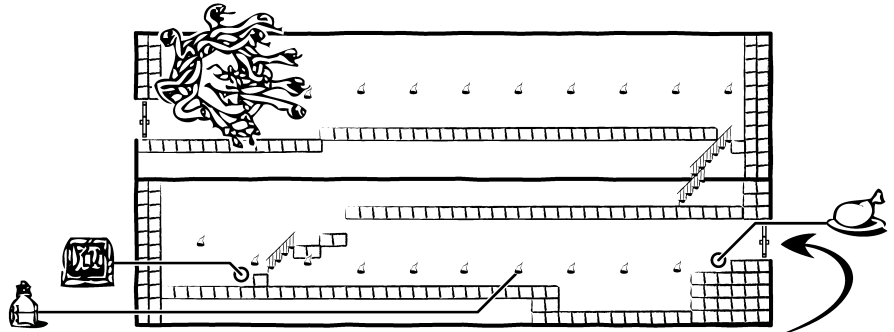


Castlevania

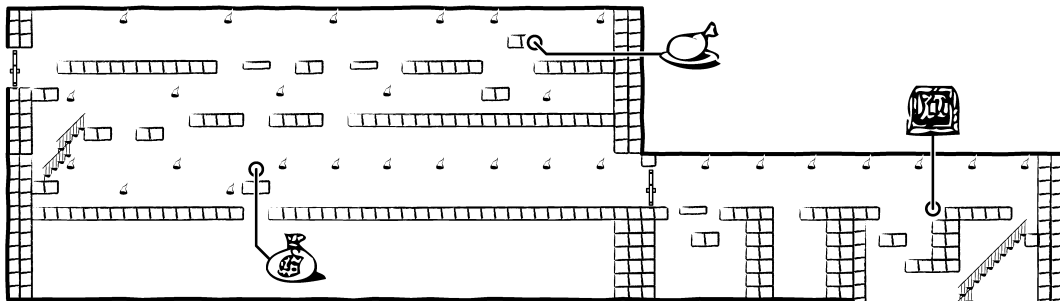
Stage 2

Queen Medusa

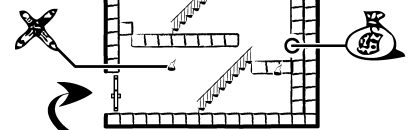
Medusa is not too tough. The Fire Bomb (aka. Holy Water) works nicely.



Stand on the platform for 5 seconds to trigger the hidden treasure.



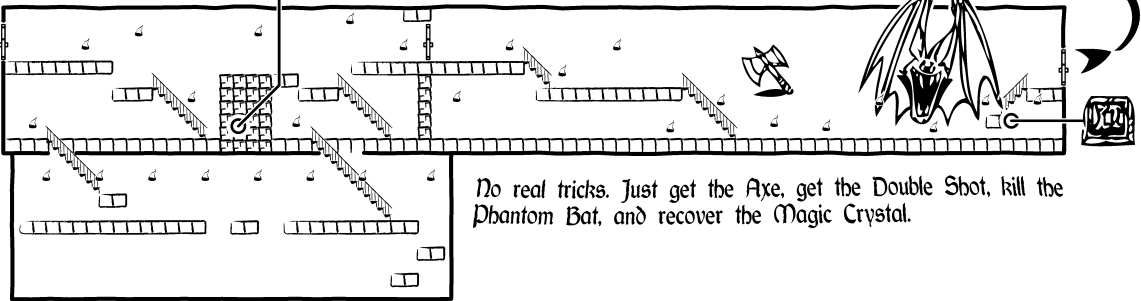
Break the wall at the top of the first set of stairs, then crouch down to trigger the hidden treasure.



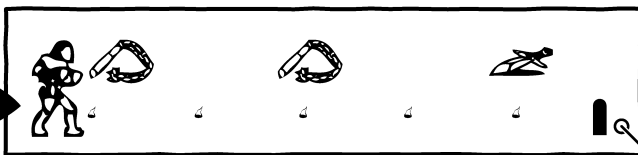
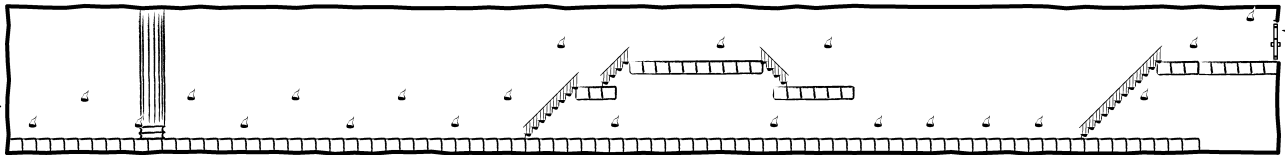
Stage 1

Phantom Bat

♫ Vampire Killer



No real tricks. Just get the Axe, get the Double Shot, kill the Phantom Bat, and recover the Magic Crystal.

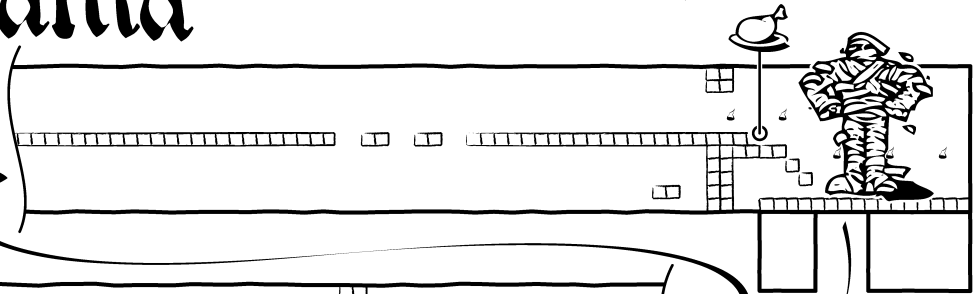


There is a trigger to reveal a hidden Money Bag behind the main entrance. You have to jump past the entrance to recover it.

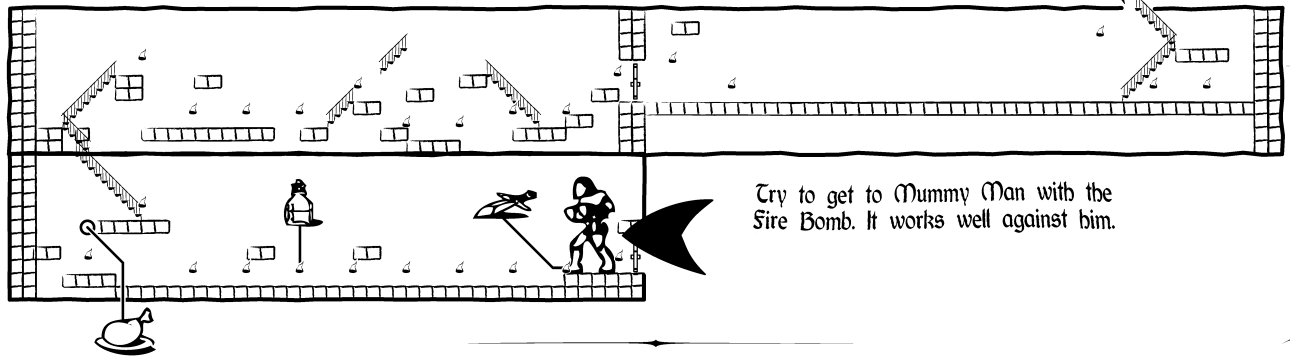
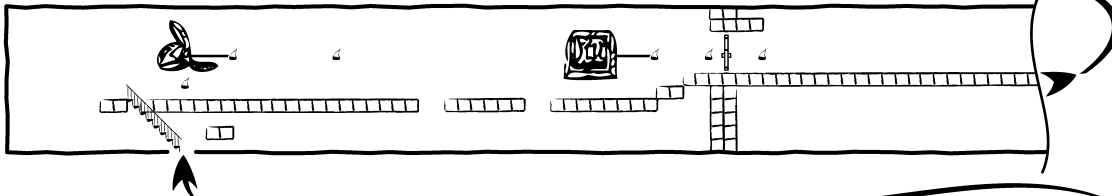


Castlevania

Stage 3 Mummy Man



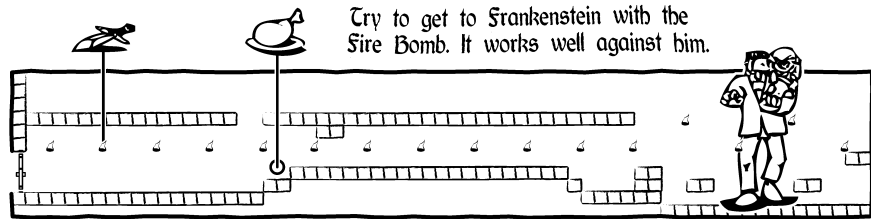
To
Stage 4



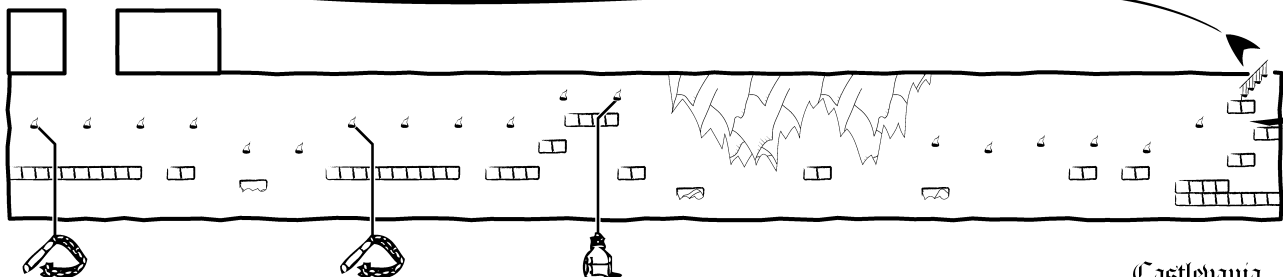
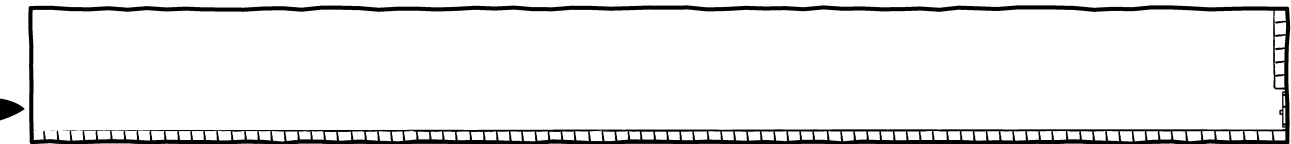
Try to get to Mummy Man with the
Sire Bomb. It works well against him.

Stage 4 Frankenstein

You can just jump over
the Skele-Dragons, in
the last room.



Try to get to Frankenstein with the
Sire Bomb. It works well against him.



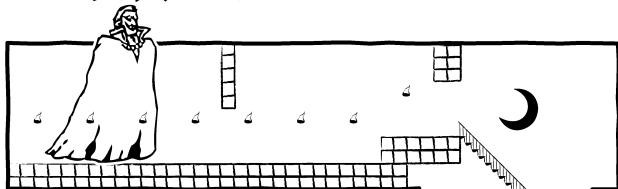
Castlevania 2/3



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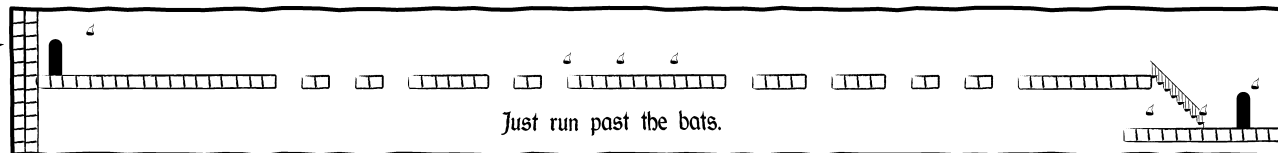
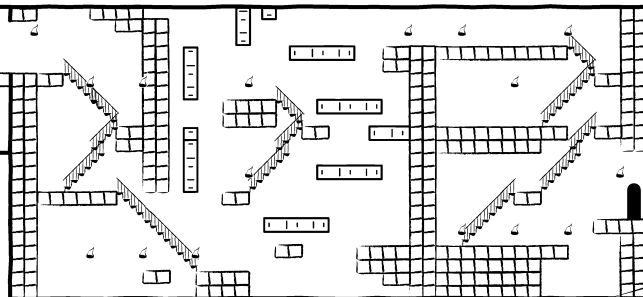
Castlevania



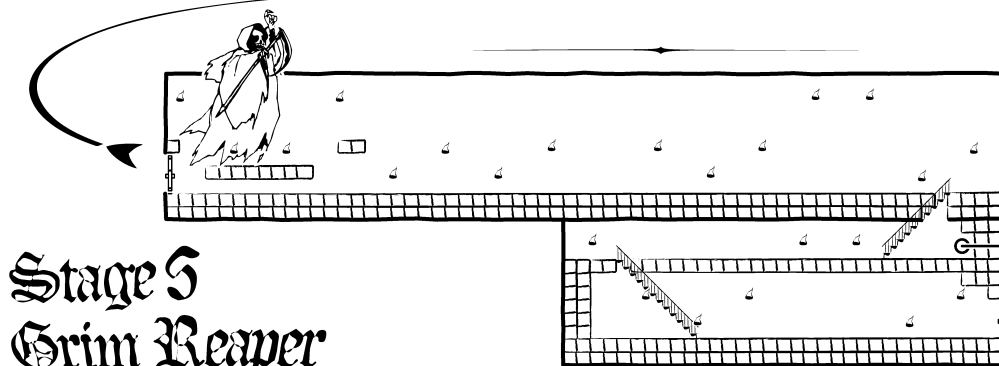
You can fully charge your hearts by collecting the first 6 candles in the final room, then going back down the stairs to reset the candles.

Stage 6 The Count

You have to hit the count in the face with your whip, while jumping over his fireball attack. After you knock his block off, again its the Sire Bomb, with a combo whip attack to the grill.



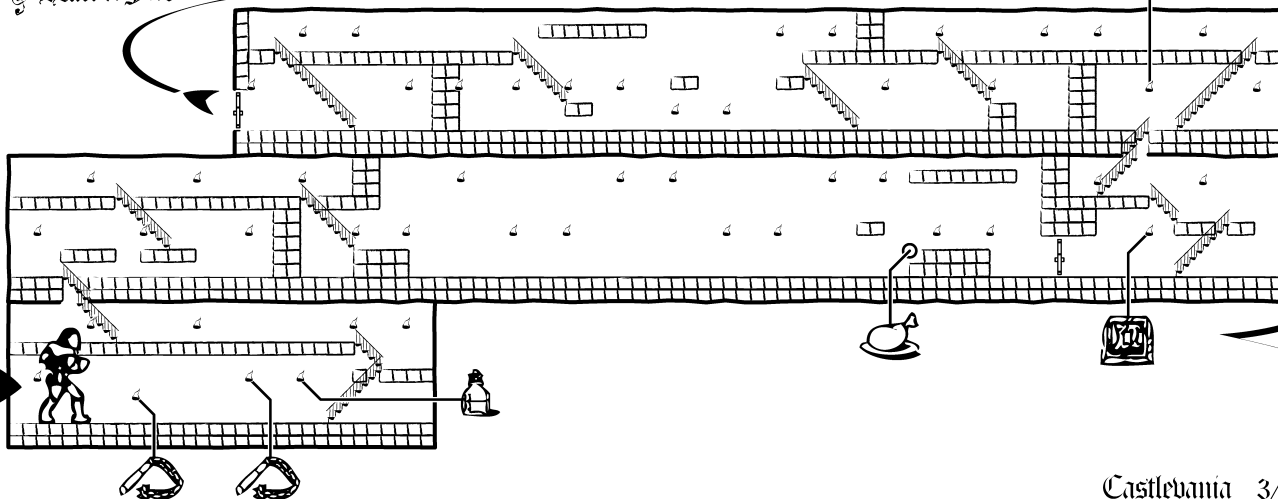
Just run past the bats.



As with all of the bosses, get to the Grim Reaper with the Sire Bomb.

Stage 5 Grim Reaper

♪ Heart of Fire



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