



KONAMI®

Castlevania

VAMPIRE KIDS



TM

SUPER NINTENDO
ENTERTAINMENT SYSTEM™

LICENSED BY

Nintendo

Original
Nintendo
Seal of
Quality

KONAMI®

The evil Count is back and he's looking for fresh blood! Are you brave enough to enter his castle? Are you skillfull enough to banish Dracula to beyond Eternity? Seven levels of bone-chilling, whip-wielding action.

Der blutrünstige Graf ist zurück und er lechzt nach frischem Blut! Hast Du den Mut, sein Schloß zu betreten? Bist Du geschickt genug, Dracula in die Ewigkeit zu schicken? Sieben level mit gruseliger, peitschenknallender Action.

Le diabolique Comte est de retour, à la recherche de sang frais! Avez-vous le courage d'entrer dans son château? Serez-vous suffisamment fort pour bannir Dracula pour l'éternité? Sept niveaux pour frémir jusqu'aux os, fouetté par l'action.

De kwaadaardige Graaf is terug en op zoek naar vers bloed! Ben jij dapper genoeg om zijn kasteel binnen te treden? En ben je slim genoeg om korte metten met Dracula te maken? Zeven niveau's actie waarbij de rillingen je over de rug lopen.

¡El conde malvado ha vuelto y está en busca de sangre fresca! ¿Eres lo suficientemente valiente para entrar en el castillo? ¿Serás capaz de expulsar a Drácula al más allá de la eternidad? Siete niveles de acción de latigazo estremecedor.

Il malvagio Conte é tornato e si aggira alla ricerca di sangue fresco! Sei abbastanza bravo da riuscire ad entrare nel suo castello? Sei abbastanza abile da riuscire a scacciare Dracula al di là dell'eternità? Sette livelli di azione da brivo...fino al midollo.

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Game Pak (SNSP-009)
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NUR ZUR VERWENDUNG MIT DER PAL-VERSION DES SUPER NINTENDO ENTERTAINMENT SYSTEM CONTROL DECKS NICHT KOMPATIBEL FÜR DAS JAPANISCHE SUPER FAMICOM UND DIE U.S. VERSION DES SUPER NINTENDO ENTERTAINMENT SYSTEM CONTROL DECKS.

DA USARE SOLO CON IL CONTROL DECK DEL SUPER NINTENDO ENTERTAINMENT SYSTEM VERSION PAL. ATTENZIONE: QUESTO PRODOTTO NON È COMPATIBILE CON IL "SUPER FAMICOM" VERSIONE GIAPPONESE NÉ CON LA CONSOLE "SUPER NINTENDO ENTERTAINMENT SYSTEM" VERSIONE U.S.

PARA UTILIZAR SOLO CON LAS CONSOLES SUPER NINTENDO ENTERTAINMENT SYSTEM VERSION PAL. NO COMPATIBLE CON LA "SUPER FAMICOM" JAPONESA NI CON LA VERSION ESTADOUNIDENSE "SUPER NINTENDO ENTERTAINMENT SYSTEM".





SUPER NINTENDO
GAME CARTRIDGE

Castlevania



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SNSP-006

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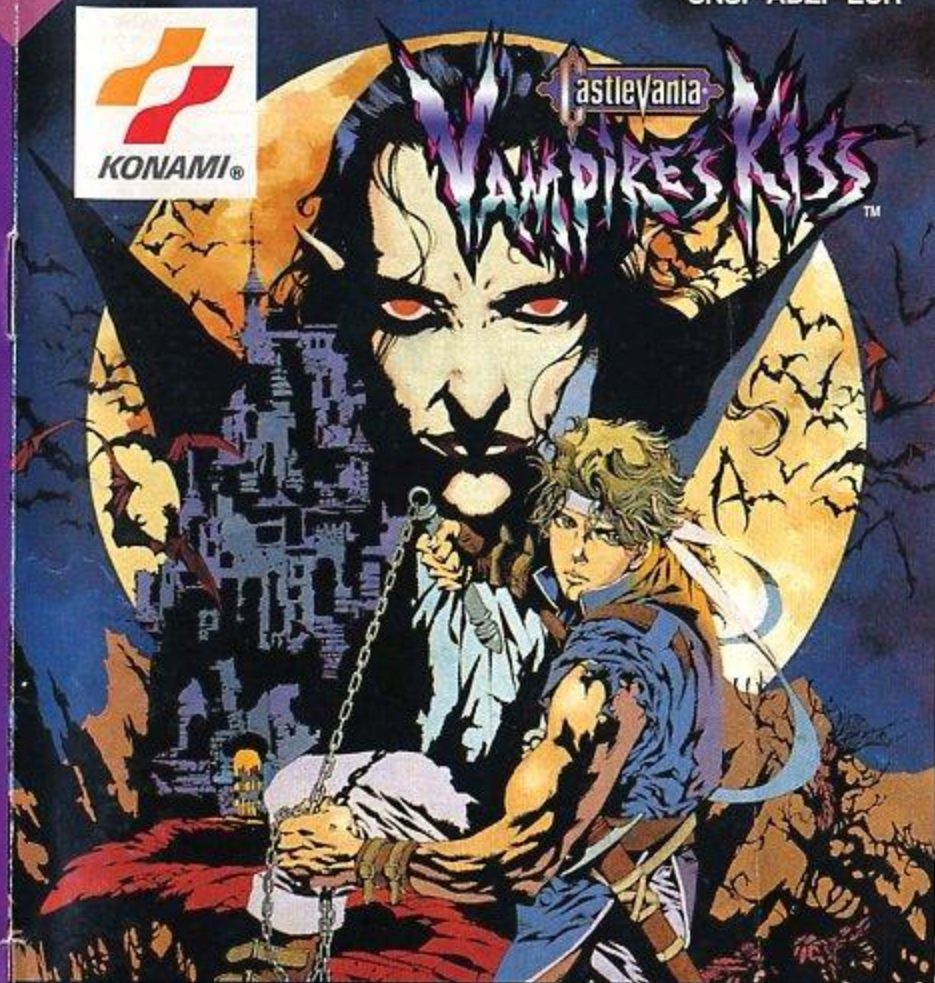
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INSTRUCTION BOOKLET



SUPER NINTENDO
 ENTERTAINMENT SYSTEM™

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DIESES QUALITÄTSSIEGEL IST DIE GARANTIE DAFÜR, DASS SIE NINTENDO-QUALITÄT GEKAUFT HABEN. ACHTEN SIE DESHALB IMMER AUF DIESES SIEGEL, WENN SIE SPIELE ODER ZUBEHÖR KAUFEN, DAMIT SIE SICHER SIND, DASS ALLES EINWANDFREI ZU IHREM SUPER NINTENDO ENTERTAINMENT SYSTEM PASST.

QUESTO SIGILLO È LA TUA GARANZIA CHE NINTENDO HA VALUTATO ED APPROVATO QUESTO PRODOTTO. RICHIEDILO SEMPRE ALL'ACQUISTO DI GIOCHI ED ACCESSORI PER ASSICURARE LA COMPLETA COMPATIBILITÀ CON IL TUO SUPER NINTENDO ENTERTAINMENT SYSTEM.

ESTE SELLO ES TU SEGURO DE QUE NINTENDO HA APROBADO LA CALIDAD DE ESTE PRODUCTO. BUSCA SIEMPRE ESTE SELLO CUANDO COMPRES VIDEOJUEGOS Y ACCESORIOS PARA ASEGURARTE UNA COMPLETA COMPATIBILIDAD CON TU SUPER NINTENDO ENTERTAINMENT SYSTEM.

DIT ZEGEL WAARBORGT U, DAT DIT PRODUCT DOOR NINTENDO IS GECONTROLEERD EN DAT HET GUA CONSTRUCTIE, BETROUWBAARHEID EN ENTERTAINMENTWAARDE VOLLEDIG AAN ONZE HOGE KWALITEITSEISEN VOLDOET. LET BIJ HET KOPEN VAN SPELEN EN ACCESSOIRES ALTIJD OP DIT ZEGEL, ZODAT U VERZEKERD BENT VAN EEN GOED WERKEND SUPER NINTENDO ENTERTAINMENT SYSTEM.

DENNA ETIKETT GARANTERAR ATT NINTENDO STÅR FÖR PRODUKTENS KVALITET. KONTROLLERA ATT ETIKETTEN FINNS PÅ SPEL OCH TILLBEHÖR DU KÖPER. FÖR ATT FÖRSÄKRA DIG OM ATT DE ÄR KOMPATIBLA MED SUPER NINTENDO ENTERTAINMENT SYSTEM.

DETTE SÆGL GARANTERER, AT NINTENDO HAR GODKENDT KVALITETEN AF DETTE PRODUKT. SE ALTIJD EFTER DETTE SÆGL, NÅR DU KØBER SPIL OG TILBEHØR. SÅ DU ER SIKKER PÅ FULD KOMPATIBILITET MED DIT SUPER NINTENDO ENTERTAINMENT SYSTEM.

TÄMÄ TARRA VAKUUTTAA, ETTÄ NINTENDO ON HYVÄKSYNNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA. JOTTA SAAT VARMASTI SUPER NINTENDO ENTERTAINMENT SYSTEM YHTEENSOPPIVA TUOTTEITA.

WARNING : PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO HARDWARE SYSTEM, GAME PAK OR ACCESSORY.

ATTENTION : VEUILLEZ LIRE ATTENTIVEMENT LA NOTICE "INFORMATIONS ET PRECAUTIONS D'EMPLOI" QUI ACCOMPAGNE LA CONSOLE NINTENDO, LA CARTOUCHE DE JEU OU LES ACCESSOIRES AVANT DE LES UTILISER.

HINWEIS : BITTE LIES DIE VERSCHIEDENEN BEDIENUNGSANLEITUNGEN, DIE SOWOHL DER NINTENDO HARDWARE WIE AUCH JEDER SPIELKASSETTE BEIGELEGTE SIND, SEHR SORGFÄLTIG DURCH!

ATTENZIONE : LEGGI ATTENTAMENTE LE INFORMAZIONI PER L'UTENTE E LE PRECAUZIONI INCLUSE NELLA CONFEZIONE PRIMA DI USARE IL TUO SUPER NINTENDO ENTERTAINMENT SYSTEM™ LE CASSETTE O GLI ACCESSORI.

ADVERTENCIA : POR FAVOR, LEE ATENTAMENTE LA INFORMACION AL CONSUMIDOR Y EL FOLLETO DE INSTRUCCIONES QUE ADJUNTAMOS CON ESTE PRODUCTO ANTES DE UTILIZAR TU CONSOLA, VIDEOJUEGO O ACCESORIO NINTENDO.

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OBS : LÄS NOGGRANT IGENOM KONSUMENTUPPLYSNINGARNA OCH FÖRSIKTIGHETSÅTGÄRDARNA I BRUKSANVISNINGARNA SOM MEDFÖLJER PRODUKTEN INNAN DU ANVÄNDER DEN MED ETT NINTENDO SYSTEM, SPELPAKETET ELLER TILLBEHÖR.

ADVARSEL : LÆS FORBRUGERINFORMATIONEN OG HÆFTET MED SIKKERHEDSREGLER, DER FØLGER, MED DETTE PRODUKT, FØR DU BEGYNDER AT BRUGE NINTENDO HARDWARE SYSTEM, GAME PAK ELLER TILLBEHØRET.

VAROITUS : LUE HUOLELLISESTI LAITTEEN VARUSTEISIIN KUULUVAT KULUTTAJATIEDOT JA HUOMAUTUKSET ENNEN NINTENDO-LAITTEEN, PELIN (GAME PAK) TAI MUUN VAURSTEEN KÄYTTÖÄ.

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Konami guarantees that this Super Nintendo Entertainment System Game Pak is supplied by them in full working order and free from any defect. If this Game Pak fails to work or develops a fault within 90 days from purchase, Konami undertakes to replace or repair it.

In such cases, return your Game Pak by post to the address below together with a till receipt or other proof of purchase. Please describe the problem as fully as possible. Don't forget to include your name, address and telephone number.

This guarantee does not apply if the Game Pak has been damaged by misuse, tampered with or through any reason other than a manufacturing fault.

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❖ PROLOGUE ❖

The setting: medieval Transylvania. Several hundred years have passed since legendary hero Simon Belmont defeated the evil Count Dracula and sealed him away for what was supposed to be eternity. The people have long since forgotten about the horror of the undead, allowing a few depraved individuals to restore the Prince of Darkness to his former state, sleeping in his coffin by day and preying upon hapless victims by night.

Dracula now plans to get revenge on his old enemy through his descendants by locking Annette, the girlfriend of Belmont's great grandson, Richter, and her sister, Maria, in his dark and gloomy castle.

Once aware of this, Richter takes his ancestor's sacred whip, passed down through the years from father to son, and sets out for Dracula's castle to rescue Annette and Maria, and to seal away the evil Count for good.

How to Play

Rescue Annette and Maria from Dracula's sinister castle, and entomb the evil Count so the undead walks among men no more!

- ❖ Defeat attacking ghouls with attack items such as the whip and sub-weapons to proceed through the game.
- ❖ Items appear when you destroy a candle or defeat an opponent. Receiving an item increases your power and enables use of sub-weapons, etc. (See item list, pages 10 and 11.)
- ❖ Stages are divided into several areas. The enemy boss waits in the last area. When the boss is defeated, a mystic sphere appears. You clear the stage when you get the mystic sphere.
- ❖ Life decreases each time a player is damaged. If a player's life runs out, or if he falls into a place with no floor, etc., the player goes out of the game.
- ❖ As long as you still have at least one player left, you can continue playing from the beginning of the area where the last player went out. The game ends when you run out of players. Even if the game ends, you can select Continue to continue playing from the beginning of the stage in which you were defeated.

Starting the Game

Inser the game cassette into your SNES and turn the power switch on. The Demo screen and then the Title screen will appear.



To select menu items, press the + Control Pad up/down, or use the Select button. Push the Start button to advance to the next screen.

- NEW GAME** : Starts the game.
- PASSWORD** : Moves you to the Password Entry screen.
- OPTION** : Moves you to the Option screen.

❖ OPTION ❖

You can change the button arrangement of your controller and the game sound settings at the Option screen.



Press the + Control Pad up/ down to select an item, and left/right to change the setting.

- CONTROL** : Select from three different types of controller button settings.
- SOUND** : Select stereo or monaural sound.

Push the Start button to return to the Title screen.

❖ PASSWORD ❖

The Password screen appears if you select PASSWORD when you clear a stage or when the game ends. The game starts from the next stage if you enter a password when you clear a stage, or from the beginning of the stage in which you were defeated if you enter the password when the game ends.

Entering a Password

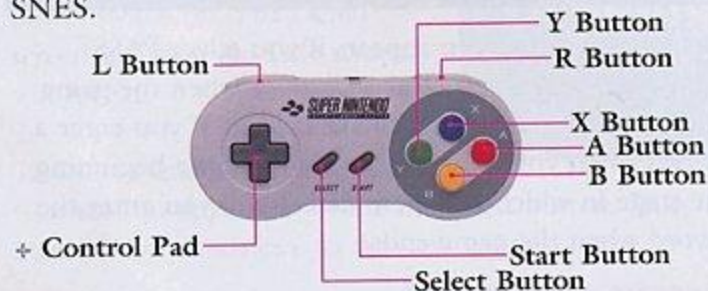


Select the password entry location with the + Control Pad. Choose an item with the L or R buttons, and enter with either the A, B, X, or Y buttons. After entering the password, press the Start button to start the game.

If you want to quit the Password screen, press the Select button and the Title screen will reappear.

Game Operations

This game is for one player only. Properly connect the controller to controller connector 1 of your SNES.



BASIC OPERATIONS

- Control Pad ← → : Move player
- ↓ : Crouch
- ↑ ↓ : Climb and descend stairs
- B button : Jump
- Y button : Whip attack
- Y button + ↑ : Item attack
- X button : Item crush
- Start button : Pause (press again to cancel)

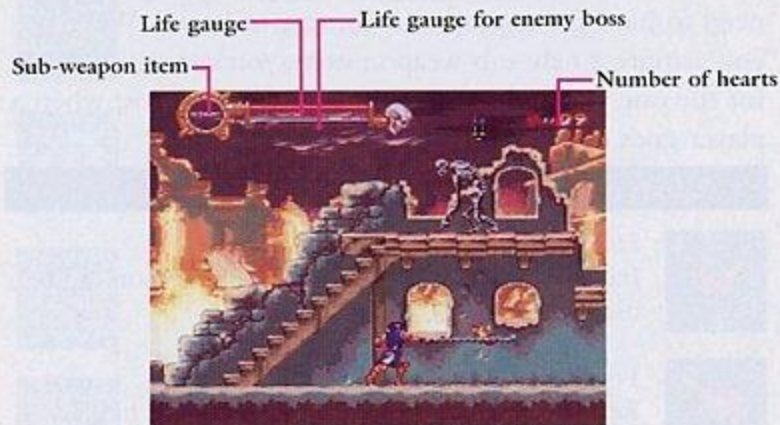
TECHNIQUES

- Jump back : Push the B button twice in quick succession.
- Race up stairs : B button + ↑
- Race down stairs : B button + ↓

- All button commands in this manual are written to correspond to the default button arrangement of your controller (A type). The button arrangement can be changed at the Option screen. (See page 6.)

Game Screen

DURING GAME PLAY



- When the heart number display starts flashing on and off, you can use item crush.

WHEN GAME IS PAUSED

- Number of remaining players
- Score



Item List

Items appear when candles are destroyed or opponents are defeated. To use sub-weapon items, you need to have the appropriate number of hearts. When you acquire a new sub-weapon item, you can substitute it for the one you are presently using. Items are lost when a player goes out of the game.

❖ NORMAL ITEMS ❖



Heart (Small/Large)

Increases the number of times a sub-weapon can be used.



Food

Restores some of the player's life. Food is hidden inside the walls, etc., of each stage.



Pendant

Annihilates all minor opponents on screen as soon as you get it.



Transparency Elixir

Makes you invincible for a certain amount of time when taken.



1 Up

Increases the number of players remaining by one.

❖ SUB-WEAPON ITEMS • Y BUTTON + ↑ ❖



Dagger (Heart Consumption: 1)

Extremely quick, but doesn't have a great deal of destructive power.



Axe (Heart Consumption: 1)

Hard to handle, but has devastating power.



Crucifix (Heart Consumption: 1)

Easy to handle and highly effective as well.



Holy Water (Heart Consumption: 3)

Has a wide scope of application, but is not deadly.



Watch (Heart Consumption: 5)

Slows the movement of opponents on screen for a certain amount of time. Is however ineffective for some opponents.



Key (Heart Consumption: 0)

Used to open locked doors, but can only be used once.

❖ ITEM CRUSH • X BUTTON ❖

When you accumulate a certain number of hearts (the heart number display in the upper-right of the screen will start flashing on and off), you can use your sub-weapon items to put your opponents to eternal rest.

Characters



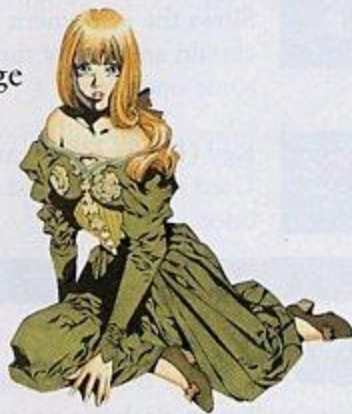
Richter Belmont

Descendent of Simon Belmont and renowned vampire exterminator.

Age 19 years. Has a strong sense of justice and unwavering will.

Annette

Richter's girlfriend. Age 17 years. Was kidnapped by Dracula and is imprisoned somewhere within his evil castle.



Maria

Younger sister of Annette. Was kidnapped along with Annette, and is imprisoned somewhere within Dracula's castle.

Dracula

Proprietor of the evil castle and origin of all wickedness in the world. Believed to be about 800 years old. Cruel and heartless, he at the same time possesses refinement and grace that would be expected only of nobility.



Stages

There are seven stages in all. There are also some hidden stages which you can reach by secret branch routes.

❖ STAGE 1 ❖

Burning Town

Boss: Keruberosu



❖ STAGE 2 ❖

Gate and Entrance to Evil Castle

Boss: Giant Bat



❖ STAGE 3 ❖

Great Hall

Boss: Dyurahan



❖ STAGE 4 ❖

Dungeon

Boss: Minotaurusu



❖ STAGE 5 ❖

Courtyard

Boss: Werewolf



❖ STAGE 6 ❖

Clock Tower

❖ STAGE 7 ❖

Count Dracula

Annette and Maria are held captive somewhere within the evil castle, and are waiting to be rescued. The game ending varies according to which routes you use to clear the stages.