

= Alucard (Castlevania) =

Adrian Fahrenheit Terepeshu (?????? ? ?????????? ? ?????? , Adorian F?renhaitsu Tsepeshu) , better known as Alucard (?????? , Aruk?do) , is a character in Konami 's Castlevania series of video games . His first appearance in the series was in the 1989 game Castlevania III : Dracula 's Curse , but he is best known for his role in the critically acclaimed Castlevania : Symphony of the Night , released in 1997 . His design in Symphony of the Night was created by Ayami Kojima , marking her first contribution to the Castlevania franchise .

In the series , Alucard is the son of Dracula , the antagonist of the Castlevania series . Due to his human mother , Lisa , Alucard is a dhampir , a half @-@ human , half @-@ vampire . His mother 's death and admonition not to hate humanity caused him to take up arms against his father . In Dracula 's Curse and Castlevania Legends , he fights against his father alongside the vampire hunters of the Belmont clan , and he is featured as the protagonist of Symphony of the Night . Alucard additionally is present in Castlevania : Aria of Sorrow and the follow @-@ up sequel Castlevania : Dawn of Sorrow , where he interacts with the protagonist of both games , Soma Cruz , as the Japanese government agent Genya Arikado (?? ?? , Arikado Gen 'ya) . The Lords of Shadow reboot series , starting with the character 's introduction in Castlevania : Lords of Shadow - Mirror of Fate , changes Alucard 's backstory , revealing him as Trevor Belmont , once a mortal who was transformed into a vampire after his death at the hands of his biological father , the remorseful Dracula .

Several video game publications have provided praise and criticism on Alucard 's character . In Aria of Sorrow and Dawn of Sorrow , where Alucard was present as Genya Arikado , reviewers noted that although he fell into a stereotypical character mold , the greater concentration on supporting characters was a welcomed change from previous Castlevania games .

= = Conception and design = =

Alucard debuted in Castlevania III : Dracula 's Curse for the Nintendo Entertainment System , where he was designed by T. Fujimoto and I. Urata . He was intended to be a mirror image of his father , as evidenced by his name , his father 's name spelled backwards . Much of the original artwork for the game was lost during the Great Hanshin earthquake . Alucard 's subsequent appearances would largely be designed by Ayami Kojima , who managed the character designs for Castlevania : Symphony of the Night and Castlevania : Aria of Sorrow .

Kojima 's work in Symphony of the Night was her first breakthrough into the gaming industry , and her dark , gothic style borrows heavily from bish?nen @-@ style art . In Aria of Sorrow , Kojima 's designs followed the " different route " theme that producer Koji Igarashi was attempting to pursue with Aria of Sorrow by placing it in a futuristic setting . Following this theme , Alucard 's appearance as Genya Arikado was made much more contemporary , featuring modern attire as versus the medieval appearance of previous Castlevania characters . Kojima was not present in the design team for Castlevania : Dawn of Sorrow , and Arikado , along with the rest of the cast , were drawn in an anime style . Igarashi , also the producer of Dawn of Sorrow , wished to utilize the anime style as a marketing technique due to his belief that the Nintendo DS targeted a younger audience than previous Castlevania games had . The anime style would also serve as a litmus test as to whether future Castlevania games would incorporate the style .

= = = Voice actors = = =

Symphony of the Night was the second Castlevania game to use voice actors for the characters (the first being the Akumaj? Dracula X Chi no Rondo for the PC Engine Super CD @-@ ROM ² , which released only in Japan at the time) . The Japanese voice actor for Alucard was Ry?tar? Okiayu , and the English voice actor was Robert Belgrade . In Castlevania The Dracula X Chronicles , Castlevania Judgment and Castlevania : Harmony of Despair , Alucard was English voiced by Yuri Lowenthal . Igarashi noted that due to fan complaints over the poor voice acting in a majority of the

original cast in Symphony of the Night , a new script for the game better translating the original Japanese text , as well as a set of new voice actors were used .

= = Appearances = =

In the 1989 Castlevania III : Dracula 's Curse for the NES , Alucard is initially a boss encountered over the course of the game by the primary protagonist , Trevor Belmont . If the player defeats Alucard , he can be utilized as a playable character in the game . This was a significant departure from the first two Castlevania games for the NES , and the fourth installment on the Super NES , which only featured Simon Belmont as the primary playable character , and Alucard 's abilities , a fireball attack and the ability to transform into a bat , were unique elements introduced into the series . Following the defeat of Dracula and the game 's conclusion , Alucard voluntarily goes into a protracted sleep to ease his feelings of patricide and to prevent his powers from harming the world .

Alucard 's following appearance in the series is in the 1997 Castlevania : Symphony of the Night for the PlayStation and Sega Saturn , where he is featured as the game 's protagonist and primary playable character . He is described as a man of great strength and inhuman beauty . Due to the brainwashing of the current member of the Belmont clan , Richter Belmont , Alucard heads to his father 's castle to find Richter and ensure that Dracula does not return into the world . He encounters Richter , who has been controlled by the dark priest Shaft into believing he is the lord of Dracula 's castle , and Alucard manages to free him from the spell controlling him . In response , Shaft creates an inverted version of Dracula 's castle for Alucard to travel through , and Alucard defeats Shaft , and ultimately , Dracula as well . Symphony of the Night also expands on Alucard 's background , revealing how his human mother , Lisa , was hunted down and executed by humans who believed her to be a witch . Despite this , Lisa admonished Alucard to respect humans and not hate them as his father did . Alucard 's placement as a protagonist was unusual for the series up to that point , as previous Castlevania games had featured often members of the Belmont clan as the protagonists . Symphony of the Night would later be re @-@ released as part of the Xbox Live Arcade for the Xbox 360 , on the PlayStation Network for the PlayStation 3 , and part of Castlevania The Dracula X Chronicles , a compilation that contained Symphony of the Night alongside Akumaj? Dracula X Chi no Rondo . Aside from the changing of the script and Alucard 's voice actor to Yuri Lowenthal , his role in the Symphony of the Night portion of The Dracula X Chronicles remains the same .

The 1997 Castlevania Legends for the Game Boy was Alucard 's third appearance in the series . Similar to his initial appearance in Dracula 's Curse , he is a boss challenging the skills of the game 's protagonist , Sonia Belmont . After she defeats him , he accepts her strength and decides to submerge his powers by sleeping , believing that she will defeat Dracula in his stead . Koji Igarashi later removed Castlevania Legends from the official canon of the series , meaning that the plot of the game never occurred in the series ' continuity .

In the 2003 Castlevania : Aria of Sorrow for the Game Boy Advance , Alucard is present in disguise as the enigmatic Japanese government agent Genya Arikado in order to prevent the powers of his father , who was finally killed by Julius Belmont , from ending up in the wrong hands . He meets the game 's protagonist , Soma Cruz , and explains his " power of dominance , " or his ability to absorb the souls of the monsters he defeats and use their abilities . He instructs him to seek out the castle 's throne room , where Soma realizes that he is Dracula 's reincarnation . Arikado subsequently advises Soma to destroy the flow of chaos in the castle to free himself from his fate , which Soma succeeds in doing .

Alucard reprises his role as Arikado in the sequel to Aria of Sorrow , the 2005 Castlevania : Dawn of Sorrow for the Nintendo DS , where he works to stop the machinations of a cult headed by Celia Fortner to create a new dark lord by killing Soma . Arikado initially requests that Soma does not become involved , but gives him a letter and talisman from Mina when he encounters him later in the game . After both of Celia 's " dark lord 's candidates , " Dmitrii Blinov and Dario Bossi , are defeated , Arikado stops Celia 's attempt to force Soma to awaken into the new dark lord , but inadvertently allows Dmitrii to revive himself . He confronts him , but is stopped when Dmitrii uses Celia as a sacrifice to seal his powers . Following Soma 's battle with Menace , a giant demon that sprouts

from Dmitrii , Arikado explains to Soma that he is not destined to become the dark lord , nor does he need to . In the game 's Julius Mode , Arikado is playable as Alucard after he is found in the castle .

Alucard was one of the playable characters in Castlevania Judgment for the Nintendo Wii , a fighting game based on the series .

= = = Lords of Shadow = = =

Alucard appears in Castlevania : Lords of Shadow ? Mirror of Fate , a chapter of the Lords of Shadow reboot series . It is revealed that this version of Alucard was originally Trevor Belmont , the son of Gabriel and Marie Belmont , conceived before Gabriel was turned into a vampire and became the dark lord Dracula . Trevor grew up not knowing of his true origin until the Brotherhood of Light reveals to him who his parents were . Believing that his father Gabriel murdered his mother in cold blood , he decides to pursue him in the hopes of destroying him and bringing peace to the land . After infiltrating the castle , Trevor successfully fights his way to the throne room , where he confronts Dracula without letting on that he is his son , or telling Dracula his name . Although Trevor puts up a valiant effort , in the end he is defeated and stabbed in the heart with his own Combat Cross . Dying and gazing at the Mirror of Fate he finally realizes the truth of what really happened to Gabriel and feels sorry for him , calling him his father . Dracula , confused , gazes at the mirror as well and learns who Trevor was all along . Remorseful and horrified for killing his own son who had been unknown to him the entire time , Dracula desperately tries to bring him back to life by giving him his blood , which seems to be in vain . Dracula mourns over his loss , and places Trevor in a coffin with the name Alucard , since he never learned his son 's real name . Many years later Alucard awakens , with pale white skin , white hair , and glowing orange eyes . He meets up with Dracula and his own son , Simon . Alucard tries to finish what he started , angry that his father turned him into a vampire . Dracula asks Alucard to join him in remaking the world and destroying the brotherhood , but Alucard refuses . Dracula proceeds to attack Simon for being a Belmont , wishing to end the Belmont bloodline due to his hatred of his past life . Alucard and Simon manage to defeat Dracula , and part ways as Dracula 's castle crumbles .

Alucard appears in the sequel Castlevania : Lords of Shadow 2 as a supporting character . Since the game takes place centuries later , Alucard 's personality and standing towards his father has drastically changed . He believes that Dracula can still be redeemed and makes it his goal to free the world from tyranny and vanquish the evil that had corrupted him and his father . He concocts a centuries spanning plan to put his father into a deep sleep by piercing his heart with the Crissaegrim sword , in order to make both the lord of the dead , Zobek and Satan himself , believe that Dracula is dead , so they can come out in the open . Once they do , Alucard would remove the sword so Dracula can resurrect and then destroy Zobek and Satan for good . Dracula agrees with his son 's plan and awakens centuries later during modern times . Throughout the game Alucard also appears as a younger Trevor Belmont and guides Dracula through his Castle to help him recover his old powers and missing memories . In order to not draw suspicion to his plan , Alucard masquerades himself as Zobek 's Lieutenant and eventually reveals his true identity to his father once he remembers their pact . They destroy Zobek and Satan and appear to be on good terms in the end . Alucard is also the protagonist of the DLC Revelations , taking place shortly prior to the events of the game .

= = Reception = =

Alucard has received praise and criticism from several video game publications , primarily concentrating on his role in Symphony of the Night . GameSpot featured him in their article " All Time Greatest Game Hero " . In a review of Symphony of the Night , RPGFan celebrated the fact that Alucard was not a member of the Belmont clan , the protagonists of most Castlevania games , and that the fact he was Dracula 's son added " an element of depth to the plot " due to the varied reactions he would receive from the inhabitants of Dracula 's castle . RPGamer disagreed with this assessment , noting that the plot and Alucard 's role " isn 't very deep " and secondary to the

concentration on gameplay . GameSpot called Alucard 's sprite and running animation " easily some of the most impressive visuals in the entire Castlevania library . " James Paul Gee of CiteSeer noted that " even though Alucard is a vampire hunter , he has no distinctive skills associated with this profession " . In 2012 , GamesRadar ranked him as the 91st best hero in video games . Empire also included Alucard on their list of the 50 greatest video game characters , ranking him as 34th .

Alucard 's appearance in Aria of Sorrow and Dawn of Sorrow as Genya Arikado was also noted by reviewers . RPGamer celebrated how the greater concentration on supporting characters , including Arikado , were a welcome change from previous Castlevania games . RPGFan derided Arikado 's " cool and impassive personality " as stereotypical , but praised the game 's character development as setting him apart from previous supporting characters in the series . The switch to an anime style for the character designs in Dawn of Sorrow was notably criticized , as many reviewers preferred the designs made by Ayami Kojima . GameSpy deplored the " shallow , lifeless anime images " and IGN called the images " down to the level of ' generic Saturday morning Anime ' quality . "