

N64

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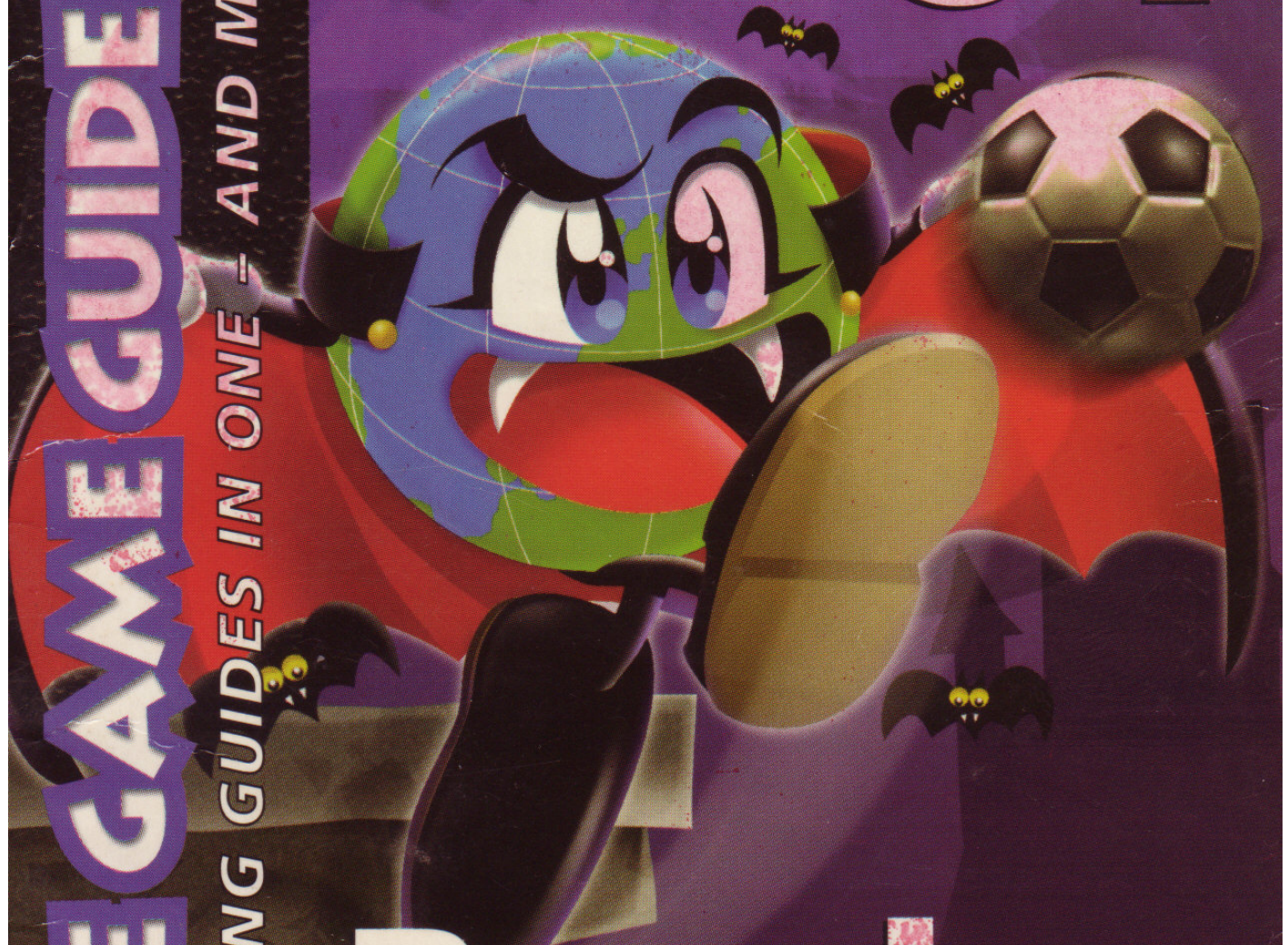
DOUBLE GAME GUIDE

TWO N64 PLAYING GUIDES IN ONE - AND MORE!

Castlevania

64

- *Batter all the bosses!*
- *Smash every level!*
- *Secrets revealed!*



Premier Manager 64

- *Keep the Chairman happy!*
- *Take your team to the top!*

No. 18

+

Devious tips and handy advice for loads of other top N64 games



Double Game Guide +

Castlevania 64 & Premier Manager 64

Compiled by **James Ashton & Andrew Collins**

CREDITS

N64 MAGAZINE'S DOUBLE GAME GUIDE +: CASTLEVANIA & PREMIER MANAGER 64

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Compiled by James Ashton (*Castlevania*) and Andrew Collins (*PM64*)

Book design and production by Andrea Ball

Cover design and artwork by Wil Overton

Editor Andrea Ball

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Contents

Introduction	6
Castlevania	7
Premier Manager 64	39
World Driver Championship	56
Shadowgate	56
NHL Pro '99	57
San Francisco Rush II	58
F1 World Grand Prix	62
Mario Party	64

Welcome!

Castlevania swooped down onto our N64s back in March and proved to be both exceedingly popular and fist-clenchingly hard; the labyrinth, in particular saw Jes grimacing for hours.

Back in issue 29 we served up some handy tips and advice on how to get past the really, *really* hard bits, but for those of you still struggling, this month we bring you the definitive, level-by-level guide. Every evil vampire vanquished, every skeleton crushed and step-by-step instructions on how to beat every single evil boss. You'll have the game beaten in moments.

Premier Manager 64, then, is the N64's eagerly awaited first footie management sim. Endorsed by Kevin Keegan, it's packed to the brim with the stats and strategies you'll need to take your team to the very top of the premiership. And to help you on your way, our guide tackles (*Sorry* – Ed) everything, from managing your money to keeping a smile on the camel-coated Chairman's face. You'll even find some tips from the man himself.

CASTLEVANIA



As you probably already know you can play *Castlevania* as either Carrie – a small girl with supernatural powers – or Reinhardt Schneider – a burly vampire hunter. However, what's less immediately obvious is that it's the choice of character you

make at the beginning of the game which governs the route you'll take to the final boss.

Below is a diagram of your fate depending on which person you opt to be. Of course, to completely finish the game you'll need to play through completely with both Carrie and Reinhardt. And if you're to see the game's mysterious 'good' end sequence, you'll need to beat a time of 3 hours, 45 minutes from Level 1 to Level 10.

The following guide is a complete solution to *Castlevania*. It contains information about all the important items in the game as well as useful strategies to help you win. To get the most enjoyment from you game, though, only use this book when you're stuck.

Good Luck!

<u>Stage</u>	<u>Carrie Eastfield</u>	<u>Reinhardt Schneider</u>
1.	Forest of Silence	Forest of Silence
2.	Castle Wall	Castle Wall
3.	Villa	Villa
4.	Underground Waterway	Tunnel
5.	Castle Centre	Castle Centre
6.	Tower of Silence	Duel Tower
7.	Tower of Sorcery	Tower of Execution
8.	Room of Clocks	Room of Clocks
9.	Clock Tower	Clock Tower
10.	Castle Keep	Castle Keep

STAGE 1: FOREST OF SILENCE

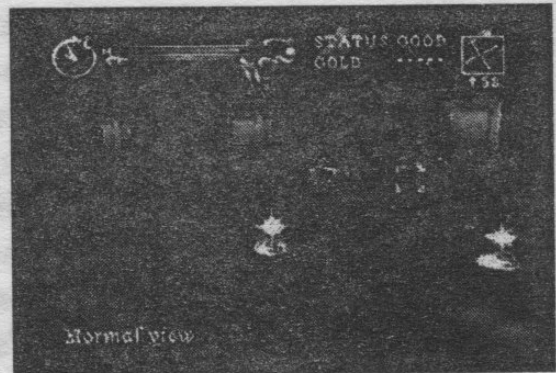
● Go past the fallen trees and towards the two stone pillars with the two torches. Whip the torches to reveal a Knife and a Red Jewel. Now climb the short pillar, jump over to the tall pillar and whip the torch to find a roast beef.

● Take the left path after the second burned tree, kill the undead Skeleton Warriors and go to the large gate. Jump and hit the seal a few times with your primary weapon and the gate will open to reveal a 20-foot Skeleton. When you've defeated him, two pedestals will rise out of the canyon. Jump across and go left to find Sun and Moon cards in the buildings.

● Jump across the next canyon and activate the switch with Right-C. Kill the released monster from a distance. Go through the opened gate, read the message on the pedestal, and then jump to destroy the torch for a Cross. This is useful against undead enemies.

● Jump across to activate the next gate switch. Be quick to backtrack across the gap before the platforms fall. If you're too slow, you'll have to use the steps built into the cliff.

● In your battle with the Werewolf, use the Cross while he's at a distance and your secondary weapon when he's up close. Attacking him immediately after he lunges will catch him unprepared. Now climb down into the gorge, and flip the switch to open a gate. Next go to the area in the top right of the map to flip the switch and destroy the torch for more beef.

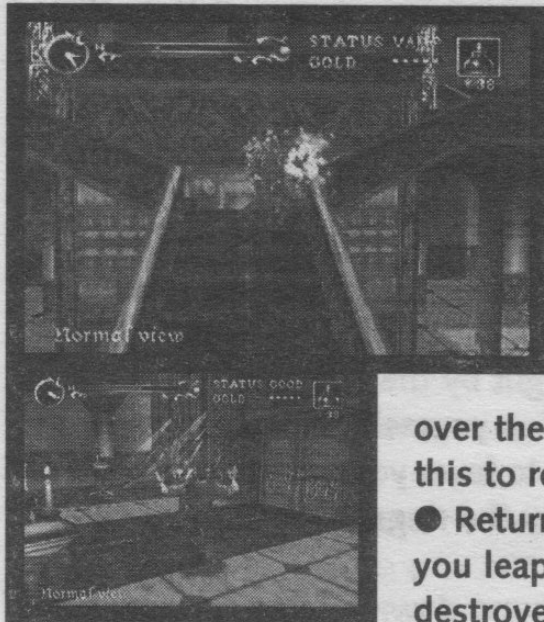


FOREST BOSS!

Destroy the biker skeletons with the Cross and deal with the large skeleton the same way as the first.



STAGE 2: CASTLE WALL



- Save your progress on the White Jewel and use the unlocked door. You now need to climb the tall cylindrical room. To deal with the Pillar of Bones, stand just a little below the top of the stairs and use your primary weapon, waiting until it opens its mouth to shoot a fireball before hitting it. Now drop down

over the edge to a plateau with a torch. Break this to reveal a Sun Card.

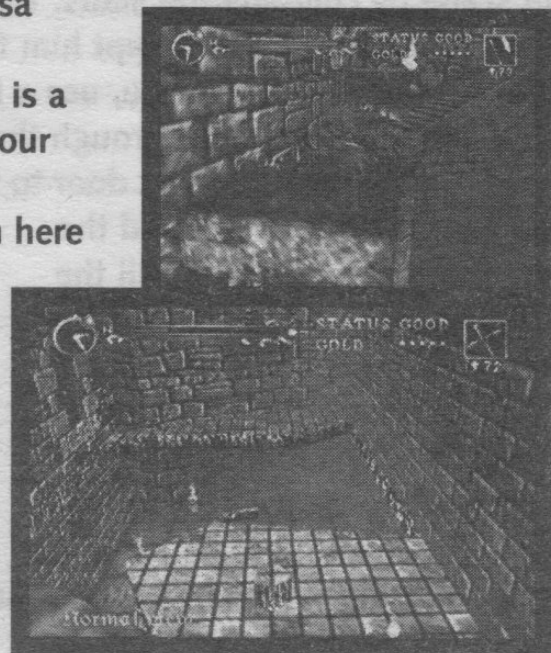
- Return to where you were but look before you leap. The Medusa heads must be destroyed before you move from platform to platform. At the top of the tower is the dragon

miniboss. This is best defeated from a distance, allowing plenty of time for you to avoid his fire breathing attacks. Now use the switch to go to the exit.

- Return to the ground level, pick up the key to the next tower and save at the White Jewel. The next portion of the game is frustrating. The climb up the second tower is fraught with crumbling platforms, spikes and Medusa heads.

- Across from the four rotating panels is a roast beef pick-up. This will increase your health by 80% but beware the spikes underneath the jump if you miss. From here go to the rotating staircase (with more spikes) and jump up the stairs.

- The door at the top of the stairs can only be opened at night. Wait for the darkness or use a Moon card to gain entry immediately. From here on, it's a simple case of dropping down, bit by bit, until you come to the end of the level.



STAGE 3: VILLA



● Your first encounter is with three, three-headed dogs. As soon as you can, run to

the right by the two torches, position yourself against the wall

and jump up holding A. You will be able to lever yourself up onto an invisible ledge. From here you can destroy the dogs without them being able to get you.

● When the second two dogs are dead, jump down and go through the opened gate. Destroy the torches for Red Jewels.

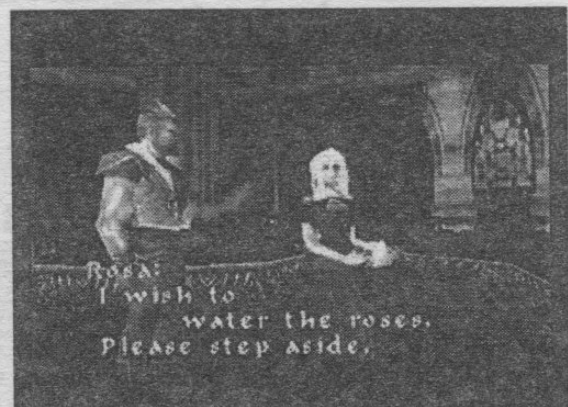
● At the fountain, find the stone pillar just below the waterline and wait until midnight. When that time rolls around, the pillar will rise allowing you access to 1,000 Gold, a Sun Card, a Moon Card, some roast beef and a Purifying Crystal. Save your progress then move to the Villa door.

● Break the candles on the ground floor for Red Jewels. Now trigger the cut scene by climbing the stairs. When the vampire appears use Holy Water to attack him, or tempt him forward, jump over and attack him from behind. If he bites you, use a Purifying Crystal to cure yourself.

● Go up the stairs, left, through the door and on to a room filled with roses. Go through the next door to the staircase. At the top find an axe and a knife on the right and the way forward on the left. Kill the

Glass Knights in the corridor, enter the bedroom and take the door inside to meet Charlie Vincent.

● Return to the room with the roses and wait until 3am to meet Rosa. Now wait until 6am and go back and speak to Charlie to get the key to the Archives.



STAGE 3: VILLA**(CONT...)**

- Search the desk in Vincent's room for \$500. Exit the bedroom and cross to the other end of the hall. Enter the last door on the left and you will do battle with another Vampire. Now go through the door at the opposite end of the room and use your key on the door marked 'Archives'. Collect some Holy Water and the Garden Key. Return to the main hallway, take the first door to your right and break the blue vases for some roast chicken and the Storeroom Key.
- Save your progress in the room just before the Storeroom. Now return to where you found the Storeroom key, go through the door at the end and go down the winding stairs. Use the Contract on the floor to buy supplies from Renon.
- Press Right-C in front of the Golden Knight statue to receive a roast beef. Leave and find the door to the garden maze.

THE MAZE

- Go forward, take your first left, follow the path across the bridge and find an enclosed area containing Malus.
- The stone dogs that attack are invincible. Avoid attacking them and just keep out of harm's way. Your mission is to follow Malus.
- Take the first left, go through the wooden door, go right at the fork and avoid Frankin Saw. Go left at the corner, follow Malus down the right path, take a right at the next fork and keep going straight. Now take your next right, spot Malus, go towards him and turn right at the end of the path.
- At the tower, go left and follow the path until you get to the fog.

Now take your first right and you'll come across Malus again. He'll lead you through the door and you can

open the forest gate to release him.



STAGE 3: VILLA (CONT...)



- Turn around and find the two alcoves along the path. Break the torch here for the Copper Key. Go through the next gate, the grey door, break the candle for a chicken and save your progress at the Jewel.

- Go through the next door to find yourself in the first room of the house. Return to the main entrance of the

Garden Maze and then go to the Tower with stairs leading up the side. Go right past the tower and go through the Copper Door.

- Follow the stream to the bridge, go left, destroy the torch for a Purifying Crystal and save your progress at the White Jewel. Now prepare to fight!

STAGE 3 BOSS!

- Use the same tactic as before – jump back when he lunges towards you and retaliate with a single blow from your primary weapon. After each hit, you should run in the opposite direction to prevent him from getting too close to you.

- His bites replenish his energy at the cost of yours. Use a Purifying Crystal after each bite.

- Ignore the vamp when he's on the ceiling. Avoid him and look for the shadow which tells you when he's coming down.

- When he's dead his last victim will attack you. Attack her all-out until she fades away.

- Jump to the bottom of the coffin to get to the next stage.



STAGE 4:

THE UNDERGROUND
WATERWAY

(CARRIE ONLY)

● Quickly move forward from the start to avoid the crumbling ground. Use the ledge along the pit to get across to the path on the right.

● Drop down once you reach the other side of the pit. The water brings instant death here. Shoot the torch for 300 Gold, cross over via the walkway on the right and shoot the next torch for 500 Gold. Turn 180° and go to the series of platforms. Jump across the platforms and break the next torch for a Cure Ampule.

● Now backtrack to the waterfall. Kill the three Lizard Men and take the left path. Flick the switch after killing the next Lizard

and the waterfall will stop. Walk across the path where the waterfall used to be, take the first right and then the left path towards a White Save Jewel. Now backtrack to the passage with the brick flooring.

● Move quickly to avoid the falling floor, climb the stairs, jump the gap and run to avoid two more loose sections of brick. Walk down the stairs, go left, find the indentation on the left wall and slide underneath this crawl space below by pressing Z. Now jump across the poison water and destroy the two torches for a Moon Card and some beef. Go

back out through the crawl space.

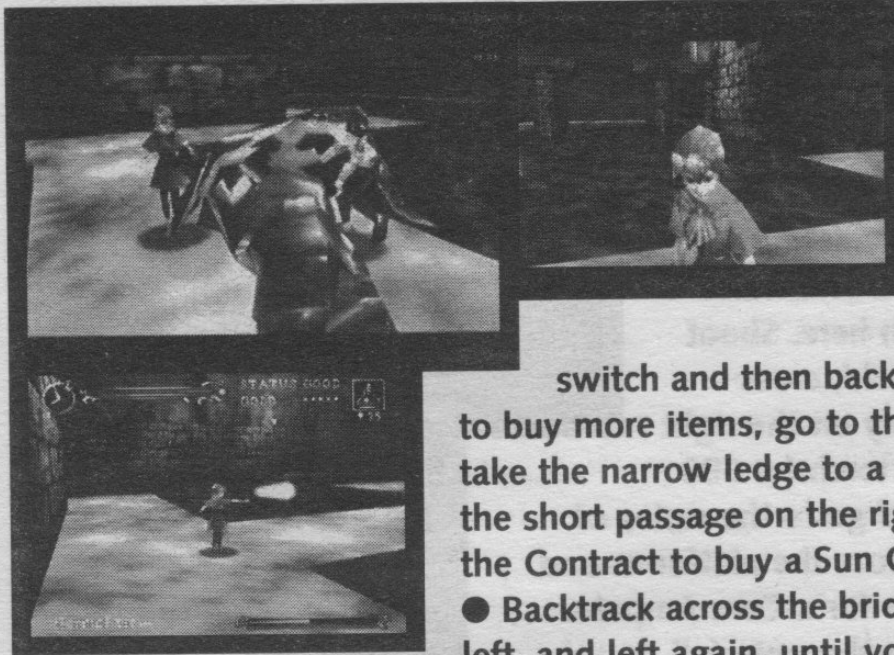
● Down the left path, take the next left passage to find another save point Jewel. Return to the main path, go left across the narrow walkway and then take the next narrow walkway until you're within jumping distance of the brick columns standing in the middle of the water.



STAGE 4:

THE UNDERGROUND
WATERWAY

(CONT...)



● Jump from column to column to reach the other side. Cross the pit using the ledges on the right, use the

switch and then backtrack. If you need to buy more items, go to the right wall and take the narrow ledge to a new area. Take the short passage on the right wall and use the Contract to buy a Sun Card.

● Backtrack across the brick columns and go left, and left again, until you get to a bridge

with two gaps. Kill the Red Lizard from a distance and jump to the other side of the bridge. Follow the ledge on the left to a chicken if you need it, but beware the Skeleton Warriors.

● Jump across the two holes, avoiding the spikes, and go to the end of the passage to find and use the next switch. Return to the walkway beside the red brick columns and walk down the narrow walkway to find a door with a Sun Seal.

● Wait until daytime (or use a Sun Card) and proceed through the door. Ignore Actrise and go through the open door at the end of the room leading to the Castle Centre.



STAGE 4: TUNNEL

(REINHARDT ONLY)

● Go down the conveyor of the first crusher and transfer to the next avoiding the beams on both. Ride the lift on the left to the bottom and destroy the two Spider Women with your primary weapon.

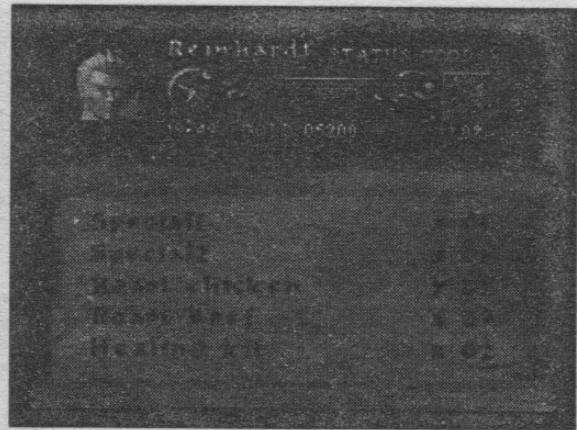
● Jump across the poisoned river via the three white rocks and use the White Jewel on the other side. Go right at the campfire, follow the

path to the water and jump across to a small alcove with two torches. Break these for beef and Holy Water. Return to the campfire.

● Go forward to the two white signposts. Press Right-C at the first post and you'll get a Cure Ampule. Take the left path to the red lift and to the top. Take the first left and take the straight path at the fork to find a door with a Moon Seal – wait until night time, or use a Moon Card to open it. Use the Ciontract on the other side to stock your inventory.

● Backtrack until the red lift is on your right. Go left, past two campfires and over the narrow bridge. Climb up the rock wall at the other end and go straight until you get to a door with a Sun Seal. Go through and break three torches for a Cross and two beefs.

● Backtrack and go right and break the torch beneath the crusher for a primary weapon power-up. Go through the crusher and save your progress.



STAGE 4: TUNNEL (REINHARDT ONLY)



- Hop aboard the red gondola. Stand still to avoid the fireballs and take out the Hanging Skulls as you pass. Hop off the gondola at the transfer point, break the torch and collect the 500 Gold. Turn to face the direction from which you came to keep the ever-present Ghosts at bay while you wait for the next boat.

- Jump over the speeding yellow gondola onto the blue one and turn around so that you are facing the oncoming traffic. Protect yourself on the journey and after the fourth Hanging Skull, get off at the station marked 'II'. Save your progress here and take the lift.

- Go straight from the top, killing bats with your knife. At the pool of poisoned water, jump from platform to platform to get to the other side. Go left to the Moon Seal door and break the torches within for pick-ups.

- Return to the cliff above the pool and go to the door with a Sun Seal on it. Go through to meet Rosa and then leave for the next level.



STAGE 5: CASTLE CENTRE

● Save your progress at the Jewel, destroy the skeleton and enter the large room on your right. Another Ghost Rider will be at the back of this room. Take the right-hand door and battle the three Vampires, concentrating on the bluish-green one at first. Take the red vamp next and finally the female. Now go up the stairs, through the gate, and up the steps.

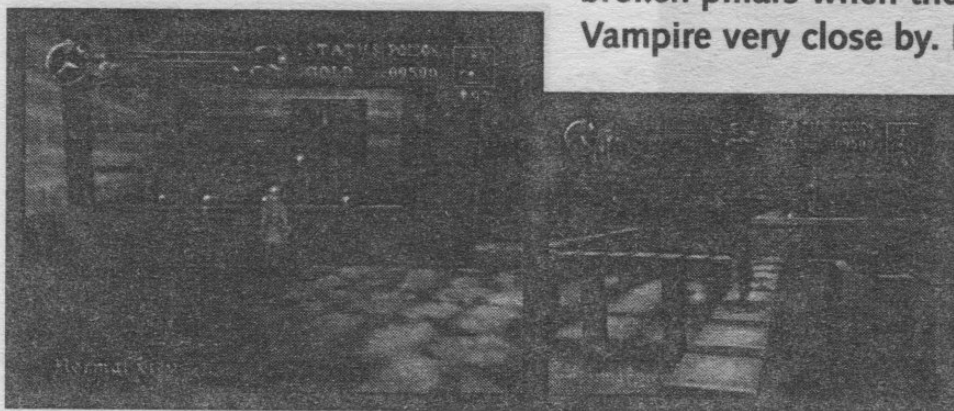
● In the next room, approach the statue along the wall to release the Blood Demon. Destroy him and the torches in the room for power-ups. Exit the room via the stairs at the back.

● Press Right-C near the knight in the next room to get a Red Jewel, then use the left door. Defeat the Lizard Men in the next room from a distance.

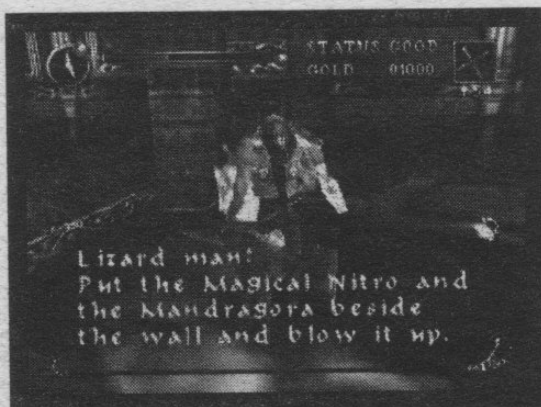
● Press Right-C near the Blue Statue for chicken and destroy the torches to uncover some Sun and Moon Cards. Now go through the door at the back of the room and collect beef from the next knight statue. Jump over the gap in the stairs and save your progress before climbing.

● Kill the two Glass Knights and enter the next room to fight two Vampires simultaneously. Destroy the torch in the right corner and collect the Purifying Crystal inside. Now climb onto one of the two broken pillars when there's a Vampire very close by. From here

you'll be able to hit him but he won't be able to reach you at all.



STAGE 5: CASTLE CENTRE (CONT...)



- Go through the next door, go left, avoid the Fire Breathing Wall Ornaments, and destroy the torch for a Cure Ampule. Now go right and use the door with the big Blue Seal on it. Talk to the lizard and collect the Torture Chamber Key. Exit his room and take the left passageway.
- Break the torch at the end for chicken. Go downstairs, ignore the

Save Point and enter the Torture Chamber. Kill the first vampire before venturing too far into the room. Kill the other to find some Mandragora. Take out the Vampire and grab some Mandragora. Take this back to the hall just outside the Lizard Man's room and set it down by some large cracks. There are five bags of \$500 hidden here.

- Take the left-hand door in the Lizard Man's room. Pick up a bottle of nitro and save your game. Place the Nitro beside the Mandragora to cause a giant explosion and open a new door. Go through and use the Contact to stock up.
- Climb the bookshelves at the back of the library. Jump onto the ledge above, walk over to the pillar and haul yourself on top. Climb through the new hole in the ceiling. Step onto the Sun and Moon tile and climb through a new hole above again.
- In the sky observatory place the three goddesses onto the map in the order 2, 4, 8. Save your game and go back to the room with the red carpet and two doors.



STAGE 5: CASTLE CENTRE (CONT...)

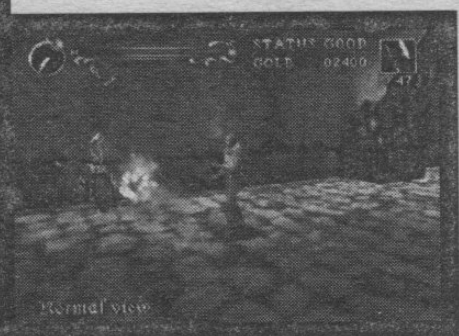
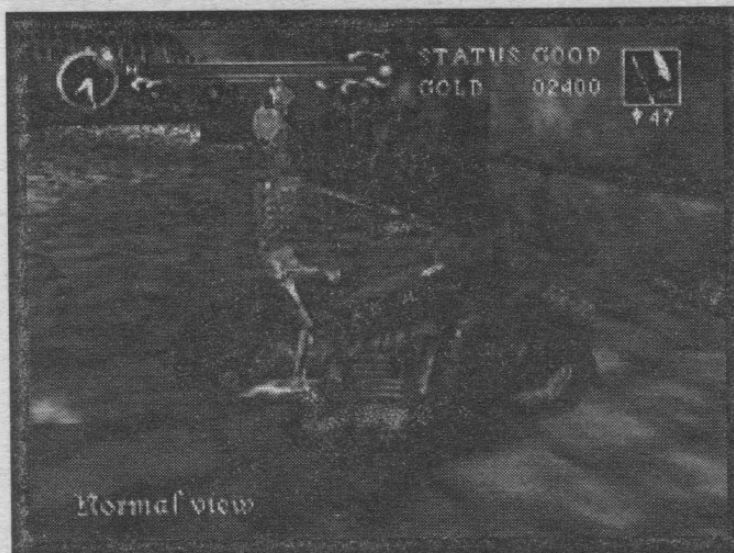
● Take the right door, climb the stairs at the other end of the room, avoid the Hell Knight and go through the next door. Kill the vampires and destroy the candles for Purifying Crystals and Cure Ampules.

● Go into the laboratory and destroy the torch for a Sun Card. Go to the next room, go right and destroy the torches for chicken. Use the door, pick up the Magical Nitro and save your progress at the Jewel.

● If you get hit or jump with the Nitro it will explode. Take it very carefully through the room with the Hell Knights and into the room with the large gears. When you get to the rotating gears, you'll have to edge yourself delicately through without getting caught.

● Go back to the room with the Ghost Rider, turn right and then go through the door in the left corner. Place the Nitro near the large cracks in the wall and collect several bags of 500 Gold from the wooden crate. Now return to the Torture Chamber for more Mandragora.

● Place the Madragora next to the Nitro and the ensuing explosion will reveal the Magical Crystal. Save your game, activate the Crystal and face the battle with the bull.



STAGE 5:

CASTLE CENTRE (CONT...)

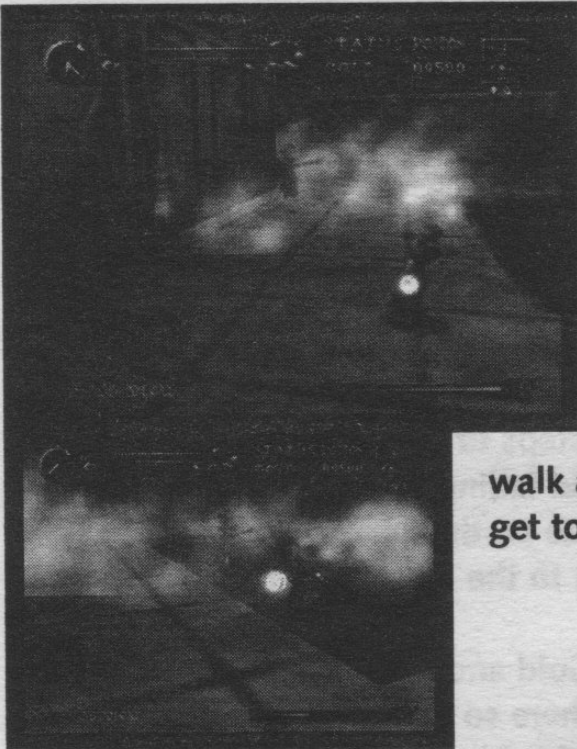
BULL BOSS!

- To avoid the breath attack, jump into the air as the bull leans back. Immediately counter with several volleys of your primary weapon.
- To avoid the charge, run towards the bull so that you're always on his side. This way you can continue hitting him while he tries to get far enough away to charge.
- If the bull does manage a charge, you must time your jump out of the way at exactly the right moment. This may take some practice.
- The final attack is a blue laser fired from his mouth. Dodge this attack by jumping in the air as the bull stops and rears his head. Once you land, counterattack with several blows from your primary and secondary weapons.
- At half health the bull is nothing but a skeleton but the attacks remain exactly the same.
- When the bull is dead, make your way back to the mysterious machine. Keep pounding away at him until he's defeated. What happens next depends on whether you're playing as Reinhardt or Carrie.

STAGE 5:

CASTLE CENTRE

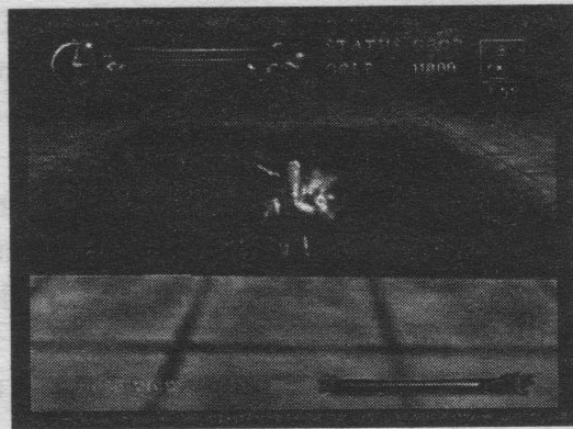
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CARRIE'S FATE

Carrie must battle her long lost cousin in order to advance. Stay a safe distance away, and circle strafe while firing to avoid incoming fireballs and to kill your enemy.

Activate the red control panel on the machine and ride the elevator. Save your progress and walk across the Ghost infested bridge to get to the next stage.



REINHARDT'S FATE

Reinhardt must now fight Rosa. Keep out of the way of her close range attacks and reply with your primary and secondary weapons. Avoid Rosa's ranged attacks by jumping high in the air to the left or right.

When she's defeated, go up the stairs to the room with the magic-powered machine, activate the red control panel and ride the elevator. Save your progress, walk

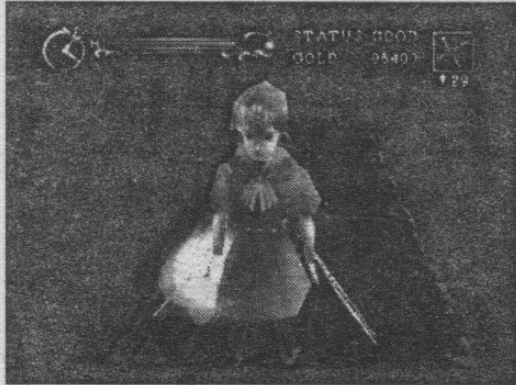


across the bridge and enter the Duel Tower. (Go to Page 26 – Duel Tower.)

STAGE 6:

**TOWER OF
SCIENCE**

(CARRIE ONLY)



● Go to the base of the tower, go right, jump over the gaps in the floor and avoid the gelatinous cubes shooting out from the wall. Time your walk between the following zappers carefully.

● Avoid the zappers and gelatinous cubes around the next corner, climb the steps to the conveyor belt and be

careful where it meets the next to avoid falling through the gap.

● Avoid the spiked cubes, and take care on the next conveyor belt as it's moving toward you. When you get to the lift, take it to the next level and save your progress.

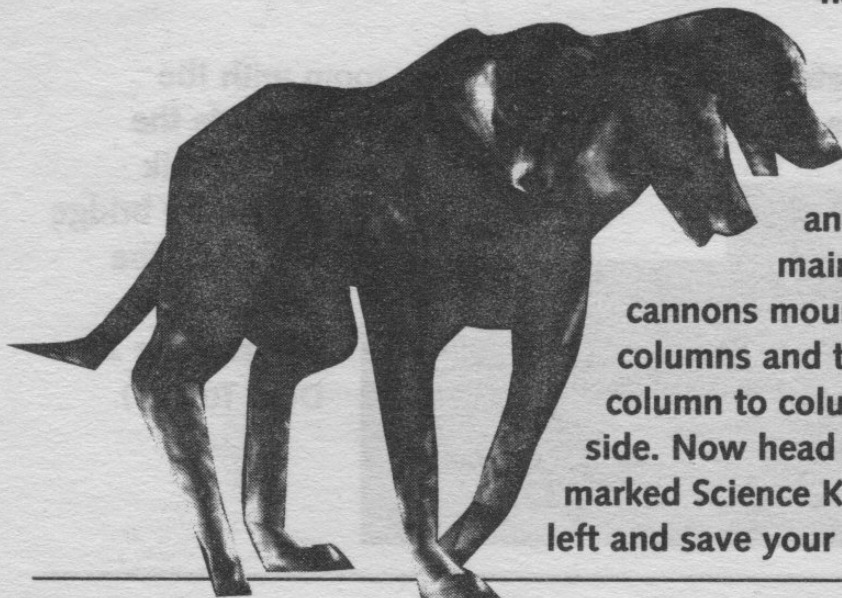
● Destroy the nearby candle for 300 Gold and enter the next door. The lasers activate the automatic cannons here so take care. Keep to the right and enter the first door on the right. Destroy the torch inside to reveal Science Key 1.

● Return to the cannons, go right and up to the next level. Destroy the large cannons and then cross the small bridge and jump over the pit to the other side. Take the left path, climb the steps to the next level and walk to the edge close to the wall.

● Drop to the level below, take the door at the opposite end into the hall with three doors.

Use Science Key 1 to open the second door, collect Science Key 2 from the torch and exit back to the main room. Destroy the

cannons mounted on the nearby columns and then jump from column to column to reach the other side. Now head back to the door marked Science Key 2, go through, go left and save your progress.



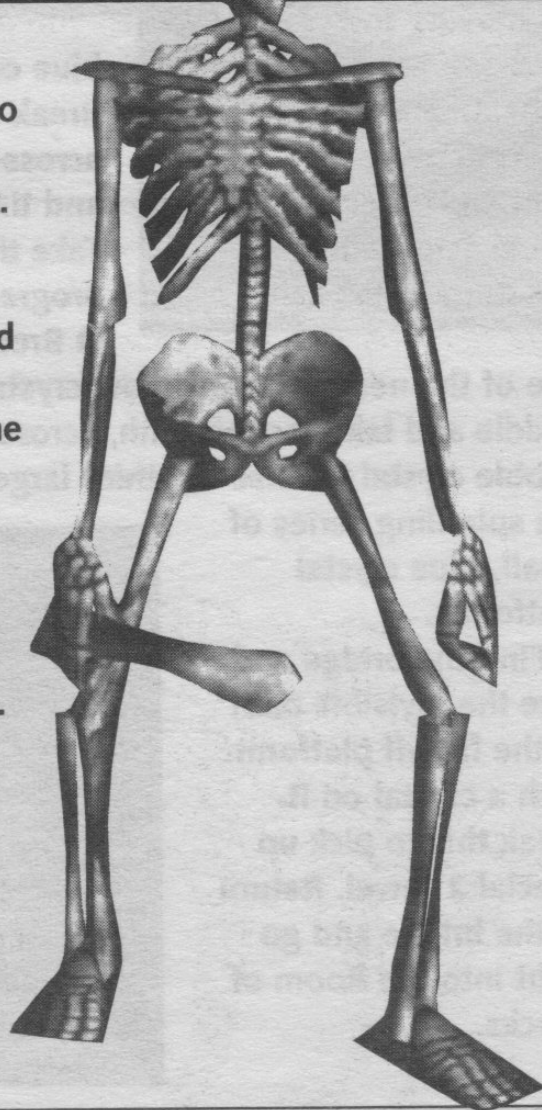
STAGE 6:

TOWER OF
SCIENCE

(CARRIE ONLY CONT...)

To the right, you'll see a platform with a torch and a wooden box. Jump forward and right to land on an invisible walkway and walk over to break open the torch and box for beef, chicken, Gold and Red Jewels. Return to the start platform.

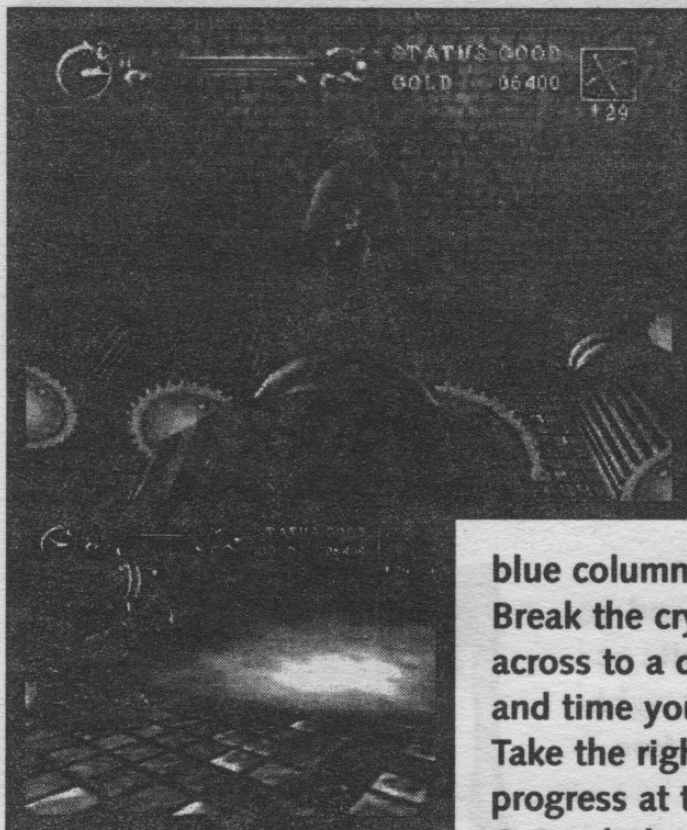
- Climb the ledges overhead to the top, go through the door, ignore the door marked Tower of Science Key 3 and go left. Jump over two conveyor belts as soon as the cubes pass and turn right. Take out all the cannons here before carrying on.
- Save your progress at the Jewel and go through the door on the left. Take the next left and at the very end of the passage, past the Tower of Sorcery door, you'll find a torch which contains Science Key 3.
- Return to the door marked Key 3 and go through it. Destroy the three torches for 1,000 Gold and the Cross. Now return to the Tower of Sorcery and go to the next stage.



STAGE 7:

**TOWER OF
SORCERY**

(CARRIE ONLY)

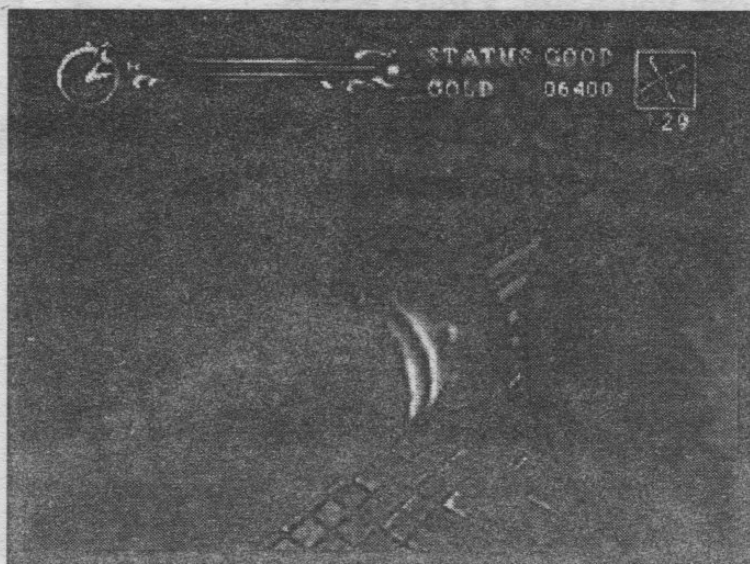


- Run past the Ice Demons until the path becomes a series of crystal platforms. Jump across until you get to a crystal with an Ice Demon. Kill this one and then make the longer jumps to more distant crystal platforms – this requires holding onto the edge, and hauling yourself up.

- Follow the trail to the blue column and climb it using the ledges. Break the crystal for a Red Jewel. Jump across to a disappearing purple platform and time your jumps to the green crystal. Take the right path here and save your progress at the next solid crystal.

one of the nearby large yellow crystal platforms. Jump over to the middle and take the left path, across the purple crystals. Break the blue bubble crystal to raise the third large yellow crystal. Climb this and up the spiralling series of small, blue crystal platforms.

- Find the bridge and take the invisible path to the far-off platform with a crystal on it. Break this to pick up Special 2 Jewel. Return to the bridge and go right into the Room of Clocks.

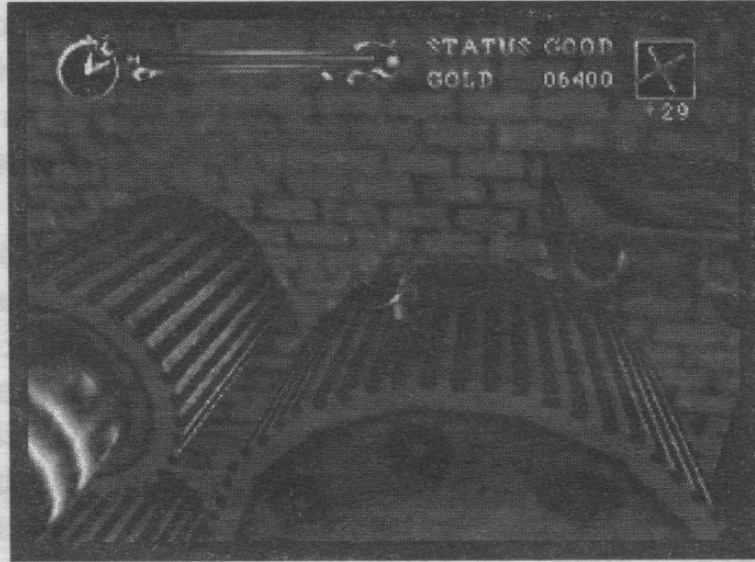


STAGE 7:

**TOWER OF
SORCERY**

(CARRIE ONLY CONT...)

● Head back to the White Jewel and take the steps to your right to a locked door marked "Tower of Execution". Go right, jump through the pendulum blades, and destroy the Pillar of Bones. Walk to the back of the centre column and hit the indestructible Red Skeleton Warrior to



temporarily paralyse him. Run past him and take the right path.

● Time your leaps from platform to platform so that you land on the last just as it's extending. Destroy the Pillar of Bones and jump to the platform beyond. Climb up and go left.

● Continue past the bridge on the left and find the statue at the end of the path. Break this for the Execution Key. Drop down to the third floor and open the locked door.

● Destroy the statues for beef and a Cross. Jump down and to the right to find a statue containing Special 2. Go right and take the invisible path leading down to the second floor. Once at solid stone, go to the

fourth floor and from there go left to find another invincible skeleton.

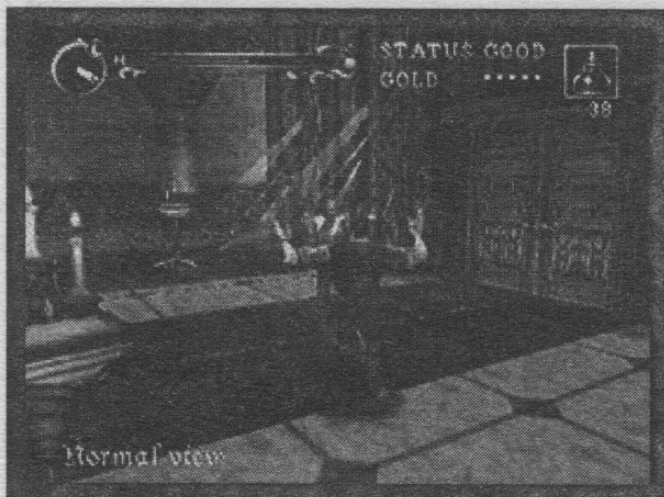
● Cross the bridge, take the left bridge, jump over the pendulum blades and destroy the Pillar of Bones. Cross the next bridge, take the right path and then climb the stairs up into the next stage. (Go to page 30 - Room of Clocks.)



STAGE 7:

DUEL TOWER

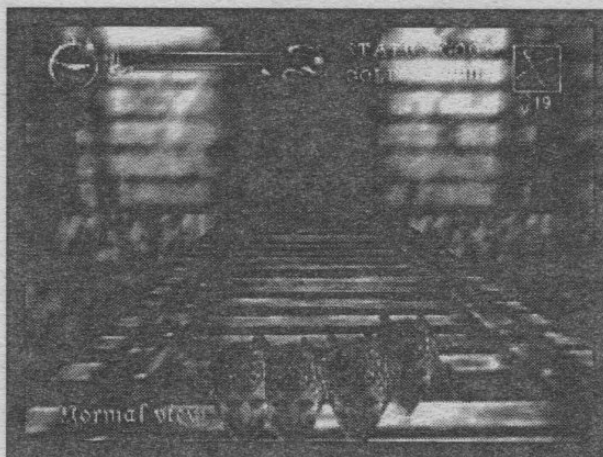
(REINHARDT ONLY)



- Go to the large plateau and fight the Tiger Man. Leap out of the way when he rushes forward and retaliate with your primary and secondary weapons. The roof is slowly falling in and you'll both be crushed if the battle takes too long.
- With the Tiger Man dead, climb the ledges to get to the top of plateau. Jump over to

the next plateau and then over to the next, avoiding the two spiked beams swinging round. Quickly run straight ahead and jump over to the next plateau to battle the White Werewolf

- Again, you must defeat the Werewolf before the ceiling crushes you. Use similar tactics as with the Tiger Man and when you've won, climb the new ledges to get yourself on top of the plateau.
- Jump over to the next plateau, avoiding the three swinging spiked beams. Drop down the opposite side onto the ledges below. Destroy the torch at the bottom for a chicken and leap from stone pad to stone pad to get to the next tower.
- Climb the ledges to the top and avoid the four swinging spiked beams. Climb the platforms along the right outside wall to get to the next plateau. Climb onto the next platform and jump along, being careful to avoid the Flying Medusa Heads. Break the torch for beef on the last platform and jump back down.
- Jump down again and find a plateau with a pit in the centre. You must now fight the Dragon Man.



STAGE 7:

DUEL TOWER

(REINHARDT ONLY CONT...)

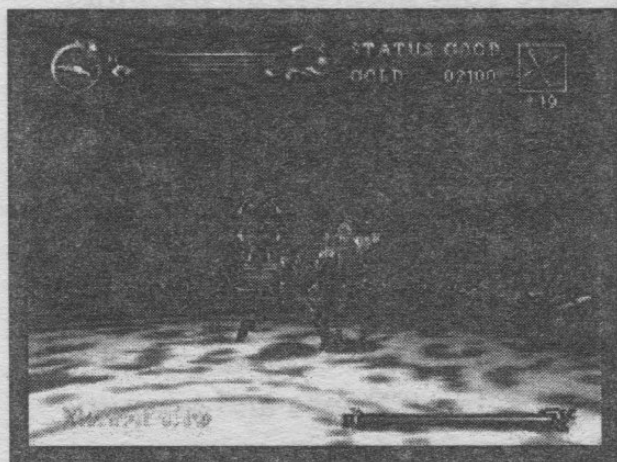
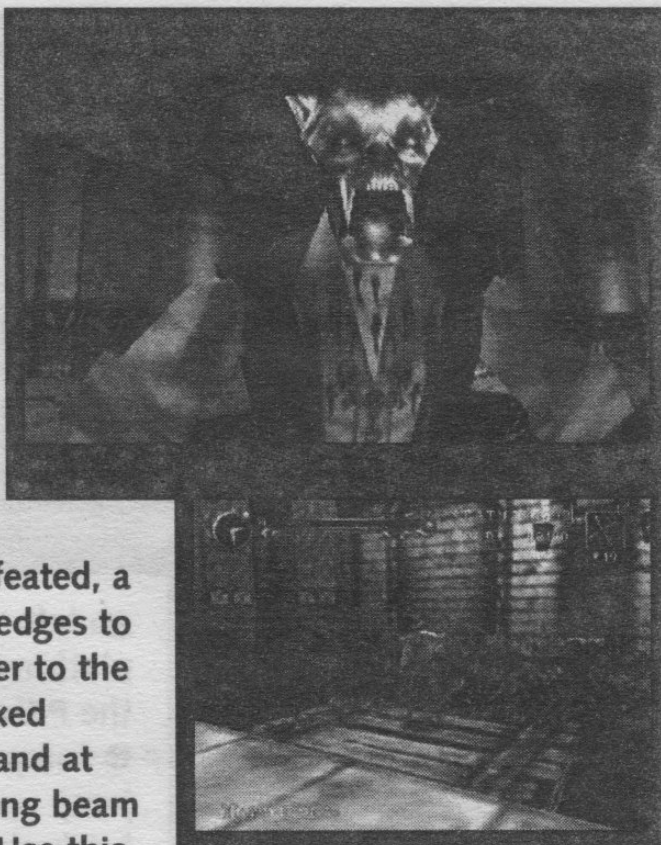
● Outrun the Dragon Man's charges and when you've got enough distance, turn around and whip him. When he's angry enough at this, red smoke will come up from his feet signalling that he's about to charge you. Jump left or right to avoid this charge and continue to pound away at him with your whip.

● When the Dragon Man is defeated, a wall will disappear. Climb the ledges to the plateau above and jump over to the next avoiding the swinging spiked beams. Go to the next plateau and at the opposite end you'll see a long beam sticking from the outside wall. Use this

to get to the next plateau and then duel with the Tiger-Striped Demon!

● The Tiger-Striped Demon is an exact replica of the Demon you fought in Stage 1. Keep running away, and when you're a safe distance, turn and whip once. Repeat and before long the demon will be dead.

● The final jump is the most difficult yet. Climb the ledges up to the plateau and jump over to the next, avoiding the four swinging spiked beams. The plateau is too far away to land on first time, so jump so you end up hanging from its edge. When the beams have passed safely overhead, climb up. Now go through the dark open passage to reach the next stage.



STAGE 7:

TOWER OF EXECUTION

(REINHARDT ONLY)



- Save your game – there were no White Jewels in the previous stage, and death now would mean playing through Level 6 again.
- Carefully jumping over the swinging pendulum blades, walk towards the centre column and take the right path. Jump the gap in the bridge and

go left. Jump from platform to platform to get to the other side and the Pillar of Bones.

- Jump across the next gap and jump up the extending and retracting brick platforms. On the second solid platform, climb the step and jump up

to reach the second floor. Go left, kill the Fire-Breathing Bats, and jump over the gaps to the bridge leading to the centre column.

- Take the bridge to the right, avoid the pendulum blades and kill the Pillar of Bones. Jump across the gap and go left, jumping from one extending brick platform to the next. Save your progress on the other side.

- Go left and break the two statues at the end for chicken and 500 Gold. Return to the save point and climb the steps on the right to a locked door marked "Tower of Execution."

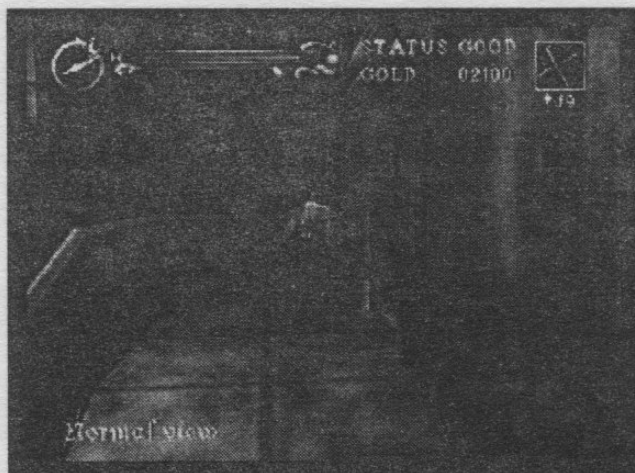
- Go right, avoid the pendulum blades, destroy the Pillar of Bones and walk around to the back of the centre column to find an indestructible Red Skeleton Warrior. Paralyse him with a few hits and run past him. Now take the right path and climb the extending and retracting platforms. Quickly destroy the Pillar of Bones and jump to the platform beyond.

STAGE 7:

TOWER OF
EXECUTION

(REINHARDT ONLY)

CONT...)

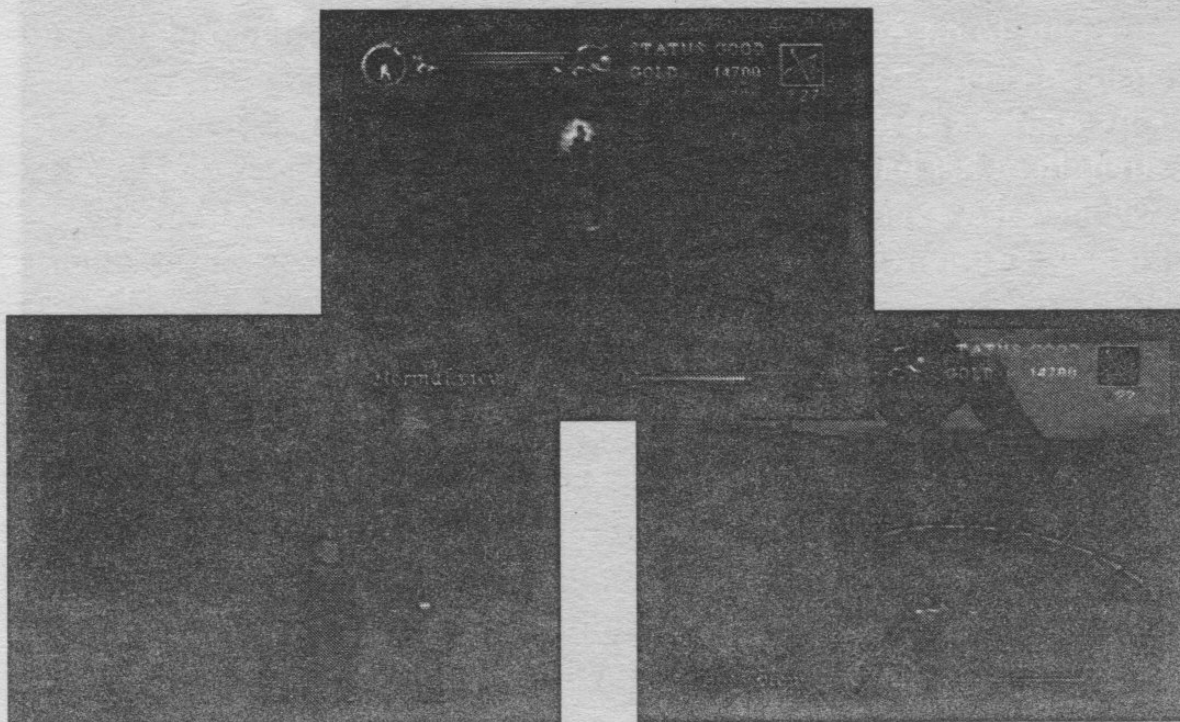


- Climb up to the next floor and go left. Go past the bridge on the left and continue to the end of the path. Break the statue at the end for the Execution Key. Drop down over the edge to the third floor and make your way back to the locked door

- Break the two statues for beef and a Cross. Jump down

to the statue below right and break it to reveal the Special 2. Go right and take the invisible path to the second floor. From there, go back to the fourth floor.

- Go left to find another invincible skeleton. Hit him, cross the bridge, walk towards the centre column and take the left bridge. Avoid the pendulum blades and kill the last Pillar of Bones. Take the right path, climb the stairs and enter the next stage.

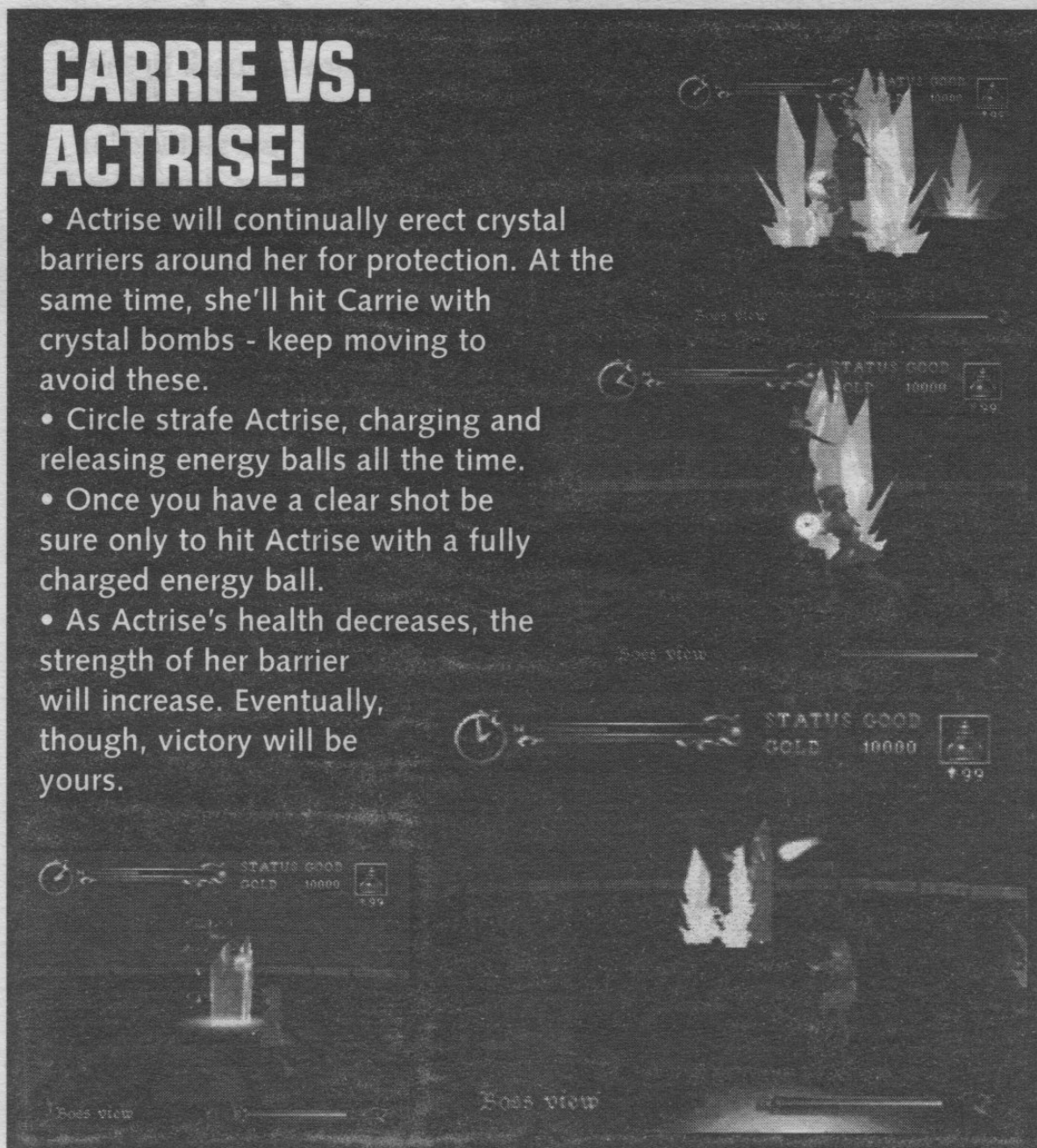


STAGE 8: ROOM OF CLOCKS

- Walk down the passageway to the Room of Clocks. Break the candles for beef, Holy Water and an axe, but do not pick up the Holy Water. Pick up the Contract and stock up on items such as roast beef and chicken. After this, save your game.
- Go into the open passage, find the red lift and take it to the roof to face another boss character.

CARRIE VS. ACTRISE!

- Actrise will continually erect crystal barriers around her for protection. At the same time, she'll hit Carrie with crystal bombs - keep moving to avoid these.
- Circle strafe Actrise, charging and releasing energy balls all the time.
- Once you have a clear shot be sure only to hit Actrise with a fully charged energy ball.
- As Actrise's health decreases, the strength of her barrier will increase. Eventually, though, victory will be yours.



STAGE 8:

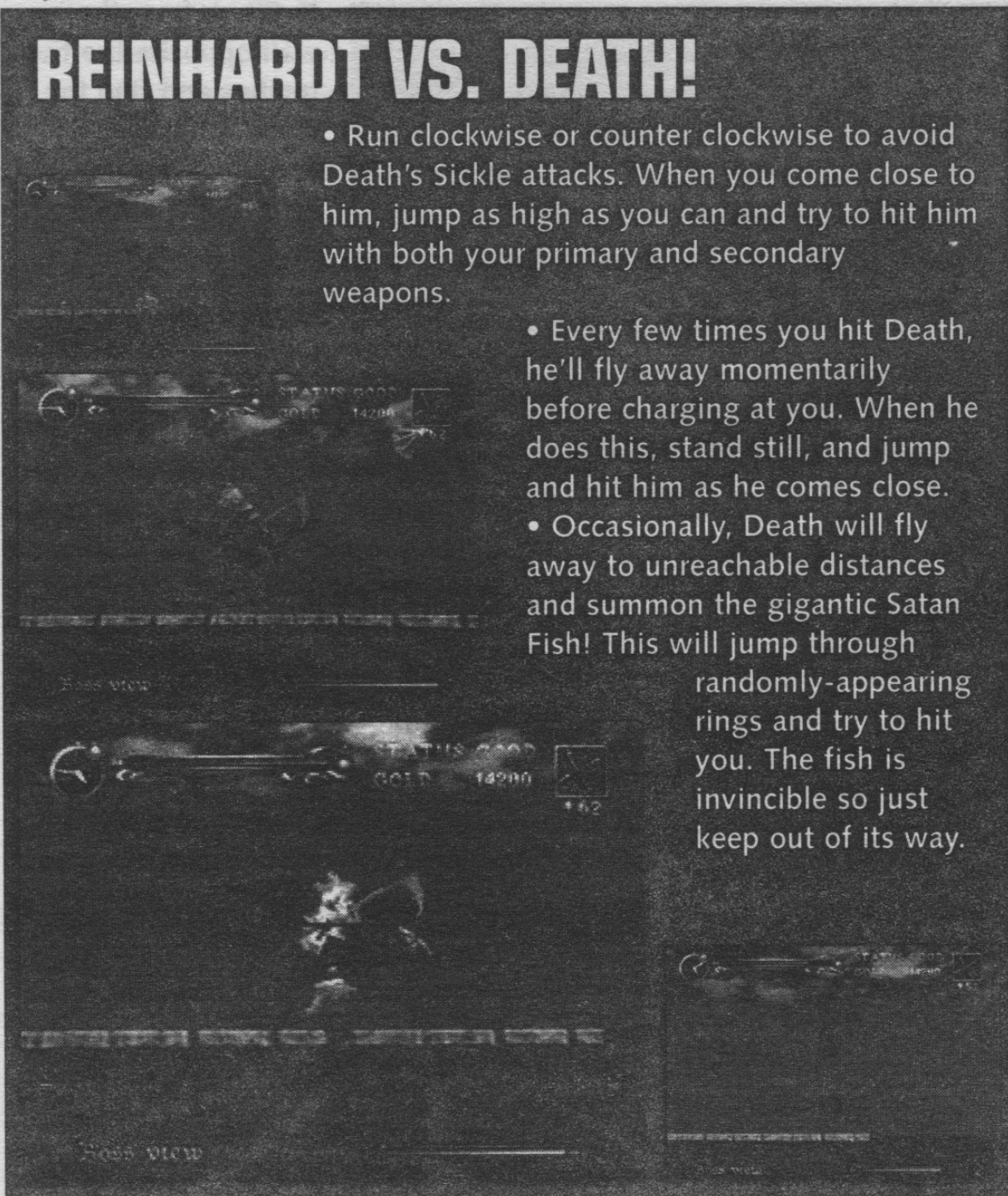
ROOM OF CLOCKS

REINHARDT VS. DEATH!

• Run clockwise or counter clockwise to avoid Death's Sickie attacks. When you come close to him, jump as high as you can and try to hit him with both your primary and secondary weapons.

• Every few times you hit Death, he'll fly away momentarily before charging at you. When he does this, stand still, and jump and hit him as he comes close.

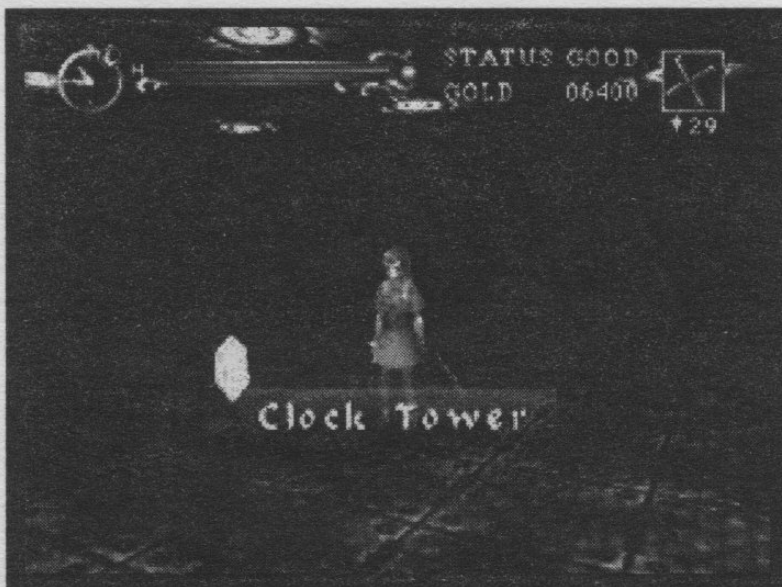
• Occasionally, Death will fly away to unreachable distances and summon the gigantic Satan Fish! This will jump through randomly-appearing rings and try to hit you. The fish is invincible so just keep out of its way.



BOTH CHARACTERS

Ride the red platform back down into the Room of Clocks, save your progress at the White Jewel and leave through the newly opened door to exit to the next stage

STAGE 9: CLOCK TOWER



- Climb from the wall opposite the two torches and find the metal rectangle hanging from the large metal boxes jutting out from the left. Climb alongside it and hit it with your primary weapon to reveal some chickens.
- Drop down and walk across the long rotating gear to get to

the side with the two torches. Avoid the Flying Medusa Heads and break open the torch for Clocktower Key 1. Climb to the top and go through the door.

- Save your game at the Jewel and go through the next door. Destroy the Pillars of Bones and collect the bags of gold if you want to risk the jumps.
- Kill the Pillar of Bones in the lower right corner for Clocktower Key 2. Drop down to the platform below, jump over to the platform beneath the door and go through.
- Look to your left in this, the third gear room and see another metal rectangle. Destroy this for 1,000 Gold, go over to the left side of the entrance ledge and jump down to break open the torch for Clocktower Key 3.
- Drop down to the main floor, kill the Pillars of Bones for 500 Gold each. Break the four torches for weapons.
- Go to the base of the spinning cylinder and climb it using the ledges jutting out from its side. Swap between cylinders to get to the top and once there, head back in the direction of the entrance to find a Contract.
- Jump to the ledge on the left of the Contract and break the metal rectangle for 3,000 Gold. Now use the Contract to stock up on items prior to meeting the dark lord. Head across to the ledge with the White Jewel, save your game and use the door ahead.

STAGE 9: CLOCK TOWER

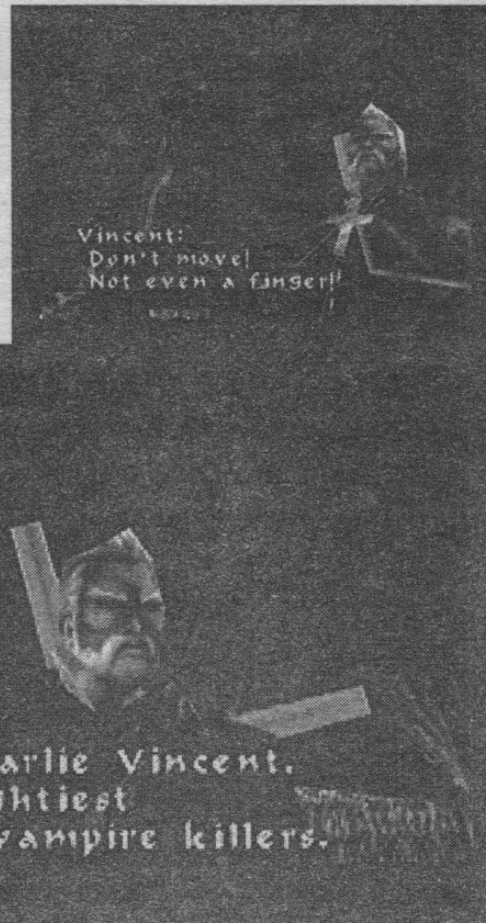
Go up the stairs to the first room and meet Renon for the last time. If you haven't spent more than 30,000 in Gold, then Renon will bid you farewell and you may simply exit the room.

- If you have spent this or more, you must fight Renon for possession of your soul. Fortunately, Renon is a carbon copy of the Death boss (see page 31) and the same strategies you used to defeat him will work just as well here. You will need to be slightly more careful, however, as the platform you fight on is smaller.

- After Renon, go up the next stairs and through the door. If you took too many game days getting to this point, you'll have to fight Charlie Vincent. If you were quick enough, you won't.

- If you do face Charlie, you'll find him the easiest boss yet. As he walks towards you throwing poisonous water, position yourself at a distance and just keep pounding away at him. As his health decreases, his throwing becomes faster and you'll need to start circle strafing. Don't bother picking up the Holy Water Charlie leaves behind when he dies.

- Leave the chamber and climb the last flight of stairs to the Keep. Jump onto either of the platforms with flames and move along the ledge around to the back of the tower. Break open the torch here for a Red Jewel and then take the invisible walkway leading to the small suspended platform. Break the torch here for a Healing Kit before returning to the main entrance and the exit to the final level.



STAGE 10: CASTLE KEEP

- Save your game at the first White Jewel, just inside the keep. What happens next depends on how you played the rest of the game.
- If you took too many game days to get to the Castle, you will have had to fight Charlie Vincent. If this is the case, it is now impossible to finish the game and see the 'good' ending.
- Walk toward the coffin at the back of the room and the lid will burst off. Dracula will then show himself, and the final battle will begin.

THE FIGHT WITH DRACULA

Dracula moves through a cycle of appearing, attacking and disappearing.

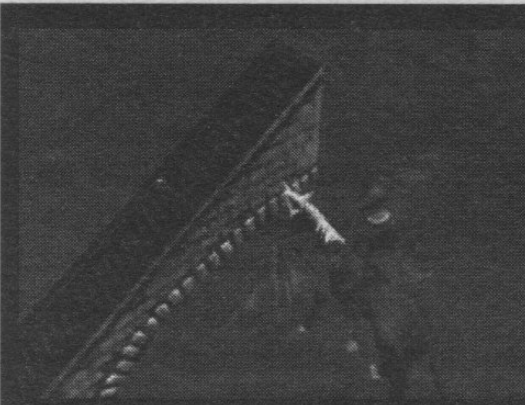
He has four attacks:

- His first attack sees him throw his arms open creating a vacuum, sucking you in towards him. To avoid injury, run at him and hit him in the face with your primary weapon. If you're too close to do this when the vacuum starts, just run away.
- After a while, he'll give up with this. Use the pause to replenish your health and use a purifying crystal if necessary.
- Dracula's second attack fires a circular burst of blue energy first from his feet, and then from his waist. Jump the first burst, fire your weapon and then duck the second.
- Dracula's third attack sees him firing fire bats at you. Dodge these by jumping left or right or by destroying them with your primary weapon. Return fire on the Count by aiming at his head and firing, either while he's shooting the bats or just afterwards.
- For Dracula's fourth attack he'll unleash a large burst of flame from his hand. The critical point to retaliate is just before this, prior to taking evasive action.
- Keep pounding away at Dracula and eventually he will submit. You will have now completed *Castlevania* and seen the 'bad' end.



STAGE 10: THE REAL DRACULA

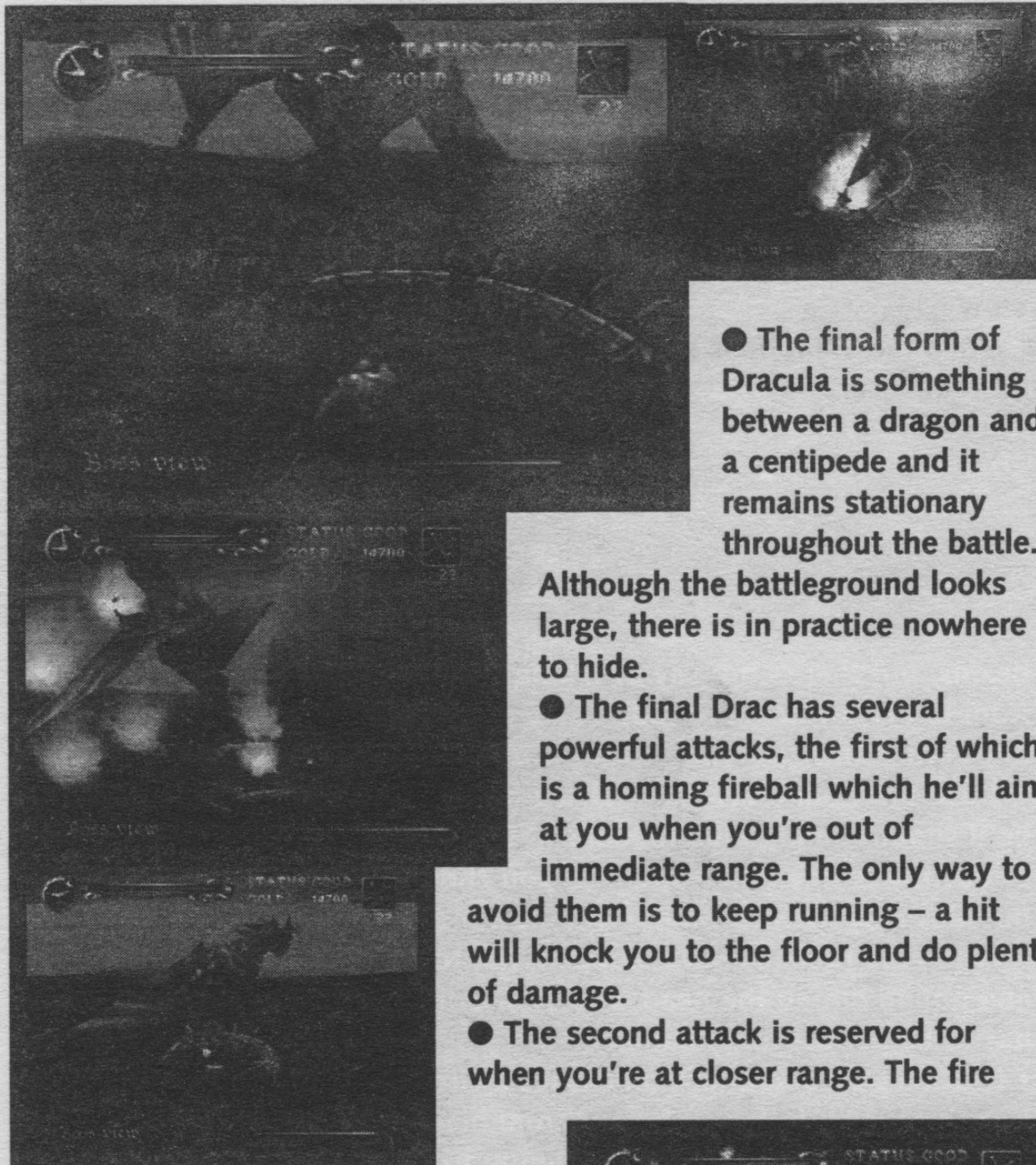
Once the first Dracula is dead and as long as you have not fought Charlie Vincent, the Castle will begin to shake, and you will have to run back down the stairs as they collapse. As soon as you reach the bottom, go left and take the red platform. At the end you will meet up with Malus – the real Count Dracula



THE PRINCE OF DARKNESS

- This form of Dracula will continually warp from place to place in the arena. Each warp throws up several giant blue beams, but there's no way of telling from which he will emerge from until they begin to fade. Stay on the edge of the arena, near one corner and give yourself the widest field of view to spot him.
- Once the Count has materialised he will use two attacks. Firstly, he'll shoot homing blue fireballs at you which you can either dodge or destroy with your weapons. If you choose this second tactic, the missiles may leave behind useful power and pick-ups.
- When the fireballs have stopped, run towards Dracula, jump up and pound him in the head with your primary weapon. The timing has to be perfect to do damage
- Dracula's second attack unleashes a circular burst of green energy from his waist, followed by one from his feet. Duck the first burst and then jump, taking the opportunity to take a shot at the Count.
- Once Dracula's health is down to about half, he may appear and unleash rings of fire. The first will be close to him, but the second can affect most of the arena. Your survival depends on positioning yourself between the two. When the fire subsides, continue your attacks.
- When you've done enough damage, Dracula will warp into the next realm and change into his last – true – form!

STAGE 10: CASTLE KEEP



● The final form of Dracula is something between a dragon and a centipede and it remains stationary throughout the battle.

Although the battleground looks large, there is in practice nowhere to hide.

● The final Drac has several powerful attacks, the first of which is a homing fireball which he'll aim at you when you're out of immediate range. The only way to avoid them is to keep running – a hit will knock you to the floor and do plenty of damage.

● The second attack is reserved for when you're at closer range. The fire

breath can be avoided by running into the arc of his long legs and feet. While you're here, attack with your primary weapon.

● When blue electricity forms around Drac's arms the third and final attack is on its way – the shockwave. When you see this happening, run to a safe distance, wait for the wave to subside and then run back and underneath to hit him.

● When the vampire is down to about half health, two fire dragons will join the battle. These can cause big problems if they catch you, so beware.

● Most attacks you suffer will cost you more than 50% health, so watch your gauge carefully and restock with food every time you drop below 51%.

● When the Vampire is finally defeated, you'll see *Castlevania's* 'good' end sequence.



EXTRAS

THE THREE HIDDEN CRYSTALS

There are three special crystals hidden within the game. Finding each one will open up a new 'extra' available once you have finished the game.

SPECIAL CRYSTAL 1

Level: Forest of Silence

Location: Look on the small platform hovering over a poisonous river about halfway through the level.

Reward: Unlocks the harder difficulty level once you have beaten the game.

SPECIAL CRYSTAL 2

Level: Tower of Execution

Location: Look on a small platform between the second and third floors just above the area which you entered the level. Use the invisible walkway to get to it.

Reward: Unlocks Reinhardt's alternative outfit once you've finished the game.

SPECIAL CRYSTAL 3

Level: The Tower of Sorcery

Location: Find the level exit and then look for a platform all alone on the right. There is an invisible walkway that allows you to get to it.

Reward: Unlocks Carrie's alternative outfit once you have beaten the game.



Castlevania 64

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