



#### ◀ OLD

This medieval village is a great example of the series' historical roots.

## NEW VS. OLD

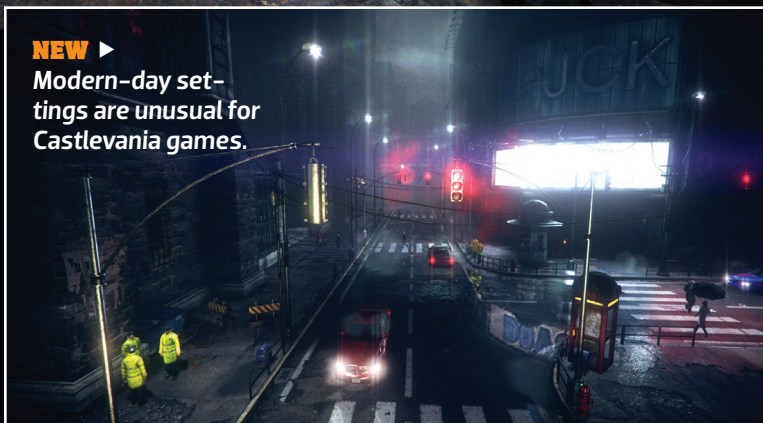
Welcome to the dawning of a new age for the Castlevania series.

Though the game isn't specific regarding its timeline, the story starts out some time after *Mirror of Fate*, and then leaps forward to the present day. Like a sci-fi-spun Western, Dracula's been drawn out of centuries of hiding to stop the resurrected outlaw Satan from bringing about the Apocalypse. And from what Cox hinted at, it appears that it's up to Drac to make a pact with his old ally-turned-betrayer Zobek (again voiced by the venerable Patrick Stewart) to stop the world from ending.

But before we get to a time with eBay and indoor plumbing, Cox said you should prepare to spend a bit of time not invading Drac's castle, but defending it. "The castle will almost be a character in itself—it's a creature of chaos. Dracula will actually have to overcome the trials of his castle if he wants to move forward." Of course, the Belmont clan (the vampire-hunting family Dracula once belonged to) won't let him go that easily. While I only caught a brief glimpse of Drac's vampiric progeny Alucard in the fading shots of my demo, chances are good that the blood-suckers will go toe-to-toe against the Belmont clan...and each other.

#### NEW ▶

Modern-day settings are unusual for Castlevania games.



## PLATFORMING

For being a rapidly aging creature of the night, Dracula has some moves that would give even the spry Ezio Auditore and Nathan Drake a run for their money. During my demo I got to see Drac use his blood whip to hook distant platforms and, at one point, even show off a bit of the game's revamped combat while he fought to climb the castle's outer walls. The team at MercurySteam has worked extra hard to keep players from getting lost by giving him a sort of non-invasive sixth sense that you trigger to highlight your path when you get stuck.