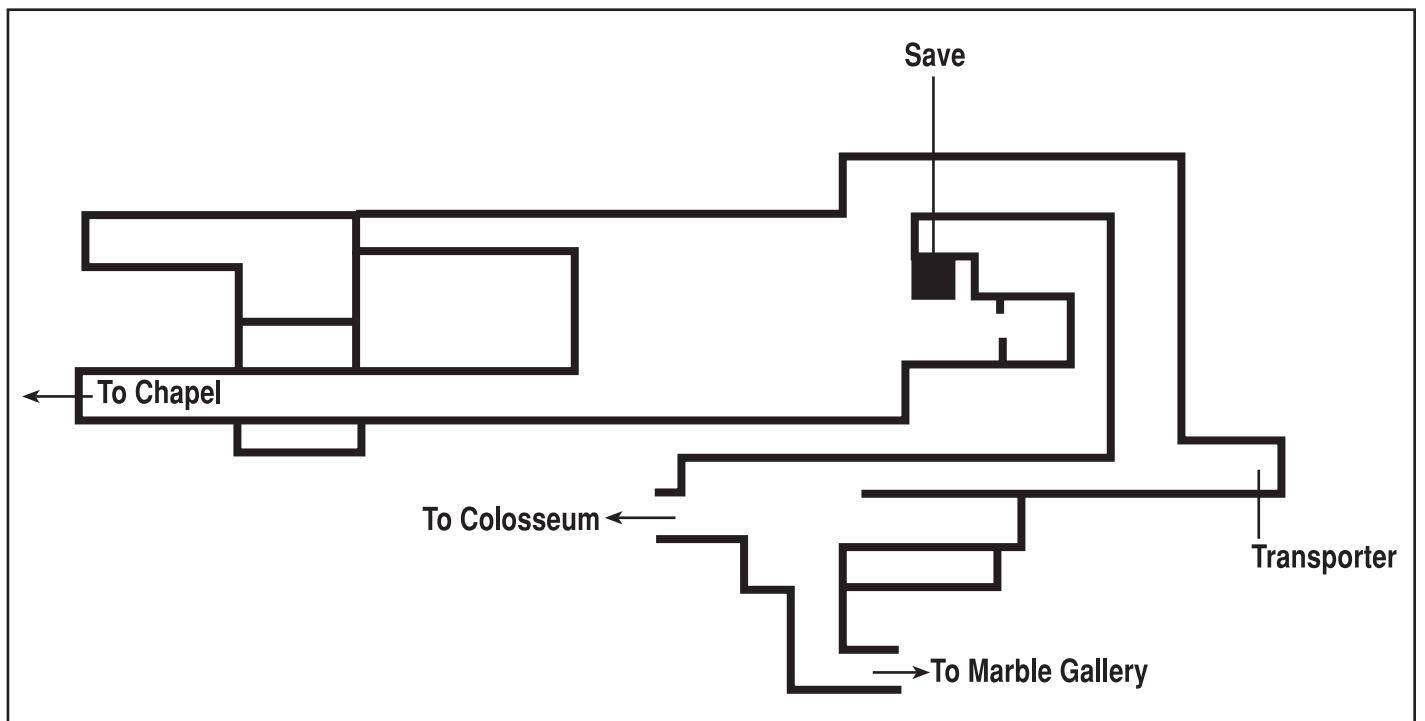
Exit to the left to enter the boss room.

The door to the left leads you to the Castle Keep.









# Chapter 13

## Orlox's Room



## MONSTERS ON THIS LEVEL

-  Bloody Zombie
-  Armor Lord
-  Orlox (boss)
-  Blade
-  Hammer
-  Spectral Sword

## PATH TO VICTORY

Enter from the clock face and go through the Level Door to the left. Climb the stairs and head left. Take the next staircase up and to the right to a breakaway wall. Break through the wall to the right.

You're in a long passageway with three urns at the end. Return to the point where you broke through the wall.



Fig. 13-1. This is a breakaway wall.

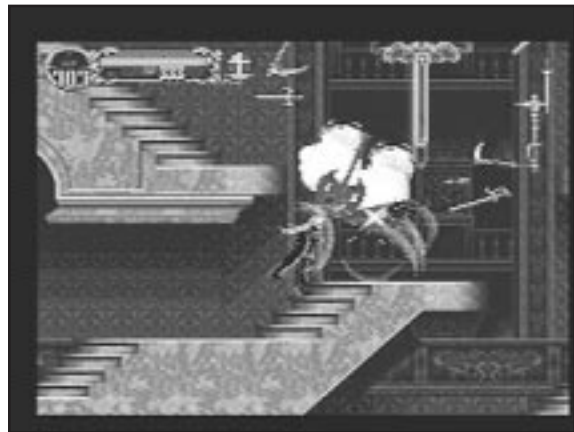


Fig. 13-2. Watch out for this storm of cutlery. Down and to your left is the Level Door to the Colosseum. Up to the right lies the remainder of Orlox's room.

The Level Door to the Colosseum lies in the lower-left corner of this room.

A passageway lies to the upper right. To the right find a transporter behind it (Goatstation). Fly up the shaft you see above you and follow it to the left. Then drop straight down.

You find yourself on a ledge in the upper-right corner of a large room. Fly down the right-hand wall; the first room you come to will be a Save Station. Going down, go to the room on the right; at the end find the Sword Card item.

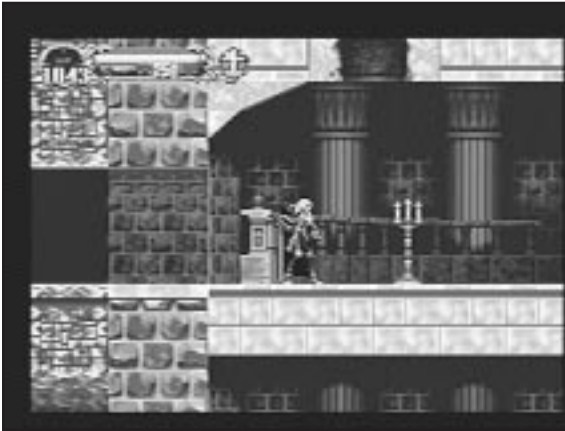


Fig. 13-3. Break through a spot in the ceiling (already open in this screenshot) to get to a Secret Area.

Go back into the room, across the floor, and through the passage in the lower left to a Level Door. Beyond it lies a wall held in place by a gold statue. Smash the statue and the wall falls, allowing access to and from the Chapel. As you return to the right, halfway down this hall lies an overhead Secret Area. Smash the ceiling to find Fairy Card 2.

Returning to the main room, climb the left wall until you get to a ledge at the top. Then go left and

through a gold door to the boss chamber.

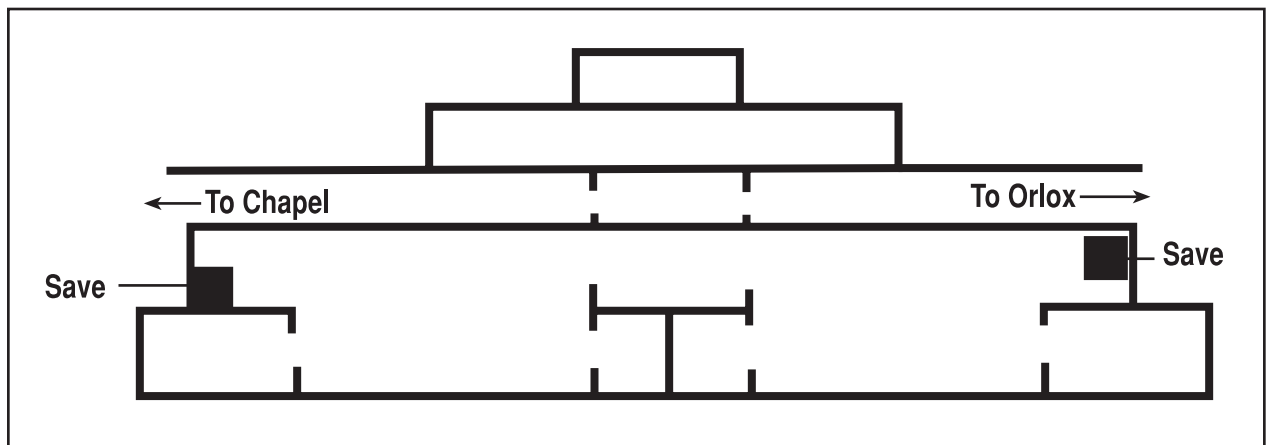
Here you face Orlox. After he's dead, chug over to the left to get the Bat 3 Item.

You are done with Orlox's Room.



# Chapter 14

## The Colosseum



## MONSTERS ON THIS LEVEL

-  Bone Scimitar
-  Blade Soldier
-  Bone Musket
-  Plate Lord
-  Axe Knight
-  Owl
-  Armor Lord
-  Hunting Girl
-  Owl Knight
-  Paranthropus
-  Blade Master
-  Gravekeeper
-  Minotaurus (boss)
-  Werewolf (boss)

## PATH TO VICTORY

Entering from Orlox's Room, you find yourself at the top of a hole in the floor. Drop down one level and go to the right, into a Save Station. Then drop two levels (to the bottom) and go right. This room is full of bad guys, but you'll find some goodies, too.

Now return and go left to leave the room. Continue left at the base of the Pit that you climbed down to get here.

The next room is a dead end with an object. Return to the bottom of the Pit, go up one level, and go left (across from the Save Station).



Fig. 14-1. There's an item at the end of the path you take left from the bottom of the pit.

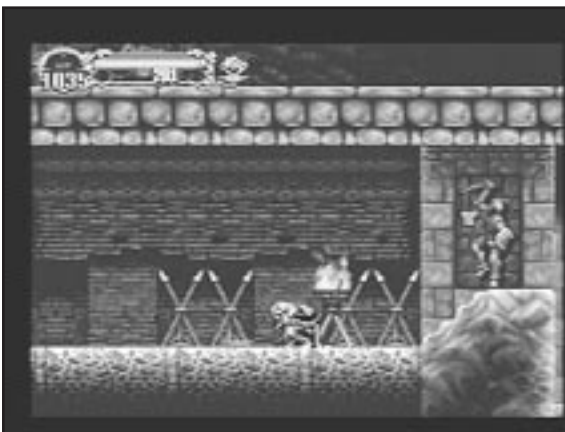


Fig. 14-2. This little nub in the floor is a switch.

Cross a suspended bridge (actually an elevator, if you push Up or Down), and cross into the next room on the left. At the left of this room you find yourself at the middle level of yet another Pit. Go straight across, and across the next pit you come to, to a Save Station.

Going up and to the left from the Save Station, you come to a hall running left. At the end of the hall you find a switch. Activate it and the wall in the middle of the room drops, allowing you to access a Level Door to the Chapel.

Returning to the right, go to the bottom of the Pit and then to the left. This room is a seriously difficult one to clear, but the goodies at the other end are worth the hardship.

Go back to the right and cross the pit until you can go no farther. Return to the far-left Pit and climb up. At the top, go right. The room splits horizontally across the middle. Go to the upper portion.





Fig. 14-3. Take the high road first.



Fig. 14-4. The slightly discolored area in the roof is a Secret Area.

Climb up and head right. In the roof in the middle of the room is a secret passage. Break through it. (You can reach this only if you can fly.) In the room on the right you find the Demon 2 Card. Return to the hall.

Return to the point where the corridor splits and go to the lower half to reach the boss room. When the door on the right opens, cross the Red Bridge to get a Mist 1 item.

You've finished the Colosseum.

# Chapter 15

## The Nightmare

### MONSTERS ON THIS LEVEL



Succubus (boss)

### PATH TO VICTORY

You enter this area from the long shaft in the Groundwater Vein. Continue right. Go down.

Fig. 15-1. Go right, into the top of this long shaft (in the Groundwater Vein), to enter the Nightmare.

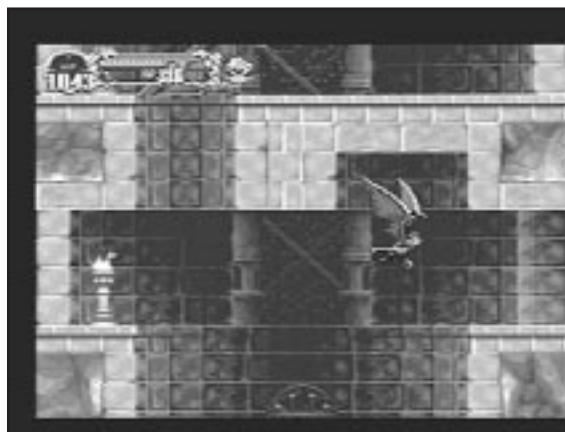




Fig. 15-2. The transporter to the Nightmare section lies through the exit on the right.

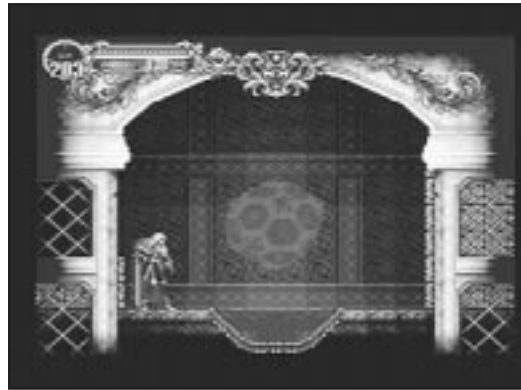


Fig. 15-3. The transporter to the Nightmare area.



Fig. 15-4. Watch out for the Succubus. When she duplicates herself, you won't know who to trust.

At the bottom, the room on the left has a Save Station. The room on the right contains what looks like a Save Station, but the orb is purple. Stand on it and push **up** to travel to the Nightmare.

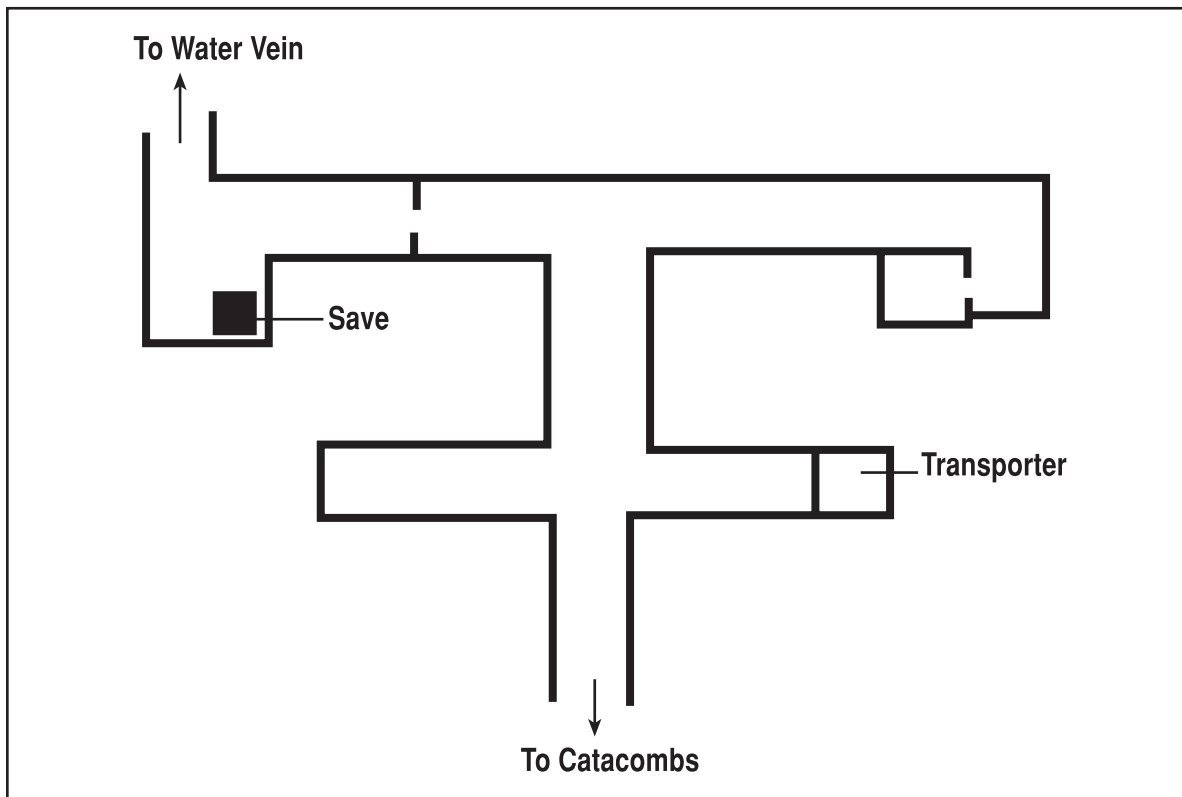
Here you converse with a woman tied to a cross. She eventually transforms into a Succubus. After you defeat her, you'll transport back to the room. Look to your right for a Red Ring. Pick it up. The Red Ring is essential to finish the first part of the game.



Fig. 15-5. Don't leave here without this Red Ring. You can't finish the castle without it.

# Chapter 16

## Abandoned Pit to the Catacombs



## MONSTERS ON THIS LEVEL

-  Thornweed
-  Corpseweed
-  Gremlin
-  Salem Witch
-  Cerberos (boss)
-  Venus Weed

## PATH TO VICTORY

Go to the bottom of the pit. There's a Save Station on the right, below the lion's head.

Go through the lion's mouth to enter the boss room. After you defeat the boss, go right to the top of a pit. In the upper right is a button you can't reach. Activate the Demon Card. He joins you and pushes the button for you. Enter the Secret Area to the right.

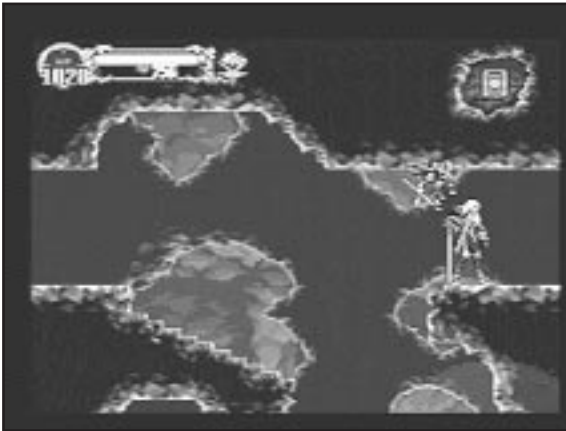


Fig. 16-1. This little demon will be a pal and hit the button for you if you activate him.

Continue right and go to the bottom of the chamber. Then break the wall to the left and return to the entrance of this Secret Area.

Going down the pit, you reach a four-way junction. To the left is the Demon 1 Card. A transporter (Snake Station) lies to your right.



Fig. 16-2. This is an important junction. The Demon Card lies to the left, and the transporter (Snake Station) to the right.

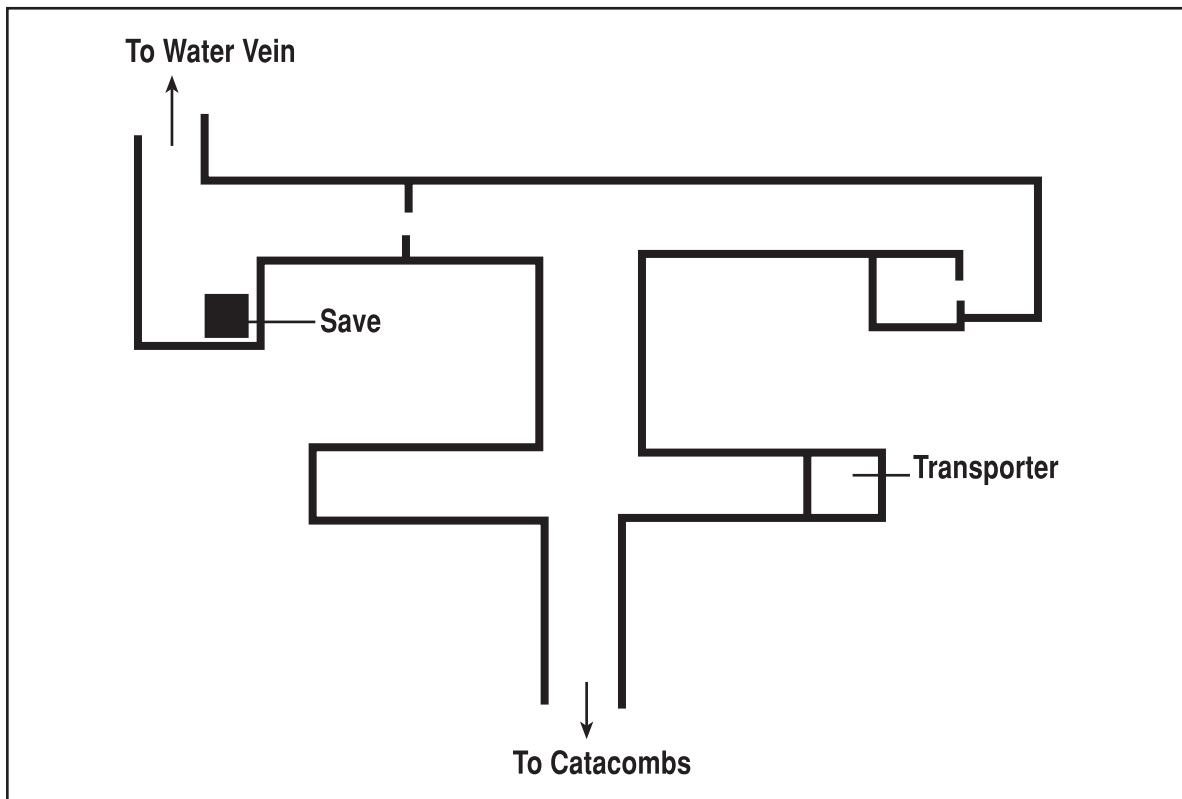
Return to the junction and go down—to yet another junction. You'll find some goodies to the left. Going right, you come to the level door for the Catacombs.





# Chapter 17

## The Catacombs



## MONSTERS ON THIS LEVEL

-  Thornweed
-  Slime
-  Wereskeleton
-  Gravekeeper
-  Gremlin
-  Bone Ark
-  Discus Lord
-  Large Slime
-  Hellfire Beast
-  Granfaloona (boss)

## PATH TO VICTORY

At the first junction, a Save Station lies to your left. Walk to the left, through the Save Station. In this room, break the left wall and find a goody. Return to the junction, and then go right. Drop down at the end of this hallway, and watch out for the Gremlins.



Fig. 17-1. Watch out for these guys. They leave lethal fire behind, so finish them quickly.

Going right, you enter the lower-left corner of the next room. Slimes crawl along the floor. Go through the door in the upper-right corner into a dark room (the walls are lined with spikes). You can get through it with the Mist 2 item, but it may be hard to find the passageways. It's prudent to attempt to negotiate this area as the Bat (if you have the Level 3 Bat item). This item emits a sonar light beam (when you push the ▲) that allows you to see.

When you reach the end of this convoluted passage, you'll see a lighted stone on the floor. Revert to human form and step on the stone to turn on the lights.

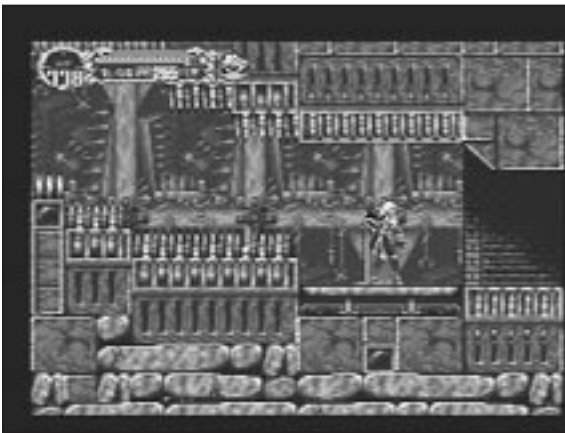


Fig. 17-2. After you step on this stone panel, you'll see this. **Ouch!**

Go to the right, stopping to get the four urns on the right (just before the drop). Then go down and left, watching for bad guys lurking below. At the far left end of this hallway you find Spikebuster Armor (purple with blue shoulder flaps). You'll need it in the far-upper-right room of the Chapel. You can put it on now and walk through the spike hall you just navigated in the dark. Be sure to revert to a

stronger armor when you come out (Spikebuster Armor doesn't provide adequate overall protection). You can break the wall here.

Return to the junction (see figure 17-1) and go (down) left.

Continue left to a corridor with lava pools. The next room contains a Discus Lord. Above him (assuming you can fly) is a chamber. Break through the wall on the left side of the hallway to get a goody. Now return to the Discus Lord's Room and go left through another lava room. In the next room, go left to an utterly useless room (in terms of good stuff). Going back one room, you'll find a Save Station to the upper left. After you get juiced up, continue through the Save Station to another room.

After you've explored the room on the far side of the Save Station, go back to the left, through the Save Station. Continue left to the Boss Room. Kill it and then explore the remaining rooms to the left.

You've completed "The Catacombs."

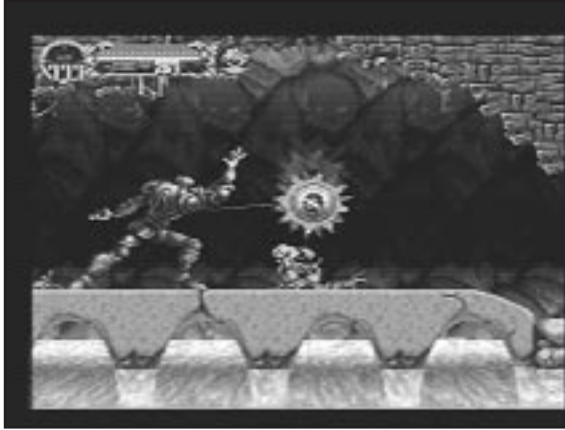
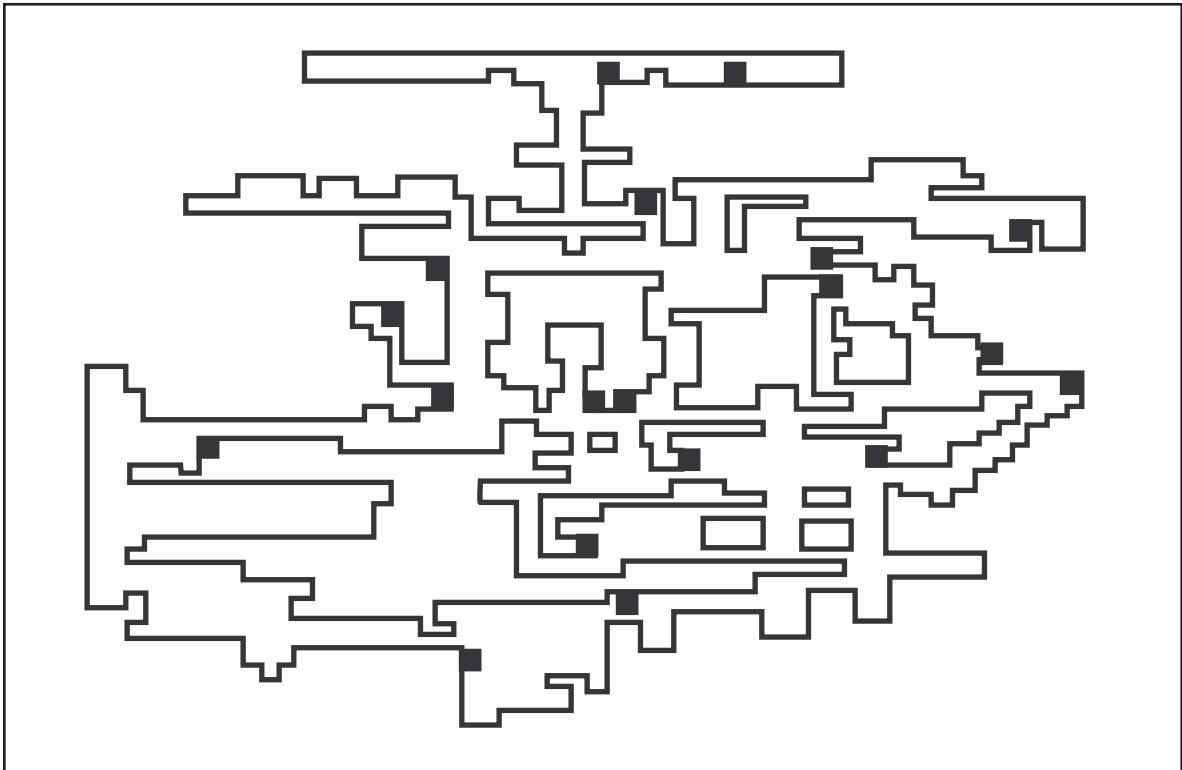


Fig. 17-3. Be sure to duck this dude's buzz saw or you'll be hamburger.

# Chapter 18

## The Inverted Castle



## STRUCTURE OF THE INVERTED CASTLE

You may have finished the castle, but you certainly haven't finished the game. Indeed, you're only half done! Now you must tackle the Inverted Castle looming high above the upright one. Here you'll meet new monsters, battle fearsome bosses (some familiar, some new), and battle Dracula himself.



Fig. 18-1. The Inverted Castle is just that—the castle you just finished, only upside down.

Because it's an exact copy of the castle you just finished (only upside down), I won't walk you through the entire Inverted Castle. In fact, if you've made it this far, you know the castle so well you probably dream about it when you sleep. So rather than bore you with another rehash of the castle, I'll just point out important differences and let you conquer the second half on your own.

The layout of the Inverted Castle is the same as the normal castle's, with a few exceptions:



The Outer Wall elevator doesn't function.



The Chapel bells are gone.



The boat lifts in the Groundwater Vein are gone.

Fig. 18-2. Among the differences in the Inverted Castle is the fact that this elevator no longer functions.





The floors (formerly ceilings) in the Marble Gallery feature booby traps to avoid.

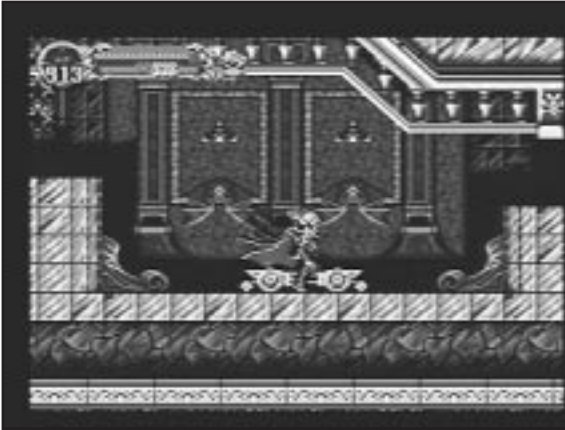


Fig. 18-3. Watch out for these traps in the Marble Gallery.



Fig. 18-4. The Librarian is gone. Hopefully you won't need to buy anything.



The Librarian has disappeared.



The secondary weapons Cache has moved to the center passage below (formerly above) the clock face in the Marble Gallery.



The elevator in the Alchemy Lab doesn't work.



The red and blue rings no longer open the floor above (formerly below) the clock face in the Marble Gallery. Now you must collect Dracula's Eye, Tooth, Ring, Heart, and Bone to enter this final area.



The Nightmare transporter is gone.

## QUICK TOUR OF INVERTED CASTLE

This tour through the castle minimizes backtracking and allows you to attack the toughest bosses later (the boss in the Catacombs is tougher than even Dracula).



The most efficient path through the Inverted Castle is:

1. Tour the Keep
2. Explore the Chapel
3. Fight in the Colosseum
4. Play in Orlox's Room
5. Transport back to the Keep
6. Pass time in the Clock Tower
7. Climb the Outer Wall
8. Whiz through the Library
9. Walk down the Marble Gallery
10. Experiment in the Alchemy Lab
11. Run through the Entry Hall
12. Swim the Groundwater Vein
13. Slog through the Pit
14. Hit the Catacombs

Return to the Marble Gallery and enter the area above the clock face to battle Shaft and his evil master, Dracula.

## GOALS AND SPECIAL NOTES

The goal in the Inverted Castle is to collect Dracula's body parts, thus opening the final area (where you got the Green Goggles in the Upright Castle). You'll get each of the Dark Lord's parts from the new bosses you

encounter. You'll also get a Bat item that turns your Sonar Beam into a weapon, and a Mist item that allows you to do damage while you're in Mist form. These are both excellent bonus items. (Heck, they're a lot of fun, too!)

## GEOGRAPHY AND TERRAIN

The Inverted Castle's geography is identical to the Upright Castle's, but you must consider a few things to tackle it successfully.

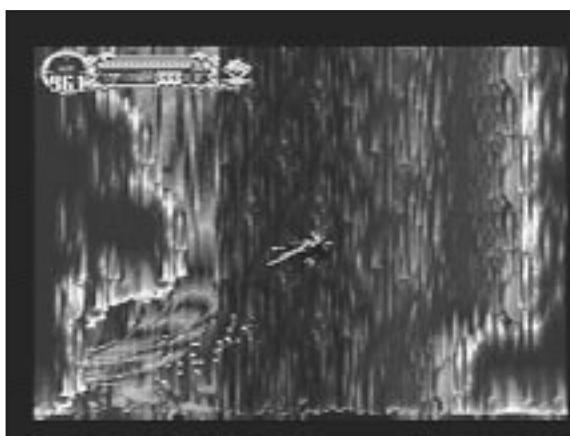


Fig. 18-5. Water flowing backward can be tough to deal with.

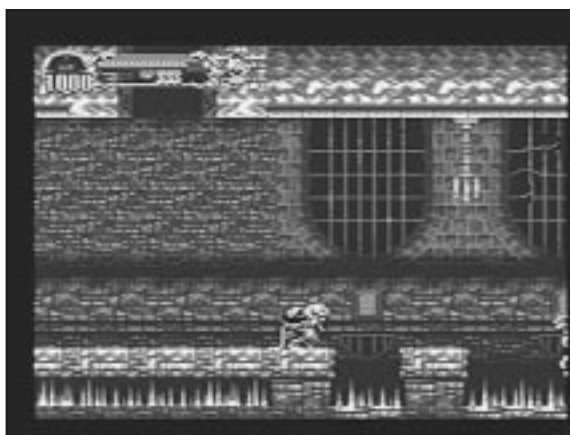


Fig. 18-6. You might not have noticed these spikes your first time through this area (Upright Castle), but you must be aware of them now.

### Water

Water flows **up**, and the only way to swim against the tide is to transform into the Wolf. This is essential if you want to get over 200 percent, because you must “visit” the pools now suspended from the ceiling. It's also important to visit the room behind the big Waterfall in the Groundwater Vein; you must swim through the falls as the Wolf.

### Flying

You must fly almost everywhere, so it becomes very important to monitor your magic consumption.

### Spikes

The rooms that had spikes on the ceiling before (Orlox's Room) have spikes on the floor now. Be careful.

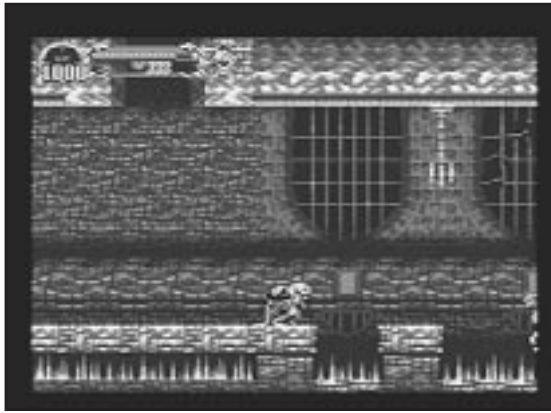


Fig. 18-7. Turning into the Wolf is the only way you can swim up the Waterfall and reach the Secret Area (left and above, here).

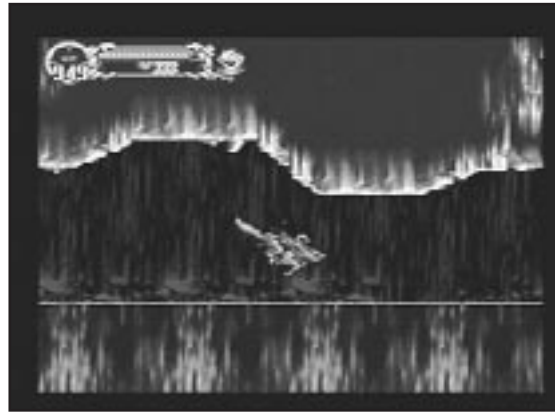


Fig. 18-8. Turn into the Wolf and do a Super Jump into the water.

## MONSTERS IN THE INVERTED CASTLE

As I mentioned before, the monsters in the Inverted Castle are different, indeed. In many instances, they're more difficult (as you'd expect). These lists will give you an idea of what to expect in each area you romp through in your quest to complete the game.

### Entry Hall

Blue Venus Weed

Orobourous

Nova Skeleton

Dragon Rider

Fire Warg

Warg Rider

Dodo Bird

Jack O' Bones

## Alchemy Lab

Ctulhu

Gremlin

Lesser Demon

Salem Witch

Bitterfly

Fire Demon

Imp

Beezelbub (boss)

## Marble Gallery

Stone Skull

Medusa head

Corpseweed

Blade

Gurkha

Jack O' Bones

Nova Skeleton

Gorgon

Guardian

Shaft (boss)

Dracula (boss)

## Chapel

Balloon Pod

Archer

Black Panther

Sniper of Goth

Spectral Sword

Medusa (boss)

Imp

## Keep

Skull Lord

Tombstone

Yorick

## Colosseum

Werewolf

Minotaur

White Dragon

Fake Grant (boss)

Fake Trevor (boss)

Fake Sypha (boss)

Azaghal

## Orlox's Room

Medusa Head

Ctulhu

Karasuman

Flying Zombie

Ghost Dancer

Malachi

Akmodan II (boss)

Azaghal

## Groundwater Vein

Killer Fish

Balloon Pod

Jack O' Bones

Nova Skeleton

Rock Knight

Cave Troll

Dark Octopus

Blue Venus Weed

Imp

Doppelganger 40 (boss)

## Outer Wall

Stone Skull

Paranthropus

Jack O' Bones

Nova Skeleton

The Creature (boss)

## Clock

Medusa Head

Valhalla Knight

Cloaked Knight

Bomb Knight

Darkwing Bat (boss)

## Pit

Bat

Thornweed

Gaibon

Slogra

Death (boss)



## Catacombs

Blood Skeleton

Bat

Skeleton

Frozen Half

Salome

Galamoth (boss)

## Library

Lion

Scarecrow

Schmoo

Tin Man



