

## **Z** KONAMI®

## astlevania

## Within this box your fate may be sealed.

Beyond the twisted iron gates of Castlevania there lurks an unearthly terror who stalks the night in search of revenge...and blood.

With darkness and fear slowly engulfing the town, village elders are calling on you, Simon Belmont — the one hero with the power to forever entomb that death defying demon — Count Dracula.

To survive you'll need the strength to wield weapons like the whip, dagger, hatchet and fire bomb. You'll also need a ferocious intellect to find the option that renders you invisible and the clock that suspends time, both of which are hidden in a maze of cobwebs and torture chambers.

But before you sharpen your stake, know that behind these purgatory walls are dungeons, tombs and haunted hallways filled with hundreds of creatures who have escaped from the grave. These gothic horrors include the Ax Man, the Skele-Dragon, the Mummy Man, the She Worm and that cursed "dead-head" — the Grim Reaper.

At every turn these occult obstacles will become more vicious. And, as you step deeper and deeper into the darkness, their point values will slowly pale in comparison to the value you'll place on staying alive.

So grab your cross of gold and prepare to confront the blood thirsty Count in a deadly adventure that will surely leave you drained.



Screen shown: Commodore\*



Screen shown: Amiga\*



Screen shown: IBM®



Screen shown: Commodore\*



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