

Castlevania®: X marks the spot

Konami's whip-cracking vampire classic resurrected for
PSP® (PlayStation®Portable)

Konami Digital Entertainment GmbH has confirmed additional details regarding its eagerly-anticipated **Castlevania: The Dracula X Chronicles** title for PSP®.

Due for release in October, **Castlevania: The Dracula X Chronicles** is an update of the classic PC Engine title, **Castlevania: Rondo of Blood**. The new PSP® title marks the first time the series has been released for the Sony handheld and also the first time the PC Engine game has been released in Europe. The conversion has been updated to make use of the stunning capabilities of the PSP®, with an all-new CGI introductory sequence opening proceedings. Additional CGI is used to illustrate key sequences during the game, while localised German voice-overs have been specially recorded.

Set in 1792, **Castlevania: The Dracula X Chronicles** follows Richter Belmont as he battles to return Dracula to the oblivion from which he came. Having seen his beloved Annette kidnapped by his vampire nemesis, Richter and his loyal friend Maria must fight through the tainted countryside and Dracula's Castle to stop this horrific scenario from destroying humanity.

As befits a Castlevania release for PSP®, **Castlevania: The Dracula X Chronicles** brings the PC Engine classic to life with all-new 3D graphics while retaining the original side-scrolling gameplay. Players are charged with battling through more than 10 stages as either Richter or Maria, each with their own unique skills and abilities that will be needed to counter an roster of Dracula's evil minions.

In addition to new 3D graphics, the PSP® version also includes pixel-perfect versions of the original PC Engine game and the acclaimed **Castlevania: Symphony of the Night** that can be unlocked by achieving specific goals. The game also boasts beautiful new character artwork by renowned Castlevania artist Ayumi Kojima and introduces a new sound collection feature that allows players to unlock music to listen to, and use to create bespoke soundtracks.

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