

Castlevania

Dracula X

INSTRUCTION BOOKLET



SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Dracula X



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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, thus 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 Annet, 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 Annet and Maria, and to seal away the evil Count for good.



How to Play

Rescue Annet and Maria from Dracula's sinister castle, and entomb the evil Count so his undead minions walk among mortals no more!

- ☉ Defeat attacking ghouls with the whip and special 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 the use of special weapons, etc. (See *item list*, page 13)
- ☉ Stages are divided into several areas. The enemy boss waits in the last area. When the boss is defeated, a mystic sphere appears. The stage is cleared 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 bottomless pit, etc., the player loses a life.
- ☉ As long as you still have at least one player left, you can continue playing from the beginning of the area where you last lost a life. The game ends when you run out of players. Even if the game ends, you can opt to CONTINUE playing from the beginning of the stage in which you were defeated.

Starting the Game

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

Title screen



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

Each time you clear a stage, or when the game ends, you can get a password code. If you get the Password code by clearing a stage, you will begin at the start of the next uncleared stage. If you get a code when the game ends, you will resume play at the beginning of the stage in which you were defeated.

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 to return to the Title screen.

Game Operations

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

Basic Operations

(based on CONTROL OPTION TYPE **A**)

Control Pad:

←→ Move player;

↓ Crouch;

↑ ↓ Climb and descend stairs

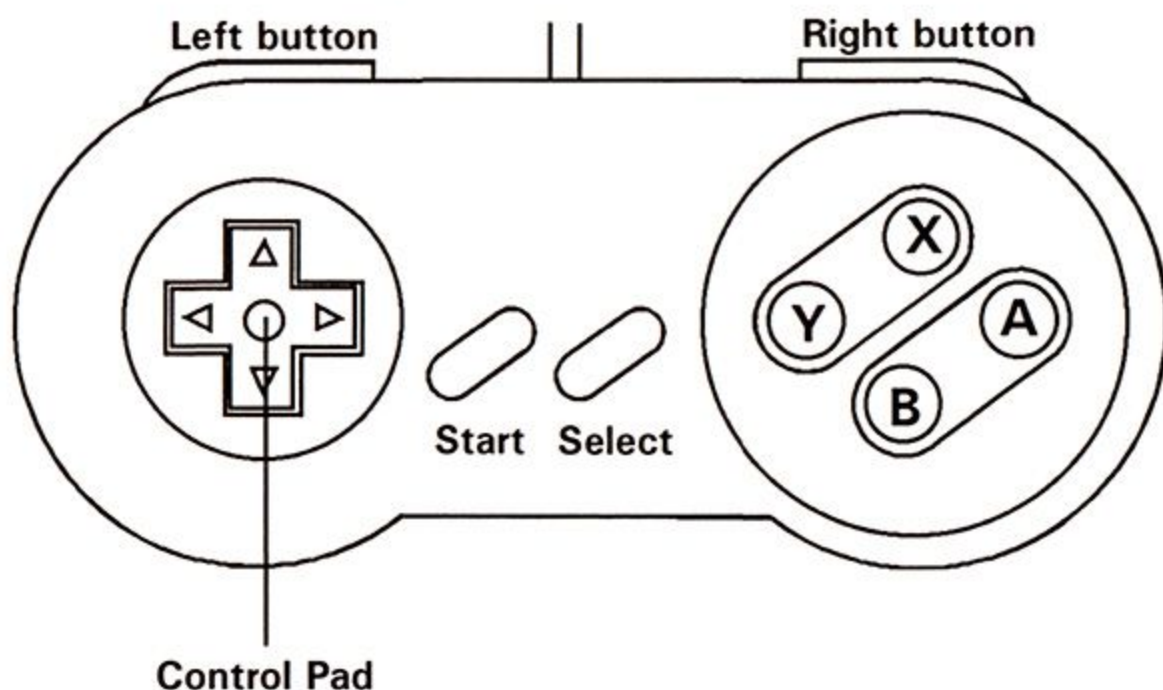
B button: Jump

Y button: Whip attack

Y button + ↑: Item attack

X button: Item crash

START: Pause (press again to cancel)



Techniques

Jump back: Push the B button twice in quick succession.

Jump up stairs: B button + ↖ or ↗

Jump off 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 8.)



Game screen

During game play

Special
weapon

Life
gauge

Life gauge for
enemy boss

Number of
hearts



- ⦿ When the heart number display starts flashing on and off, you can use the “item crash”.

When game is paused

Number of
remaining
players

Score



Item List



Items appear when candles are destroyed or opponents are defeated. To use special weapon items, you need to have the appropriate number of hearts.

When you acquire a new special weapon item, you can substitute it for the one you are presently using. Items are lost when you lose a life.

Normal Items



Heart (Small/Large)

Increases the number of times a special weapon can be used.



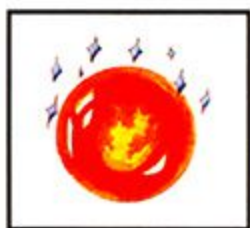
Pendant

Annihilates all minor opponents

on screen as soon as you get it.

Mystic Sphere

You receive a mystic sphere when you defeat an enemy boss. Restores all of the player's life.



1 Up

Increases the number of lives remaining by one.



Food

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

Transparency Elixir

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



Sub-Weapon Items

Press Y + ↑ button up to use.



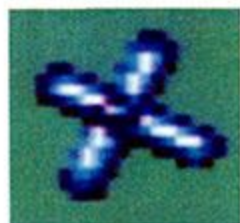
Dagger (Heart Consumption: 1)

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



Axe (Heart Consumption: 1)

Hard to handle, but has devastating power.



Boomerang (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. It is, however, ineffective for some opponents.



Key (Heart Consumption: 0)

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

Item Crash

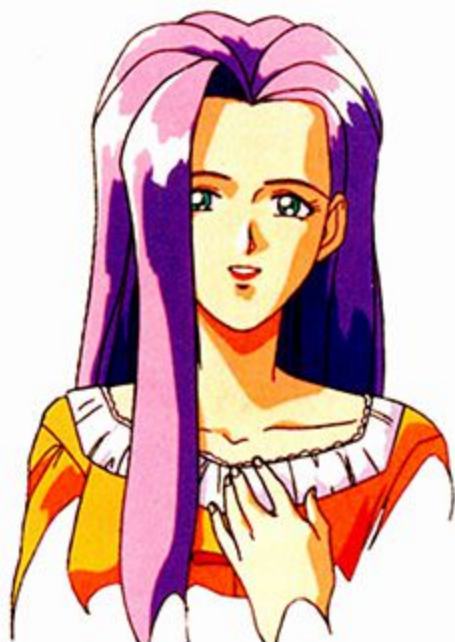
Press X button to use

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 special weapon items to put your opponents to eternal rest.

CHARACTER PROFILES

Richter Belmont

Descendent of Simon Belmont and renowned vampire exterminator. Age 19 years. Has a strong sense of justice and unwavering will.



Annet

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



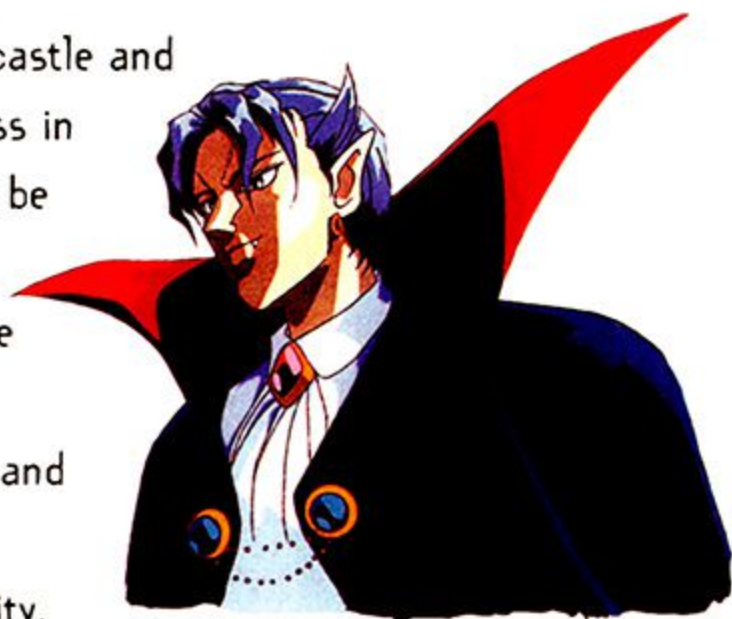
Maria

Younger sister of Annet. Was kidnapped along with Annet, 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: Myotia



Stage 3

Great Hall

Boss: Dyurahan





Stage 4

Dungeon

Boss: Minotaurusu



Stage 5

Courtyard

Boss: Lypuston

Stage 6

Clock Tower

Stage 7

Count Dracula

Annet 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.

Foul opposition



Gargoyle



Minotaurus



Lycan

Giant Skeleton



Passwords





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