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INTRODUCTION

GOOD EEEEEVENING!

Step into the shadows of the deadliest dwelling on earth. You've arrived at Castlevania, and you're here on business:

To destroy forever the Curse of the Evil Count.

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

Because you've got to get through six monstrous floors before you even meet up with the Master of the House. Your Magic Whip will help, and you'll probably find a weapon or two along the way.

But once you make it to the tower, you can count on a Duel to the Death. The Count has waited 100 years for a rematch. He's ready. Are you?

HOW TO PLAY

Castlevania can be played by one or two players. If there are two players, play alternates from one to the other.

A single player can use either Control (1) or Control (2). When two players are competing, both Controls must be used.

The object is to move through the passages and stairways of the castle to reach the tower, dodging or destroying every creature in your path. Use the control, as directed, to activate your Magic Whip and the other weapons you'll find along the way. And watch for secret doors!

Before you begin, you must use the SELECT button to choose 1- or 2-player modes. Then hit the START button, and your nightmare begins.

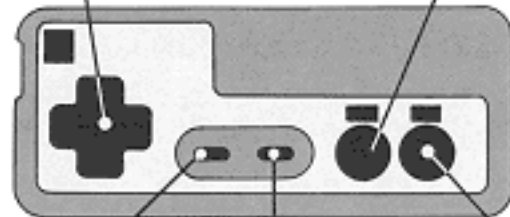
CONTROL FUNCTIONS

CONTROL PAD (MOTION)

controls forward and backward movement, standing and crouching, angle of jump, direction of attack

B BUTTON (ATTACK)

controls whip and all weapons



SELECT BUTTON

for choosing number of players

START BUTTON

begins game, pauses action during game

A BUTTON (JUMP)

controls jumping

SAMPLE MOVES

TO JUMP DIAGONALLY: use "A" Button and left/right Control Pad keys.

TO ACTIVATE WHIP: use "B" Button and left, right or down Control Pad keys.

TO ACTIVATE WEAPONS: use "B" Button and up Control Pad key.

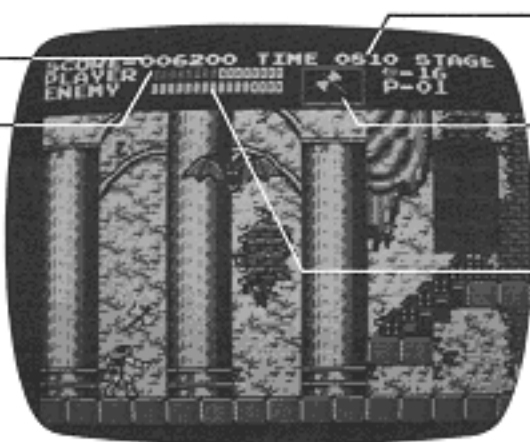
TO CRACK WHIP OR FIRE WEAPONS: use "B" Button.

THE SCREEN

Score

Power Level Indicator

You begin each game with 3 "lives," and the indicator tracks the power remaining in each. As the creatures sap your strength, the indicator level drops. When it reaches "0," you lose one life.



Time

When the timer shows "0," you lose one life.

Weapons Indicator

Shows the latest weapon you've picked up and activated.

Enemy Power Level Indicator

Indicator tracks damage you've done to Head Creature in any given stage. When level drops to "0," the Creature is out of the game.

THE CREATURES

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



VAMPIRE BAT
200 points



ZOMBIE
100 points



BLACK LEOPARD
200 points



FISH MAN
300 points



PHANTOM BAT
3,000 points



QUEEN MEDUSA
3,000 points



MEDUSA
300 points



RAVEN
200 points



BLACK KNIGHT
400 points



WHITE SKELETON
300 points



RED SKELETON
400 points



EAGLE
300 points



SKELE-DRAGON
1,000 points



**FRANKENSTEIN
& IGOR**
5,000 points



MUMMY MAN
3,000 points



HUNCHBACK
500 points



**DRAGON SKULL
CANNON**
400 points



AXE-MAN
500 points



GHOST
300 points



GRIM REAPER
7,000 points



THE COUNT!
50,000 points

100-POINT BONUS —
awarded for capturing
each of these items:

FIRE BALL





**MUMMY
WRAPPINGS**







**BONE FROM
WHITE SKELETON**






AXE-MAN'S AXE

THE WEAPONS

In addition to your Magic Whip, many other weapons are hidden along your path through the Castle. You're going to need them. Before playing, study this chart, so you'll know where to find your weapons, and how to use them.

WEAPON	ONSCREEN SYMBOL	WHERE TO LOOK	POWER	COMMENT
WATCH		Hidden on path or in creature	Stops enemy action (some exceptions)	Costs you 5 small hearts for each use
DAGGER		Hidden on path or in creature	Fast, accurate attack weapon	Makes target object disappear
AXE		Hidden on path or in creature	Slow but powerful attack weapon	_____
FIRE BOMB		Hidden on path or in creature	Splits the earth under target creature	Incinerates anything on path

WEAPON	ONSCREEN SYMBOL	WHERE TO LOOK	POWER	COMMENT
BOOMERANG		Hidden on path or in creature	Powerful attack weapon comes back to your hand	_____
SMALL HEART		Hidden on path or in creature	Gives you one extra shot per weapon	You can stockpile as many hearts as you find for extra firepower when you need it!
LARGE HEART		Hidden on path or in creature	Gives you 5 extra shots per weapon	
CROSS		Hidden on path or in creature	Destroys all onscreen enemies	_____
INVISIBILITY POTION		Hidden on path or in creature	Renders you safe from harm for a few seconds	_____
MORNING STAR		Hidden on path or in creature	Increases power of Whip in 2 different stages	Short chain for 1st level, long chain for 2nd level boost

WEAPON	ONSCREEN SYMBOL	WHERE TO LOOK	POWER	COMMENT
MONEY BAG		Hidden on path or in creature	Gives you free points	Red = 100 Blue = 400 White = 700
DOUBLE SHOT		Hidden on path, in creature or background	Allows use of throwing weapons twice in a row	These appear when you strike certain objects 10 times in a row
TRIPLE SHOT		Hidden on path or in creature	Allows use of throwing weapons 3 times in a row	
PORK CHOP		Hidden in background	Partially revives lost power	Appears with secret Whip stroke
MAGIC CRYSTAL		Capture from Head Creature in each stage	Completely revives all lost power	Can clear creatures from entire stage

WELCOME TO CASTLEVANIA!

