

The cover art for Castlevania: Lament of Innocence features a central figure, Alucard, with long blonde hair and a red cape, holding a sword. He is surrounded by other characters: a woman in a white veil and green dress in the background, a woman in a black corset in the upper right, and a woman with long blonde hair in the lower right. The background is a dark, gothic setting with flowers and a large, ornate gate at the bottom.

Castlevania

lament of innocence™

MATURE 17+



CONTENT RATED BY
ESRB

KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

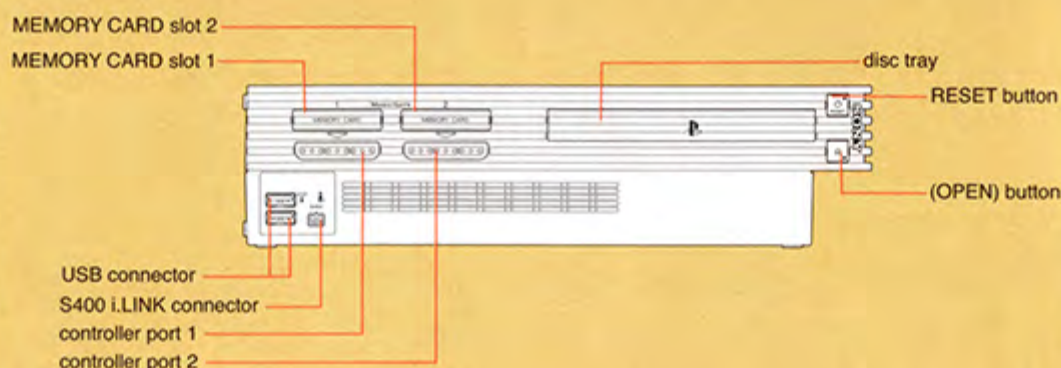
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INTRODUCTION

Thank you for purchasing Konami's CASTLEVANIA® LAMENT OF INNOCENCE™. For best results, we recommend that you read through this manual prior to playing the game. Konami is constantly striving to improve the quality of our products to give our customers the best gaming experiences possible. As a result, there may be some slight differences between versions of the same product, depending on when and where you played the game.

GETTING STARTED



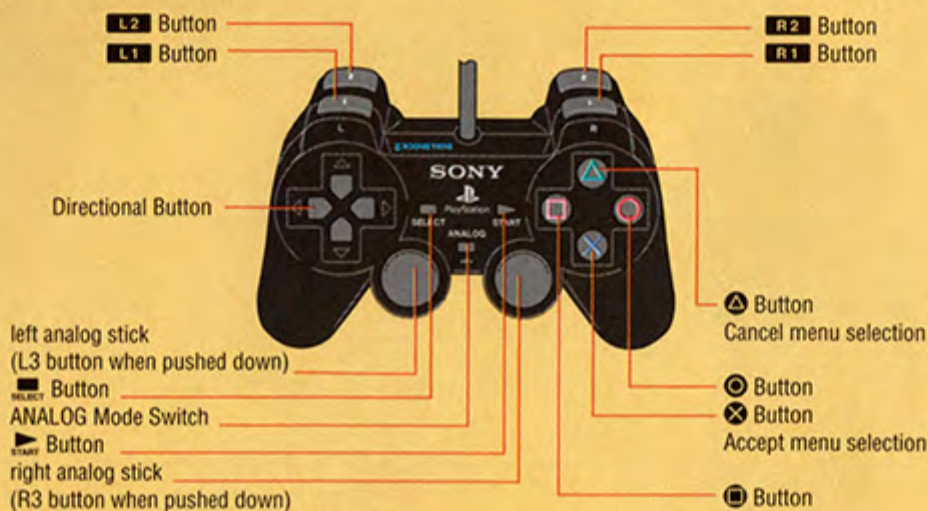
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch [located on the back of the console] is turned ON. Press the RESET button. When the power indicator lights up, press the  button and the disc tray will open. Place the CASTLEVANIA® LAMENT OF INNOCENCE™ disc on the disc tray with the label side facing up. Press the  button again and the disc tray will close. Attach game controllers and other peripherals as appropriate. Follow on-screen instructions and refer to this manual for information on using this software.

MEMORY CARDS

To save game settings and progress, a memory card [8MB] [for PlayStation®2] is required. Insert the memory card into MEMORY CARD slot 1 [MEMORY CARD slot 2 is not used] of the PlayStation®2 computer entertainment system before starting play. You can load your saved games from the same memory card, or from any memory card [8MB] [for PlayStation®2] containing previously saved CASTLEVANIA® LAMENT OF INNOCENCE™ games. For more information on saving and loading, see pages 8-9.

NOTE: CASTLEVANIA® LAMENT OF INNOCENCE™ uses at least 124KB of memory card data to save each game. Make sure there is enough free space on your memory card before starting play. Do not insert or remove a memory card while saving/loading games or after the power has been turned ON.

USING THE CONTROLLER



BASIC GAME CONTROLS

left analog stick

button

button

button

button

Walk/run [tip sharply to run]

Light whip attack/switch zones / Examine / Confirm

Heavy whip attack/switch zones

Sub weapon/cancel

Jump/confirm

R1 button or R2 button

L1 button

L2 button

R1 button + button

Guard / Guard stance while held

Orb circle window open

Relic circle window open

Activates relic. Leon is immobilized while a relic is activating. Press R1 button + button to deactivate effect.

right analog stick

Tip sharply to open the real time window.

Use to move the cursor in the real time window.

Use to select choices in a circle window.

directional button

SELECT button

START button

Moves the cursor, etc.

Map screen open/close

Sub-screen open/close

PROLOGUE



In an era long past, as monarchies weakened, local feudal lords grew in power.

The first knights simply protected their lords' domains.

However, with the reforms of the late 11th century, knights became protectors of the peace.

They valued courage and honor, fighting heretics and heathens in God's name.

In this age, one company of knights was said to be invincible due to two men:

Leon Belmont, a courageous man who feared nothing and whose combat abilities were second to none, and Mathias Cronqvist, a genius tactician, whose learning made him an exception in a largely illiterate society. They trusted each other completely, and they were bound by an old friendship.



PROLOGUE

However, sorrow awaited Mathias upon his return from a victorious campaign.

It was news of the sudden death of his beloved wife, Elisabetha.

Mathias' grief was profound and he became bedridden.

A year has passed since then.

Thanks to Leon's efforts, their company remains proudly undefeated.

However, a mysterious army of monsters suddenly appears in Leon's domain.

The Crusades are raging in the East, and since the Church is focusing on fighting heathens rather than monsters, it has forbidden unauthorized battles. Leon wants permission to sortie, but the Church has no intention of granting it.

One night, Mathias struggles from his sickbed and tells Leon that the appearance of the monsters is tied to a vampire, who has a castle in the Forest called Eternal Night, and that Leon's betrothed, Sara, has been kidnapped and brought to that castle.

Leon realizes that he must renounce his title to rescue his beloved.

The forest is swollen with darkness, as if it would rob away everything, and only moonlight provides a ray of hope. A great legend is about to begin.



DETAILED GAME CONTROLS

MOVEMENT

Move Leon using the left analog stick. His movement speed is adjusted by how deeply the left analog stick is held. Tip the left analog stick all the way to make Leon run.

STANDARD WHIPPING ATTACKS

- button Light whip attack. Damage is light, however the attacks are faster.
- △ button Heavy whip attack. Heavier damage, however the motions are slower, leaving more room for counter-attacks.

These two buttons respectively inflict light and heavy whip lashes. Special combo attacks can be performed by pressing these buttons in different combinations and/or timing. When Leon learns a new attack, this information is stored in the Skill List. For more information, see SUB-SCREEN MENUS on page 13.

SUB-WEAPON ATTACKS



Scattered throughout the castle are sub-weapons that Leon can pick up and use against enemies. There are five kinds of sub-weapons: knife, holy water, axe, cross and crystal. Sub-weapons require hearts before they can be used. When Leon has a sub-weapon and sufficient hearts, a sub-weapon attack can be executed by pressing the ○ button. Depending on the sub-

weapon, the amount of hearts required for use will vary. Only one kind of sub-weapon can be held at any time. Strategically choose the best sub-weapon for the task at hand.



Knife



Holy Water



Axe



Cross



Crystal

NOTE: Combining orbs with sub-weapons will allow you to perform a variety of magical attacks. For more information on orbs, see Relics & Orbs on page 21.



Axe + Orb =
Spiral Axe



Axe + Orb =
Hi-speed edge

DETAILED GAME CONTROLS

JUMP

Press the **X** button to make Leon jump. Press the **X** button while Leon is jumping to execute a double jump.

GUARD

Leon can block enemy attacks by assuming the guard position by pressing either the **R1** or **R2** button. However, if Leon is hit repeatedly while guarding, the stamina required to guard against perpetual attacks will eventually decrease to the point that the guarding is ineffective. There are also some attacks that are impossible to guard against. While guarding, Leon can walk slowly without changing direction.



GUARD: SPECIAL ATTACKS

Enemies will occasionally unleash special attacks. Special attacks can be identified by a violet glow. When Leon guards against special attacks, these attacks are absorbed by the gauntlet and stored as MP. MP is required to initiate magical attacks with relics, so always stock up on MP when possible. For more information on relics, see Relics & Orbs on page 20.



GUARD: PERFECT GUARD

This skill is learned only after certain conditions are met. A perfect guard is earned by guarding against an attack at the last possible instant. For executing a perfect guard, Leon is rewarded with MP and hearts. While it is challenging, its benefits should outweigh the risk to experienced players.



QUICK STEP

Leon can dodge attacks by executing a quick sidestepping motion. A quick step is performed by simultaneously pressing the left analog stick and pressing the **X** button while Leon is guarding. Leon can sidestep to avoid enemy attacks. This is an excellent skill for negating an enemy attack and enabling a quick counterstrike. The quick step is learned after certain conditions are met.

DETAILED GAME CONTROLS



ACQUIRING SKILLS

As Leon battles his way through the castle, a variety of offensive and defensive skills can be learned. New skills are learned by satisfying specific conditions, such as attacking certain enemies. The skills acquired by Leon can be checked on the status screen. For more information, see SUB-SCREEN MENUS on page 13.

STARTING THE GAME



The player assumes the role of Leon Belmont to rescue his betrothed, Sara Trantoul, who has been abducted by the vampire Walter Bernhard. Using a whip, sub-weapons, and relics, battle your way to your beloved in Walter's castle through five horrific areas of monsters and bosses.

After the introductory screens and prologue movie are displayed, the Title Screen will appear. Select **CONTINUE**, **NEW GAME** or **OPTIONS**.

CONTINUE: Resume a previously saved CASTLEVANIA® LAMENT OF INNOCENCE™ game using data saved on a memory card [8MB] [for PlayStation®2]. For more information on saving, see page 9.

NOTE: The continue option will not appear on the Title Screen unless a saved game is stored on a memory card [8MB] [for PlayStation®2].



NEW GAME: Start a new game from the beginning. You will be taken to a NAME ENTRY screen to enter a name of a save file. Subsequently, the FILE SELECT menu will be displayed to choose a save file. The game will begin after the save file is confirmed.

OPTIONS: Adjust game settings. Follow the on-screen menus for additional information. For more information, see Options on page 26.

SAVING THE GAME

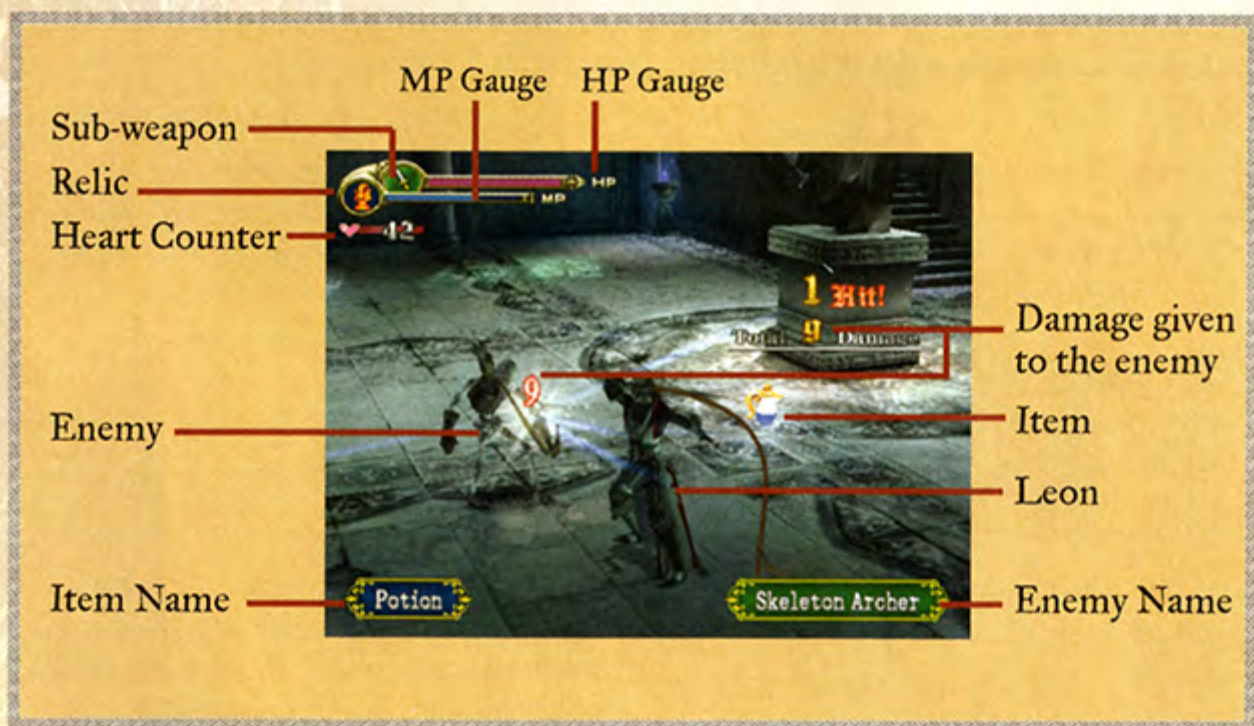
During the quest, Leon will acquire new skills, items and abilities. It is possible to save the game on a memory card [8MB] [for PlayStation®2]. Depending on your available free space, you can create multiple save files.

Games can only be saved when Leon enters the Save Room. Leon must stand in the glowing circle near the statue. Follow the on-screen instructions to save your current game progress.

NOTE: Save Rooms are clearly marked in red color on the map. Save Rooms will also restore Leon's HP to maximum.



GAME SCREEN OVERVIEW



SUB-SCREEN OVERVIEW



Access the sub-screen menu to review Leon's status, items and equipment by pressing the START button. Various information, including Leon's status parameters, money in possession and game options can be examined on this screen. Move the cursor to equipment icons to check the names and descriptions of equipment. Move the cursor to Leon Belmont to check

your play record. Some aspects of your play record are required for unlocking certain moves, so be sure to save your games.

STATUS PARAMETERS

HP: "Hit Points" are a measure of Leon's remaining HEALTH. Leon sustains damage when he is hit by an enemy attack or trap. The game is over when the HP gauge drops to zero. HP may be restored by some items. HP are fully restored in the Save Rooms.

MP: "Magic Points" are a measure of Leon's MAGICAL ENERGY. This magical energy is used to power relics which can unleash damaging attacks on enemies. When magical energy is used, the gauge will begin to decrease. MP can be restored by guarding against special attacks from enemies.

Hearts: "Hearts" are a measure of Leon's stored energy for using sub-weapons. In addition to sub-weapons, attacks powered up by using an Orb also use hearts. The amount of hearts consumed will vary depending on the sub-weapon and/or attack move. Hearts can be earned by destroying enemies and breaking open candle stands scattered through the castle.



Big Heart:
Worth the value
of 10 hearts.



Small Heart:
Worth the value
of 2 hearts.

Atk: Leon's attacking strength with the whip.

Def: Leon's defensive rating. This figure indicates how much damage is minimized in percents. For example, "5" means a 5% reduction in damage.

Con: A numerical rating of Leon's CONSTITUTION. This attribute influences Leon's ability to recover from afflictions such as poisoning or curse. A higher rating results in a faster recovery.

Int: A numerical rating of Leon's INTELLIGENCE. This attribute influences the attacking strength of sub-weapons.

SUB-SCREEN OVERVIEW

Lck: A numerical rating of Leon's LUCK. This attribute influences the likelihood of enemies dropping valuable or important items helpful to Leon's quest.

Status: An indication of Leon's body status. Body status is rated according to the following categories:

Good: Leon's body and overall health is functioning normally.

Poison: Leon's body is POISONED, resulting in decreased body functionality. Leon will sustain 1 HP of damage regularly over a set amount of time and his movements will be interrupted by painful spasms. POISON may be neutralized by drinking SERUM. Without SERUM, Leon will slowly recover from the effects of POISON.

Curse: Leon's body is CURSED, resulting in an inability to use spells or special attacks. Using UNCURE POTIONS will dispel a CURSE, but even without UNCURE POTIONS, Leon will slowly recover from the effects of CURSE.

Stone: Leon's body has been TURNED TO STONE and is unable to move or defend from enemy attacks. Escape this condition by jiggling the left analog stick. The faster you react influences Leon's recovery time. However, if you do nothing, Leon will never recover.

Paralysis: Leon's body is PARALYZED and is temporarily rendered incapable of any action. Leon will slowly recover from the effects of PARALYSIS, but the recovery time can be increased by jiggling the left analog stick.

Curse%: Indicates the probability of Leon avoiding the effects of a curse when hit with a cursed attack. For example, "75" indicates that Leon has a 75% chance of being immune to a cursed attack. Therefore, it is a high probability that Leon will not experience the effects of a cursed attack.

Stone%: Indicates the probability of Leon avoiding the effects of petrification when hit with a petrifying attack. For example, "20" indicates that Leon has a 20% chance of being immune to a petrifying attack. Therefore, it is a high probability that Leon will be susceptible to the effects of a petrifying attack.

Poison%: Indicates the probability of Leon avoiding the effects of poisoning when hit with a poisonous attack. For example, "50" indicates that Leon has a 50% chance of being immune to a poisonous attack. Therefore, Leon has an equal probability of being immune or susceptible to the effects of a poisonous attack.

Time: Your total play time for this game.

Gold: The amount of gold Leon currently has in his possession. Gold can be used to purchase items from the alchemist Rinaldo Gandolfi.

SUB-SCREEN OVERVIEW



Brown Coin:
Value of 1 piece of gold.



Green Coin:
Value of 5 pieces of gold.



Purple Coin:
Value of 10 pieces of gold.



Silver Coin:
Value of 25 pieces of gold.



Gold Coin:
Value of 100 pieces of gold.



Grey Money Bag:
Value of 250 pieces of gold.



Blue Money Bag:
Value of 400 pieces of gold.



Purple Money Bag:
Value of 1000 pieces of gold.

SUB-SCREEN MENUS

Item List: Allows you to check and organize Leon's items in possession. Choose this heading on the sub-screen menu to display the list of usable items. To toggle between this list of items and event items, press left or right on the directional button or the right analog stick. Press the  button to switch around items on the list. You should take the time to organize your items for quick access and use. When scrambling in battle, finding an item in the real time window could be a matter of life and death for Leon. Arrange items so you can find them quickly.



Equip List: Allows you to change currently equipped/possessed whips, protective wear and accessories. To toggle between this list of whips and separate lists for protective wear and accessories, press left or right on the directional button or the right analog stick. The currently equipped items are marked with the letter "E". For more information, see Real Time Window on page 17.



Relics List: Allows you to check and organize Leon's acquired relics. Although arranging the relics in the relic circle window has no real benefit, arranging the relics in the order of preference for the real time window is recommended. For more information, see Real Time Window on page 17.



Orb List: Allows you to check and organize Leon's acquired orbs. Although arranging the orbs in the orb circle window has no real benefit, arranging the orbs in the order of preference for the real time window is recommended. For more information, see Real Time Window on page 17.



Skill List: Allows you to check the spells and special attacks that Leon has learned. Check this list for descriptions of special moves and the commands needed to execute these attacks.



SUB-SCREEN MENUS



Encyclopedia: Review stats and profile information on enemies that Leon has faced throughout the castle, such as attributes, weaknesses and drop items. An enemy is added to the list as soon as Leon has battled it. However, detailed information such as a description will not be added until Leon has defeated the enemy. A monster's item information is updated only if it drops an item after its defeat.



Tolerance: Indicates the type of attacks that the enemy is immune to.

Weakness: Indicates the type of attacks that will inflict double the standard damage.

Drop Items: Indicates the kind[s] of items the monster may drop when defeated. A "-----" marking indicates that the enemy has no drop items. A "???" marking indicates that the enemy has drop items but has not dropped an item yet.

No. defeated: Indicates how many of that enemy has been defeated.

Information: Description of the selected enemy.



Options: Various game settings can be changed.

Key Config: Change the button layout to control Leon.

Sound Setting: Change Sound Settings.

Sound Type: Select from Monaural, Stereo or Dolby Surround Pro Logic II

B.G.M. Volume: Adjust the volume of the background music.

S.E. Volume: Adjust the volume of the game's sound effects. The demo mode volume can also be adjusted with this option.

Vibration: Turn the vibration function on or off.

NOTE: The options menu on the Title Screen offers additional options. See Options on page 26 for more information.

REAL TIME WINDOW

In this game, all items and equipment are accessed, used, equipped, etc., using the real time window. While this window is open, the action occurring in the game continues to unfold even while the player accesses this window. Because the window selections and action is all done in real time, there are times where the action could become hectic and intense. For instance, Leon may need to restore HP while he fends off monsters.

Open the real time window by either pressing the R3 button [press down on the right analog stick] or pressing the right analog stick. With the window open, move the cursor to the desired heading using the right analog stick or the directional button. Confirm the selection with the $\times$ button.



To cycle through the menu lists, press left or right on the directional button or the right analog stick.

The list cycle is presented in the following order:

Item List

Relic List

Orb List

Equip List

Item List

Pressing the $\triangle$ button backs up the real time window by one list. The real time window memorizes the list it displays last, so it will automatically go to that list when it is next opened. When you are finished making your selections in the real time window, press the $\times$ button to close the window. Press the $\triangle$ button to cancel and not use any item or change equipment.

NOTE: Beware!! When accessing a real time window, Leon can only move around and can not attack monsters.

REAL TIME WINDOW

ITEM LIST

Items in this list are used for restoring HP, lifting curses, etc. Most items are for single use only, but there are some exceptions. Also, there are some items that take time before they work, so be sure that Leon can safely avoid confrontation until the item takes effect.



Big Meat:
A big piece of meat.



Small Meat:
A little piece of meat on a bone.



High Potion:
Medicine that recovers 100 HP. A bit hard to swallow.



Potion: Medicine that recovers 50 HP.



HP Max Up:
Increases the amount of Leon's maximum HP count by 10.



MP Max Up:
Increases the amount of Leon's maximum MP count by 10.



Heart Max Up:
Increases the amount of Leon's maximum Heart count by 10.



Uncurse Potion:
Medicine that purges curses.



Serum:
Recovers from poison.



Rosario: When Leon picks up this item, all enemies on screen will be instantly destroyed.



Magical Ticket:
Enables Leon to transport to the front of Rinaldo's house.



Map: Maps enable you to chart your quest through the castle and aid in navigation.



Keys: Keys will help you in unlocking doors or gaining passage through locked areas of the castle.

NOTE: There are many other items to be found throughout the castle.

REAL TIME WINDOW

RELIC LIST

A relic is a special kind of equipment that releases a special attack or spell while consuming MP. Equip relics in the real time window or circle window and then use the relic by pressing the R1 button and the  button at the same time. A relic may also be equipped using the circle window. For more information, see Circle Windows on page 19.



ORB LIST

An orb can be combined with a sub-weapon to enhance its power. There are many different types of orbs that Leon can collect and combine with sub-weapons. An orb may also be equipped using the circle window. For more information, see Circle Windows on page 19. For more information on orbs, see Orbs on Page 21.



EQUIP LIST

Leon can be outfitted with several kinds of equipment using this sub-menu. First, select the type of equipment you want to equip and then confirm the item to equip Leon with it. Equipment items are broken down into the following types:

Whip: Opens a list of whips used for attacking.



Whip of Alchemy: The whip Rinaldo creates with alchemy.



Whip of Flames: Fire elemental added onto the Whip of Alchemy.



Whip of Ice: Ice elemental added onto the Whip of Alchemy.



Whip of Lightning: Lightning elemental added onto the Whip of Alchemy.



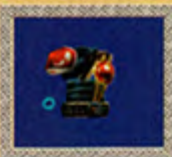
Vampire Killer: The whip that will destroy all who are related to the kindred of the night.

REAL TIME WINDOW

Armor: Opens a list of protective equipment that reduces injury.



Earth Plate: Plate blessed by the Earth. Reduces damage from enemies by 5%.



Meteor Plate: Starlight plate magically sealed within. Reduces damage from enemies by 10%.

NOTE: Additional body plates may be discovered during Leon's quest.

Accessory 1 & 2: Opens a list of accessories that provide a variety of benefits when equipped.



Anti-Poison Ring: 75% chance of nullifying special effects of poison attacks.



Arctic Ring: A ring with magic to make you more resistant to ice attacks.



Cleric's Ring: 75% chance of nullifying special effects of curse attacks.



Perseus' Ring: 75% chance of nullifying special effects of petrification attacks.

NOTE: Usually, two accessories can be equipped. If certain conditions are met, three accessories can be equipped. Additional accessories may be discovered during Leon's quest.

CIRCLE WINDOWS

Circle Windows offer players a convenient short-cut method to complete common adjustments with orbs and relics that would normally be executed through the real time window. During intense battles, making quick adjustments with Circle Windows may decrease the window of opportunity for a monster to attack Leon.

A circle window is opened by pressing and holding either the L1 or L2 button.



L1 button: Opens the orb circle window.



L2 button: Opens the relic circle window.

Cycle through the list using the right analog stick and confirm the choice to equip the selected orb or relic. The selected orb or relic may also be unequipped from Leon by pressing the R3 button [press down on the right analog stick].

NOTE: Beware!! Like the real time window, Leon is incapable of any action other than running or walking while a circle window is open.

RELICS & ORBS

RELICS

A relic is a special kind of equipment that releases a special attack or spell while consuming MP. Once equipped, a relic is turned on and off by pressing the R1 button and the  button [sub-weapon button] at the same time. While it is turned on, the relic remains active as it consumes MP. A number of relics may be obtained in the game, but only one relic may be equipped at any one time - switch relics to suit the situation. Press the L2 button to open the relic circle window and select the relic to be equipped. Relics may also be equipped using the real time window. See Circle Windows on page 19 and Real Time Window on page 15 for more information.



Black Bishop: A chess piece carved in detail out of ebony. It will increase your attack temporarily.



White Bishop: A chess piece carved in detail out of ivory. It will increase your defense temporarily.



Crystal Skull: Unbelievable technology that allows you to disappear by bending light.



Invincible Jar: Invincible for a time.



Little Hammer: Little hammer that grants wishes. Produces money every time it hits.



Lucifer's Sword: Unleashes an attack wave. Ornamental piece not suited for battle.



Meditative Incense: This incense burned by magic gradually recovers your Hearts.



Saisei Incense: This incense burned by magic gradually recovers your HP.



Svarog Statue: A statue in the image of the fire god. Flames sprout in your footsteps.



Wolf's Foot: Lets you run fast like a wolf.

RELICS & ORBS

ORBS

EFFECT ORB SYSTEM

The orbs and sub-weapons obtained by Leon can be combined in pairs to use a wide variety of magic attacks. Because there are many varieties of orbs and sub-weapons, dozens of magic spells can be used.



Black Orb: Magical orb; glows black.



Blue Orb: Magical orb; glows blue.



Green Orb: Magical orb; glows green.



Purple Orb: Magical orb; glows purple.



Red Orb: Magical orb; glows red.



White Orb: Magical orb; glows white.



Yellow Orb: Magical orb; glows yellow.

Open the orb circle window by pressing the **L1** button [or through accessing the real time window], select the desired orb and press the **○** button to use the spell. Spells using orbs consume hearts. The number of hearts required will depend on the kind of spell used. Turn the orb off to revert the sub-weapon to its normal attack. See Circle Windows on page 19 and Real Time Window on page 15 for more information.

MAP

MAP SCREEN

The map can be displayed any time during play by pressing the SELECT button. The map will show the area where Leon is traveling. Rooms that Leon has entered are shaded in blue. Save rooms are shaded in red. If Leon obtains a map in the game, rooms and corridors not yet entered by Leon are shaded in gray. Not all rooms will appear on maps, and there may be secret chambers.

If the map shows a portal between two rooms, there definitely will be some way for Leon to go from one room to the other. Access to the other room may require Leon to trigger a hidden switch or use a special item, but there will always be a way through. Don't give up exploring the castle until you have reached 100% map completion.



Area name: Leon's present area.

Percentage: Leon's progress in the area. If Leon has thoroughly explored the area, "COMPLETE" will be displayed.

Player cursor: Indicates Leon's location and direction.

Compass: Red tip points north on the map.

Floor: Indicates which floor Leon is on, and the total number of floors in the area.

MAP

The following controls may be used on the map screen.

⊗ button	Turn control descriptions on/off
○ button	Switch the displayed floor
□ button	Return the map to the default mode
△ button	Close map and return to the game
left analog stick	Rotate and tilt the map
right analog stick	Move the map horizontally and vertically
R1 button	Enlarge map
R2 button	Reduce map
L1 button	Switch map modes
L2 button	Set marker stone [see Placement of marker stones]

MAP MODES

Fixed mode

Once rotated, the map's position is fixed and stopped from rotating. If the player switches from the rotation mode to fixed mode, the map is rotated to the north position and then fixed in position.

Rotation mode

The map is allowed to freely rotate to match Leon's direction of travel. If the player switches from the fixed mode to rotation mode, the map automatically rotates to match Leon's direction.

PLACEMENT OF MARKER STONES

Leon can find marker stones that can be placed anywhere to show up on the area map as convenient place markers. Press the L2 button while the map is open to access the marker placement menu.

Select the marker to be used by pressing up or down on the directional button and confirm its use with the ⊗ button. The marker stone's location will be shown on the map in a chosen color. This is a useful technique when Leon must return to a place of importance after exploring a large area of terrain.

RINALDO'S SHOP



At the start of the game, Leon will be standing in front of a cottage. This cottage is where the merchant Rinaldo Gandolfi runs his business. Use the gold Leon obtains in the castle to buy and sell the merchant's wares. If you want to chat with Rinaldo, stand at his counter and press the button or the button.

THE FOLLOWING MENU WILL APPEAR:



BUY: BUY ITEM[S] FROM RINALDO.

Select this heading to display a list of Rinaldo's merchandise for sale. From the right, the list shows the merchandise item's icon, name, quantity held by Leon, type, and price. Items that Leon can afford are displayed in white, while the unaffordable items are shown in gray. If Leon already has nine of a certain item, it will also be shown in gray. If Leon selects an item, Rinaldo will ask for the total quantity to be purchased. Enter the quantity by pressing left or right on the directional button, then confirm the choice with the button.



RINALDO'S SHOP

SELL: LEON CAN SELL UNWANTED ITEMS TO RINALDO.

Select this heading to display a list of Leon's items that could be sold. From the right, the list shows the item's icon, name, quantity held by Leon, type, and price. Only useable items, protective equipment, and accessories may be sold. If Leon selects an item, Rinaldo will ask for the total quantity to be sold. Enter the quantity by pressing left or right on the directional button, then confirm the choice with the **X** button.



EXIT: EXIT RINALDO'S SHOP.

NOTE: Make a habit of visiting Rinaldo's shop. His merchandise will change depending on a variety of conditions. On occasion, he may even provide you with valuable information, such as details on enemy bosses, that will greatly help Leon's quest. Frequently visiting Rinaldo could prove beneficial to your game strategies.

OPTIONS



From the main Title Screen, the following options can be changed in the OPTIONS menu:



Key Config: Change the button layout to control Leon.



SOUND SETTING: Change Sound Settings.

Sound Type: Select from Monaural, Stereo or Dolby Surround Pro Logic II

B.G.M. Volume: Adjust the volume of the background music.

S.E. Volume: Adjust the volume of the game's sound effects. The demo mode volume can also be adjusted with this option.

NOTE: This game is presented in Dolby® Surround Pro Logic® II. Connect your game console to a sound system with Dolby Pro Logic or Dolby Pro Logic II decoding, and select "Dolby Surround Pro Logic II" in the Options Screen of the game to experience the excitement of surround sound.



LANGUAGE: Choose language options.

Game Text: Adjust the language of the displayed game text.

Spoken: Adjust the language of the spoken dialogue in the game.

Subtitle: Select the appropriate language for the subtitles.

VIBRATION: Turn the vibration function on or off.

NOTE: All options can be changed during the game except for Language options.

CHARACTERS



LEON BELMONT

The hero in this game. He is a baron who is revered as the most powerful of the land's knights. Casting aside his fame and fortune to save his abducted betrothed, he ventures into the vampire's castle alone.



SARA TRANTOUL

Leon's betrothed who has been abducted by a vampire. The daughter of a wealthy landowner, she is adored by all.



RINALDO GANDOLFI

An alchemist who lives in the forest ruled by the vampire. Leon obtains his first whip from this man. He also helps Leon by selling potions and other items. Rinaldo appears to have a score to settle with the vampire.

BEGINNING THE GAME

The game starts with Leon running through a forest. Upon entering the castle, there are two paths, one each to the right and left. Take the path to the right. On the right side of the corridor is a save room where you should save your game. That corridor leads to a dead end, so turn around and go to the door at the opposite end. Upon entering that corridor, the tutorial will start. When the tutorial is finished, return to the starting corridor. The opposite side, which had been closed, will now be open. The corridor leads to a warp room that leads to the castle's separate areas. You may start play from any area, but some may be tougher than others. If you find certain areas to be more difficult than your current skill level, it may be wise to return to the warp room and try another area first.



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MATURE



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17+

Blood and Gore
Violence

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