

GAME BOY ADVANCE



AGB-ACHE-USA



# Castlevania<sup>®</sup>

Harmony of Dissonance™

INSTRUCTION BOOKLET

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

## **IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

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

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

### **⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

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

### **⚠ WARNING - Battery Leakage**

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

To avoid battery leakage:

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



TEEN (13+)

ANIMATED BLOOD  
MILD VIOLENCE



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

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## Prologue

*Fifty years have passed since Simon Belmont vanquished the curse of Dracula.*

*Fate has dictated that Juste Belmont, blood descendant of the Belmont Family, hunt for the relics of Dracula.*

*One day, Juste's best friend, Maxim, who had set out on a training expedition two years earlier, returned unexpectedly... his body covered with wounds.*

04

*He informs Juste that Lydie, a childhood friend whom they both deeply care about, has been kidnapped.*

*Maxim has completely lost his memory of his time training away from home, and only has vague images of the kidnapping.*

*Ignoring his bodily injuries, Maxim leads Juste to the place where he believes Lydie is being held captive.*

*Passing through thick fog, the two men happened upon a castle undocumented on any map. Could this be the fabled Dracula's castle?*

*Standing solemnly in the night, this forbidding castle welcomes its unexpected guests as the moonlight shines upon it...*

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## Starting a Game



### Starting a Game

Insert the Game Pak into the GameBoy® Advance and turn on the power.

Select **START GAME** and press the **A Button** at the title screen to begin game play.



### Game System

The castle map is gradually revealed as the player progresses through the castle. The player will come across various items, some of which can be used to help defeat monsters, during game play.

## Saving & Loading



### Saving and Loading a Game

The main character in this game gains experience while advancing through the story. It is possible to save a game (character level, experience points, items, and game progress) onto the Game Pak. When the game is next played, previously saved data may be loaded and played from the point where the user left off by selecting the save game file from the Select Data screen. A maximum of three save files may be stored on the Game Pak; therefore, up to three players can save their progress using this Game Pak.



### Save

Games may be saved in a Save Room. Pressing up on the Control Pad in front of the glowing orb will bring up a message asking the player if he/she would like to save. All game progress conditions will be saved.

### Quick Save

This game is equipped with a Quick Save feature for those times when you need to save the game quickly, such as when on a train or when something comes up suddenly, but aren't close to a Save Room. Quick Save allows the player to save the game anytime and anywhere by selecting SAVE ROOM on the Status Screen, this excludes certain cases, such as during boss battles and during story events.

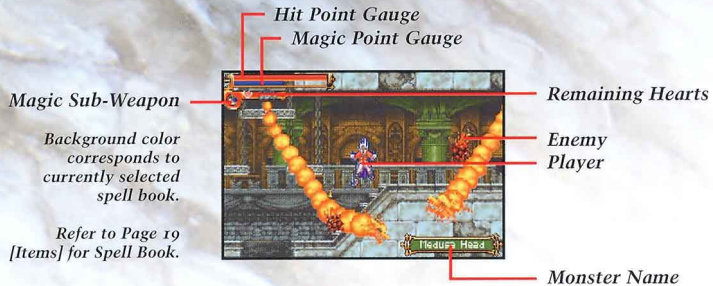
However, when Quick Save data is loaded, the game resumes from the last save room the player used. Experience points, items, and story progress will be saved from the point that the game was saved using Quick Save.

Note that Quick Save cannot be used if the game has not yet been saved in a Save Room.

### Load

Previously saved games can be continued by selecting the save data file from the Select Data Screen. When Quick Save data is loaded, the start location will be the last Save Room used by the player. However, character level, experience points, and items, will be restored to their state at the time of the Quick Save.

## Game Screen



## Button Controls



**L Button/Left Dash**  
**Control Pad/Movement**  
**Start/Status Screen Display**  
**Select/Map Screen**

**R Button/Right Dash**  
**A Button/Jump**  
**B Button/Attack**

**Control Pad**  
**Move player**

**Control Pad ↓**  
**Crouch**

**A Button**  
**Jump**

*(Distance of jump changes depending on how long the button is pressed)*

**B Button**  
**Attack with whip**

**L Button**  
**Quick dash left**

**R Button**  
**Quick dash right**

**Start**  
**Display status screen**

**Select**  
**Display map screen**

**Control Pad ↑+B Button**  
**Attack with sub-weapon**

**Control Pad + L and R Buttons**  
**Switch spell book on/off; possible to switch on/off via sub-screen**

**B Button held down + Control Pad**  
**Brandish whip**

**Control Pad (crouching) + B Button**  
**Jump down when floor is thin**

## Status Screen

Enter the Status Screen by pressing START on the Game Screen. Various information including player parameters, money in possession, and experience points can be confirmed on this screen. Make selections with the Control Pad. Select with the A Button and cancel using the B Button.

Current Experience Points

Experience Points to Next Level

Selected Spell Book

Character Illustration

Message Window



Current Level

Play Time

Money Held

Cursor

Parameters

Menu

**EQUIP**  
Display of items in player's possession that may be equipped. Equipped items can be changed.

**ITEMS**  
Confirm the number of expendable items, such as recovery items, in player's possession. Items are used through this screen.

**SPELL BOOK**  
Display of selectable spell books in player's possession. Turn the selected spell book on and off.

**RELICS**  
Display of magical relics in player's possession. Enable/disable them through this screen.

**KEY CONFIG**  
Change button configurations.

**SECRET INFO**  
Display of various items and information when certain conditions are met. Try to meet these conditions.

**SAVE ROOM**  
Quick save. Current game progress is saved to the last save room that the player visited and saved at. See page 7 (Saving and Loading) for a more detailed description.



## The Player

### Player Attack

The player, Juste Belmont, has two different types of attacks: one with his whip and one using a sub-weapon.

#### i. Attacking with the whip

Juste's main attack is cracking the whip forward in a straight line. Holding down the attack button and using the Control Pad, allows the player to brandish the whip in all directions.



#### ii. Attacking with a sub-weapon

Attacking with a sub-weapon consumes hearts. Only one sub-weapon can be used at a time. Sub-weapons are used by pressing up on the Control Pad while pressing the attack button (B Button).

The six types of sub-weapons are shown below.

Dagger



Axe



Cross



Holy Water



Holy Book



Sacred Fist



## Spell Fusion

### *Sub-Weapon Attacks using Spell Fusion™*

*Spell Fusion™ is a mode of attack in which the player can use a variety of different magic spells. Through Spell Fusion™, the player can combine a sub-weapon and spell book to cast magic spells.*

*Magic attacks consume player magic points and can unleash an extremely powerful attack capable of giving the player the upper hand. These type of attacks can be performed by turning a spell book on through the SPELL BOOK menu on the Status Screen and using a sub-weapon attack. When the spell book is turned off, the attack becomes a normal sub-weapon attack. Spell books are hidden throughout the castle. The five different types of spell books are outlined on page 17.*

**Fire Book**  
*The player can cast various spells using the flame power added to the sub-weapon.*



**Ice Book**  
*The player can cast various spells using the ice power added to the sub-weapon.*



**Bolt Book**  
*The player can cast various spells using the lightning power added to the sub-weapon.*



**Wind Book**  
*The player can cast various spells using the wind power added to the sub-weapon.*



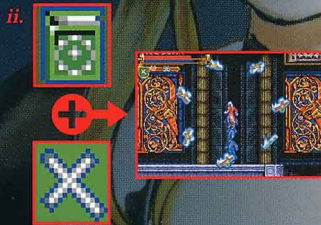
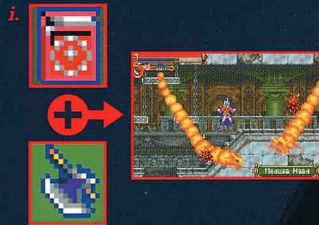
**Summoning Tome**  
*Various apparitions corresponding to the different types of sub-weapons are summoned from the nether world.*



The following are examples of the many different spells that may be cast.

*i. Fire Book + Axe = Soul of Hydra*  
Two fire dragons will attack the enemy.

*ii. Wind Book + Cross = Guardian Cross*  
Crosses orbit around the player and ward off enemy attacks.



## Items

There are five broad classifications of item types that the player can obtain.

### *Equip Items*

Items that boost whip strength or the player's defensive ability. The whip can be made stronger by equipping it with stones having special magical powers.

### *Expendable Items*

Items that are used up when used, such as recovery items. These items can be used by selecting ITEMS on the Status Screen Menu.

### *Spell Book*

Spell books can enable the use of spell fusion by combining with a sub-weapon. There are spell books with different attributes, including the Fire Book and the Bolt Book.



### Relics

These items are necessary in progressing through the game. By the player simply having them in his possession, certain special effects can be performed. The player can turn the effect of each relic on and off. The relic's effect is disabled when turned off.



### Collectibles

The collectibles are completely unrelated to the progression of the game. They can be displayed in a special room set aside for viewing.

## Hints & Tips

- i. Master the basics of the whip attack. Use the L and R Buttons to strike enemies and quickly dash out of harm's way.
- ii. Use sub-weapons to your advantage, utilizing them strategically to defeat enemies that are difficult to battle with the whip!
- iii. Spell Fusion™ (magic) is a potent tool when the going gets tough! It's definitely helpful to remember your favorite combinations of spell books and sub-weapons!
- iv. This game is set in an immense castle. Keep checking the map by using SELECT as you search every corner. Thorough investigation is bound to turn up secret items hidden within the castle walls!

## Characters



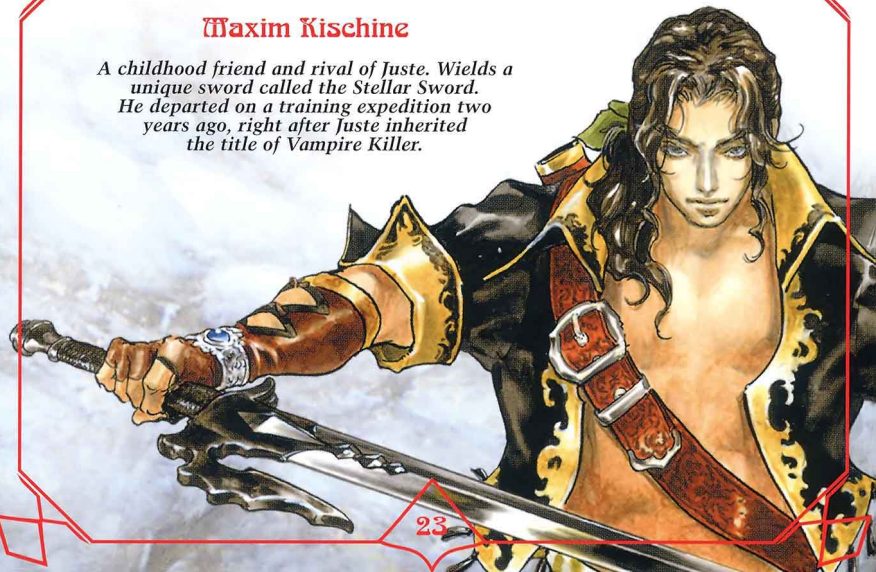
### Juste Belmont

*The main character of the story who is a blood descendant of the Belmont clan, renowned for being the fiercest of vampire hunters. The Belmont clan's magical power is partly derived from blood ties to the Fernandez Family.*

*Having abilities considered prodigious even among his family members, he inherited the whip passed down from his forefathers at the young age of sixteen and has inherited the title of Vampire Killer.*

### Maxim Kischine

*A childhood friend and rival of Juste. Wields a unique sword called the Stellar Sword. He departed on a training expedition two years ago, right after Juste inherited the title of Vampire Killer.*



## Lydie Erlanger

*A childhood friend  
of both Juste and  
Maxim.*

*Her presence is both  
comforting and  
invaluable to these  
two young men who  
are undergoing strict  
physical training.*



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