

<http://www.replacementdocs.com>

KONAMI OF AMERICA, INC. 1400 Bridge Parkway  
Redwood City, CA 94065-1567

 "KONAMI" and "Castlevania - Circle of the Moon" are trademarks of KONAMI CORPORATION.  
©1986 2001 KONAMI & KCE Tokyo ALL RIGHTS RESERVED.

**KONAMI®**

PRINTED IN JAPAN

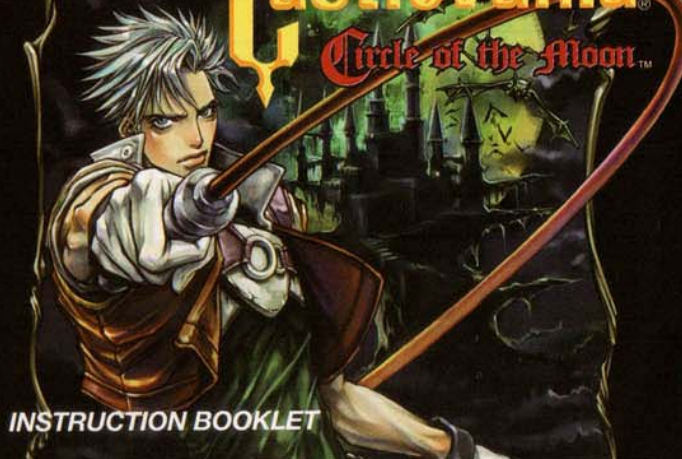
GAME BOY ADVANCE



AGB-AAME-USA

# Castlevania®

## Circle of the Moon™



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  
ANIMATED BLOOD  
ANIMATED VIOLENCE

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.

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



## Contents

|                      |    |
|----------------------|----|
| Prologue             | 3  |
| Starting a Game      | 4  |
| Controls             | 7  |
| How to Play          | 8  |
| Save                 | 13 |
| Continue             | 14 |
| Status Abnormalities | 14 |
| Items                | 16 |
| Strategy Points      | 19 |
| Characters           | 20 |

## PROLOGUE

### Prologue

*The year is 1830.*

*In an ancient castle on the outskirts of the Austrian empire, a demon lord that would unite the powers of darkness was being resurrected at the hand of a fiend yearning for chaos.*

*At this demonic castle, Camilla, one of Dracula's minions, began the incantation of a ritual to bring her lord Dracula back to life.*

*The vampire hunter Morris and his two apprentices, Nathan and Hugh, sensed an abnormality in the balance of nature and rushed to prevent Dracula's unholy reemergence.*

*"That unholy monster must never return!"*

*However, they arrived too late to prevent Dracula's return from his confinement. Dracula used his magical powers to imprison Morris, and cast Nathan and Hugh into a graveyard underneath the demonic castle.*

*Together the two began to search through the castle in order to vanquish Dracula and to rescue their master.*



# GAME START

1. Insert the game cartridge into the Game Boy® Advance and turn on the power.
2. Press START at the title screen to bring up the main menu "Crossroads" screen. Press the Control Pad to select different items and the A Button to confirm.

• See page 13 for information regarding the Save function.

- |               |                               |
|---------------|-------------------------------|
| 1 Data Select | Start the game                |
| 2 Name Change | Change the name of saved data |
| 3 Data Copy   | Copy saved data               |
| 4 Data Delete | Erase saved data              |



## Starting a Game

### Data Select

#### ◆ Begin play from the start

Use the Control Pad to select a file and press the A Button to confirm. This will bring up the "Name Entry" screen. The game will start after a name has been entered and confirmed with the A Button.



#### ◆ Inputting a Name

Use the Control Pad to move the cursor and the A Button to input letters. After name has been completely entered move the cursor to END and press the A Button or START to confirm.

• The B Button erases inputted letters.



#### ◆ Continuing a Game

Any saved data from previous games can be continued from the point the game was saved. Use the Control Pad to select a saved data and press the A Button to confirm and begin the game.



# GAME START

## Starting a Game

### Name Change

1. Use the Control Pad to select data to change its name and press the A Button to confirm.
2. Change the name at the input screen.
3. Return to the "Crossroads" screen with the B Button after all changes have been made.



### Data Copy

1. Use the Control Pad to select the data to be copied and press the A Button to confirm.
2. Select the space to save data in and press the A Button.
3. Return to the "Crossroads" screen by pressing either the A Button or B Button after the data has been copied.



### Data Delete

1. Use the Control Pad to select the data to be erased and press the A Button.
2. Return to the "Crossroads" screen with the B Button.



# OPERATION SYSTEM

## Controls

**L Button**  
DSS ON/OFF

**Control Pad**  
Move player

**R Button**  
Special Move



**START**  
Start the game  
Display the Status Screen

**SELECT**  
Display the Map Screen  
• See page 8 for Map Screen information.

**A Button**  
Jump

**B Button**  
Attack

**Left/Right Movement**  
◀▶ on the  
Control Pad

**Crouch Down**  
▼ on the  
Control Pad

**Crouched Attack**  
▼ + B Button

**Sliding, Jump Down**  
(when there is special footing)  
▼ + A Button

**Sub-Weapon Attack**  
▲ +  
B Button  
• See page 16 for sub-weapon information.

**Jump**  
A Button  
• Pressing A Button longer will  
result in a higher jump.

**Attack**  
B Button  
• The whip will be spun while  
holding down on the B Button.

**Dual Set-up System (DSS) On/Off**  
L Button

**Special Move**  
R Button  
• See page 18 for  
special items.

• Refer to page 10 for Status Screen Button commands.  
• See page 9 for Status Screen information.

• See page 10 for  
DSS setup.

• See page 18 for  
special items.

# GAME RULES

## Viewing the Screen

- 1 HP Gauge: Player's physical stamina. The gauge decreases when the player is damaged by enemy attacks. The player dies when the gauge reaches zero.
- 2 MP Gauge: Player's mental stamina. It decreases when the player uses DSS effects.
  - See DSS Setup on page 12.
- 3 Sub-Weapon: The equipped sub-weapon.
  - See Items on page 16.
- 4 Number of Hearts: These decrease when attacks are made with the sub-weapon.
- 5 Enemy Character Name: Displayed when the player comes in contact with enemy characters.



## Viewing the Map Screen

All places that the player has passed through are reflected on the map and the current location is displayed. Red indicates a save point, yellow indicates a warp point.



- See page 13 for Save.
- See page 19 for Warp.

## How to Play

## Viewing the Status Screen

|        |                                                        |
|--------|--------------------------------------------------------|
| LV     | The player's current level.                            |
| STR    | Combat strength against enemies.                       |
| DEF    | Defensive strength against enemy attacks, etc.         |
| INT    | Intelligence. Affects the recovery of Mind Power (MP). |
| LCK    | Luck. Has an effect on what items appear.              |
| STATUS | The player's current status.                           |
| TIME   | Total amount of time elapsed.                          |
| RATE   | Percentage of map explored.                            |
| HP     | Amount of physical Health Points.                      |
| MP     | Amount of mental Mind Points.                          |
| HEART  | Number of hearts.                                      |
| EXP    | Total number of experience points.                     |
| NEXT   | The number of EXP needed to advance to the next level. |



- See page 15 for Status.

Select with up and down on the Control Pad and press the A Button to bring up the Settings Screen.

|            |                                              |                                                  |
|------------|----------------------------------------------|--------------------------------------------------|
| DSS        | Configure the Dual Set-up System.            | • See page 10 for DSS setup.                     |
| ITEM       | Equip and use items that have been obtained. | • See page 16 for Items.                         |
| CARD       | View all DSS cards obtained.                 | • See page 12 for Card Screen information.       |
| MAGIC ITEM | View all special items obtained.             | • See page 12 for Magic Item Screen information. |
| CONFIG     | Configure Button settings.                   | • See page 12 for Config settings.               |

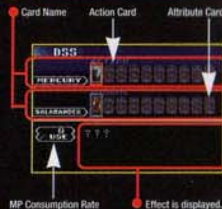
# GAME RULES

## Button Controls for the Status Screen



## DSS Settings

The player is able to add additional special abilities by combining Attribute Cards and Action Cards obtained throughout the course of the game. Player MP is decreased when DSS combinations are used.



• This will not appear unless a card is used and its effects activated.

1. Toggle Action Cards and Attribute Cards with up and down on the Control Pad, and use left or right to select cards.
2. Confirm by pressing either the A Button or B Button.

## How to Play

• See Items on page 16.

## Item Setting

Equipping and using items collected throughout the game allows the player to boost offensive/defensive abilities and recover lost HP and MP.

- 1 EQP BODY: Put on protective armor.
- 2 EQP ARM R: Equip an item in the player's right hand.
- 3 EQP ARM L: Equip an item in the player's left hand.
- 4 Use: Use expendable items.
- 5 List of items.



1. Use the Control Pad to select a group and press the A Button to confirm.
2. Select items with the Control Pad and press the A Button to confirm.
3. Return to the Status Screen with the B Button.

# GAME RULES

## How to Play

### Card Screen

View DSS cards obtained throughout the course of game play.

1. Use the Control Pad to select a card to view.
2. Display a selected card's properties with the A Button.
3. Return to the Status Screen with the B Button.

Card explanation  
is displayed.



### Magic Item Screen

View special items obtained during game play. Return to the Status Screen with the B Button.

- See page 18 for Special Items.

Item Name

Item effect  
is displayed.



### Config Settings

Set Buttons for each different command.

1. Use the Control Pad to select the item and change settings.
2. Confirm with either the A Button or B Button.



# SAVE

Save

### Save

At save points scattered throughout the ancient castle, the player can recover HP and MP levels as well as save game progress.

1. Press up while in the center of a save point.
2. Use the Control Pad to select either YES or NO and press the A Button to confirm.



### ◆ Command to Erase Stage Clear Data

Backup data is saved to the game cartridge after a stage has been cleared. To erase this data and return the game to its initial default state, press SELECT while holding down the L, R, A, and B Buttons simultaneously at the title screen.



# CONTINUE

Continue

## Continue

The game ends when the player runs out of HP. However, if the game has been saved even once it is possible to continue. Use left and right on the Control Pad to select "Continue" to play on or "End" to quit, and press the A Button.



# STATUS

Status Abnormalities

Player status may be affected if the player is hit by an enemy's special attack.

## Poison

Player HP will decrease for a fixed period of time. Use the Recovery Item "Antidote" to quickly nullify the effects of poison.

• See Recovery Items page 17.



# STATUS

Status Abnormalities

## Curse

The player becomes completely incapable of attacking for a fixed period of time. Use the Recovery Item "Cure Curse" to quickly lift the curse.



## Stone

The player becomes completely immobilized. Recover by either receiving damage from an enemy attack or by rapidly pressing left and right on the Control Pad.



## Freeze

The player becomes completely immobilized. Recover by either receiving damage from an enemy attack or return to normal after a fixed period of time.



# ITEMS

• There are a wide variety of items other than those shown here.

## Normal Items

• These items appear when candles are destroyed.



• **Heart (large/small):**  
Hearts are depleted when a sub-weapon attack is used.

• **Sub-Weapon:** Only one sub-weapon may be equipped at a time.



**Knife**

A knife is thrown at high-speeds.



**Crucifix**

A crucifix, when thrown, flies like a boomerang.



**Axe**

An axe draws an arch in the air when it is thrown.



**Clock**

Enemy movements are stopped for a set period of time.



**Holy Water**

Holy water bursts into flames where it lands.

## Equip Items

• These may appear when an enemy is defeated.

Equipping these items affects the player's offensive / defensive abilities, intelligence, and luck ratings.



**Power Ring**

A ring that amplifies offensive abilities.



**Hard Ring**

A ring that bolsters defensive abilities.



**Wristband**

A bracelet made from cloth.



**Gauntlet**

A bracelet that increases offensive abilities.

# Items



**Magical Wristband**

A wristband enhanced with magical powers.



**Leather Armor**

Armor made from leather.



**Cotton Robe**

A simple cotton garment.



**Miracle Wrist**

Increases luck when equipped.



**Bronze Armor**

Armor made out of bronze.



**Cotton Clothes**

Clothes made of cotton.

## Recovery Items

• These may appear when an enemy is defeated.

Using these items allows the player to regain lost HP, MP, and recover from status abnormalities.

• See page 15 for status abnormalities.

**Recover HP**



Potion



Meat

**Recover MP**



Mind Restore

**Recover from Poison**



Antidote

**Increase Hearts**



Heart

**Recover from Curse**



Cure Curse

# ITEMS

Items

## Special Items

• These items are obtained within the ancient castle walls.

Using these items increases the range of player movement.



**Dash Boots**

Allows the player to dash by quickly pressing left or right twice.



**Kick Boots**

The player can spring off a wall to jump high into the air by pressing left or right and the R Button while facing a wall.



**Double**

Allows the player to jump one time while in mid-air.



**Tackle**

The player can tackle by pressing left or right and the R Button.

## Level Up Items

• These items are obtained within the ancient castle walls.

Obtaining these items increases the player's HP, MP, and heart limit.



**HP**



**MP**



**Heart**

# STRATEGIES

Strategy Points

## Use Dual Set-up System Cards Wisely

Exactly how to use a DSS card is not apparent just by finding one. An Action card and Attribute card must be used in combination to make its effect known. Once a combination has been used, a description of the effect will appear on the DSS screen. There are a variety of different effects possible, which include an increase in offensive, defensive, and other attributes. There are also those that contain command techniques. Do not rely on just one card but be mindful to use a variety of different cards depending on the situation at hand.

## Save Frequently

Save often and more than anything else be cautious not to get killed, which will end the game. Keeping this up will slowly but surely make the player stronger and come closer to completing the quest.

• See Save on page 13.

## Look at the Map

Try attacking the walls surrounding any suspiciously empty spaces on the map. The walls might break away to reveal a hidden chamber.

• See page 8 for the Map Screen.

## Use the Warp Zone

Skillfully use the warp zones scattered throughout the ancient castle. It will become easier to move to far away spots.



# CHARACTERS

## Nathan Graves

Nathan Graves (player) is the chosen successor to wield the 'Hunter Whip'. His parents, who were Vampire Hunters, were killed 10 years before while banishing Dracula.

## Hugh Baldwin

Nathan's rival and the son of Morris, Master Vampire Hunter. He is bitter that Nathan, who he believes is the weaker of the two, was chosen as his father's successor.

## Morris Baldwin

Morris is Nathan's Master and is teaching him the skills necessary to combat Dracula and his minions. He and Nathan's parents succeeded in banishing Dracula 10 years previously. He chose Nathan as his successor over his son, Hugh, and passed on the 'Hunter Whip'.

## Dracula

Sealed off from this world by Nathan's parents and Morris, he is attempting to reemerge after 10 years of confinement.

## Camilla

A loyal minion plotting the complete resurrection of her master, the demon lord Dracula.

## Skeleton

## Ectoplasm

## Necromancer

## Were-wolf

## Man Eater

## Axe Armor

## NOTES



## NOTES



## NOTES

## WARRANTY AND SERVICE INFORMATION

If you feel stuck in the game, or just need a boost, don't worry!  
You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami products.

**Konami Game Hint & Tip Line: 1-900-896-HINT (4468)**

- 95¢ per minute charge
- \$1.25 per minute support from a game counselor
- Touch tone phone required
- Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 8:00 A.M. to 4:30 P.M. Pacific Time.

Prices and availability are subject to change. U.S. accessibility only.

**Konami of America, Inc.**

1400 Bridge Parkway, Redwood City, CA 94065 Phone: 650-654-5600

### KONAMI OF AMERICA, INC. LIMITED WARRANTY

Konami of America, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This

Konami software program is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

**Konami Online: World Wide Web - <http://www.konami.com>**

CompuServe: Click FIND then type Konami. We are in the Video Gaming Central forum.

To join CompuServe please call 1-800-524-3388

Konami is a registered trademark of KONAMI CORPORATION.