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GAME BOY ADVANCE



INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games, and related products.



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**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play information.
For automated game play tips and news, call Nintendo's Power Line at: **1-425-885-7529**.
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-800-521-0900

Available in U.S. and Canada - \$1.50 per minute (U.S. funds)

Please have Visa or MasterCard ready

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under 18 need to obtain parental permission to call. Prices subject to change.

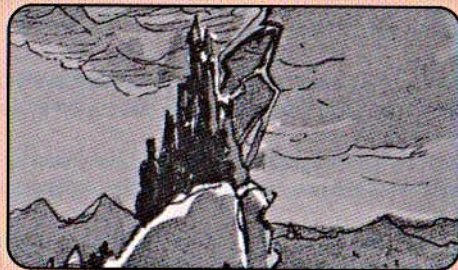
TTY Game Play Assistance: 425-883-9714



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High in the castle on the hill, the evil Count has waited 100 years for another stab at you. Defeat his legion of ghosts, bats, and zombies, and then fight him in a duel to the death!

GAME ADVANCE
PLAYTHROUGH

INTRODUCTION

Good Eeeevening!

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

To destroy the curse of the evil Count forever.

Unfortunately, everybody's home this evening: bats, ghosts, and every other kind of creature you can imagine. You'll find them all over the place—if they don't find you first.

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 find other weapons 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?

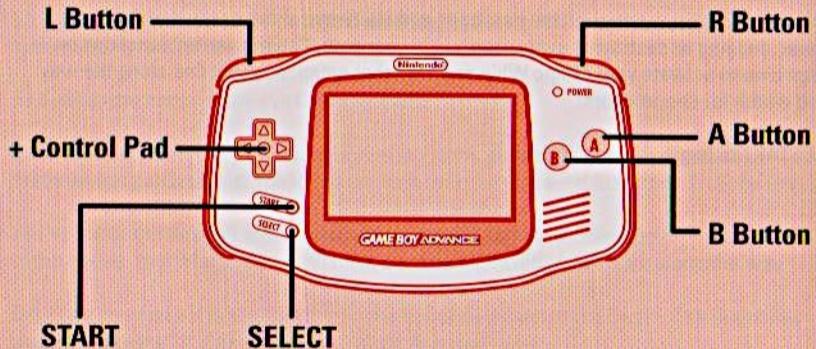
Castlevania can be played by one player.

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

Hit START to begin your nightmare.

CONTROLS

Insert the Game Pak into the Game Boy Advance and turn the power ON.

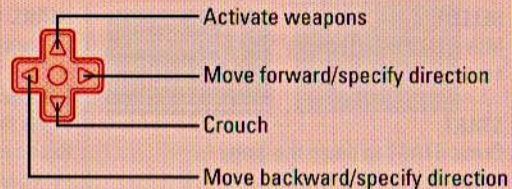


*For more information about the Game Boy Advance SP or the Game Boy Player, refer to the manuals for each system.

HOW TO PLAY

+ Control Pad

Move forward and backward, stand, crouch, jump at an angle, specify direction of attack.



A Button

Jump.

B Button

Use whip and all weapons.

Sample Moves

To Jump Diagonally: A Button and Left/Right on + Control Pad.

To Activate Whip: B Button and Left, Right, or Down on + Control Pad.

To Activate Weapons: B Button and Up on + Control Pad.

To Crack Whip or Activate Weapons: B Button.

TITLE SCREEN

SELECT

Move cursor on the title screen.



START

Press START to begin the game.

● Pausing the game:

Press START during play to pause the game.
To resume the game, press START again.

START + SELECT + A + B Buttons

Press simultaneously to reset the game.

L Button + R Button

Press the L and R Buttons simultaneously to access the system menu. Here you can reset, save, or sleep. Turn the power ON while holding the L and R Buttons to access a menu from which you can restore saved data to the default settings.

SYSTEM MENU

■ Continue

Continue your game.

■ Reset

Return to the title screen.

■ Save

Save to continue from the first stage of the last area you played. An area includes all the stages prior to a main boss.

■ Sleep Mode

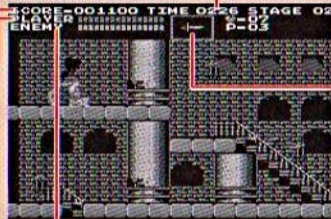
The power remains ON, but the liquid crystal display will turn off and the game will pause to reduce battery consumption.

*If the batteries run out during Sleep mode, the power will turn OFF.



THE SCREEN

Score



Power Level Indicator

You begin each game with three lives, and the indicator tracks the power remaining in each. As the creatures sap your strength, the indicator level drops. When the indicator is completely empty, you lose one life.

Enemy Power Level Indicator

This indicator tracks damage you've done to head creature in any given stage. When the level is completely empty, the creature is out of the game.

Time

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

Weapons Indicator

This indicator shows the latest weapon you've picked up and activated.

THE CREATURES

Vampire Bat



200 pts.

Zombie



100 pts.

Black Leopard



200 pts.

Fish Man



300 pts.

Phantom Bat



3,000 pts.

Queen Medusa



3,000 pts.

Medusa



300 pts.

Raven



200 pts.

Black Knight



400 pts.

White Skeleton



300 pts.

Red Skeleton








400 pts.





Eagle



300 pts.

THE CREATURES






Hunchback	Dragon Skull Cannon	Axe-Man	Ghost	Skele-Dragon
				
500 pts.	400 pts.	500 pts.	300 pts.	1,000 pts.

Frankie	Mummy	Grim Reaper	The Count!
			
5,000 pts.	3,000 pts.	7,000 pts.	50,000 pts.






A 100-point bonus is awarded for capturing each of these items:
Fire Ball, Mummy Wrapping, 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.

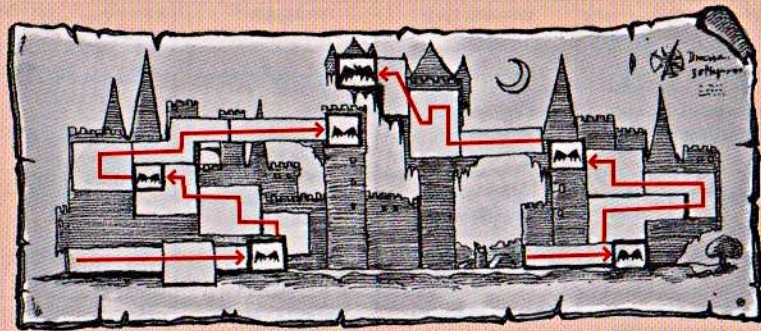
Weapon	On-screen Symbol	Where to Look	Power	Comment
Watch		Hidden on path or in creature	Stops enemy action (with some exceptions)	Costs you five small hearts for each use
Dagger		Hidden on path or in creature	Fast, accurate weapon	Makes target object disappear
Axe		Hidden on path or in creature	Slow but powerful attack weapon	
Fire Bomb		Hidden on path or in creature	Splits the earth under target creature	Incinerates anything on path
Boomerang		Hidden on path or in creature	Powerful attack weapon that returns after thrown	

THE WEAPONS

Weapon	On-screen Symbol	Where to Look	Power	Comment
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 five extra shots per weapon	
Cross		Hidden on path or in creature	Destroys all on-screen 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 two different stages	Short chain for 1st level, long chain for 2nd level boost

Weapon	On-screen 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	Throw 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	Throw weapons three 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 regain all lost power	Can clear creatures from entire stage

WELCOME TO CASTLEVANIA!



SAVING

Save your Game

When your game ends you can save the level you've played to. The next time you play, you'll start from the beginning of the last level you reached.

Game Over

If you fail to clear a level within the time limit, fall down a hole, or are defeated by an enemy, your game is over. When this happens, choose CONTINUE to continue playing from the start of the last level you reached.

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This warranty is only valid in the United States and Canada.