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Castlevania: Dawn of Sorrow - Definitive Edition+

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This is a ROM hack of *Castlevania: Dawn of Sorrow*. In order to apply the patches provided,

you will need to first make sure you have the correct dump of the original game and the

required patching software.

     File: Castlevania - Dawn of Sorrow (USA).nds
  CRC-32: 135737F6
     MD5: CC0F25B8783FB83CB4588D1C111BDC18
   SHA-1: 47530FF87E608F88105A314FDF36DC385F8DEC94
SHA-256: 3DDC8B0EAC841B6005FF4C38A184B517FA8225AC905AAD951B0572850358D8B0

XDELTA patching program for Windows (xdelta UI):

https://www.romhacking.net/utilities/598/

XDELTA patching program for Mac OS (MultiPatch):

https://www.romhacking.net/utilities/746/

Online XDELTA patcher:

https://kotcrab.github.io/xdelta-wasm/

[Sources]:

Castlevania Modding Forums:

https://castlevaniamodding.boards.net/thread/545/castlevania-dos-definitive-edition-v1

ROMhacking.net:

https://www.romhacking.net/hacks/5610/

[Changelog]:

(v2.3 - May 16, 2022)

Masked Dedede:

- Added some more rebalancing changes for *Definitive Mode*, re-enabled the name signing screen, restored

the original colors for the Lv01 and Lv03 Axe Armor soul sprites, fixed the map tile colors for the Lite version

of *Definitive Mode*, slightly increased the distance Julius' Omnia Vanitas covers and adjusted its MP cost

accordingly, made minor edits to a couple of soul descriptions, changed the soul requirements for two Weapon Synths,

made more enemies resistant to Time Stop, added a few more optional patches, renamed one more item, and added

Magical Tickets to Hammer's shop in *Definitive Mode*.

DeadSkullzJr:

- Made a few adjustments to the ROM image.

(v2.2 - April 17, 2022)

Masked Dedede:

- Added an optional patch to make consumable items that are beverages heal MP, edited the Valkyrie, Guillotiner,

and Mothman's descriptions, minor animations edits

for Alucard and Julius, edited an entity hider in the Silenced Ruins, and made Julius' Omnia Vanitas cost MP to use.

DeadSkullzJr:

- Made a few adjustments to the ROM image.

(v2.1 - March 27, 2022)

Masked Dedede:

- Bug fixing update, fixed the pick-up flags related to the Strongman iron ball potions and the Chaos Ring,

removed the Fleuret in the Wizardry Lab that wasn't supposed to be in the non-*Definitive Mode* patches, marginally

increased Julius and Yoko's jump height, re-did the balancing changes for the Holy Water, and made the hitbox on

one of the Vampire Killer's frames slightly bigger.

DeadSkullzJr:

- Made a few adjustments to the ROM image.

(v2.0 - March 22, 2022)

Masked Dedede:

- The last major update, added many more cosmetic, text, character animation, and gameplay changes.

- Modified every playable character's hitboxes, fixed accessory items' resistances not working, made more

enemies susceptible to Time Stop, reduced the Chaos Ring's MP regeneration speed to 5 MP per frame, removed

the Axe-type weapons' double-hit property from all versions, edited extensively the *Dawn of Dignity*

character art to use the full 15 colors from their palettes, moved the boss soul soul-keepers, added

optional patches that add some customization options, and added a new *Definitive Mode* where it adds more weapon

and item pick-ups thorough the castle, makes enemies tougher, and enhances the Julius Mode playable characters.

DeadSkullzJr:

- Made a few adjustments to the ROM image.

- Created a tweak to enable Dual-Slot Mode without requiring *Aria of Sorrow* in slot-2.

(v1.3 - June 9, 2021)

Masked Dedede:

- Added more cosmetic changes like changing the blood particles' color to a dark red, added a new whip retraction

animation for Julius, cleaned up some of the *Dawn of Dignity* character art, changed the uncovered map tile colors

for the *Full version* patches, etc., gave new attribute resistances to some enemies, made the Chaos Ring grant (basically)

infinite MP, and fixed the bug where Arikado wouldn't throw the Knife in the Prologue cutscene.

(v1.2.4 - May 28, 2021)

Masked Dedede:

- Added more cosmetic and text changes along with gameplay related ones, like giving Yoko new jump kick animations, new

title screen graphics, and a new gateway hidden inside a secret room within The Abyss.

(v1.2.3 - May 1, 2021)

Masked Dedede:

- Added *Lite version* patches that exclude some of the text and weapon related changes, made the gate in the Condemned Tower

take less time to open, revised more character animations, dialogue, soul descriptions, etc., and added new stat boosts for

some weapons and armor.

(v1.2.2 - April 4, 2021)

Masked Dedede:

- Changed the Succubus enemy's color palette to be more in line with the Lilith's, Mina's Talisman is no longer sellable,

and changed the placement of the soul-keepers containing the boss souls needed for Weapon Synthesis, so that the player can't

get them before fighting the respective boss that drops each soul.

(v1.2.1 - April 1, 2021)

Masked Dedede:

- Changed the Succubus enemy's color palette to be more in line with the Lilith's, Mina's Talisman is no longer sellable,

and changed the placement of the soul-keepers containing the boss souls needed for Weapon Synthesis, so that the player can't

get them before fighting the respective boss that drops each soul.

(v1.2 - March 31, 2021)

Masked Dedede:

- Modified the Julius Mode playable characters, made Axe-type weapons able to hit twice like in *Portrait of Ruin,* changed the

map tile colors to match *Portrait of Ruin* and *Order of Ecclesia,* etc.

(v1.1.3 - January 3, 2021)

Masked Dedede:

- Imported some item icons from Portrait of Ruin, renamed the Malachi and Tombstone enemies, modified the "Clear" save file

icon, and included some minor text changes.

(v1.1.2 - December 29, 2020)

Masked Dedede:

- Removed the map bug fix due to it corrupting the Vampire Killer's animation.

(v1.1.1 - December 23, 2020)

Masked Dedede:

- Fixed a bug where the map will consider the player to be in the next room over if they are on the very edge of the screen.

(v1.1 - December 23, 2020)

Masked Dedede:

- Changed the Devil enemy's description, cleaned up some of the Menu graphics, and changed some of Dawn of Dignity character

art to have more consistent color palettes.

(v1.0 - December 21, 2020)

Masked Dedede:

- Initial release.

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1. [Text Based Changes]:

<u>Dialogue</u>:

Fixed every inconsistency and typo from character dialogue (I.e., "lord of darkness" instead of "Dark Lord", and some terms not being capitalized like "power of dominance").

<u>Enemy, Magical Item, Weapon, and Armor Names and Descriptions</u>:

Changed some names and descriptions to be more accurate to their origins with proper translations, or to their names in the Japanese version of other *Castlevania* games.

<u>Tactical Soul Descriptions</u>:

Changed the descriptions that were misleading, had improper grammar, or that could've used clearer wording.

<u>Music Names</u>:

Changed the music names that needed to be updated for the sake of consistency (I.e., "Illusionary Song" → "Dance of Illusions").

1.1. [Enemy Name Changes]:

#05 - **Ouija Table** → Poltergeist*.

#09 - **Warg** → Fenrir*.

#28 - **Corpseweed** → Titan Arum.

#41 - **Persephone** → Proserpina.

#47 - **Fleaman** → Flea Man.

#55 - **Wakwak Tree** → Waqwaq Tree.

#59 - **Malachi** → Evil*.

#60 - **Cave Troll** → Chupacabra.

#63 - **Merman** → Fish Man*.

#66 - **Ukoback** → Ukobach.

#79 - **Alura Une** → Alra Une.

#84 - **Dead Warrior** → Dead Trooper*.

#94 - **Arc Demon** → Arch Demon.

#103 - **Balore** → Balor.

#113 - **Aguni** → Agni.

(Not changed in the Lite versions)

1.2. [Enemy Description Changes]:

#02 - **Bat**: "A bloodsucking bat that lurks in the castle." → "A bloodsucking bat that inhabits the castle."

#37 – **Valkyrie**: "A female warrior with a pretty face and a wicked heart." → "A battle-loving maiden whose wicked heart conceals a holy power."

#40 - **Waiter Skeleton**: "A skeleton that inhabits the castle. Always carries around a pot of curry." → "A skeleton that

inhabits the castle. Always carries around a plate of curry."

#41 - **Proserpina**: "A demonic maid in the employ of an unearthly baron." → "A demonic maid in the employ of the Count."

#48 - **Devil**: "Hell's keeper." → "A creature that emerged from the deepest abyss of hell."

#49 – **Guillotiner**: "Rumored to have chopped off thousands of heads with its bloody guillotine." → "A demon who has executed countless victims in its bloody guillotine."

#53 - **Bone Pillar**: "The skulls of dinosaurs animated by a demonic force." → "The bleached skulls of dinosaurs, animated by a demonic force."

#81 – **Mothman**: "Half man, half moth. It appears to be attracted to light." → "Half man, half moth. It arrives at places where it is lured by light."

#92 - **Flame Demon**: "A fire-wielding demon born in the fiery pits of the underworld." → "A fire-wielding demon born in the fiery

pits of hell."

#107 - **Puppet Master**: "The cursed king of dolls. It controls dolls and the dimensions." → "The cursed king of dolls and master of manipulating dimensions."

#114 - **Death**: "Dracula's confidant." → "Dracula's confidant. Knows dark secrets hidden from all others."

#117 - **Soma**: "NULL" → "Soma, taken by the darkness."

#118 - **Dracula**: "NULL" → "What once was Soma."

1.3. [Magical Item, Weapon, and Armor Name Changes]:

Magical Items:
- **Super Potion** → X-Potion*****.
- **Anti-venom** → Antidote.
- **Uncurse Potion** → Uncurse.
- **Meat Strip** → Meat.
- **Tasty Meat** → Delicious Meat.
- **Beef Curry** → Curry.
- **Noodles** → Ramen.
- **Tea** → Black Tea.
- **Truffle** → Truffles.
- **Salmon Meuniere** → Sole Meuniere.
- **CASTLE MAP 0** → Castle Map 0.
- **CASTLE MAP 1** → Castle Map 1.
- **CASTLE MAP 2** → Castle Map 2.

Weapons:
- **Cutall** → Katar.
- **Cinquedia** → Cinquedea.
- **Main Gauche** → Main-Gauche.
- **Garian Sword** → Galient Sword (supposedly a reference to *Panzer World Galient*).
- **Mystletain** → Mistilteinn.
- **Milican's Sword** → Millican's Sword.
- **Ice Brand** → Rahab's Frost.
- **Laevatain** → Lævateinn.
- **Burtgang** → Blutgang.
- **Kaladbolg** → Caladbolg.
- **Valmanway** → Val Manwë.
- **Durandal** → Durendal.
- **Dainslef** → Dáinsleif.

- **Claimh Solais** → Claíomh Solais.

- **Partizan** → Partisan.

- **Geiborg** → Gáe Bulg.

- **Longinus** → Longinus' Spear.

- **Gungner** → Gungnir.

- **Mjollnjr** → Mjölnir.

- **Death Scythe** → Death's Scythe.

- **Blunt Sword** → Namakura.

- **Whip** → Vampire Killer.

Armors:

- **Biker Jacket** → Biker's Jacket.

- **War Fatigues** → Combat Uniform.

- **Pitch Black Suit** → Jet Black Suit.

- **Orlox's Suit** → Orlok's Suit.

- **Dracula's Tunic** → Dracula's Suit.

- **Elfin Robe** → Elven Robe.

- **Cape** → Mantle.

- **Traveler Cape** → Traveller Mantle.

- **Crimson Cloak** → Crimson Mantle.

- **Black Cloak** → Midnight Mantle.

- **Flame Necklace** → Brísingamen.

- **Megingiord** → Megingjörð.

- **Satan's Ring** → Count's Ring.

(Not changed in the Lite versions)

1.4. [Magical Item, Weapon, and Armor Description Changes]:

Magical Items:

- **Mana Prism**: "Restores all of your MP." → "Restores all MP."

- **Antidote**: "Cures poison." → "Counteracts the effects of poison."

Weapons:

- **Baselard**: "A short sword with an I-shaped haft." → "A dagger with an I-shaped haft."

- **Katar**: "A short sword of East Indian origin." → "A dagger of East Indian origin."

- **Cinquedea**: "A bejeweled short sword featuring elaborate ornamentation." → "A bejeweled dagger featuring elaborate ornamentation."

- **Mjölnir**: "A hammer of a thunder-god." → "A mighty hammer of a thunder-god."

- **Death's Scythe**: "A scythe used by Death to gather souls." → "A scythe used by Death to reap souls."

- **Vampire Killer**: " " → "Legendary Whip and the bane of all vampires."

Armors:

- **Olrok's Suit**: "A suit favored by Count Orlox." → "A suit favored by Count Orlok."

- **Eversing**: "An armor tempered by a waterfall over many millenniums." → An armor tempered by a waterfall over many millennia."

- **Mantle**: "A plain cape." → "A plain mantle."

- **Traveller Mantle**: "A sturdy cape popular among travelers." → "A sturdy mantle popular among travellers."

- **Crimson Mantle**: "A cloak in a vivid crimson color." → "A mantle in a vivid crimson color."

- **Midnight Mantle**: "A cloak the color of inky darkness." → "A mantle the color of inky darkness."

- **Count's Ring**: "A ring once worn by the dark lord." → "A ring once worn by the dark lord himself."

- **Lucky Charm**: "A good-luck charm for prosperity." → "A charm made to protect travellers of all kinds."

Souls:

- **Zombie**: "Summon Zombie." → "Summon a Zombie."

- **Une**: "Throw Une at a foe." → "Throw an Une at a foe."

- **Flea Man**: "Summon Fleaman." → "Summon a Flea Man."

- **Larva**: "Summon Larva." → "Summon a Larva."

- **Ukobach**: "Set fires." → "Set fires in mid-air."

- **Homunculus**: "Summon Homunculus." → "Summon a Homunculus."

- **Fish Head**: "Throw Fish Head's head." → "Throw a Fish Head."

- **Hellfire**: "Congratulations." → "Congratulations! Shoot three flames at once."

- **Bat Form**: "NULL" → "Transform into a bat and fly."

- **Holy Flame**: "NULL" → "Blasts enemies with fire."

- **Blue Splash**: "NULL" → "Generate blades of ice."

- **Holy Lightning**: "NULL" → "Create orbs of lightning that pursue foes."

- **Cross**: "NULL" → "A holy cross that dispels evil."

- **Holy Water**: "NULL" → "Blessed water that wards off evil."

- **Grand Cross**: "NULL" → "The Belmont secret technique that releases holy energy."

- **Black Panther**: "Move at high speed while creating a shock wave." → "Move at high speeds while creating a shock wave."

- **White Dragon**: "Breathe fire." → "Radiates flame."

- **Catoblepas**: "Breath clouds of petrifying gas." → "Breathe clouds of petrifying gas."

- **Proserpina**: "Enable "magic vacuum." Vacuums up enemy HP." → "Summon a magic vacuum. Absorbs enemies' HP."

- **Alra Une**: "Summon Alura Une as a guardian." → "Summon an Alra Une as a guardian."

- **Barbariccia**: "Transform into Barbariccia." → "Transform into a Barbariccia and charge at foes."

- **Bat, Great Armor, Mini Devil, Harpy, Titan Arum, Quetzalcoatl, Needles, Gaibon**: "Summon [enemy] as a familiar." → "Summon a/an [enemy] as a familiar."

- **Golem** and **Ghost Dancer**: "Raise [stat]." → "Increase [stat]."

- **Skelerang**: "Enhance throwing ability." → "Enhance the damage of throwing weapons."

- **Skeleton Ape**: "Throw a foe with incredible power." → "Enhance the distance of throwable Bullet-type souls."

- **Skeleton Farmer**: " Enhance the performance of plant-type abilities." → "Enhance the performance of plant-type souls."

- **Poltergeist**: "Sit in the chair to regain HP." → "Sit on a chair to regain HP and MP quickly."

- **Dead Crusader**: "Reduce the amount of damage from enemy attacks." → "Reduce the amount of damage from enemy attacks."

- **Balor**: "Touch the Touch Screen to shatter certain blocks." → "Shatter certain blocks with weapons or the Touch Screen."

- **Malphas**: "Execute a double jump." → "Jump again in mid-air."

- **Hippogryph**: "Press ↑ + L to jump higher." → " Press ↑ + L to perform a High Jump."

- **Mud Demon**: "Prevent loss of mobility even in sand." → " Prevent loss of mobility in sand."

1.5. [Music Name Changes]:

- **Pitch Black Intrusion** → Pitch-Black Intrusion

- **The Pinnacle** → Demon Castle Pinnacle.

- **Underground Melodies** → Basement Melodies.

- **Illusionary Song** → Dance of Illusions.

- **Equipment's Tale** → Equipment Discussion.

- **Momentary Moonlight** → Finale -Momentary Moonlight-.

- **The Beginning** → Beginning.

2. [Cosmetic Changes]:

Title screen:

Added the *Definitive Edition+* subtitle below the *Dawn of Sorrow* logo, and gave shading to the white letters of the

mode selection. The *Definitive Edition+* subtitle will have a color palette akin to *Dawn of Sorrow*'s Japanese logo; only in *Definitive Mode*.

Character Art:

There's the option to use either the original *Dawn of Sorrow* art or the *Dawn of Dignity* character art that replicates Ayami Kojima's art style, now with extensive edits to

make them all use the full 15 colors of their palettes, including a new ending flashback image of Dimitrii that wasn't originally

part of *Dawn of Dignity*.

Genya Arikado/Alucard:

Changed certain event actor and player action animations to make them look better, and removed the shrinking effect on Alucard's sprites and animations.

Vampire Killer:

Remade its sprites with the whip graphics from *Portrait of Ruin*. The Vampire Killer got graphics and a palette in the style of *Symphony of the Night*; only in *Definitive Mode*.

Kaiser Knuckle:

Modified its animation to resemble the one from *Portrait of Ruin*.

Effects, Item Icons, Souls, and UI:

Replaced some of the sprites from *Dawn of Sorrow* for the ones in *Portrait of Ruin* or other *Castlevania* games (like explosion and flame effects).

Map Tiles:

Added holes to the doors and changed its colors to match *Portrait of Ruin* and *Order of Ecclesia**.

Succubus:

Modified her color palette to make it look more in line with the Lilith's.

Blood Color:

Changed the color of the blood particle effects and graphics used in Puppet Master and Little Paranoia's fight

to a dark red color, similar to how it was in *Symphony of the Night*.

Enemies:

Edited certain enemies' palettes and animations to make them look better (I.e., Skeleton Ape using an unused reddish palette for its death animation).

Abaddon:

Edited his head's color to be green instead of blue, and adjusted his animations to have them be more centered now.

<u>Dracula</u>:

Reversed the animations that plays after he uses Abaddon (5th Plague) so that he lowers his arms when the animation ends instead of during the middle of it.

<u>Bestiary Images</u>:

Changed some of the images used in the Bestiary to have more accurate sprites and palettes to how the enemies actually

look during gameplay (two are intentionally left unedited for one of the optional patches).

<u>Julius Mode Sub-Weapon Sprites</u>:

Edited some of the Julius Mode Sub-Weapons' sprites to have them match their appearance in other games (I.e., the Cross now has its sprites from *Symphony of the Night*).

<u>The Lost Village, Wizardry Lab, and Mine of Judgement</u>:

Edited the tiling of some rooms that had them (I.e., blank tiles in the room to the left of the Wizardry Lab's Warp Room).

(Not changed in the Lite versions)

3. [Gameplay Changes]:

<u>Soma Mode</u>:

Fixed a bug related to Doppelgänger activating the Malphas soul before obtaining Balor's soul first.

<u>Julius Mode</u>:

The player starts with the Tower Key in their inventory, so Gergoth can be fought later if they chose to do so.

<u>Luck Stat</u>:

Modified the Luck stat so that now each point increases soul and item drop chances by +0.1%.

Touch Screen Mechanics:

Removed Magic Seal drawing and the ice blocks can be broken with melee weapons along with the Touch Screen when Balor's soul is acquired.

Boss Souls Needed for Weapon Synthesis:

The player can obtain Gergoth, Death, and Abaddon's souls inside soul-keepers, in or near their boss rooms, if they

don't have one in their possession.

Sonic Dash (Black Panther):

The player can obtain the Black Panther soul inside a soul-keeper after defeating Agni.

Vampire Killer and Kaiser Knuckle:

Changed both weapons' hitboxes to be similar to the ones from *Portrait of Ruin*.

Condemned Tower Gate:

The gate now takes less time to fully open.

Chaos Ring:

Changed its MP regeneration speed so that it restores five MP per frame, instead of one.

Weapon and Armor Stats:

Added new stat boosts and nerfs on top of the original ones based on later games like *Portrait of Ruin* or *Harmony of Despair*; only in *Definitive Mode*.

Super Attack MP Costs:

Vastly reduced every Super Attack's MP cost to make them more usable and less straining on the player's MP during gameplay; only in *Definitive Mode*.

Magical Ticket item:

Replaced the unused Castle Map 0 item with the Magical Ticket, it teleports Soma to Hammer's shop once used and can be bought there; only in *Definitive Mode*.

3.1. [Character Changes]:

Soma Cruz:

Imported his jump kick and slide hitboxes from *Harmony of Despair,* and tweaked his Bat Form related animations.

Julius Belmont:

Marginally increased jump height, gave him afterimage trails, increased his movement speed, edited all of his sprites and palette, and imported his running

animation and jump kick, slide, and uppercut hitboxes from *Harmony of Despair*. Julius has a Stopwatch sub-weapon, a proper High

Jump instead of the uppercut, and can use Omnia Vanitas (for 12 MP) instead of a regular Back Dash; only in *Definitive Mode*.

Yoko Belnades:

Marginally increased jump height, gave her afterimage trails, increased her movement speed, imported her crouching attack animation with the Belnades Staff from

Castlevania Fighter, imported her attack and slide hitboxes from *Harmony of Despair,* and gave her new jump kick animations.

Yoko can use a High Jump; only in *Definitive Mode*.

Alucard:

Increased his movement speed, restored his *Symphony of the Night* jump kick for when he goes straight down with it, sped up and slightly

modified some of his animations, tweaked his Bat Form related animations, and imported his Wolf Form slide and jump kick hitboxes from

Harmony of Despair. Alucard can hold Up to raise the Alucard Shield to block small projectiles; only in *Definitive Mode*.

3.2. [Enemy Stats, Weaknesses, and Resistances Changes]: *(All unchanged in the regular Lite version)*

#4 - **Skeleton**: Added resistance to Ice.

#8 - **Skull Archer**: Added resistance to Ice.

#15 - **Golem**: Added resistance to Slash.

#16 - **Slime**: Added resistance to Stab and Slash.

#17 - **Une**: Added resistance to Holy.

#18 - **Skeleton Ape**: Added resistance to Ice.

#22 - **Mandragora**: Added resistance to Holy.

#23 - **Yorick**: Added resistance to Ice.

#24 - **Skeleton Farmer**: Added resistance to Ice.

#25 - **The Creature**: Added resistance to Strike.

#29 - **Yeti**: Added resistance to Strike.

#34 - **Quetzalcoatl**: Added resistance to Ice.

#35 - **Treant**: Added resistance to Holy.

#40 - **Waiter Skeleton**: Added resistance to Ice.

#42 - **Witch**: Added resistance to Fire, Ice, and Lightning.

#46 - **Skelerang**: Added resistance to Ice.

#51 - **Needles**: Added resistance to Ice.

#53 - **Bone Pillar**: Added resistance to Ice.

#54 - **White Dragon**: Added resistance to Ice.

#63 - **Fish Man**: Added resistance to Strike.

#64 - **Fish Head**: Added resistance to Slash and Ice.

#65 - **Medusa Head**: Added resistance to Dark.

#66 - **Ukobach**: Added resistance to Dark.

#67 - **Killer Fish**: Added resistance to Ice and Holy.

#68 - **Mimic**: Added resistance to Dark.

#77 - **Bone Ark**: Added resistance to Ice.

#84 - **Dead Trooper**: Added resistance to Strike.

#88 - **Black Panther**: Added resistance to Holy.

#93 - **Tanjelly**: Added resistance to Stab and Slash.

#97 - **Stolas**: Added resistance to Dark.

#109 - **Gergoth**: Added weakness to Fire; only in *Definitive Mode*.

#110 - **Zephyr**: Added weakness to Fire; only in *Definitive Mode*.

#114 – **Death**: Added weakness to Holy; only in *Definitive Mode*.

#115 - **Abaddon**: Increased HP to 5,000.

#116 - **Menace**: Increased HP to 3,333 and added resistance to Dark.

#117 - **Soma**: Increased HP to 2,250, MP to 9,999, added resistance to Dark. Soma stays idle for 18 frames less, and added weakness to Holy; only in *Definitive Mode*.

#118 - **Dracula**: Increased HP to 6,666, added resistance to Dark. Added weakness to Holy; only in *Definitive Mode*.

Every enemy got an ATK and DEF boost (some only getting an ATK boost), scaling from +2 ATK +1 DEF from The Lost Village to

Subterranean Hell, +3 ATK +2 DEF from Cursed Clock Tower to Mine of Judgement, and +4 ATK +3 DEF in The Abyss, with bosses

found around these areas getting 1 point more of both ATK and DEF on top of the base increase; only in *Definitive Mode*.

3.3. [Enemy Item Drop Changes]: *(All exclusive to Definitive Mode)*

#58 - **Barbariccia**: Replaced the Namakura drop with a Kotetsu drop.

#50 – **Drahignazzo**: Replaced the Katana drop with a Masamune drop.

#98 – **Final Guard**: Replaced the Item1 Super Potion and Item2 Cuirass drop with an Item1 Cuirass and Item2 Final Sword drop.

#99 – **Malacoda**: Replaced the Masamune drop with an Osafune drop.

#101 – **Iron Golem**: Added an X-Potion item drop.

3.4. [Magical Item, Weapon, and Armor Changes]: *((Almost) all unchanged in the regular Lite version)*

<u>**Magical items**</u>:

- **Potion**: Increased the price from 300G to 400G; only in *Definitive Mode*.

- **High Potion**: Increased the price from 1,000G to 2,000G; only in *Definitive Mode*.

- **Soul Eater Ring**: Lowered the price from 300,000G to 240,000G; only in *Definitive Mode*.

<u>Weapons</u>:

- **Rapier, Fleuret, Main-Gauche, Small Sword, Estoc**: Reduced I-frames by six; only in *Definitive Mode*.

- **Whip Sword, Garian Sword, Kris Naga**: Raised ATK by +4 and reduced I-frames by 6; only in *Definitive Mode*.

- **Nebula**: Added Holy attribute. Erinys replaced Malacoda as the soul required to craft the Nebula with Weapon Synthesis, and raised ATK by +4; only in *Definitive Mode*.

- **Long Sword**: Slime replaced Titan Arum as the soul required to craft the Long Sword with Weapon Synthesis; only in *Definitive Mode*.

- **Mistilteinn**: Raised ATK by +5; only in *Definitive Mode*.

- **Millican's Sword**: Raise ATK by +9; only in *Definitive Mode*.

- **Rahab's Frost**: Reduced ATK by −8; only in *Definitive Mode*.

- **Caladbolg**: Added Dark attribute.

- **Val Manwë**: Reduced I-frames by 4; only in *Definitive Mode*.

- **Alucard Sword**: Increased the size of the main attack hitbox, raised CON by +6, and INT by +4; only in *Definitive Mode*.

- **Durendal**: Raised INT by +5; only in *Definitive Mode*.

- **Dáinsleif**: Added Dark attribute. Reduced CON by −2 and INT by −2; only in *Definitive Mode*.

- **Balmung**: Added Curse attribute.

- **Final Sword**: Reduced I-frames by 5; only in *Definitive Mode*.

- **Claíomh Solais**: Raised INT by +6; only in *Definitive Mode*.

- **Longinus' Spear**: Added Holy attribute. Reduced ATK by −8; only in *Definitive Mode*.

- **Gungnir**: Raised attack by +4; only in *Definitive Mode*.

- **Mjölnir**: Raised ATK by +12, only in *Definitive Mode*.

- **Bhuj**: Great Armor replaced Manticore as the soul required to craft the Bhuj with Weapon Synthesis; only in *Definitive Mode*.

- **Brass Knuckles**: Raised ATK by +5, only in *Definitive Mode*.

- **Cestus**: Raised ATK by +10, only in *Definitive Mode*.

- **Whip Knuckle**: Raised ATK by +10, only in *Definitive Mode*.

- **Mach Punch**: Raised ATK by +5, only in *Definitive Mode*.

- **Kaiser Knuckle**: Raised ATK by +10, only in *Definitive Mode*.

- **Handgun**: Raised ATK by +5; only in *Definitive Mode*.

- **Silver Gun**: Added Holy attribute. Raised ATK by +2; only in *Definitive Mode*.

- **Boomerang**: Removed Slash and added Strike attribute. Raised ATK by +5; only in *Definitive Mode*.

- **Chakram, Tomahawk, and Throwing Sickle**: Raised ATK by +5; only in *Definitive Mode*.

- **RPG**: Removed Slash and added Fire attribute*.

- **Nunchakus**: Raised ATK by +5; only in *Definitive Mode*.

- **Vampire Killer**: Added Stab attribute*. Raised CON by +6, INT by +4, and added Holy attribute; only in *Definitive Mode*.

Armors:
- **Gym Clothes**: Raised STR by +1; only in *Definitive Mode*.

- **Kung Fu Suit**: Added Strike resistance. Raised DEF by +3; only in *Definitive Mode*.

- **Biker's Jacket**: Added Strike resistance. Raised CON by +2 and INT by +2; only in *Definitive Mode*.

- **Combat Uniform**: Raised INT by +2; only in *Definitive Mode*.

- **Jet Black Suit**: Added Dark resistance.

- **Olrok's Suit**: Added Dark resistance. Raised CON by +2; only in *Definitive Mode*.

- **Dracula's Suit**: Added Fire, Ice, Lightning, and Dark resistances.

- **Breastplate**: Added Stab resistance.

- **Chain Mail**: Added Slash resistance.

- **Cuirass**: Added Stab resistance.

- **Blocking Mail**: Raised DEF by +5; only in *Definitive Mode*.

- **Eversing**: Added Strike and Ice resistances.

- **Demon's Mail**: Raised STR by +4 and CON by +4; only in *Definitive Mode*.

- **Silk Robe**: Raised DEF by +4 and CON by +2; only in *Definitive Mode*.

- **Elven Robe**: Raised CON by +2; only in *Definitive Mode*.

- **Serenity Robe**: Added Fire, Ice, and Lightning resistances. Raised CON by +5 and LCK by +5; only in *Definitive Mode*.

- **Death's Robe**: Added Dark, Poison, Curse, and Stone resistances.

- **Crimson Mantle**: Added Fire and Ice resistances. Raised STR by +2; only in *Definitive Mode*.

- **Midnight Mantle**: Added Fire, Ice, and Dark resistances. Raised CON by +2; only in *Definitive Mode*.

- **Brísingamen**: Added Fire resistance.

- **Rosary**: Added Dark and Curse resistances. Raised CON by +5; only in *Definitive Mode*.

- **Red Scarf**: Added Ice resistance. Raised INT by +2; only in *Definitive Mode*.

- **Neck Warmer**: Added Ice resistance.

- **Black Belt**: Raised CON by +2; only in *Definitive Mode*.

- **Platinum Stud**: Raised CON by +1; only in *Definitive Mode*.

- **Lucky Charm**: Raised LCK by +2; only in *Definitive Mode*.

- **Mina's Talisman**: Added Dark resistance.

- **Count's Ring**: Added Dark, Poison, Curse, and Stone resistances.

- **Chaos Ring**: Raised LCK by +1; only in *Definitive Mode*.

Souls:

- **Zephyr**: Now the Treant, Procel, Bone Ark, Great Axe Armor, Mud Demon, Final Guard, Iron Golem, Slime, Ghost Dancer, Alra Une, Mothman, Erinys, Succubus, Flame Demon, Tanjelly, Arch Demon, Gaibon, Slogra, and Alastor are the only enemies that are not affected by Time Stop.

- **Zombie**: Reduced MP cost 12 from 10, raised the Damage Multiplier from 08 to 09, and added Poison attribute; only in *Definitive Mode*.

- **Bomber Armor**: Reduced MP cost from 48 to 32; only in *Definitive Mode*.

- **Amalaric Sniper**: Added Dark attribute; only in *Definitive Mode*.

- **Yorick**: Raised MP cost from 20 to 30; only in *Definitive Mode*.

- **Une**: Raised the Damage Multiplier from 6 to 7; only in *Definitive Mode*.

- **Mandragora**: Raised MP cost from 30 to 50; only in *Definitive Mode*.

- **Ripper**: Raised the Damage Multiplier from 5 to 6, removed Slash and added Stab only in *Definitive Mode*.

- **Evil**: Raised the Damage Multiplier from 8 to 12; only in *Definitive Mode*.

- **Great Axe Armor**: Raised the Damage Multiplier from 27 to 28; only in *Definitive Mode*.

- **Frozen Shade**: Added Stab attribute; only in *Definitive Mode*.

- **Larva**: Added Poison attribute; only in *Definitive Mode*.

- **Homunculus**: Raised the Damage Multiplier from 5 to 06 and added Curse attribute; only in *Definitive Mode*.

- **Witch**: Removed Stab attribute (Neutral attribute); only in *Definitive Mode*.

- **Fish Head**: Added Strike attribute; only in *Definitive Mode*.

- **Mollusca**: Added Strike attribute; only in *Definitive Mode*.

- **Malacoda**: Raised MP cost from 15 to 30 and reduced the Damage Multiplier from 31 to 29; only in *Definitive Mode*.

- **Abaddon**: Added Dark attribute; only in *Definitive Mode*.

- **Hellfire**: Reduced MP cost from 30 to 25; only in *Definitive Mode*.

- **Holy Flame**: Raised MP cost from 20 to 30 and added Holy attribute; only in *Definitive Mode*.

- **Blue Splash**: Raised MP cost from 30 to 40, reduced the Damage Multiplier from 35 to 30, and added Stab attribute; only in *Definitive Mode*.

- **Holy Lightning**: Added Holy attribute; only in *Definitive Mode*.

- **Cross**: Added Slash attribute; only in *Definitive Mode*.

- **Holy Water**: Reduced the Damage Multiplier from 6 to 5 and added Fire attribute; only in *Definitive Mode*.

- **Grand Cross**: Made Julius invincible during the initial charge. Increased the size of its hitbox, and raised the Damage Multiplier from 12 to 20; only in *Definitive Mode*.

- **Armor Knight**: Reduced MP cost from 30 to 25 and raised the Damage Multiplier from 4 to 6; only in *Definitive Mode*.

- **Spin Devil**: Reduced MP cost from 20 to 15; only in *Definitive Mode*.

- **Ghost**: Reduced MP cost from 5 to 0 (it's absolutely useless); only in *Definitive Mode*.

- **Yeti**: Added Strike attribute; only in *Definitive Mode*.

- **Buer**: Reduced MP cost from 10 to 8 and raised the Damage Multiplier from one to two; only in *Definitive Mode*.

- **Devil**: Raised MP cost from 10 to 20; only in *Definitive Mode*.

- **Werewolf**: Reduced MP cost from 15 to 10; only in *Definitive Mode*.

- **Iron Golem**: Reduced MP cost from 30 to 15; only in *Definitive Mode*.

- **Bone Ark**: Reduced MP cost from 15 to 10; only in *Definitive Mode*.

- **Barbariccia**: Reduced MP cost from 30 to 25, raised the Damage Multiplier from 18 to 24, and added Dark attribute; only in *Definitive Mode*.

- **Valkyrie**: Reduced MP cost from 30 to 25 and raised the Damage Multiplier from 14 to 20; only in *Definitive Mode*.

- **Bat**: Added Stab attribute; only in *Definitive Mode*.

- **Mini Devil**: Raised the Damage Multiplier from 4 to 5; only in *Definitive Mode*.

- **Harpy**: Raised the Damage Multiplier from 5 to 6 and added Stab attribute; only in *Definitive Mode*.

- **Titan Arum**: Raised the Damage Multiplier from 2 to 4; only in *Definitive Mode*.

- **Quetzalcoatl**: Raised the Damage Multiplier from 2 to 4 and added Strike attribute; only in *Definitive Mode*.

- **Gergoth**: Raised the Damage Multiplier from 5 to 8 and, added Holy attribute; only in *Definitive Mode*.

- **Tanjelly**: Added Stab and Slash resistances (to accommodate the Tanjelly's added resistances).

(Change kept in the regular Lite versions)

4. [Super Attack MP Cost Changes]: *(All exclusive to Definitive Mode)*

- **Lunge**: Reduced MP cost from 50 to 25.

- **Fast lunge**: Reduced MP cost from 40 to 25.

- **Back Attack Warp**: Reduced MP cost from 60 to 35 MP.

- **Axe Swing Jump**: Reduced MP cost from 100 to 40 MP.

- **Triple Attack**: Reduced MP cost from 60 to 30 MP.

- **Katana Double-Hit**: Reduced MP cost from 50 to 30 MP.

- **Quick Triple Attack**: Reduced MP cost from 50 to 30 MP.

- **Uppercut**: Reduced MP cost from 20 to 10 MP.

- **Stationary Attack**: Reduced MP cost from 50 to 20 MP.

- **Deathscythe Spirit**: Reduced MP cost from 130 to 75 MP.

- **Fast Throw**: Reduced MP cost from 50 to 0 MP (it's so bad).

- **Frost Burst**: Reduced MP cost from 60 to 30 MP.

- **Flame Burst**: Reduced MP cost from 60 to 30 MP.

- **Nuadha's Spirit**: Reduced MP cost from 150 to 85 MP.

5. [Castle Item Pick-up Changes]: *(All exclusive to Definitive Mode)*

The Lost Village:

- **Mach Punch**: Added as a new pick-up.

Wizardry Lab:

- **Brass Knuckles**: Added as a new pick-up.

- **Fleuret**: Added as a new pick-up.

- **Hrunting**: Added as a new pick-up.

Garden of Madness:

- **Long Sword**: Replaced the original Fleuret pick-up.

- **Small Sword**: Added as a new pick-up.

- **Lævateinn**: Replaced the original Small Sword pick-up.

The Dark Chapel:

- **Millican's Sword**: Added as a new pick-up.

- **Katana**: Replaced the original Long Sword pick-up.

Demon Guest House:

- **Axe**: Added as a new pick-up.

- **Estoc**: Added as a new pick-up.

- **Mind Up**: Added as a new pick-up.

Condemned Tower:

- **Cinquedea**: Added as a new pick-up.

- **Fragarach**: Replaced the original Estoc pick-up.

Cursed Clock Tower:

- **Lance**: Added as a new pick-up.

- **Whip Knuckle**: Added as a new pick-up.

- **Masamune**: Added as a new pick-up.

Subterranean Hell:

- **Mistilteinn**: Added as a new pick-up.

- **Morning Star**: Added as a new pick-up.

The Pinnacle:

- **Rahab's Frost**: Replaced the original Durendal pick-up.

- **Trident**: Replaced the original Lance pick-up.

- **Durendal**: Added as a new pick-up.

- **Joyeuse**: Replaced the original Fragarach pick-up

Mine of Judgement:

- **X-Potion**: Added as a new pick-up.

- **Dáinsleif**: Added as a new pick-up.

- **Alucard Sword**: Added as a new pick-up.

6. [Extra]:

Optional patches:

Created many smaller optional XDELTA patches that add some customization
options for the hack, ranging from purely cosmetic changes to

weapon and enemy palettes, to straight up increasing the level of difficulty
by lowering the maximum level cap or negating the use

of most Tactical Souls.

The Abyss:

Added a gateway inside a secret room in The Abyss to access an extra boss for
Soma, it's where the gateway for a certain boss would be in

another *Dawn of Sorrow* hack...

7. [Questions and Answers]:

Q: **Can you restore the removed voice lines from the Japanese version?**

A: No, because I simply can't without *Dawn of Sorrow*'s source code or extensive Assembly editing, two things

which I don't have in my possession or have the skills for.

Q: The game is having problems displaying the HP and MP outside the Pause menu, is this a problem with the hack?

A: No, this is just an issue some people have when emulating *Dawn of Sorrow* with DeSmuME, be sure you're using either

v0.9.12 or X432R, and go to Config → Emulation Settings → Enable the use of dynamic recomplier → Set it to 15.

Q: Can this hack be made compatible with the European and/or Japanese versions?

A: No, *DSVania Editor* currently isn't able to edit the European versions of any DS *Castlevania* game, and it wouldn't be

worth trying to port these changes to the Japanese version, since every ASM patch applied to the hack isn't compatible with it.

Q: Can Hard Mode be available from the start or have it universally unlocked after getting the True Ending like in *Aria of Sorrow*?

A: A way to always have the New Game + prompt enabled recently got discovered, making it possible to start a

fresh new game file on Hard Mode as Soma, it unfortunately doesn't work for Julius and starting New Game + as Julius

sets the Game Mode to Soma, these issues are why the optional patch for this is labeled *(Beta)*.

Q: Is it possible to have customizable controls for Julius Mode?

A: Yes, by enabling the Pause menu for Julius Mode, but that would have so many side effects it honestly wouldn't be worth enabling it.

Q: Where can I find the Vampire Killer and Yoko's spells?

A: Nowhere, the Alucard Sword is the only Julius Mode item Soma can obtain (unless you use the Succubus Glitch, which I

wouldn't recommend if you haven't gotten the True Ending yet, or are afraid of potentially corrupting your save files, or start a New Game + file as Julius to start Soma Mode with the holy whip equipped).

Q: **Where can I find the added extra boss?**

A: Find out for yourself.

Q: **Could more of Alucard's abilities from Symphony of the Night, like Wing Smash or Dark Inferno, be added?**

A: I can't replicate Wing Smash in *Dawn of Sorrow,* but Flame Demon could be edited to look like Dark Inferno, but I ran out

of sub-weapons slots by giving Julius the stopwatch for *Definitive Mode,* and I don't know if Dark Inferno was originally planned

to be part of Alucard's kit to have a reason to add it.

Q: **Is it possible to have Julius float up then back down when using Grand Cross?**

A: Yes, but it would affect his warping/switching animation and end up having him awkwardly floating upwards more than he should during it.

Q: **Is it possible to give Julius a downward-diagonal attack with the Vampire Killer?**

A: I don't know if it's possible, but I wouldn't want to add something like that since it would sort of devalue Alucard's own

downward-diagonal attack with the Alucard Sword.