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- Complete list of every weapon and object
- Exclusive interviews
- Bonus art section
- Secrets you won't find anywhere else
- Everything mapped
- Advanced tactics
- Flipped spoiler section
- Detailed history of the series
- Written by hardcore Castlevania fans

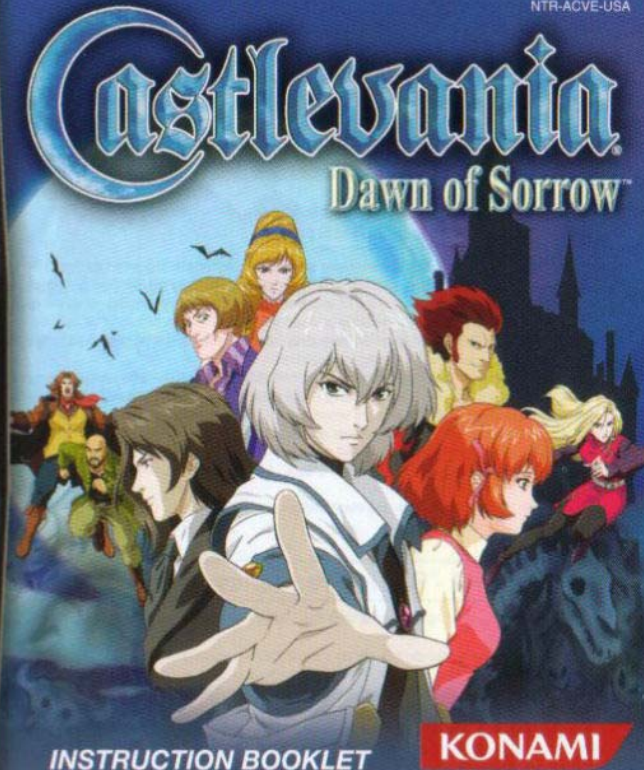
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EmuMovies

NINTENDO DS™



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD 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 - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

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.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, 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, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

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TABLE of CONTENTS

Starting the Game	2
Title Menu	4
Basic Controls	5
Touch Screen Functions	6
Game Screens	9
Status Screens	10
Tactical Souls	12
Save / Load	15
Status / Settings Menu	16
Game Over	19
Enemy Set Mode	20
Wireless Modes	21
Characters	22

Thank you for purchasing Castlevania® Dawn of Sorrow. Please note that this software is designed for use with the Nintendo DS™ system. Be sure to read this instruction manual thoroughly before playing.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



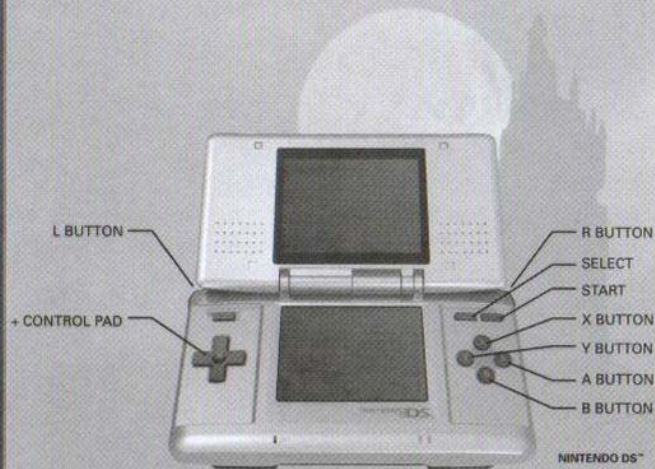
STARTING THE GAME

2

1. Turn OFF your Nintendo DS™ system by pressing the Power Button. **Never** insert or remove a Nintendo DS Game Card when the power is ON.
2. Insert the Castlevania® Dawn of Sorrow Game Card into the Game Card slot on the Nintendo DS. To lock the Game Card in place, press firmly.
3. Turn ON your Nintendo DS by pressing the Power Button. The Legal screen appears.
4. When the Title screen appears, touch the Touch Screen to advance to the Main menu.

STARTING THE GAME

3





OPTIONS ASSESSABLE FROM THE TITLE SCREEN

GAME START	Start a new game, or continue from a previously saved game.
WIRELESS MODE	Access SOUL TRADE or VS MODE.
SOUL TRADE	Trade souls you've collected in Dawn of Sorrow with another player, using DS Wireless Communications.
VS MODE	Compete with another player to see who can finish a selected map the quickest, via DS Wireless Communications.
SOUND CONFIG	Balance the Music, Voice, and Sound Effect portions of the sound settings to your liking.
BOSS RUSH MODE	You must unlock this secret option. Fight against Dawn of Sorrow's bosses in rapid succession.
SOUND MODE BGM	You must unlock this secret option. Listen to any of Dawn of Sorrow's Music and Sound Effect pieces.
JULIUS MODE	You must unlock this secret option. Play Dawn of Sorrow as Julius Belmont.
ENEMY SET MODE	Create a custom map by selecting enemies to place on a VS MODE map.

BASIC GAME CONTROLS

+CONTROL PAD	Move player
A BUTTON	Perform a special attack with your equipped weapon. This attack consumes MP.
B BUTTON	Jump
X BUTTON	Swap between the your A and B equipment sets. You must acquire the Doppelganger Tactical Soul to use this ability.
Y BUTTON	Perform a normal attack with your equipped weapon.
R BUTTON	Use the Guardian-type Tactical Soul you have equipped.
L BUTTON	Dash backwards
UP + Y BUTTON	Use the Bullet-Type Tactical Soul you have equipped.
DOWN + B BUTTON	Slide when on normal terrain. Jump down to a lower level when on narrow platforms.
SELECT	Swap between Map View and Status Window sub-screens.
START	Display Status / Settings menu.
L BUTTON + R BUTTON	Soft reset.
+ SELECT + START	



Press Up on the +CONTROL PAD to activate a Warp Room. The Touch Screen will show where on the map you may choose to warp. Select the desired warp point using the +CONTROL PAD or the Touch Screen.

These special game functions require you to manipulate the Nintendo DS's Touch Screen with your finger or the stylus.

MAGIC SEAL SYSTEM

Celia Fortner's power over dark energy is so great, that she can supply certain chosen enemies with infinite power. These enemies are the extremely large and powerful level bosses who guard certain key parts of the Castle. You cannot defeat these enemies by simply damaging them; they'll keep reviving. To truly defeat these enemies, you need to damage them and then cut them off from the source of their power with a Magic Seal. You must draw the Magic Seal's shape on the touchscreen quickly, or the boss will revive and you will have to fight it again!

Follow these steps to use your Magic Seals effectively:



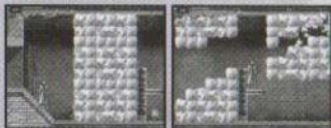
1. Search for the hidden Magic Seals. They will be more powerful than the Seal Yoko teaches you at the beginning of the game. You will learn how to draw a Magic Seal when you find it.
2. Fight boss enemies, and reduce their HP to 0.
3. After you have reduced the boss's HP to 0, the Touch Screen will display the Magic Seal circle.



4. You must draw the Magic Seal with a single stroke – don't lift your finger or stylus from the Touch Screen! You will successfully draw the seal if you connect the indicators around the circle in the correct order.
5. If you entered the Magic Seal correctly, it will activate and completely banish your enemy.
6. If you entered the Magic Seal incorrectly, then the enemy will revive and regain some HP. You must reduce its HP back to 0, and try to banish it with a Magic Seal again.

* During the game, you can practice drawing Magic Seals by selecting "Magic Seal" in the Status Menu. Practice new Seals after you acquire.

DESTROY CRYSTAL BLOCKS



After you defeat the Balore enemy, you will gain the ability to shatter crystal blocks. Touch the area where the block you want to shatter is on the Touch Screen. You can shatter any block that you can see on the screen.

COMMAND FAMILIARS



Some Guardian-type tactical souls will create a familiar that follows Soma as he moves. Typically these familiars will attack whatever enemies are nearest. However, if you tap the enemy with the Touch Screen, your familiar will focus its attacks on that enemy.

You will encounter several different types of game screen as you play Dawn of Sorrow.

TOUCH SCREEN (Normal Screen)

Equipment
Set A and B Indicator



HP / MP Gauge
Player
Enemy

SOUL COLLECTION SCREEN

Soul Effect Explanation



Soul Name
Tactical Soul Types
Red: Bullet-Type
Blue: Guardian-Type
Yellow: Enchant-Type
Silver: Ability-Type

TOP SCREEN



During the game, press SELECT to switch between the Map View and Status Window.

Press **START** during gameplay to open the Status / Settings menu.

PLAYER STATUS

Stats

Character Attributes

Menu Screen



Total Play

Time Percentage
of Map Uncovered

LV Current experience level

HP Health Points

MP Magic Points

ATK Attack strength

DEF Defense

STR Strength

CON Constitution

INT Intelligence

LCK Luck

STATUS Good

Poison

Curse

Stone

EXP Total experience points

NEXT Experience points required for next level up

GOLD Total gold

TIME Total play time

RATE Percentage of map uncovered

TEXT WINDOW Help text

SETTINGS MENU

Equip Equip items and souls

Use Item View inventory and use items

Ability Check and toggle Ability-Type souls

Suspend Quick Save

Config Check and change button configuration

Enemy View information on defeated enemies

Library Explains key terms

Magic Seal Check and practice Magic Seals

When you defeat an enemy in Dawn of Sorrow, there is a chance that it will drop a Tactical Soul that you can add to your arsenal. Collect as many Tactical Souls as you can!

TACTICAL SOUL TYPES



Bullet-Type Soul

Bullet-Type souls consume MP each time you use their ability. Many of them let Soma launch projectiles of varying kinds. Others usually give Soma some other kind of attacking ability.

Press Up on the +Control Pad and the Y Button to activate Bullet-Type Soul abilities.



Guardian-Type Soul

Guardian-Type Souls continually drain Soma's MP while they are activated. They grant a range of persistent magical effects, such as creating a shield or summoning a familiar to fight with you. With all Guardian-Type Souls, the player can control how long the soul's effect lasts. It will often be dictated primarily by how much MP Soma has.

Controls vary somewhat from Soul to Soul with the Guardian-Type. Some require that you press the R Button to activate and deactivate the effect, while others require that you continually hold down the R Button.



Enchant-Type Soul

Enchant-Type Souls grant special abilities to the player and do not consume MP. All you have to do to activate one of these souls is equip it. Most Enchant-Type souls grant stat bonuses. You equip them the same way you equip Guardian and Bullet-Type Souls.



Ability-Type Soul

Ability-Type Souls grant special abilities once they are in your possession. You do not have to equip them or spend MP on using them. Many of them grant additional movement powers, such as the ability to break crystal blocks or the double-jump ability. You can choose to toggle Ability-Type soul powers on and off in the Ability menu.

HOW TO GET TACTICAL SOULS

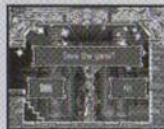
You collect tactical souls by defeating enemies. However, some enemies will release souls more regularly than others. Souls that grant more powerful effects have a lower chance of being released. Fortunately, stronger souls will not necessarily be more useful than weaker ones. Make sure you try out different combinations of all the souls you get in the game, and see what combinations best suit your own playing style.



Ability-Type Souls will always be released when you defeat the enemies that have them. Rare Ability-Type souls can be obtained by finding and destroying “soul-keepers” that are hidden in the game.

ADDITIONAL SOULS

You can collect up to 9 tactical souls from each kind of enemy in Dawn of Sorrow. The abilities granted by many tactical souls will become stronger if you have more copies of the soul in your possession. How much stronger the abilities become varies from soul to soul.



SAVE

You can save your game by entering the center of a Save Room and pressing Up on the +Control Pad. Save Rooms appear in red on the Map Screen.



LOAD

You can load and continue a game from the Select Data screen.

QUICK SAVE

If you cannot quickly reach a save room and need to end your game, you can go to the Status / Settings Menu and choose the “Suspend” option. This will create a special save file, and then take you immediately back to the title screen. You can continue your game later from your Quick Save data. Note that in some areas of the game, such as boss battles, you will not be able to choose the “Suspend” option. Your quick save data will be erased after you resume your game.

EQUIP

Press Left or Right on the +Control Pad, or the L or R Buttons, to switch between the Armaments and Souls equip menus.

**Armaments**

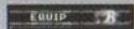
Check and equip the armaments you've acquired during the game. You can have up to three armaments equipped items at a time. Soma has three equipment slots for armaments: HAND (for weapons), BODY (for armor), and ACCESSORY.

**Souls**

Check and equip Bullet-Type, Guardian-Type, and Enchant-Type tactical souls.

**THE DOPPELGANGER**

Once the Doppelganger Ability-Type Soul is acquired, the player will gain the ability to set up two different equipment sets. These sets, which are called A & B, can be toggled between by tapping the X Button. You can create the sets by selecting Equip from the Status / Settings Menu.

**USE ITEMS**

There are many items in Dawn of Sorrow that will replenish HP, MP or remove adverse status effects when used. You can collect as many as 9 of each item.

ABILITY

Toggle Ability-Type effects on and off through this menu option.

**SUSPEND**

Allows you to make a quick game save if you must end a game session before finding a save room.

CONFIG

Change the control button configuration.

**ENEMY**

View details about the enemies you have defeated. Press the A Button to view more detailed information about a particular enemy. You can also check to see if an enemy's soul has been collected, as well as the effects of that soul. When you check the details of an enemy, you will be able to see which of the game's 11 damage types that enemy will resist or be vulnerable against.



- X Monster is vulnerable to this damage type.
- O Monster is resistant to this damage type.

The 11 Damage Types Are:

Bashing
Piercing
Slashing
Fire
Water
Electric
Dark
Holy
Poison
Curse
Stone

LIBRARY

Lets you read information about key people and terms in the game. As you explore more of the castle, more information will become available in the Library.

MAGIC SEAL

Check and practice drawing magic seals on the Touch Screen.

**GAME OVER**

When Soma's HP have been reduced to 0, the game will end. You may resume play from your last save data.



ENEMY SET MODE

In this game mode, you can place enemies onto one of the VS MODE stages. To place an enemy, use the stylus to touch the enemy's icon. Then drag the enemy's icon to the desired position on the map. Lift the stylus to position that enemy on the map. Note that when enemies that move on the ground are placed in the air, they will fall straight down until they land on a surface they can move normally on. Souls of enemies that you have collected in your single-player game will appear in the list. However, a few souls, such as those of boss enemies, will not be available in this mode.

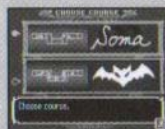


SOUL TRADE

In this mode you may trade souls with another player using DS Wireless Communications.

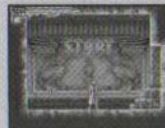
VS MODE

Play a VS game against another player using maps created in Enemy Set Mode.



COURSE SELECT

Select which of the courses created by the two players will be used for the VS MODE battle. Press Up or Down on the +Control Pad and confirm with A Button to choose a course.



VS MODE START

VS MODE will begin when the door that leads into the map opens. The player that reaches the course goal first will be declared the winner. The goal is the door to the next area, which will open up after all enemies have been defeated. The door will also open after a certain amount of time has passed.

◀ **SOMA CRUZ** (Age: 19)

The rebirth of Dracula, he has the ability to dominate the souls of monsters and use their powers as his own. A year ago, he learned that he was destined to become the dark lord. However, he overcame the chaos that raged within and escaped that fate.

◀ **MINA HAKUBA** (Age: 19)

Soma's lifelong friend and the sole daughter of the Hakuba Shrine's priest. A year earlier, she and Soma had been trapped within Dracula's Castle, which in turn was sealed within a solar eclipse. While she has no special abilities, she is most trusted by Soma.

◀ **HAMMER** (Age: 35)

Now a merchant, he retired from the military because of last year's incident. While he looks rough and resolute, he is actually aimless and irresponsible. He acts as an information broker through his shady business connections. He is hopelessly in love with Yoko.

◀ **YOKO BELNADES** (Age: 25)

A witch belonging to the Church and an expert at secretly disposing dark beings that threaten humans. She is a descendant of a clan that helped defeat Dracula in 1476.

She is friendly and nosy. Long acquainted with the Hakubas, she is like an older sister to Mina.

◀ **JULIUS BELMONT** (Age: 56)

A descendant of a clan of vampire hunters, he wields a generations-old whip named "Vampire Killer." He lost his memory when he defeated Dracula in 1999, and only regained it during last year's incident. He now assists the Church in their undertakings.

◀ **GENYA ARIKADO** (Age: unknown)

A member of a top-secret Japanese government agency. Shrouded in mystery, his true identity is known but to a handful of people. Although he is strikingly beautiful, his cold and detached demeanor makes him difficult to approach.





◀ **CELIA FORTNER** (Age: 26)

Celia is a shadow priestess that exercises great magical power and is the founder of a mysterious cult that will stop at nothing to orchestrate the second coming of the Evil Lord. With the disappearance of Dracula, she senses that the magical world has weakened, and in turn fears the loss of her own powers. As a result, she plans to plunge Soma's mind into darkness in an attempt to seize the power of the Evil Lord.

DARIO BOSSI (Age: 37) ▶

One of Dracula's potential successors, Dario has the ability to manipulate fire. He has possessed this ability ever since he absorbed some of Dracula's powers during his resurrection a year ago. His fiery personality and impulsive tendencies push him to immediate action.



◀ **DMITRII BLINOV** (Age: 37)

The other potential successor to Dracula's reign with the power to duplicate magical powers. Although he displays an outward impression of rashness and irresponsibility, he is fully prepared to take any measures necessary to accomplish his goal.

Castlevania

the belmont legacy

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YOUR TEETH INTO!

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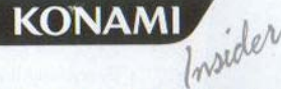
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