NTR-P-YR9E

NINTENDO DS™

# Castlevania®
## Order of Ecclesia

INSTRUCTION BOOKLET
LIVRET D'INSTRUCTIONS

KONAMI

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND 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 blackouts triggered by light flashes or patterns, 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** | **Eye or muscle twitching** | **Loss of awareness** |
  | **Altered vision** | **Involuntary movements** | **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 - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.
- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

## ⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:
- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

## ⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.
If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.
To avoid battery leakage:
- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

## Important Legal Information

REV–E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

Wireless DS
Multi-Card
2-4 Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

## ⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.
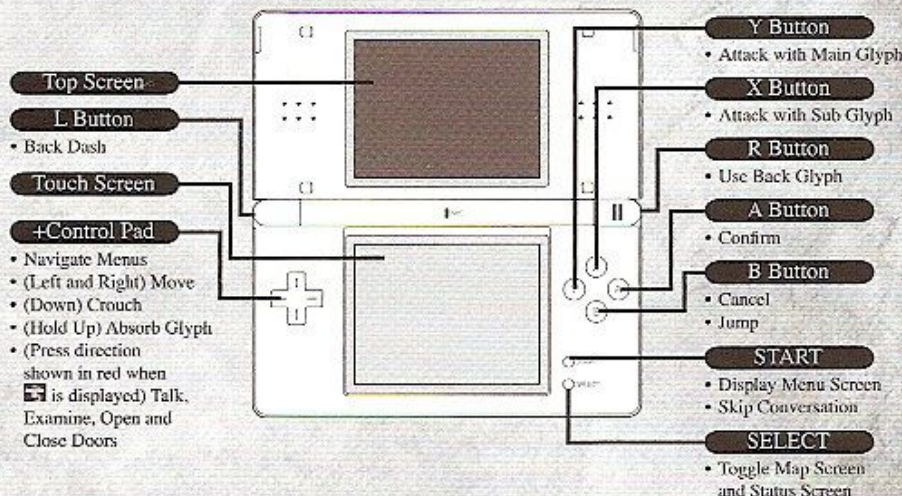
- *To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL internet account.*
- *The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available online at www.nintendowifi.com/terms.*
- *For additional information on the Nintendo Wi-Fi Connection or setting up your Nintendo DST visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).*
- *To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail or home address when communicating with others.*

# CONTROLS

*Castlevania: Order of Ecclesia* is played primarily with the system's buttons, though certain actions, such as navigating menus, can be performed through the Touch Screen.

**Y Button**
- Attack with Main Glyph

**Top Screen**

**X Button**
- Attack with Sub Glyph

**L Button**
- Back Dash

**R Button**
- Use Back Glyph

**Touch Screen**

**A Button**
- Confirm

**+Control Pad**
- Navigate Menus
- (Left and Right) Move
- (Down) Crouch
- (Hold Up) Absorb Glyph
- (Press direction shown in red when ⊞ is displayed) Talk, Examine, Open and Close Doors

**B Button**
- Cancel
- Jump

**START**
- Display Menu Screen
- Skip Conversation

**SELECT**
- Toggle Map Screen and Status Screen

## SPECIAL CONTROLS

*See page 3 for information on relics.

+Control Pad ↑ + Y Button/X Button - Execute Glyph Union (P.3)
+Control Pad ↓ + B Button - (When on passable floors) Drop Down / (When using Lizard Tail relic) Slide
B Button while Jumping - (When using Leap Stone relic) Double Jump
A Button + L Button/R Button - (When using Glyph Sleeve relic) Change Glyph Sleeve
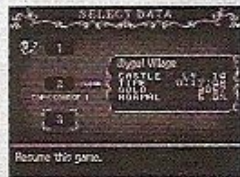
# GAME START

To begin a game, select GAME START at the Title Screen, then select a file to use.

## Select Data

Select a file number to continue a previous game. If you are starting a new game, you must first create a new file. You may create a total of three files. Note that once you load suspended play data 🎮, the file is deleted.

## CREATE NEW DATA

Select a file number with NEW GAME displayed next to it and you will be prompted to enter a name for the file. You can insert spaces with SPACE, and also delete characters with DEL. Select OK when finished to create the file and begin the game.

## Copy Data

Copy a file. Select the file number you wish to copy to.

## Delete Data

Delete a file. Select the file number you wish to delete. Note that deleted data cannot be recovered.

## Edit Name

Change name of data.

### Saving Progress and Suspending Play
You can record your progress by saving at a save point (P.3). Additionally, you can suspend play at any point by selecting SUSPEND at the Menu Screen, though you can only create one suspended file per DS Card. Note that if you suspend play when suspended data is already present, the previous data will be deleted.

# GAMEPLAY BASICS

Here you will learn about everything that takes place on the Stage Screen – from attacking enemies using glyphs, to functional locations such as save points.

## Using Glyphs

Glyphs are a form of magic in which inscriptions are changed into spells. Shanoa is able to use glyphs she has absorbed by equipping them. You can equip glyphs in three places; the Y Button (main glyph), X Button (sub glyph), and R Button (back glyph). To use a glyph, simply press the corresponding button and a certain amount of MP will be consumed. You can change your glyphs from the Menu Screen's Glyph Menu.
*MP consumption varies by glyph.

## Absorbing Glyphs

Glyphs can be found in stages or dropped by enemies. To obtain a glyph, go near it and hold up on the +Control Pad until the glyph disappears from the screen. If absorption is successful, the name of the glyph will appear, you will recover 10 hearts.

## GLYPH UNION

When using the Glyph Union relic, you can combine your main glyph and sub glyph to unleash powerful attacks. Press up on the +Control Pad and the Y Button or X Button to execute it. Doing this will consume a certain number of hearts. Additionally, your attacks will vary depending on the main glyph and sub glyph equipped. Experiment by trying out various combinations.

## Using Relics

Relics will give you access to special abilities and functions. You can set your relics from the Menu Screen's RELICS. Listed here are a few examples.

Lizard Tail - Press down on the +Control Pad and the B Button together to slide.
Ordinary Rock - Perform a double jump by pressing the B Button again after jumping.
Glyph Sleeve - Allows you to set glyphs to separate sleeves (       ), allowing you to switch between multiple glyphs at once.
Book of Spirits - Enemy names will appear on the Stage Screen.
Serpent Scale - Allows you to move underwater.

## Saving

Save points restore your HP and MP, and record your current progress. Press up on the +Control Pad in front of a save point to use it.

## Warping

Warp points transport you to other warp points within a stage. Press up on the +Control Pad in front of a warp point, then select your destination on the map that appears.
*You cannot warp to a warp point in an area you have not been to.

### Boss Characters
In certain stages, you will battle against a boss character upon entering a certain area. Once the battle begins, you cannot leave that area until you have defeated the boss.

## Using the Shop

After progressing through the game and rescuing a villager named Jacob, you will be able to purchase items at Wygol Village. Simply return to the village from the World Map and head for the shop.

### Undertaking Quests
By rescuing villagers located in certain stages, you can undertake quests for them. To undertake a quest, talk to them back at Wygol Village. Quests typically involve gathering certain items or defeating boss characters. Information pertaining to quests can be viewed from the Menu Screen's Villager Menu.

### Completing Quests
Complete quests to expand the shop's inventory or receive rewards such as items and equipment. Additionally, new quests may appear as the story progresses or as you complete other quests.

# NINTENDO Wi-Fi CONNECTION

You can use Nintendo Wi-Fi Connection to link up with players around the world to trade items and equipment in Market Mode and compete in races in Race Mode.

## Getting Started

To play using Nintendo Wi-Fi Connection, you must first set up Nintendo Wi-Fi Connection. For information on setup and where to go for help, see the separate Nintendo Wi-Fi Connection Instruction Booklet.

When connected to Nintendo Wi-Fi Connection, your filename is visible to other players. Please do not use filenames that contain personal information or filenames that could offend other players.

## Main Menu

Select NINTENDO WI-FI CONNECTION at the Title Screen and the following menu will appear.

Market Mode - Trade items and equipment using Nintendo Wi-Fi Connection.
Race (P.5) - Race against other players using Nintendo Wi-Fi Connection.
Friend Code (P.5) - View and register friend codes.
Nintendo Wi-Fi Connection Settings - Set up Nintendo Wi-Fi Connection.

## Market Mode

Use your cat to trade items and equipment.
Select a file to use, then choose either MERCHANT or CUSTOMER.
*Only saved data can be selected. Suspended play data cannot be used.

### MERCHANT (OPEN SHOP)

Open a shop for other players to join.
First select a cat to serve as shopkeeper, then choose a game type. After that, you must wait for other players to join. Note that when you open a shop, you must first register items and equipment under Display Section.
*You can connect to a maximum of three other players at a time.

Game Type:
Anyone - Search for any available player.
Friend Only - Search for players from friend roster (P.5).

### CUSTOMER (JOIN SHOP)

Join a shop opened by another player.
Select a cat to control. Once you locate a shop, you can begin trading items.

## Race

Compete for the higher score in special courses as you fight or dodge your way through hordes of enemies in a race to the finish. Your score is determined by the enemies you defeat and the time it takes you to reach the end. Select a file to use, then follow the procedure below.
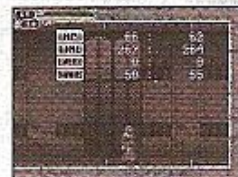
### 1 Course Select

Compete in a race against your opponent to the finish line. Choose ANYTHING and the course will be selected for you automatically.

### 2 Game Type

Select a connection type and the game will look for players.
Anyone - Search for any available player.
Friend Only - Search for players from friend roster.

### RESULTS SCREEN

At the Results Screen you will see data including your clear time, score, and number of enemies defeated. Select RETRY to play again, or GAME COMPLETE to return to the Title Screen.

## Friend Code

Here you can view your friend code or register friend codes of friends.
*Players in WIRELESS MODE are automatically registered to friend roster.

### REGISTER FRIEND CODE

Register friend codes of friends, entering codes and names.

### CONFIRM FRIEND CODE

View your friend code.

### FRIEND ROSTER

View friends registered to friend roster. Use the L and R Buttons to switch pages, then select a friend to view. You can look up various information on them including when you last played together. To remove a friend from your roster, highlight them and press the A Button.

Friend codes are designed so people who know one another can play together online in a comfortable environment. If you exchange friend codes on the Internet with people you do not know, you could end up receiving malicious data or be subjected to abuse. Please use discretion when sharing your friend code with others.

# WIRELESS MODE

Use DS Wireless Communication to trade items and equipment with friends in MARKET MODE, or race against one another in RACE MODE.

## Market Mode

Select a file to use, then choose one of the following options. To open a shop, you must first register your inventory under Display.

**Merchant (Open Shop)**

Open a shop and wait for friends to join. Select a cat to serve as shopkeeper, then choose friends you wish to invite.

**Customer (Join Shop)**

Join a friend's shop. Select a cat to do your shopping, choose a friend's shop you wish to join, then wait for the shop to open.

## Race

Select a file to use, then follow the procedure below.

### 1 Game Type

Select 1P: RECRUIT RIVAL to serve as host and find an opponent, or select 2P: JOIN AS RIVAL to join a race hosted by another player.

### 2 Course Select

The race begins after Player 1 selects a course.

# BOSS RUSH MODE

In this mode you fight against a series of boss characters in special courses. Bosses will vary by course. Defeat all the bosses in a course to clear it.

## Getting Started

Select a file to use, then choose a course to play.

## How to Play

Press up on the +Control Pad in front of a warp gate to warp to a room with a boss. Another warp gate will appear if you defeat it, which you can then use to fight the next boss.

# BARLOWE'S COUNSEL

### Progressing

Should you ever feel lost, do not hesitate to come see me. I will advise you in any way I can.

### Wygol Village

When a resident of Wygol returns, they will ask for your assistance with any number of tasks. It is your duty as a member of Ecclesia to come to the people's aid.

### Magic Tickets

You can warp to Wygol by using the Magic Ticket item. You can also purchase these at the village shop, so it would be wise to stock up just in case.

### Shops

In order to join an online shop, you must first display the items you wish to sell. You can do this after you rescue Jacob and the village shop opens. Even items you use up during the game will remain in your display inventory, so you don't have to worry about using them in the field. Your inventory will also never run out, so you have nothing to lose by joining a shop. However, while items you obtain at a shop can be used during the game, you cannot then display them yourself. Only items you have acquired yourself may be added to your display inventory.

# Castlevania Judgment

**AVAILABLE WINTER 2008 ON THE Wii™**
**À PARAÎTRE EN HIVER 2008 SUR Wii™**

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| TEEN | ADOLESCENTS ™ |
|------|---------------|
| **T** | Suggestive Themes<br>Violence<br><br>Thèmes suggestifs<br>Violence |
| ESRB CONTENT RATING<br>CLASSIFIÉ PAR L'ESRB | www.esrb.org |