

I'm not robot!





Castlevania aria of sorrow best weapon. Castlevania aria of sorrow weapons.

If you are playing Aria of Sorrow via the Castlevania Advance Collection release, you will have a number of additional options not in the original Game Boy Advance release, including the ability to remap the controls, the ability to save the game anywhere (separately from the within-gameplay save rooms), view an encyclopedia of game elements, and more. advertisement Direction (D) Pad / Left Thumbstick (Advance Collection) The D-Pad (or Directional Pad) is used to move your character around within the game itself. Pressing right will allow you to walk right, while pressing left will allow you to walk left, et cetera. Use in conjunction with attacking, jumping, and other things to discern the direction you are going to attack/jump/et al. Also use the D-Pad to navigate the various in-game menus. Start / X (Advance Collection) While in-game, pressing Start will bring up a menu where you can see your equipment, souls, enemies defeated, and so on and so forth. Select / Y (Advance Collection) Pressing Select will bring up the castle map. Once in the castle map, you can see where you've been and where you need to go. The L Button has no practical use in the game (other than obscure menu-scrolling functions) until you get the Grave Keeper skill, which allows you to backdash. Furthermore, once you get the Hippogryph ability, you can press L while in mid-jump to fly upwards into the air, gaining incredible height with your jumps. advertisement The R Button is used to control some of your souls when equipped. The soul category that is controlled by the R Button is the "Blue Group." The B Button is your character's primary attack button. With whatever weapon you have equipped on your character, you will attack with that weapon when the B Button is pressed. Additionally, it is the "cancel" button within in-game menus. The A Button is your character's jump button. Press the A Button to make your character jump, as well as swim while underwater. Once you get the Malphas ability, you can press A twice (once after you've initially pressed it and are already airborne) to perform a double jump. Additionally, with the Skeleton Blaze ability, pressing down and over (where over equals the direction you want to go) will allow you to slide under objects and obstructions, as well as into enemies themselves to damage them. advertisement Fighting in this game is rather straightforward and simplistic. However, there are many different ways to damage your enemies and combat them. This is what this section of the Basics covers. Traditionally fighting an enemy basically means that you'll battle him with only the primary weapon you have equipped. You do this by pressing B to unleash the power of whatever currently-equipped weapon you have equipped. This is how you'll end up fighting a vast majority of enemies in the game. The ability to assimilate enemy souls in a Castlevania game is a brand new feature in the franchise, first appearing in this very game. You have a variety of over 100 different souls to collect and use in battle, which you can learn more about later on in the Basics section, as well as the Souls section itself. Using souls in battle is almost integral, but using just souls while fighting an enemy or a group of enemies is going to be a rare occurrence. More often, you'll use... Using a combination of traditional fighting with soul using, you'll find the perfect balance in battles. Fighting with your weapons and backing up your attacks with strong souls (or strategically important souls) will allow you to, in essence, do some serious damage to your enemies in the game. The secret to fighting in the game is to find your perfect balance. The castle of Dracula is expansive, and you'll find more often than not that you'll be using different techniques on different enemies. This is to be expected - there are 112 different, unique enemies in the castle, with 112 different, unique battle tactics. Not to say you will, in turn, have 112 different, unique battle tactics, but that instead you will leave your options open and fight differently when the circumstances make you. advertisement Thankfully, fighting in the game is quite simplistic, so there's no real need to go on about it. Castlevania: Aria of Sorrow is an action/adventure game with many, many RPG elements. First started in the franchise back on the Playstation in late 1997 with Castlevania: Symphony of the Night, Aria of Sorrow is the fourth Castlevania game to have heavy RPG elements. Be aware of the following to help you progress in the game. This game is a quasi-RPG primarily because of its leveling up and experience point system. You'll gain experience points by fighting enemies in the castle. Each enemy gives different amounts of experience, but a rule of thumb is the harder the foe and the later in the game you encounter them, the more experience they'll give you. It's all in progressive fashion however, meaning that even though you only need 70 experience points to get from level 1 to level 2, and you need 15,000 experience points to get from level 50 to level 51, it'll take the same amount of time to obtain both levels because of enemy progression in the game. It's a cool system that lets you control how strong or weak your character is directly. Another sure-fire sign of an RPG is being able to equip unique weapons, piece of armor and accessories on your character(s). Castlevania: Aria of Sorrow has no shortage of these pieces of equipment. Quite the contrary, you'll find that a very integral part of the game is having the strongest items and weapons available to you. The only way you'll progress in the game easily is by making sure your character is as strong as he can possibly be via the assistance of powerful gear. Additionally, items (mostly healing) are available in the game. Another RPG-like quality, healing items and other such items are available in the game, making the RPG elements even deeper. advertisement There's a shop in this game, and a Castlevania game hasn't seen a shop since 1997's Castlevania: Symphony of the Night. This means that you have even more direct control of your preparation, being that the one shop in the game (at the castle's entrance, run by a man named Hammer) sells a plethora of healing items, weapons, pieces of armor and accessories. The most powerful of each category aren't at the shop, but you can easily beat the game with just those items found at the shop. Make sure you use the money you find all over the castle to your full advantage. Being prepared will help you in the long run. Assimilating souls in Castlevania: Aria of Sorrow is a fundamental skill in the game that you'll need to learn to harness if you want to have any hope of beating the game. There's an entire section of this guide dedicated to the over 100 souls in the game, their uses and stats, that you owe it to yourself to read. Don't overlook the uses and disadvantages of each and every soul. Only through trial-and-error can you know the true strengths, weaknesses, and overall uses of each and every soul in the game. So see the Soul section of this guide for more information on those. Was this guide helpful? In This Wiki Guide Don't Use Items Enter "NOUSE" as you name, then begin the game. Don't Use Souls Enter "NOSOUL" as your name when beginning a game. Get Best Ending To get the best possible ending, collect all of the ancient books and beat Graham. You will then be taken to a fight against Chaos. Beat it for the definitive ending. Unlock Boss Rush Mode Beat the game to unlock Boss Rush mode. It can be found under the "Special" menu. Unlock Hard Mode Beat the game and earn the good ending to unlock Hard Mode. Unlock Julius Belmont Beat the game once with Soma, then begin a new game and use the name "Julius." It's a new member of the Belmont family! Obtaining 100% Whether or not you've beaten the game by either of the two means, you won't have 100% on your map if you followed the walkthrough in this guide. In fact, if you've followed it to a tee, you should have 95.9%. Getting the other 4.1% in order to get the ultra-complete 100% rating is easy, however. You must do this before beating the game, however. If you beat the game, you won't have the option to go back and have full reign over the castle. Do this, then go back to the above sections and beat the game. This should be easy even if you've already beaten the game, because unless you start a new game over the one you currently have going, you can always go back to your last save before fighting Chaos. To get the 100% you have to have the Undine soul equipped and the Curly soul. You couldn't have beaten the game without Undine so you should definitely have it. If you don't have Curly's soul, however, you should go ahead and get that now. Then, read onward. Go to a warp room anywhere in the castle. Warp to the warp room at the bottom middle of the map. Once there, you want to head right in a completely straight path a few rooms rightward until you come to a large, tall room with a waterfall flowing at the right side of the room. Once you've identified the room, go to the far left side of the room next to the doorway we used to access this room in the first place. Stand a bit away from the doorway however, so that the tall area of the alcove above is above your head, and not the constricting confines of the lower area to your right - otherwise this won't work. Hold down the R button with the Curly soul equipped (and you have to be standing on top of the water in the room with Undine), and you'll turn into a large version of the Curly enemy, jetting rightward toward the waterfall. If you pick up enough steam on your way rightward, you'll go right through the waterfall to the other side of it. Here, pick up the Eversing, which is a high-defense piece of armor (but not as good as the Dracula's Tunic in terms of overall stat building), then go right into the next room. In here, go right down this narrow corridor, fighting Dryads and new enemies called Mudmen as you go rightward. You'll also fight a Werejaguar before getting all the way to the right end of the room, where you can go to the next room. In this room, you can either go right into the next corridor or upwards. First, go upwards. Fight the Gargoyles here as you climb upwards and to the room above. Here, there are no enemies. Instead, there's a large door to your right that was blocking your entrance into this area to begin with, and a switch on the ground to the left. Press this switch to unlock that door (just in case), then go back down to the previous room. Fall to the ground here, re-fight the two Gargoyles in this room, and then go right into the next room. In this watery corridor, go right to the far end, fighting familiar enemies as you go. Then fall through the floor at the right side of this corridor, going down into the next large room below. This room is half dry and half water. The areas of water are the real point of interest. Kill the Sirens lying around if you so desire, then enter the water, making sure to have Skula equipped so you can sink in the water and get around. First and foremost, head left, killing the Fish Heads and Killer Fish as you go. You'll come to a dead end, but it's really not a dead end - instead, slash at the left-hand side wall there and make it crumble under the strength of your weapons. Swim leftward into the secret room there. In here, you'll find what could be the most powerful weapon in the game, the Climb Solais, within this room. You'll obviously want to equip it, then go back right into the previous room. Simply swim rightward from here, killing Fish Heads and whatnots you go. Once on the right side, underwater, swim right into the next room. Then, drop through the floor in this small room to the area below. In here, drop down to the very bottom of this room, taking care of the



here, slash at the treasure chest there to make a whole lot of Ripper enemies come out of it. Slash at them, then head left down this long corridor, you'll fight a Flame Demon or two, as well as a few enemies. Make sure to slash at the several treasure chests along the way to get a great many coins out of them. Once all the way left, bear left to the adjacent room. Once here, slash at the treasure chest there to make a whole lot of Ripper enemies come out of it. Slash at them, then begin to climb upwards, contending with Gargoyles and the like. Once at the top, go right into the room at the top. In this room, kill the Mimic enemy and grab the Joyeuse there, a fairly weak sword. If you've followed the walkthrough up through now, that should represent 100.0% on your map! You've seen the entire castle. Make sure to get 100.0% of the souls as well, fill up your enemy appendix, get all the weapons, armor and items, and beat the game for the "ultimate" save file for this game! Basics Fighting in this game is rather straight-forward and simplistic. However, there are many different ways to damage your enemies and combat them. This is what this section of the Basics covers. 1.) The Traditional Fight - Using a combination of traditional fighting with soul using, you'll find the perfect balance in battles. Fighting with your weapons and backing up your attacks with strong souls (or strategically important souls) will allow you to, in essence, do some serious damage to your enemies in the game. The secret to fighting in the game is to find your perfect balance. The castle of Dracula is expansive, and you'll find more often than not that you'll be using different techniques on different enemies. This is to be expected - there are 112 different, unique enemies in the castle, with 112 different, unique battle tactics. Not to say you will, in turn, have 112 different, unique battle tactics, but that instead you will leave your options open and fight differently when the circumstances make you. Thankfully, fighting in the game is explicitly simplistic, so there's no real need to go on about it. The RPG Elements Castlevania: Aria of Sorrow is an action/adventure game with many, many RPG elements. First started in the franchise back on the Playstation in late 1997 with Castlevania: Symphony of the Night, Aria of Sorrow is really the fourth Castlevania game to have heavy RPG elements and overtones. Be aware of the following to help you progress in the game. 1.) The Leveling Up System Aria of Sorrow Souls List Attack Souls - Red Altair MP: 33/use Send an eagle flying straight forward. Arachne MP: 15/use Shoots a web that, theoretically, should entangle an enemy. That doesn't really work all the time. Axe Armor MP: 22/use You've seen this weapon thousands of times before - it flies forward slowly then returns. The closest thing Aria of Sorrow has to the cross boomerang subweapon. Balore MP: 120/use The Strongest Punch in The History. Similar to the holy fist from Harmony of Dissonance. Bat MP: 5/use Lets out a small sonar wave with pathetically short range. Bean Skeleton MP: 28/use Shoots out a rather powerful beam straight forward. Biphron MP: 35/use Creates a wave of flame across the ground. Blue Crow MP: 10/use Soma throws out a crow at an upward angle, which loops out and returns. The same as Maria's bird subweapon from Dracula X. Bomber Armor MP: 80/use Toss bombs. Pretty powerful. Chronomage MP: 96/use The usual stopwatch, which will freeze time for a few seconds. Cockatrice MP: 24/use Shoots a beam at a downward angle that will petrify bad guys. Demon Lord MP: 38/use You know those big black fireballs that Dracula attacks with? Now you get to have some fun. Disc Armor MP: 34/use Pretend you're playing Rygar with this snazzy (and quite powerful) weapon. Dryad MP: 33/use "Grows stronger by stealing HP from its enemies", says its description. That only barely makes sense - what it means is that the tiny little red blob you toss out will latch onto bad guys and suck their HP slowly until wears off or the enemy dies. Durga MP: 20/use Fires a katana straightforward, much like the old dagger subweapon. Evil Butcher MP: 5/use Fires a dagger, again, much like the old dagger subweapon. Fish Head MP: 18/use Your standard fireball. Flame Demon MP: 44/use Shoots an array of three fireballs, much like Dracula. Hence why you need this soul to get the good ending (one of the only Flame Demon's is in the Underground Cemetery, for note.) Flea Man MP: 15/use Soon I will take over the world with my army of fleamen, mwahahaha! This jumping bastards are a little erratic, but it's all fun. Ghost MP: 16/use Pretty similar to the Tetra Spirit attack from Symphony of the Night, a few spirits will home in on enemies around the screen. Giant Skeleton MP: 19/use Tosses a big lumbering skull. Gladiator MP: 30/use Rolls along the ground and crushes enemies. Harry MP: 25/use It's hard to see in this screenshot, because this attack is nearly useless, but two weak fetters are fired forward and behind you. Killer Doll MP: 20/use Sends a cute little super-deformed Soma or Mina doll to distract enemies. Hardly useful though. Killer Fish MP: 16/use A fish will fly forward and kill enemies. Only works underwater, although if you're feeling particularly cruel, you can summon it on land and watch as it instantly dies. Killer Mantle MP: 19/use "Ability to swap HP and MP of enemies." Mostly useless, except against those golems that take thousands of hits. One hit with the killer mantle and they'll die. Kyoma Demon MP: 40/use Temporary invulnerability, much like those old potions in the classic Castlevania games. Legion MP: 66/use Some crazy tentacles will shoot an array of lasers. Quite powerful. Make sure to kill all of the parts of the Legion before getting the core, otherwise you cannot obtain this soul. Lightning Doll MP: 46/use Lighting strikes from your fingertips. Castlevania: Dawn of Sorrow Boards Castlevania: Dawn of Sorrow Ultimately, which is the best weapon overall? User Info: Googledotcom User Info: Stepswordsmn User Info: Stepswordsmn User Info: Res5 I think it's the Claim Solais. Most of the enemies in the game are weak to light and this weapon is light-elemented. It swings over Soma's head making some bosses attacks useless. To get it you need the Gergoth soul and you need to use Yoko's weapon fusion ability on the Long Sword list. I don't remember exactly what weapon to start out with but that's pretty easy to figure out. User Info: billygoten User Info: xDRr StilesXx Lol at stepswordsmn. True, Julius mode was more fun for a hardcore Castlevania fan like me. Res5 is wrong on two counts: the Claim Solais is the final upgrade or ultimate version of the broadsword, the first of which, I think, is the Claymore, not the regular sword category. The second count was on the response as a whole. The Claim Solais is not the most powerful weapon, if that's what you mean. The most ATK on a weapon is from the Death Scythe. To get it, you need to upgrade the axe category all the way, but you have to give up the boss soul you get from death. I did it, anyway; the death soul isn't that useful. Of course, I'm just talking about attack. There's a variety of weapons and I suggest grinding for gold if you have to and trying each one. The spears were useless for me because not only was their attack window considerably smaller than the great sword or axe weapons, but it was weaker. Same for the regular swords. I maxed my knuckles out because they're really fun to use sometimes. The knives aren't as fun and they're kinda bad in my opinion. It's really up to you. I don't use my weapons anywhere near as much as my souls, anyway. Final thoughts, I'd have to say to get the Death Scythe and a ranged weapon. Maybe grind a little and get the Silver Gun to use to test how much HP a monster has if you don't know, or stuff like that. If you are fond of previous Castlevania games, this should be right up your alley. Even though Aria of Sorrow is the third Castlevania for the GBA in almost as many years, it does not suffer from any of the blemishes that most rapid-fire sequels have suffered in the past--say, Mega Man, or Tomb Raider. True, there's not much here that is entirely different from previous Castlevanias, yet somehow AoS feels fresh and exciting. If you haven't played it or any of its predecessors, think of the SNES classic Super Metroid nicely blended with the Castlevanias of yore, and you'll get the idea of how AoS plays out. With a huge castle to explore, a multitude of weapons and power-ups to collect, and plenty of enemies to defeat along the way, Castlevania: Aria of Sorrow is definitely a testament to Konami's prowess in developing slick action titles. The story feels a little worn and hackneyed, but then again, you don't play a Game Boy game for its story--especially not a Game Boy Castlevania game. In the year 2035, our hero, Soma Cruz, is visiting a shrine in Japan during the first solar eclipse of the 21st century. Okay, so here's where it gets a little strange. Suddenly, Soma is rendered unconscious and wakes up in, get this, Dracula's castle INSIDE THE SOLAR ECLIPSE! Now, I have no idea how you can have a castle inside a verb, but I suppose that's not for me to question. Once inside, Soma discovers that he has the ability to gain the powers of the monsters that he kills, which brings us to our first cool feature of AoS: the soul system. Basically, if you kill enough monsters, some of them will give you their "soul," which grants various powers in three categories: Magic, Summon/Transformation, and Attribute. The first category is pretty much self-explanatory: a magic soul grants powers such as the ability to shoot lightning or throw magic spears. These spells use magic points that can be restored using potions, but also recover over time. Summon/Transformation souls let you summon assorted familiars, like a giant sword who slices nearby enemies, and transformation types morph your character into various demons and other nasties for limited amounts of time. Once collected, Attribute souls boost various stats such as attack power, defense or luck. These effects last as long as you have the particular soul equipped. Experimenting with the near-limitless combination of souls lets you find a combination that works well for you, so try them all out as soon as you collect them. Almost every room in Dracula's castle has an assortment of enemies to dispose of using either the aforementioned souls, or numerous swords, spears, and other gothic weapons. Like souls, weapons are collected from fallen enemies, and some special weapons are hidden throughout the castle. Each weapon looks different, and many have attributes or their own, such as a poisonous effect, or a fire element. Sadly, later in the game when you find the really powerful weapons, there becomes less and less of a need to switch between weapons, and most of the magic will become less powerful than a swipe of your sword. Along your journey through the castle, you come across different power-ups that will gain you access to powers such as a back-dash, double-jump, and other hyphenated ballyhoo. Gaining these power-ups usually grants you access to new parts of the castle, or to one of the several bosses that populate the castle. Controlling Soma is a breeze. The platform jumps are rarely a problem and are usually very forgiving. The response time of the weapons never gave me a problem fighting enemies, but the mapping of magic spells caused some trouble. A note to developers: It is not a good idea to have the difference between casting a spell and using your sword be a 90° d-pad separation. I wasted numerous magic points because of misfired spells. Graphically, this game stands up pretty well against other GBA titles. The enemies look detailed and original, although some are just repeats of other enemies with the color palate swapped, Mortal Kombat-style. The castle itself looks very nice indeed with rich gothic ambience giving that creepy, haunted house kind of mood. Although the GBA's speakers do it no justice, the music is quite original and fits the mood very well. Play the game with a good pair of headphones, you'll thank yourself. Overall, I found Aria of Sorrow to be an entirely entertaining experience, and a long-lasting one as far as handheld action games go. Clearing all 100% of the castle will take quite some time. If you are fond of previous Castlevania games, this should be right up your alley. Pay no attention to the goofy story; it's not important, and skipping all the dialogue will still leave you with a very good action/platforming game. Finishing the game opens up a boss battling mode where you can earn special weapons by defeating the game's bosses as quickly as possible, and the weapons can be used in the main game as well. By now this game is probably being sold at a discount price, and you'd do well to pick it up. Share this: Click to share on Twitter (Opens in new window) Click to share on Facebook (Opens in new window) GameCola Rates This Game: 7 - Good Fun Score: 8.5 Audio Score: 7.5 Visuals Score: 9 Controls Score: 8 Replay Value: 6 Genre: Action/Adventure Developer: KCET Publisher: Konami # of Players: 2 Memory: Battery Save ERSB: Teen Released On: May 6th, 2003 Also On: None Supports: GBA Game Link Cable Website: www.konami.com The Game Boy Advance has been the home of Konami's Castlevania series for the past couple of years. With games like Circle of the Moon and Harmony of Dissonance, the series has almost resurrected to the greatness once established by the PlayStation's Symphony of the Night in 1997. The past two GBA Castlevania titles haven't exactly been able to amount to the quality gameplay featured in Symphony of the Night, but like they always say "third time's a charm" and indeed it is. Castlevania: Aria of Sorrow is Konami's third Game Boy Advance Castlevania title, and despite being released only a few months after its predecessor, Aria of Sorrow proves to be greater in quality ten fold, delivering a classic 2D[QUOTE1] gaming experience that cannot be rivaled by many, and most importantly, Aria of Sorrow delivers as a Castlevania title, with one of the best games in the series yet. Aria of Sorrow follows the adventure of a young man named Soma Cruz in the year 2035, on the eve of a solar eclipse. On the day of this eclipse, Soma and the "damsel in distress" Mina attempt to travel to the top of a holy shrine. However, everything is not what it seems to be... The two teenagers who originally attempted to make their way up to the shrine, found themselves inside the eclipse, inside Dracula's castle. But where is Alucard? He perished in 1999, but on this day in 2035 he will be reborn in the form of a man who can absorb the souls of living things, and control the monsters around him. Powers that Soma has. But, Jedi Master Yoda once said "There is another..." With this, Aria of Sorrow delivers a plot much more entertaining than its predecessors and with a nice cast of supporting characters and excellent dialogue, it will keep you on the edge of your seat till the very end, which unfortunately won't take long to see. Thankfully, an excellent story is complemented by excellent gameplay. The gameplay in Aria of Sorrow isn't anything too innovative, or even new. It's just very well rounded; taking into consideration what worked in previous Castlevania games, and just growing on the winning formula from there. That which is new is the game's Soul system. In Aria of Sorrow, Soma can absorb the souls of the enemies he encounters along his quest, thus giving him their special abilities, such as the ability to walk on water or the ability to leap great distances. Most of these abilities are useless, others are essential, but nevertheless, they're definitely a cool addition to the game, and if you link up to a friend's Game Boy Advance[QUOTE2] you can Soul Trade via GBA Link Cable. Another great aspect featured is the game's RPG related gameplay system. Your character, Soma, will level up throughout the course of the game. The more enemies you destroy, the stronger you become as you gain more experience points. You'll also earn money on the way, something which ends up being incredibly useful when it's needed to purchase more powerful or useful weapons, such as a broadsword or the whip sword, and even panaceas, which can heal you in time of need or to cure a curse put on you by[QUOTE3] one of the many monsters found in Dracula's floating castle. Upgrading weapons and stocking up on these kinds of items become essential in order to successfully complete Aria of Sorrow. The reason for this is because enemies become more powerful the further you get into the adventure. You will need to be at your strongest to defeat them, but you will eventually succumb to some sort of damage and unless you find a save station near by, it will be hard to heal your wounds. Speaking of save stations, they are found all over the castle, making the navigation of the Dracula's castle oh so much easier, since Aria of Sorrow, just like Nintendo's Metroid Fusion, isn't level based but instead one massive labyrinth for you to explore. Honestly, there isn't much that I dislike about any gameplay aspect in Aria of Sorrow, everything is practically flawless. However, the game may feel a bit easy at times, but this all depends on how prepared you are for further progression in the game. So here's a hint... always be prepared. I have to say that Aria of Sorrow is one incredible gaming package that few games can compete with. It just delivers in every area, even in the audio and visual department. With that said, the music featured in Aria of Sorrow is almost as good as the soundtrack found in Circle of the Moon, the first GBA Castlevania game, yet it could have been better. Most of my complaints with the audio portion aren't entirely with the score itself but with the quality of the actual audio. However, this is due to the Game Boy Advance's poor audio capabilities, something which I will always damn Nintendo to hell for, because they rob Game Boy Advance & Player owners of decent audio quality. As for the visuals, they aren't the GBA's best. While clearly better than those of Harmony of Dissonance, they still lack the flashiness of games like Metroid Fusion and Golden Sun. Yet, the art direction of the game is excellent, as well as the fluid animations of the characters and backgrounds. When all is said and done, Aria of Sorrow ends up being one of the Game Boy Advance's best Action games, giving games like Metroid Fusion a run for their money. And as a Castlevania game, Aria of Sorrow rises top the top of the mountain, standing side by side with the acclaimed Castlevania: Symphony of the Night. If you're considering passing up Aria of Sorrow then you're a fool. With an already excellent amount of Game Boy Advance games worthy of purchase, Aria of Sorrow is easily one of the best. Castlevania's Aria of Sorrow is a fun game to play. This side-scrolling video game was developed by Konami and launched in 2003. It is the final installment of the Castlevania series. Compared to other games, Aria of Sorrow Rom has more modern features that make it stand out among other video games. So here's what's new with this Castlevania game. Easy-To-Download Game These days, the Aria of Sorrow Rom is more comfortable to download and install on any device. With its user-friendly interface and excellent gaming support, you can be assured of a seamless and hassle-free way of having access to one of the most favored Castlevania games. Thanks to modern technology, gaming downloads are now safer and easier. New and Improved Weapons To improve the player experience, the game developers made sure to enhance Aria of Sorrow gaming features. One of those is the weapons. With the improved weapons, it is easier to get through the game levels and ultimately complete them. With more potent weapons, you can also easily beat any boss, even the final and the strongest one. Additional Modes With Aria of Sorrow, it now has additional modes for you to play. It displays various elements that the game did not feature in the older versions. For example, the 'New Game+' option will allow the player who completed the game to replay it using all equipment, levels, and souls acquired throughout the previous file. To avoid the easy parts, the player can also choose to start in Hard Mode, which offers a more complicated difficulty level. More Interesting Graphics and Audio The Aria of Sorrow's graphic and audio are considered better compared to other RPG games. The graphics of the game was described as crisp, clear, and colorful by the GameSpy. Before the game was released to the public, IGN also commented that the music used was really good and mostly unforgettable. And these are exactly what players have been waiting for when it comes to video games of this generation. Castlevania: Aria of Sorrow is a critically-acclaimed video game from different publications. Many compare it to the Castlevania: Symphony of the Night, but it is still considered the best in the series. AoS is the third installment of the Castlevania series for the Game Boy Advance, reviews players feel that this time, the developers could get everything right. It is highly praised as the best portable Castlevania game that has ever been created.

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