









# Konami's Cancelled Classic Rises from the Dead:

Castlevania: Resurrection, announced in August 1999, was intended to be the seventeenth title of the Castlevania series for the short-lived Sega Dreamcast console. It was initially slated to be a launch title before being delayed and eventually cancelled in March 2000.

The game was to focus on Sonia Belmont and a new character, Victor Belmont, an 1800s time-travelling vampire hunter who had abandoned his lineage. The story is set in 1666, directly before Simon Belmont's adventure in the original Castlevania.

Greg Orduyan, the art director for the game, is so far the only staff member on the project to speak of how it would have worked out. According to those involved in developing the game, the storyline was to go as follows:



# Game Storyline:

The year is 1666. Dracula has returned to threaten the mortal world! Summoning all of the power of Hell, the dark countess of Castlevania has created a portal allowing Dracula to re-enter the material plane. Accompanied by foul creatures of the nether world anxious to do their bidding, Dracula and his lover intend to join forces with the goal of final victory over the Belmonts and absolute dominion of the world! Their actions, however, have not gone un-noticed.

The twisting of reality by the Countess has upset the balance between good and evil, creating a rift that will ultimately plunge the mortal world into eternal chaos unless it can be sealed! To counter this, the forces of light decide to turn this power back summoning heroes from the Belmont clan from the very halls of time.... One from the past...one from the future!



The powers of light summon SONIA BELMONT; legendary Belmont heroine drawn from the past and well suited to stand, not just against the sinister wiles of the Countess, but Count Dracula himself! Sonia has already been successful in defeating Dracula in the past. Can she defeat the combined power of both vampires?

From the future of the 1800s, the powers of light summon VICTOR BELMONT! A wandering gambler and soldier of fortune, Victor chose not to accept the Belmont legacy as a Vampire hunter by running away from home at an early age. But the blood of the Belmont clan cannot be ignored forever, and Victor would eventually return to the land of his birth, a rebel and outcast. It is here that Victor is given the quest by the guardian of light to prove himself worthy of the name Belmont by battling Dracula and his evil mistress.

News and updates of the upcoming release circulated through the gaming community through the ever-popular medium of video game magazines.



# (6

### SOUL CALIBUR

BY SCARY LARRY

Geveloped and published by Nancia

Target release date: Septembe

### E° SHOWSTOPPERS

THE BIGGEST BUZZ at E<sup>1</sup> was the impressive Dreamcast lineup, and of those games featured, most agreed that Soul Calbur was the star of the show. Featuring ultra-smooth graphics and lightning-fast gameplay. Soul Calbur for the Dreamcast far surpassed the incredible detail of its original arcade version.



All 10 fighters (and some hidden goodies as well) make the rounds in this version, which was running at 60 frames per second—but felt ever faster. The incelligent fighting engine lurking beneath the graphics was fully functional and was further enhanced by the quick-witted A.I.

This is no simple button-masher— Soul Calibur is one of the best fighting games in the arcades and is certainly going to be a top fighting dog on the Dreamcast. When the game's released at its launch, expect to be amazed at the sweet artwork, vivid backgrounds, and hyper-realistic martial arts action. Can VF3tb keep up?













### CASTLEVANIA RESURRECTION

EV MAZOZ MIKE

Developed and published

Target retense date

THE DREAMCAST GETS its first taste of Dracula with Castlevania Resurrection, the latest entry in Konami's long-running action series. Sonia Belmont (from Castlevania: Legends for the Game Boy), the central figure in the 3D action, is brought back from the dead to battle the Count and a new enemy—the Countess of Castlevania. Resurrection promises to retain all the trademark elements of the series: plenty of whip-snapping item collecting, along with familiar monsters to figit, including the muminy, werewolf, medusa, and others. RPG elements will be kept to a minimum, this game will emphasize



The graphics in the E<sup>3</sup> preview version were very impréssive — especially the light-sourcing and shading effects. Can the Dreamcast resurrect the Castlevania magic that was sorely missing from

fast-paced arcade action.

the Nintendo 64 game? Judging from the early screens shown here, the developers seem to be on the right track. (2)















# **COMINGSOON**

Castlevania: Resurrection

PUBLISHER:	KONAMI	NUMBER OF PLEY	186: 1
DEVELOPER: OFFICER GENTE:	KONAMI	PERPHENALS	JUMP PACK
ORDGER	US	DALINET	NO
CENTE:	ACTION	RELEASE DATE:	SPRING

# Castlevania

Resurrection

Old red-eyes is back...











Evil Dead's Bruce Campbell. Lucky him. Fitting, really, because they'll both be pitted against some truly evil (and very dead) adversaries.

Count Dracula is back, summoned by the every-bitas-vile Countess of Castlevania, and they've brought a motley crew of classic bosses with them. Frankenstein's monster ('Frank' to his friends'), the Wolfman, and Death himself are all out for blood - this time they'll team up to make things trickier.

Returning to its roots from a gameplay standpoint, the game casts aside the exploration aspects of its more recent siblings in favor of pure action. Dracula's castle is still as sprawling as ever (five levels big, each with five to eight sub-sections), but you'll spend far more time whipping your way through baddies than exploring its every nook and cranny this time around.

Classic elements that you'll remember from the 16bit and 32bit (re-)incarnations such as leaping across clock tower cogs and swinging from chandeliers will feature prominently, accompanied by some new hair-raising twists - battling against a three-headed serpent as it chases you, for one.

Castlevania Resurrection is still a few months off, adventure that's lighter on with a current ETA of next spring. We'll be keeping our holy water and crucifixes within easy reach until then. -Randy Nelson

### IN BRIEF

### + POINTS

- . Takes the series into 3D and back into step with Itsaction-packed platform ancestry
- Looks gorgeous

### - POINTS

- · Seasoned Castlevania veterans might find it shallower than past Installments
- . 20 to 30 is a tough move

### BOTTOM LINE

Konami is reinventing its classic vampire hunting series, going back to the basics to produce an exploration, heavier on action, and aims to be the most gorgeous yet





Employing cast from its previous chapters, this latest outing equips you in the vampire hunting gear of whip-wielding Sonia Belmont, who hails from last





The best previews in the business







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■ Targeting enemies in Resurrection will be more intuitive than in the N64 version, without the auto-targeting featured in that title





# RESURRECTION

Publisher: Konami

■ Developer: Konami

Release Date: Q1 2000

Origin: U.S.

If the rivalry between Mario and Bowzer is the oldest in videogaming, then surely the second oldest is between the Belmont clan and Dracula. Like Mario, the roots of Castlevania's blood feud began in the early days of NES and continues today, in the early days of Dreamcast.

Once again, the war against the unholiest of bloodsuckers will be waged on the gothic grounds of Dracula's castle (and will undoubtedly cost thousands of innocent torches their lives). Resurrection will be fully 3D, but it won't be as exploratory or puzzle-driven as the Nintendo 64 Castlevania.

"This game is pure 3D action," explains Team Leader Norio Takamoto. "Think of it as a 3D version of the very first Castievania. The core game is the battles with various enemies."

Set in the year 1666, the Dark
Countess has summoned Dracula back
from heli. To maintain order, the powers
of light have summoned two warriors to
combat them, which gives players the
choice of two whip-cracking heroes. The
first is Victor Belmont, a new character
of the stoic, he-man variety. The second
is the svelte Sonia Belmont. Sonia starred
in the Game Boy Castievania and comes

to 3D after a stint at the Lara Croft Academy of enhanced modeling. Both characters use a whip as their primary long-range weapon, and there will be six traditional secondary weapons to collect, including an axe, boomerang, dagger, and holy water.

"Each secondary weapon also has a special attack," Takamoto says. "For example, the dagger's special attack will shoot out multiple daggers in all directions."

"This game is pure 3D action. Think of it as a 3D version of the very first Castlevania"







■ Expect everything from Frankenstein monsters to ghosts [left], zombles, mummles [top left], werewolves, and of course, some traditional fire-spitting totems [above]

# Alphas

### WHO IS NORIO TAKAMOTO?

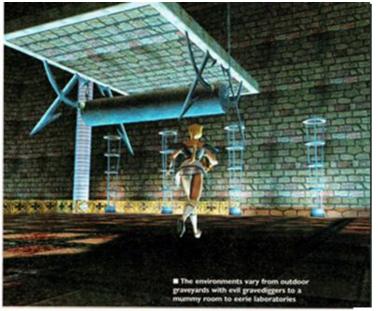
Before becoming Team Leader on Resurrection, Norio series. Before that, he did a little desig work on Castlevania Bioodlines for the Genesis, White he started in Japan, Takamoto has been working for Konami in the U.S. for seven years. How does he feel about leading the first U.S.developed Castlevanial \*The team members are all Americans, except me," Takamoto says, "so it's all American Castlevania tastes. because everything we're building on from before was done in Japan. So this is pretty much a ratized Castlevania The tastes are mor based on U.S., so I think it will be m

Because the game is action driven, levels will progress in a straightforward, linear fashion. There will be five stages, which Takamoto describes as worlds, each with roughly 10 areas or levels that vary in size.

Of course, there will be a variety of enemy minions and boss characters to battle. Although the final number hasn't been nailed down, expect in the neighborhood of 40 different enemies altogether. Enemies aren't the only thing that aren't decided: the game's assets are just now coming together; with 50% of the graphics, 20% of the programming, and 50% of the sound complete.

Yet, early levels already depict fantastic detail and lighting. Castlevania's world expands beyond previous 32- and 64-bit limitations with amazingly long draw distances and elaborately detailed textures within each environment. While the graphics have changed, gameplay hasn't it still involves whipping at torches to reveal items, aaithough players will face as many as four enemies at a time.

The design also incorporates three camera modes that can be changed on the fly — a normal behind-the-character camera, an auto-seek mode that locks on enemy characters, and a no-seek camera that enables players to position the camera to their liking (for example, a side-view for a particular jump). New moves include a diving roll, and a jump backwards will include a backflip. As





■ Not unlike Resident Evil, the sound of footsteps will reflect the type of surface the player is walking on

expected, pushing far forward on the analog stick brings the character from a walk to a run.

"Since this game is a pure action



game," Takamoto says, "performance is a really, really big deal for us. So we're optimizing as much as possible."

The game will run at more than 30 frames per second, and the team of four programmers and seven artists/designers have included eye candy such as particle system effects for fire and blood and translucent ghosts.

While the characters won't have much dialogue, the music that's going into Castlevania already speaks volumes. Not unlike the Castlevania: Symphony of the Night soundtrack, Resurrection's music is especially ambient and gothic, yet features more powerful, modern elements. Upbeat techno-rhythms pulse and blend with vocals from a Benedictine choic perfectly capturing the mysterious essence that is a trademark of Castlevania.

When Castlevania Resurrection is released, the series will span every major system from 8-bit to 128-bit. But even though Konami has chosen not to include VMU mini-games and is tentative on Rumble Pak support, the game is certainly showing signs of being worthy of Dreamcast. — Tom Russo

# Castlevania's world expands beyond previous 32- and 64-bit limitations with amazingly long draw distances and elaborately detailed textures



A messaging system programmed into the artificial intelligence will enable enemies to work together to try and defeat the player. Player character models are about 1,000 polygons; enemies average 500 to 900 polys



■ Victor Belmont is the second playable character, although he was not yet running in the game during Next Generation's visit



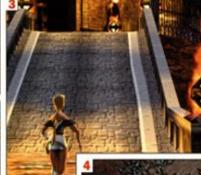


# Castlevania I

# Resurrection

Konami sheds new light on its dark quest





5 The castle is looking a little shabby this days. 6 Atmospherically lit corridors conjuted fond memories of the 16bit classics. 7 Society. rooms are incredibly detailed - check out





### IN BRIEF

### (+) POINTS

lies, from wolfmen to shambling zombles. all rendered in meticulous detail.

Sprawling levels that are some of the creeplest ever seen

### (-) POINTS

Don't expect the adventure aspects of the 8 and 16bit Castlevanias - this one's all action.

### BOTTOM LINE

The second 3D outing for one of gaming's longest-running series keeps looking better and better.

ount Dracula doesn't like trespassers. especially the press. Luckily, we're wellstocked with garlic bulbs and holy water, the only credentials accepted when you're on the trail of the latest Castlevania: Resurrection info.

First and foremost, we've dug up some new gameplay details. Fans of past Castlevania outings will be happy to hear that both Sonia and Victor will be able to acquire secondary weapons that are powered-up by heart icons (which, as usual, appear after destroying torches and enemies). This time around, however, their effects will be all the more devastating unleashing the crucifix's secondary attack, for instance, sends a flurry of the anti-vampire icons shooting every which direction. Perfect for when you're surrounded.

Also certain to be of assistance in especially dire predicaments is the ability for your character to roll in four directions away from harm's reach and perform a quick turn-around blow at enemies attempting to sneak up on them from behind.

One look at the image of Sonia high-tailing it through the Count's stunningly detailed graveyard is proof enough that Konami's development crew is aiming for a new milestone in atmosphere for the series, which has always relied heavily on spook



factor. Every twist and turn of this area should hold legions of undead rising from their graves to impede your progress - that is, if gawking at the amount of detail that's been lavished on them doesn't do that job for them.

Castlevania: Resurrection remains on track for release next spring, and we'll have more new details on the game as soon as we can convince Fran to scarf down some garlic, pick up a whip, and head back into the Count's creepy digs.





SHENMUE Angespielt: Der E3-Superhit



NBA 2000 Sportlich: Sega auf dem Parkett

# CASTLEVANIA RESURRECTION

Tradition verpflichtet: mit einem zeitgemäßen Nachfolger seiner legendären Castlevania-Serie, einer Reihe, die es schon auf so gut wie allen nur erdenklichen Konsolenplattformen gegeben hat, will Konami gegen Ende des Jahres auch Dreamcast-Jünger in den Bahn ziehen. Traut man den ersten Eindrücken, dann steht ein absoluter Action-Blockbuster an.

raf Dracula ist - wie für allemal besiegen und sich auch die Castleva- darüber hinaus zum Herrnia-Spiele - einfach scher der Menschheit manicht unterzukriegen. Mit den chen. Die Heldin Sonia, bei den Clan der Belmonts - ein vollen Komplizen zu suchen



Die hohe Texturendichte und feine - in Echtzeit berechnete - Lichteffekte sorgen für eine Optik der Marke "Extrem atmosphärisch".



Eine spektakuläre Impression von Gevatter Tod, einem der Gehilfen von Graf Dracula.

- so begibt sie sich etwa in dem. Neben dem Kampf geeine Sumpflandschaft, die gen all diese Wesen wird es uralten Kräften der Hölle hat der noch nicht bekannt ist, in durch realistische Nebel- aller Wahrscheinlichkeit nach die finstere Gräfin von Ca- welchem Verhältnis sie zu schwaden sehr beängsti- auch stlevania ein Portal öffnen den Belmonts steht, erfährt gend wirkt und in der seltsa- Jump&Run-Einlagen sowie können, durch der bissige von diesen düsteren Plänen me Kreaturen mit abgetrenn- dezente Rätselkost geben. Zeitgenosse in unsere Welt und macht sich auf, um die- ten Gliedmaßen schon auf Nähere, handfeste Informazurückkehrt. Mit Hilfe der se Katastrophe abzuwenden, sie lauern, Bei den Gegnern tionen zum spielerischen Gräfin, seinem alten Freund Neben den düsteren Gemäu- war Konami anscheinend Konzept waren leider noch Tod und zahlreichen dämoni- ern des Schlosses hat sie in besonders kreativ - so konn- nicht in Erfahrung zu bringen, schen Kreaturen an seiner einigen Außengebieten nach te man bereits Mumien, Hy- aber allein schon die beein-Seite will er seine Erzfeinde - Dracula und seinen unheil- dras, Skelette, obskure Prie- druckenden Screenshots ster, undefinierbare Fabelwe- wecken die Lust auf Castlesen und Gevatter Tod vania Resurrection. höchstpersönlich bewun-

wieder

Marco Marzinkowski

### Facts.

Titel:	Castlevania Resurrection
Genre:	Action
Hersteller:	Konami
Release:	4. Quartal '99
Levels:	tba.
Schwierigkeitsgrad:	tba.
Besonderheiten:	tba.

### First Look

Nachdem die letzten Cast/evania-Titel zwar spielerisch potent waren, die Genialität der Anfangszeit aber vermissen ließen, scheint Konami mit Castlevania Resurrection wieder den richtigen Pfad eingeschlagen zu haben. Speziell die megageniale. überaus opulente Optik sorgt für Begeisterung und ein intensives Spielerlebnis.

PLAYSTATION . NINTENDO 64 . DREAMCAST . ARCADES

VIDEOJUEGOS DE ULTIMA GENERACION

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# First Approach



### Castlevania Resurrection

oco a poco, la cantidad de juegos para la nueva máquina de Sega va aumentando y como evidencemente nadie quiere quedarse afuera. Konami ha decidido hacer su aporte reviviendo la exitosa saga del Castlevania, para hacer un nuevo título aprovechando el enorme potencial de la Dreamcast.

En esta ocasión, parece ser que una diabólica sacerdotisa logró abrir un portal, para que el inmortal Conde Drácula y sus nefastos amigos vuelvan a entrar en esta dimensión, para hacer de las suyas y apoderarse del mundo de una vez por todas.

Desafortunadamente para los malos, siempre que se les ocurre regresar se las tienen que ver con alguno de los descendientes de la legendaria familia Belmont, conocidos por sus habilidades como cazadores de vampiros.

Esta vez, el descendiente de los Belmont encargado de internarse en Castlevania y eliminar al Conde Drácula, será una chica llamada Sonya y a pesar de su aspecto, parece que esta ninita tiene tanto aguante como cualquiera de sus antepasados.

Como ya muchos de ustedes saben, a exepción de la versión para N64, todos los juegos de la serie Castlevania siempre fueron en 2D y su estilo en general era muy parecido, salvo por alguno que otro cambio.

En Castlevania Resurrection, Konami se ha propuesto sacar provecho de las grandes cualidades de la Dreamcast y gracias a eso ha cambiado por completo el estilo de la serie, pasando





de los tradicionales juegos de acción en 2D a un juego totalmente hecho en 3D, con un aspecto más semejante al de una aventura al estilo Tomb

A diferencia del Castlevania para Nintendo 64, este nuevo título tendrá escenarios mucho más amplios y abiertos, que nos van a dar la posibilidad de movernos con mucha más libertad, cosa que además va a servir para apartarse del desarrollo lineal que siempre tuvieron estos

Obviamente, las mayores diferencias con respecto a otras versiones están en la parte gráfica, ya que Castlevania Resurrection usará gráficos en alta resolución, que le dan una apariencia

verdaderamente espectacular y lo mejor de todo es que este juego usară una notable cantidad de poligonos tanto para los modelos de los personales, como los de los escenarios logrando asi, un rivel de detalle muy elevado, incluso para las cosas que normalmente se suelen ver en Dreamcast.

Además de esto, este nuevo Castlevania va a usar una amplia gama de sorprendentes efectos especiales (sobre todo los de iluminación dinámica), que según parece serán una de las cosas más llamativas que tendrá la versión final.

En cuanto al juego en si, por ahora la gente de Konami no dió demasiados detalles al respecto, pero lo que es algo seguro es que nuestra protagonista estará equipada con las armas y objetos más característicos de esta serie, a los que se le sumarán algunas cosas nuevas entre las que se encuentran un par de nuevos poderes especiales.

En cuanto a los enemigos, a pesar de que muchos de ellos serán muy parecidos a los que estamos acostumbrados a ver en los demás títulos de esta serie, en este caso van a ser lo suficientemente inteligentes, como para hacernos el aguante de diferentes formas, cosa que sin duda avudará bastante a evitar que el juego se vuelva aburrido.

Serún con los comentarios hechos por Konami, actualmente este provecto está en las etapas finales de su desarrollo y a pesar de

que todavia están corrigiendo algunos detalles menores, el juego ya está funcionando a la perfección y si todo sigue de acuerdo a lo programado, se espera que su lanzamiento en el país del sol nacience sea ances de fin de

Como ya se imaginarán, la primera versión de este juego saldrá en japonès, lo que significa que la mayoria de las opciones y la totalidad del texto durante el juego, va a permanece



Con estos gráficos, ja quien no se le hace agua la box



en el más absoluto misterio, por lo menos para todos aquellos que no sepamos leer estos gara-

En cuanto a la versión americana, hasta el nto Konami no hizo ningún tipo de



comentario acerca de cual será su fecha de salida, pero es prácticamente seguro que no estará lista para el lanzamiento de esta consola en los Estados Unidos.

Seguramente, en cuanto haya alguna novedad con respecto a esto, la van a encontrar en estas páginas.

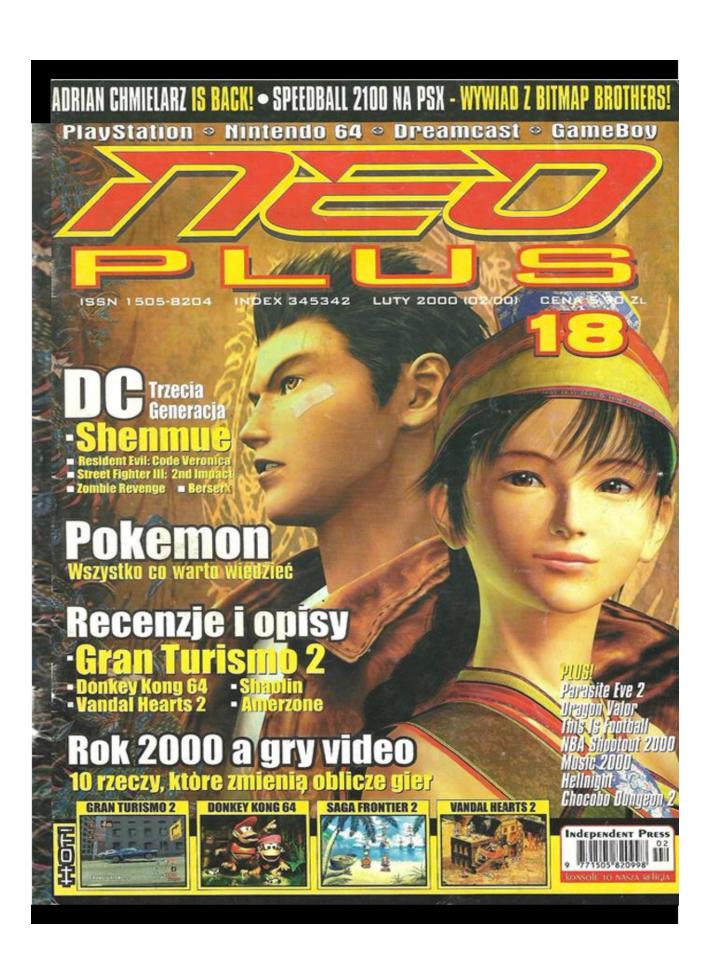












WAACAJAC DO BAWINSCH DNI DIEHTÓAZY Z WAS ZAPEWNE PRZYPONINA SOBIE WIELE ZASOUTSCH MIGJA DIEPADNECI TSTUŁÓW, KTÓRE RADOWAŁY DAS WTEDY DIESKOMPLHOWADA GRAFIKA. KULKUNASTOMA KOLORAMI I GEOSTEM PORRZEKULATNEM MUZYCZNEGO CHPA. SKĄ TYCH PRODUKCJI BYŁO TO, ŻE NIKT NIE PLANOWAŁ Z GÓRY ICH PRZYSZŁEGO SUHCESU KOMERCYJNEGO. W PERIUSZYM RZEDZIE STALURNO GRUURI NOŚĆ LUB NOLURTORSKI POMYSK. PRZEZ CO NIERZADNO ZDRAZAŁO SIE, IŻ POMURNO MNE RSPEKTY, KLUCZOLUE OLA OBECNYCH PRODUCENTÓW

Właśnie w ten sposób Wrasnie w ten sposob wiele jednorazowych projektów dalo początek catym linijom gier, które z czasem, podobnie jak wino stawały się kepsze kub beż odchodziły całkowicie w zapomnienie. Jedną z takich gier, zajmującą godne miesoe w histoni jest Castievania. Tytuł, który goset niemabe na wszatkien ponulizanie niemabe na wszatkien ponulizanie niemabe. na wszystkich popularnych platformach i w który z pewnos jeszcze nie raz zagrać wnością przyjdzie nam

### Castlevania

Data wydania: 1987 Platformy: NES, C64, Amiga, PC

Początek zmagań rodu Belmontów z pieliżelnym wcieleniem rumunskiego kajecia miał miejsce 13 lat temu. To właśnie wtedy, na 8 bitowym systemie Nintendo, zadebutowała pierwsza część dzisiejszej sagi. Konami, nie wiedząc jescze o sporym potencjale i magintalny, na przedstawiło zadnej historii kanu pogromocow, nie wspominając nawet o ich imionach. Głowny bohater-Smon Belmondo trafit zbilały niezmanych powodów do mrocznej Castilwania aby przy pomocy magicznego bicza oraz innych gadzietów rozprawić się zrządnym krwi wcieleniem zta. Początek zmagań rodu Belmontów z

### Castlevania II: Simon's Quest Data wydania: 1966 Platforma: NES

Druga Castievania była rpg-lém o bogatej fabule, zachowując jednocześnie sporo elementów zręcznościowych. Simon, naktórego Dracula rzucił klątwę. podróżuje teraz po miastach Transvivranii aby skompletować rozcztonkowane ady skorripsetować rozczonskowanie zwłóśći wampicia, a następonie osztotecznie rozprawić się z nim w nuinach clastewanii. Podróż prowadzi przez laby, cmentarze, podziemia, a bohater spotyka na swej drodze postacie, które pomagają mu osiągnąć col. Konami w prowadzio tu zmiany poty dnia, punkty doświadczenia podźać zw. wnestyte możlaceć skolunii. postaci, czy wreszcie możliwość zakupu: broni i części garderoby. Gra ma klika możliwych zakończeń.

### Castlevania III: Dracula's Curse

Data wydania: 1990 Platforma: NES

ecia Castievania rozpoczyna sie na 100 Irzecia casperviana napocejna se na Tomona, a głównym bohaterem jest jego przodek w linia prosbą. Tevor C. Belmont, Samo gra naważuje do organatu. Przewaga elementów zręcznościowych. elementów zręcznościowych, urozmacenie w postać wychoru otrzych ścieżek, czy możliwość transformacji naszego bohatera w trzy różne postacie, w tym Alucarda, to głowne cechy tego tyfulu. Standardem stają sę także różne zakończenia. Draculas Cużejież ostania, pożycją z tej seni jaka ukazała się na pierwszym Nintendo.

### Super Castlevania IV

Data wydania: 11 Platforma: SNES

Pomimo zmlány plátformy, Konami uderzyło z kolejną częścią sagi Beknontów w przeciągu roku. Historia ponownie dotyczy Simona Belmonta, a z enigmatycznego wprowadzenia dowadujemy się, że co równe sto lat siły

dobra stabna, powodując kolejne odrodzenie się jego odwiecznego wroga. Patrząc na grę pod kątem poprzednich tytułów wydaje się, iż temat został nieco wyeksploatowany i nie znajdziemy tu zadnych zmian na miarę poprzedniczek. Jest za to piękna grafika oraz szeneg poprawek dotyczących sterowania postacią i korzystania z broni.

### Dracuta X: The Rondo of Blood

Data wyddinia: 1995 Platforma: PC Engine CD

Patroma: PC Engine CD
Trzeba było czekać dwa lata zanim ukazala se kolejna oddona seri. Developer postanowił, iż wyda ją na platforme NEC'a. która oferowata atrakcyjny napęd CD. Tym samym można było wreszcie rozwinąć skrzydła, umplementująć bogate anime acje, dlalogi oraz muzyke, jednocześnie popracowano bardzie nad fibutą, która dogrowadza ras do czasów w siskiset lat po Simonie, gdzie głównym bohaterem jest jego prawnyk Richter Belmond. Ozweczny wndo oczywieci już nie śpi I jego ukochaną Annette. sostra Maria, oraz zakonnice Tera I irsu zostają uwiężone w zamku demonów. zostają uwięzione w zamku demonów. Richter wyrusza na spotkanie przeznaczenia. Walory gry to różne sciedki, nowe "rekwizyty" czy wreszcie możliwość gry Marsa

### Castlevania: Bloodlines

Data wydania: 1994 Platforma: Sega Cenesis

Kolejna odstona miata miejsce na konsoli Kolena odbona miata miejsce na konsoli Sega Genesiii. W przeciwieństwie do popraednich Castiewanii historia adaje sie tu nieco pomijac klain Belmondów. W Bloodlinies pierwsze skrzypce gra Eliza-beth Bartiley, wampirzyca, ktora w 1917 roba, podrobująć po Europie ma zamiar zjednoczyć siły ciermoski i ponownie przywrócić do życia władce wampirów. Na dłodne stalia ludnas rowa minorionow. Na drodze stają jednak dwaj młodziency John Morris i Eric Lecarde. Istotną zmianą w porównaniu do poprzednich tytułó-jest możliwość wyboru postaci ora rodzaj posladanej broni.

### Castlevania: Dracula X

Platforma: SNES

Zamisst stworzyć zupełnie nową część, developer skorzystał z pomysłów zawartych w The Rondo of Blood. Akcja zoszala umieszczona w klalastetki po tym jak z władcą wampiów rozprawił się Simon Belmont. Transylwania żyje w błogim spokoju do czasu gdy grupa ologimi spokoju do czasu gdy grupa opetanych wyznawców za przywraca do życia władce. Ponieważ jednak Simon nie może zapłacić za swoje czyny, wybór pada na jego prawnuka Richtera, któremu Dracula porywa narzeczoną Annę oraz siostrę Marię. Szósta Castlevania nie zawodzi pod względem graficznym, a I w części muzycznej stanowi nieżly kasek.

### Castlevania: Symphony of the Night

Data wydania: 1997 Platforma: Playstation, Sega Saturn

W ten oto sposob dochodzimy do ostatniej na dzień dzisiejszy Castlevanii, która pozostała 20. Według licznych

opinii jest to zdecydowanie najlepsza jak dotąd cześć sagi. Symonony of the Night tijczy w sobie wiele aspektów rpg, jest fankastyczna zarówno od strony graficznej fantastyczna zarówno od strony graficznej jak i musycznej, a dodatkowo pozostaje najburdoś akcioną Czelekonią w calej seń. Gra rożpoczyna się od retrospekcji wydarzen w 1792 roku, które majdy mięszo w The Rondo of Blood. Nielpelma vztery ktaj później Richer Belmond znika w tajenniczych okolicznościach, a jego słostra Maria Biernad wyrusza na pozaukowania. Z wiecznego snu zostaje zbudcony Alucard, syn Posouli. Wesja na Satuma orygmalnie zabytutowana Dracula X Nocusner in The Moonlight, dróni se zmienioną muzyka, dwiema nowymi lokacjami: Underground Cardioni Cursed Prison oraz tyrn, że na starcie możerny wybrać Richerez, Alucarda bądź też Mańg-

### Castlevania 64 Data wydania: 1999 Platforna: Nintendo 64

W kwestii fabuly nie uraczono nas niczym niezwykłym i tak poznajemy Reinhardta Schneidera, ostatniego w linii potomia rodu Belmontów oraz Carrie Fernandez, która jest daleka prawnuczka Syph ktora jest daleką prawnuczką Syphi-Belnades, czarodzieja, wystpuljącej w trzeciej Castievanii. Cole postacie mają własną historie, z odrębnymi zakończeniami, a sama gra przypomna troszke pierwsze części, pomijając oczywiścię fakt, że wszysbo jest terjaz utrzech wymiarach z lepszą grafiką. Jakochwiek w tri kwesti zaśnia pada Jakkolwiek w tej kwestil zdan

zawsze podzielone, przeniesienie saci w

### trzeci wymiar nie wyszto chytos najgorzej Castlevania: Legacy of Darkness

Data wydania: 1999 Platforma: Nintendo 64

Ora bazule na podrasowanym engine Gra baxuje na podrabowanym engine poprasdnig części i wiskoliwe jest pro-cym miała pierwotnie być Castievania 64. Aktigi Lagalcy of Darkness przepasinięto o 8. lat wistecz, a główną postacią jest tu wikiotak Comeli, któremu uprowadzono sostre. W trakcie swoje przypody natknie się on na znanych już Reinhardt a, Carrie oraz nową postac. Henny ego, Ostatecznie bytuł ten nie stanowi zadnej rewolucji. chodza jeżeli pomniemy Caddevanie 64 to sorawa wysoka od razu lebiel. to sprawa wygląda od razu lepiej

### Castlevania: Resurrection

Przewidywany termin: wrzesień 2000 Platforma: Sega Dreamcast

Oczekiwania w stosunku do Resurrection okazewana w szostko do nesurrectori na donyć spore, bo o le w przypacku NSA przeniesienie tytufu w trzeci wymiar odbyło się z pewnymi bolami o tyle w przypadku końsoli Sagi nie powinno być ktopotów. Pierwsze skrzypce w tej castiewani mają grać Sonia i Victor Bełmont. Tym sirmym zapowiadąją się dwa zobiew sporadium. różne scenariusze, jako że Sonia jest postacia z przeszłości natomiast Victor z postacą z przestości natomiast Victor z casów nieco mniej odległych. W kwesti zabawy gra ma powrócić do starych nawyków skupiając się na elementach zręcznościowych z maksymalnie możliwym pominięciem puzzi i zagadek. W produkcje są zaangażowani ludzie, którzy pracowali już przy Castievania: Bioodines więc poniekąd władomo czego možemy sie spodziewać

### Castlevania





Castlevania: Dracula X (1995 SNES)



Castl vania: SOTH ISSSY PSE/SATI



vania 64 [1999 N64]



Tak oto na dzień dzisiejszy przedstawia się chronologicznie najbardziej populama seria Konami, Jednake dużą niesprawedliwością byłoby tu przemiliczenie faktu jakim z priwnościa lest lej obecność na konsoli Game bewhoka jest je obecność na koriscu same Bov. Dracula nawedati kieszonkowca" trzy razy: pierwszy w 1999 - Castbevania Adven-ture, następnie w 1991 - Castbevania III: Belmont's Revenge I wrestole dwa lata temu, kiedy ukazala się Castlevania Legends. Origin





# Read all about the history of Castlevania at:

www.videogames.com/features/ universal/castlevania history/index.html

### Castlevania:

### Resurrection

Although it was originally supposed to come out this November, Konami's Castlevania: Resurrection has been pushed back to a first quarter 1999 release. Having played an early version at E3, we have to admit that this delay was definitely a smart move on Konami's part.

Castlevania: Resurrection takes place in a full 3D world, similar to the N64 Castlevania. The game stars Sonya Belmont, the very first known member of the Belmont clan and mother to Simon (she also starred in last year's Castlevania Legends for the Game Boy). Right now the game is so early, it's hard to get a feel for what it's going to be like, but at this point, it's not looking too hot. Perhaps this has something to do with the fact that the game is being developed in America, rather than Japan (only one guy from the old Japanese games is involved in this projectan art guy from Castlevania IV).

We hope the game turns out to be great in the end, but surely you can understand why we have our doubts. Let's not forget about what Konami of America did to the onceawesome Contra franchise...













### **Ecco** the Dolphin

One of the surprise games unveiled at Sega's E3 booth this year was the all-new 3D sequel to Sega's popular underwater exploration/ adventure, Ecco the Dolphin. Developed by Appaloosa Interactive, the DC version of Ecco revolves around Ecco searching out his family and friends, who have been lost to an evil vortex. The version on the show floor was early, but it showed potential. Ecco is due out sometime Late this year.





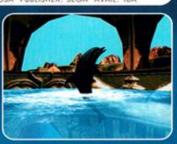




### ECCO THE DOLPHIN 🕬

Sonic's finally back in remarkable form, but Sega still doesn't have the sense to bring back its other classics. With Ecco the Dolphin grac-

ing the Dreamcast toward the end of this year. Sega is at least taking a step in the right direction. Developed by Appaloosa, Ecco the Dolphin follows the same gameplay path as its 16-bit predecessor with puzzles, action and deep adventure linked together with delicate and ethereal underwater settings. Moving through the effectsladen water with over 100 distinct animations, the dolphin model we've seen in the early demos





looks extraordinary, and the developers already seem to have a grasp on the serene ambience that was so strong in the original.

### CASTLEVANIA . ....

What do you get when you take a matchless video game series and relegate its last two conceptions to American craftsmanship? A bad version of Contra-Contra: Legacy of War-and an abysmal version of Contra-C: The Contra Adventure.

Contra has essentially been crippled beyond healing, and now an America-based team's hands are dipping into the creation of Konami of Japan's other masterwork, Castievania. First announced as a Dreamcast launch title, then pushed back to late November, and now floating around the first-quarter-'oo mark, the latest interpretation of Castlevania seems to be undergoing intensive work. The version we've seen so far is extremely early-so early, in fact, that we can't comment on much, other than the jolting appearance of Sonya Belmont as the lead character. There's a stray team member from the phenomenal Castlevania IV on the project, so let's hope his influence is no small thing.







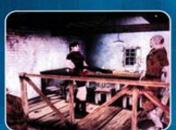
### CODE: VERONICA :

E4





Capcom's awesome Resident Evil series is about to make its way to the Dreamcast. The so-called Code: Veronica is an all-new real-time adventure starring Claire Redfield. In this latest RE, Claire must track down her brother Chris, who's gone missing. Featuring an all new European setting, look forward to some incredibly moody and atmospheric



locations this time around. And judging by the incredible graphics that Capcom were able to pull off for the real-time Dino Crisis on PlayStation, expect a stunning looking Dreamcast game, with rendered-on-the-fly backgrounds that should rival the best pre-renders. RE fans are going to be in

### COOL BORRDERS T.A. DEVELOPER/PUBLISHER: UEP SYSTEMS AVAIL: TBA

UEP Systems' Cool Boarders Burrrn for Dreamcast is finally taking form; no one has doubts that this will be a graphical beast, but now that the gameplay elements are in place, it looks like there will be something worth playing as well as looking at.

Gameplay modes are of the usual snowboard game variety. Free play lets you cruise the slopes without any specific goal-just let it rip and perform tricks or whatnot. Super pipe lets you take to this big, long icepipe and perform tricks like the ones seen in skateboarding and snow-

boarding competitions. There's a tournament in the pipe mode that ranks competitors by trick points. Match race is a two-player splitscreen racing mode and both vertical and horizontal split-screens are available. Now it's time to see some of that tournament racing with multiple snowboarders on the







SEGA DREAMCAST OFFICIAL SOFTWARE LINEUP

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PLAYSTATION # NINTENDO 64 # DREAMCAST # ARCADES



VIDEOJUEGOS DE ULTIMA GENERACION

NRD 13 • FEBRERO 2000

INFORME ESPECIAL: La conspiración Capcom / Umbrella, y todo sobre RE: Code Veronica!

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LAS GLIAS DE GRAN TURISMO 2, SOUL CALIBUR, Y LOS MEJORES TRUCOS!

### CUIDADO QUE SE VIENE TYSON

Actualmente la firma Codemasters se encuentra trabajando en un juego de Box, que tendrá a este polémico personaje como principal protagonista.

Esta noticia ya fue confirmada por la propia gente de Codemasters, ya que finalmente lograron llegar a un acuerdo con el voraz pugilista para que sea la figura que protagonizará uno de sus proyectos para de este año. que lógicamente tendrá por nombre Mike Tyson Boxing.

Al parecer, este juego será una especie de versión renovada de Prince Naseem Boxing, que hoy por hoy se encuentra en circulación, pero en este caso, la acción estará centrada únicamente en Tyson y no está pensado incluir ningún tipo de personaje alternativo. Mike Tyson Boxing nos ofrecerá varios modos

de juego entre los que podremos encontrar una modalidad de manager con la que podremos llevar adelante nuestra carrera en el

con algunos aspectos de este juego, ya que se mostró bastante interesado con la propuesta, asi que probablemente habrá algún nivel de bonus en el que tendtremos que comernos a nuestro oponente sin que el árbitro lo note. Originalmente el lanzamiento de este juego será a mediados del mes de Mayo, así que fanáticos del boxeo al estilo Dr. Lecter... paciencia que el plato principal ya casi está listo.

### mundo del boxeo profesional. Tal parece que Tyson en persona colaborará

### KONAMI POSTERGO LA SALIDA DE CASTLEVANIA RESURRECTION

Uno de los títulos más esperados de Dreamcast acaba de ser retrasado una vez más.

Parece que no todo es color de rosa en las oficinas de la todopoderosa Konami, ya que uno de sus proyectos más esperados fue pospuesto aproximadamente hasta fines de este año, por razones que todavía no se dieron a conocer. En un principio se suponía que Castlevanía Resurrection sería uno de los títulos que acompañarían el lanzamiento de la versión Americana de la nueva consola de Sega allá por el 9/9/99, pero la realidad es que el juego todavia está en veremos y no se sabe con exactitud para cuándo podremos verlo funcionando, aunque espero que en el tiempo que falta, sus creadores

puedan pulirlo lo suficiente como para que sea el éxito que prometio en un principio.



### **BULLFROG ANUNCIO LA VERSION** PARA PLAYSTATION DE SIM THEME PARK

Realmente esta es una noticia que nadie se esperaba, porque en un pricipio parecia que este sensacional juego únicamente estaria disponible en su versión para PC

A todos aquellos que no tuvieron la suerte de conocer este juego, les comer to que a diferencia de su primera parte (Theme Park), Sim Theme Park està hecho en 3D y entre otras cosas, nos dará la posibilidad de armar el recorrido de muchas de las atracciones que podremos poner en nuestro parque como por ejemplo: La montaña rusa, las carreras de autos y botes, etc.) y además de eso podemos subirnos en cualquiera de los juegos, como si fuésemos uno de los chicos que están recorriendo el luga dremos a nuestra disposición una impresionante variedad de opciones, que nos servirán para diseñar y construir los más alucinantes parques de diversiones, ambientados en cuatro tipos de escenarios que serán: El mundo perdido (algo parecido a Jurassic Park), el espacio, el país de las maravillas y Halloween.

En cada escenario tendremos diferentes modelos de instalaciones, juegos y todo tipo de accesorios para usar en nuestro

Según parece este proyecto ya se encuentra bastante avanzado y de acuerdo con los anuncios hechos por Bullfrog estará listo para el mes de Marzo.

### Fechas de Salidas

### Playstation

### FEBRERO

NBA In The Zone 2000 - Konami road Tycoon 2 - Take 2 Die Hard Trilogy 2 - Fox Inc. Sags Frontier 2 - Square / EA Wild Wild West - Southpeak usaders of M&M - 3DO A. Men: Sarge's Heroes - 3DO ear Effect - Eldos egade Racers - Interplay

### MARZO

Ace Combat 3 - Namco Hot Shots Golf 2 - Sony Striker Pro 2000 - Infogrames Sim Theme Park - Maxis Syphon Filter 2 - 989 Studios Rayman 2 - Ubi Soft MK: Special Forces - Midway Need for Speed 5 - EA Gauntlet Legends - Midway

### **Dreamcast**

FEBRERO Zombie Revenge - Sega Crazy Taxi - Sega Rainbow Six - Majesco

Carrier - Jaleco Dead or Alive 2 - Teomo Omikron - Eidos

Street Fighter Alpha 3 - Capcom Striker Pro 2000 - Infogrames

### Nintendo 64

Plano Party 2 - Nettendo Worms Armageddon - Infogrames Vigilanta 8: 5 Offense - Activision Ridge Racer 64 - Nintendo South Park Rally - Acclaim

### MARZO

FEBRERO

MK: Special Forces - Midway Pokemon Stadium - Nintendo 40 Winks - GT Interactive

Todas las fechas corresponden a los lanzamientos en USA y pueden estar sujetas a cambios por parte de las compañías



### The Death:

Castlevania Resurrection was ultimately cancelled in March 2000. Its cancellation is credited to many things, including disagreements between the Japanese and American Konami teams, growing hype around the soon-to-be released PlayStation 2, rumors of a new Dreamcast 2 console, and eventually the death of the Dreamcast, altogether.

A beta copy was offered for sale for 3,000 Euros sometime around 2003 but then disappeared. However, the work put into the game may not have been for nothing, as some details may have made their way into later Castlevania releases. It is rumored that Castlevania: Curse of Darkness, for the PlayStation 2, uses some environments that were originally designed for Resurrection. Regardless, any remaining hope of a completed Castlevania: Resurrection lived on through the gaming community message boards.

Resurrection's Environment Artist, Jason Lee Elliot	t, provides
more insight into the lost project:	

.....

"Castlevania Resurrection was a game doomed from the start. When Konami first moved to San Francisco, this was one of the first projects started at the studio. I spent most of a year working on Bottom of the 9th 99 and this game was still in the early stages of pre-production. When I switched over to work on Spawn, the studio let go most of the team working on Castlevania and replaced it with the Bot9 team. A year later when I wrapped up Spawn and had taken a month-long vacation I was brought onto the team and there had been much more advancement.

The team itself had a lot of troubles when I came on board. Most of the team had only ever worked on sports games so they had no idea how to make a 3D action platformer. The art team wasn't very cohesive and couldn't agree on a direction. The game had been in development for almost two years and had little to show. Personally, I discovered that my 3D skills had stagnated from lack of use and I was struggling to hit the quality the others were achieving. I had been at the office almost everyday for almost 3 years at this point and was suffering from severe burn out which didn't help.

After only a few months on this team I decided I had to quit. I wasn't having fun making games and I missed Canada. In my resignation letter I stated I would never work in games again. Just goes to show that young people in their 20's really don't know anything. A few months after leaving, the game was cancelled and entire studio was closed down."

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CASTLEVANIA FOR DREAMCAST:



WHAT HAPPENED?

GRAN TURISMO 3

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**DISPLAY UNTIL DECEMBER 4** 



### Castlevania: Resurrection Dreamcast

Publisher: Konami Developer: Konami







### What you nearly played:

It's a fact: Hardcore gamers love Konami's Castlevania series (well, at least the 2D installments, anyway). And if nothing else, this once highly anticipated Dreamcast version was going to be the best-looking game in the series so far. Just look at these screenshots! Developed at Konami's U.S. studio, Resurrection was set in a completely 3D world, just like Castlevania on the N64. It featured Sonya Belmont — Simon's mom and the star of 1998's Castlevania Legends for the Game Boy — as its main character, but the game was so early when we played it that we never really got a feel for its gameplay.

Resurrection was originally supposed to hit the Dreamcast in November 1999 but was delayed until the first quarter of 2000. It has since disappeared from release lists and been the subject of many it'son-again, it's-off-again rumors.

Trust us-Resurrection is dead.

### Why you'll never play it:

Like we said, we only got to play an early version of Resurrection, but what we saw wasn't looking too hot. We chalk it up to the fact that only one team member from the older Castlevania games—an art guy from Castlevania IV—was involved in the project. And apparently, Konami was none too pleased with the game's progress, either. According to sources inside the company, Resurrection was handed off to Konami's Kobe, Japan, studio, the same developers responsible for several previous Castlevania releases, including the two N64 versions.

Apparently, the Kobe team agreed that it would probably be easier to start from scratch than to work with the existing material. But, our sources are quick to point out, that is not to imply that the Kobe team is working on a new Castlevania for Dreamcast—or any other platform, for that matter—so don't get excited. Meanwhile, the Castlevania: Resurrection project just petered out and disappeared. End of story.



### Rattlesnake Red • PlayStation, Saturn

Rattlesnake Red was yet another variation on the tried-and-true Tomb
Raider action/puzzle scenario, this time set in the Wild West. The environment was
filled with deserts and mesas and box canyons and abandoned mines, "very much like
a Roadrunner cartoon," said Sunny Strasburg, a lead animator and modeller on the
game. "In fact, the product manager was constantly referring to Warner Bros. for
inspiration." Protagonist Rattlesnake Red even looked similar to Yosemite Sam, with a
big red mustache, beady eyes and cowboy hat, not to mention he was short and
bowlegged. Strasburg attributes the game's non-appearance to "Poor management.
Design by committee really watered it down." Another insider, Travis Williams, didn't
work directly on Rattlesnake Red, but he was at Acclaim when it was made and says
what he saw of it was "pretty substandard. What surprised me is that it was funded
for so long and there was nothing there."



### The Resurrection:

On April 4, 2021, a video called Castlevania Resurrection Exists! was uploaded on YouTube on the channel cvr exists, which showcases a fully playable prototype of Castlevania: Resurrection. The 3D action platformer went up for auction on eBay shortly after. Comby Laurent, the owner of the Sega Dreamcast Info Games Preservation, acquired the build and released it online for archiving and distribution purposes on April 27, 2021.

The game allegedly is a pre E3 demo still in an early beta build, dated on November 5, 1999, under the company KCEA (presumably for "Konami Computer Entertainment America"). Journalists were given a hands-on demonstration of the video game that year at the E3 event.

In this prototype, the player takes control of Sonia Belmont and can fight off hordes of classic creatures from the series. The game features five fully playable stages, including enemies and hazards.



(Level synopses as told by Comby Laurent)

# Start-up and The Courtyard:

At start-up on a standard Dreamcast, the Konami logo and the title "Castlevania: Resurrection appears for only one second (probably to save time during sessions with journalists at E3 1999) and then the game automatically starts" Courtyard "level. The player can then take control of Sonia Belmont.

Sonia sinks into a recess on the right and faces the first wizard as well as a totem that throws flaming balls. This little isolated corner appears as a sort of tutorial, even if the difficulty is not at all resolved. Undeniably, action was the primary focus of the development team at this point in development. The player can then start to explore the stage and strike the various wizards of the section but also the skeletons who do not hesitate, from their perch, to throw bones at Sonia. The player can thus find the atmosphere of Castlevania, at least at the level of intentions, and they can even have fun interacting with the flames.

# The Chapel:

The Chapel leads to the heart of a religious building. The atmosphere is much more marked than in the previous level with its lava, flames, stained glass windows and large arches. Here again, the specters, omnipresent, stick to the basques! The player can have fun hitting objects to collect all kinds of items (flask, compass, etc.) and even a secondary weapon. Upstairs, a few enemies are also waiting for Sonia. The atmosphere of this level is very interesting and suggests certain possibilities that the game could have offered to the players if it had seen the light of day. Obviously frustrating... especially since this level includes a clash against a boss: MEDUSA.





The boss: Medusa must have been the small challenge for journalists at the time. By hitting the flames in the area, a door opens and the player gains access to this mythological creature. This boss has two transformations and the confrontation takes place in a room large enough to facilitate movement.

### The Stairs:

The Stairs is a much larger stage and we can imagine that there was possibly a boss fight there. The player moves over a large area then climbs a large staircase. For the occasion, the bestiary is enriched with new wizards who swing blue fireballs.





Sonia can get axes as a secondary weapon and even a kind of shield. Funny thing though, by simultaneously pressing the side keys L + R and the analog stick, Sonia Belmont rolls... but remains motionless. This function was not implemented in this demo. The level is just a preview and there is not much to do except the pleasure of beating a few enemies.

### The Hall:

The Hall begins outside and then continues in a room where the player faces wizards. Clearly, this was an area with a boss or, at the very least, a mini-boss. After defeating these dreadful foes, a door opens and if one touches the other door - which should lead to the next level - the soft crashes.



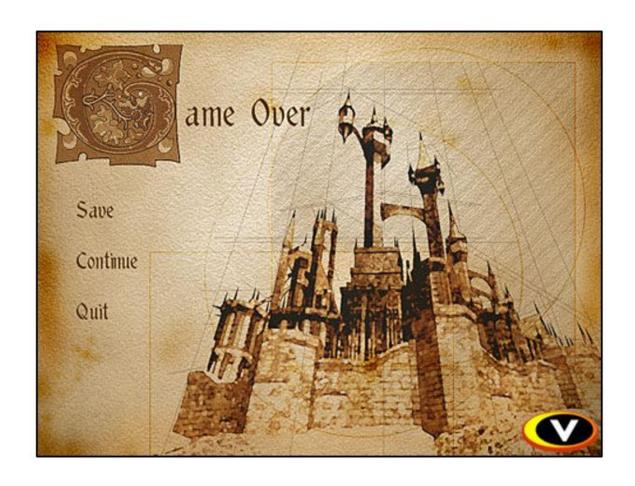
### The Corridor:

Indeed, the last playable level on this version is called "Corridor" and it is not accessible with the original hardware. You must go through an emulator to access it. On Demul, the level is not accessible, so we tried Flycast and it worked.



Corridor is a chase against a Lerna Hydra, this mythological creeper with three heads. The camera is completely strawberry but we can guess the intentions of the developers and we say to ourselves that this sequence, adjusted and finalized, could have been very nice.

# **End Screen:**





# **Character Sketches:**

The Art Director for the game was Greg Orduyan, the Director was Norio Takemoto, the Composer was Mark Lindsey, and the CGI Director was Jenny Ryu (AKA Jenny Chang). Over time, fans discovered her digital portfolio and archived the following game images on WayBackMachine Internet Archive.









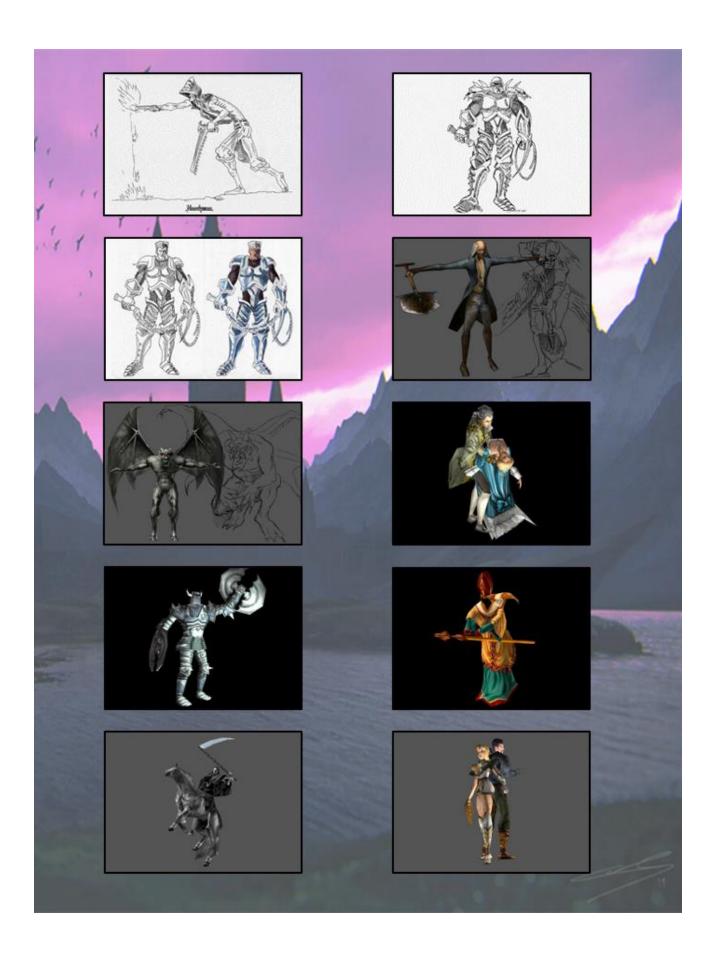












### Credits:

- Comby Laurent and Sega Dreamcast Info Games Preservation for dumping the demo files and providing the stage descriptions
- Those who developed the original Castlevania Resurrection game: Greg Orduyan (Art Director for the game was Greg Orduyan, Norio Takemoto (Director), Mark Lindsey (Composer), and Jenny Ryu (AKA Jenny Chang) (CGI Director).
- WayBackMachine Internet Archives for preserving Jenny Ryu's character sketch portfolio and overall game images.
- QueenMeka (www.queenmeka.com) for creating and uploading the Castlevania Resurrection game case artwork for the world to share.
- Sega Retro (www.segaretro.org) and Castlevania Wiki
  (www.castlevania.fandom.com/wiki/Castlevania\_Wiki) for making
  Castlevania series and Castlevania Resurrection development coverage
  available.
- Retromags (www.retromags.com) for archiving loads of gaming magazines and providing public access to the game magazines references in this collector's guide.
- Unseen64 (www.unseen64.net) and DreamWare for access to the Castlevania: Resurrection project details from Environment Artist Jason Lee Elliott.



