

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

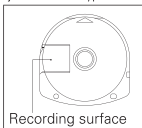
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

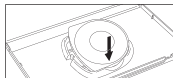
Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

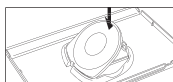


Recording surface



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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CONTENTS

RONDO OF BLOOD

GETTING STARTED	2
STARTING UP	3
STORY	4
CONTROLS	5
STARTING THE GAME	6
PLAYING THE GAME	9
ACTIONS	11
BOSS RUSH MODE	14

SYMPHONY OF THE NIGHT

GETTING STARTED	2
STARTING UP	3
STORY	17
CONTROLS	18
STARTING THE GAME	19
PLAYING THE GAME	20
ACTIONS	22
SUB-MENU	24

Greetings

Thank you for purchasing "Castlevania: The Dracula X Chronicles." Please read this manual before playing for a more enjoyable gaming experience. We hope you play the game how it was meant to be played. Finally, we will not provide a replacement for this instruction manual, so we ask that you keep good care of it.

Notice

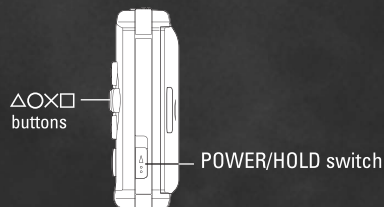
Here at Konami Digital Entertainment, we are constantly making improvements in quality to provide our customers with safer and more enjoyable products. Due to this fact, a single product may differ slightly in certain areas depending on when it was purchased. Thank you for your understanding.

WARNING

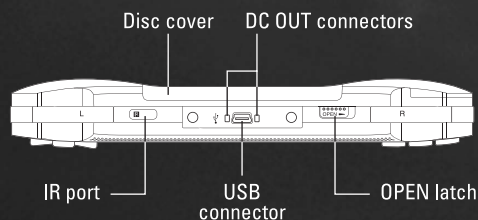
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GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT **Castlevania: The Dracula X Chronicles UMD™** disc with the label facing away from the system. Slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the × button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

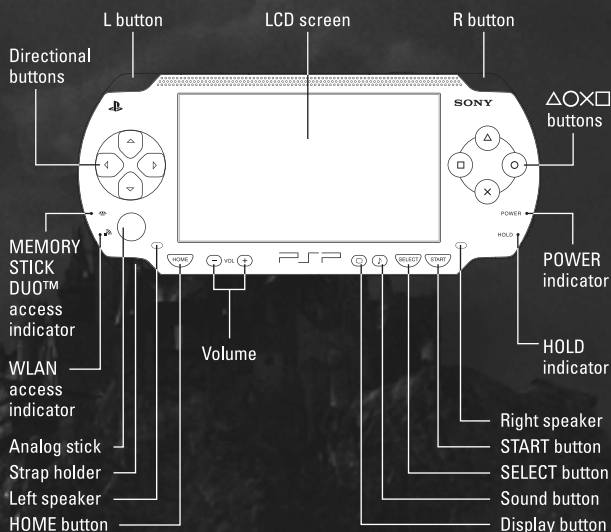
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same Memory Stick Duo or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration



Castlevania: Dracula X Rondo of Blood Story PROLOGUE

In the halcyon days of yore, overripe with peace and prosperity, not a soul believed that tomorrow could bring anything but more of the tranquil plenty about them...

But peace and prosperity always give rise to the wicked; those who would deny mankind comfort, and grow bored of peace. A dark congregation of such villains began to gather, plotting to revive an unholy power to destroy the decadent world and begin anew.

Their ambitions for the new world to be born grew steadily, mirrored in the leering grins etched upon their faces.

A century later, that vile creature was reborn unto the world.

Taking the form of bat, wolf, or mist at will, he stalked the land by night, draining young maidens of their blood to feed his own immortality.

Thus the malefic Count Dracula, lord of Castlevania, came to live again.



Richter Belmont

A vampire hunter at 19, Richter is a direct descendent of Simon Belmont. Armed with an unwavering sense of justice and the ancestral Belmont whip, Richter can also wield axes and daggers.

Maria Renard

A girl with distant blood ties to the Belmont clan. After being freed from imprisonment in Stage 2, she joins Richter as a playable ally. Perhaps due to her youth, 12-year-old Maria is candid and unaffected, and hates to lose.



Count Dracula

Lord and master of Castlevania, and the root of all evil. Though unparalleled in his cruelty, he maintains a regal air of elegance and grandeur.



CONTROLS

The controls listed in this manual refer to the game's initial button settings. For more information on various action controls, see pages 10-12.

PSP® (PlayStation® Portable)



Directional buttons	Select an option (←, →) Move left or right (↑) Ascend stairs (↓) Descend stairs, crouch (X button while holding ↓ on the directional buttons) Slide (Maria)
A button	Item Crash
B button	Attack (Along with ↑ on the directional buttons) Attack with sub-weapon
O button	Cancel Return to the previous screen
X button	Confirm Jump (Quickly tap the X button twice) Backflip (Richter) (Press the X button again while mid-jump) Double-jump (Maria)
START button	Display the Pause menu (P.9)
HOME button	Quit the game

* Press the HOME button to exit the game at any time.

STARTING THE GAME

After properly inserting the UMD™ and turning on the power, the logo and opening movie will appear, followed by the title screen.

Title Screen

Press the START button to display the following menu. Move the cursor with the directional buttons, then press the A button to enter.



Game Start	▶ Create a file at the Main menu to start game.
Original Game	▶ Players can unlock the original Castlevania: Dracula X Rondo of Blood and Castlevania: Dracula X Symphony of the Night by clearing certain conditions. See P.16 for more details.
Sound Test	▶ Listen to background music from the game.
Options	▶ Change button or language settings. Once the Original Game feature has been unlocked, players can also change display size and wallpaper settings.

Main Menu

Players can name their save files, or continue from an existing save.

File

Players can create up to 3 files.



Stage Completion

Displays the percentage of the game's stages cleared.

Enter Name	▶ Enter a name to begin a new save file.
Change Name	▶ Change the name of an existing save file.
Delete File	▶ Delete an existing save file.
Copy File	▶ Create a new file by copying an existing save file.

* Be careful, as deleted save files cannot be restored.

Begin a New Game

Select Enter Name, choose a blank file, and press the X button to begin a new game. After entering a name, select the newly created save file and press the X button to progress to the Game menu.



About Saving (saving game data and Quick Saves)

Both the remastered and original versions of Castlevania: Dracula X Rondo of Blood have an auto-save feature. Be sure to insert a Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 544 KB of free space into the Memory Stick Duo Slot when playing. Choosing Quick Save from the Pause menu (P9) will create a temporary save file. Be careful, as when that save data is loaded, the Quick Save data will be erased.

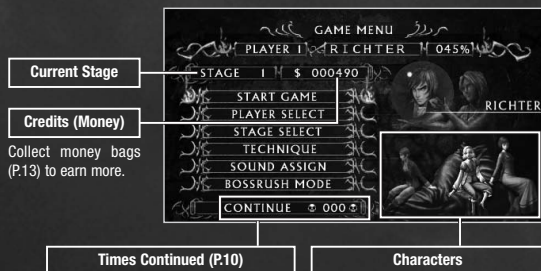
Continue an Existing Game

Use the directional buttons to select the save file to continue from, then press the X button.

Game Menu

This screen is displayed before the game begins, and lets players confirm their save file or adjust game options.

* The number of options available will increase as the game progresses.



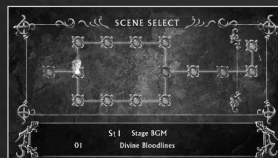
Allies rescued within the game's stages.

Start Game	▶ Begin the game on the stage chosen in the Select Stage menu.
Player Select	▶ Select which character to control (after rescuing Maria).
Stage Select	▶ Select a stage to play from a list of previously cleared stages.
Techniques	▶ Select a boss's name from the list and press the A button to watch a strategy tutorial movie in exchange for credits. Press the START button to quit the movie at any time.
Sound Assign	▶ Choose the background music for each stage.
Boss Rush Mode	▶ Take on the game's bosses one after the other (P.14).

* After creating a Quick Save file (P.9), the Start Game option becomes Continue.

Sound Assign

Clear stages and collect sound items (P. 13) to unlock new music, then set them as the background music for each stage. After selecting a stage, use the directional buttons to choose a music track, then the button to confirm your selection.



PLAYING THE GAME

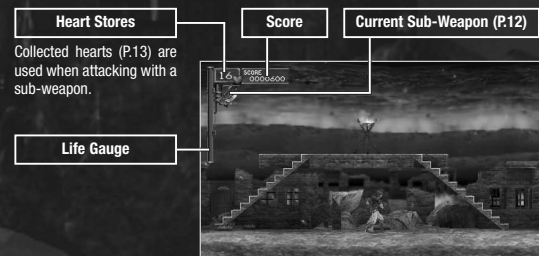
You control vampire hunter Richter Belmont as he progresses from stage to stage toward the ultimate showdown with Count Dracula at the end of the final stage.

Stage Flow

There are 9 stages in total. By defeating the boss located at the end of each stage and collecting the magic jewels they leave behind (P.13), players clear that stage and unlock the next. In stages with multiple paths, players can clear the stage after passing through a hidden entrance to unlock the next stage along the secret route, different than those in the standard game route.

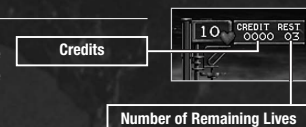
* Some routes do not end with a boss fight.

Viewing the Game Screen



Pause Menu

Press the START button on the game screen to open the Pause menu.



Resume	▶ Exits the Pause menu and returns to the game.
Quick Save	▶ Creates a temporary save file and returns to the title screen. Select Continue from the Game menu (P.8) to begin again from the beginning of the stage where the Quick Save was made.
Title	▶ Exits the game and returns to the title screen.

Results Screen

The player's remaining life gauge and number of hearts are added to their score when they clear a stage.



Game Over

Touching or being attacked by an enemy lowers the life gauge. If the life gauge reaches zero, or the player falls into water, the number of remaining lives will go down by 1. When that number reaches zero, the game ends, and the following menu appears.



* Players can confirm the number of remaining lives from the Pause menu.

Continue	▶ Begins the game again from the start of the stage.
Change Character	▶ Begins the stage again with the other character (once Maria is rescued).
Save and Quit	▶ Saves the player's progress and returns to the title screen.

Status Ailments

Player will naturally recover from Status Ailments as time passes.

	Curse ▶	The player's movement is slowed for a set period.
	Petrification ▶	Turns the player to stone, preventing any movement. Alternately tap ◀ and ▶ on the directional buttons to recover quickly.

ACTIONS

Players will need to know how to move, jump, and attack enemies in order to survive. The basic controls for Richter and Maria are the same.

Move: Directional buttons

Press **←** or **→** on the directional buttons to move the protagonist in that direction, or press and hold **↓** to crouch.

Stairway Controls

By holding  or  on the directional buttons while moving the protagonist, players can ascend or descend stairs.

Holding  while pressing the  button allows players to jump onto stairs, while holding  and pressing the  button jumps off of a stairway.



Jump / Backflip: ⊗ button

Press the  button to jump in place, or tap  again quickly to perform a backflip.

* Only Richter can perform a backflip.

Attack: button

Press the button to launch a frontal attack.

Sub-Weapon Attacks

By holding **↑** on the directional buttons while pressing the **Ⓜ** button, players can expend hearts to attack with their equipped sub-weapon, if applicable. Sub-weapons can be found like other items (P.13). If players already have a sub-weapon and collect a new one, the protagonist will switch to the new sub-weapon.

Item Crash: button

Players with a sub-weapon equipped can expend a large quantity of hearts to perform a powerful special attack by pressing the  button while the number of hearts shown on screen (P.9) is blinking.



Sub-Weapons

There are a variety of different sub-weapons to be found in the castle. Each consumes a different number of hearts to use.

◆ Richter's Sub-Weapons

Knife	▶ Weak but quick, it flies in a straight path when thrown.
Axe	▶ Hurls a powerful weapon through the air in an arc.
Cross	▶ Flies forward a set distance, then returns like a boomerang.
Pocket Watch	▶ Temporarily slows enemies' movements. Some enemies are immune.
Holy Water	▶ Though weak, it spreads a broad swath of fire along the ground.
Grimoire	▶ Flies out from the user in a spiral, defeating enemies.
Key	▶ Opens normally sealed doors, but disappears after one use. Maria can also use keys.

◆ Maria's Sub-Weapons

Cat	▶ Charges at the enemy. Effective against enemies on the ground.
Turtle	▶ Covers the player in a turtle's shell, leaving them slow but invincible.
Dragon	▶ Sends a powerful dragon flying forward to attack enemies.
Cardinal	▶ Two light-hitting red birds fly upwards at an angle to attack foes.
Egg	▶ Releases a chick when dropped that flies away through the enemy.
Book of Music	▶ Though relatively weak, Maria can use her singing voice as a weapon.

Collecting Items

Defeating enemies, snuffing candles, and destroying walls can uncover items, which players can then collect.



◆ Items

	Small Heart	▶ Equivalent to 1 heart. Collect these for use with sub-weapon attacks.
	Large Heart	▶ Equivalent to 5 hearts. Collect these for use with sub-weapon attacks.
	Money Bag	▶ Increases the player's score and credits. Each type has a different effect.
		
		
	Food	▶ Refills the life gauge. Each type has a different effect.
		
		
	1UP	▶ Increases the number of remaining lives by 1.
	Rosary	▶ Destroys all enemies on the screen.
	Sound Item	▶ Unlocks new music. Change the background music in the Sound Assign menu (P.8).
	Invisibility Potion	▶ Renders the player temporarily invincible.
	Magic Jewel	▶ Collect these after defeating bosses to completely restore the life gauge and clear the current stage.

BOSS RUSH MODE

In this mode, players square off against bosses in consecutive battles. Play alone, or use the PSP® system's ad hoc network function to play with 2 players.

Boss Rush Menu

Select Boss Rush Mode from the Game menu to display the screen to the right. Choose one of the following 3 play modes, then continue on to the Stage Select. Choose END to go back to the previous screen.



Clear Time

Displays the quickest clear times for each stage.

Stand Alone	▶ Play the Boss Rush Mode solo.
Host	▶ Act as the host for 2-player cooperative play.
Client	▶ Act as the client for 2-player cooperative play.

Select Stage / Character

First select host or client (for ad hoc version), and select the stage using the directional buttons, then confirm with . Then choose Richter or Maria at the following Select Character menu and press the button to begin playing.



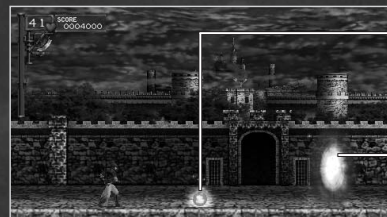
♦ Stage Types

Random Rush	▶ Bosses appear in random order.
Standard Route Rush	▶ Bosses from the standard route appear in order.
Boss Rush Dash	▶ Bosses from the secret route appear in order.
Full Boss Rush	▶ All of the bosses appear in order.

* Players can only play Random Rush initially, and must unlock the other modes by progressing through the game.

Stage Setup

In this mode, stages are made of alternating item rooms (where the player can prepare themselves) and boss rooms, connected via warps. Defeat bosses to earn magic jewels, and topple the last boss in the lineup to clear the stage.



Magic Jewel

Completely refills the life gauge.

Warp

Touch this to proceed to the next room.

Results Screen

After clearing the stage, this screen displays the player's clear time, and may reward quick times with special items such as sound item (P. 13).



Game Over

The game is over if the life gauge reaches 0 (in 2-person play, the game is over when either player's life gauge hits 0), and the following menu is displayed.

Retry	▶ Starts the stage again from the beginning with the same settings intact.
Change Conditions	▶ Returns to the Boss Rush menu, where players can change their settings.
Quit	▶ Exits from Boss Rush Mode to the Game menu.

Notes About 2-Player Co-Op

Playing the 2-player cooperative mode requires two PSP® systems running Castlevania: The Dracula X Chronicles, with both WLAN switches set to ON.

The Original Game

Players who fulfill certain conditions in the remastered **Castlevania: Dracula X Rondo of Blood** can unlock the original version of the game.

Castlevania: Dracula X Rondo of Blood

Made in 1993 for the PC Engine Super CD-Rom 2 in Japan, this title boasted *Castlevania* firsts in the form of recorded voiceovers and a new playable character, Maria, and still commands a significant following.

* Basic game contents and game controls for the original are the same as in the remastered version.

Castlevania: Dracula X Symphony of the Night (P.17-28)

Released for the PlayStation in 1997, *Symphony of the Night* is set 5 years after the events in *Castlevania: Dracula X Rondo of Blood*, and stars the evil Count's son, Alucard.

* See the following *Castlevania: Dracula X Symphony of the Night* manual for more information.

Castlevania: Dracula X Rondo of Blood



Castlevania: Dracula X Symphony of the Night



Castlevania: Dracula X Symphony of the Night Story PROLOGUE

After enduring countless struggles, Richter Belmont ultimately triumphed over the revived Count Dracula, brought back into this world by the dark priest Shaft.

4 years later, Richter mysteriously disappeared one full-mooned night, marking the start of Maria Renard's wandering in his pursuit.

Along her way, the sudden appearance of the vile Castlevania – said only to be resurrected once a century – made her destination clear. Elsewhere, another strange happening beset a solitary man.

A man called Alucard.

After striking down his own father, Count Dracula, with the aid of Trevor Belmont, Alucard had sought to end his accursed bloodline by sealing his powers away and entering into an eternal sleep. His slumber interrupted, Alucard learns of his vile home's reemergence. And so it was that a disparate group of fated souls were once more drawn to the Castlevania's foul gates, each with their own goals, as the ever-vigilant moon silently observed from its heavenly perch...

Alucard

Born of the union between Count Dracula and a human. His androgynous beauty and delicate build belie tremendous physical prowess and a mastery of the dark arts. Though a melancholy and taciturn youth, he is intelligent and level-headed.

Lisa

Alucard's mother, and the only woman that Count Dracula ever loved. Her attempts to save her village from a plague with hand-made medicines saw her tried and killed as a witch.

Count Dracula

Alucard's father, lord of the cursed Castlevania, said to reappear once every 100 years, though count and castle alike were destroyed by Richter Belmont 5 years ago. Dracula stands supreme over the world's evil with his unparalleled black sorcery.

CONTROLS

The controls listed in this manual refer to the game's initial button settings. For more information on various action controls, see pages 22-23.

PSP® (PlayStation® Portable)



Directional buttons	▶ Select an option Move (↑) Sit in a chair, save (P.20) (↓) Crouch, (along with the X button) jump down from certain floors
△ button	▶ Attack
○ button	▶ Cancel Return to the previous screen
× button	▶ Confirm Jump
START button	▶ Display the Sub menu (P.24)
SELECT button	▶ Display the stage map (P.21)

STARTING THE GAME

Press the START button when prompted at the title screen, then select Start Game to proceed to the Main Menu.

Main Menu

Players can choose from following four options.



File Select	▶ Select the save file to play.
Name Change	▶ Change the name of an existing save file.
File Copy	▶ Create a new file by copying an existing save file.
File Delete	▶ Delete an existing save file.

* Be careful, as deleted save files cannot be restored.

Begin a New Game

Choose Select File, select a blank file, and press the X button to begin a new game. After entering a name, press the START button to start playing.

Continue an Existing Game

Choose Select File, select the save file to continue from, then press the X button.

About Saving (saving game data and Quick Saves)

Castlevania: Dracula X Symphony of the Night does not have an auto-save feature. Use a save room (P.20) to save your game data, or create a Quick Save of your progress using the Quick Save option in the Sub menu (P.28).

Note that Quick Save cannot be used for Castlevania: Symphony of the Night if the game has not yet been saved in a Save Room.

PLAYING THE GAME

You primarily control Alucard as he explores the halls of Castlevania, defeating foes to enhance his own powers and proceeding to the castle's innermost chambers.

Castlevania's Rooms

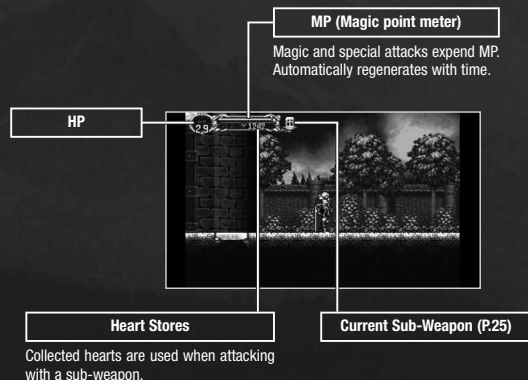
Dracula's vile stronghold is comprised of myriad rooms, which players can freely move throughout as they seek out the Count. Some magical relics you encounter (P.26) will grant you special powers that allow you to proceed into previously inaccessible areas.

Save Rooms / Warp Rooms

Press **↑** on the directional buttons at the center of a save room to save, or a warp room to warp. When saving, both MP and HP are restored to full, and any status ailments are cured.

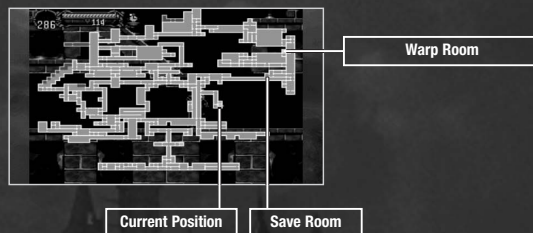


Viewing the Game Screen



Stage Map Screen

Press the SELECT button from the game screen to view explored rooms (shown in blue) and your current position. After acquiring a certain item, the entire map will be displayed, including unexplored rooms (shown in dark blue).



Sub Menu (P.24-28)

Press the START button from the game screen to display the Sub menu. From this menu, players can view their abilities, equip items, and adjust system settings.

Game Over

Touching or being attacked by an enemy, or being underwater, reduces HP. If the player's HP reaches 0, the game ends and returns to the title screen.

Status Ailments

Some special enemy attacks can cause status ailments. All of them are automatically cured after a set time passes.

	Poison	Reduces attack and defense power. Curable using an Antivenom item.
	Curse	Prevents weapon use for attack or defense. Curable using an Uncurse item.
	Petrification	Turns the player to stone, preventing any movement. Alternately tap ← and → on the directional buttons to recover quickly.

ACTIONS

Players take control of 3 characters, each with their own unique actions beyond the shared movement and jumping.

Shared Actions (Move / Jump)

Press **←** or **→** on the directional buttons to move the protagonist in that direction, or press and hold **↓** to crouch. Press the **⊗** button to jump.

Richter's Actions

At the start of a new game, players will reenact the final scene from Castlevania: Dracula X Rondo of Blood as the game's protagonist, Richter Belmont. Below is a list of Richter's actions.

⊕ button	▶ Standard attack
⊕ button while holding ↑ on the directional buttons	▶ Sub-weapon attack
⊕ button and ↑↓↔ on the directional buttons	▶ Dash attack
△ button	▶ Item Crash
Directional buttons while holding ⊕ button	▶ Brandish whip
⊗ button while holding ↓ on the directional buttons	▶ Slide
Quickly tap the ⊗ button twice	▶ Backflip
Hold ↓ on the directional buttons, then ↑ and the ⊗ button	▶ High jump

Alucard's Actions

Alucard can equip weapons (P.25) in both his right and left hands to use when attacking. Some of the magical relics (P.26) he discovers within the castle will allow him to perform new actions.



△ button	▶ Back dash
Hold ↓ on the directional buttons, then ↑ and the ⊗ button	▶ High jump
R button	▶ Transform into a bat and back.
L and R button	▶ Transform into mist and back.
L button	▶ Transform into a wolf and back.

* Some of Alucard's actions can only be performed after obtaining a relic.

Standard Attacks / Using Items

Press the **⊕** button with a weapon equipped to the right hand (or the **⊕** button for left-hand weapons) to execute a frontal attack. If a usable item is equipped to either hand instead of a weapon, pressing the **⊕** or **⊕** button will use the corresponding item.

Sub-Weapon Attacks

Hold **↑** on the directional buttons and press the **⊕** or **⊕** button while equipped with a sub-weapon to expend hearts and perform a sub-weapon attack.

Shapeshifting

Special artifacts Alucard will find along the way will grant him the power to shapeshift into the following forms.

	Bat	▶ Transform into a bat and fly freely through the air. Gradually consumes MP.
	Wolf	▶ Transform into a wolf and dash by quickly tapping ← or → on the directional buttons twice.
	Mist	▶ Transform into intangible mist and pass through certain walls. Gradually consumes MP.

Maria's Actions

After fulfilling certain conditions in the game, players can use Maria as a controllable character. Below is a list of Maria's actions.

⊕ button	▶ Standard attack
⊕ button while holding ↑ on the directional buttons	▶ Sub-weapon attack
△ button	▶ Item Crash
L and R buttons	▶ Dash
Press the ⊗ button again while mid-jump	▶ Double-jump
⊗ button while holding ↓ on the directional buttons	▶ Slide

Sub-weapon attack

It is possible to hold two of Maria's sub-weapons (Cat, Turtle, Dragon, and Cardinal) at any one time. You can swap between the two by pressing the **⊕** button (default controls). Only the currently equipped sub-weapon can be used. When another sub-weapon is picked up, it replaces the sub-weapon that was in the spare slot.

SUB MENU

Press the START button from the game screen while controlling Alucard to display the Sub menu, which allows players to view stats and change equipment.

Sub Menu

Shows the current protagonist's status and abilities. Choose a command with the directional buttons, then enter with the  button.



Equip menu (P.25) Relics menu (P.26) Spells menu (P.27)

System menu (P.28) Familiars menu (P.28) Quick Save (P.28) Quit (P.28)

♦ Player Stats

HP	▶ The protagonist's life force. The game ends if the player's HP reaches 0.
MP	▶ The protagonist's magical energy, consumed when using spells or special attacks.
HEARTS	▶ Displays the player's store of hearts, used to perform sub-weapon attacks.
LEVEL	▶ The player's current level. Collect EXP to grow stronger.
STATUS	▶ Displays any status ailments afflicting the player.
ATK	▶ The sum of the player's basic strength (STR) and their equipped weapon's attack power.
DEF	▶ The sum of the player's basic constitution (CON) and their equipped armor's defense power.
ROOMS	▶ The number of rooms the player has entered.
KILLS	▶ The number of foes the player has defeated.
STR	▶ The player's basic strength, which influences attack power.
CON	▶ The player's basic constitution, which influences defense power.
INT	▶ The player's intelligence, which influences magic attack power.
LCK	▶ How good the player's luck is, which influences critical hits and other factors.
EXP	▶ The total amount of experience amassed so far.
NEXT	▶ The amount of experience required to reach the next level.
GOLD	▶ The player's current funds.
TIME	▶ The total play time so far.

Equip

View or change currently equipped equipment. Use the directional buttons to select the desired equipment type, then choose the item to equip from the list and press the  button to confirm. Select an item with the  button to exchange its place within the list with another item, or place the cursor on the currently equipped item and press  to sort your inventory by type.

* Usable items such as food and medicine can only be used by equipping them to the left or right hand.



Remove currently equipped items.

Weapon Types

A wide variety of weapons line the halls of Castlevania, including some wielded with both hands, or combinations of right- and left-hand equipment that produce a special effect together.

Sub-Weapons

The following sub-weapons can be found throughout the castle.

Knife	▶ Weak but quick, it flies in a straight path when thrown.
Axe	▶ Travels in an arc, ideal for defeating overhead foes.
Cross	▶ The ultimate sub-weapon, the cross damages all enemies on screen.
Stopwatch	▶ Freezes time for all on-screen enemies. Some foes are immune.
Holy Water	▶ Spreads a sacred flame when cast to the floor, burning enemies.
Bible	▶ Assails foes with holy scripture.
Rebound Stone	▶ Ricochets off of the floor and walls, hurting any foes it passes through.
Agunea	▶ Attacks enemies with holy lightning. Hold down the  button after hitting an enemy to deal sustained damage.
Vibhuti	▶ Damages enemies with sacred ash.

Item Crash

Each sub-weapon has an extremely powerful alternate attack that consumes a large quantity of hearts. Press the  button when the player's number of hearts displayed on-screen is blinking to execute an Item Crash attack.

* Only Richter and Maria can use the Item Crash attack.



Relics Menu

View the list of acquired relics, or press the  button to turn their effects on and off. Relics are special items found throughout the castle which grant the bearer a broad spectrum of special abilities.



Relics

Here are just some of the many relics hidden within the castle's halls.

Cube of Zoë	▶ Destroying lanterns yields items.
Spirit Orb	▶ Displays the amount of damage dealt to foes.
Faerie Scroll	▶ Displays the names of enemy characters.
Jewel of Passage	▶ Enables the player to open glowing blue doors.
Merman Statue	▶ Summons the ferryman to a certain spot in the underground waterway.
Tooth of Vlad	▶ One of the five corporeal remnants. Raises STR (P.24) by 10.

Spells

View a list of learned spells and their effects and MP costs. Spells are executed by entering a specific command, and consume MP. After being cast once, spells appear in the list to the right.



About Elements

Certain items may have special characteristics such as elemental alignment, which deal extra damage to some foes, or are nullified or absorbed by others. A weapon's element can be determined by the different color enemies flash when struck.

Items

This list presents a selection of standard items.

	Heart	▶ Expended when attacking with a sub-weapon. Small hearts fill the store by 1, large hearts by 5.
	Money Bag	▶ Adds funds to your current total. Different types contain different sums.
	Life Vessel	▶ Increases the player's maximum HP (life) capacity.
	Heart Vessel	▶ Increases the player's maximum heart capacity.

System

Players can customize their game settings using the directional buttons to select an option and change settings. Additional options are added as the game progresses.



Familiars

View a list of the familiars in your employ and their abilities. Familiars are allies that appear at the player's side when the corresponding relic is turned on, and act on their own to attack foes or serve other functions to aid the protagonist.



* Only 1 familiar can be brought out on-screen at a time.

Familiar's Level

EXP (P.24) from foes defeated by a familiar counts for both that familiar and the protagonist. As familiars rise in level, their abilities grow and become stronger.

Quick Save

Saves the player's progress as a Quick Save file and returns to the title screen. Select "Yes" and press the **X** button to enter. When continuing, choose Select File within the Main Menu (P.19), and select the file containing the Quick Save data, then press the **X** button.

* Be careful, as Quick Save data will disappear once loaded.

Quit

Quit the game and return to the title screen.

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Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under [Game] in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™.
- If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select [System Settings] under [Settings] from the home menu, and then select [System Information]. If the System Software field displays the version number of the update, the update was successful.

