

Concept

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This remake of "Akumajou Densetsu" / "Castlevania III: Dracula's Curse" will be focused on adding content to flesh out the original game and bring it a little more up to date with some modern trends in the series as well as reimagining it as the first game in a reboot of the old canon.

New Title

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The title for this remake will be "Castlevania: Legend of the Demon Castle".

By way of comparison these are the official titles for this game:

- "Akumajou Densetsu" which literally translates to demon-castle legend. This was at the time of it's creation supposed to be the origin of the Belmonts vs Dracula plot. However, due to continued expansion of the series canon over the years much of it's story has been retconned. What will be kept is that this is the first appearance of the demonic entity known as Castlevania.
- "Castlevania III: Dracula's Curse" is the localized title for the US release. I hate this title. Nothing in the game's story mentions anything about a curse. This would have been more appropriate for CV2.

Platform

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Like all of my projects, this will be made with Game Maker Studio. I will utilize TheouAegis' CV3 engine.

Primarily, the game will be released for PC. As such I will be taking advantage of modern resolutions and making the game at 4x the normal size which will require significant modification of the base engine.

After the final release I'll consider other platforms if there is enough demand for it.

Graphics

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The game will be created using the NES aspect ratio at a 4x proportion. This will necessitate modifying the engine on a fundamental level, but will allow for modern high resolution graphics.

The default graphics mode will be my NE/SX 8-bit standard that combines the basic properties of the NES and MSX systems. The actual pixel art will be redrawn in a minimalist style with primarily black backgrounds.

The player can use his accumulated score to buy additional options including more graphics skins.

There will be a 16-bit style skin based on "Akumajou Dracula" / "Super Castlevania IV", a 32-bit style skin based on "Akumajou Dracula X: Gekka no Yasoukyoku" / "Castlevania: Symphony of the Night", and finally a modern hi-res skin that takes advantage of the 4x resolution.

Sound

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Each graphics mode will use a specific set of sound effects and music. The entire original soundtrack will be used as well as about a half dozen new songs.

8-bit mode will use the VRC6 sounds and music the original AjDen soundtrack is available as an NSF file. The extra songs that have been chosen have already been made into FTMs.

16-bit mode will feature remixes of all the above tracks in the style of "Akumajou Dracula" / "Super Castlevania IV". They are not currently available, so they will have to be made. The actual samples from the SNES can be extracted and used in conjunction with the SMW ROM to create perfectly authentic remixes. The sound effects for this mode will be taken from these ROM as well. Note that the SFC version has a better whip sound effect so that one should be ripped also.

The 32-bit and hi-res modes will use CD quality remixes and the sound effects ripped from SotN, DoS, PoR, and OoE.

Soundtrack

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- AjDen - Prelude (Intro)
- AjDen - Epitaph (Password)
- AjDen - Destiny (Map)
- AjDen - Encounter (Cut Scene)
- AjDen - Prayer (Opening)
- AjDen - Beginning (Block-1)
- Custom - Cross Your Heart (Block-2) - [HC]
- Custom - Bloody Tears (Block-3) - [D2:tAS]
- AjDen - Anxiety (Block-4)
- AjDen - Rising (Block-5)
- AjDen - Stream (Block-6)
- Custom - Don't Wait Until Night (Block-7) - [HC]
- AjDen - Clockwork (Block-2')
- AjDen - Mad Forest (Block 3')
- AjDen - Dead Beat (Block-4')
- AjDen - Nightmare (Block-5')
- AjDen - Demon Seed (Block-6')
- AjDen - Aquarius (Block-6''a)
- AjDen - Pressure (Block-6''b)
- Custom - Walking on the Edge (Block7') - [AjD]
- Custom - Death Fair (Block 8) - [LoD]
- AjDen - Vampire Killer (Block-9)
- AjDen - Riddle (Block-A)
- Custom - The Gears Go Awry (Block-B) - [AjD-PoR]
- AjDen - Overture (Dracula's Lair)
- AjDen - Boss Fight
- Custom - Illusionary Dance (Dracula's First Form) - [AjDX-RoB]
- AjDen - Big Battle 1 (Dracula's Second Form)
- AjDen - Big Battle 2 (Dracula's Third Form)
- AjDen - Stage Clear
- AjDen - All Clear
- AjDen - Evergreen (Ending)
- AjDen - Flashback (Ending)
- AjDen - Player Miss
- AjDen - Game Over

Controls

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The core of the game will remain the same as the original. With the one exception being the inclusion of a separate button for the sub-weapon. Also, the partner swapping will be different if there are more than two party members. In this case the button will bring up a mini menu that allows the player to choose which character to switch to.

Basic Controls

Direction Buttons: move character, crouch.

Button 1: use main weapon.

Button 2: make character jump.

Button 3: use current sub-weapon.

Start: pause game. When paused the player can switch sub-weapons or exit the game.

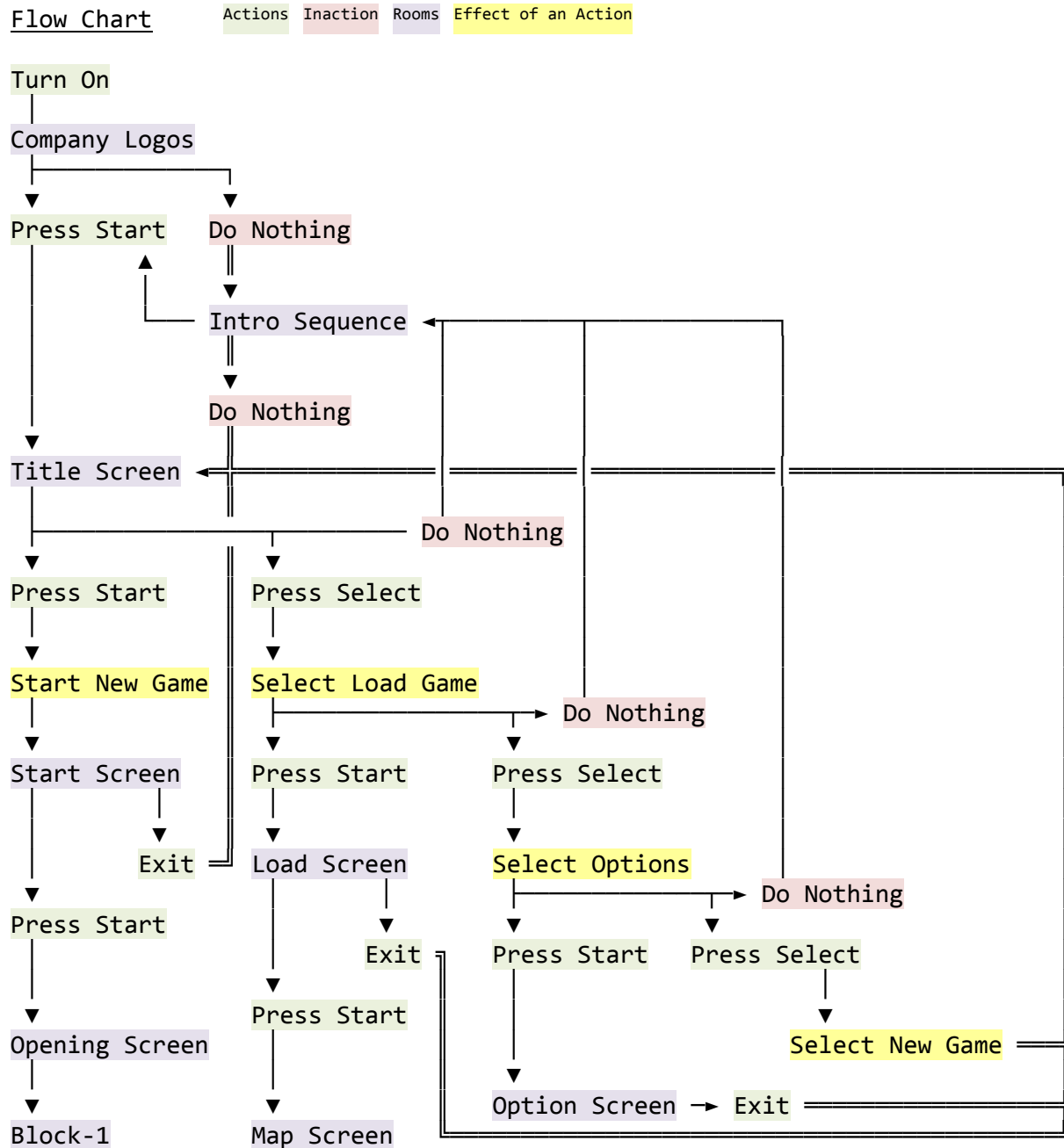
Select: switch characters.

Game Flow

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The game's basic set up will be the same, but with some alterations to bring the game up to par with newer titles in the series.

Flow Chart



Story

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The plot will stay largely the same, but will have a bit more meat to it. The intro and ending texts will be revised to take into account the established canon.

In addition, there will be cut scenes between the characters each time a party member joins to help flesh the story out some. In particular, there will be a dialogue between the party and Dracula before the final battle.

As far as the ending, the canon established that all four characters participated in the final battle. As such the characters will all be in the party as long as you backtrack and get them all. Since any combination of characters will be present, the ending will be modularized. There will be a main ending text, and a section about each of the remaining characters that only displays if they are present and then a final closing.

As a bonus feature you will be able to play as Grant, Sypha, and Alucard on their own. For each character there will be a secret 'bad' ending that happens if they die in the boss room they are normally fought in. Then if you complete the game with them they each have a special 'loner' ending. However the other party members will not appear during these bonus adventures.

Trevor Belmont

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Trevor's basic controls will remain the same. He will have the same sub-weapons and he will still wield the Vampire Killer which will still have 3 power levels. He will have some new ancillary abilities from later game and the item crash ability.

Abilities:

Item Crash

Slide

Crawl

Backflip

Main Weapon:

Vampire Killer

Form 1 - Leather Whip

Form 2 - Short Chain Whip

Form 3 - True Vampire Killer

Sub-weapons:

Silver Knife

Battle Axe

Holy Cross

Holy Water

Stopwatch

Grant Danesti

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Grant will be upgraded with new weapons, a new sub-weapon, and altered sub-weapon behavior while wall crawling. He will use his attack animation from the US version of the game instead of the free throwing knife. Rather than a weapon upgrade he will be able to find a stronger weapon. The new sub-weapon is called the Wind Sickle and it is basically the same as the medium range boomerang axe from "Vampire Killer".

Abilities:

Wall-crawling
Controlled Jumps

Melee Weapons:

Dagger
Short Sword

Sub-weapons:

Silver Knife
Battle Axe
Wind Sickle
Stopwatch

Sypha Fernandez

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Sypha will be considerably different since spells and sub-weapons are going to be separated into two independent systems. Like Grant she will have a second main weapon, The Holy Staff which is physically identical to her basic staff, but it produces a lingering 'holy spark' object that functions like the Holy Water's flame, but that only lasts half as long. She will now be able to use Holy Water and gains the Holy Book from RoB and the Healing Herb from AjD:X68k. Spells will be fueled by the magic meter which automatically regenerates over time. Spells will be executed via button combinations like the spells in SotN. The Ball Lightning spell will be altered slightly. The lightning balls will still home in on enemies. However, if no enemies are present they will circle Sypha as a protective barrier until an enemy appears.

Abilities:

Magic

Main Weapons:

Staff

Holy Staff

Sub-Weapons:

Holy Water

Holy Book

Healing Herb

Stopwatch

Spells:

Fire Breath - ↓↘→ + Attack Button

Ice Blast - ←↙↓↘→ + Attack Button

Ball Lightning - 360 + Attack Button

Alucard

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Like Sypha, Alucard will now have spells and sub-weapons separated. His main weapon will function much like the Vampire killer. The new attack animation will be based on "Dragon Fighter". He will have the same sub-weapon compliment as Trevor as per his SotN incarnation. Additionally he will also have access to all of his established transformations which will also draw from the magic meter. Hellfire will use the animation of Alucard's original 'balls of destruction' and will simply fire 3 fireballs in whatever direction Alucard is facing. Summon spirit will work more or less like Sypha's Ball Lightning spell except it will only summon a single spirit and if no enemies are present it will simply follow Alucard. Dark Metamorphosis will allow Alucard to regain 1 HP each time he kills certain types of enemies.

Abilities:

Wolf Form
Bat Form
Mist Form



Main Weapon:

Alucard Sword
Form 1 - Plain sword.
Form 2 - Small energy field.
Form 3 - Full energy field.

Sub-weapons

Silver Knife
Battle Axe
Holy Cross
Holy Water
Stopwatch

Spells

Hellfire -  + Attack Button
Summon Spirit -  + Attack Button
Dark Metamorphosis - 360 + Attack Button

Hector (Renard?)

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Hector will be a secret character that is unlocked after beating the game once. He will have a story of his own that is based on the manga and the game will begin in Dracula's castle and end in a new area outside the area of the original map. His final boss will be Isaac and the ending will allude to Isaac's survival and stalking of Hector and Rosaly. All the stages from the original game that are accessible in this mode are played in reverse starting from the boss room.

Hector's abilities will be similar to those he has in AjD:CoD. His main weapons will function like the other characters' sub-weapons. Each weapon will have it's own properties. He will also be able to summon innocent devils by casting a specific spell for each kind of ID. Once summoned they'll function like sub-weapons only attacking when commanded to. However, they can be evolved to a higher form by collecting power ups which will give them a different attack. They will also grant Hector access to certain abilities.

Abilities:

Back Dash

Main Weapons:

Schiavona

Bardiche

Morganstern

Baghnakhs

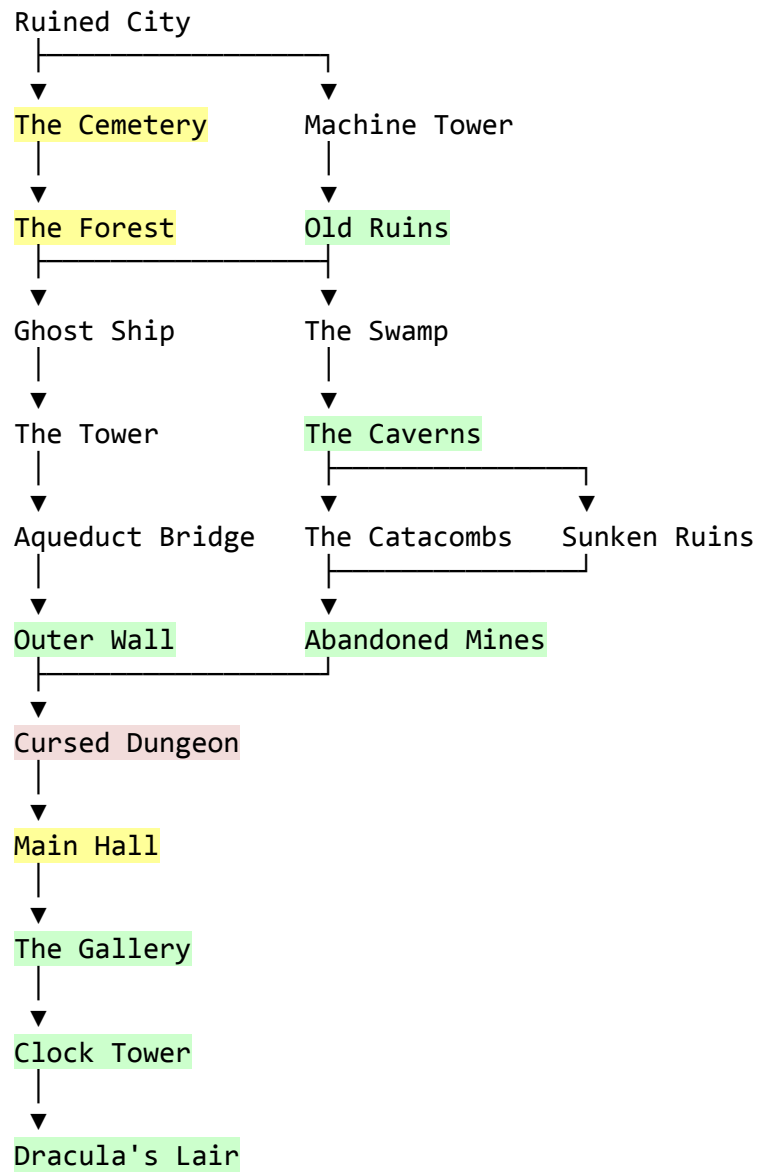
Halberd

Boomerang

Innocent Devils:

Map

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New Stages
Remixed Stages
Remixed + New Sections

Stage Info

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Stage Name	Block Number	BGM	Boss
Ruined City	1	Beginning	Ghoul King
The Cemetery Machine Tower	2 2'	Cross Your Heart Clockwork	Skull Knight Hunchback (Grant)
The Forest Old Ruins	3 3'	Bloody Tears Mas Forest	Medusa Cyclops
Ghost Ship The Swamp	4 4'	Anxiety Dead Beat	Corpse Candle Phantom Bat
The Tower The Caverns	5 5'	Rising Nightmare	Malphas Alucard
West Bridge The Catacombs Sunken Ruins	6 6' 6"	Stream Demon Seed Aquarius ~ Pressure	Twin-head Dragon The Mummies Bone Dragon
Outer Wall Abandoned Mines	7 7'	Don't Wait Until Night Walking on the Edge	Lesser Demon Lesser Demon
Cursed Dungeon	8	Death Fair	The Monster
Main Hall	9	Vampire Killer	
The Gallery	A	Riddle	Doppelganger
Clock Tower	B	The Gears Go Awry	Death
Dracula's Lair	C	Overture	Final Guard Dracula (1st Form) Dracula (2nd Form) Dracula (3rd Form)

Alternate Map

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