

Castlevania

20TH ANNIVERSARY



DELUXE ART COLLECTION





KOJI IGARASHI [PRODUCER]

20 Years...wow! It sounds so long...

When the original Castlevania was released, I was a university student and played this game at my senior's home because I had no money to purchase videogames.

In *Portrait of Ruin*, the main character uses a whip in consideration of Castlevania's 20th anniversary and the game is designed for two simultaneous players as a homage to *Castlevania III: Dracula's Curse*. We placed a heavy emphasis on the battle with two players, so what you can not only switch between these two characters but you can also perform actions simultaneously as a key to the game.

My most unforgettable and memorable Castlevania project is *Symphony of the Night*. As all of you are aware, it was my first participation with Castlevania and my first title as a director. But then again, I'm scared that I'll find undiscovered bugs in the game so I don't ever go back and play it (laughs).

But, I would have to say that *Castlevania III: Dracula's Curse* is my favorite Castlevania title of all time. What I love best of all in this one is the composition of getting a feeling of thoughtfulness over the storyline and characters with only a handshake.

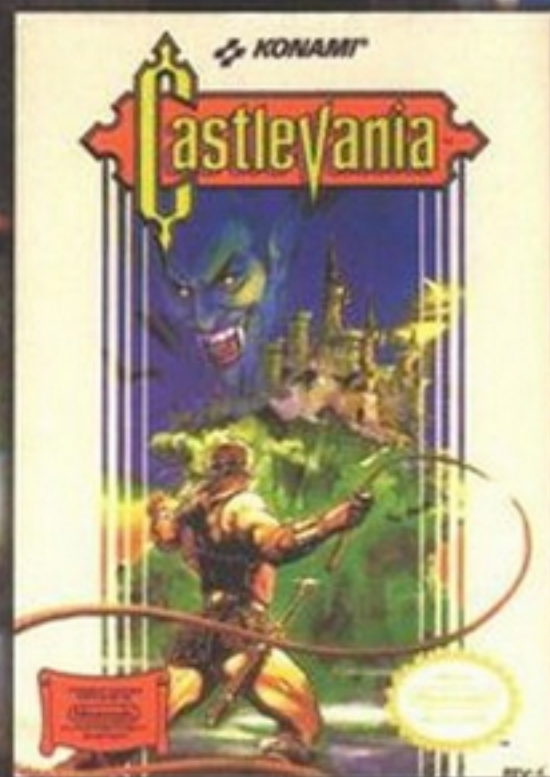
It has been 16 years since I joined the videogame industry and it has been about 10 years since I began working on the Castlevania series. Before *Symphony of the Night*, I remember myself being so jealous of the Castlevania team and I used to visit them a lot! I wish I could keep on working with the franchise as my life work, but then again, I need to educate my team staff members so that they could take over my role for the future...I would like to look towards next generation consoles while keeping a space for handheld games at the same time.

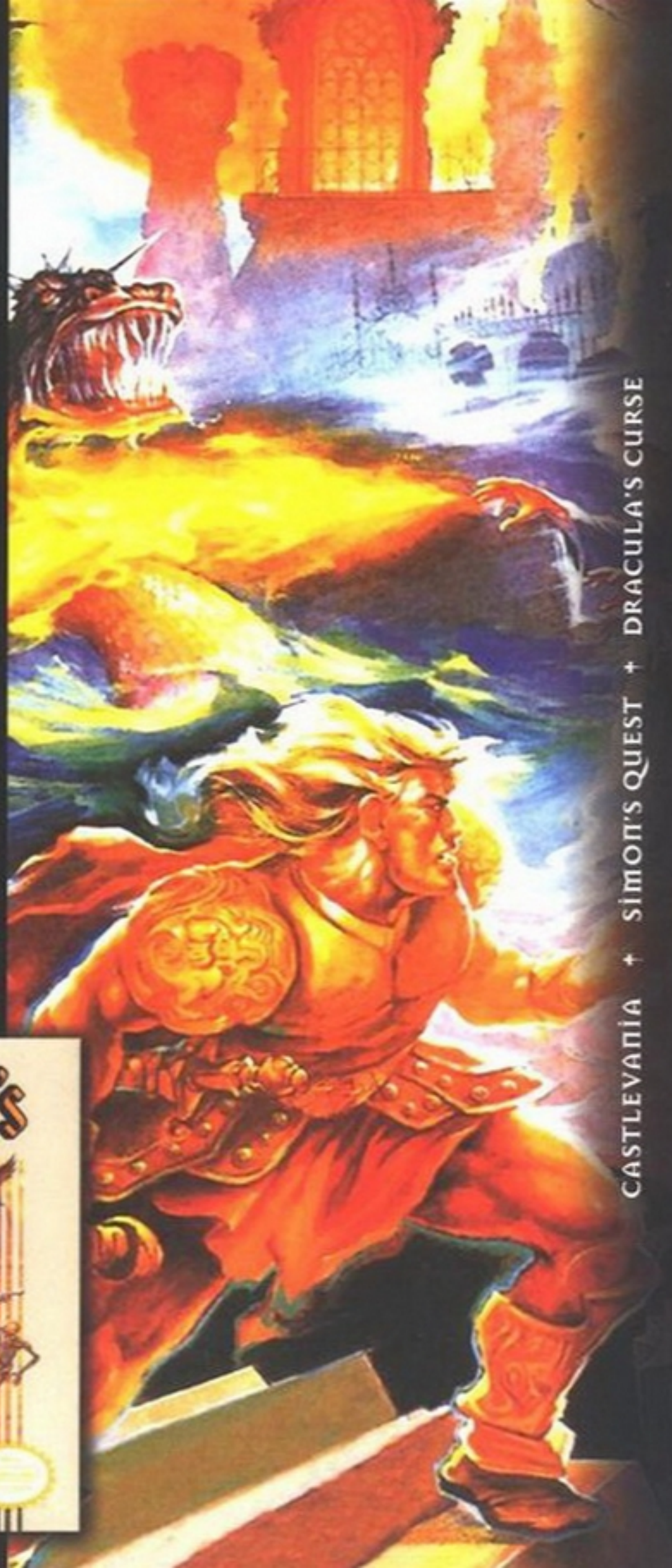
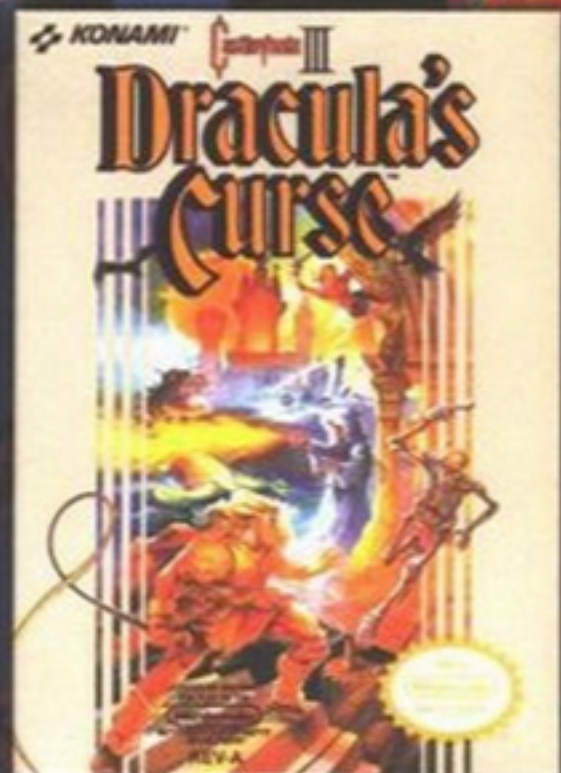
I will keep on looking at the future of Castlevania and make sure the brand survives for another 20 years.

So now, I feel very flattered and honored that I am the producer of the game series I had been longing to work on and also greeting the 20th anniversary of Castlevania. I am very happy that *Portrait of Ruin* is excellent not only for Castlevania fans but it is also easy for beginners to pick up to play and it should live up to your expectations.

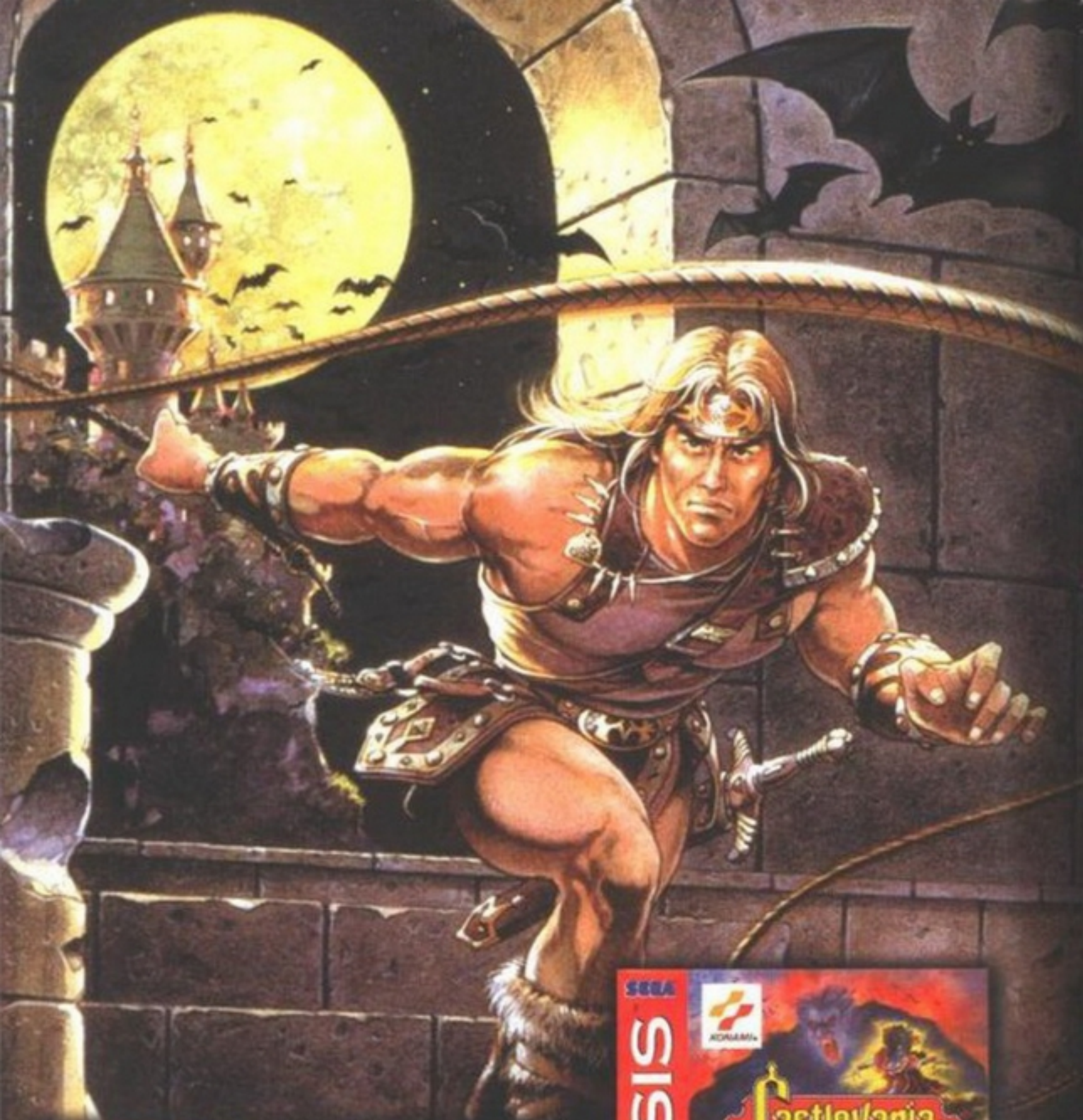
Enjoy!

A stylized, handwritten signature in black ink, appearing to read 'Igarashi'.



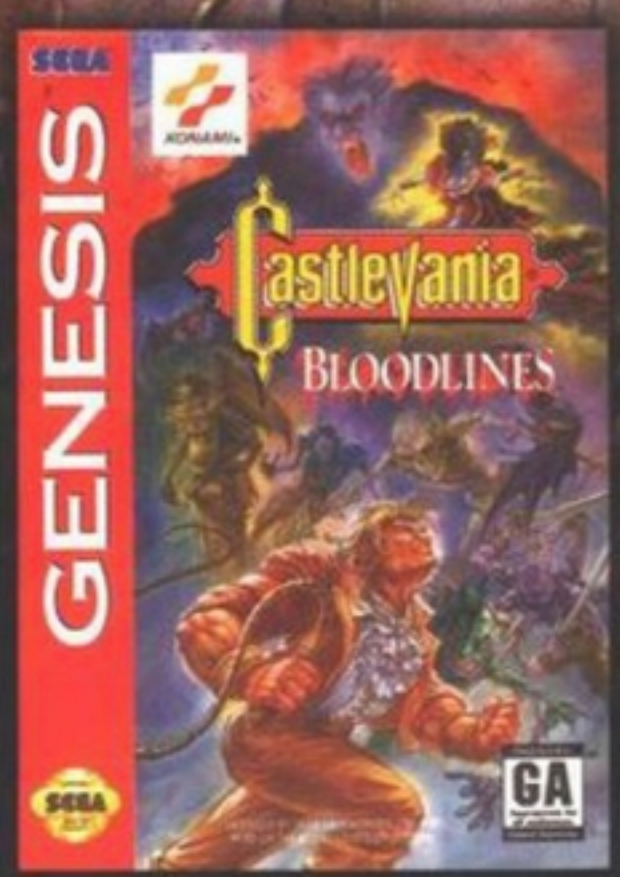


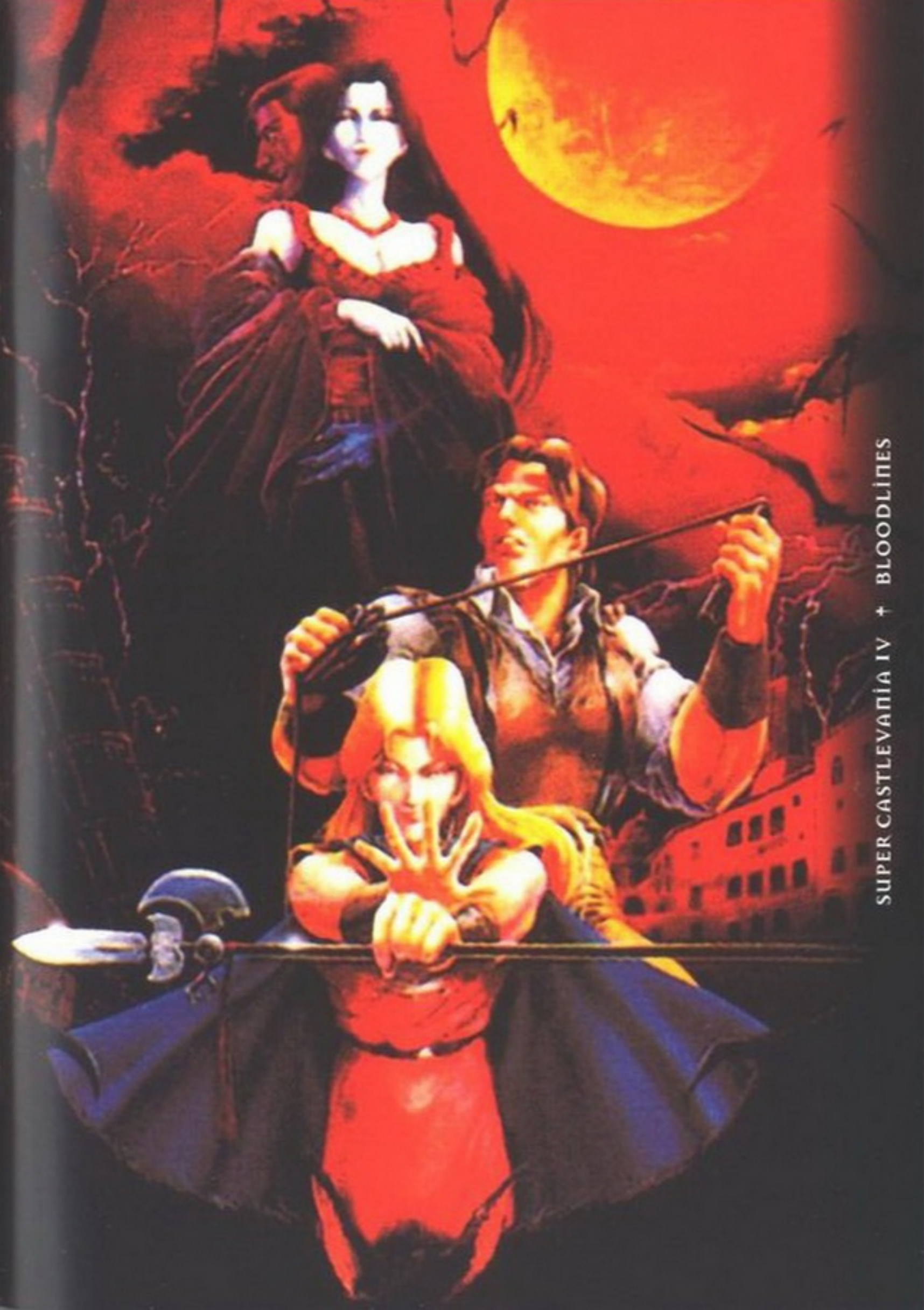
CASTLEVANIA + SIMON'S QUEST + DRACULA'S CURSE



SUPER NINTENDO

PRESENTED BY
Nintendo





SUPER CASTLEVANIA IV + BLOODLINES



Castlevania
Dracula X



MADE BY
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SUPER NINTENDO
ENTERTAINMENT SYSTEM





DRACULA X



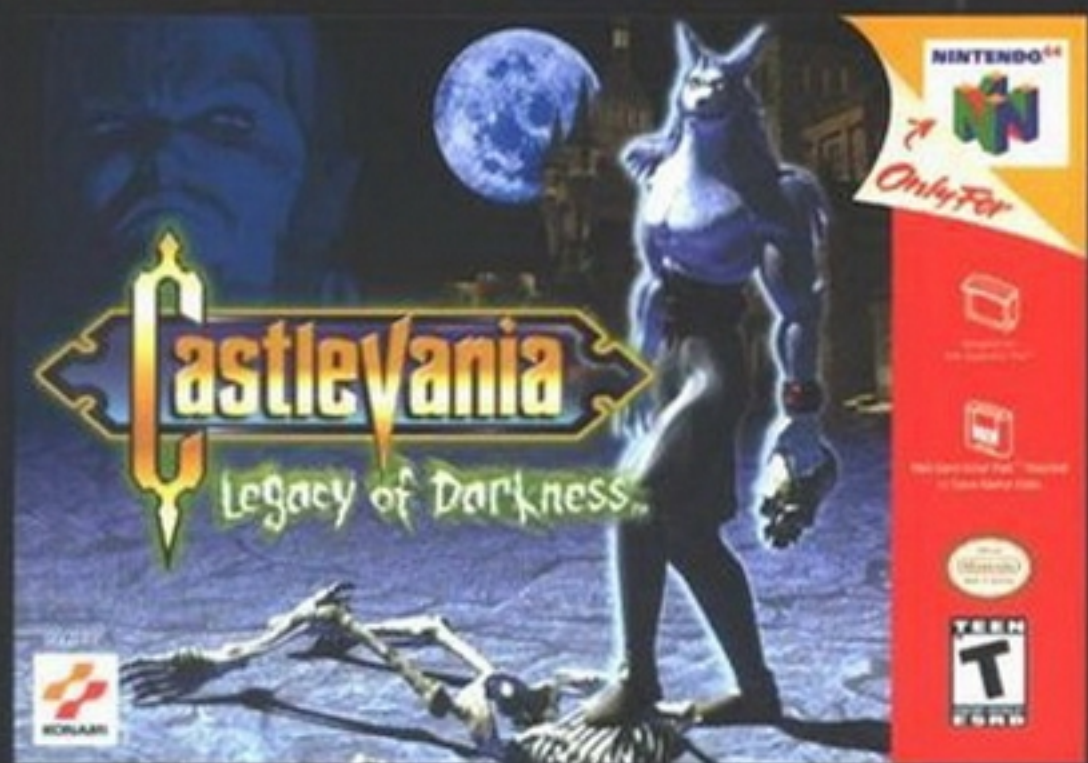


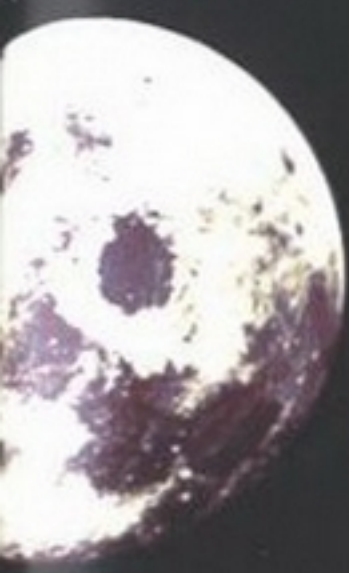
ΣΥΜΦΩΝΟ ΤΗΣ ΠΙΧΤ





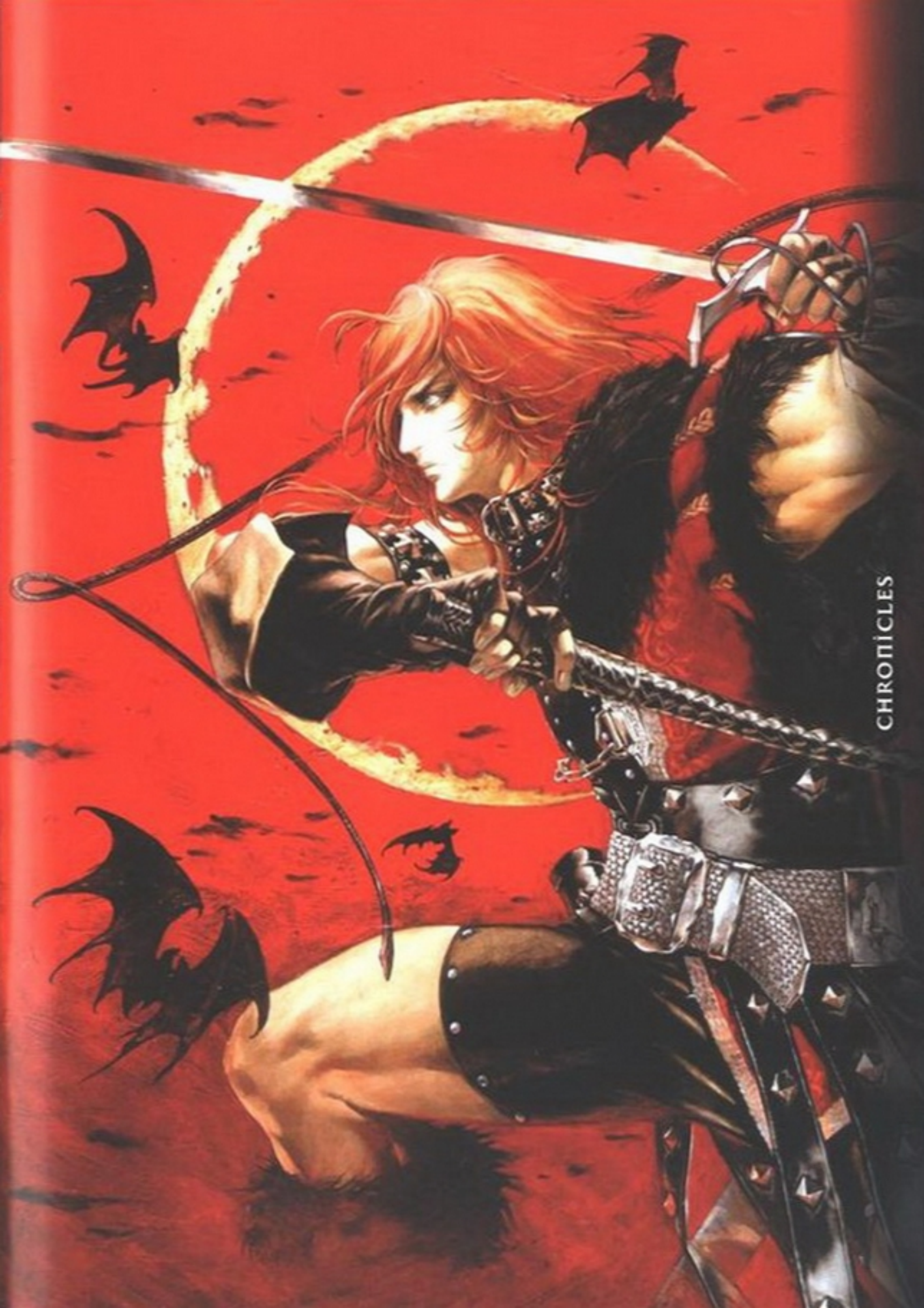
SYMPHONY OF THE NIGHT





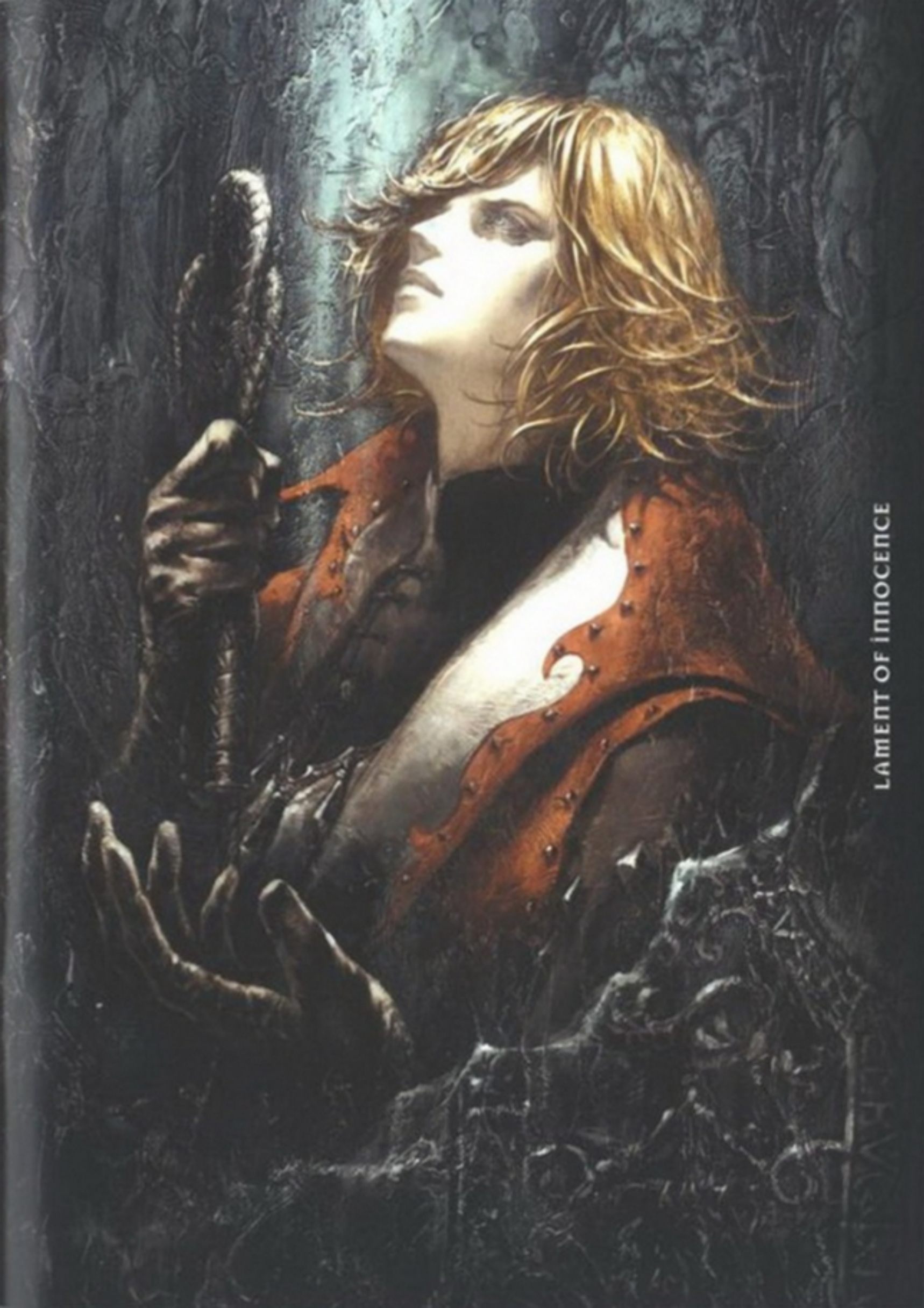
CASTLEVANIA 64 + LEGACY OF DARKNESS





CHRONICLES





LAMENT OF ИПОСЕНСЕ





LAMENT OF IPOCENSE





CURSE OF DARKNESS



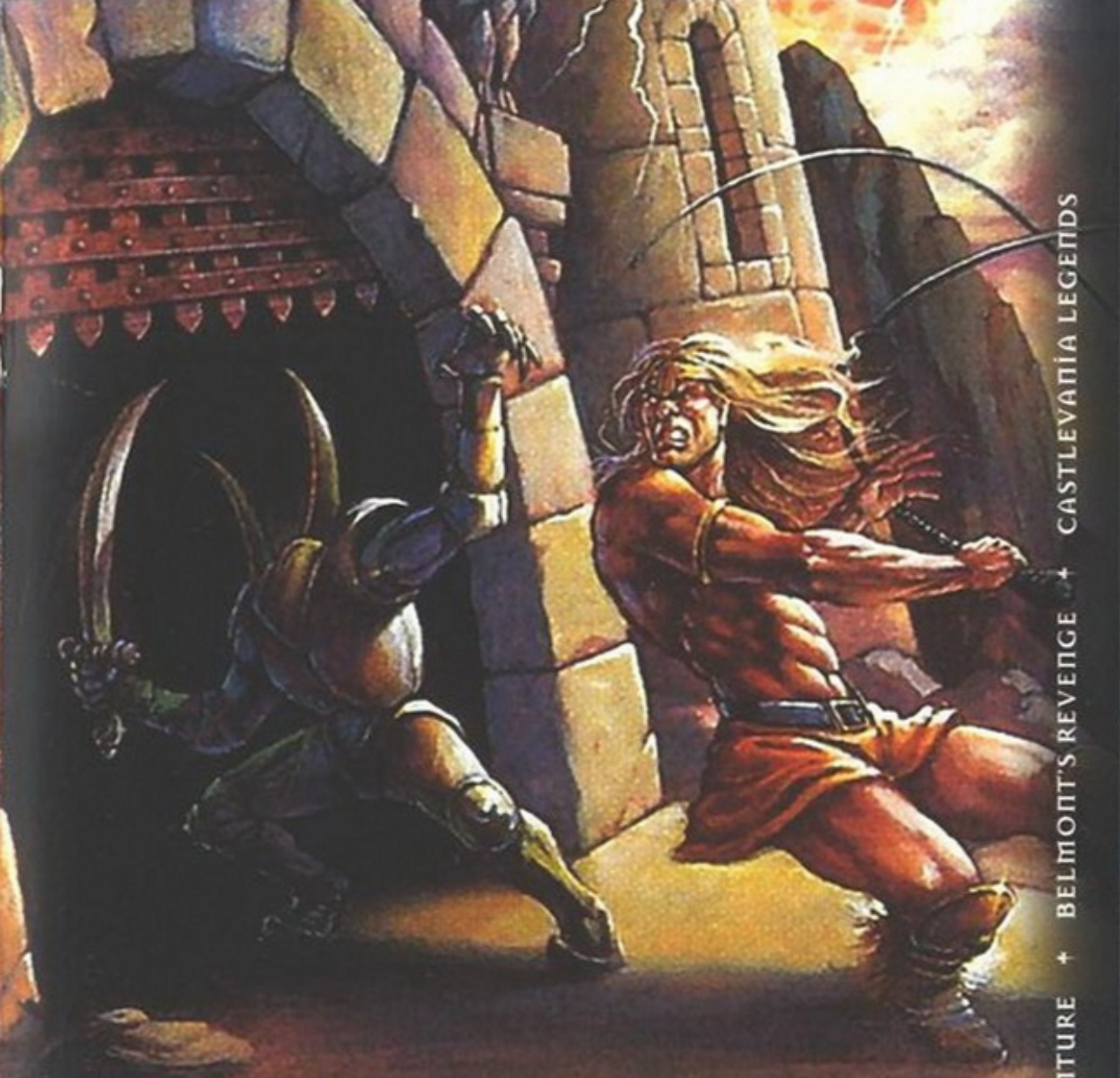


CURSE OF DARKNESS




GAME BOY™





CASTLEVANIA ADVENTURE + BELMONT'S REVENGE + CASTLEVANIA LEGENDS

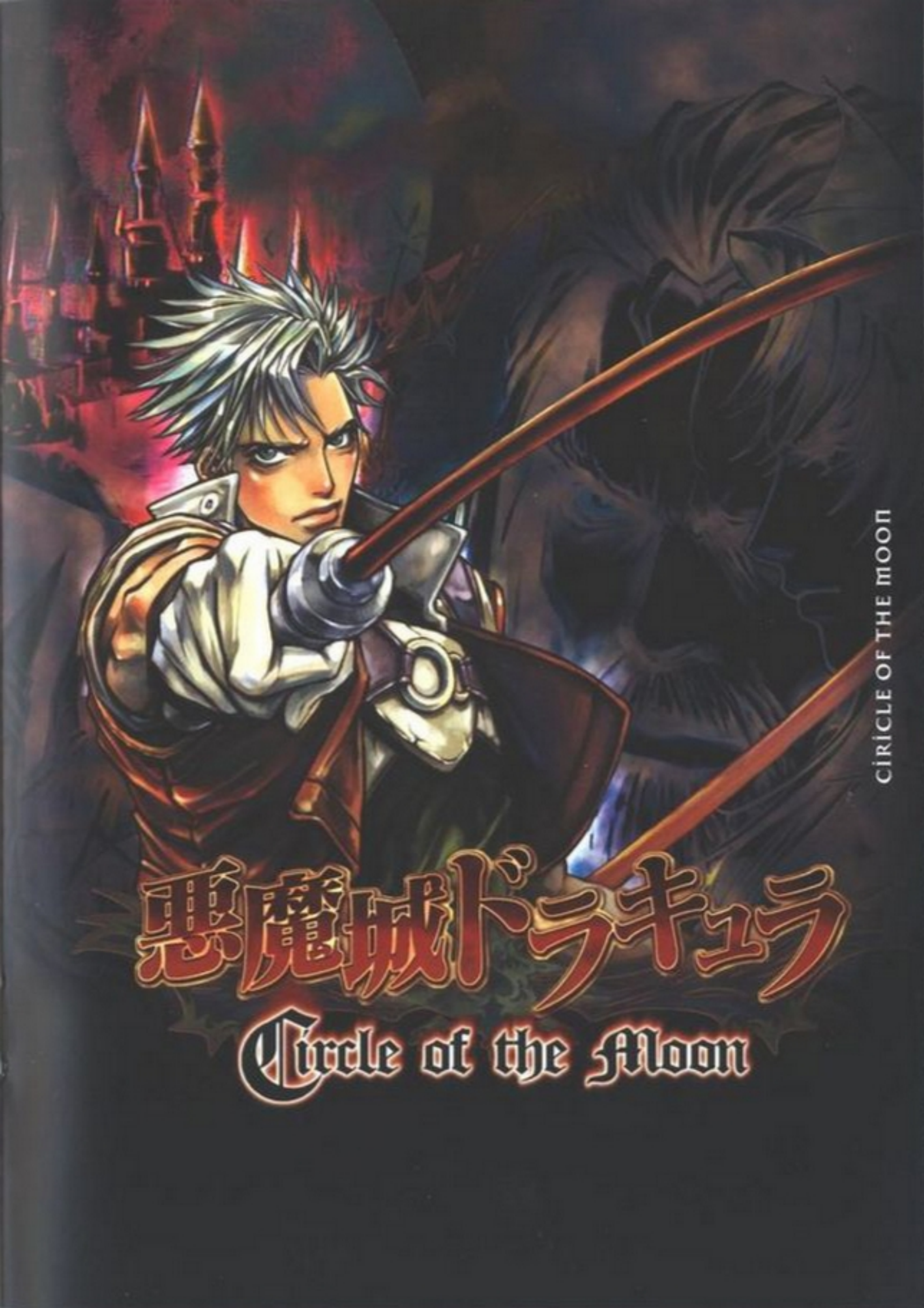






CIRCLE OF THE MOON



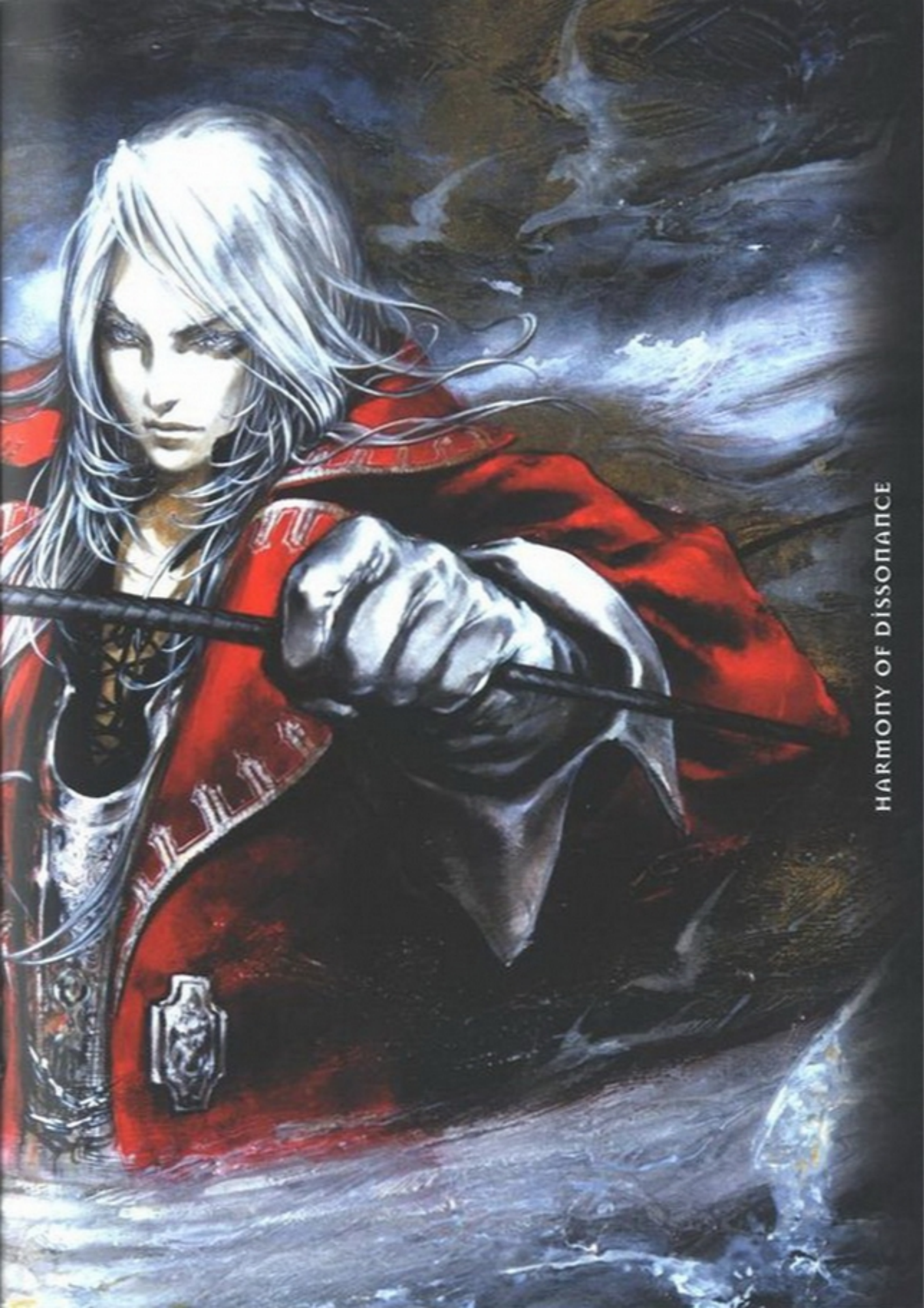


CIRCLE OF THE MOON

悪魔城ドラキュラ

Circle of the Moon





HARMONY OF DISSONANCE





HARMONY OF DISSONANCE





HARMONY OF DISSONANCE





ARIA OF SORROW





ARIA OF SORROW





ARIA OF SORROW





DAWN OF SORROW





PORTRAIT OF RUIN





PORTRAIT OF RUIN



AYAMI KOJIMA [ARTIST/CHARACTER DESIGNER]

I was very fortunate to get to know Castlevania team members including Mr. Igarashi and Ms. Yamane, who opened a new world of experience for me.

One of the most enjoyable aspects with my involvement on the Castlevania series is that I was able to interact with many team members and work as a team and that I feel togetherness as we finish up the product.

I would like to thank once again all the Castlevania team members that I was able to work with in this franchise and all the Castlevania fans and hope that Castlevania will be loved forever bringing new excitement all the time.

Ayami Kojima.



MICHIRU YAMANE [COMPOSER]

Two years after I graduated from my university, I joined Konami and learned data input on *Bloody Tears* and *Vampire Killer* notes—very well known classic Castlevania music. I was impressed by its wonderful melody lines as my supervisor taught me how to input music data.

My favorite Castlevania project was *Vampire Killer* for Mega Drive (a.k.a. *Bloodlines* for the Sega Genesis). It was my first title for the series ever and I was under a lot of pressure. I was also in charge of converting music to the real game engine and I was actually working on sound effects at that time. I handled every aspect of the audio in the game. There were lots of sound effects I made for *Symphony of the Night* and I worked to edit tons of voice data. So these two titles are my unforgettable Castlevania projects for me. However now I am very pleased that many people were delighted with the results.

When I came to international media interviews for *Lament of Innocence*. I realized that there are many of Castlevania fans outside of Japan! I feel so refreshed every time I face fans' great anticipation and enthusiasm over the series. I feel very honored I am able to celebrate Castlevania's 20th anniversary.

For *Portrait of Ruin* we had a legendary music composer Mr. Yuzo Koshiro on board with the series as a guest music composer. We noticed he was also a huge fan of the Castlevania series, and he took pleasure in creating music for us this time. I hope you will fully enjoy listening to his pungent songs at key points. It was such a precious and pleasurable moment to be able to work with Mr. Koshiro. And it was such a great experience for me to learn of his interpretation of Castlevania music through his music composition.

I hope all of you enjoy *Portrait of Ruin*.

山根 じり



KONAMI

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Castlevania[®]

Portrait of Ruin™

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Castlevania

THE TIMELINE

More than 300
long years...

THE BELMONT CLAN, INHERITING THE BURDEN OF FINDING MATHIAS, CONTINUE TO HUNT DOWN VAMPIRES. FOR THIS REASON, ALL MEMBERS OF THE BELMONT CLAN ARE BESTOWED WITH THE TITLE, VAMPIRE HUNTER. FEARED FOR THEIR POWERS, THEY ARE SHUNNED BY SOCIETY. TO FURTHER THEIR TROUBLES, EACH SLAIN VAMPIRE ONLY ADDS TO THE GROWING POWER OF DRACULA. THE GEPOCID OF HUMANITY BEGINS AT THE HAND OF COUNT DRACULA. ALERTED TO DRACULA'S EXISTENCE,

1000

1094 CASTLEVANIA LAMPEL OF IPPOSEPE - THE VAMPIRE, WALTER BERNHARD, HOLDS A CASTLE AND CONTROLS THE FOREST KNOWN AS "ETERNAL NIGHT". HIS FIANCÉE KIDNAPPED BY THIS VERY VAMPIRE, LEOP BELMONT REPONCES HIS PLEDGE TO THE CHURCH DO BATTLE ALONE. HOWEVER, EVERYTHING WAS JUST A PLOT BY LEOP'S CLOSE FRIEND MATHIAS. FOR LEOP, ALL THAT WAS LEFT WAS THE VAMPIRE KILLER WHIP, CREATED FROM HIS FIANCÉE'S SACRIFICED LIFE FORCE. THUS, THE BELMONT CLAN'S STRUGGLE AGAINST EVIL BEGINS, WITH LEOP WALKING THE PATH OF THE VAMPIRE HUNTER IN PURSUIT OF MATHIAS, NOW ONE OF THE VAMPIRES.



LEOP BELMONT

1200

1476 CASTLEVANIA DRACULA'S CURSE - THE GEPOCID OF HUMANITY BEGINS AT THE HAND OF COUNT DRACULA. ALERTED TO DRACULA'S EXISTENCE, A SECRET TEAM IS SENT IN BY THE EASTERN CHURCH TO FIND AND DEFEAT HIM. BUT ALL ATTEMPTS TO SUPPRESS DRACULA END IN FAILURE. FACED WITH NO OTHER OPTIONS, THE CHURCH TURNS TO THE VAMPIRE HUNTERS. THE BELMONT CLAN, TO PURSUE AND DEFEAT DRACULA. WITH THE HUNT UNDERWAY, A SHOWDOWN IS IMMINENT. MATHIAS CHANGES HIS NAME TO VLAD TERES AND CONTINUES TO LIVE ON FOR HUNDREDS OF YEARS. TREVOR BELMONT, THE PIRATE GRANT, THE CLERIC SYRHA, AND ALUCARD, THE SON OF DRACULA, JOIN FORCES AND SUCCEED IN OVERTHROWING DRACULA. SYRHA THEN TAKES TREVOR'S HAND IN MARRIAGE, WHILE ALUCARD — RAISED FROM FIGHTING HIS OWN FATHER — SUBMERGES INTO AN ETERNAL SLEEP.



TREVOR BELMONT

1479 CASTLEVANIA CURSE OF DARKNESS - HECTOR HAD GIVEN UP HIS POWERS AND FLED VALLACHIA TO PURSUE A DIFFERENT LIFE PRIOR TO DRACULA'S DEATH AT THE HANDS OF TREVOR BELMONT. NOW, THREE YEARS AFTER THE EVENTS OF CASTLEVANIA III, THE POWER OF DRACULA'S CURSE HAS INFECTED

A SECRET TEAM IS SENT IN BY THE EASTERN CHURCH TO FIND AND DEFEAT HIM, BUT ALL ATTEMPTS TO SUPPRESS DRACULA END IN FAILURE. FACED WITH NO OTHER OPTIONS, THE CHURCH TURNS TO THE VAMPIRE HUNTERS, THE BELMONT CLAN, TO PURSUE AND DEFEAT DRACULA.

1300

ALL OF EUROPE. AS THE CONTINENT SURRENDERS TO RESISTANCE, HERESY AND MOB VIOLENCE, ISAAC — A FORMER FRIEND AND FELLOW DEVIL FORGEMASTER — SUDDENLY APPEARS. BELIEVING THEIR MASTER'S DEATH WAS A RESULT OF HECTOR'S BETRAYAL, ISAAC IMPLICATES HIS FRIEND'S BELOVED IN A DEADLY WITCH TRIAL. FUELED BY REVENGE, HECTOR SETS OFF ON A JOURNEY TO HIS FORMER HOME, WHICH IS NOW COMPLETELY MORPHED IN DARK MAGIC, TO CONFRONT ISAAC. BUT AT THE SAME TIME, THIS MEANT THAT HECTOR HAD TO REMASTER WHAT HE HAD GIVEN UP IN THE PAST, DEVIL FORGERY WHICH HE HATED FOR YEARS. AND HECTOR WILL BE TAKEN BACK TO A WHIRL OF DESTINY.



HECTOR

1576 THE CASTLEVANIA ADVENTURE — COUNT DRACULA, SLAIN 100 YEARS BEFORE, IS REBORN. IT IS HERE WHERE THE LEGEND BEGINS — ONCE EVERY 100 YEARS, DRACULA WILL COME BACK TO LIFE. CHRISTOPHER, IN ANOTHER FIGHT WITH DRACULA, APPARENTLY SUCCEEDS IN VANQUISHING DRACULA... BUT DRACULA WAS NOT DESTROYED, AND IN 15 YEARS A DREADFUL TRAGEDY WILL OCCUR.

1400

1591 CASTLEVANIA II BELMONT'S REVENGE — WAITING OVER 15 YEARS FOR CHRISTOPHER'S SON SOLEIYU TO TURN 15 YEARS OF AGE, IN SPIRIT FORM DRACULA HAS LAID IN WAITING. DRACULA COAXES SOLEIYU TO JOIN THE SIDE OF EVIL IN A PLOT OF REVENGE AGAINST THE BELMONT CLAN.



SIMON BELMONT

1691 CASTLEVANIA — COUNT DRACULA IS REVIVED BY THE FORCES OF EVIL AGAIN, FOR THE SECOND TIME. SIMON BELMONT DEFEATS DRACULA ONCE MORE, BUT IN THE WAKE OF HIS DEATH, IS STRUCK WITH A HORRIFYING CURSE. WITH NEWS OF HIS VICTORY SPREADING AROUND THE WORLD, SIMON IS BECOMING THE MOST FAMOUS VAMPIRE HUNTER IN HISTORY.

1500

1698 CASTLEVANIA II SIMON'S QUEST — THE CURSE SUFFERED 7 YEARS EARLIER CONTINUES TO INFECT AND EAT ITS WAY THROUGH SIMON'S BODY. ACCORDING TO A GYPSY FORTUNE TELLER, DRACULA WOULD BE REVIVED YET AGAIN ONCE THE CURSE REACHES ITS PEAK. IN ORDER TO LIFT THE CURSE, SIMON MUST GATHER UP THE SCATTERED FRAGMENTS OF DRACULA'S BODY AND BURN THEM WHERE THE CASTLE ONCE STOOD. HE SUCCESSFULLY GATHERS AND BURNS ALL FIVE PIECES... BUT DRACULA IS REBORN AGAIN THROUGH A SIXTH PIECE. SIMON FIGHTS VALIANTLY AND DEFEATS DRACULA AND PREVENTS HIS REVIVAL.

1748 CASTLEVANIA HARMONY OF DISSONANCE — FIFTY YEARS AFTER SIMON'S BATTLE, JUSTE, OF BELMONT LINEAGE, MUST FIGHT

1600

MONSTERS AND UPHOLD THE DUTY OF HUNTING FOR DRACULA'S RELICS HOWEVER, HIS OLD CHILDHOOD FRIEND, LYDIE, IS KIDNAPPED AND TAKEN INTO A MYSTERIOUS CASTLE, WHICH HAD SUDDENLY RISEN UP OUT OF THE MIST... DRACULA IS ONLY SUPPOSED TO REAPPEAR ONCE EVERY 100 YEARS... JUSTE'S FRIEND, МАХІМ, JOINS HIM IN THE SEARCH FOR LYDIE IN THE CASTLE. POSSESSED BY THE BROKEN FRAGMENTS OF DRACULA BROUGHT TOGETHER BY МАХІМ, THE CASTLE WAS SWAMPED, BORN OUT OF A THIRST FOR POWER. COMBINING THE THREE'S STRENGTH, THE CASTLE VANISHES BACK INTO THE MIST.



JUSTE BELMONT

1700

1792 CASTLEVANIA DRACULA X ~ CALLED BACK TO LIFE BY THE DARK PRIEST SHAFT, DRACULA IS AWAKENED AGAIN. RICHTER, BURDENED BY DESTINY, SETS OUT TO FIND AND KILL DRACULA AND SAVE THE WOMEN KIDNAPPED FROM HIS TOWN, INCLUDING ANNET, HIS FIANCE. RICHTER IS FACED WITH SAVING ALL OF THE WOMEN ON TOP OF DESTROYING DRACULA. ONCE INSIDE THE CASTLE AND AIDED BY MARIA REPARD, HE PREVAILS OVER DRACULA. HOWEVER, SHAFT'S CURSE SEEPS INTO HIS HEART, LEFT DEFENSELESS FROM HIS BATTLE WITH DRACULA.



RICHTER BELMONT

1800

1797 CASTLEVANIA SYMPHONY OF THE NIGHT ~ SHAFT WOULD COME TO EXIST ONLY AS A SPIRIT TRANSFERRED AND KEPT IN A CRYSTAL BALL... HOWEVER, IN THE FIVE YEARS SINCE THE LAST BATTLE, SHAFT MANAGES TO REGAIN POWER THROUGH RICHTER'S CURSE. AFTER FOUR YEARS, SHAFT SUCCEEDS IN GAINING FULL CONTROL OVER RICHTER. USING THE LEGENDARY POWER OF BELMONT, SHAFT PLOTS TO REAWAKEN DRACULA. MARIA SETS OUT TO FIND THE MISSING RICHTER, ONLY TO HAVE CASTLEVANIA RISE FROM OUT OF THE MIST SHOWING HER THE WAY. SENSING THE RISE OF EVIL, ALUCARD AWAKES FROM A 300 YEAR SLUMBER. THANKS TO ALUCARD, THE RETURN OF DRACULA IS PREVENTED. AFTER THIS FALL OF DRACULA, THE VAMPIRE KILLER WHIP KEPT FOR SO LONG BY THE BELMONT CLAN IS PASSED ON TO THE MORRIS CLAN. THE REAL MOTIVE BEHIND THIS IS NOT CLEAR, AND RICHTER BECOMES KNOWN AS THE LAST BELMONT... BUT IN REALITY THE WHIP EVENTUALLY DOES MAKE ITS WAY BACK TO THE BELMONTS...



ALUCARD

1897

BELMONT DESCENDANT, QUINCY MORRIS, KEEPS DRACULA AT BAY.

1830 CASTLEVANIA CIRCLE OF THE MOON

1844 CASTLEVANIA LEGACY OF DARKNESS

1852 CASTLEVANIA 64

1999 On August

11TH (JULY 1 ON THE OLD JAPANESE CALENDAR), A TOTAL SOLAR ECLIPSE APPEARS OVER EASTERN EUROPE. IT WAS PREDICTED BY POSTRADAMUS THE GREAT LORD OF TERROR WOULD DESCEND UPON THE EARTH ON THAT DAY. THE BELMONT CLAN, THE BELLADES CLAN, AND ALUCARD ALL CONFIRM IT IS INDEED THE COMING REVIVAL OF DRACULA HIMSELF. AWAITING THE REBIRTH OF DRACULA, IN JAPAN THEY FIND THE MAGIC WHICH CAN EVEN CONTROL GODS USING THE POWER OF A SOLAR ECLIPSE...AND PREPARE TO TAKE ON THE COUNT. IT IS JULIUS, THE HEIR TO THE BELMONT CLAN, WHO TAKES UP THE VAMPIRE KILLER TO FACE DRACULA'S POWER. THEN, BY THE SECRET ARTS OF THE HAKUBA CLAN, DRACULA IS TRAPPED AND CONFINED WITHIN THE DARKNESS OF THE ECLIPSE. IT IS THIS WHICH ULTIMATELY SEALS DRACULA'S FATE BY DESTROYING HIM AND ETERNALLY ENDING HIS REGENERATION CYCLE.

1900

1917 CASTLEVANIA BLOODLINES - ENTER THE LEGENDARY, 16TH CENTURY VAMPIRE, ELIZABETH BARTLEY, KNOWN ALSO AS DRACULA'S PIECE. WITH A SACRIFICIAL WAR NECESSARY TO BRING DRACULA BACK TO LIFE, THE OUTBREAK OF WORLD WAR I OCCURS. QUINCY MORRIS' SON, JOHN, AND JOHN'S FRIEND, ERIC, VOW TO TAKE UP THE FIGHT AGAINST EVIL. POTE FROM THE DEVELOPER: A SECRET TO EXPLAIN THE REASON WHY A 16TH CENTURY VAMPIRE SOMEHOW SHOWS UP IN THE 20TH CENTURY IS NOW BEING PLANNED.

1944 CASTLEVANIA PORTRAIT OF RUIN - THE WORLD IS IN CHAOS. THE SECOND WORLD WAR HAS CLAIMED MILLIONS OF LIVES, LEVELLED CITIES, DESTROYED NATIONS. THE SOULS OF THE WAR'S DEAD BLANKET THE PLANET, LOST, HURT, AND ANGRY. THEIR ANGUISH SUMMONS AN ACCURSED CASTLE OF LEGEND. IT HAD APPEARED MANY TIMES THROUGHOUT HISTORY, BRINGING WITH IT EVIL AND DARKNESS. THE CASTLE OF DRACULA, THE LORD OF EVIL. IT ARRIVES IN MAN'S DARKEST HOUR, TO PUSH US OVER THE BRINK, INTO RUIN.



Jonathan Morris

2035 CASTLEVANIA ARIA OF SORROW - IT IS PROPHEZIZED THAT THE SUPPOSEDLY PERISHED DRACULA WILL RETURN AGAIN. THEN IT HAPPENED IN JAPAN IN 2035 ON THE NIGHT OF A TOTAL SOLAR ECLIPSE...HIGH SCHOOL STUDENTS SOMA CRUZ AND MIKA HAKUBA ARE BECKONED TOWARDS THE SUPPOSEDLY VANQUISHED CASTLEVANIA. WHEN SOMA AWAKES, HE FINDS HIMSELF WITHIN THE CONFINES OF THE CASTLE. TO ESCAPE FROM THE CASTLE, GENYA ARIKADO GUIDES SOMA TO THE THRONE ROOM. THERE TO GREET THEM IN THE THRONE ROOM IS THE SHOCK THAT SOMA HIMSELF IS DRACULA. TO FREE HIMSELF FROM THE CHAOTIC POWER OF DRACULA, SOMA MUST BATTLE THE CHAOS WITHIN HIMSELF. FINALLY LIBERATED FROM HIS CHAOTIC POWERS, HE IS FREED FROM HIS DEMONIC DESTINY.



Soma Cruz

2000

2036 CASTLEVANIA DAWN OF SORROW - TAKING PLACE A YEAR AFTER ARIA OF SORROW, THE GAME'S PROTAGONIST—SOMA CRUZ — FINDS HIMSELF AT THE CENTER OF A MYSTERIOUS CULT'S PLAN TO RESURRECT THEIR EVIL LORD AND MASTER DRACULA. IN ORDER TO SAVE HIMSELF AND PROTECT THE LIVES OF THOSE HE LOVES, SOMA MUST INFILTRATE THE ENEMY'S HOME BASE, A TOWERING REPLICA OF DRACULA'S CASTLE THAT IS TEAMING WITH MONSTROUS CREATURES.

2100