
Castlevania: Dawn of Sorrow - Definitive Edition+

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[Optional patch changes]:

Alternate Boss Palettes:

Changes the color palettes of four bosses to varying degrees.

Beverages Recover MP:

Makes consumables that are beverages heal MP like in Portrait of Ruin (Cream Soda, Milk, Coffee, and Black Tea).

Enable Dual-Slot Mode:

Unlocks the Aria of Sorrow bonus content without having to occupy cartridge slot-2.

Hard Mode Always Unlocked (Beta):

Enables the New Game + option for every save file to make starting a new playthrough in Hard Mode possible, unfortunately it only works properly for Soma Mode.

Max Level 01/25/50 Mode:

Lowers the max level cap, like in Portrait of Ruin and Order of Ecclesia, depending on the patch chosen.

Movement Speed Increase:

Increases Soma, Julius, Yoko, and Alucard's movement speeds (Julius Mode characters' speeds stack with the pre-existing increase).

No Item Use Mode:

Disables the use of Consumable items, like the mode from Aria of Sorrow of the same name.

Red Inner Cloak for Alucard:

Changes the color of Alucard's inner cloak to a bloody red.

Secret Boots Mode:

Discreetly increases Soma, Julius, Yoko, and Alucard's height, it has no practical effect and doesn't affect character hurtboxes or hitboxes.

Re-Enable Magic Seal Drawing:

Re-enables the infamous Magic Seal drawing QTE for like the four people that really enjoy this feature.

Skip Name Signing:

Skip the screen where the player has to sign their name and press OK when starting a new game.