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Castlevania: Dawn of Sorrow - Definitive Edition+

By: **Masked Dedede**

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[Credits]:

Masked Dedede:

https://www.romhacking.net/community/6444/

https://www.youtube.com/c/MaskedDedede

Head developer of the ROM hack.

LagoLunatic:

https://www.romhacking.net/community/4318/

Inventor of the *DSVania Editor*, multiple Assembly patches for the game, and explaining the methods of editing aspects of the game *DSVania Editor* currently cannot.

ShadowOne333, Justin3009, JohannGralog, DarkSamus993, and acediez:

https://www.romhacking.net/hacks/3356/

Developers of the *Castlevania: Dawn of Dignity* ROM hack, which adds character art in the style of Ayami Kojima's artwork for *Aria of Sorrow*.

Thirteen 1355:

https://www.romhacking.net/community/5312/

https://www.romhacking.net/hacks/4373/

Developer behind the original *Castlevania: Dawn of Sorrow - Definitive Edition* ROM hack.

DevAnj:

https://www.romhacking.net/community/4404/

Made custom Assembly patches for the ROM hack, like the one that fixes resistances for accessory armor, and for partially finding out how to reduce the max level cap in *Dawn of Sorrow*.

Serbagz:

https://www.romhacking.net/community/6712/

Pointed out the specific change needed to fix Arikado not throwing the Knife in the Prologue cutscene, and just a cool guy in general.

Fat T-800 Albert:

https://www.romhacking.net/community/6887/

Minor balancing advice for *Definitive Mode*.

DeadSkullzJr:

https://gbatemp.net/members/deadskullzjr.433460/

Fully found out the max level cap information and what to change to always have Dual-Slot Mode active, allowing for *Aria of Sorrow* bonus content to work in *Dawn of Sorrow* without having to occupy slot-2.

JupiterClimb:

https://www.youtube.com/c/jupiterclimb

Beta testing, balancing advice for *Definitive Mode*, also a very chill guy.

The Castlevania Wiki:

General information of enemies, weapons, armor, and music in other *Castlevania* games, like names, origins, stats, elemental attributes, etc.

The Serio's Castlevania Fighter Team:

Making Yoko's new crouching attack animation with the Belnades Staff, and for inspiring other cosmetic changes like some of Julius, Alucard, and Abaddon's sprites and animations, as well as a custom color palette for a certain boss...

Yoshimallow:

Made a custom color palette for an early-game boss.

Spiffy:

https://www.romhacking.net/community/3923/

Came up with the new descriptions for the Valkyrie and Mothman enemies.