



## Introduction

According to legend, Dracula resurrects once every 100 years. In recent years, that pattern has been broken, and extreme cult members are out to break it again. It's time to tackle another treacherous castle and its many devils, taking head-on all the dangers that Darkness has to offer.

In true Castlevania form, Dawn of Sorrow offers up a host of hazards and secrets. If you need help conquering the challenges of this daunting castle, you've come to the right place. Our complete guide to Dawn of Sorrow will take you through the adventure, and ensure that you don't miss a single secret on the way.

***In this Castlevania: Dawn of Sorrow strategy guide, you'll find:***

- **Basic** tips and strategy to improve your general gameplay.
- **Complete Castlevania: Dawn of Sorrow Walkthrough**, with tactics for defeating all bosses and info on obtaining all special abilities.
- **Enemy List** with details on enemy soul abilities and tips for harvesting their powers.
- **Secrets**—lots of secrets. Dawn of Sorrow is packed with hidden stuff, and we help you uncover it all.



**Guide by:** Mark Ryan Sallee

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# Basics

## Offensive Tactics

In a game with just one regular attack button, you might think that your offensive strategy would be somewhat limited. And while, yes, combat in Dawn of Sorrow is pretty simple, there are a few things you can do to make your offensive more effective.

### Jump Attack

With almost all weapons, pressing the attack button while running will cause you to momentarily pause as Soma executes the attack. Until the attack animation is over, you'll be stunned, unable to move to avoid enemy attacks. However, there is a way to avoid this. If you jump just slightly off the ground before attacking with a short sword or long sword weapon, you can continue your forward movement while executing the attack. Furthermore, the moment you touch back down on the ground, the animation will end, letting you keep your mobility. Because jumping attacks have this property, it's best to make almost *all* of your attacks jumping ones. Get used to jumping before every attack and you'll find yourself slashing through enemies with the utmost of ease.

### Dash Cancel

Another way to speed up your attacks is to use a dash cancel. As we mentioned earlier, attacking while you're running will cause you to momentarily pause while Soma performs the strike. Normally, you're stuck in this animation until it finishes. However, a dash cancel will cut the animation short, letting you move away before the attack finishes.



To perform a dash cancel, simply attack while on the ground and quickly tap the backwards dash button. The dash will cancel the lag from your attack, letting you either jump away or quickly attack again. Using dash cancel, you can attack, cancel the recoil, and then quickly attack again for two very quick strikes. Tack on a jump attack to the beginning of this and you've got yourself a nice three hit combo that comes out wickedly fast.

## Dive Kick Maneuvers

The dive kick you earn when you gain the double jump ability is more than just a weak attack. More importantly, the dive kick will allow you to bounce off of objects to push yourself higher in the air. You can use this to get to high places (jump over an enemy, dive kick and then double jump again) or to simply jump over enemy attacks. The dive kick will often prevent you from taking damage from things that'd normally harm you, letting you more freely move about the many rooms of the castle.

## Doppelganger Variety

You'll gain the *Doppelganger* soul pretty early in the game, allowing you to equip yourself with two setups. You can equip two different sets of souls and two different sets of weapons and armor. Instead of just equipping two weapons you like, it's a good idea to equip two very different weapons. For example, keep your quick long sword as your primary weapon and equip your Doppelganger with a slow, arching hammer or sword. You'll find that weapons you may not always use will have their advantages from time to time, and keeping them handy will help in the long run.

## Magic Seal Practice

Some of the *Magic Seals* you acquire are difficult to execute, and you don't want to have trouble sealing a boss after a grueling fight. Before you enter a boss fight, it's a good idea to practice the *Magic Seal*. Pause the game and scroll down to the "Magic Seal" entry. You can view your list of seals and practice them here.

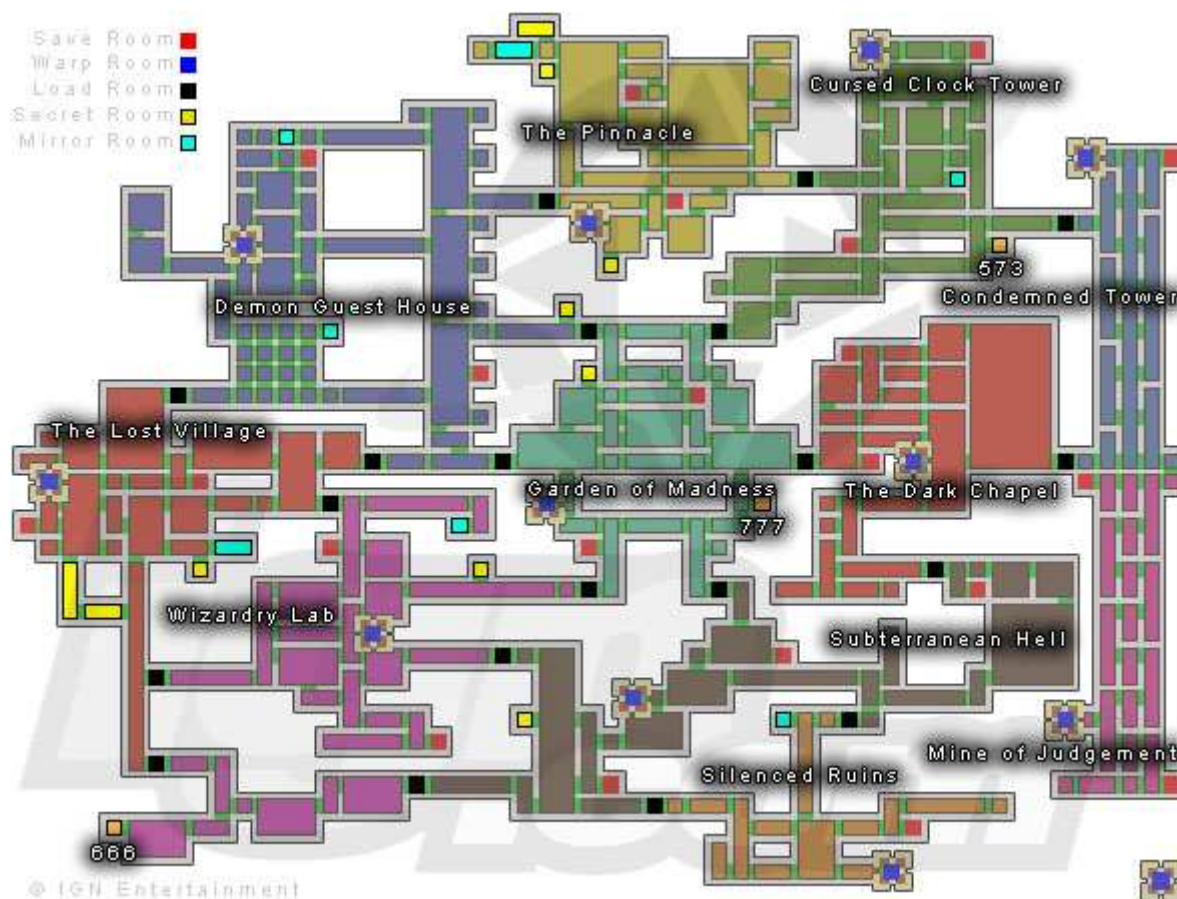
# Walkthrough

Castlevania: Dawn of Sorrow is a non-linear adventure that allows for much freedom in exploration and game progression. This walkthrough will take you step-by-step through the adventure, detailing where to go and how to defeat the various boss enemies. This walkthrough will also point you towards the *true* Dawn of Sorrow ending, steering you away from the two false endings. For more information on the different endings, as well as details on other secret things to find in the game, please consult the [Secrets](#) portion of this guide.

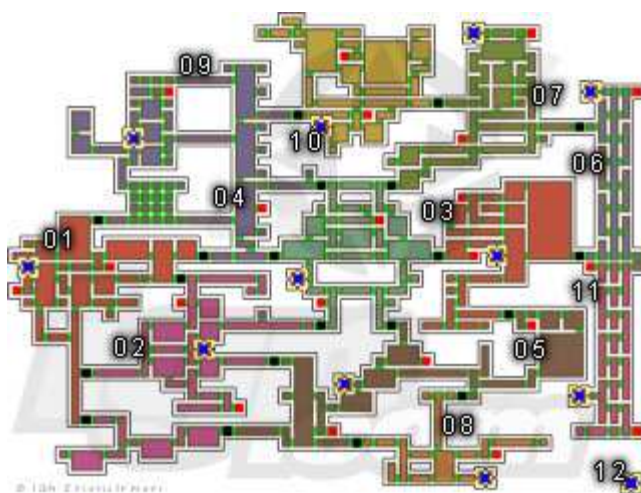
To get help on defeating a particular boss, select the area (to the right) where the boss resides. If you're just starting your game of Castlevania: Dawn of Sorrow, you can follow this walkthrough page-by-page to complete it, though you'll be missing a lot by not exploring the world on your own. In between chapters, we recommend exploring other areas to uncover secret areas, hidden items, and to level up your character so that you can more easily deal with the castle's challenges.

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For details on enemy souls, check out the [Enemy List](#) section of this guide. You'll find details on the powers the souls give, including tips on which souls are most useful.







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The game kicks off with a brief introduction that leaves you fighting a few of Celia's monsters. Quickly attack the nearby Skeleton and defeat it to gain its soul. You'll next be faced with an Armor Knight, which also gives you its soul. The third enemy you'll face is a large Golem. Use your Armor Knight soul to repel the Golem's rock vomit and you'll be rewarded with its soul as well.

You'll soon find Soma entering the game's castle, first reaching The Lost Village area. Move east through the next few screens, fighting through Skeletons, Bats and a Peeping Eye. A couple of rooms ahead, you'll enter an area with a drop in the floor. Pick up the *Short Sword*, then drop down to the lower ground level for a *Potion* and access to the save room to the east.

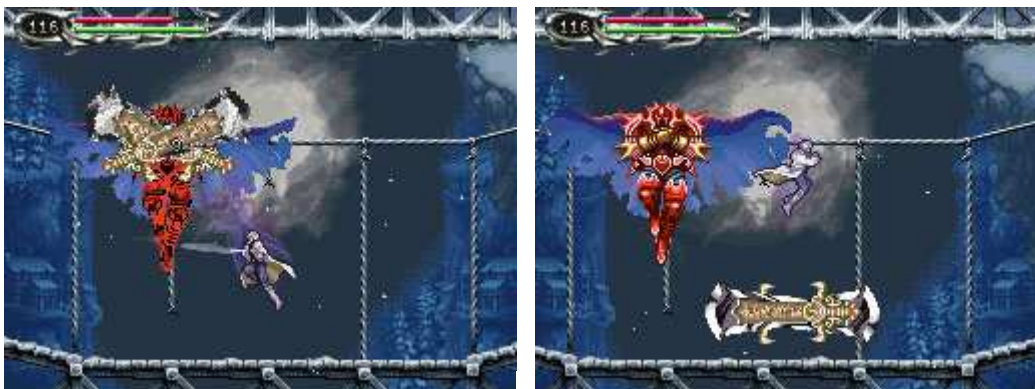


After saving your game, leave the save room and continue eastward. You'll run into Julius and Yoko who'll give you the first of many Magic Seals. Escort Yoko back west and stop by the save point. It's now time to make use of that Magic Seal to open the door just west of the save point.

Just through the doorway is the game's first boss, the Flying Armor. You don't have time for any introduction, as the enemy attacks almost immediately. Attack back with jumping strikes, using the full length of your sword to peg the enemy while keeping as much distance as possible. Repeatedly jump, attack, and float away from the boss to deal your damage.



Attacking is only half of your game plan, though, as you'll need to focus heavily on defensive tactics in order to survive the battle. Keep an eye on the two swords the enemy wields. They will float around the enemy and form one of two possible patterns. In the first pattern, the swords point outwards in opposing directions before shooting off the sides of the screen. As long as you're not jumping, you'll avoid the first part of the attack, but you'll need to watch out as the swords reunite under the enemy. When the swords come back on the screen, jump to avoid them and then continue your offense.



After the swords float around the enemy, they may also form another pattern with both blades pointing in the same direction. For this attack, the blades shoot straight in the direction they're pointing. As long as you're not in their way, you shouldn't have a problem avoiding the attack. After dealing the boss a considerable amount of damage, you'll need to trace out the pattern of the seal on your touch screen. The seal is easy to duplicate, and once you've successfully used the seal the boss will die and give you his soul.

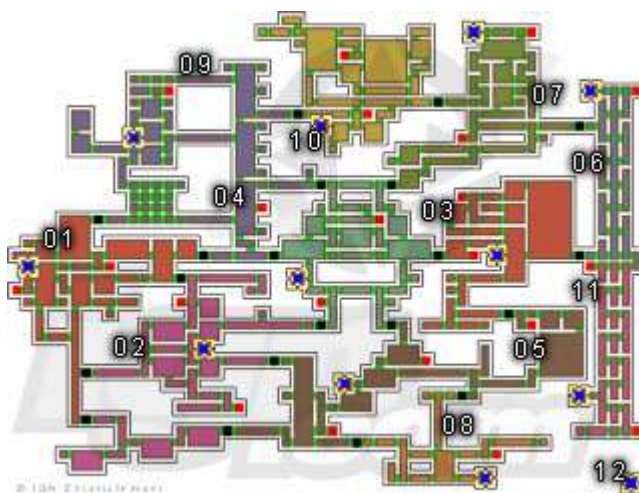
Feel free to save your game before continuing westward, past the boss room and into a room with a tall ledge you can't reach with a normal jump. Equip the *Flying Armor* soul and use it to float from the right side of the room to the ledge on the left. Grab the *Claymore*, and continue west.

In the west end of the castle is a large open area with a save point to the far left and a couple of item shops on the bottom floor. Make use of the area as needed, and be sure to uncover the save point for future reference.

This large open area has three exits on the east side: one up top (the one you came through after fighting the boss), one in the center, and one below that leads to the shop. Go east through the center exit and you'll enter a series of halls that leads to another large, open area. The southeast exit here goes to a hall with a row of Zombies, at the end of which is a room with a *Cape*. You'll also notice a large mirror in this room which will later serve as your doorway to the other side of the nearby wall.

Return to the last large area (the area with the swirling Spin Devil enemy) and jump to the top level. Use the *Flying Armor* soul to jump to the platform in the northeast and continue through the exit. Once you reach an area lined with bricks, strike the lever near the eastern wall to drop the water on the other side of the wall.

The doorway will drop after the water subsides, letting you continue eastward. The next location is just below the draw bridge where you last saw Julius. You can jump up to ground level, or continue east to the Wizardry Lab area.



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As you enter the Wizardry Lab area, drop south a couple of levels and enter the doorway to the left to find a save room. Make use of it, then leave the save room and head south (the door to the east leads to an area with a *Blunt Sword* and a chest of cash, but nothing else).

At the bottom of the vertical hall is a doorway to the west. Follow it through a large room to reach another long vertical hallway. As you make your way south, follow the first door you see to the east. It'll lead to a long horizontal hall with a pair of Manticore enemies (you should try to get the *Manticore* soul—it's very effective in combat).

This hall leads to yet another tall vertical area. Instead of exploring this vertical hall, quickly jump into the next eastern doorway to enter a warp room. You can use this warp room to transport yourself back to the Lost Village, unlocking the portal there for future use.

Return to the Wizardry Lab and begin forging a path to the south eastern tip of the area. Once there, you'll trigger a story scene with Dario, Dimitri and Celia. When the scene ends, keep moving to the right to another vertical hall at the bottom of which is a save point (use it!) and the doorway to another boss fight.

Balore is an imposing figure, but if you're properly equipped you shouldn't have a problem. As mentioned earlier, the *Manticore* soul is an excellent tool for augmenting your offensive powers. If you've got one, use it versus Balore to quickly take him down. Repeatedly jump and attack to stab at Balore's head as he tries to pound at you.

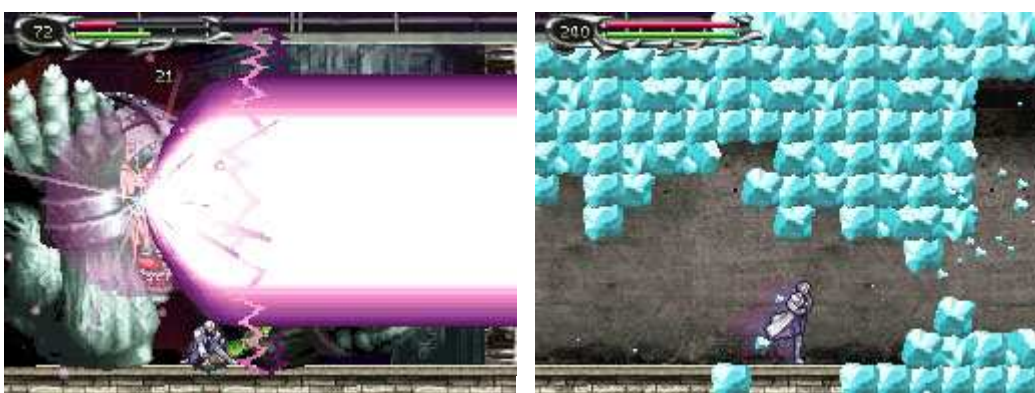


Watch Balore's hands for clues to his next attacks. If Balore pulls his fist in close to his chin. Jump away from him to avoid his upward arching smash. If Balore brings his fist to his own eye level, duck to avoid a horizontal punch. These attacks will take off a considerable chunk of damage if you don't avoid them, though they're not the only worry you have.



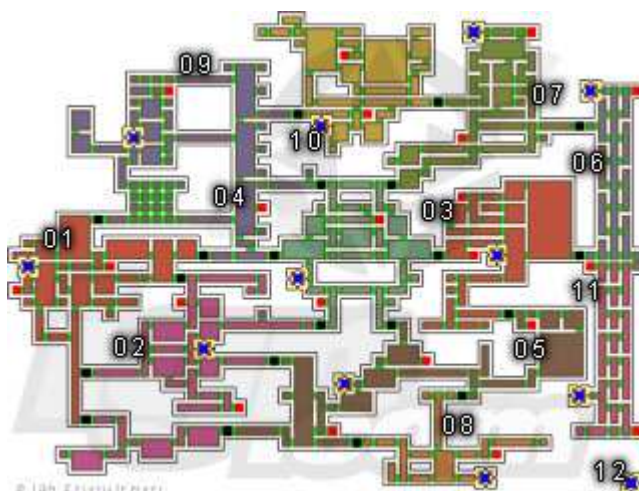


Be most watchful for the enemy's large beam attack that shoots from his eyes. As you see Balore's eye glow, quickly crouch to avoid the blast and stay low until the beam subsides. As long as you can avoid Balore's attacks (he gives plenty of warning), you should be able to defeat him handily and earn his soul.



When Balore is defeated, backtrack eastward and use your new ability to scratch away the ice that blocks your path (use the touch screen). Be sure to save your game before returning to previous areas of the Wizardry Lab.

It's now time to make use of Balore's powers to enter new parts of the castle. Backtrack through the area and return to the hall that's connected to the warp room of the Wizardry Lab. Just north of the warp room is a large room that leads to a long, long hall heading east. Reach the hall and you'll notice the floating platform nearby. Hop onto the platform, hold down on the D-PAD to crouch, and rapidly scratch the top-right corner of the screen to clear away the ice blocks. The platform will carry you to the far end of the room where you'll find the entrance to the next area, the Garden of Madness.



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Go north up the first hall of the Garden of Madness and take a left at the top. Fight through the large Treant to reach the far west end of the room and you'll be rewarded with the *Magic Seal 2*. Grab the seal before continuing northward towards the surface.

You'll soon reach a very large room that's infested with Une plants. Clear a path to the northeast corner of the room and continue northeast to another large, open area. On an upper platform in this room, you'll find the *Doppelganger* soul trapped in a small lamp. Destroy the lamp to gain the soul, letting you arm Soma with two different equipment sets.

Continue eastward into a third large room where you'll find a passageway in the floor through which you can drop. Follow the path until you find a doorway on the right with a roulette mechanism that displays the number "777." In order to open the door, the last three digits of your gold count must match the "777" displayed on the doorway. You can repeatedly break the nearby candles to build up the cash, or simply return here later to unlock the door and receive the *Three 7s* clothing (it gives good luck).

Return to the surface (the path further south is blocked by water) and move east through the Garden of Madness and into the Dark Chapel.

There's a save point very near to the entrance of the Dark Chapel. Use it as necessary, then make your way to the northeast corner of the room and continue through the next hall. The hall leads tall open area that's littered with Ghost Dancers. You can open up the warp point to the south, or navigate your way north to reach the next hallway to the west.

There are two Great Armor enemies in this hall, and fighting them head-on is risky. If you've got the *Zombie* soul, summon Zombies and send them in to do your dirty work. They should quickly take down the enemies, letting you continue west. Follow the next set of rooms to make your way to the northwest corner of the Dark Chapel. There's a save point to use, and you should take advantage of it. At the bottom of this vertical hall is a doorway that leads to another boss fight.



You'll take on Dimitri in this battle, and he luckily gives you a clue to defeat him. As you'll see in the introductory scene, Dimitri takes on the power of whatever monster attack hits him. Apply this knowledge hitting Dimitri with a weak monster attack to force him into using that attack versus you.

As the battle commences, quickly equip the *Skeleton* bullet-type soul. Hit Dimitri with the attack and, as long as you don't use any other monster attacks against him, Dimitri will use *only* the weak *Skeleton* attack throughout the fight.



To attack Dimitri, simply walk up to him and slash with your sword. If you try to jump towards him, you'll likely get hit by his attack, but if you stick to walking you should run right under the *Skeleton* attack. Chase Dimitri around the room long enough and he'll eventually disappear.





You're not out of hot water yet, though, as another boss is waiting nearby. Backtrack to save your game, then return to the room where you fought Dimitri and continue eastward. Follow the next room northward to the boss door entrance and step inside to meet the boss Malphas.

Unlike your fight with Dimitri, you can feel free to do whatever's in your power to defeat Malphas (that includes using all of your best soul powers). Simply jump to attack Malphas and try to maintain the maximum distance between you two while attacking. As with most boss enemies, the key to winning this battle is to avoid Malphas's attacks.

When Malphas is on the ground, you'll usually see a rush of dark birds gather around him. Stay close to Malphas as he readies his attack and, as soon as Malphas takes to the air, run under the enemy to avoid the attack that ensues.



The rest of the battle will see Malphas flying about, readying one of two attacks for you to dodge. The most common attack starts with the charging of a spherical projectile which then releases and splits into multiple copies. Stay relatively close to Malphas as he prepares this attack, but stay far enough away that you're out of range to attack. When the projectile moves towards you, lure it to the ground before jumping over the attack to continue your offense.

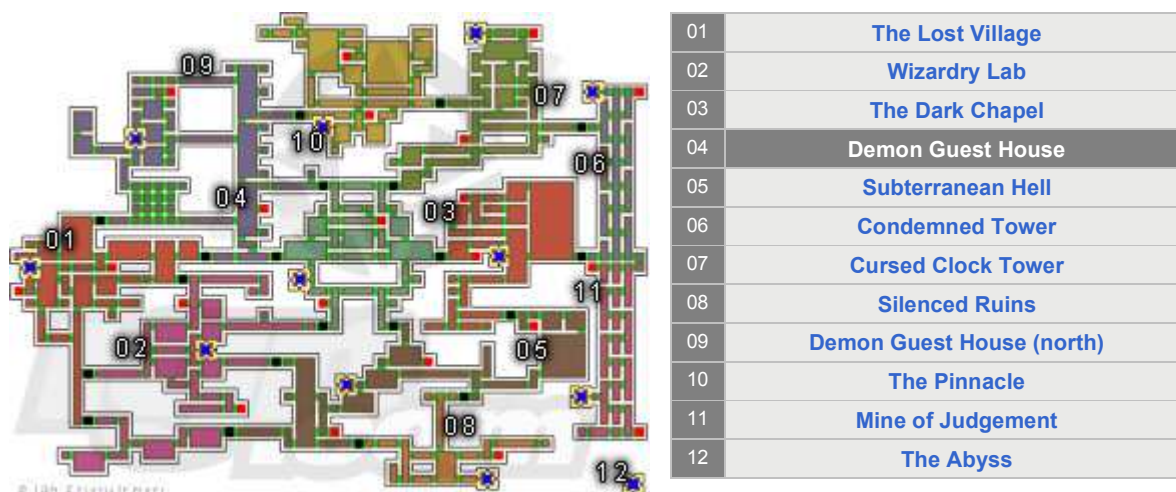


The second attack is more difficult to avoid because of how fast it comes out. Instead of charging a shot, Malphas will stop and almost instantly release a stream of feathers in almost all directions. The best way to avoid this attack is to stand directly *under* Malphas where the feathers do not go. Because this attack happens so quickly, the only way to consistently avoid it is to quickly run under Malphas the moment you see him stop to attack. If Malphas attacks with the

charged shot described above, back away and jump over the spheres. Otherwise, stay put and you'll avoid the rush of feathers that can so quickly kill you.

Your reward for defeating Malphas is the awesome double jump ability. As you leave the boss room, use your new double jump (combined with the *Flying Armor* soul) to float over to a nearby ledge and grab the *Hoop Earring*. It's not a bad idea to go back west to save your game before continuing with your quest.

From the nearby save point, go back west to return to the Garden of Madness. Along the way, you'll enter one of the last rooms of the Dark Chapel, inside which is the *Long Sword* which you can now grab with your double jump ability.



Once back in the Garden of Madness, head to the northwest corner of the area to make more use of your double jump ability. In the room with two Rycuda blue birds, jump to the top level and grab the *Elfin Robe*. From here, head straight east to go down a large hall with a pair of Treant enemies. At the end of the hall is a save room—make use of it, then head north to another boss room.

Waiting for you in the room is Dario, ready to pick a fight. Though Dario stays still for most of the fight, fighting him head-on is dangerous—he's got some quick and powerful attacks that are difficult to dodge if you're not staying mobile yourself.

There are three main attacks to watch for. Dario has a basic fireball attack that shoots from his hand, and you can either jump over or duck under this attack with relative ease. There's a bit of wind-up on the attack to give you warning before it comes out. Another attack will have Dario slam his hand on the ground, summoning a quick chain of fire that moves forward along the ground. This attack can be jumped over, but it has no warning—because it comes out so quickly, you'll need to take precautions to avoid the attack, as there is no time to react once you see it. The best way to avoid this attack is to simply not stay in front of Dario for long.

Dario's third attack is a trio of fire pillars he brings up from the ground. These pillars are slow to come out, letting you run away from their source, though it's easy to get trapped against a wall with nowhere to run. Because of this, try to stay on the side of Dario that has the most distance between Dario and the wall. This will ensure that you have plenty of space to move around and dodge all of his attacks.

As already mentioned, you've got to stay constantly mobile in order to avoid Dario's attacks. Don't attack him face-to-face with more than two sword strikes at a time before retreating and seeing which attack Dario releases himself. A good way to deal some damage while keeping away is to use the *Une* soul (the Une are the small plant enemies). Drop an *Une* attack directly underneath Dario and, because he rarely moves, he'll get hit multiple times while you safely evade his attacks.

When you've defeated Dario, continue westward to reach the northern tip of the Garden of Madness. You'll see a doorway on the left that leads to the next area, the Demon Guest House.

Move westward through the first hall until you reach a tall vertical room. Drop down to the bottom of the room and go through the doorway to the southwest. Another long hall continues moving you westward (past a pair of Lilith enemies) and leads to a room with a large switch on the ground. Step on the switch to start a panel-sliding puzzle.

Using this sliding puzzle, you'll be able to access four rooms with secret items as well as three doorways that leads to other parts of the castle. The four rooms are represented by panels numbers 5, 8, 9 and 12. By aligning the panels so that they connect and end at these panels, you'll be able to step into the rooms and grab the secret items they possess.



The three doorways to access are represented by the three arrows that appear on the top-right, top-left and bottom-left corners of the puzzle. Align the panels so that they create a path to these doorways and you'll gain access to them.

To get to room 8, reset the tiles to the default positions and tap the tiles in this order:

**12, 10, 5, 8**

To get to room 9, tap the tiles in this order after resetting the puzzle:

**2, 11, 3, 13, 15, 3, 13, 15, 3**

To get to room 5, tap the tiles in this order after resetting the puzzle:

**3, 10, 5, 8, 12, 3, 10, 13, 4, 5**

To get to room 12, tap the tiles in this order after resetting the puzzle:

**2, 11, 3, 10, 12, 2, 10, 12**

To reach upper-right doorway, tap the tiles in this order after resetting the puzzle:

**12, 10, 5, 8, 10, 5, 3, 12, 5, 3, 8, 10, 3**

To reach the lower-left doorway, tap the tiles in this order after resetting the puzzle:

**12, 10, 3, 13, 9, 14, 4, 3, 13, 9, 3, 13**

To reach the doorway in the upper-left corner of the screen, simply reset the puzzle.

The upper-right doorway leads to a room with a secret item. The lower-left doorway leads back to the Lost Village area. After collecting all hidden items, head through the upper-left doorway.

Move north past the Killer Dolls and turn east for a bit to enter a largish room. Follow the room north, using the halls to the east to move further up to the top of the Demon Guest House. Near the top of the area is a save point, and directly across from that room is a boss room.

Enter the boss room and you'll encounter the Puppet Master enemy. Though he's very large, this battle should be easy *if* you know what you're doing. If you've got the *Manticore* soul, equip it to better your chances of survival. As you'll soon find out, the Puppet Master summons many lesser enemies to deal with, and having an extra attack will help in clearing them out.



The Puppet Master's summoned help is hardly your biggest concern, though. After spawning a swarm of enemies, the Puppet Master will forge a small puppet in one hand before bringing the puppet to one of the iron maidens surrounding him. If this forged puppet is placed in the iron maiden, you'll switch places with the puppet and take a lot of damage. Luckily, you can destroy the puppet before it reaches the trap, preventing too big hurt.





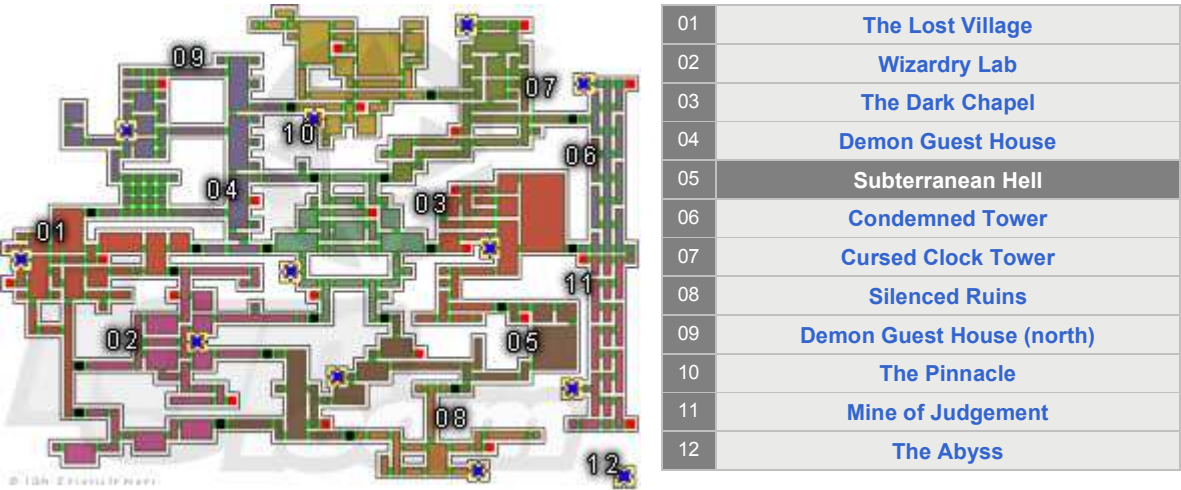
The moment you see one of the Puppet Master's hands start to sparkle, stop your offensive efforts and focus on destroying that forged puppet. Don't concern yourself with the lesser enemies created by the boss. The damage they deal is significantly less than what the iron maiden will do to you, and as long as you've got the *Manticore* soul equipped you should tear through the lesser enemies without much effort.



As long as you can destroy the forged puppet before it reaches its target destination, you'll have little problem in defeating the Puppet Master. When he's dead, save your game and start making your way south through the Demon Guest House.

Once you've dropped south through a pair of large rooms, you'll find a long hall to the east that leads outside. In the center of this hall is a wall with a small hole—use the *Puppet Master* soul to throw a puppet through the hole, bringing Soma to the other side of the wall. This hall continues eastward into another wing of the Demon Guest House.

Move south through the Demon Guest House area to return to an area you've likely already visited. At the far south end of the east Demon Guest House wing is a room with a lone Persephone enemy and a wall with a hole just large enough for a puppet. Use the *Puppet Master* soul to toss yourself through the hole, letting you move to the edge of the area with access to the Garden of Madness and the Lost Village areas.



Now that you've got an idea for what the *Puppet Master* soul can do, it's time to put it to good use and explore some new areas. Find the nearest warp room and teleport to the Dark Chapel. Move south through the Dark Chapel and you'll find a path (just past an enemy known as The Creature) that heads west into an underground passage.

Follow the underground passage until you reach the point furthest south. To the west you should find a room with a dirty wall marked with the image of a *Skeleton* enemy. You can break down this wall with a *Skeleton* soul attack, giving you access to the *Halberd* weapon on the other side. Leave the hall and on the other side of the vertical passage you'll find a dangerous hallway. Watch for the falling spikes (they'll drop as you get near them) to safely navigate your way to the end of the hall and grab the *Red Scarf* item.

Return once again to the vertical passage way and find the doorway just north of you. There's another set of spikes on the ceiling to watch for, as well as a wall with a hole just large enough for your *Puppet Master* doll. Toss the puppet through the hole and make your way down the hall and past the enemies. Keep an eye out for one more set of spikes on the ceiling and you'll soon find yourself at the doorway to the Subterranean Hell portion of the castle.

Once in Subterranean Hell, drop south past the Dead Pirate enemies and save your game. Through the doorway just north of you is another boss lying in wait.

Rahab is the boss to deal with, and you're forced to fight him on *his* terms. Dropped into a room filled with water, you're faced with a giant fish enemy. This battle can be very easy or very difficult, depending on how you tackle it. If you try to go toe-to-toe with Rahab, you'll find yourself grossly outmatched in the water environment. Defeating him safely will take time and patience, but it'll ensure that you don't fall to enemy's advantage.



The best position for you is the far left corner of the room, treading the water just beneath the doorway that lead you into this boss encounter. From here, you'll be out of reach of nearly all of Rahab's attacks. The down side of fighting from here is that your chances to attack the enemy are minimal—you'll have to carefully study the enemy's pattern to know when you can attack.

Rahab will swim around under you (keep tabs by watching the bubbles) before periodically surfacing to launch an attack. The most common attack is an arching jump out of the water accompanied by a shower of ice crystals. By staying to the far edge of the screen, you should avoid both Rahab and the dangerous ice crystals, though you don't have much of a chance to counter-attack. Another attack of Rahab's is equally difficult to counter, but easy to dodge. Rahab will surface and spit out a mouthful of ice. A unique sound is made at the beginning of this attacking, warning you of its coming—to avoid it, jump out of the water as soon as you hear it and dive down as far as you can. The ice will gather at the top of the water, and as long as you're *under* the water you won't take any damage.



The best chances for you to attack occur when Rahab surfaces near you to launch an ice attack. Stay behind Rahab and attack with your sword and soul powers. You may not be able to chip away much, but be patient and continue this pattern to whittle away the enemy's life. When Rahab dives back underwater, watch out as his tail curls up towards the surface. It can hit you if you're not careful, but you can hit it back with a dive kick under water.

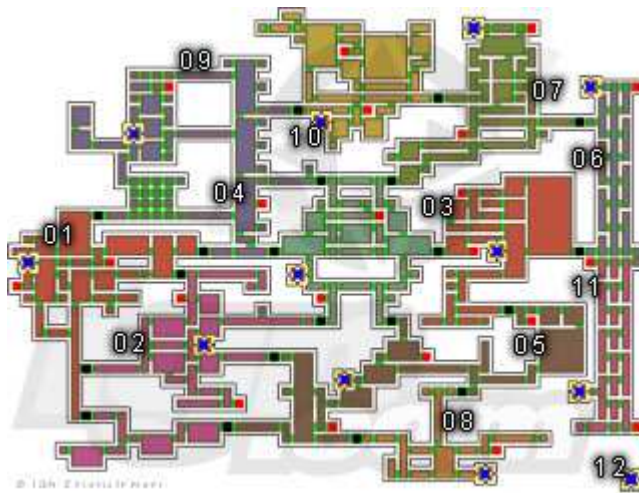


When Rahab is dead, move west through his room and into another portion of the Subterranean Hell area. Swim south through a sea of Fish Heads and Mermen and you'll finally reach a dry part of the Subterranean Hell cavern. Continue moving westward into the heart of the area. If you keep moving straight west, you'll eventually reach a warp room you can unlock for future use.

Move south from the warp point and continue west. Further ahead is a *large* cavernous area with a waterfall to the west. Drop to the bottom of this room and move left to eventually reach a watery area with spikes lining the ground. If you have the *Bone Ark* soul (the Bone Ark enemy can be found just a few rooms back), you can use it to cross over these spikes and reach the doorway on the other end.

The door leads to a secret portion of the Wizardry Lab area. Move west through this area and you'll find a number of helpful items, including the *Serenity Robe* which greatly boosts your defense. Further west is a room filled with Ghosts and a mysteriously invisible barrier above you. For now, drop through the ground to enter an area crawling with Mermen.

At the far southwest corner of the area is a doorway that can only be opened when the last three digits of your gold count match the number "666" as printed on the roulette doorway. If you don't have the cash, you can return here later to unlock the door and gain access to a special item. When you're done in here, backtrack through the secret area to return to the Subterranean Hell area. There's another portion of this secret Wizardry Lab area you've yet to explore, but it won't be fully accessible until after you've acquired another special ability.



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After using the *Bone Ark* soul to cross over the spikes and back into the Subterranean Hell area, return to the nearest warp point and head to the Dark Chapel area. Run to the north end of the area and into the room across from the northern most save point. You'll find a room filled with bells and Mini Devil enemies. Climb the bells to the top of the room and use the *Puppet Master* soul to pass through the wall and reach an outdoor part of the chapel.

You can find the *Kotetsu* sword in the northeast corner of this area (use a double jump and the *Puppet Master* soul to reach it). There's not much else to the large open area (save for a number of enemies)—just drop south and through the hole in the ceiling of the tunnel. You can step on a switch to open a doorway to the left, giving you easier access to the main Dark Chapel area.

More importantly, this new passage gets you access to a new area to the east, the Condemned Tower. Move east along the bottom floor to reach a room with Julius Belmont. After talking with him, begin what will become a large trek to the



north tip of the tower. You'll have to fight through numerous enemies on your way to the top, and you can find the *Estoc* weapon on the way. When you finally reach your destination, save your game and then step into the nearby boss room.

Before stepping into the arena with the boss Gergoth, it's a good idea to equip the right souls. A few souls in particular are especially helpful: the *Tombstone* soul will be helpful as it nullifies petrification; the *Medusa Head* will also help as it'll allow you to hover over the enemy attacks; finally, as always, the *Manticore* soul will greatly increase your offensive strength.

Gergoth is a large enemy and takes up most of the room in this cramped arena. Though you may be tempted to stay as far from the enemy as possible, it's actually best to stay as *close* as possible without getting yourself hit. Enable the *Manticore* soul and jump to attack Gergoth's head as he backs away, staying close so that you can react to any attack he performs. If Gergoth moves towards you, back away without jumping and let the *Manticore* soul do its work, attacking the head while you stay ducked down.



The reason you need to stay close to Gergoth is to ensure your ability to dodge one of his most powerful attacks. Occasionally, Gergoth will crouch down and prep his legs to launch him into the air, jumping across the arena. To dodge the attack, you need to be close and slide under him as he jumps.



Gergoth's other attacks are easier to avoid. For one, the enemy will form a ball of light in its mouth, charging a giant beam attack. To avoid this attack, move in very close to Gergoth—close enough that your character sprite just barely overlaps his toe—and duck. You can attack him while the beam sweeps the arena, and you should be completely safe. His other main attack has a similar start up, but you won't see the ball of light in his mouth. As Gergoth sucks air into his mouth (pulling you towards him), move away from him and double jump in the air to avoid his head smash. The *Medusa Head* soul can help out here.



There are more attacks to watch out for, including one that's probably the most dangerous if not dodged. Gergoth will tuck his head down and tremble before releasing a cloud of gas that covers the area in front of him. If Gergoth has you pinned against the wall, the only way to dodge this is to jump and use the *Medusa Head* soul to hover over the gas until it disappears. If you get caught in this attack, you'll sustain a tremendous amount of damage.



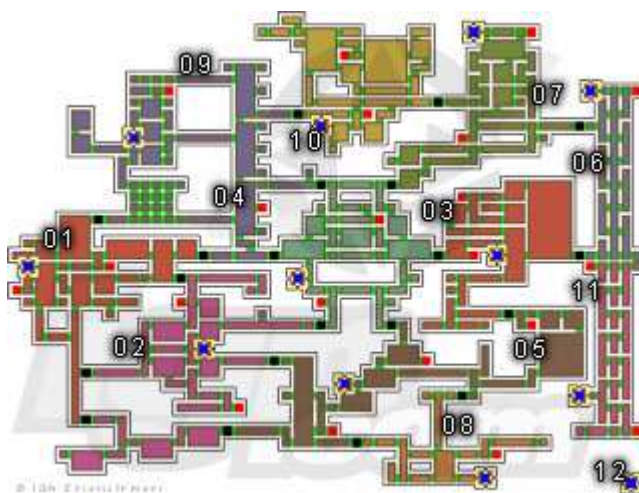
After tussling with the enemy for a while, Gergoth will smash through the floor and begin a free fall towards the ground. You can attack him on the way down, but the best mode of attack is to quickly double jump and perform a dive kick straight down the middle of the vertical hall. You'll build up a lot of speed and will deal a *significant* bit of damage to the enemy as you land on the bottom floor.



The battle isn't over yet, as Gergoth breaks his ankle bracelets to become more mobile. Be careful of his increased speed, but use the same tactics as before. Sooner or later, Gergoth will die, letting you make the trek back up the tower to save your game.

Once back at the north end of the tower, use the *Flying Armor* soul to cross to the west end of the top tip and grab the *Tower Key*. You'll gain access to a warp room, though you shouldn't take it now. Instead, return to where you fought Gergoth and drop *one* level. From the second-floor-from-the-top, head west into the Cursed Clock Tower, unlocking the doorway with the *Tower Key* you just found.





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Move west through the first hall of the Cursed Clock Tower and you'll enter a room swarming with Medusa Heads. Drop directly south to find another roulette-locked doorway. If your gold count matches the numbers of the doorway ("573"), it'll open up to reveal the *Shaman Ring* which boosts the experience you earn.

Continue due west until you can't move west any more. At the south end of this tall room (swarming with Medusa Heads) is a doorway that leads to a save room. In the northeast corner of the area is a door that leads to another horizontal hallway just north of the one you came through.

In this hall you'll find a series of rotating spiked blades. You need to move to the right end of the room before jumping onto the platform and moving back left. It's pretty easy to dodge the blades while on the lower level, but avoiding them on the upper level is more difficult. If you've got the *Bone Ark* soul, equip it and use the ability to easily move past the spikes and to the doorway in the ceiling ahead.

Continue moving north to reach a room with a bunch of stacked pendulums. Jump your way to the top of the room and move east to find the *Magic Seal 4*. Keep heading east into a vertical room with Medusa Heads, and go north to find the next doorway. Carefully move through the spikes to reach the next area to the north. You'll eventually reach an outdoor area with a large pendulum that'll carry you to an upper platform. From here, head north one more screen to save your game before entering the nearby boss room.

On your way to the boss room, you may notice a small flying creature in the far background, hovering around a spire in the moonlight. That enemy is the Flying Humanoid, a secret enemy which can only be killed using the *Mandragora* soul. Throw a *Mandragora* attack in the room to kill the Flying Humanoid and gain its soul. It's not necessary for the boss fight, but this is the only area where you'll find this elusive enemy.



As you enter the boss room, Zephyr will make himself known. What makes Zephyr special is his ability to stop time, though luckily this stalled time serves as a warning for his attacks and doesn't make him any more difficult.

Throughout the fight, Zephyr will crouch down and cross his arms before temporarily stopping time. From this position, Zephyr will execute one of two attacks. If you're nearby the enemy, he'll dash towards you as time resumes and execute a powerful upwards slash. If you're too close to Zephyr, this attack is almost impossible to dodge, though if you've got some room to maneuver you can easily jump over it. The second attack Zephyr releases is a shower of knives he



scatters in an arch over your head. Note their positions while time is still, and quickly move out of the way when Zephyr releases his hold on time. The knives will drop straight down, stabbing anything in their path.

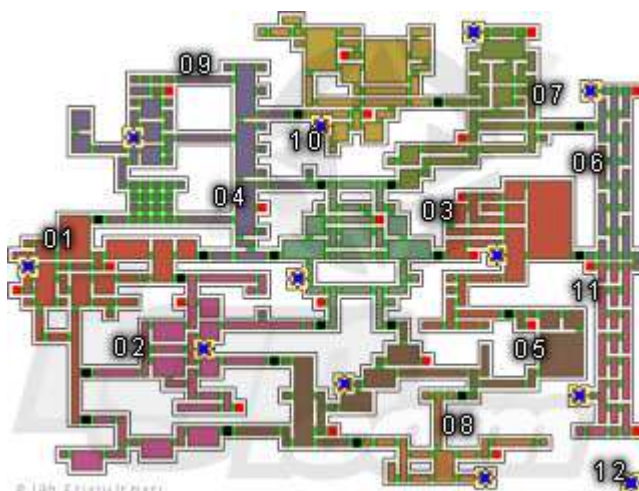


When attacking the enemy, stick to two strikes at a time before quickly retreating to see what Zephyr does next. If you stay in his face for too long, the boss will not hesitate to stop time and slash without giving you a chance to run. But as long as you repeatedly attack and retreat, you should have plenty of time to see his attacks earlier and react accordingly.



As always, the *Manticore* soul is great, as are the souls of any other creatures that offer powerful projectile attacks (the *Mandragora* comes to mind). Your success in battle hinges on your ability to dodge Zephyr's attacks. Consistent defense and patient offense will win the fight.

After defeating Zephyr, head west one room and drop south. You can hit a switch that that'll drop a wall to your right, giving you easier access to the previous area. To the southwest is another series of rooms which you can't full explore yet. For now, return to the boss room and head west from there to find a portal. Take that warp point back to the Subterranean Hell area.



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Once back in the Subterranean Hell area, make your way towards the save point just south of you. Further west from there is the tall cavern with the giant waterfall. Reach this room and head to the southeast corner to continue down a hall. The path eventually leads to a doorway to the Silenced Ruins area, but in order to access this area you'll need to make use of a new ability. Equip the *Zephyr* soul and use it to break down the pillar that stands in your way.

Move east down the first halls until you reach a vertical room. Go south from here until you reach the bottom of the room, then turn west to enter a room with a large block of ice. There's a strange orb bouncing around inside this block of ice, and the orb will explode if you break the piece of ice inside which the orb is bouncing. You need to explode the orb near the metal panel that's blocking the entrance on the ceiling. To do so, break the ice *around* the orb to guide it into the top layer of ice. Wait for the orb to bounce directly under the metal plate before breaking the ice blocks, giving you access to the *Rare Ring* in the room.

Make your way to the northeast corner of the Silenced Ruins area. You'll meet Julius Belmont on the way before reaching a save point. Make use of the save point and continue heading northeast. Before long, you'll discover another boss room inside which is the enemy Bat Company.



Bat Company is a challenging boss, though you usually have plenty of time to react to its attacks. The main form of the cluster of enemies is one giant bat. Bat Company is completely vulnerable during this form, it can damage you back if you come into contact with the cluster. If you have a powerful bullet-type soul (such as *Malachi*), use it on this form and focus your efforts on evading the enemy. Dodge under, jump over, bounce off of, whatever—just avoid damage while dealing your own.





Eventually, the bats will disperse into a huge cloud. They become invincible during this formation, but they also cannot damage you. Still, it's best to get as far away from them as possible and wait for their impending attack. Another formation to watch for is Bat Company's hand form. The hand will slowly creep towards and grab you, damaging you in several large chunks. To avoid this, stay in the far lower corner of the arena and lure Bat Company towards you. As the hand gets close, double jump up and bounce off of the top of the hand (using a dive kick) to get over the formation and reach safety.

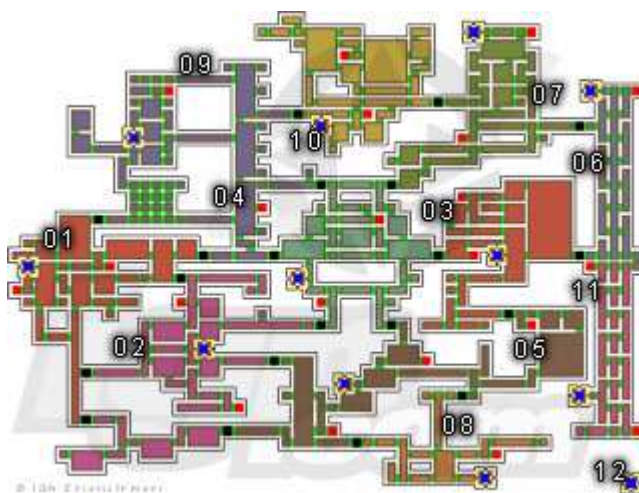


A third formation of Bat Company will release a series of orbital projectiles that slowly move towards you. These projectiles track slightly, but can be destroyed with attacks of your own. Use a large, sweeping weapon (like the *Great Sword*) or use a projectile soul attack to destroy the orbs that threaten to harm you, then continue your attack. Before long, Bat Company will die and give up its soul, giving you the ability to transform into a bat and fly.



Now that you've got the *Bat Company* soul, you can reach most areas of the game. Find the nearest warp point and return to the Cursed Clock Tower area. From the warp room there, drop south, turn left, and follow the first set of rooms past a number of Medusa Head enemies. You should soon reach a room that's covered wall-to-wall with spikes. To get through this maze, you'll need to transform into a bat using the *Bat Company* soul and carefully navigate through the spikes. Follow the path and continue westward where you'll eventually reach an area known as The Pinnacle.





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From the entrance to The Pinnacle, head west through a pair of long halls. After fighting through two Malachi enemies, you'll reach a third hall with a passage to the south. Drop down to the next room and head east to find a save point.

Exit the save room and move through the doorway directly to your left. Fight through the line of Succubi to reach the doorway on the other end that leads back to the Demon Guest House area.



This portion of the Demon Guest House was previously blocked off, though you can now step on a switch to the southwest to open up the passage. However, the objective here is a hallway to the northwest. Fight your way there and you'll eventually reach a long, narrow hall that's blocked by various dirt walls. To destroy these walls, you must use the soul attacks from the enemies that are drawn on the walls. For reference, the order of enemy souls is:

***Axe Armor, Killer Clown, Ukoback***

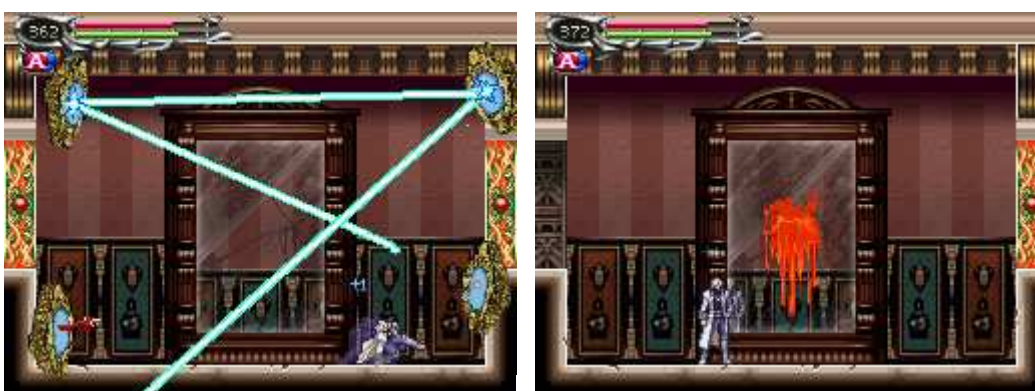
Once through the walls, you'll find the entrance to the next boss room. It's not a bad idea to retreat back to the Pinnacle area to save your game before entering the battle with Paranoia (that way you won't have to break down the walls again if you die).

Paranoia is a difficult enemy, but a few souls can make the battle much easier. Be sure to equip the *Medusa Head* soul so that you can hover over the enemy's attacks (you'll soon find out which). Also, the *Mandragora* soul is a powerful and very *useful* weapon in this battle. If you've got it, be sure to use it.

While Paranoia is out of hiding, attack him with a long reach weapon. Attack only once or twice at a time before jumping away to avoid any counter attack he may have for you. While out of the mirror, Paranoia doesn't have much for you—he'll just dash with a quick slash attack which you can jump over if you're ready (though it's pretty fast and hard to dodge if you stay in front of him too long).



The difficult part of the fight comes quickly. Paranoia will dive into the mirror and release a beam attack from one of the four mirrors in the room. Before the beam fires, the mirrors will quickly flash—memorize the order in which they flash! The beam will shoot from the first flashing mirror and quickly bounce to the next, reflecting around the room to form a dangerous web of beam.



Dodging this attack can be tricky as it requires you to plot out the path of the beam *before* it actually fires. Generally, the best places to dodge the beam are on the far sides of the room, either crouched *under* the lower mirrors or jumping *over* the lower mirrors, using *Medusa Head* to hold you in the air.

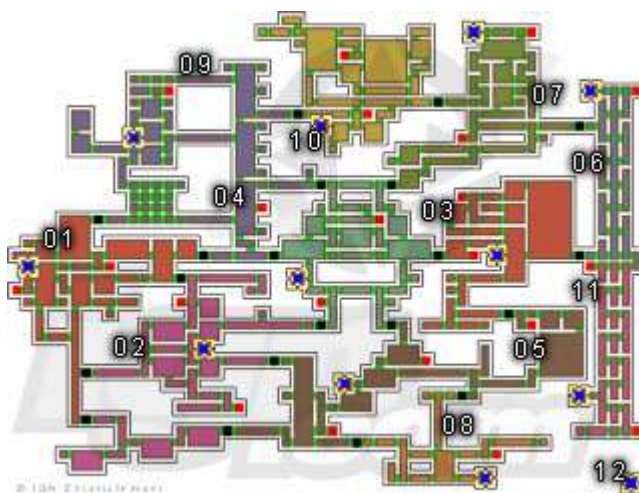
After dodging the beam, Paranoia will come out of the mirror and restart the pattern. Continue to chew away at his health and the enemy will eventually evanesce, though his absence isn't long lived. Paranoia has simply moved on to the next room, though you can wait in this first room to regain your composure. Take time to rebuild your magic meter and even refill your health (if you have the soul of *The Creature*, you can refill your health without any items). When you're ready, step into the next room to resume the battle.

The second part of the fight with Paranoia is even more difficult than the first, though it should seem pretty familiar. When Paranoia escapes into his mirror, he'll fire lasers as before, though these beams are thicker than the earlier ones. Also, you'll need to dodge *two* rounds of beams before the enemy will come out from hiding. Use the same skills you learned before to dodge these beams (the *Medusa Head* soul will become even more necessary) and lure out Paranoia.

When Paranoia finally comes out of the mirror, you'll see that he's much larger than before. He'll float around the room, moving up and down until he finally "locks" onto you. After locking on to you, the enemy will dive down to the ground, forcing you to dodge sideways. Paranoia is completely vulnerable during this pattern, so be sure to use air attacks and *Mandradora* soul attacks to damage him. Before long, Paranoia will die, giving you his soul.

With the enemy dead, continue west to find *Olorox's Suit*. Now that you've got the power of Paranoia, you can enter the many mirrors of the castle to find hidden areas and some secret items. For a complete listing of these areas, check out the [Secrets](#) portion of this guide.

More importantly, the *Paranoia* soul will let you continue past the *first* ending of the game and move on to the truer ending. Armed with this weapon, return to The Pinnacle via warp gate.



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Once back at The Pinnacle, make your way towards the save point to the east. From there, head north and turn left, making a path that'll bring you further and further north. You'll need to use the *Bat Company* soul to fly through a passage in the ceiling before you find a second save point near the top of the castle. Save your game, then head northwest.

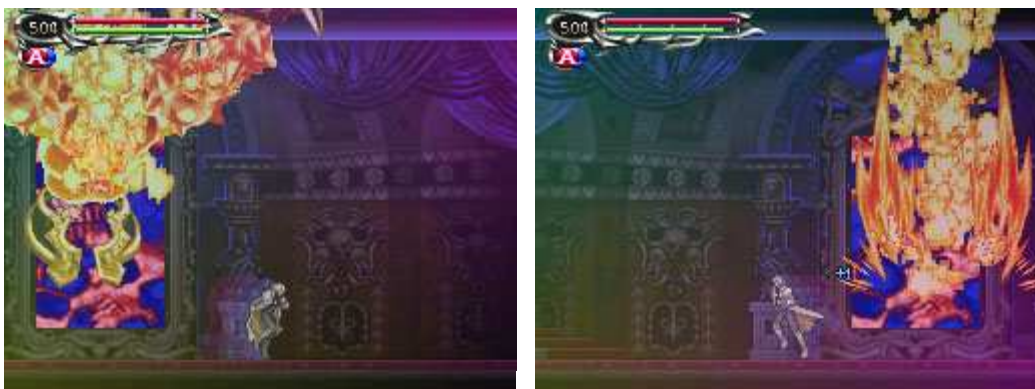
After passing by a group of Bugbear enemies, you'll ascend a set of stairs that brings you to the very top of the castle. Step through the doorway to begin another battle with Dario.



If you fight Dario head-on, you can defeat him and earn the first ending of the game. However, this ending is not the true ending and you've still got lots more to accomplish. Equip the *Paranoia* soul as the fight begins and use the power to pass through the mirror behind Dario. You'll engage Dario's inner demon, an enemy that's much more difficult than Dario himself.

Dario's inner demon, Aguni, has only a few different attacks, two of which are easy to completely avoid. The first attack you'll likely see will send the demon off the top of the screen. Quickly run in either direction to dodge the demon as it plummets back to the ground, and jump away to avoid the spire of fire. When jumping over the fire, be careful not to touch any part of the demon. The demon's hand stretches out pretty far, but as long as you keep moving *away* from it you should be in good shape.





The second easy attack to avoid is a series of fire trails the demon spits out. Stay just beyond the demon's hand and jump to attack, using the *Manticore* soul to add to the damage. You should be able to easily jump over the fire trails.

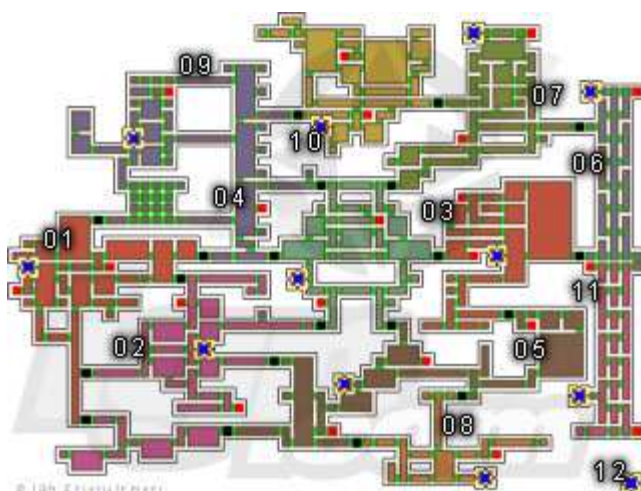


The next set of attacks is much more difficult to evade. The demon usually starts by floating back and forth across the room, in a pattern that resembles a falling leaf. If he bumps into you, you'll take a lot of damage, but you can avoid this by simply ducking. What usually follows is the demon's most devastating attack. Aguni will hover over you and slam down with one of his claws. This attack is fast, and he usually follows up with a series of quick claw strikes that'll send you running. The best way to avoid the attack is to simply run in one direction, without stopping and without jumping or sliding. If you reach a wall, turn back and run the other direction. Aguni will eventually stop this pattern of attack and move on to other, more easily avoided attacks.



One soul in particular can make this battle much quicker with its destructive force. The *Malachi* bullet-type soul does a good amount of damage per hit, and if you aim it right (launch it near the top of the demon's form) the attack will hit multiple times. Be ready to seal the demon when it dies, then use the *Paranoia* soul to return to Dario and talk with him.

After Dario disappears, head west to find the *Magic Seal 5*. Using this seal, you can skip past the *second* false ending to continue on towards the true ending. Find the nearest warp point and head to the Garden of Madness. Head north to the surface and turn east to find a sealed doorway behind a Mollusca slug. By passing through the doorway, you'll initiate the second ending. However, if you equip *Mina's Talisman* (an item you earned automatically by playing through the game), you can enter the room without ending the game, letting you continue on to the *true* ending.



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Take the nearest warp point to the Condemned Tower area and drop dead south to the bottom of the tower. Continue east and you'll meet up with Julius Belmont who'll open the doorway to the Mine of Judgement. Drop down into the mine to continue.

There's only one way to go in this mine: down. You can track our map for a step-by-step path through the mine, and you don't need to worry about exploring every nook and cranny. There are no secret items to find, just a load of powerful enemies. As you dive into the mine, watch out for the Tanjelly enemies. They'll weaken your attacks and make you very vulnerable to enemies. When you near the bottom of the mine, make use of the nearby warp point to open it up. Warp back and continue your descent.

Just a few rooms past the warp point is a save room in front of another boss door. If you haven't yet, we recommend you stock up on *Potions*—you're likely to need them.

Step through the doorway to come face to face with perhaps the most difficult boss in the game. Death wastes no time in beginning the battle, quickly introducing you to his many attack patterns. The first form of Death is difficult, but with the proper knowledge you can avoid all of his attacks.

The first attack you'll see will start with Death spinning his giant scythe. When you see him prepping his attack, quickly run away from him and equip a large, arching weapon (we recommend having the *Great Sword* equipped on your doppelganger). A circle of scythes will spread out around Death and continue to the edges of the room. You can try to squeeze between the blades to dodge them, or simply take one well-timed swipe with your arching weapon to create a hole in the circle of blades.



When Death is without his giant weapon, he'll usually hover about and wait for it to return. However, sometimes you'll see his hands glow red as he creates three ghostly copies of himself that slash straight down with a powerful attack. The moment you see the ghostly forms appear, position yourself between them to avoid the attack. You can continue attacking Death if you're close enough, but be sure to keep your horizontally movement limited to avoid getting hit.





Death's most difficult-to-dodge attack in his first form is an aggressive pair of slashes from ground level. Death will abandon his post in the air, floating down to your level to chase after you. As soon as you see the enemy begin to float towards you, run quickly in the opposite direction. As long as you have room to run, you can easily avoid the *two* slashes that come from his scythe. *However*, Death will often pin you against a wall with this attack, giving you no room to run. If you find yourself without room to run and pressed by Death's attack, immediately run *towards* Death and slide under him. If you get the timing right, you'll be able to recover from your slide and jump away just in time to avoid the second slash from the enemy's attack.

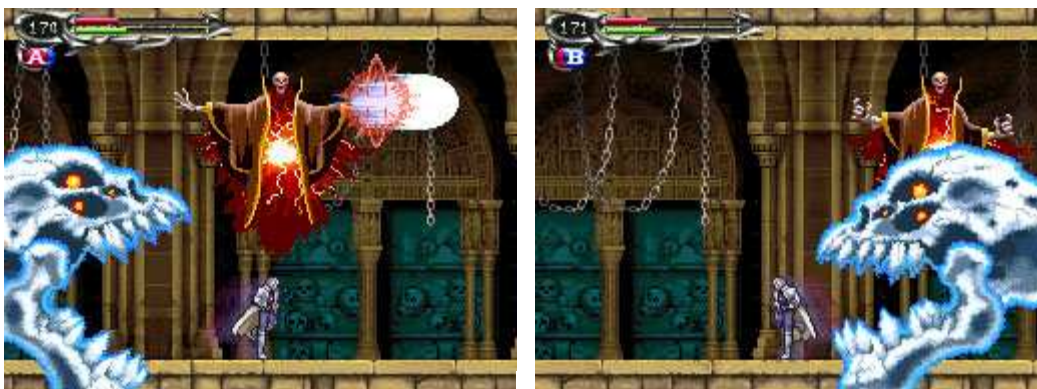


Whenever you can, jump to Death's level and attack with a long sword and the *Manticore* soul. The *Mandragora* soul is also good for the fight, dealing a considerable amount of damage to the enemy. As important as it is for you to remain aggressive, you'll want to hold back your attacks during Death's third attack pattern (the scythe swipes on ground level). If you try to attack Death after he's made his pair of slashes, he's much more likely to follow up with another pair of slashes that could pin you against a wall.

There's more to this fight than already described, though. After fighting with Death for a while, he'll change forms and become much more aggressive. As before, he'll have three different attacks, though these ones aren't as easily evaded.

During one attack, Death will shoot out four white fireballs, two in either direction. Note the order in which they come out, because that'll be your only clue for dodging the attack. If Death first fires a shot to the west, run *east* to escape the first shot. As you run, a giant skull will appear behind you and chomp down. As long as you're running, the attack will miss, but you'll have to immediately turn back the other direction to dodge the second shot. Repeat this back and forth running to avoid the series of shots, then continue your attack.





The spinning scythe attack Death has in his second form is much more difficult to avoid than the first. Instead of the scythe simply spinning around Death, the weapon will run a course through the room, tracking after you as a number of smaller scythes appear from thin air. You need to run very far from Death in order to escape the large scythe, something that's not always an option when you're pinned against a wall. For this reason, it's best to always stay on the side of Death that leaves you the most room to run.

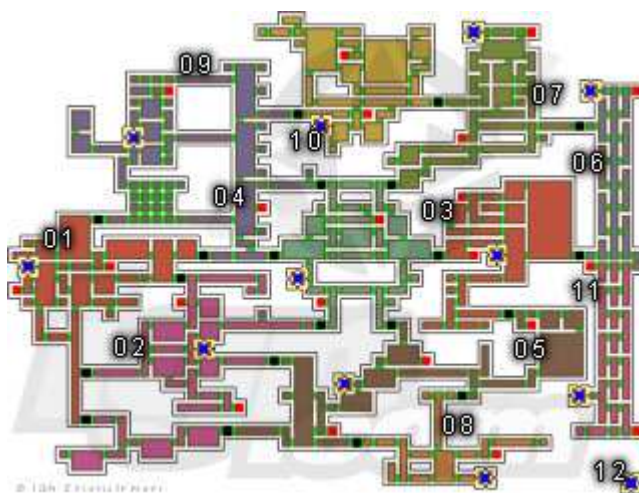


For his third attack, Death will temporarily disappear and reappear next to you, scythe extended. As soon as you see the enemy evanesce, run away from the point where he was and double jump to (hopefully) avoid the blade swipe. Death will sometimes make two (or even three) attempts to hit you with this attack, and that can quickly put you in a corner with nowhere to run. As with his other attacks, having room to run is key. Keeping on the side of him with the most room to run is a good way to prevent losing health.



Before you kill Death, it's a very good idea to practice the *Magic Seal 5* first. To do so, pause the game and select "Magic Seal" from the menu. Select *Magic Seal 5* and you'll be able to practice it—you don't want your first attempt at this complex pattern to be the difference between life and death.

Just beyond Death's quarters is a gateway to a new area, The Abyss. Press UP on the D-PAD to enter The Abyss, drop down through the floor panel and continue towards the true ending of the game.



01	The Lost Village
02	Wizardry Lab
03	The Dark Chapel
04	Demon Guest House
05	Subterranean Hell
06	Condemned Tower
07	Cursed Clock Tower
08	Silenced Ruins
09	Demon Guest House (north)
10	The Pinnacle
11	Mine of Judgement
12	The Abyss

You can save your game as soon as you enter the Abyss. Continue eastward to find the next pathway in this linear romp through dangerous territory. Watch out for the gathering fire spouts on the ground. They'll shoot up as soon as you touch them, and they deal a *lot* of damage.

The path through the Abyss is, as already stated, very linear. The only thing that stands in your way is a host of enemies ready to tear you to shreds. You'll see a lot of familiar enemies as well as some new ones. Two of the rooms you'll enter are buried in sand. When you reach the second sand room, be sure to drop to the far south end of the room (you'll get sucked under) to find the *Hippogryph* soul, which will let you perform a giant leap. Continue moving through the Abyss until you reach the fourth section of the area. You'll find another save point just before reaching a door to the boss enemy Abaddon.

Abaddon can be a very difficult boss if you try to pussyfoot around him and fight tactically. The best way to defeat this boss is to muscle in and hit him with all you've got. For this fight, we recommend equipping the *Death* and the *Aguni* souls.

As soon as the battle begins, enable the *Death* soul and attack Abaddon as quickly as possible. The enemy will summon streams of locusts with his baton, and these mere insects are nothing to take lightly. Note the pattern Abaddon directs with his baton—the locusts that come will follow that path, forcing you to dodge accordingly.



One thing that'll make this battle easier is the ability of *Death*'s scythes to destroy the locusts Abaddon summons. As long as you're facing in the direction from which the locusts come (usually from behind Abaddon), they'll cut through the stream and thin out the pack, either reducing the damage you take or eliminating it completely. You can duck away in corners to avoid the insects during some of their patterns, but trying to physically evade them is much more difficult than simply destroying them with attacks. If you do run to a corner, be sure you're still facing the direction from which the locusts are coming. If you turn your back on them, *Death*'s scythes won't be able to wipe away the pests.



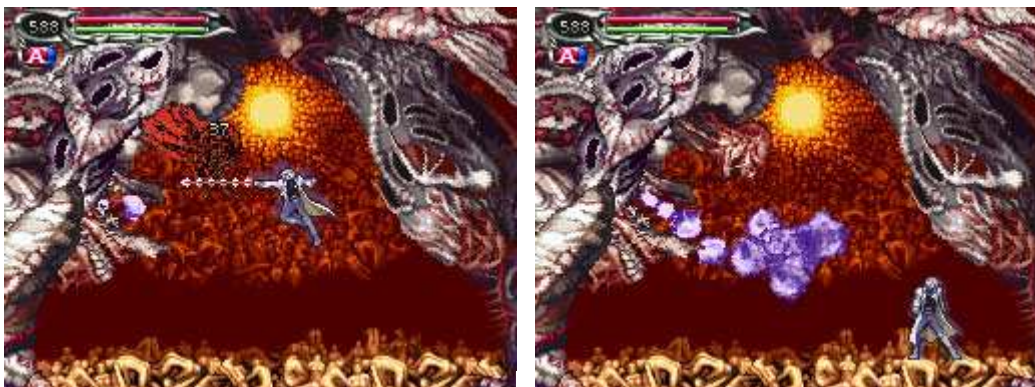


The *Aguni* soul is also very good at cutting away locusts and attacking Abaddon in the process. If you get a good run on the enemy, you should be able to defeat him in under a minute. Be ready to seal the deal with *Magic Seal 5*, then backtrack to save your game.

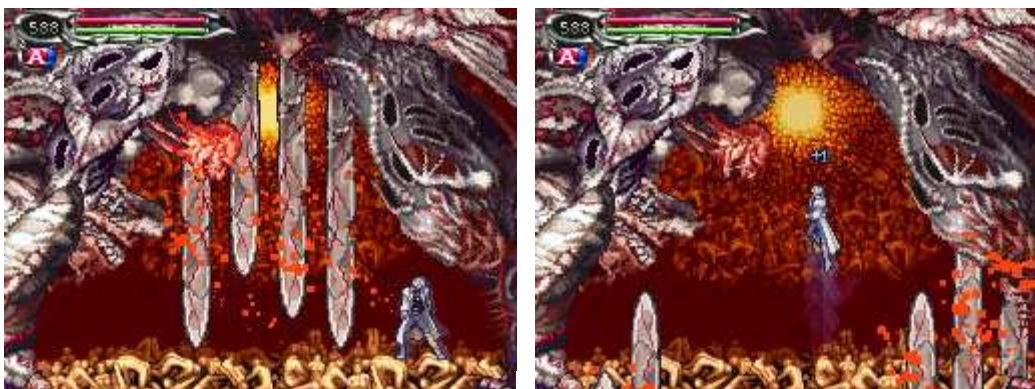
Keep progressing through the Abyss. You'll cut through more enemies and, after passing a Giant Slug, you'll eventually reach another section of the area. Be very careful in this next section, as the walls are lined with spikes. Carefully jump over the spikes and use ranged attacks to defeat the enemies when possible. There's another save point just ahead, and another boss room to keep it company. Ready yourself well—if need be, teleport back to Hammer's shop—because this is the last battle.

As Dimitri transforms into the enemy Menace, jump and attack the small head that's protruding from the left. Be careful not to touch any part of Menace with your body as you jump—simply grazing him will deal a considerable chunk of damage to you. Between your attacks, watch for subtle movements in Menace's body. They'll warn you of impending danger from one of three attacks the enemy has.

The most common attack is Menace's poison breath that comes from the mouth in the lower-left corner of the screen. As soon as you see this mouth move, run to the lower-right corner of the screen and wait under the enemy's knee cap. Getting hit by this attack will damage you severely and poison you, reducing the damage your own attacks have.



You'll need to look out for two other attacks Menace has. A row of spires will poke out from either the top or the bottom of the screen, giving you ample time to retreat to a safe spot before they shoot out and fill the screen. If the spires come from the top of the screen, take the same safe spot used for dodging Menace's breath attack, hiding in the lower-right corner of the screen. If the spires come from below, you can stay in the center of the arena and keep attacking the enemy's protruding head. The spires will hit only in the corners, and while it ruins your safe spot for the other attacks it lets you continue your own offense.



This, however, is only the intro to the real fight with Menace. After a long and arduous battle with the protruding head, Menace will stand up erect, showing his true size. This part of the battle is much more difficult than the first, though equipping yourself with the proper souls can make the battle easier to handle. Equip the *Mandragora* soul, *Death* soul and the *Arc Demon* enchant-type soul. The *Mandragora* is great for attacking the beast, as you'll soon discover, and the *Arc Demon* soul will greatly reduce the amount of damage you take when getting hit.

When Menace is erect, he has only two points where you can hit him. A small face on his knee is vulnerable to attacks, as is the face crammed in the jaw of the skull that forms the beast's head. Each vulnerable point has its own reserve of health, forcing you to attack *both* spots to take down the enemy. It's a good idea to pick one to start with and continue attacking it until it's destroyed before moving on to the next.

To get to Menace's head, you can either jump up the series of platforms to the left or perform a super jump with the *Hippogryph* soul. The head is only vulnerable when the giant skull is open, which prevents you from dealing more than one hit at a time. Because of this, it's a good idea to use a powerful bullet-type soul for your attack to make sure that one attack you get counts. We used the *Mandragora* soul to deal over 100 points of damage per hit, and recommend you do the same. The *Mandragora* attack will also damage any of the drones Menace has flying about him, letting you finish them off with only a couple more hits.



While attacking the head, you'll need to watch out for two main attacks (in addition to dodging the floating drones). Watch Menace's hands for warning of the attacks. If he pulls up just his right hand, back away to avoid the uppercut that follows and be careful of the hand as it retreats from the thrust (the hand opens up after the punch, making the hand larger and more difficult to dodge). For the second attack, Menace will bring up his right arm *and* his claw before thrusting the claw straight out. You can avoid this attack usually by jumping up to the platform above you, letting you continue attacking Menace's face.





Going for the face on Menace's knee is a bit trickier than fighting his upper weak spot. You'll have to jump to reach the weak point on the enemy's knee, making it again beneficial to use a powerful bullet-type attack (the *Mandragora* is still good). You won't have any particular attacks to watch out for, but instead you'll have to dodge the enemy's entire body. Be very careful not to get caught in the corner, as Menace will deal a considerable bit of damage if he steps on you. If you find yourself getting backed against the wall, use your super jump ability to reach the top of the arena and wait for Menace to back away before resuming the attack.



That's it—there's nothing more to Menace to worry about, so go all out when battling this form. Use *Potions* and *Mind Up* items to restore your health and magic as needed. When you defeat Menace, you'll be rewarded with the *true* ending of Castlevania: Dawn of Sorrow.

# Enemy List

Soul hunting is half the fun of Castlevania: Dawn of Sorrow, but it's not always easy. Finding enemies can be tough, and knowing if their soul is even worthwhile is a mystery that won't be figured out until after you've earned the soul. However, using the list below you'll be able to quickly locate enemies and determine whether or not you even want their soul power.

Many enemies appear in multiple areas of the game, but we've only listed one area per enemy. The area listed is *usually* the first area where you'll encounter that enemy, though some souls are easier to farm in different areas. In these cases, we've listed the area where it's easiest to earn the enemy's soul.

Enemy Number / Name		Location	Soul Effect
001	Zombie	The Lost Village	Summon Zombie.
002	Bat	The Lost Village	Summon Bat as a familiar.
003	Ghost	Wizardry Lab	Separate from the body and conduct reconnaissance.
004	Skeleton	The Lost Village	
005	Ouija Table	The Lost Village	Sit in the chair to regain HP.
006	Peeping Eye	The Lost Village	Identify breakable walls.
•	Peeping Eye soul is not required for finding secret areas (but it helps).		
007	Axe Armor	The Lost Village	Throw an axe upwards.
008	Skull Archer	Wizardry Lab	Shoot arrows with deadly accuracy.
009	Warg	The Lost Village	Use fangs to tear at foes.
010	Spin Devil	The Lost Village	Create tornadoes.
011	Armor Knight	The Lost Village	Attack with a spinning spear.
012	Student Witch	Wizardry Lab	Summon a cat.
013	Slaughterer	Wizardry Lab	Smack enemies with quick straight punches.
014	Bomber Armor	Wizardry Lab	Toss a high-power explosive.
015	Golem	Wizardry Lab	Raise STR.
016	Slime	Wizardry Lab	Summon a bouncy Slime.
017	Une	Garden of Madness	Throw Une at a foe.
018	Skeleton Ape	Garden of Madness	Throw a foe with incredible power.
019	Manticore	Wizardry Lab	Grow a tail.
•	Manticore soul is excellent for augmenting your combat strength.		
020	Mollusca	Garden of Madness	Summon a Mollusca.
021	Rycuda	Garden of Madness	Summon thunderbolts.
•	Rycuda soul is required for earning the Mothman soul.		
022	Mandragora	Garden of Madness	Shout to send monsters flying.
•	Mandragora soul is required for earning the Flying Humanoid soul.		
023	Yorick	Garden of Madness	Kick a skull like a ball.
024	Skeleton Farmer	Garden of Madness	Enhance the performance of plant-type abilities.
025	The Creature	Wizardry Lab	Restore HP gradually.
026	Catoblepas	Garden of Madness	Breathe clouds of petrifying gas.
027	Ghoul	The Dark Chapel	Eat food that is normally unpalatable.
028	Corpseweed	Garden of Madness	Summon Corpseweed as a familiar.
029	Yeti	The Lost Village	Create a white orb of dark power that grows as it rolls.
•	Yeti can be found in the first area of the game. Lure him out with the Waiter Skeleton soul.		
030	Tombstone	The Dark Chapel	Nullify petrification.
031	Ghost Dancer	The Dark Chapel	Raise LUCK.
032	Flying Humanoid	Cursed Clock Tower	Raise INT and LUCK.
033	Mini Devil	The Dark Chapel	Summon Mini Devil as a familiar.
034	Quetzalcoatl	The Dark Chapel	Summon Quetzalcoatl as a familiar.



Enemy Number / Name		Location	Soul Effect
035	Treant	Garden of Madness	Increase MP recovery speed.
036	Amalaric Sniper	The Dark Chapel	Summon an archer to support you.
037	Valkyrie	The Dark Chapel	Transform into a Valkyrie and charge at foes.
038	Great Armor	The Dark Chapel	Summon Great Armor as a familiar.
•	<i>Great Armor enemies are powerful, but you can attack them from behind without fear of counter-attacks.</i>		
039	Killer Doll	Demon Guest House	Nullify curses.
040	Waiter Skeleton	Silenced Ruins	Serve delicious curry.
•	<i>Waiter Skeleton soul is required for earning the Yeti soul.</i>		
041	Persephone	Demon Guest House	Enable "magic vacuum." Vacuums up enemy HP.
042	Witch	Demon Guest House	Launch magic shots that track targets.
043	Buer	Demon Guest House	Wear a cloak of tumbling fire.
044	Lilith	Demon Guest House	Increase INT.
045	Killer Clown	Demon Guest House	Throw cards as weapons.
046	Skelerang	Demon Guest House	Enhance throwing ability.
•	<i>Skelerang soul with the Puppet Master soul is capable of getting you past the spikes in Subterranean Hell.</i>		
047	Flea Man	Demon Guest House	Summon Fleaman.
048	Devil	Demon Guest House	Enter a pact with the devil to sharply raise STR.
049	Guillotiner	Demon Guest House	Summon a guillotine from hell.
050	Draghignazzo	Condemned Tower	Raise resistance to flinching upon taking damage.
051	Needles	Subterranean Hell	Summon Needles as a familiar.
052	Hell Boar	The Dark Chapel	Knock down enemies with power-packed uppercuts.
053	Bone Pillar	Demon Guest House	Increase CON.
054	White Dragon	The Dark Chapel	Breathe fire.
055	Wakwak Tree	Garden of Madness	Lower STR and raise CON.
056	Imp	Cursed Clock Tower	Create a space that inflicts spiritual damage.
057	Harpy	Cursed Clock Tower	Summon Harpie as a familiar.
058	Barbariccia	Garden of Madness	Transform into Barbariccia.
059	Malachi	The Pinnacle	Summon a dark sphere that spews dark energy.
060	Cave Troll	Subterranean Hell	Attack by lashing out the tongue.
061	Larva	Wizardry Lab (south)	Summon Larva.
062	Heart Eater	Wizardry Lab (south)	Obtain more hearts.
063	Merman	Subterranean Hell	Shoot a stream of water.
064	Fish Head	Subterranean Hell	Throw Fish Head's head.
065	Medusa Head	Subterranean Hell	Become capable of hovering in one location.
•	<i>Medusa Head soul is very helpful in certain boss fights.</i>		
066	Ukoback	Subterranean Hell	Set fires.
067	Killer Fish	Subterranean Hell	Launch torpedoes in water.
068	Mimic	Subterranean Hell	Gain money when taking damage.
069	Dead Pirate	Subterranean Hell	May cause greater damage on enemies attacked from behind.
070	Frozen Shade	Subterranean Hell	Create a blade of ice that causes freezing.
071	Homunculus	Wizardry Lab (south)	Summon Homunculus.
072	Disc Armor	Condemned Tower	Hurl a sharp-edged circular blade.
073	Decarabia	Subterranean Hell	Hurl a Decarabia.
074	Dead Mate	Silenced Ruins	Summon a dog.
075	Bugbear	The Pinnacle	Gain resistance to lightning.
076	Procel	Subterranean Hell	Increase mobility in water.
077	Bone Ark	Subterranean Hell	Summon a skeleton to provide transportation.
•	<i>Bone Ark soul is capable of carrying you across the spikes in Subterranean Hell.</i>		

Enemy Number / Name	Location	Soul Effect	
078	Gorgon	Silenced Ruins	Breathe a toxic gas.
079	Alura Une	Subterranean Hell	Summon Alura Une as a guardian.
•	Alura Une is difficult to fight normally, but dive kicks work well and keep you safe.		
080	Great Axe Armor	Condemned Tower	Perform a spinning sweep with a huge axe.
081	Mothman	The Pinnacle	Gain more experience points.
082	Mushussu	The Pinnacle	Grow a poisonous tail.
•	Mushussu soul is excellent for augmenting your combat strength.		
083	Dead Crusader	The Pinnacle	Reduce the amount of damage from attacks.
•	Dead Crusader will not guard against mid-air dive kicks.		
084	Dead Warrior	The Pinnacle	Use Bullet-type souls while executing standard attacks.
085	Erinyes	The Pinnacle	Unleash divine energy that causes widespread damage.
086	Succubus	The Pinnacle	Regain HP by drinking blood.
087	Ripper	The Abyss	Throw Knives
088	Black Panther	The Abyss	Move at high speed while creating a shock wave.
•	Black Panther soul makes is great for collecting money and souls.		
089	Mud Demon	The Abyss	Prevent loss of mobility even in sand.
090	Giant Slug	The Abyss	Nullify poison.
091	Werewolf	The Pinnacle	Perform short dashes.
092	Flame Demon	The Pinnacle	Shoot devastating fireballs.
093	Tanjelly	The Abyss	Gain resistance to physical attacks.
094	Arc Demon	The Abyss	Gain resistance against dark spells and attacks.
095	Gaibon	The Abyss	Summon Gaibon as a familiar.
096	Slogra	The Abyss	Throw spears.
097	Stolas	The Abyss	Rains INT and lower STR.
098	Final Guard	The Pinnacle	Gain iron-clad defense.
•	Final Guard enemies are powerful, but you can attack them from behind without fear of counter-attacks.		
099	Malacoda	The Abyss	Attack with a tail.
100	Alastor	The Pinnacle	Summon Alastor as a familiar.
101	Iron Golem	Demon Guest House	Transform into an invincible Iron Golem.
102	Flying Armor	The Lost Village	Reduce the speed of falling.
103	Balore	Wizardry Lab	Touch the Touch Screen to shatter certain blocks.
104	Malphas	The Lost Chapel	Execute a double jump.
105	Dimitri	The Dark Chapel	None
106	Dario	Garden of Madness	None
107	Puppet Master	Demon Guest House	Throw a puppet and switch places with it.
•	Puppet Master soul with the Skelerang soul is capable of getting you past the spikes in Subterranean Hell.		
108	Rahab	Subterranean Hell	Gain the ability to move underwater.
109	Gergoth	Condemned Tower	Fire a devastating laser beam.
110	Zephyr	Cursed Clock Tower	Stop time.
111	Bat Company	Silenced Ruins	Transform into a bat and fly.
112	Paranoia	Demon Guest House	Gain the ability to enter mirrors.
113	Aguni	The Pinnacle	Create a pillar of fire that races across the ground.
114	Death	Mine of Judgement	Summon the Grim Reaper's scythe to attack enemies.
115	Abaddon	The Abyss	Summon a cloud of locusts to swarm foes.
116	Menace	The Abyss	None



# Secrets

## Unlockables

<b>Julius Mode</b>	In Julius Mode, you can play through the game as Julius, a classic Belmont whip fighter. To unlock Julius Mode, complete the game with either the 2nd or the 3rd ending.
<b>Boss Rush</b>	Boss Rush lets you run through a series of boss enemies and try for a high score. You can unlock secret weapons (including an <i>RPG</i> ) by earning fast times.
<b>Sound Mode</b>	You can listen to all music tracks in the game, as well as the voice clips. Complete the game with Ending 3 and Sound Mode will appear on the main menu.
<b>Hard Mode</b>	When you start a new game, you can start it on Normal or Hard difficulty. Complete the game to unlock this option.
<b>Chaos Ring</b>	The <i>Chaos Ring</i> makes your MP regenerate much more quickly. To earn it, collect 100% of enemy souls.

## Different Endings

You could easily plow through Dawn of Sorrow and never know that there are three completely different endings to earn. You can get each ending without worrying about missing the others; just fulfill the requirements for each ending (listed below), watch the ending, and then reload your game save to continue on the path to the next ending. As far as we understand, the third ending is the *true* ending for the game and yields the most possible gameplay.

<b>Ending 1</b>	To get the first ending, simply defeat Dario in a hand-to-hand fight when you encounter him in the area called The Pinnacle. This is the second encounter with Dario.
<b>Ending 2</b>	Instead of fighting Dario hand-to-hand, use the Paranoia soul to warp into the mirror and fight his inner demon, Aguni. After defeating Aguni, get <i>Magic Seal 5</i> and return to the Garden of Madness area. Enter the sealed doorway in the center of the area to view the second ending.
<b>Ending 3</b>	Before using <i>Magic Seal 5</i> to open the sealed doorway in the Garden of Madness, equip <i>Mina's Talisman</i> . You'll bypass the second ending and continue play, letting you enter the Mine of Judgement and The Abyss.

## Secret Enemies

You will encounter most enemy types simply by exploring the castle and progressing through the game. However, there are three enemy types that are pretty well hidden. The *UMA News* items you find will give you a clue to their existence, but getting these guys out of hiding to complete your enemy list (and to earn their souls!) is still a bit tricky. Listed below are details on finding these elusive creatures.

<b>Yeti</b>	Found at the <i>very</i> beginning of the castle, in the snowy field just outside the castle walls. You can see the Yeti walking around in the background, but to lure it out you'll need to throw out some curry using the <i>Waiter Skeleton</i> soul.
<b>Flying Humanoid</b>	The Flying Humanoid is located at the very top of the Cursed Clock Tower, just outside the save room. You can see the enemy flying around a spire in the distance. To kill the enemy, use the <i>Mandragora</i> soul. You'll instantly earn this enemy's soul.
<b>Mothman</b>	Before you can lure out the Mothman, you need to first get the <i>Rycuda</i> soul. With that power, head to The Pinnacle and find the long hall that's guarded by two Final Guard enemies. Between them is a generator you can hit with the <i>Rycuda</i> soul attack to turn on a light, luring out the Mothman.

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## More Secrets

### Rare Ring

If you start your game with a copy of Castlevania: Aria of Sorrow in the Game Boy Advance slot of your DS, Soma will automatically start with the *Rare Ring*, along with some other bonus items.

### Test of Strength

You'll find a tall, seemingly empty room in the Subterranean Hell area with a test of strength. Use a hammer type weapon to hit one end of the seesaw and send the ball flying into the air. More powerful hammers will knock the ball higher, earning you better potions.

### Trophies

There are three secret items to collect in the game that serves no actual purpose—they're just trophies that prove you really like Castlevania. The first is a crown hidden in the Demon Guest House. There's a single room with a chair and a large bed. Sit in the chair to make the crown appear. In the Cursed Clock Tower, find a room covered in spikes with a small spike-covered platform near the top. Crouch down on the platform (the only part that's not covered in spikes) and wait a second to summon the next trophy. To obtain the third trophy, you must first find the *Hippogryph* soul. Find the room in the Dark Chapel with the large bells. Use the *Hippogryph* jump to smash into a bell and knock out the third trophy.

### Soul Combos

By equipping certain sets of souls, you can unlock special abilities that combine the powers of each soul. These are the combinations:

- *Amalaric Sniper, Skull Archer*
- *Guillotiner, Mini Devil*
- *Fish Head, Needles*
- *Flame Demon, Bat Company*
- *Fleaman, Bat Company*
- *Slogra, Gaibon*
- *Une, Alura Une*

## Money Making

So you want to make money? Lots of it? The best place to earn money is right at the beginning of the game, in the Lost Village area. However, you won't be able to fully utilize this money spot until you're well into the game. First, find the *Gold Ring* by opening the 666 roulette door. Then, get a soul from the *Black Panther* enemy if you can. Go to the southeast corner of the Lost Village area and you'll find a room with a row of Zombie enemies. Use *Black Panther* to quickly rush through the room and back out. You'll earn lots of gold each time you do this, and with the *Black Panther* soul you can repeat the pattern really quickly.



## Secret Areas

Throughout the castle are various walls which can be destroyed using your normal attacks. These walls look like any other wall, so finding these secrets can be a challenge. You can equip the *Peeping Eye* soul to clearly spot these walls but it's not necessary for finding the secrets. Check out our map below to locate the hidden areas and collect the secret items and treasures they hold (the areas are marked in bright yellow).



## Roulette Doorways

There are three roulette wheels in the castle that block passage into secret rooms. As you touch these doorways, the roulette wheel will spin and display the last three digits of your gold count. In order to unlock these doors, the last three digits of your gold count (example: GOLD 25,777) must match the numbers engraved on the doorway.

Each of three doorways has a different number. Check the map below to find these doorways and go prepared to unlock them for their secrets (the areas are marked in orange).





## Mirror Rooms

By defeating the hidden boss Paranoia, you'll gain the ability to enter mirrors and explore alternate versions of any room that has a mirror. These alternate rooms often hold valuable secret items that are worth hunting down. Once you have the *Paranoia* soul, locate these mirror rooms and gain their treasures. The map below shows the location of all mirror rooms (the areas are marked in teal).

