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## Judgment Day cometh

Konami brings its legendary Castlevania® series to Nintendo Wii in all-new action guise

Konami Digital Entertainment GmbH is to bring its world-famous Castlevania series to Nintendo Wii in the form of **Castlevania Judgment**, an all-new action title featuring a wealth of characters from the series' 22-year history.

Created by series creator Koji 'IGA' Igarashi, **Castlevania Judgment** is a roving fighting game utilising heroes and villains from the Castlevania universe. The fighting game has been designed specifically for the Wii, and uses the Wii Remote and Nunchuk controllers to offer a stunning level of control over the central heroes. Taking centre stage within a series of 3D locations inspired by previous Castlevania games, the controllers are used to slash, stab and employ a series of attacks against the assorted minions of Dracula.

Each of the beautifully-realised stages are fully interactive, and as the player battles their way through, various elements can be picked up, thrown, or used against the forces of evil – players can even make use of monsters on the field, while traps can also be set by specific characters. **Castlevania Judgment** also makes use of the Wii's Wi-Fi capabilities, allowing players to fight with online friends in one-on-one settings, while the game also enjoys connectivity with Igarashi's forthcoming Nintendo DS title **Castlevania: Order of Ecclesia**, allowing users to unlock a very surprising bonus.

Featuring visuals from acclaimed artist Takeshi Obata, **Castlevania Judgment** sees the series' famed Belmont clan enter fresh territory as their fighting skills are extended for this all-new challenge. With a huge cast of well-known monsters and undead adversaries, **Castlevania Judgment** marks a new chapter in the story of one of gaming's most enduring series.

**Castlevania Judgment will be released for Nintendo Wii in Europe early 2009.**

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