



*Darkstalkers Graphic File*



*"Darkstalkers Chronicle: The Chaos Tower"*  
Designer: Kinu Nishimura / Main Illustration



*"Vampire Darkstalkers Collection"*

Designer: Ikeno / Main Illustration

Anakaris

MARVEL VS CAPCOM 2  
Designer: CRAK



MARVEL VS CAPCOM 2  
Designer: CRAK



B.B. Hood

Felicia

MARVEL VS CAPCOM 2  
Designer: CRAK



CAPCOM FIGHTING EVOLUTION  
Designer: SHINKIRO

CAPCOM FIGHTING EVOLUTION  
Designer: SHINKIRO



CAPCOM FIGHTING EVOLUTION  
Designer: SHINKIRO



CAPCOM FIGHTING EVOLUTION  
Designer: SHINKIRO

Jedah

Dimitri



CAPCOM FIGHTING EVOLUTION  
Designer: SHINKIRO

# ART GALLERY EX

THIS IS A COLLECTION OF STANDALONE ILLUSTRATIONS DRAWN FOR THE VARIOUS GUEST APPEARANCES IN OTHER TITLES.

■ CAPCOM VS SNK2 MILLIONAIRE FIGHTING 2001  
Designer: SHINKIRO



■ CAPCOM VS SNK MILLENNIUM FIGHT 2000  
Designer: SHINKIRO



■ CAPCOM VS SNK MILLENNIUM FIGHT 2000  
Designer: IKENO



■ MARVEL VS CAPCOM  
Designer: CRAK



■ MARVEL VS CAPCOM 2  
Designer: CRAK



## Morrigan

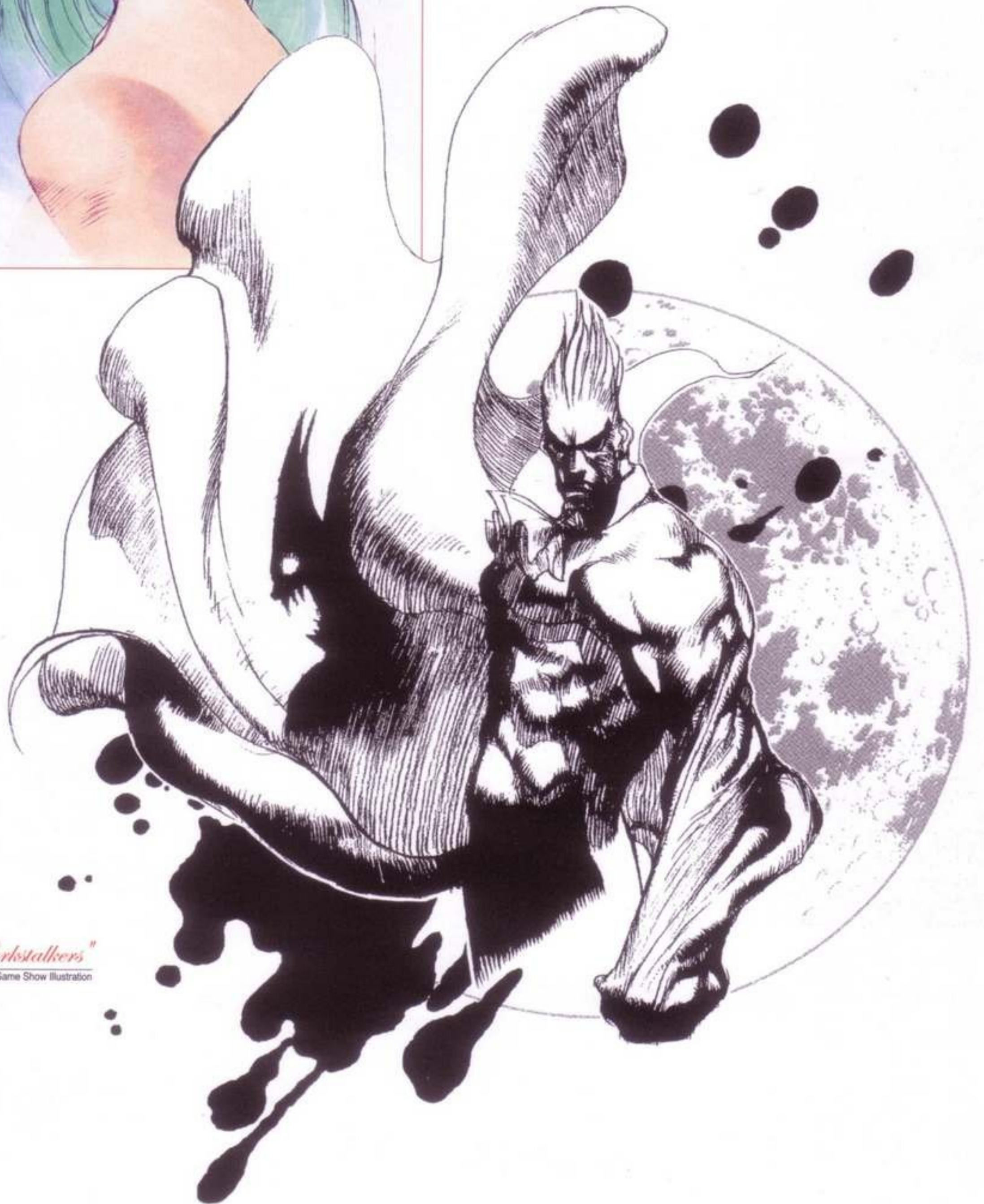
■ CAPCOM VS SNK2 MILLIONAIRE FIGHTING 2001  
Designer: KINU NISHIMURA



■ CAPCOM VS SNK MILLENNIUM FIGHT 2000  
Designer: IKENO / Unused Illustration



DARKSTALKERS  
ART  
GALLERY









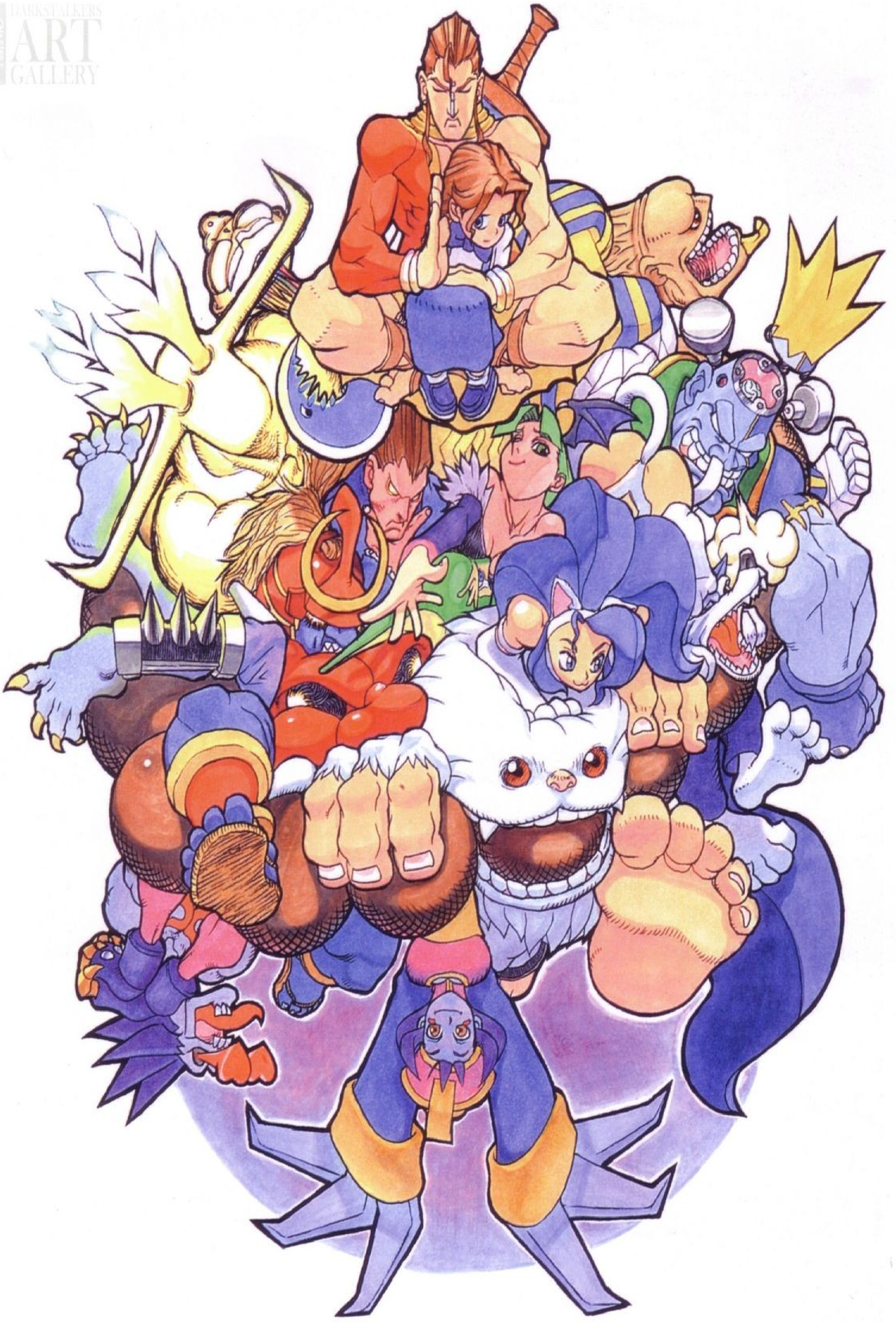


*"Darkstalkers"*

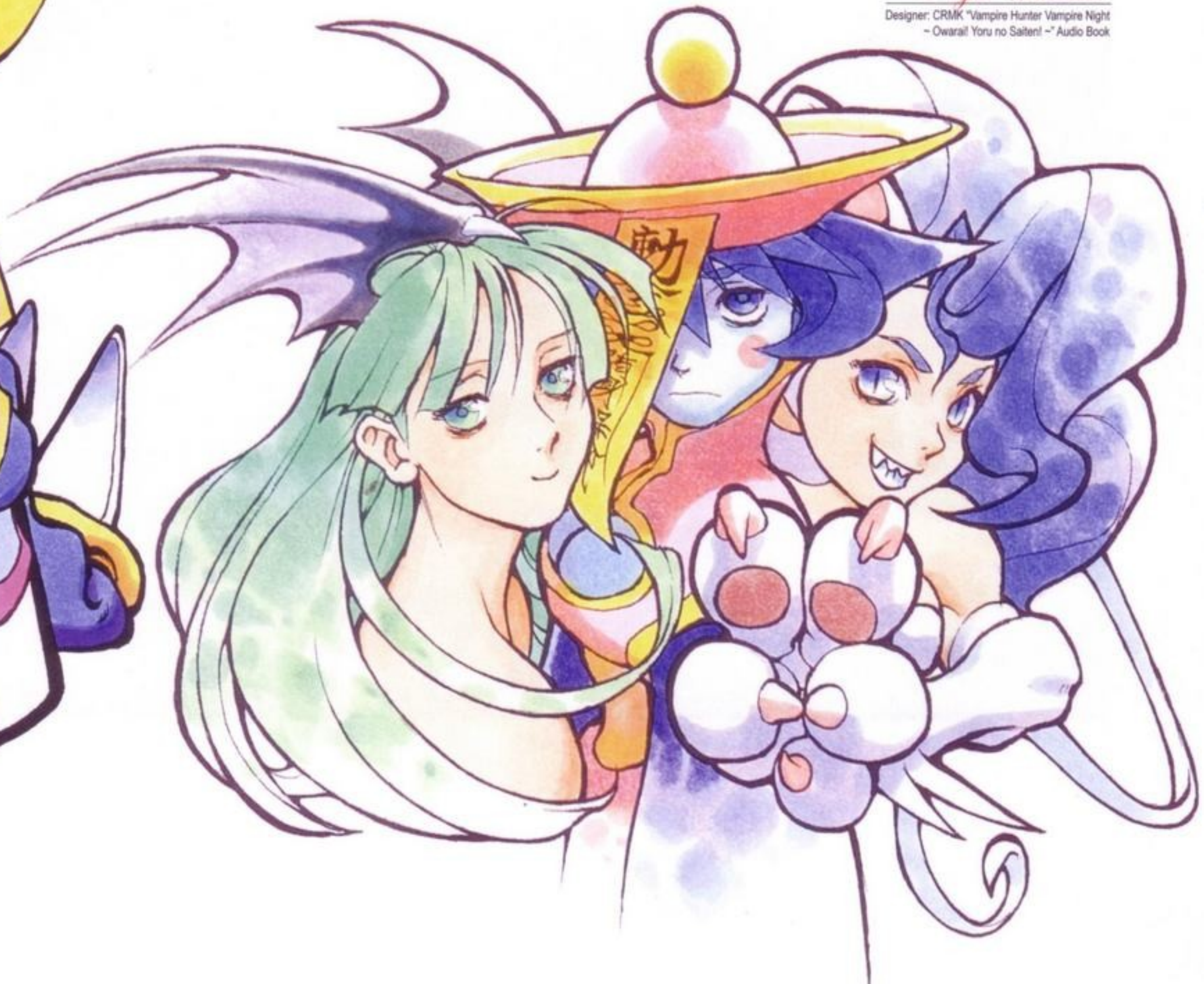
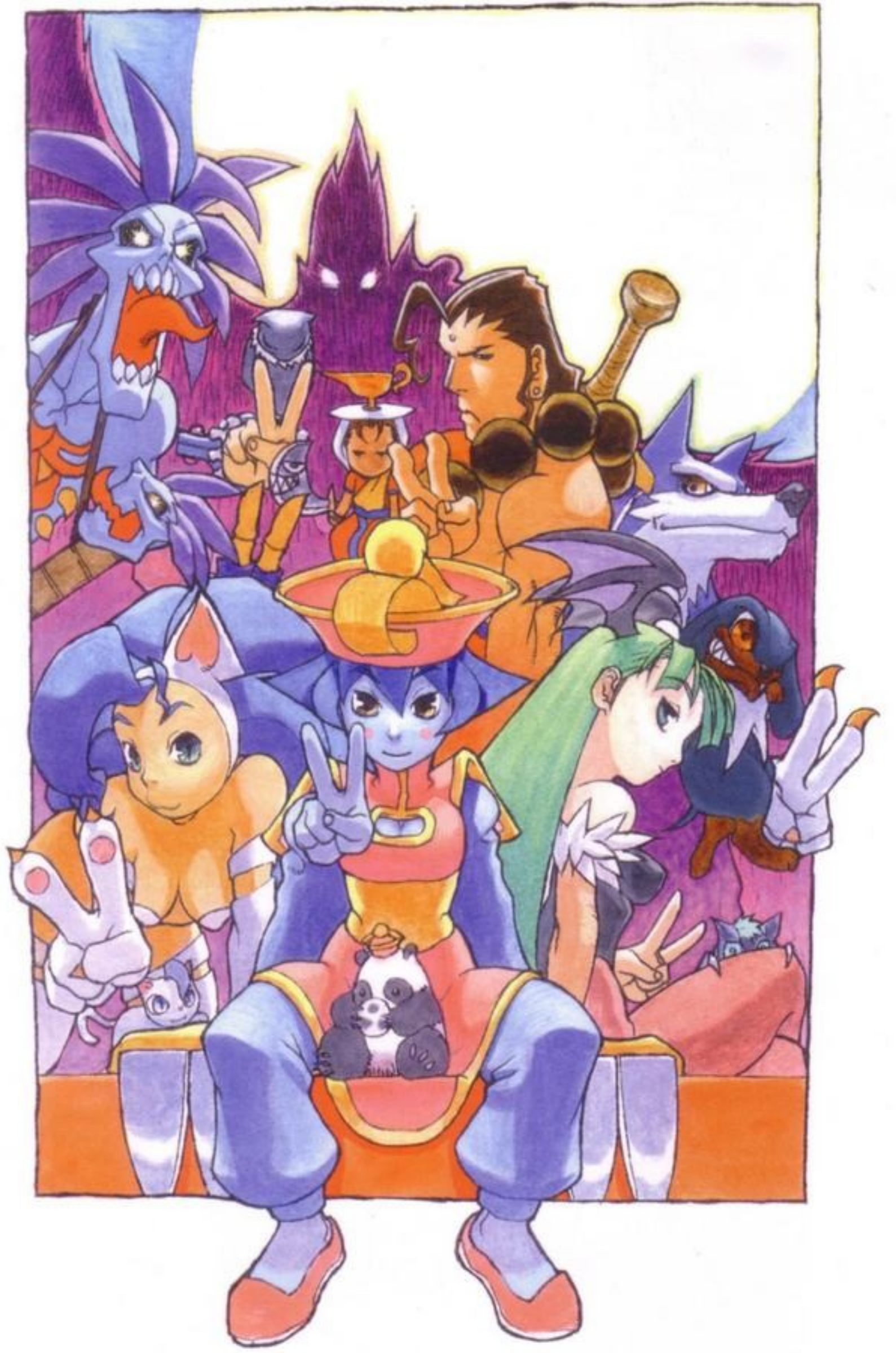
Designer: CRMK / "Vampire -The Night Warriors-" Drama CD Jacket

DARKSTALKERS  
ART  
GALLERY

CHAPTER 1









*"Night Warriors"*  
Designer: Edayan / Calendar Art



*"Night Warriors"*

Designer: CRMK / "Vampire Hunter Vampire Night - Owarai! You no Saiten! -" Audio Book



*"Night Warriors"*

Designer: CRMK / "Vampire Hunter Legend Donovan, the Fated Traveler" Drama CD Jacket



*"Night Warriors"*

Designer: CRMK / Message illustration for the "Vampire Hunter" Comic



*"Night Warriors"*

Designer: Ikeno / "Vampire Hunter Darkness Mission - Tokusen Bata- Shouyu Aji" Drama CD Jacket



*"Night Warriors"*

Designer: Ikeno / "Vampire Hunter Darkness Mission - Tokusen Bata- Shouyu AJ" Drama CD Jacket



*"Night Warriors"*

Designer: Shima Maeda / Illustration for Magazines and Miscellaneous



*"Night Warriors"*

Designer: CRMK / "Vampire Hunter Vampire Night - Dwarall Yoru no Saiten!" Audio Book



*"Night Warriors"*

Designer: CRMK / Label illustration for the Sega Saturn version of "Vampire Hunter"

*"Night Warriors"*

Designer: CRMK / 1995 AOU Amusement Expo



CHAPTER 1  
DARKSTALKERS  
ART  
GALLERY



*"Darkstalkers"*

Designer: CRMK / —







*"Night Warriors"*

Designer: CRMK / "Vampire Hunter Legend - Donovan, the Fated Traveler" Drama CD Jacket



*"Night Warriors"*

Designer: CRMK / Arcade Game Prize



*"Night Warriors"*

Designer: Ikeno / "Vampire Hunter Darkness Mission - Tokusen Bata- Shouyu Ai" Drama CD Jacket



*"Night Warriors"*

Designer: Ikeno / "Vampire Hunter Darkness Mission - Tokusen Bata- Shouyu Ai" Drama CD Jacket



■ Designer: HIDEKI / CARDDASS MASTERS "ALL CAPCOM WORLD"



■ Designer: DAICHAN / CARDDASS MASTERS "ALL CAPCOM WORLD"



■ Designer: EDAYAN / CARDDASS MASTERS "ALL CAPCOM WORLD"



■ Designer: CRMK  
CARDDASS MASTERS  
"ALL CAPCOM WORLD"  
(BOTH ILLUSTRATIONS)



■ Designer: AKIKO NISHIZAWA  
"CAPCOM DESIGN WORKS"



■ Designer: DAICHAN  
CARDASS MASTERS  
"ALL CAPCOM WORLD"

DARKSTALKERS ART GALLERY  
**ART GALLERY**  
**EX**

Designer: CRMK  
"CAPCOM DESIGN WORKS"



THE WORLD OF THE  
"DARKSTALKERS" SERIES HAS BEEN  
DEPICTED BY VARIOUS ARTISTS.



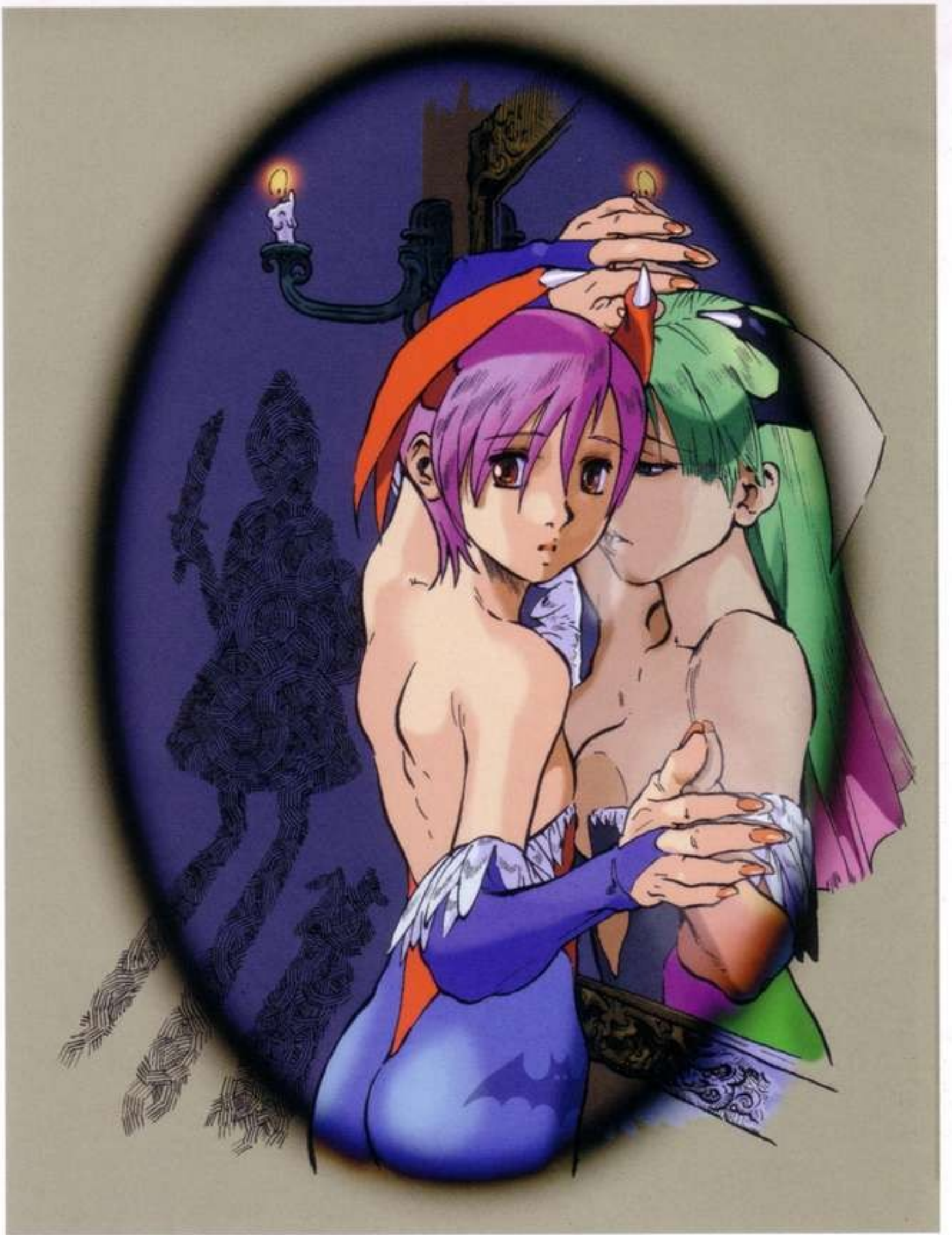
■ Designer: DAICHAN / "CAPCOM DESIGN WORKS"





"Darkstalkers 3"  
Designer: CRMK / Mook Illustration











"I AM THE ONE WHO IS WORTHY OF RULING OVER DARKNESS AND SHADOW."

[DARKSTALKERS]

The area is saturated with clear moonlight. Shrouded in a pale blue haze, everything in the area seems tense with suspense, as if resonating with a soundless yet glorious hymn. Looming silently within the misty forest is the castle of Lord Demitri Maximoff.

Every full moon marks the night of a royal ball within the halls of the castle, where magnificently dressed ladies and gentlemen gather... but not a single one of them is a living human being. All of the attendees have been granted eternal life by Demitri, and can never again return to the sun's warm embrace.

"My Lord Demitri... what shall we do tonight?" The servants call upon their master, who had shut himself away in his coffin for the past 100 years. This night, however, their eyes are met with an empty coffin.

"We have a beautiful moon tonight. A truly ill omen; can you not feel it? How truly delightful! It would seem that there is still at least one soul bold enough to face me in battle." The corners of Demitri's mouth curl up in a chilling smile.

At one time, this particular smile was known as the mark of absolute confidence, belonging to the one who had the whole of Makai cowering in fear - the "Nobleman of Darkness."

"Tonight, we shall feast on exquisite blood... Prepare the hall for a banquet."

[NIGHT WARRIORS]

An ancient castle stands surrounded by dark, ominous clouds. As the soft moonlight filters in between the coffins, Demitri awakens. Instantly, he senses a foreboding presence and the coming battle.

"Fascinating... I sense a worthy opponent... the first in 100 years." Demitri rises, a confident smile creeping across his face as he thinks ahead to spreading the name "Nobleman of Darkness" throughout the dark realms once again.

[DARKSTALKERS 3]

After Belial's death, the daughter of Aensland rose to become the new ruler of Makai. One night, just before Demitri is to face Morrigan in a battle to establish who is the true ruler of Makai, Demitri's castle is once again drawn by a mysterious power.

"What's this!? The Lord of Dohma up to his old tricks again...? Hmph... I don't know what he is planning, but there is no place for worthless underdogs here."

Temporarily putting his battle against Morrigan on hold, the Lord of house Maximoff rises to face the foolish would-be king.

"I must teach him once and for all... I am the one who rules Makai!"

INOBLE KINSMAN OF DEMONS!

トウレン・マキシモフ

Demitri Maximoff



PROFILE トウレン・マキシモフ Demitri Maximoff

- Type: Vampire
- Birth Year: 1483
- Origin: Romania
- Height: 197 cm
- Weight: 101 kg

"DARKSTALKERS" Designer: CRMK Character Portrait



DARKSTALKERS FILE III  
**ART  
WORK**



"DARKSTALKERS CHRONICLE: THE CHAOS TOWER"  
Designer: ARNOLD TSANG (UDON ENTERTAINMENT) Character Portrait



"NIGHT WARRIORS"  
Designer: IKENO Character Portrait



"DARKSTALKERS 3"  
Designer: CRMK Character Portrait

"NIGHT WARRIORS"  
Designer: Ikeno Character Portrait for Mooks



"DARKSTALKERS"  
Designer: CRMK Black and White Close-up Character Portrait



"DARKSTALKERS 3"  
Designer: CRMK Black and White Close-up Character Portrait



"DARKSTALKERS"  
Designer: CRMK Character Portrait for Mooks

DARKSTALKERS FILE 01  
**ORIGINAL ART**

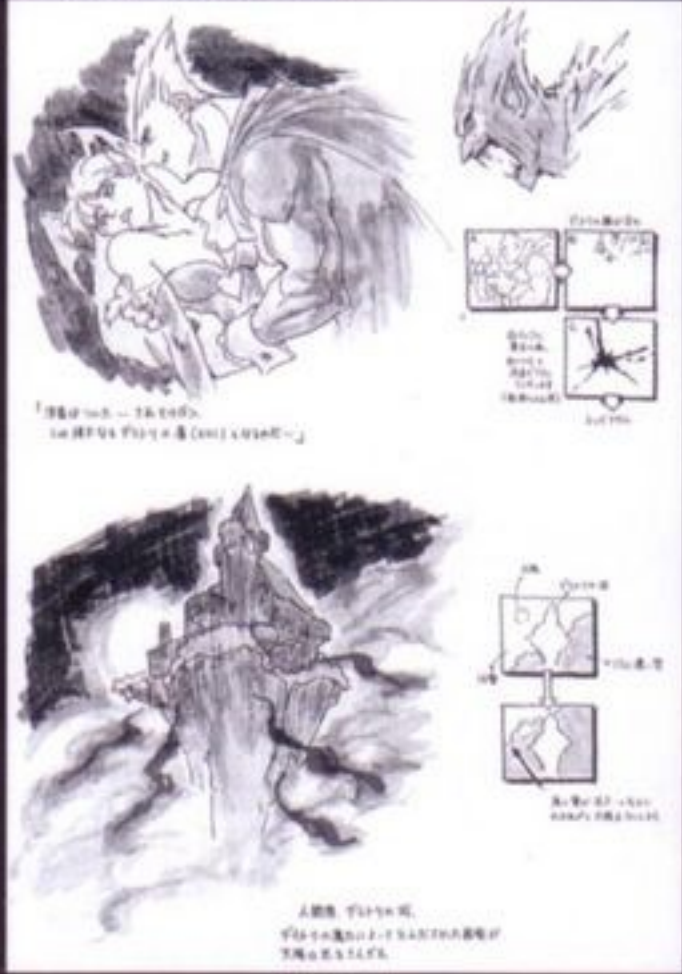


"NIGHT WARRIORS"  
 Concept Art for Commercial Goods

"NIGHT WARRIORS"  
 Victory Demo Art

**ENDING MATERIALS**

"DARKSTALKERS 3"



Ending storyboard. Demitri's ending dialogue was altered from "Life is long," to "We have time," since it was decided that vampires would place less value on the notion of "life."



"DARKSTALKERS 3"  
 vs. Screen Art



"NIGHT WARRIORS"  
 vs. Screen Art



"DARKSTALKERS 3"  
 Victory Demo Art



"NIGHT WARRIORS"  
 Character Portrait

**EARLY DESIGNS**



The European nobleman look of his clothing stayed constant throughout the series. The general idea of his design was no doubt based on Bram Stoker's Dracula.



"WHAT DO YOU SEE WHEN YOU LOOK AT ME? A MAN? OR A BEAST!?"

IF ANGS BARED IN SUFFERING!

ガロンの Jon Talbain



[DARKSTALKERS]

Sparing one final glance at the city lights, Jon Talbain turns to walk away, knowing that he can never return. At least, not to this world of lively voices and sunlight filtering through the foliage.

With his last remaining strength, Jon Talbain was struggling against the tainted blood that flowed through his veins.

The effects of his diseased blood came to life rather suddenly, though it is likely to have remained dormant within his system since birth, waiting for the chance to unleash its power over its host.

Above all else, Jon Talbain had grown fearful of himself, as he slowly came to accept the inevitability of his fading humanity.

"Am I fated to become some simple beast?" Frowning his brow, Jon Talbain fights to maintain his humanity as he looks down at his hands, which have already transformed into something clearly inhuman.

At that moment, Jon Talbain is struck by a divine revelation... to fight. Perhaps fighting and overcoming his personal limitations is his path to salvation.

Still, he cannot remain here. Every moment of hesitation gives way to the darkness swelling within him. He cannot allow himself to victimize innocent human beings (though Jon Talbain finds it ironic that he could ever use a term like that).

Even as a wave of absolute solitude washes over him, Jon Talbain realizes that he must make his decision. "I have little choice. I must become stronger... stronger than anyone else."

[NIGHT WARRIORS]

The curse of the werewolf - whether by God's mischief or the Devil's whim, Jon Talbain's savage new form saw him exiled from the world of humans.

Still, his long struggle with the humans allowed him to hone his skills and realize his "purpose" in life. "I will become stronger... beyond the very limits of this body."

A red moon hangs in the night sky, further stimulating Jon Talbain's madness as he leaves his forest to begin his journey.

[DARKSTALKERS 3]

Peace is something that is too easily shattered. On the night of a full moon, Jon Talbain senses the form of the feral beast within himself and shivers with anticipation.

The curse had been broken! He had been reborn as a normal human being! But then... what is this sensation? Why is his blood boiling within his veins...!?

Jon Talbain's mind is assaulted by nightmares... his vision darkens... he sees his shadow twist and contort into that of a beast's. He soon realizes his nightmare to be reality. In an unfamiliar place, a voice beckons to him from the darkness.

Jon Talbain clings desperately to the last remaining shred of his humanity... Will he find answers at the other end of this voice? His blood urges him forward, and will not allow him to stop.

PROFILE | ガロン Jon Talbain  
• Type: Werewolf  
• Origin: England  
• Birth Year: 1940  
• Height: 186 cm  
• Weight: 70 kg

"DARKSTALKERS"  
Designer: CRMK Character Portrait



DARKSTALKERS FILE 06

# ART WORK

"DARKSTALKERS"  
Designer: CRMK Character Portrait for Mooks



"DARKSTALKERS 3"  
Designer: CRMK Black and White Close-up Character Portrait



"DARKSTALKERS"  
Designer: CRMK  
Black and White Close-up Character Portrait

"DARKSTALKERS 3"  
Designer: CRMK Character Portrait



"NIGHT WARRIORS"  
Designer: Ikano Character Portrait



"NIGHT WARRIORS"  
Designer: Ikano Character Portrait for Mooks

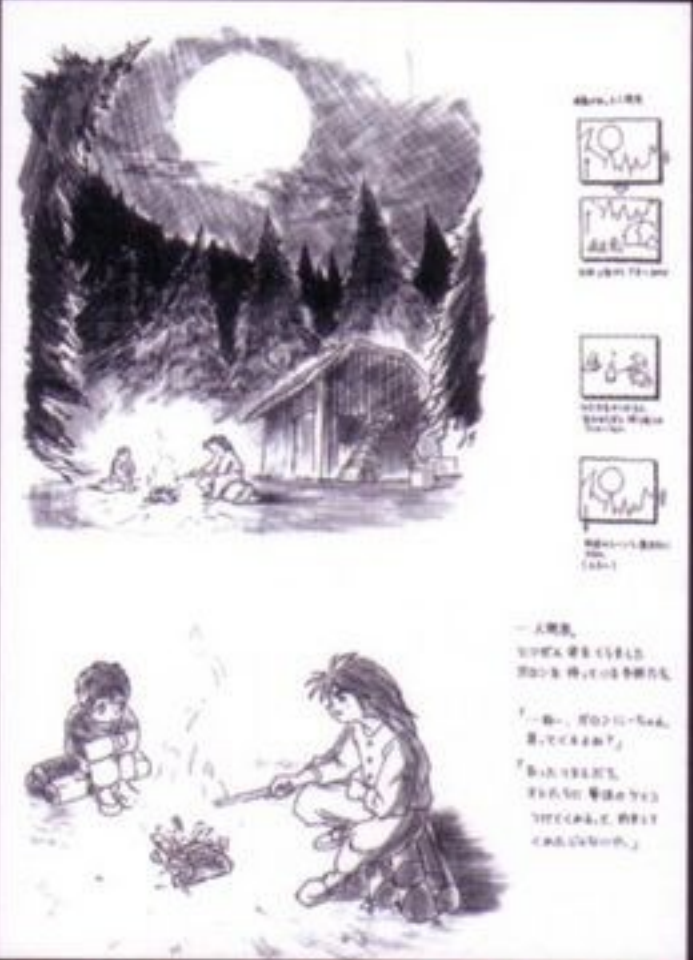
DARKSTALKERS III  
ORIGINAL ART

"NIGHT WARRIORS"  
Victory Demo Art



ENDING MATERIALS

"DARKSTALKERS 3"



Ending storyboard. The dialogue has been altered considerably from the original ideas, but the direction of the story as well as the imagery used were generally established by this point.

"NIGHT WARRIORS"  
Concept Art for Commercial Goods



"DARKSTALKERS 3"  
vs. Screen Art



"DARKSTALKERS 3"  
Victory Demo Art

"NIGHT WARRIORS"  
Character Portrait



EARLY DESIGNS



Many different designs were submitted for Jon Talbain, mostly revolving around hybrid versions and armed versions. In the end we went with the design that emphasized his agile style, with a leaner and more distinctly wolf-like form.





Victor Von Gerdenheim

"YEP, I'M THE STRONGEST."

[DARKSTALKERS]

Making a few final touches, Professor Victor Von Gerdenheim nods with deep satisfaction.

For 30 years, he had devoted himself to his work. For 30 long years, he had cut himself off from all human contact, focusing on what truly mattered. His research would make history.

Life was God's gift to give, and yet here stands a man hoping to give life to his own creation.

The various pieces sewn together to make one whole have been treated with a special chemical to keep them from rotting away, and are now connected to a large power source. All that is left now is for the Professor to wait for the right time...

That night, amidst loud roars of ground-shaking thunder, huge bolts of lightning shoot through the lifeless mass, infusing it with life.

In the same moment, the vast electrical charges tear the very life from the body of the Professor, leaving him an empty husk. In exchange for giving life where it was not meant to be, he has lost his own.

The Professor's last scream thus marks the first moment of the construct Victor's life. With mind-numbingly slow movements, Victor rises to his feet. "I... am... strong."

Victor is driven by simple thoughts of victory and the notion of being the strongest, but in the back of his mind is the childlike longing to please his father.

His eyes fixed on the remains of his father, Victor lurches forward.

THE HUMAN CONSTRUCT BEARING A DEEP SORROW!  
ゲルデルフォンハイム・フォン・ゲルデルハイム

Type: Frankenstein  
Origin: Germany

Birth Year: 1830  
Height: 249 cm

Weight: 230 kg

PROFILE | ビクトル・フォン・ゲルデルハイム  
Victor Von Gerdenheim



[NIGHT WARRIORS]

"I shall create life...!!"

One stormy night, lightning rips through the laboratory of the mad scientist Victor Von Gerdenheim. His experiment is a success, but sadly the very lightning that gives life to his creation takes his life in exchange.

"Professor... I... am strong..."

Victor lurches forward, determined to show everyone that he is the "Strongest Man in the World," and to make his father, the Professor, proud.

[DARKSTALKERS 3]

Several months have gone by since Victor's little sister Emily ceased to move. As it turns out, Emily is also a creation of the late Professor Von Gerdenheim.

Seating Emily's lifeless body on a chair in the laboratory that they call home, Victor waits patiently for a stormy night similar to the one that gave him life.

One night, while Victor sits waiting quietly for the storm that is sure to come, he hears a voice whispering to him from the back of his mind...

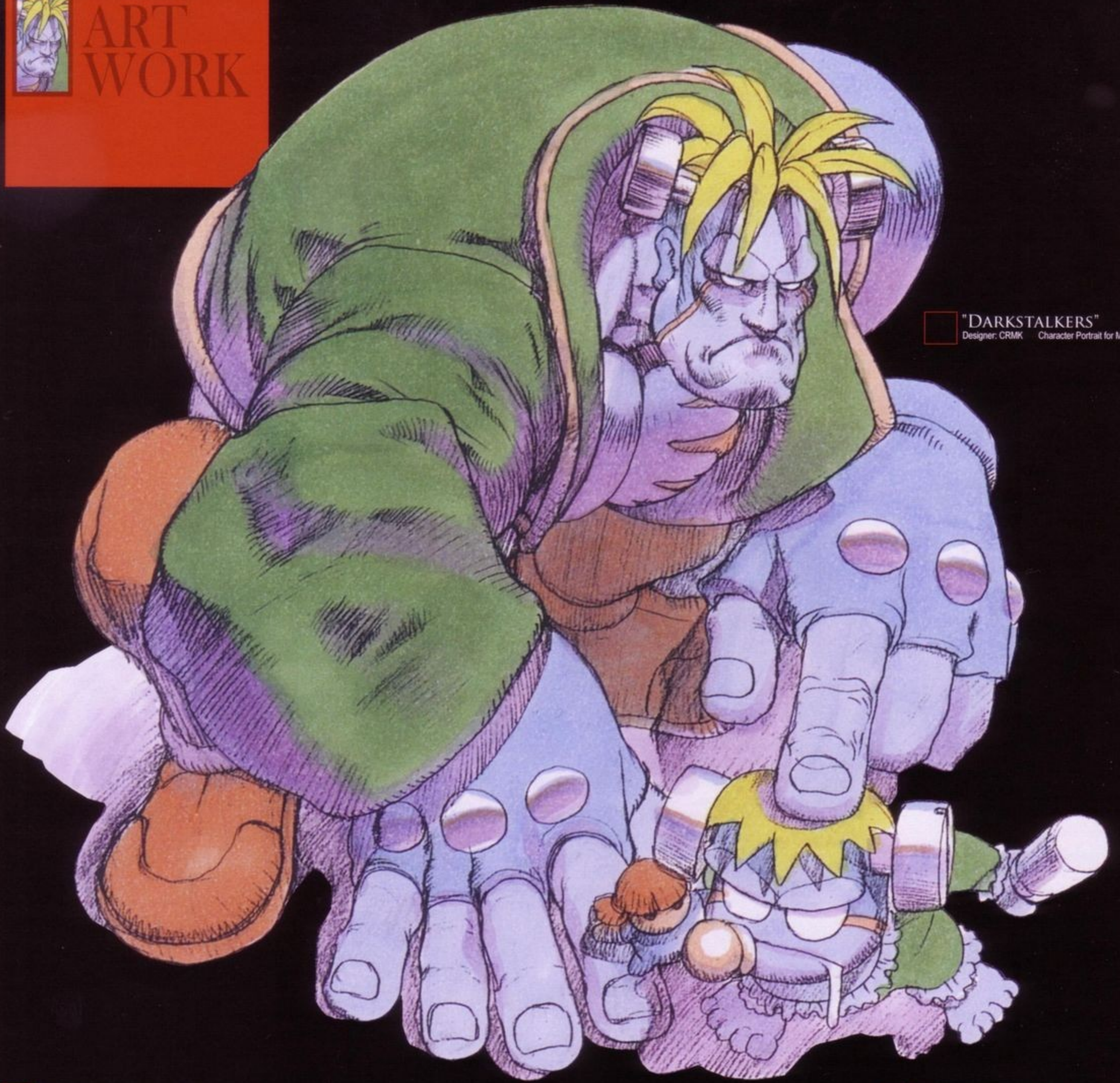
It is the voice of Lord Jedah, who has sworn to make his comeback, "All souls become one..."

Taking Lord Jedah's words to mean that collecting souls would provide life for Emily, Victor allows himself to be lured into Majigen. Victor faces the ensuing battles, holding fast to the belief that Emily will return to life once he is done.

"DARKSTALKERS"  
Designer: CRMK Character Portrait



DARKSTALKERS FILE #1  
**ART  
WORK**



"DARKSTALKERS"  
Designer: CRMK Character Portrait for Mooks

"DARKSTALKERS 3"  
Designer: CRMK Black and White Close-up Character Portrait

"DARKSTALKERS"  
Designer: CRMK Black and White Close-up Character Portrait



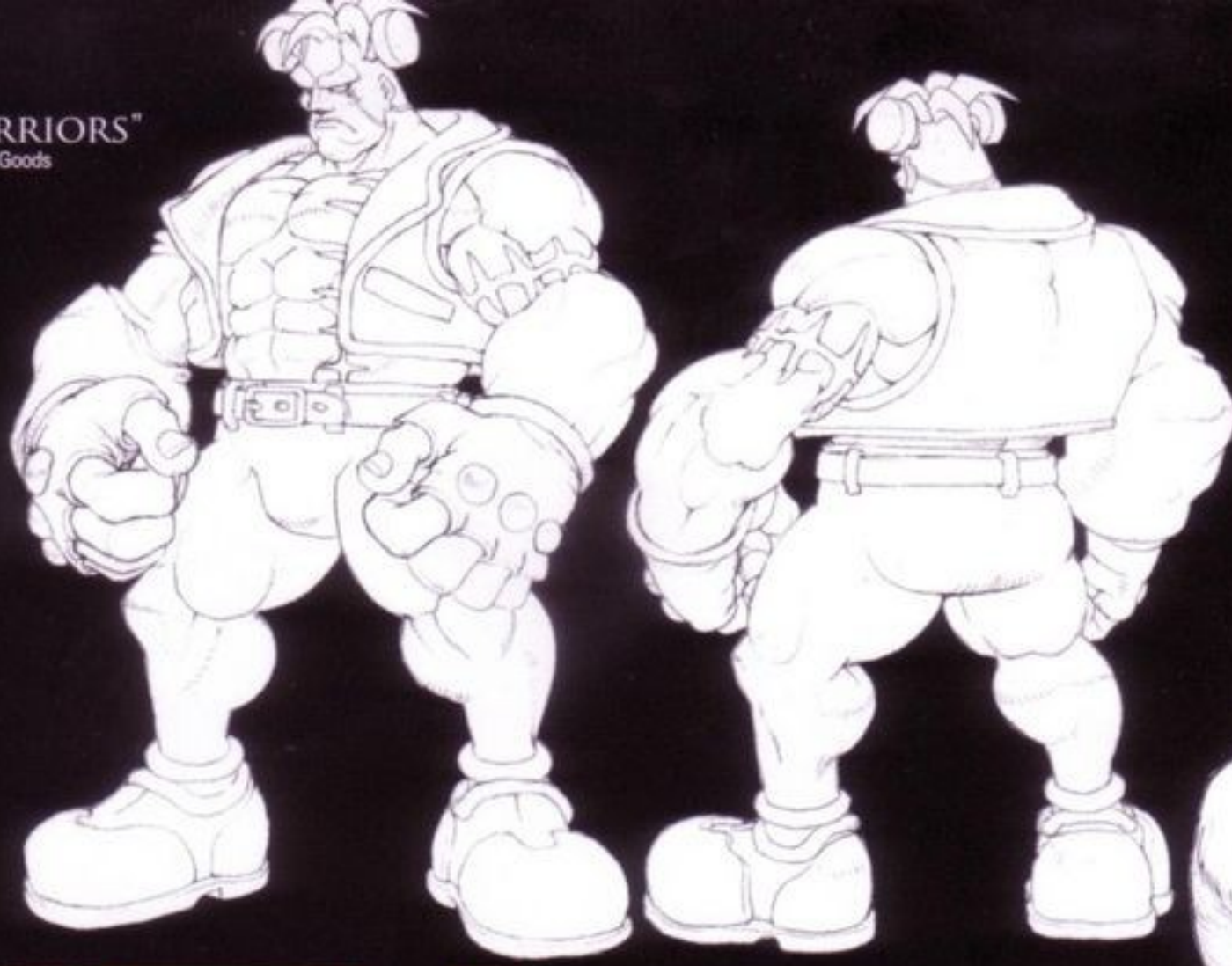
"NIGHT WARRIORS"  
Designer: IKENO Character Portrait for Mooks



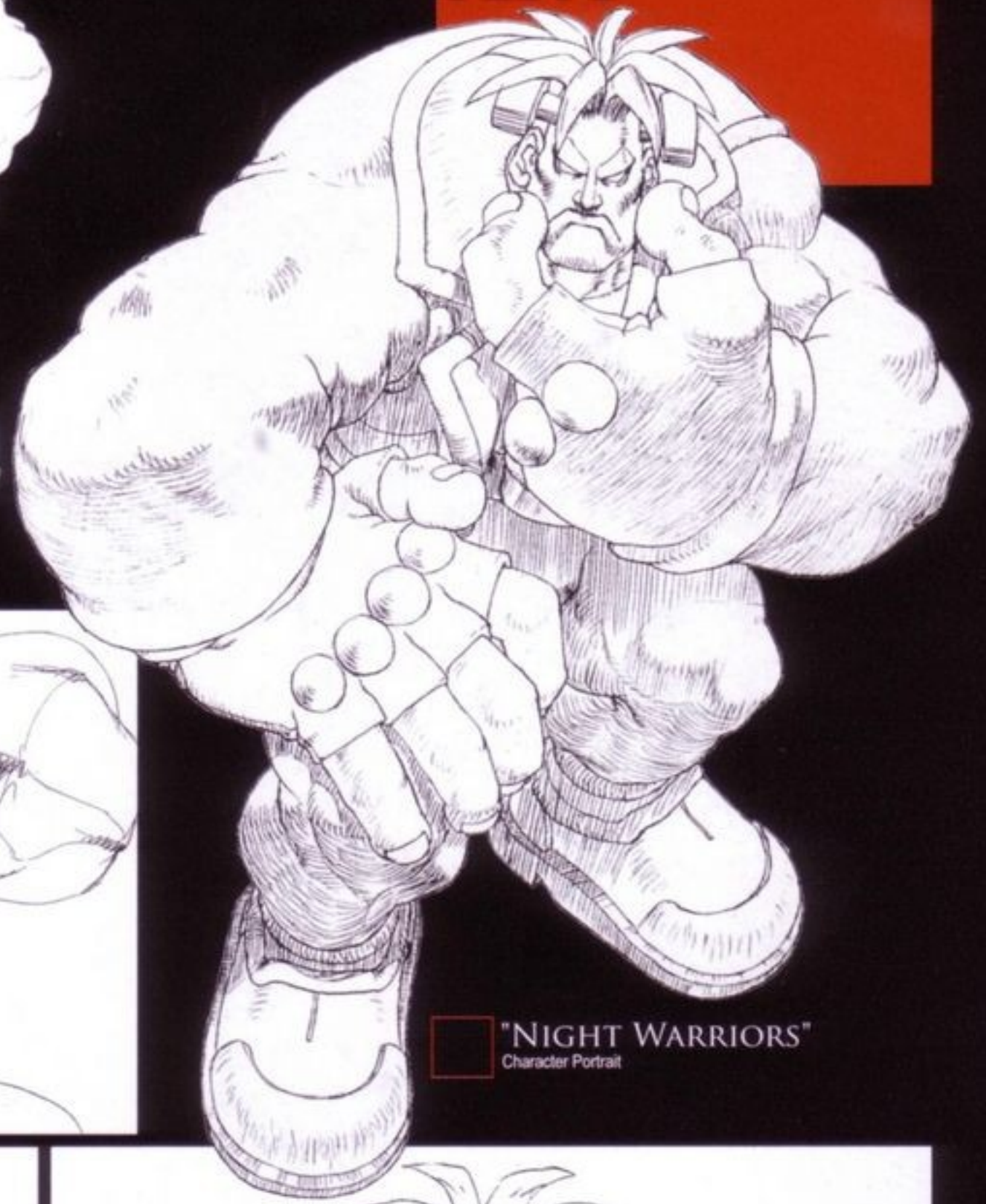
"NIGHT WARRIORS"  
Designer: IKENO Character Portrait

"DARKSTALKERS 3"  
Designer: CRMK Character Portrait

**"NIGHT WARRIORS"**  
Concept Art for Commercial Goods



DARKSTALKERS FILE  
**ORIGINAL ART**



**ENDING MATERIALS**

**"DARKSTALKERS 3"**



Ending storyboard. It was omitted from the final product, but in the planning stages, the power produced by Victor was stated to be in the Gigawatt range.

**"NIGHT WARRIORS"**  
Victory Demo Art



**"NIGHT WARRIORS"**  
Character Portrait



**"DARKSTALKERS 3"**  
vs. Screen Art

**"DARKSTALKERS 3"**  
Victory Demo Art

**EARLY DESIGNS**



Quite a number of designs were submitted, ranging from those reminiscent of Universal's "Frankenstein," to those strictly robotic in design.

"THIS SHOW'S YOUR TICKET TO HELL, AND WE'RE NEARING THE FINALE!!"

[DARKSTALKERS]

20 years ago, on the outskirts of the Gold Coast, the rock star Lord Raptor had a monopoly over the support and adoration of all the young Aussies.

The circumstances surrounding his crime of mass murder and ensuing suicide are still shrouded in mystery to this day.

Fans fainting at his concerts were common enough, but a violent brawl had broken out amongst his waiting fans that day, and the law enforcement officials had advised against hosting any sort of event.

Despite such warnings, Lord Raptor gathered over 100 of his fans into his underground studio and proceeded with his concert. By the time the law enforcement officials responded to reports of a disturbance, it was too late.

Uniformed officers arrived in Lord Raptor's underground studio to find all of the fans floating in a sea of their own blood. There was not a single survivor.

It is said that Lord Raptor alone stood on the stage, holding his guitar aloft and screaming, "Emperor Ozom, I have given all that you have asked! Now, it is my turn to receive...!"

With that, Lord Raptor's body crumbled away, leaving behind a pile of bleached bones.

Further investigation revealed a disturbing fact... not a single one of the over 100 bodies at the scene bore any external wounds, and yet loss of blood had been the cause of death for every single one.

Present day - the marker that had been standing silently over Lord Raptor's grave has been disturbed by unknown hands.

Perhaps now, the countless questions will find their answers.

[NIGHT WARRIORS]

20 years have passed since the death of Lord Raptor, the mass murderer known as the "Rocker of Death."

Due to its brutally cruel nature, Lord Raptor's soul had been baptized by the Dark and reborn in the form of a zombie.

Now the only thoughts that guided his actions were of death and destruction, and of the greater power that would no doubt be granted to him by Ozom, the Emperor of Darkness.

[DARKSTALKERS 3]

Lord Raptor's plans to deceive and dethrone Emperor Ozom had all been leaked to the Emperor himself through the Makai beast known as Le Malta.

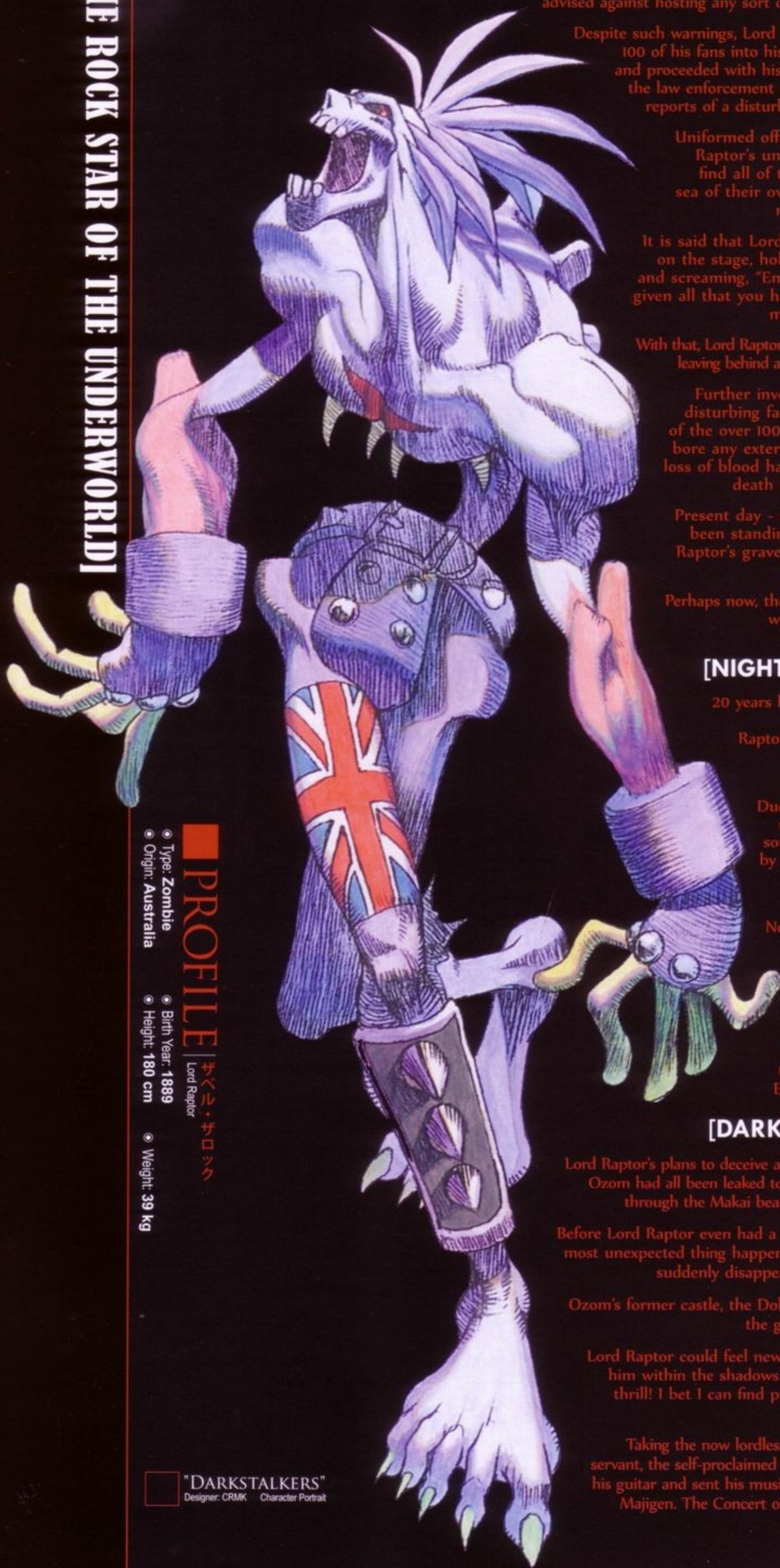
Before Lord Raptor even had a chance to worry, the most unexpected thing happened... Emperor Ozom suddenly disappeared without a trace.

Ozom's former castle, the Dohma Estate, was now the gateway into Majigen.

Lord Raptor could feel new enemies waiting for him within the shadows of Majigen. "What a thrill! I bet I can find prey more challenging than Ozom!!"

Taking the now lordless Le Malta as his own servant, the self-proclaimed "Emperor" pulled out his guitar and sent his music echoing throughout Majigen. The Concert of Carnage had begun!

THE ROCK STAR OF THE UNDERWORLD!



PROFILE | サヘル・サロック Lord Raptor

- Type: Zombie
- Origin: Australia
- Birth Year: 1889
- Height: 180 cm
- Weight: 39 kg

"DARKSTALKERS" Designer: CRMK Character Portrait

ザベレ・ザロック Lord Raptor



DARKSTALKERS FILE #1  
**ART  
WORK**



**"DARKSTALKERS 3"**  
Designer: CRMK Character Portrait



**"DARKSTALKERS 3"**  
Designer: CRMK Black and White Close-up Character Portrait



**"NIGHT WARRIORS"**  
Designer: IKENO Character Portrait

**"NIGHT WARRIORS"**  
Designer: IKENO Character Portrait for Mooks

"DARKSTALKERS"

Designer: CRMK Black and White Close-up Character Portrait

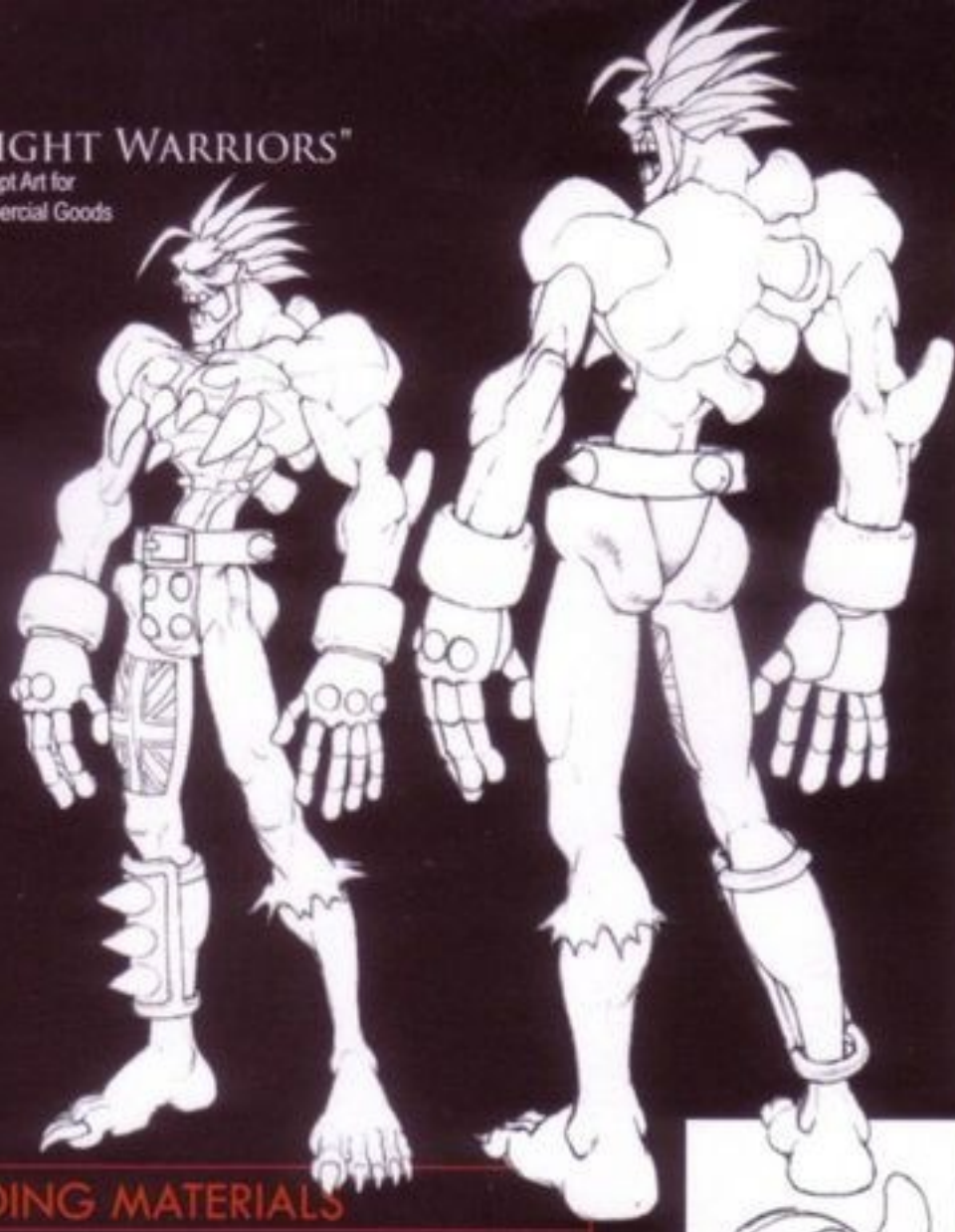


"DARKSTALKERS"

Designer: CRMK Character Portrait for Mooks

"NIGHT WARRIORS"

Concept Art for Commercial Goods



"NIGHT WARRIORS"

vs. Screen Art



DARKSTALKERS FROM ORIGINAL ART

ENDING MATERIALS

"DARKSTALKERS 3"



Ending storyboard. The course of events in the final product did not change at all from the initial plans. All that was added was Lord Raptor's uniquely wild dialogue.



"NIGHT WARRIORS"

Victory Demo Art



"DARKSTALKERS 3"

vs. Screen Art

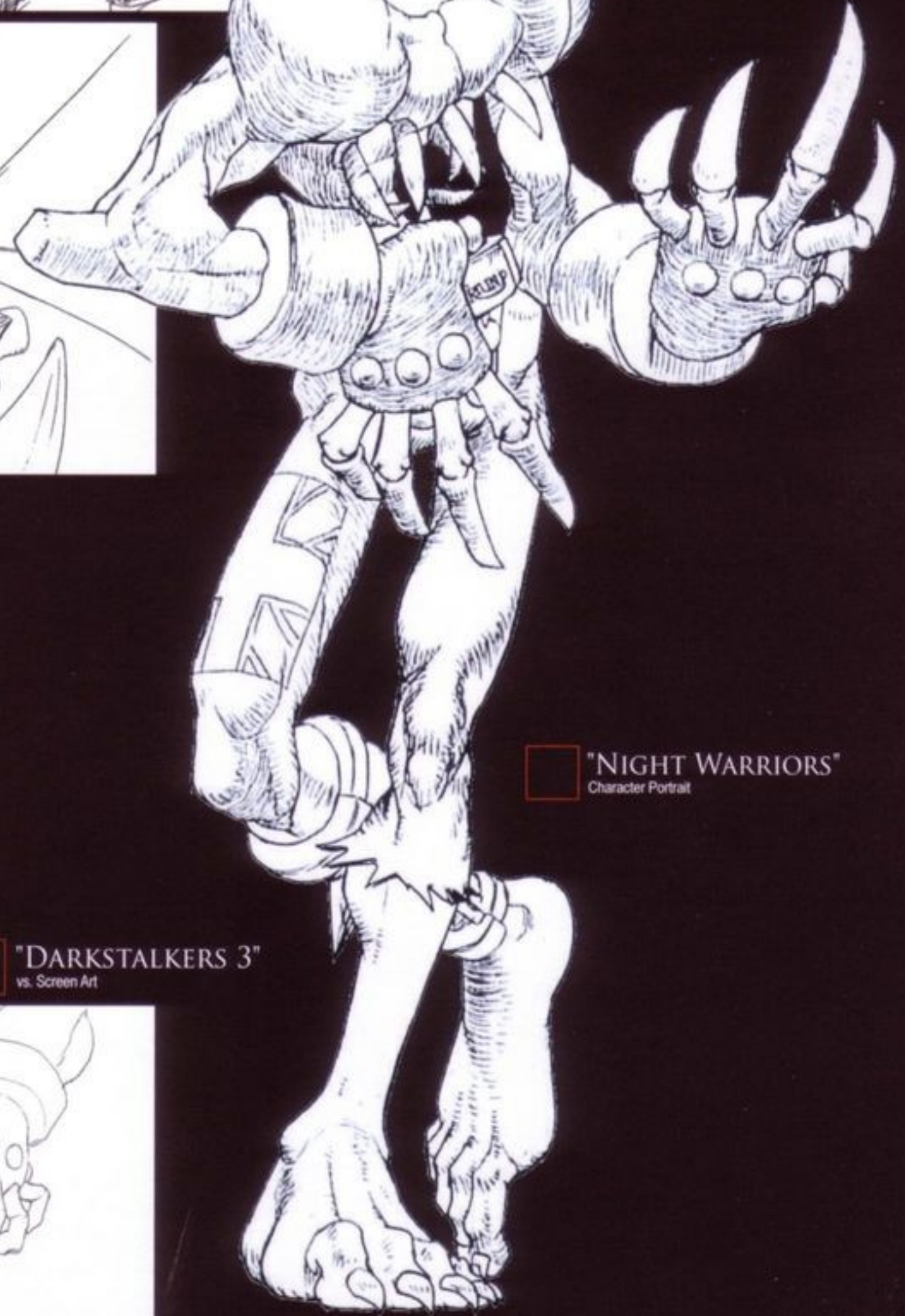


"DARKSTALKERS 3"

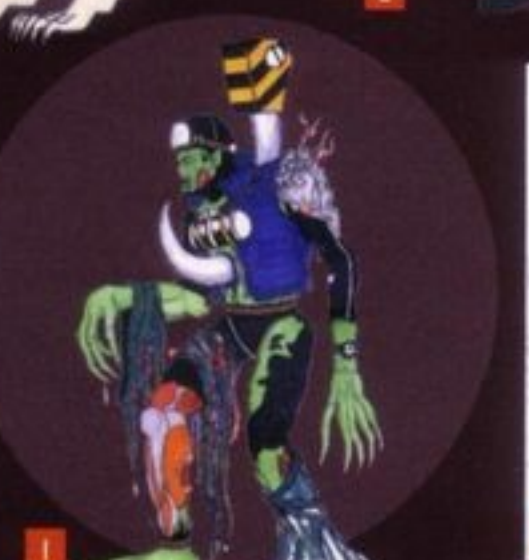
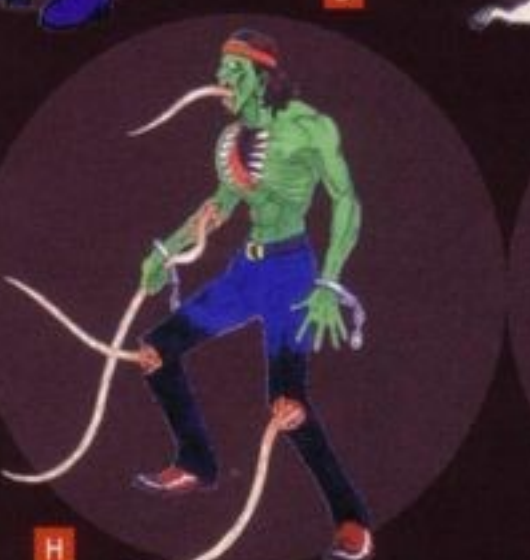
Victory Demo Art

"NIGHT WARRIORS"

Character Portrait



EARLY DESIGNS



It is very likely that the whole idea of Lord Raptor being a rocker while he was alive stemmed from the undead and occult themes in his design. Lord Raptor was initially going to be a soldier character who died in battle.





# Morrigan Aensland

## モリガン・アーンズランド

### [THE LIBIDO ROAMING IN THE SHADOWS]

#### [DARKSTALKERS]

"Miss... will you be leaving for the human realm again tonight?" Without even a hint of rebuke, the question that had by now become routine fell casually from the attendant's lips.

"Yes... I trust you'll look after things here." Morrigan's similarly routine response hung in the air as she disappeared into the void amidst a cloud of bats.

The Master of House Aensland, Morrigan's liege, had not been seen much of late. Much time had passed since the humans had stopped dreaming. At one time, humans produced dreams faster than Morrigan could steal them, but now she was lucky if she could find one good dream every 10 years. At this rate, the long line of succubi would end with her generation. Oblivious to the seriousness of the situation, Morrigan had become interested in the human realm itself.

"As long as I'm having fun, isn't that all that matters?" Such carefree thinking is what led to her secret visits to the human realm. On that particular night, Morrigan had felt a strange new sensation tingling through her skin. It was clearly something that had been directed specifically at her. The unknown, the inexplicable, the mysterious... these were all things that Morrigan was drawn to. She was instantly enthralled by this new feeling. When you feed on dreams like the succubi do, you simply cannot live in a world without thrills.

#### [NIGHT WARRIORS]

"I'm so bored," sighed Morrigan.

Though she enjoyed acting her part as the Queen of the Night, the days still passed idly by. Even her secret jaunts into the human realm were no longer entertaining her. But that night was different. "I feel a lot of strange powers at work... this could get interesting."

Unable to suppress her curiosity, Morrigan flew out of the estate, intent on seeking out this new thrill.



"YOU'RE SO ADORABLE... I'LL TAKE YOU, BODY AND SOUL."

#### [DARKSTALKERS 3]

After the death of Belial, Morrigan's guardian, she ignored her rights to the position of ruler over Makai, and continued with her happy-go-lucky ways. Becoming Queen of Makai and being waited on hand and foot was not her idea of fun.

Just when she was growing tired of dealing with Demitri and his constant requests for a duel, Morrigan's castle was suddenly sucked into the new dimension called "Majigen."

"What good timing... I was just wishing for a new playground." Morrigan felt the return of an old, familiar sensation.

From somewhere in the unknown, a sorrowful voice cried out to her, sending waves of heat through her breast.

#### PROFILE

モリガン・アーンズランド  
Morrigan Aensland

- Type: Succubus
- Origin: Scotland
- Weight: 58 kg
- Birth Year: 1678
- Height: 172 cm
- (B86 - W56 - H83 cm)

"DARKSTALKERS"  
Designer: CRMK Character Portrait



DARKSTALKERS FILE OF  
**ART  
WORK**

"DARKSTALKERS"  
Designer: CRMK Character Portrait for Mooks



"NIGHT WARRIORS"  
Designer: Ikeno Character Portrait for Mooks



"DARKSTALKERS 3"  
Designer: CRMK Black and White Close-up Character Portrait

"DARKSTALKERS"  
Designer: CRMK Black and White Close-up Character Portrait





"DARKSTALKERS CHRONICLE: THE CHAOS TOWER"  
Designer: ARNOLD TSANG (UDON ENTERTAINMENT) Character Portrait



"DARKSTALKERS 3"  
Designer: CRMK Character Portrait



"NIGHT WARRIORS"  
Designer: Ikeno Character Portrait

ENDING MATERIALS

"DARKSTALKERS 3"



Ideas for the ending. Surprisingly, there were very few changes made to the detailed dialogue written here, and even the screen movements were based heavily on the directions laid out here.

"NIGHT WARRIORS"

Victory Demo Art



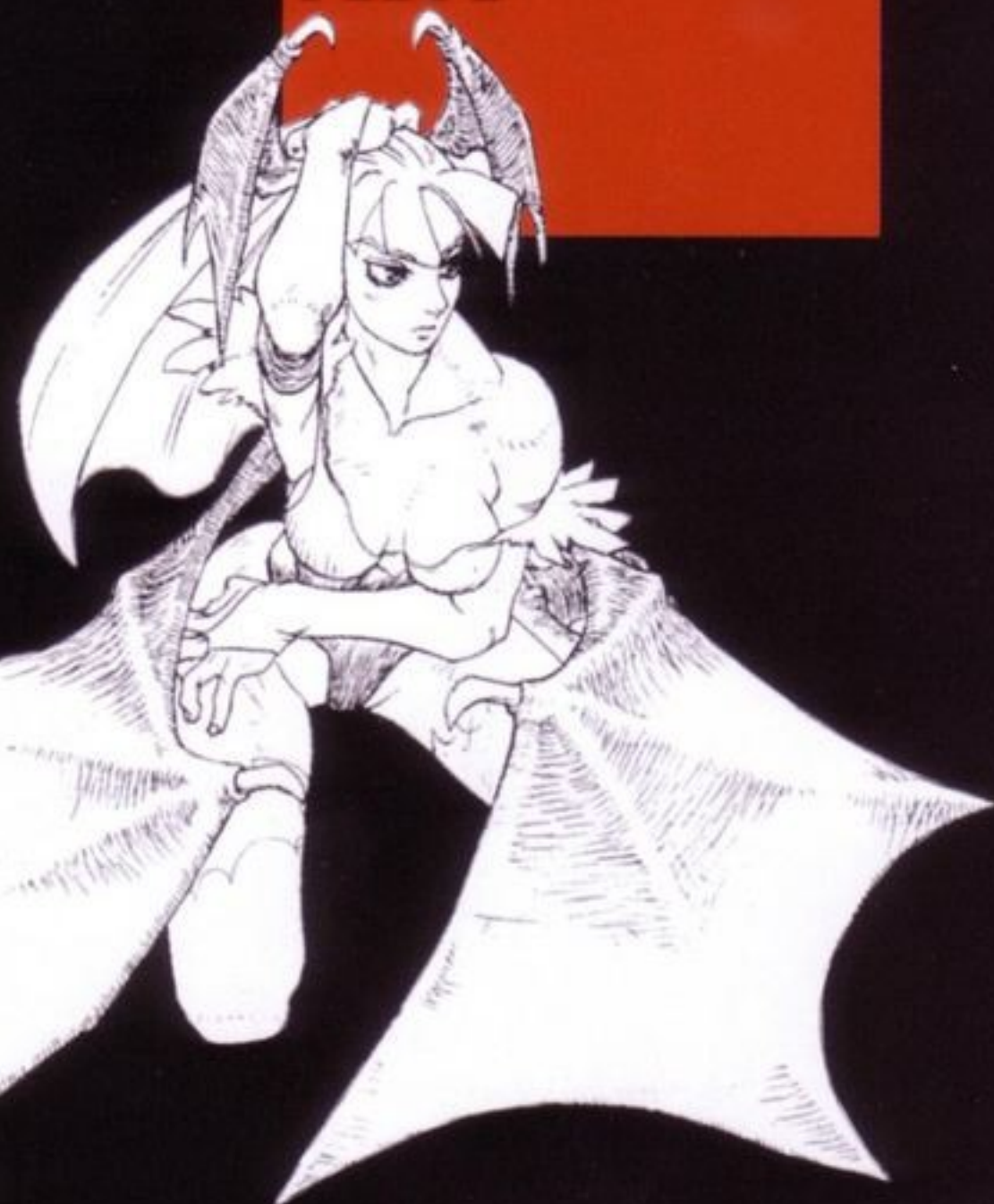
"NIGHT WARRIORS"

"NIGHT WARRIORS"

vs. Screen Art



ORIGINAL ART



"NIGHT WARRIORS"

Character Portrait

"NIGHT WARRIORS"

Concept Art for Commercial Goods



"DARKSTALKERS 3"

vs. Screen Art



"DARKSTALKERS 3"

Victory Demo Art



"DARKSTALKERS 3"

Unused Art

EARLY DESIGNS



During the character design phase for "Darkstalkers," it was decided that "we're going to put out two female characters." Morrigan was supposed to be one of those female characters, and was initially designed to be a female vampire.

“PRAISE ME LOUDLY.”

[DARKSTALKERS]

The power of the great Pharaoh Anakaris the First spread wide throughout Egypt, and he founded a grand royal house to rule over the Nile valley. Pharaoh Anakaris would often use the phrase “Epitome of Prosperity” to describe his kingdom.

“In order to preserve this prosperity, entomb my remains in a pyramid after my death. This way, I will be able to ascend as a god and protect the future of my people.”

Anakaris’ vassals obediently proceeded to construct a pyramid for their pharaoh. Eventually, Anakaris was struck down in a battle against a rival kingdom, and he found himself upon his deathbed. Anakaris’ remains were reverently delivered to his final resting place within the pyramid.

After some time, Anakaris regained consciousness in total darkness. He found that he no longer possessed his mortal form, but he was able to freely manipulate the golden mask and layered wrappings that covered his body.

“I did it! I have returned!”

The intense joy he felt was quickly replaced with shock and despair when he climbed to the peak of his pyramid and looked down upon his realm. The prosperity he had once known was gone without a trace, and was replaced with a barren stretch of desert. In that moment, Anakaris instinctively knew that he had awakened in a world that was thousands of years beyond his own time. He also knew that he would now have to correct whatever mistake he had made that would have led to the extinction of his people.

[NIGHT WARRIORS]

A long time ago, there was a kingdom in Egypt that prided itself on its invulnerability. Said kingdom was ruled by the wise Pharaoh Anakaris, but quickly fell to ruin after the pharaoh’s death. Anakaris had been entombed in a pyramid that was built upon hopes of resurrection... and he had awakened in our world, 5000 years after his time.

“Is this the will of God...?”

Anakaris instantly made up his mind. He would acquire the power necessary to reestablish his kingdom, and bring it back out into the light of day.

[DARKSTALKERS 3]

Sensing the strong will of someone from far in the future, the holy pharaoh had grown suspicious. The mysterious voice insistently called out for everyone to gather to its source, to become as one. There was no way Anakaris was willing to allow this anonymous source to deceive his people. It was an indirect strike at Anakaris’ pride.

“All superior souls should be gathering upon my lap...”

In order to ensure the continuation of his royal house, Pharaoh Anakaris once again departed for the world 5000 years in the future. All who loyally served him were citizens worthy of his protection... all who opposed him were enemies who warranted elimination. Even if it meant going beyond the boundaries of space and time, Anakaris was determined to uphold this most basic principle.

PROFILE | アナカリス

- Type: Mummy
- Birth Year: 2664 B.C.
- Origin: Egypt
- Height: 270 cm
- Weight: 500 g ~ 500 kg (variable)

ABSOLUTE GOD OF GOLD!

アナカリス

Anakaris

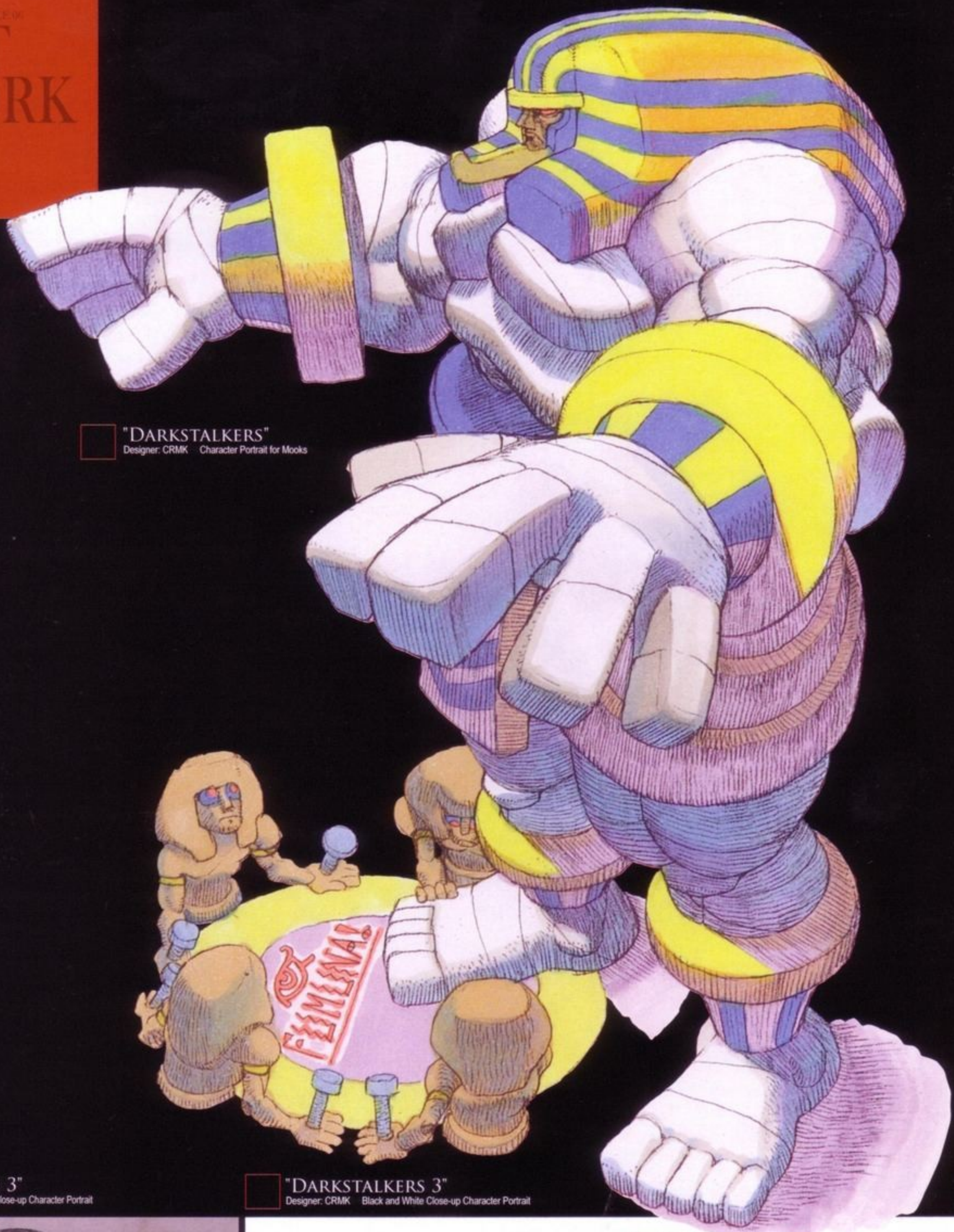


Designer: CRMK Character Portrait



DARKSTALKERS FILE 06

# ART WORK



"DARKSTALKERS"  
Designer: CRMK Character Portrait for Mooks

"DARKSTALKERS 3"  
Designer: CRMK Black and White Close-up Character Portrait

"DARKSTALKERS 3"  
Designer: CRMK Black and White Close-up Character Portrait



"NIGHT WARRIORS"  
Designer: Ikano Character Portrait for Mooks



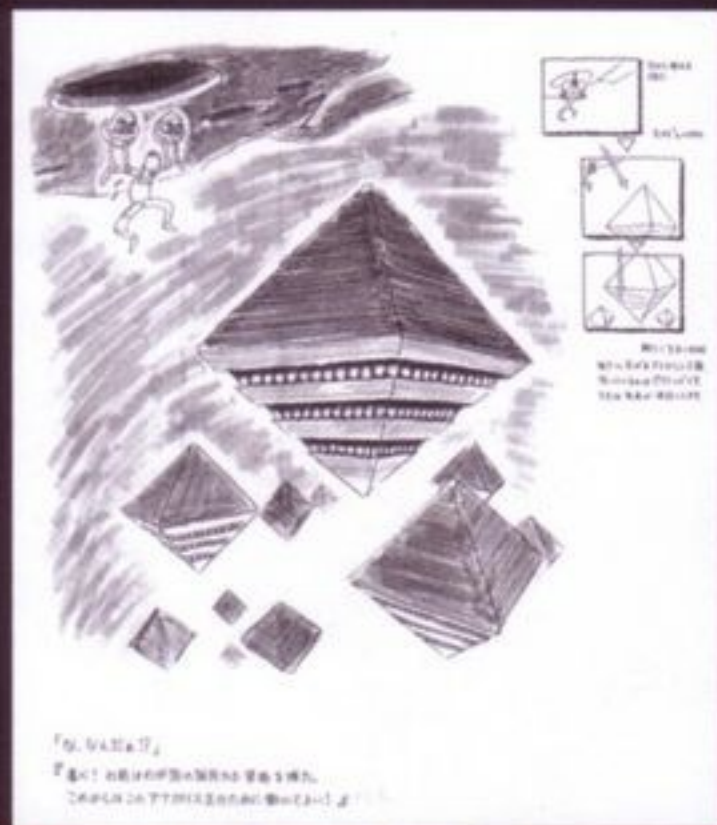
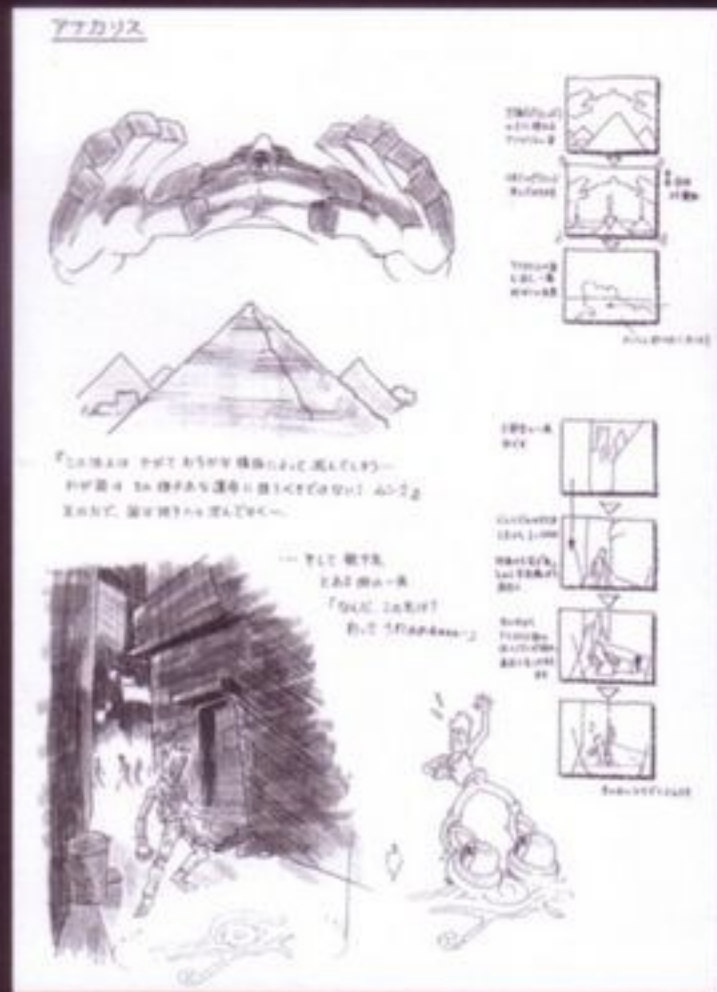
"NIGHT WARRIORS"  
Designer: Ikano Character Portrait



"DARKSTALKERS 3"  
Designer: CRMK Character Portrait

ENDING MATERIALS

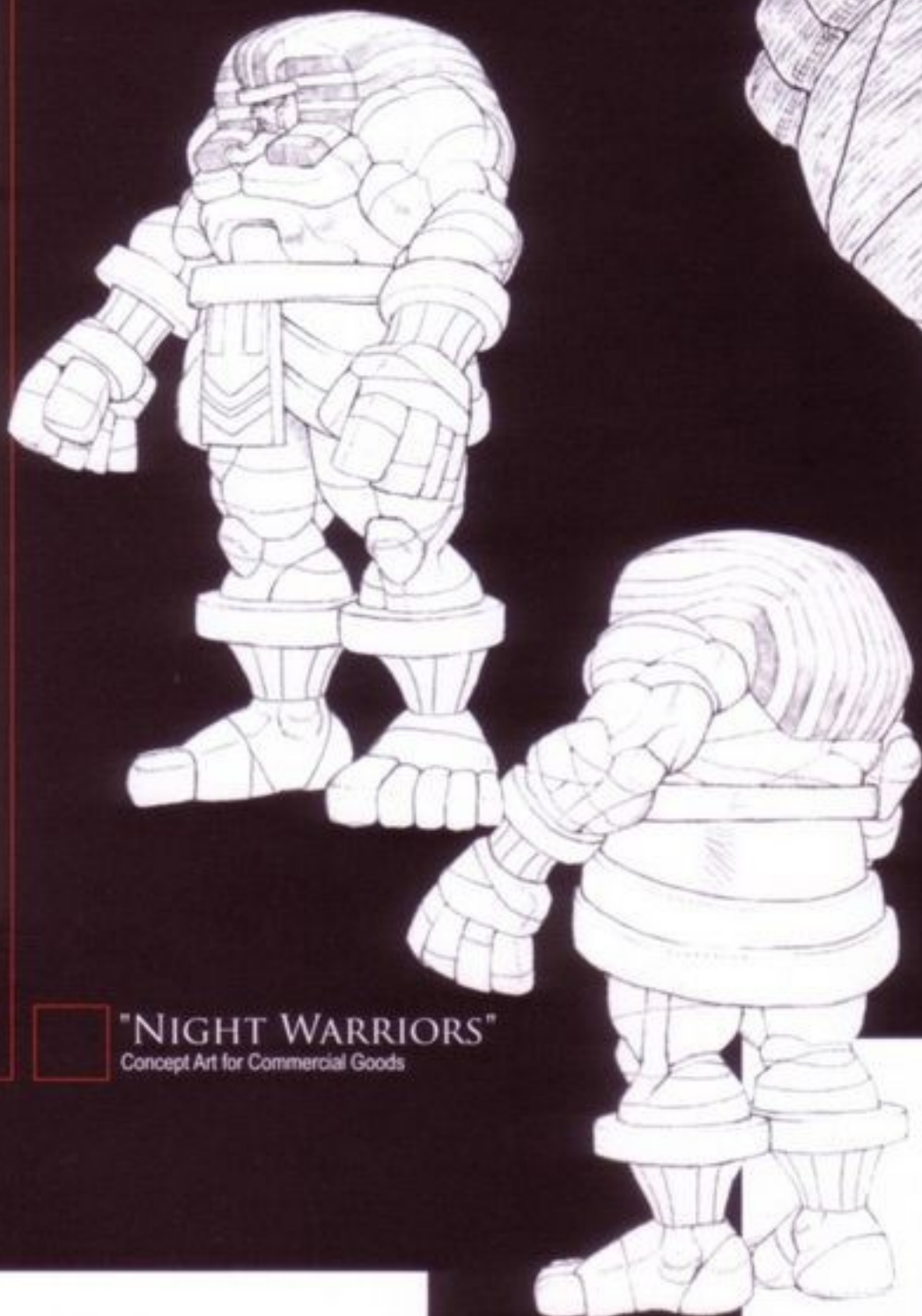
"DARKSTALKERS 3"



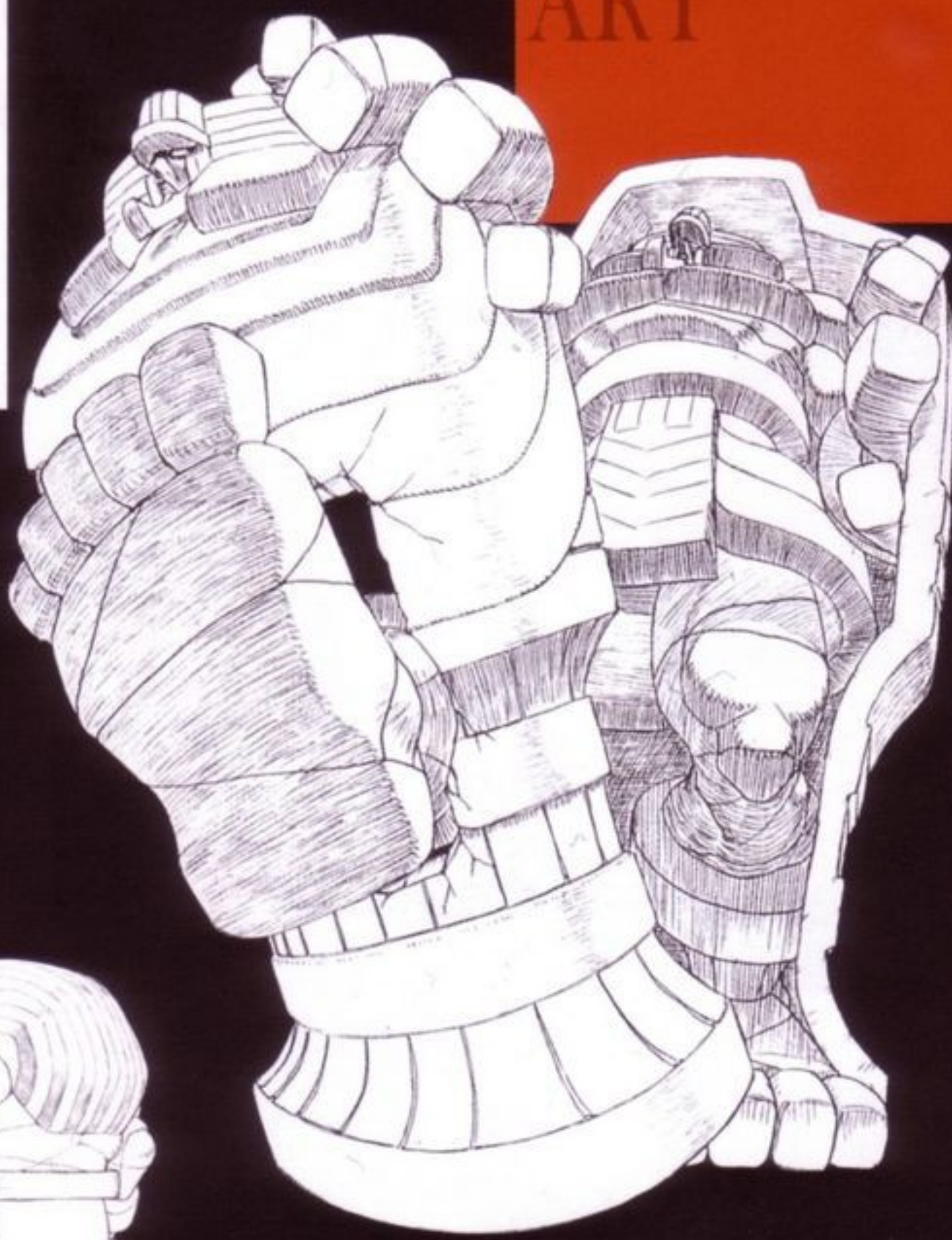
Ending storyboard. In the final version, reference is made to the number of Anankaris' citizens, but during development, there were some ideas about adjusting the final number depending on the way the player played through the game.



"NIGHT WARRIORS" vs. Screen Art



"NIGHT WARRIORS" Concept Art for Commercial Goods



"NIGHT WARRIORS" Character Portrait

"NIGHT WARRIORS" Victory Demo Art



"DARKSTALKERS 3" vs. Screen Art



"DARKSTALKERS 3" Victory Demo Art

EARLY DESIGNS



The initial design concepts had Anankaris as a guardian of the pyramid, decked out in a more simplistic dressing of bandages. As development progressed, they added more distinguished decorations to him and ended up crowning him with a golden mask and making him a pharaoh.



“EVEN CATS NEED TO KNOW A LITTLE MARTIAL ARTS THESE DAYS.”

[DARKSTALKERS]

Oh man, it's raining today. I knew it. I couldn't stop yawning yesterday, and that always means rain. Does this mean I'm more cat than woman...? Though I admit it's a nifty little perk. This is the first day of my big journey, and it's raining... that kind of sucks. Oh, well. I dry pretty quickly anyway.

I don't have very many good memories in this town, but there are some really nice people here... like the nun at the church who took me in and cared for me. She nurtured me even after she realized that I'm a monster. Of course, she's dead now...

I wonder if everyone is afraid of me? I know my hands and feet look like paws, I have a tail, my nose is really sensitive, I have bad posture (I should probably fix that), and I may have transformed into a kitten in order to steal a fish... but I paid for the fish afterwards. Still, everyone left me out of their little groups, and no one would ever play with me. It's not like I did anything bad (well, anything too bad)...

Anyway, I've already made up my mind. I'm going to leave this little town and explore the big wide world. If I become this thing called a musical star, maybe then everyone will say nice things to me. I would get to play all I want! I'm pretty confident about my dancing and singing, and I'm quite a looker. My claws are pretty useful in teaching bad people a lesson, too. If I keep doing the right thing, God will reward me some day, right?

[NIGHT WARRIORS]

I was six years old when I first realized that I was a monster. Everyone around me was scared of me, and no one wanted to be my friend. It's not like I did anything bad... I spend every day watching musical stars on the television. "...That's it!" If I could just get up on that stage in front of everyone, they'd love me. I'm pretty sure I can beat anyone when it comes to dancing, I just know it!

[DARK-STALKERS 3]

"Become a musical star." Felicia's dream had finally come true, and everything around her instantly changed. She spent her days singing, dancing, and having a blast with the audience. Still, she knew that the world was still full of people who were lonely, the way that she had been at one time.

"I wonder if there's anything I could do to make everyone in the world happy?"

Whether it was this random question in her mind that did it, or the power of some mysterious individual, Felicia was suddenly swept away to a place called Majigen. Stunned and bewildered, Felicia was at a loss for what to do, so she simply started moving forward. Her mother had always taught her that happiness was something that you grab a hold of for yourself.

THE DANCING PRETTY BEAST!

PROFILE | プロフィール  
Felicia

- Type: Catwoman
- Birth Year: 1967
- Origin: America
- Height: 168 cm
- Weight: 58 kg / 4.1 kg (cat form) (B88 - W61 - H87 cm)

"DARKSTALKERS"  
Designer: CRMK Character Portrait

フェリシア





DARKSTALKERS FILE #7  
**ART  
WORK**

"DARKSTALKERS"  
Designer: CRMK Character Portrait for Mooks



"DARKSTALKERS"  
Designer: CRMK Black and White Close-up Character Portrait

"DARKSTALKERS 3"  
Designer: CRMK Black and White Close-up Character Portrait





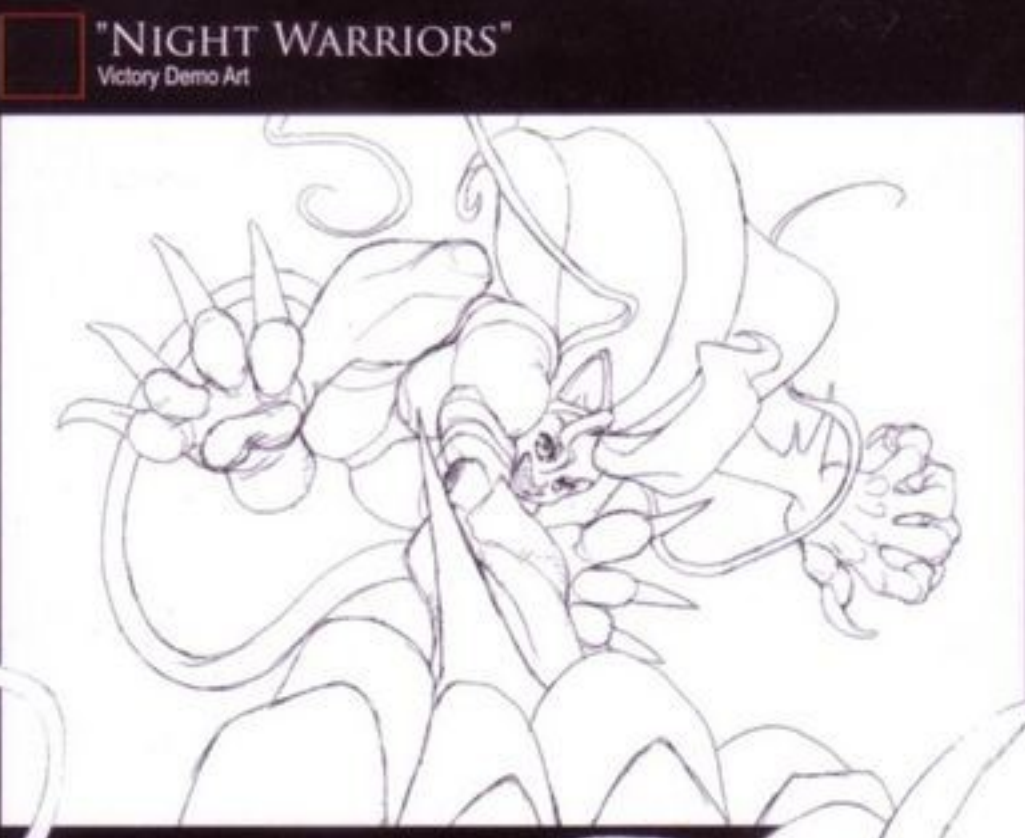
"NIGHT WARRIORS"  
Designer: Ikano Character Portrait for Mooks



"DARKSTALKERS 3"  
Designer: CRMK Character Portrait



"NIGHT WARRIORS"  
Designer: Ikano Character Portrait



"NIGHT WARRIORS"  
Victory Demo Art

"NIGHT WARRIORS"  
Concept Art for Commercial Goods



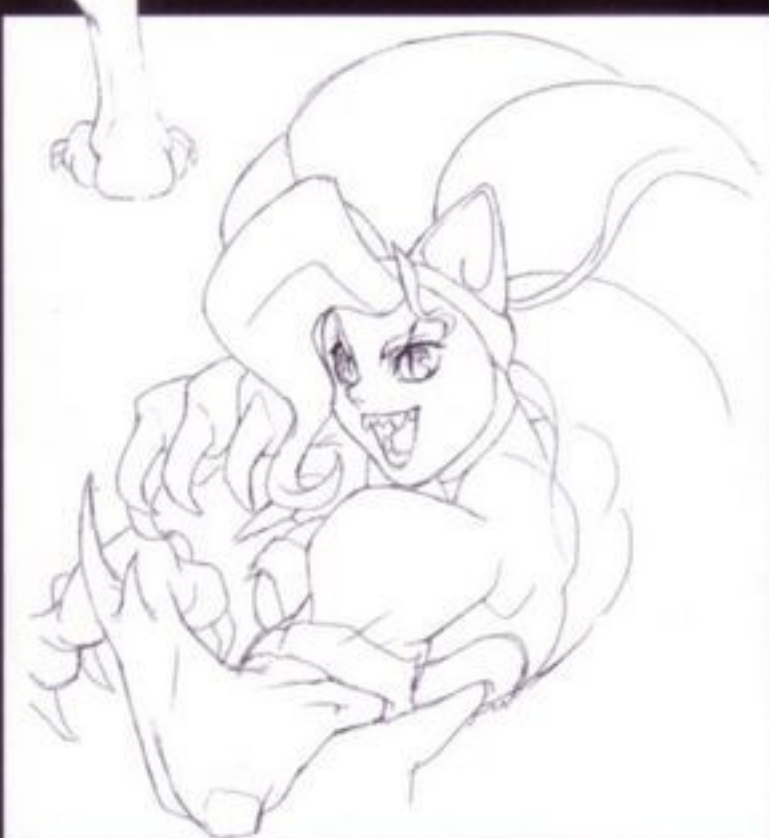
"NIGHT WARRIORS"  
Character Portrait

ENDING MATERIALS

"DARKSTALKERS 3"



A portion of the ending storyboard and the associated art. At this point, the orphanage "House of Kittens" is still being called "Felicity House."



"NIGHT WARRIORS"  
vs. Screen Art



"DARKSTALKERS 3"  
vs. Screen Art



"DARKSTALKERS 3"  
Victory Demo Art

EARLY DESIGNS



The initial plan was for the female vampire (who turned out to be Morrigan) to be the cute one, and the catwoman to be the sexy one. When Morrigan evolved into a sexy creature, the concept of the catwoman was altered accordingly.



朧  
ビシャモン

Bishamon

ARMOR COVERED IN THE BLOOD OF FALLEN FOES!

“IT’S STILL NOT ENOUGH... I NEED MORE BLOOD!!”

• Type: Samurai  
• Origin: Japan

• Birth Year: 1673  
• Height: 190 cm

• Weight: 60 kg (just the armor)

PROFILE

朧ビシャモン  
Bishamon

[DARKSTALKERS]

It's always the same... Waking up begins with scenes of unspeakable violence. The moment I regain consciousness, my mind is overwhelmed by the memories of the crimes I have committed. The nightmare began the moment I laid hands on the cursed sword and armor. I was such a fool. Orin tried to stop me, but I laughed off her concerns. The moment I donned the armor, I could feel its power twisting my soul with evil... It was all I could do to tell Orin to run. The cursed armor was real... and no one knew that better than I did now.

“Ha ha ha ha ha!” That awful laughter filled my ears. The armor had gained awareness, and was speaking to me. It filled me with a cold sensation, and no matter how hard I tried to deafen my ears, or how tight I closed my eyes, the spirit of the armor mercilessly cut into my very soul...

“Blood! Blood! Blood! Blood! Give me more blood!!” Orin... where are you now? I hope you are safe... and I hope you never show yourself to me. If I saw you now, I would no doubt cut you down with a smile on my face. That is the one thing I must not allow to happen.

My vision quickly went from blood red to pitch black as I felt my consciousness slip away. As I fell into the silent darkness, the last thing I heard was a chilling and unfamiliar voice. Whatever the voice had to say, it seemed to perk the armor's interest, as I felt my body shake with laughter...

[NIGHT WARRIORS]

“It is still not enough. I shall not be satiated with such little blood.” Bishamon's soul had been completely taken in by evil at this point, and was being controlled by the curse. The cursed armor “Hannya” and the cursed blade “Kien”... the moment he had equipped these cursed items, his body had ceased to be his own. No force on earth could stop him now... the curse demanded more sacrifices..

[DARKSTALKERS 3]

The cursed armor “Hannya” and the cursed blade “Kien” had cut a wide swathe across the human realm, feeding on the blood, souls, and pain of many victims. The blood of the ones called Darkstalkers had temporarily sated their hunger, and they had left Bishamon, their former host. A few years had passed, however, and they could feel the stirrings of their appetite resurfacing. Their power had grown such that they no longer needed a “host” to take on human form. Taking a lost spirit into themselves, they were able to form their own identity. “I am... yes... I am Bishamon. The evil samurai spirit Bishamon!!” The haunted armor soon found itself in Majigen, where it could smell blood and an endless supply of fresh prey.



DARKSTALKERS™  
Designer: CRMK Character Portrait

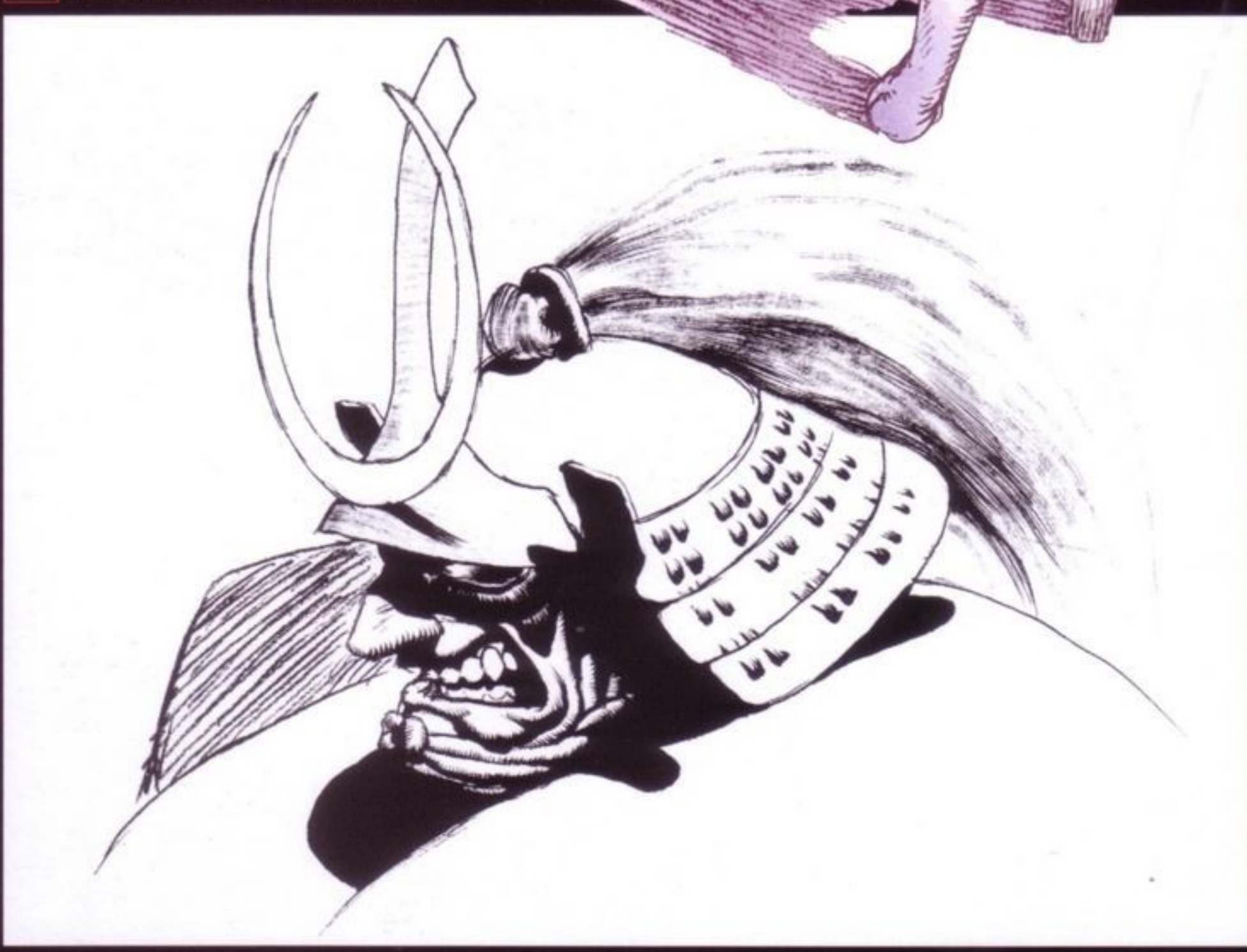


DARKSTALKERS FILE 01  
**ART  
WORK**



**"DARKSTALKERS"**  
Designer: CRMK Character Portrait for Mooks

**"DARKSTALKERS"**  
Designer: CRMK Black and White Close-up Character Portrait



**"DARKSTALKERS 3"**  
Designer: CRMK Black and White Close-up Character Portrait





"DARKSTALKERS 3"  
Designer: CRMK Character Portrait



"NIGHT WARRIORS"  
Designer: Ikeno Character Portrait



"NIGHT WARRIORS"  
Designer: Ikeno Character Portrait for Mooks

"NIGHT WARRIORS"  
Victory Demo Art



"NIGHT WARRIORS"  
vs. Screen Art



ORIGINAL  
ART



ENDING MATERIALS

"DARKSTALKERS 3"



"DARKSTALKERS 3"

Victory Demo Art



"DARKSTALKERS 3"

vs. Screen Art

"NIGHT WARRIORS"  
Character Portrait



"NIGHT WARRIORS"  
Concept Art for Commercial Goods

Ending storyboard. The first scenario presented was actually ditched in preference for the ending where Bishamon and Orin travel the country in order to give aid to his former victims.

EARLY DESIGNS



As you can see from images G through I, some of the early concepts had Bishamon as a samurai who was possessed by an evil spirit. It was only afterwards, as if to take the impact of his general appearance into consideration, that he evolved into wearing a full set of armor.





Rikuo

オルバス

IAN EMPEROR ROBED  
IN SWIFT CURRENTS!

“KNOW THAT EACH OF MY STRIKES REPRESENTS THE ANGER OF THE WATER FOLK!”

- Type: Merman
- Origin: Brazil
- Birth Year: 1953
- Height: 184 cm
- Weight: 62 kg

PROFILE | **オルバス**  
Rikuo



[DARKSTALKERS]

The sparkling reflections on the surface of the deep green waters sent shadows dancing down onto the bottom of the lake. Emperor Rikuo, leader of the underwater empire located deep within the amazon, was out alone, exploring the uncharted territory far from his borders.

“I would not trade my beautiful kingdom for anything in the world. Nothing makes me more proud than to think that I belong to this place...” Some time after the fact, Rikuo would look back upon this moment and realize what a miracle it was that he was there, in that place, at that time.

A sudden explosion ripped through the calm waters, sending Rikuo straight through the surface of the water. “An underwater volcano must have erupted... what kind of fool emperor fails to predict such a thing...?” Rikuo had little time to continue down this path of guilt and self-loathing as his vision was swept away in a flash of white light.

When Rikuo regained consciousness, he found himself on dry land. Feeling a nervous tremor jerk through his body, Rikuo quickly scanned his surroundings for any potential enemies. As soon as he was certain he could not sense any life forms nearby, he began to relax... until he realized what this meant. “No... my people...” A deep fissure stretched out in front of him, and as Rikuo peered into its dark depths, he felt he might be peering into hell itself. All of the water from the lake had spilled down into this jagged opening in the earth, and the only thing coming out of it was an unmistakable aura of evil. Instinctively, Rikuo stood to face this evil.

“Is this your doing? Unforgivable!” Rikuo’s eyes narrowed as he spat this declaration out at his new, but as yet unseen, enemy. For he who had lost his home and his people in one foul swoop, there was only one thing to live for now... vengeance. In order to accomplish this, Rikuo would have to set foot into the unknown world of the surface dwellers. Though unfamiliar as it may be, Rikuo would have to venture forward; as an emperor, and as the last merman alive.

[NIGHT WARRIORS]

An underwater empire existed somewhere deep within the amazon, until the day the earth shook and opened under it, sucking everyone and everything down into its depths. The only survivor was the Emperor Rikuo, who had been deposited safely on the shore nearby. From his location, Rikuo could sense an evil intent. “How dare you... my empire...!” Trembling with anger, Rikuo set out into the unfamiliar world of the surface dwellers in search of the one responsible.

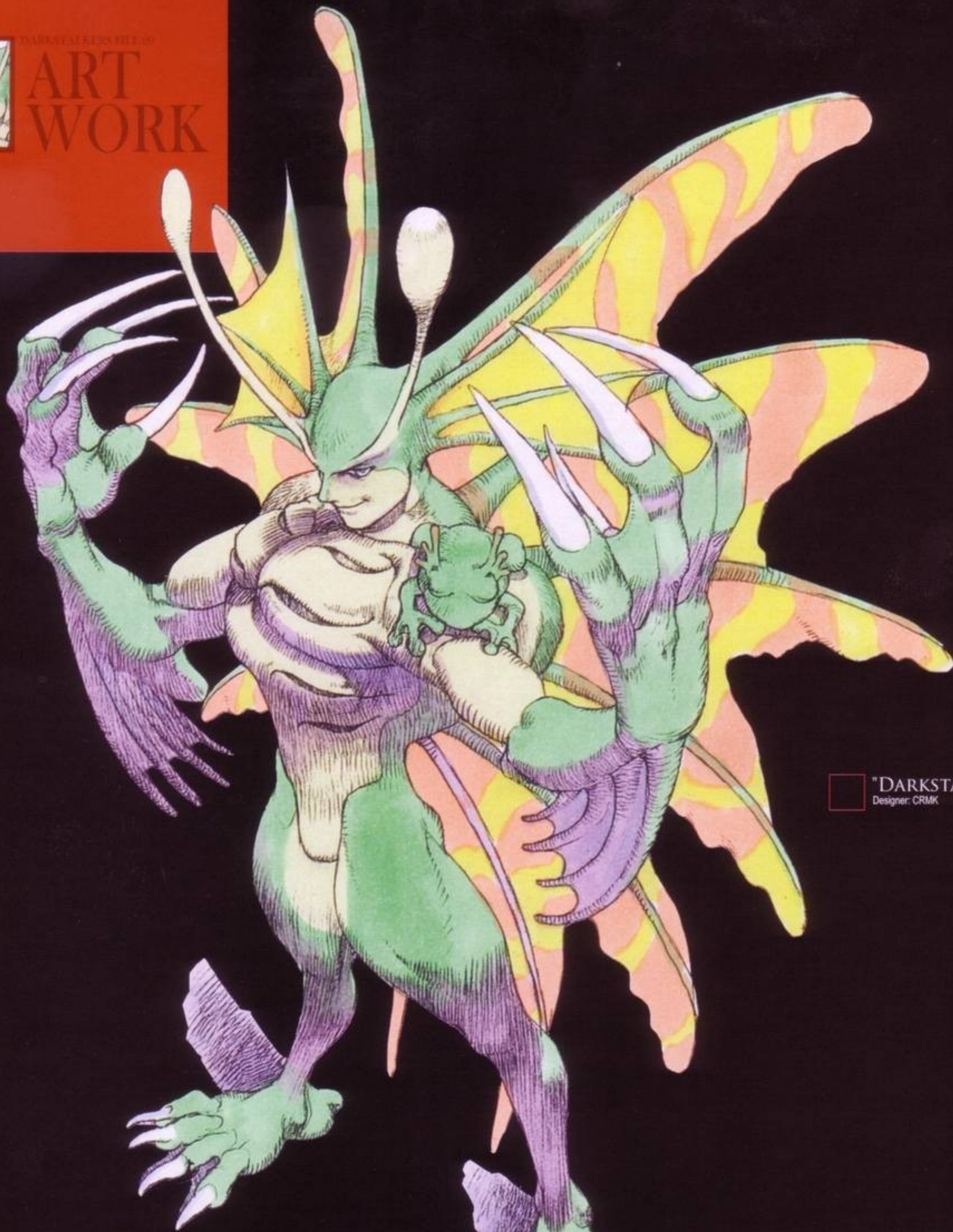
[DARKSTALKERS 3]

The ocean... this endless garden gave new hope as well as new concern to Rikuo and his family. Their new home was infinitely larger than the bottom of the lake that they were used to. Rikuo’s only son, Ricky, joyfully explored this new world. Though they did feel a measure of worry, seeing that Ricky had grown into such a healthy young merman filled his parents’ minds with thoughts of a bright future and their faces with broad smiles. This picture of familial bliss was suddenly shattered when Ricky went missing. In his frantic search for his son, Rikuo ventured into unexplored territory and found a dark tunnel behind a strip of strong ocean current. “Ricky could be in there...! Hang on, son... I’m coming for you!” Rikuo could feel a dark evil force rushing past him with the current. The Water Emperor Rikuo’s harrowing rescue mission had just begun!

“DARKSTALKERS”  
Designer: CRMK Character Portrait



DARKSTALKERS FILE #1  
**ART  
WORK**



**"DARKSTALKERS"**  
Designer: CRMK Character Portrait for Mooks

**"DARKSTALKERS 3"**  
Designer: CRMK Black and White Close-up Character Portrait



**"DARKSTALKERS"**  
Designer: CRMK Black and White Close-up Character Portrait



"DARKSTALKERS 3"  
Designer: CRMK Character Portrait



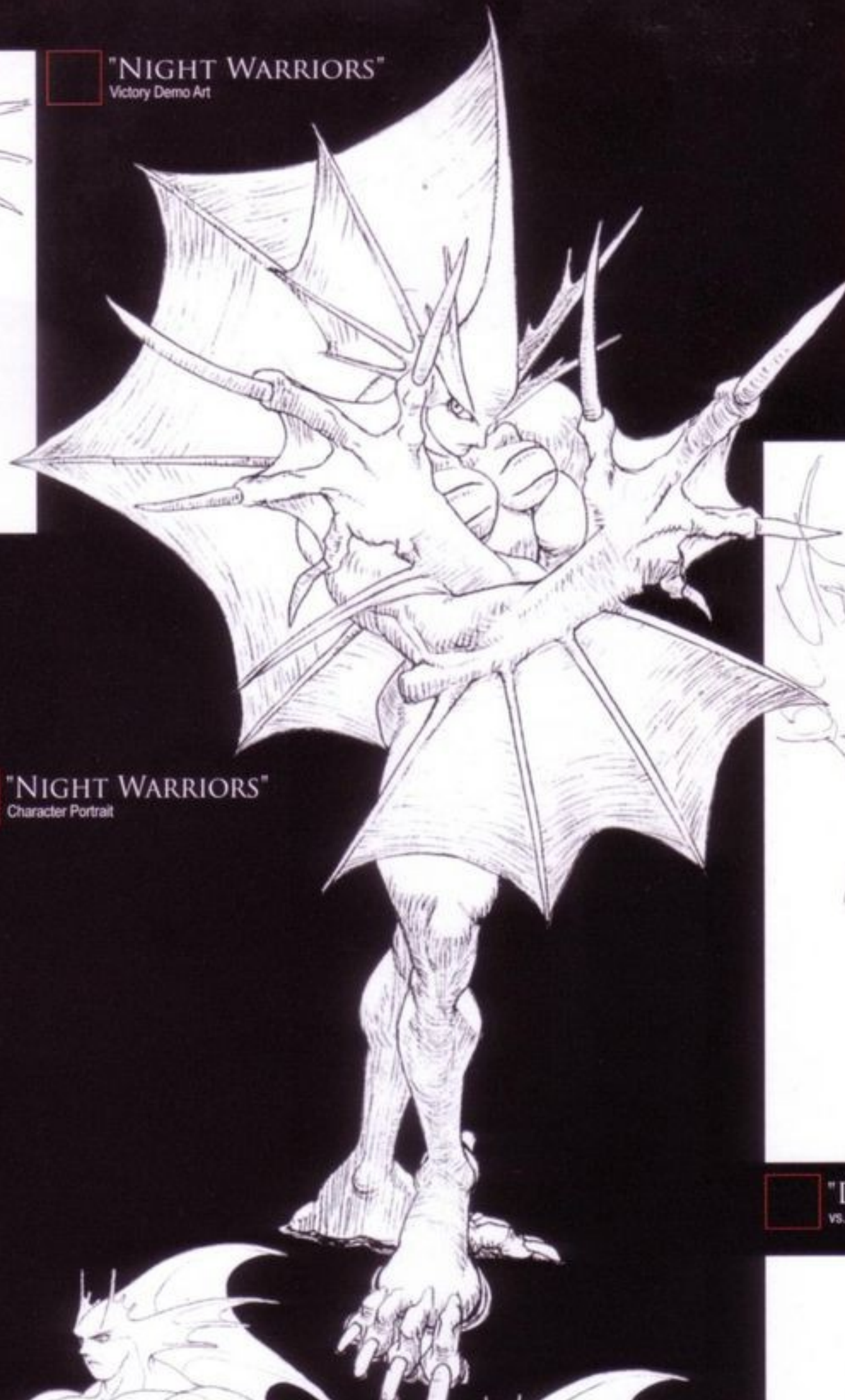
"NIGHT WARRIORS"  
Designer: IKENO Character Portrait



"NIGHT WARRIORS"  
Designer: IKENO Character Portrait for Mooks



"NIGHT WARRIORS"  
Victory Demo Art



"NIGHT WARRIORS"  
Character Portrait

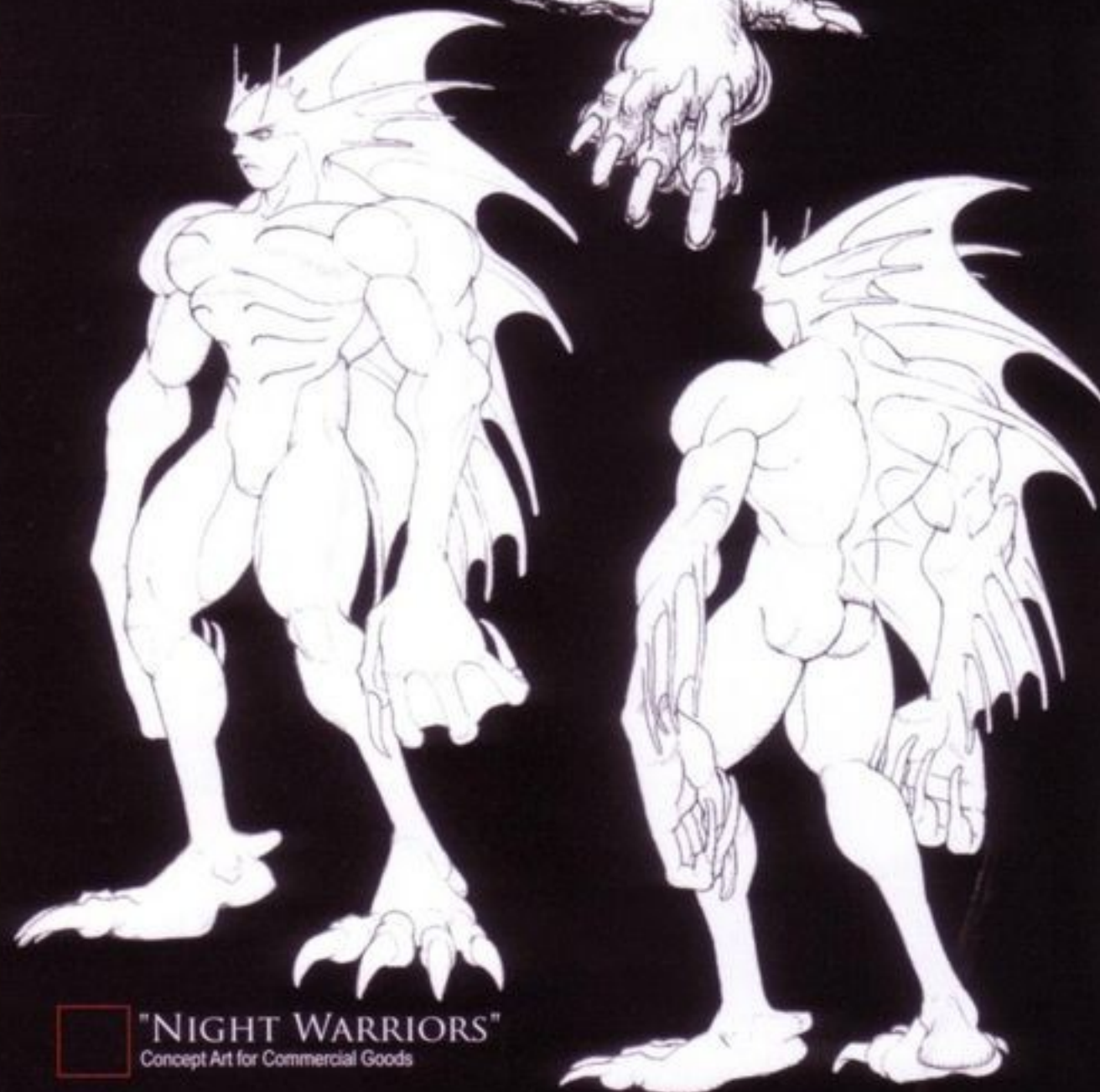


"DARKSTALKERS 3"  
vs. Screen Art

ENDING MATERIALS  
"DARKSTALKERS 3"



A portion of the ending storyboard. There are lots of details regarding the ether marfolk Rikuo and his family meet at Sargasso. The notes describe their spinal fins being swept back like hair, and the glowing tips of their whisker-like appendages that set them apart from Rikuo and his people.



"NIGHT WARRIORS"  
Concept Art for Commercial Goods



"DARKSTALKERS 3"  
Victory Demo Art

EARLY DESIGNS



Rikuo was one of the last characters to be thought up for the original "Darkstalkers" game. The handsome features he ended up with are a far cry from the distinctively inhuman appearances that can be seen in designs E, F and G, which look like something straight out of the Cihulhu myths.



# サスカッチ

## IBOASTING OF STRENGTH IN FROZEN CLIMATES!

“PROTECTING  
THE VILLAGE  
IS MY JOB.  
YOU WOULDN'T  
BE ABLE TO  
HANDLE IT!”

Type: Bigfoot  
Origin: Canada

Birth Year: 1903  
Height: 166 cm (Width: 208 cm / Feet: 80 cm)  
Weight: 39 kg

### PROFILE

サスカッチ  
Sasquatch

#### [DARKSTALKERS]

“Next up is the final match!”

The “Who’s the strongest in the village” tournament was approaching its climax. As usual, the elder was sitting calmly, his beard wavering under gusts of breath coming from his nostrils. Sasquatch was unusually nervous about the coming match. It was Sasquatch’s hope that his winning the tournament would prove his superior strength, and would therefore convince the other villagers to hear him out. Everyone in the village was nice, but they could be very stubborn.

“Ready... Fight!!” The competition was going to be a traditional match of snow sumo. Using all of his might, Sasquatch was able to win an easy victory over his opponent. “That’s it!! The winner is Sasquatch!!”

The crowd went wild as Sasquatch approached the elder. “Elder! Now that I am officially the strongest in the village, will you reconsider my request? Elder...? Uh... hey! Elder!”

“Huh? Hm...? Oh, yes yes. I must have dozed off... what were you saying?”

“Don’t you remember? We talked about it yesterday! There are many monsters roaming the outskirts of our village. I want to go out there to face them and keep them from invading the village!”

“Oh, right right! Yes, of course. Have at it, boy!!”

...I wonder if I really had to go through this whole tournament to get his permission...?

Feeling strangely unsatisfied with the elder’s nonchalant attitude, Sasquatch walked courageously away from the village as the villagers gathered to give him a warm send-off.

#### [NIGHT WARRIORS]

“Sasquatch!  
They’re coming again!”

“Leave it to me!  
Hey, you there! Go back to  
where you came from!”

The village of the folk known as the bigfoot tribe had been troubled by humans, bears, and all manner of monsters lately. Sasquatch, who had been charged with defending the village, knew that something more had to be done.

“Elder! I will go out beyond the borders of our village to face the enemies out there, in their territory!”

#### [DARKSTALKERS 3]

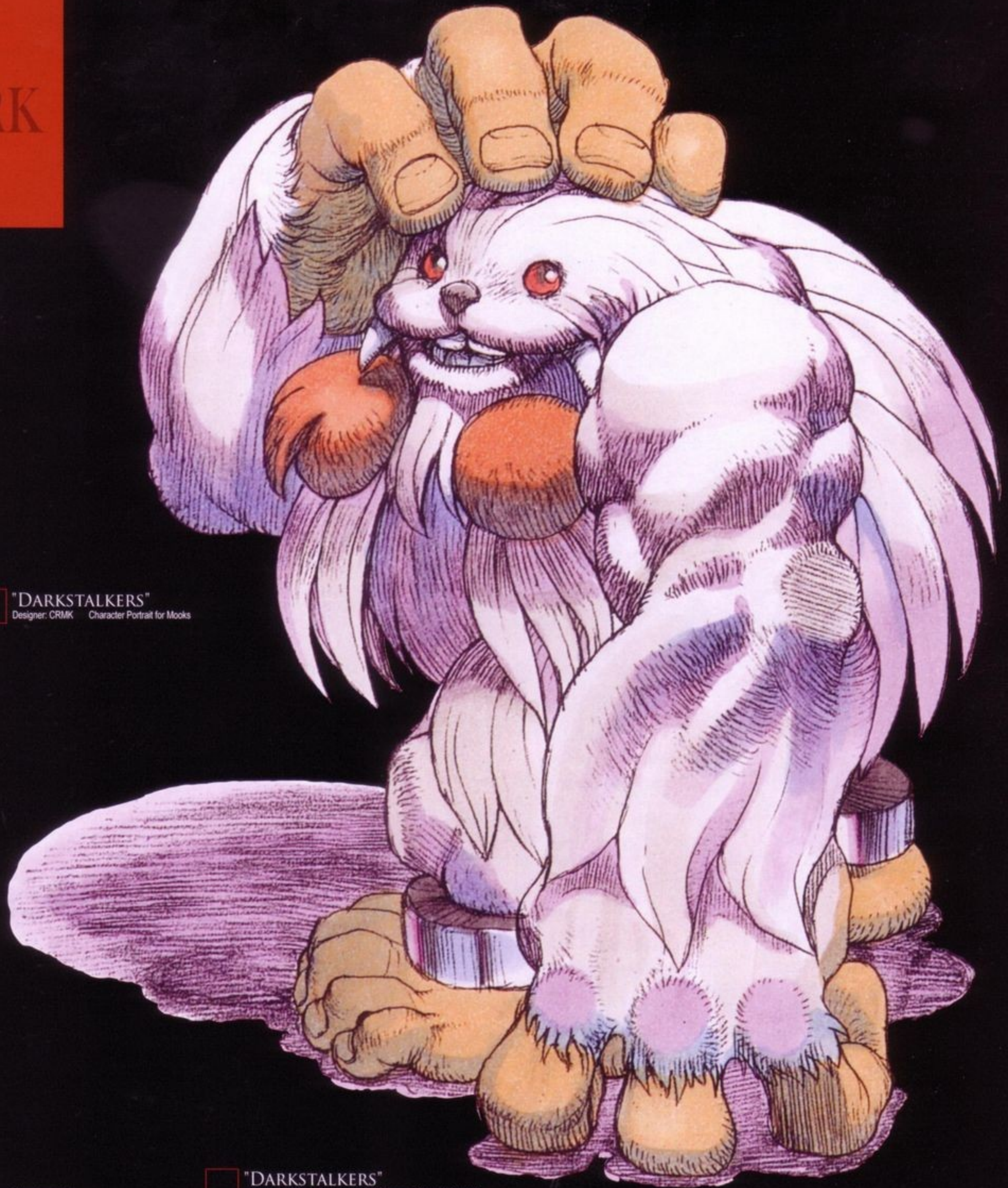
The bigfoot tribe had long forgotten their ambitions for “world domination,” and had instead started spending their days immersed in peaceful trade practices with the human town that had been established about 4 days away from their village. The commodity? The delicious fruit that was now revered among the bigfoots, which the humans called “bananas.” One day, when Sasquatch arrived home from a trip to the human town, he was greeted with a devastating sight. A deep black hole was in the middle of the village, and not one of the 100 villagers were anywhere to be seen. “Someone bad has done something evil to my fellow villagers...!” An excited tremor ran through Sasquatch’s body at the thought of the battles to come, but as he jumped into the opening, there was no way he could have anticipated the soul-stealing war that awaited him.



“DARKSTALKERS”  
Designer: CRMK Character Portrait



DARKSTALKERS FILE 19  
**ART  
WORK**



**"DARKSTALKERS"**  
Designer: CRMK Character Portrait for Mooks

**"DARKSTALKERS 3"**  
Designer: CRMK Black and White Close-up Character Portrait

**"DARKSTALKERS"**  
Designer: CRMK Black and White Close-up Character Portrait



"NIGHT WARRIORS"  
Designer: IKENO Character Portrait for Mooks



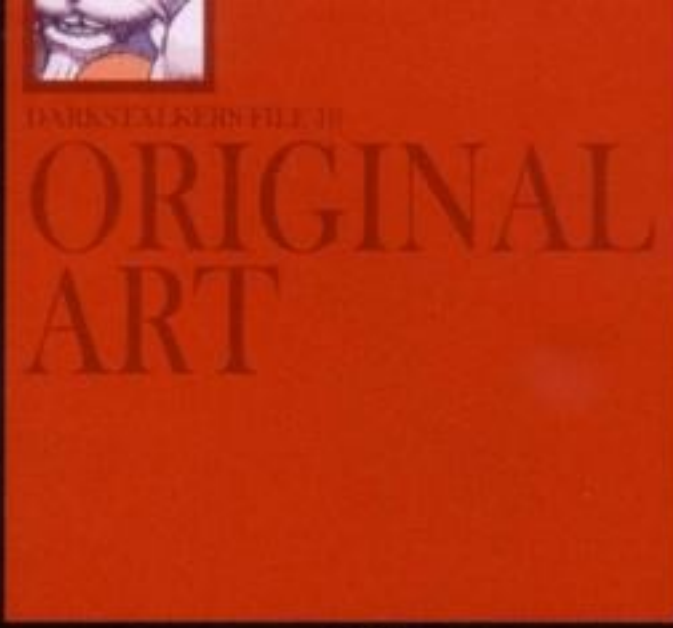
"NIGHT WARRIORS"  
Designer: IKENO Character Portrait



"DARKSTALKERS 3"  
Designer: CRMK Character Portrait

"DARKSTALKERS 3"  
vs. Screen Art

"DARKSTALKERS 3"  
Victory Demo Art



"NIGHT WARRIORS"  
Concept Art for Commercial Goods



ENDING MATERIALS

"DARKSTALKERS 3"



Ending storyboard, and a piece of the original artwork. Neither the storyline nor the art deviated much from this stage to the final product. The ending that could only be pulled off by the bigfoot tribe is hilarious.



"NIGHT WARRIORS"  
Character Portrait



"NIGHT WARRIORS"  
vs. Screen Art



"NIGHT WARRIORS"  
Victory Demo Art

EARLY DESIGNS



Early designs leaned mostly towards brown fur all over the body, and one design resembled a cyclops with only one eye. All of the varied incarnations were designed with a violent animalistic nature as the primary theme, and none of these early designs show even an inkling of the adorable charm he ended up with.





# フオボス

## 【KILLER MACHINE】

### [DARKSTALKERS]

Long ago, Earth was visited by extraterrestrial beings, and these visitors created "them." Their purpose? To end all life on the planet's surface. 65,000,000 years ago, it was "they" who brought a sudden end to the age of the dinosaurs. Eventually, when most of the lifeforms on the planet's surface had been eradicated, the entire planet was shaken to the core by a largescale earthquake. Everything, living or otherwise, was trapped deep between the earth's layers.

Present day, at the Teotihuacan ruins in Mexico... A single unidentified form emerges from the ruins. The source of their commands had long ceased to exist, but the last command that had been inputted into the system had survived tens of millions of years and had reactivated "them" again.

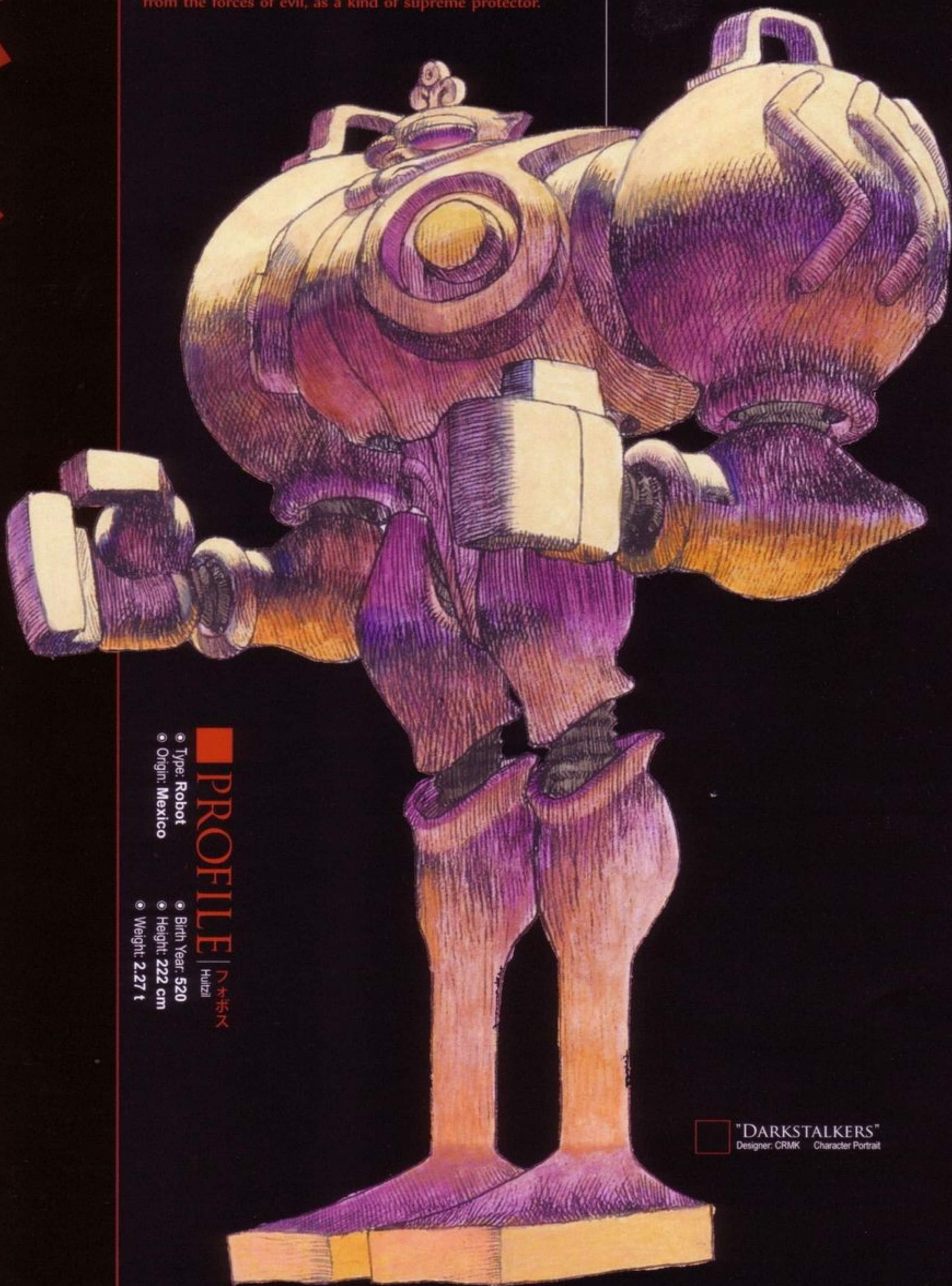
"...Terminate All Lifeforms..."

### [NIGHT WARRIORS]

Huitzil had gone into stasis upon being buried by a large earthquake soon after he was created. As if reacting to the presence of extraterrestrial invaders bent on taking over the world, Huitzil was reactivated. Huitzil was programmed by ancient Mayans to defend Central America from the forces of evil, as a kind of supreme protector.

## STORY

"LIFESIGN LEVELS DECREASING. TERMINATING TARGET."



## PROFILE

フオボス  
Huitzil

- Type: Robot
- Origin: Mexico
- Birth Year: 520
- Height: 222 cm
- Weight: 2.27 t

"DARKSTALKERS"  
Designer: CRMK Character Portrait



DARKSTALKERS FILE 11

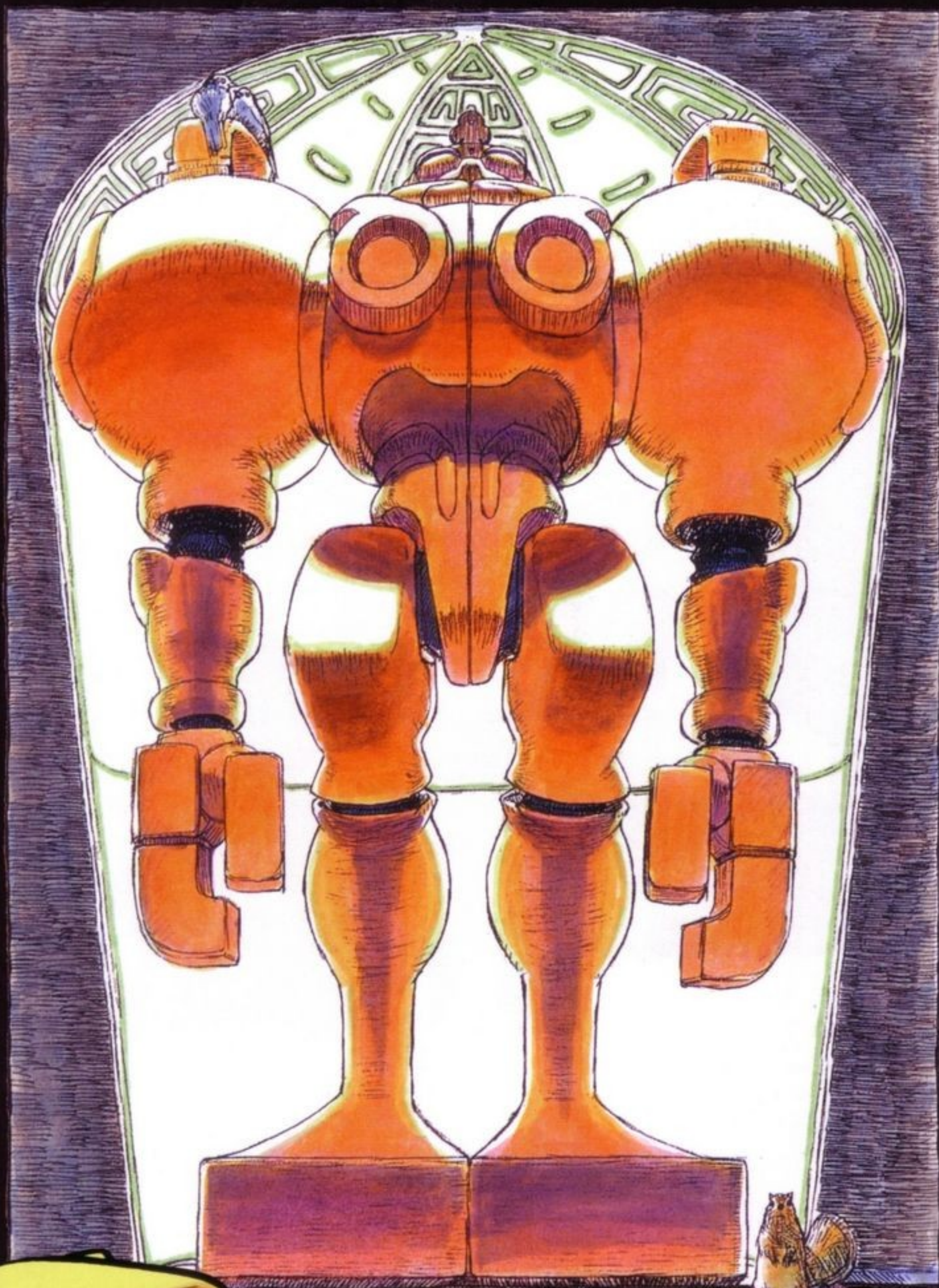
# ART WORK



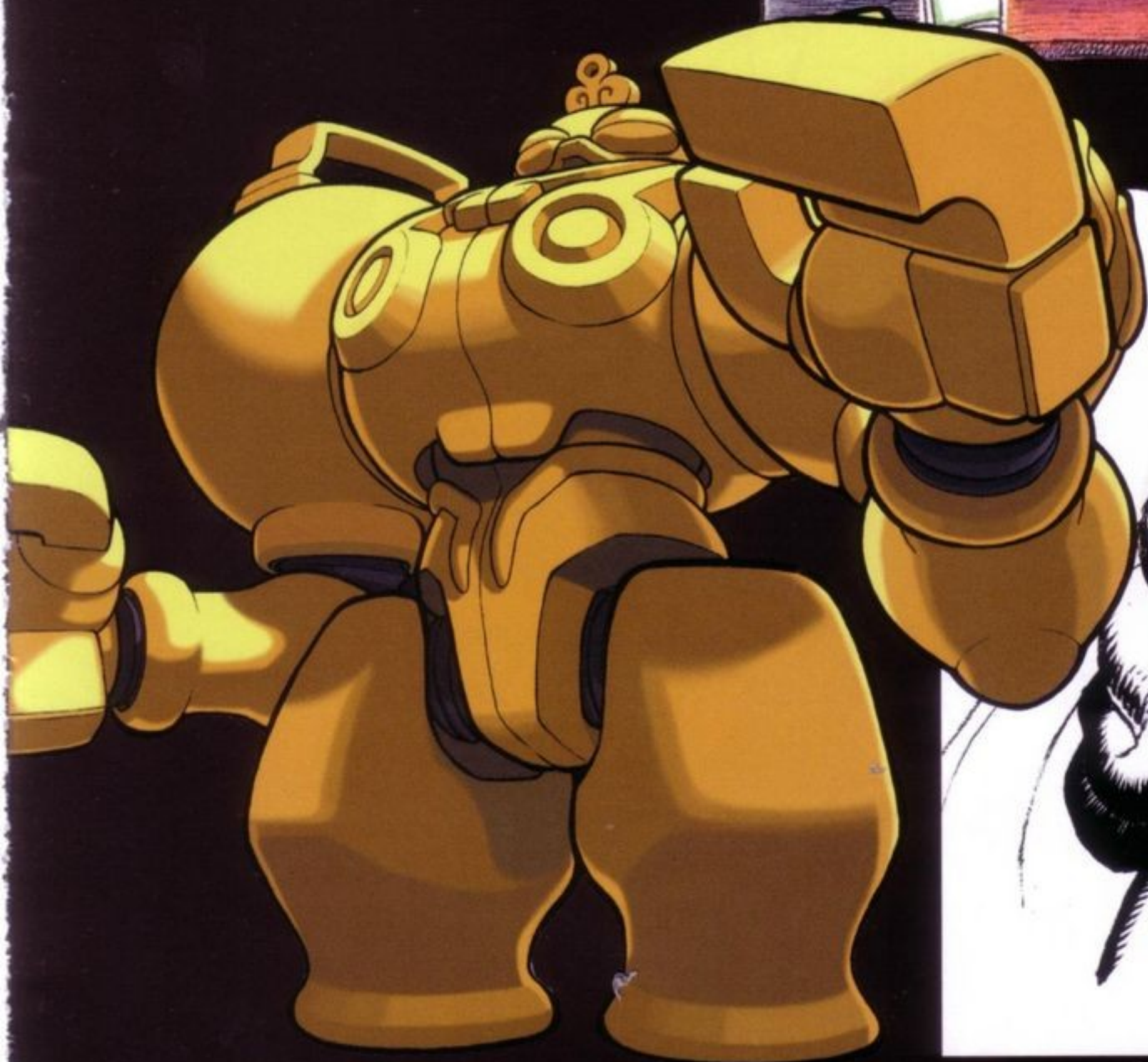
**"NIGHT WARRIORS"**  
Designer: IKENO Character Portrait

**"DARKSTALKERS"**  
Designer: CRMK Character Portrait for Mooks

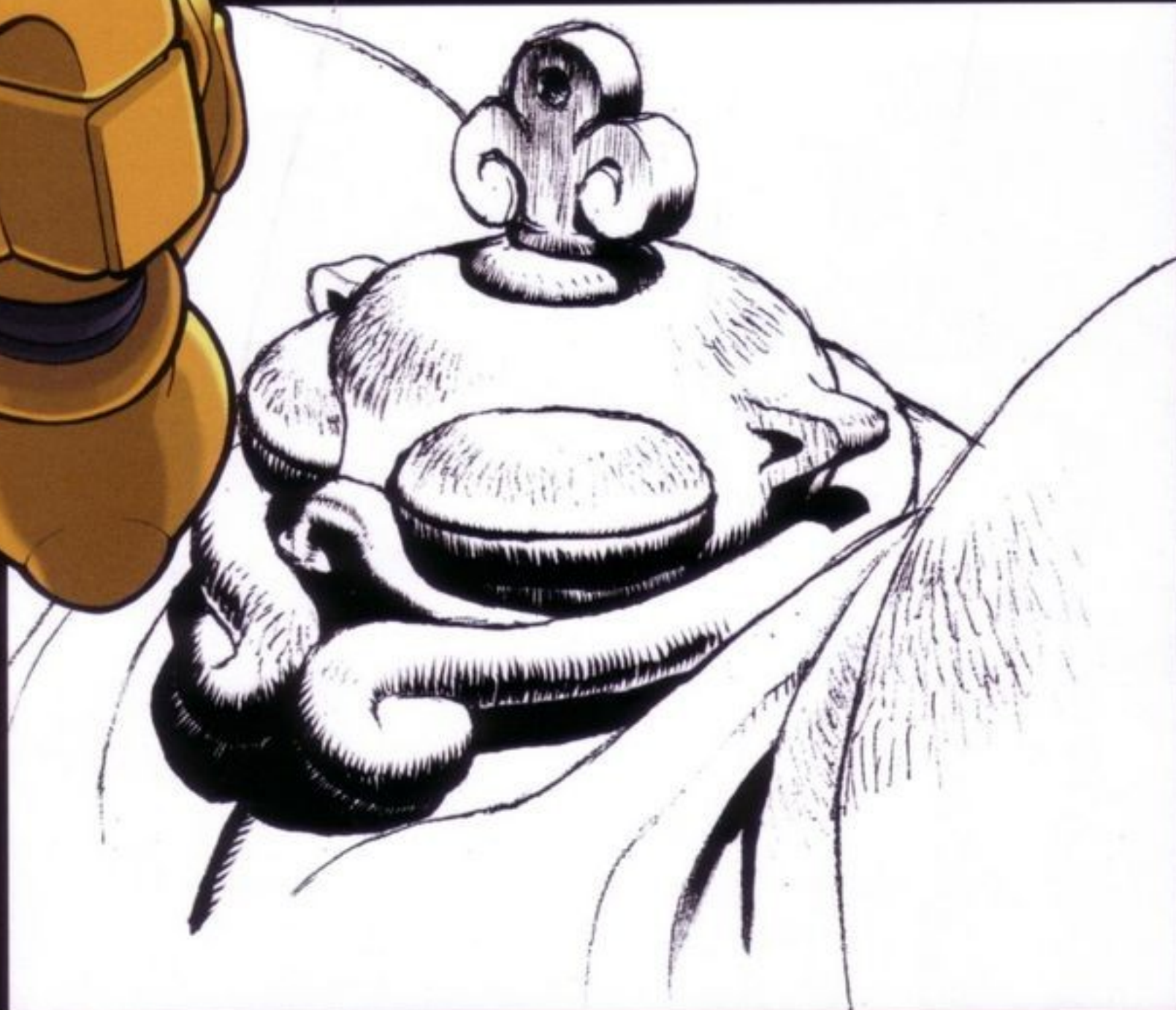




"NIGHT WARRIORS"  
Designer: IKENO Character Portrait for Mooks



"DARKSTALKERS 3"  
Designer: Shinsuke Komaki Character Portrait



"DARKSTALKERS"  
Designer: CRMK Black and White Close-up Character Portrait



“THIS GLITTERING PLANET IS WASTED ON YOU LOWER-CLASS ORGANISMS.”

Type: Alien  
 Origin: Planet Hellstorm  
 Birth Year: 1991  
 Height: ?  
 Weight: ?

PROFILE | PYRON

[DARKSTALKERS]

Far above the sparkling blue planet called Earth, a dimly glowing spherical mass mumbled to itself. This mass was Pyron, the ultimate lifeform that had spent the past 200,000,000 years meandering through space. As he had no permanently defined physical shape, Pyron could best be described as a shapeless spiritual identity. Originally, Pyron lived on some now-forgotten star with other intelligent lifeforms, but as he evolved he became an immortal super-being. In pursuit of a reason to exist... that is, a "reason to live," Pyron started a collection of beautiful planets. Traveling through space at the speed of light, Pyron looks for planets that peak his interest. Whenever he found an intriguing specimen, he would use his incredible powers to force the planet in question onto an orbital path around himself. The orbital path surrounding Pyron spanned over 400,000 light years, and he planned to include a sun in his collection soon.

"Oh... I see some lifeforms inhabit this planet."

Pyron could clearly see the shadowy forms of fish in the ocean that spread out below his gaze. It had been several thousands of years since Pyron had last encountered another lifeform. Emitting a unique energy pulse over the entire planet, Pyron was pleased to find that several lifeforms on this planet had reacted desirably to his probing pulse. "Hm... It seems I may get the opportunity to have a little fun."

"Battle" was Pyron's other "reason to live." Shrinking his energy field into a more limiting form that somewhat resembled a human being, Pyron submerged himself in the Pacific Ocean. In his eternal, unchanging life, there weren't many things that particularly excited Pyron... but now he was fairly certain that he was preparing for one of the most titillating experiences ever, and he was going to bide his time wrapped in the dark shadows of the ocean depths.

[NIGHT WARRIORS]

Born on Planet Hellstorm, Pyron was granted ultimate power in order to take over the universe. As such, the order of the universe would dictate that everything and everyone in existence must submit to Pyron's authority, which would mean that beings like the Darkstalkers cannot be permitted to exist. As an intelligent lifeform composed of pure energy, Pyron would not usually be visible to the naked eye. In order to face the Darkstalkers under what he considered to be the "rules of Earth," Pyron adjusted his energy field to take on a more humanoid form.

IRULER OF THE UNIVERSE!

Pyron



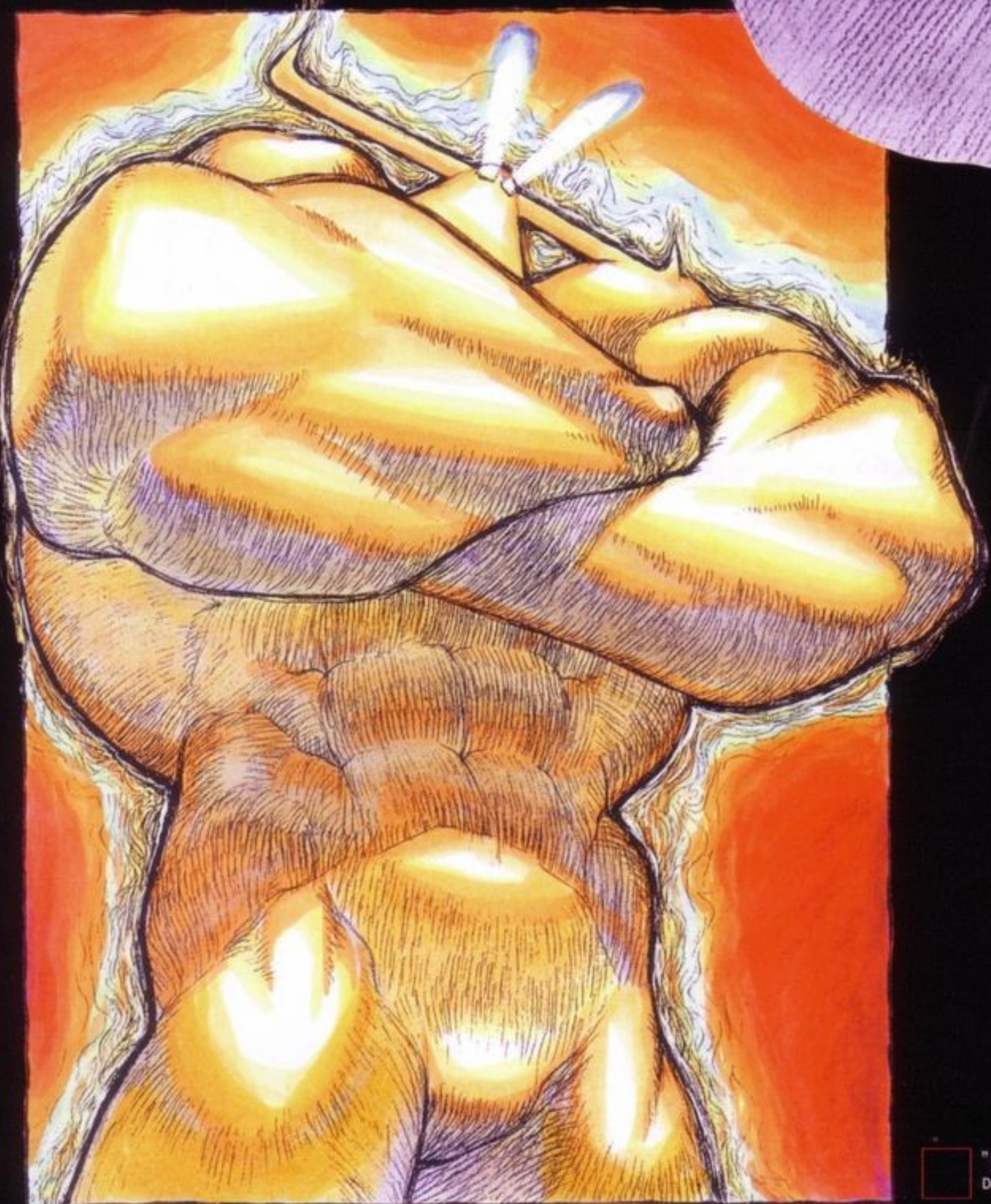
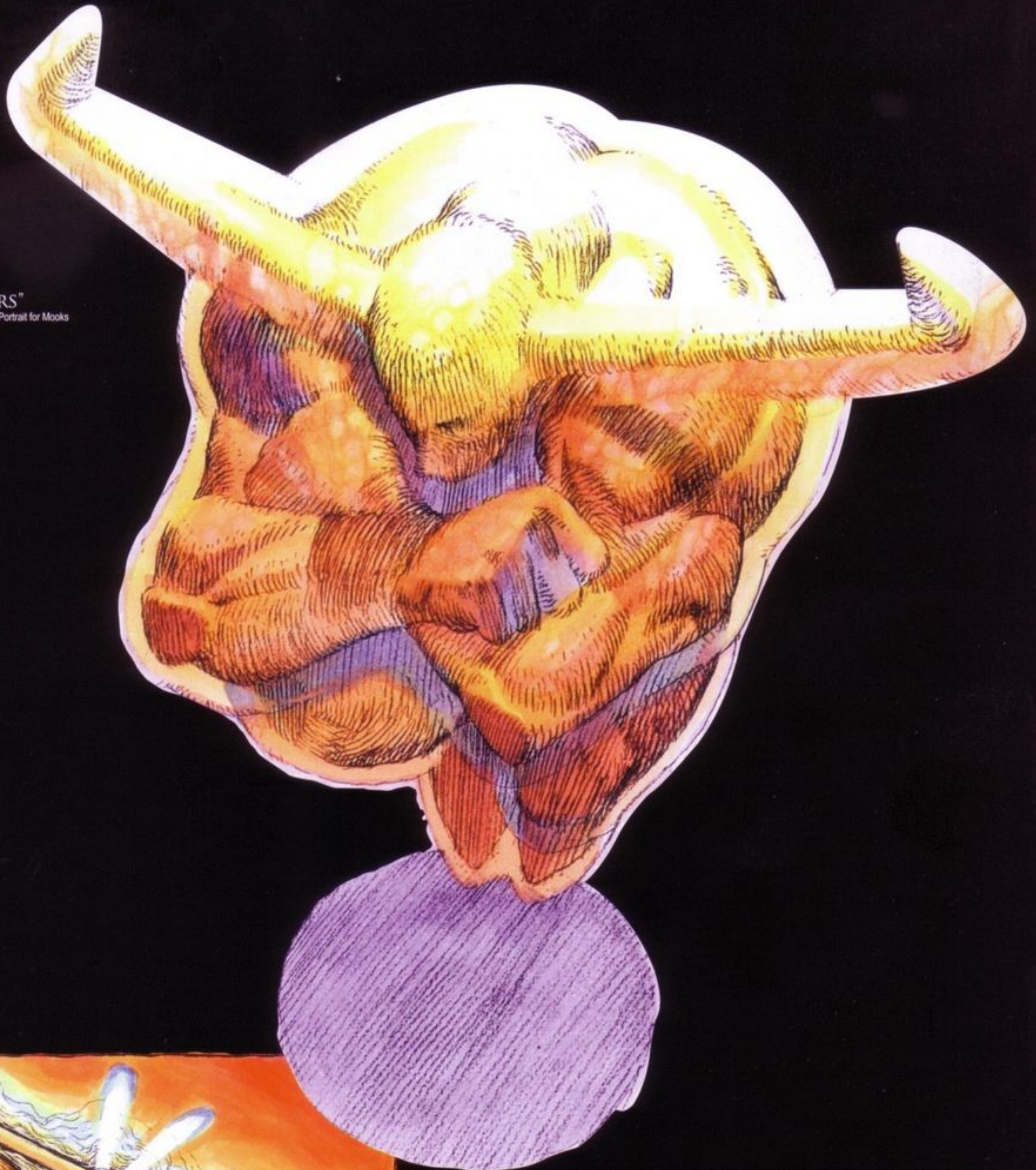
"DARKSTALKERS"  
 Designer: CRMK Character Portrait



"DARKSTALKERS" FILE 12

# ART WORK

"DARKSTALKERS"  
Designer: CRMK Character Portrait for Mooks



"NIGHT WARRIORS"  
Designer: IKENO Character Portrait for Mooks



"DARKSTALKERS"  
Designer: CRMK Black and White Close-up Character Portrait



"NIGHT WARRIORS"  
Designer: IKENO Character Portrait



"DARKSTALKERS 3"  
Designer: CRMK Character Portrait

ENDING MATERIALS

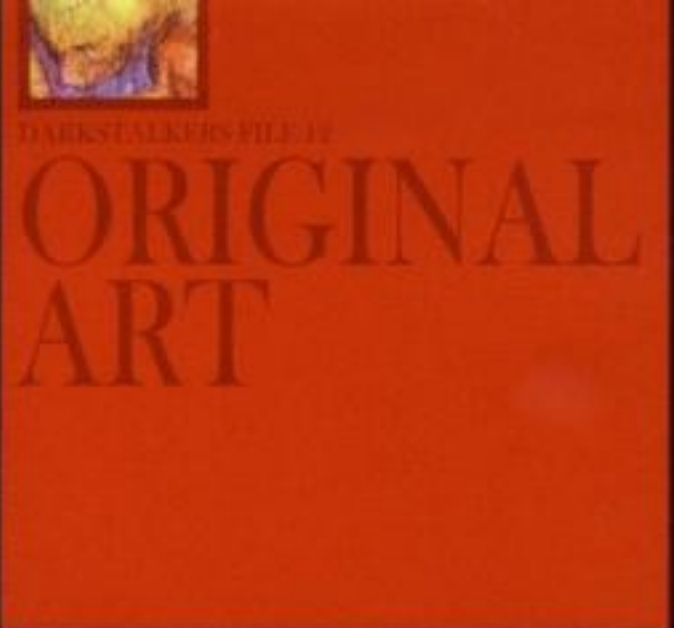
"DARKSTALKERS 3" (CONSUMER EDITION)



A portion of the ending storyboard and the associated art. At this point in development, Pyron's next conquest hadn't been specified as Andromeda, so it is described using the phrase "the next galaxy."



"NIGHT WARRIORS"  
Concept Art for Commercial Goods



"NIGHT WARRIORS"  
Character Portrait



"NIGHT WARRIORS"  
Victory Demo Art



EARLY DESIGNS



Though the designs vary greatly in general, it can be clearly seen that they all share a common flame motif. It seems it was hammered out early on that the intelligent lifeform made up of energy would at least partially be composed of flame.





[NIGHT WARRIORS]

Donovan was struggling with himself. Even the venerable teachings of his Buddhist training could not help him. His "evil blood" would grant him no peace of mind. Donovan was born between a human and a demon. One day, he met a little girl named Anita. Her deep, soulless eyes reflected a tragic history not unlike Donovan's. Time was limited. With however much life he had left in him, Donovan was determined to root out every last one of them... the Darkstalkers.

"I SHALL ERADICATE EVERY LAST DROP OF TAINTED BLOOD FROM THIS WORLD!"

STORY

PROFILE ドノヴァン・バイン

- Type: Darkhunter
- Origin: Unknown
- Birth Year: Unknown
- Height: 194 cm
- Weight: 98 kg

[FATED HUNTER]

バイン  
ドノヴァン

Donovan Baine





# ART WORK

"NIGHT WARRIORS"  
Designer: IKENO Character Portrait for Mooks



"VAMPIRE HUNTER 2"  
Designer: CRMK Character Portrait



"DARKSTALKERS CHRONICLE: THE CHAOS TOWER"  
Designer: ARNOLD TSANG (UDON ENTERTAINMENT) Character Portrait

"NIGHT WARRIORS"  
Concept Art for Commercial Goods

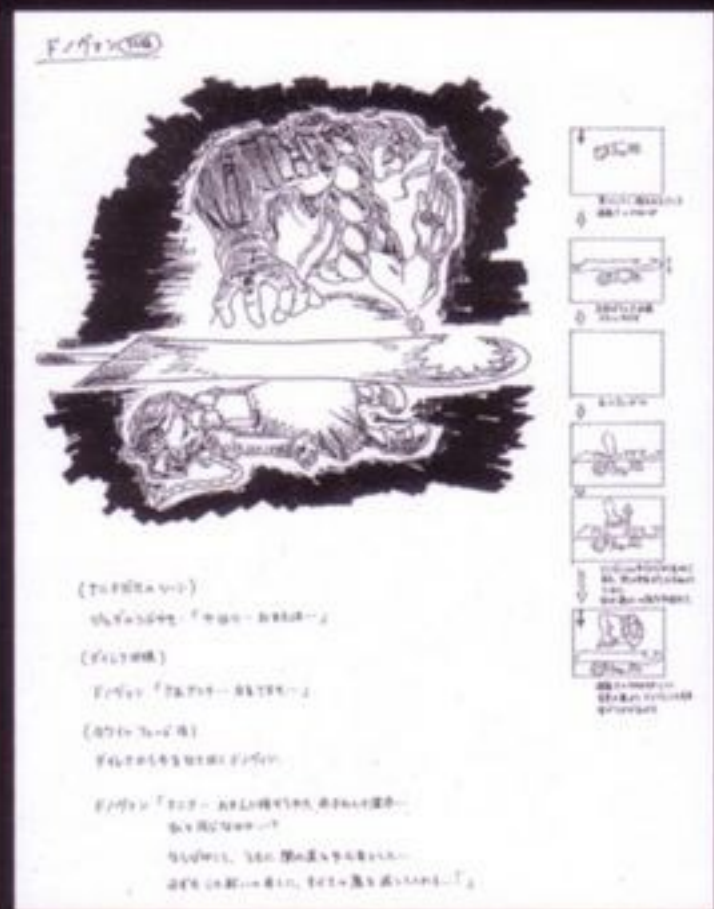
"NIGHT WARRIORS"  
Victory Demo Art



DARKSTALKERS III  
ORIGINAL  
ART

ENDING MATERIALS

"DARKSTALKERS 3"



A portion of the ending storyboard and the associated art. Jedah's dialogue reads "As I suspected... you must be..." What could that mean?



"NIGHT WARRIORS"  
Concept Art for Commercial Goods



EARLY DESIGNS



As he was the main character of "Night Warriors," he went through a lot of trial and error before they settled on his final character design. It is nothing short of surprising that Donovan went through so many different transformations, including a western theme, a Kung-Fu theme, and a holy artisan theme.



"NIGHT WARRIORS"  
Ending Screen Art

## [NIGHT WARRIORS]

Something was about to change in the world of darkness... The spirits of the dead rose from their graves and laid siege to a small village. Hsien-Ko and Lin-Lin, twin sisters, were born into a long line of powerful mystics. Their mother sacrificed herself in order to save the village from the evil undead spirits, but she did so before she was able to teach her daughters about the reincarnation spell. Determined to save their mother's soul from the darkness, Hsien-Ko and Lin-Lin unleashed the power of a forbidden spell - one that would transform them both into supernatural creatures. With their new abilities, the twins set out on a quest to destroy the monsters that were tormenting their mother's soul... it was the only way they could think of to free her.

## [DARKSTALKERS 3]

Once upon a time, there was a set of twin sisters who loved each other very much. On the night of their 16th birthday, they both had the same dream. When they awoke the next morning, they could feel a new power coursing through their bodies. The moment they looked at each other, they knew that they both felt the same way. The next night, the two girls writhed in their sleep, suffering the same nightmare. Slipping into a deep coma, the two girls' consciousnesses were swept away into an unfamiliar realm. They found themselves in strange new clothes, and even as they stood there, the memories from their past life flooded their minds. They had unleashed the power of a forbidden spell, and had gained amazing new powers. Sensing that their only way out of this mysterious realm was through their combined efforts, the sisters tentatively began making their way through the darkness.

“WOW, REAL GHOSTS ARE SCARIER THAN I IMAGINED!”

STORY

DARK-STALKERS FILE

14

IGHOSTLY GIRL

PROFILE

Hsien-Ko

- Type: Chinese Ghost
- Origin: China
- Weight: 43 kg (B83 - W59 - H86 cm)
- Birth Year: 1730
- Height: 155 cm



"NIGHT WARRIORS"  
Designer: CRMK Character Portrait



"DARKSTALKERS 3"  
Designer: CRMK Black and White Close-up Character Portrait



"NIGHT WARRIORS"  
Designer: IKENO Character Portrait for Mooks

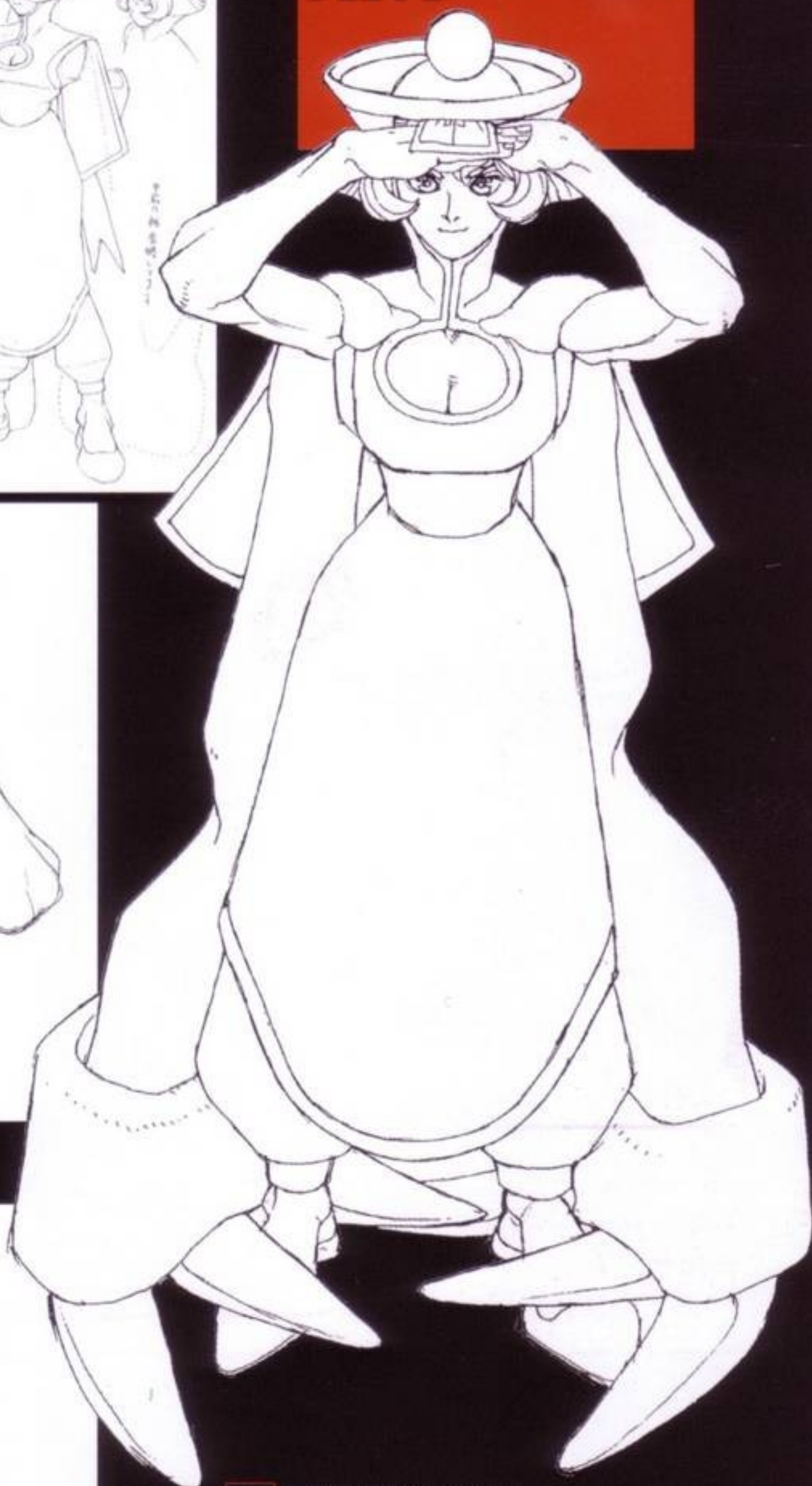
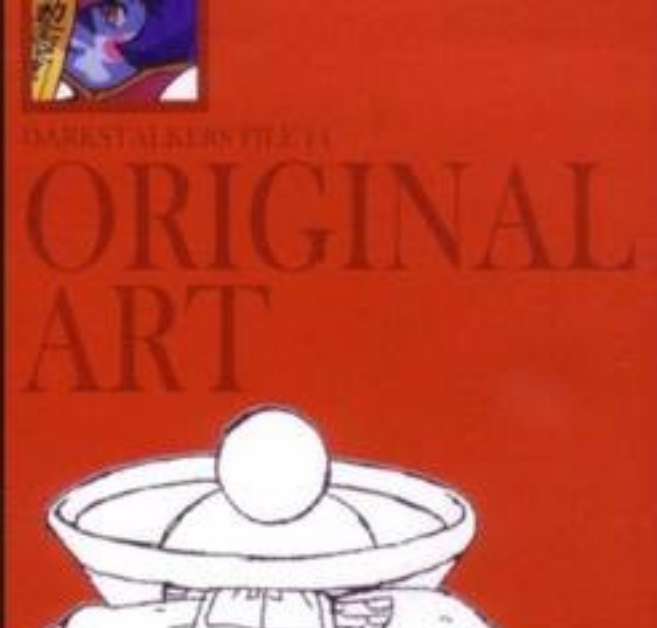
"DARKSTALKERS 3"  
Designer: CRMK Character Portrait



"NIGHT WARRIORS"  
Victory Demo Art



"NIGHT WARRIORS"  
Concept Art for Commercial Goods



ENDING MATERIALS

"DARKSTALKERS 3"



"NIGHT WARRIORS"  
VS Screen Art



"NIGHT WARRIORS"  
Ending Screen Art

"DARKSTALKERS 3"  
VS Screen Art

"DARKSTALKERS 3"  
Victory Demo Art

Ending storyboard. At this stage, there was no dialogue where the two girls discuss their unusual experiences.

EARLY DESIGNS



Hsien-Ko was designed with the mythical Chinese creature Jiang Shi in mind, and you can see a lot of the archetypal flavorings in her final design. Most of the early alterations had to do with adjusting her age and the amount of flesh that her costume left exposed.



Jedah

ジェダ  
マ  
THE EBONY  
MESSIAH

“HYPROCRITE?  
HARDLY.  
ENLIGHTENED BEINGS  
SUCH AS MYSELF  
REALIZE THAT THERE  
ARE NO SUCH THINGS  
AS ‘GOOD’ AND ‘EVIL.’”

[DARKSTALKERS 3]

Resurrected on the outskirts of Makai, Jedah grieved over the sad state of affairs in this dying world.

“Conflict and war... could anything be more futile and meaningless? I am the only one who can save this world from itself.”

The best way to save every soul and treat them all as equals, is undoubtedly to become one with them. If we were all one soul, there would never be a reason to squabble or fight. Even as he slowly pieced his plan together, his defeat at the hands of Lord Belial over a century ago was still fresh in Jedah's mind. In order to avoid repeating his past failure, Jedah decided that he would first have to have the appropriate vessel for his proposed ultimate soul. In hopes of establishing a solid foundation, Jedah planned to gather a host of creatures who possess “valuable souls,” and merge with them. He would also need to create a “sacred entity” capable of housing his ultimate soul. With his heart full of mercy, the dark lord stepped down into Majigen, the special realm he had created for the sole purpose of caging potentially valuable souls.

“Come! Surrender your souls to mine, and I shall grant you a life of peace and security.”

PROFILE

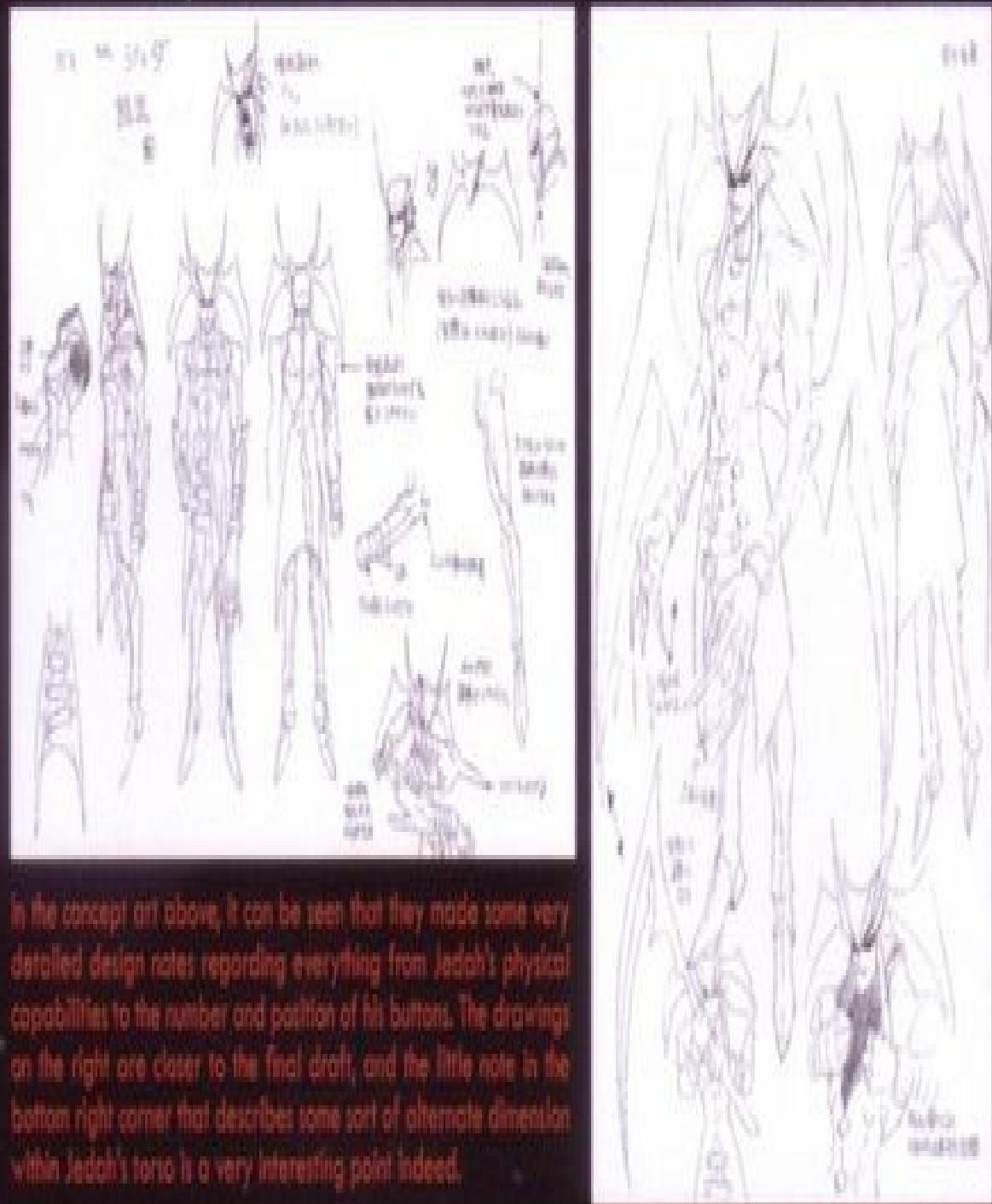
ジェダ  
マ  
Jedah Dohma

- Type: Demon
- Birth Year: 4045 B.C.
- Origin: Makai
- Height: 216 cm
- Weight: 12 ~ 1002 kg (variable)

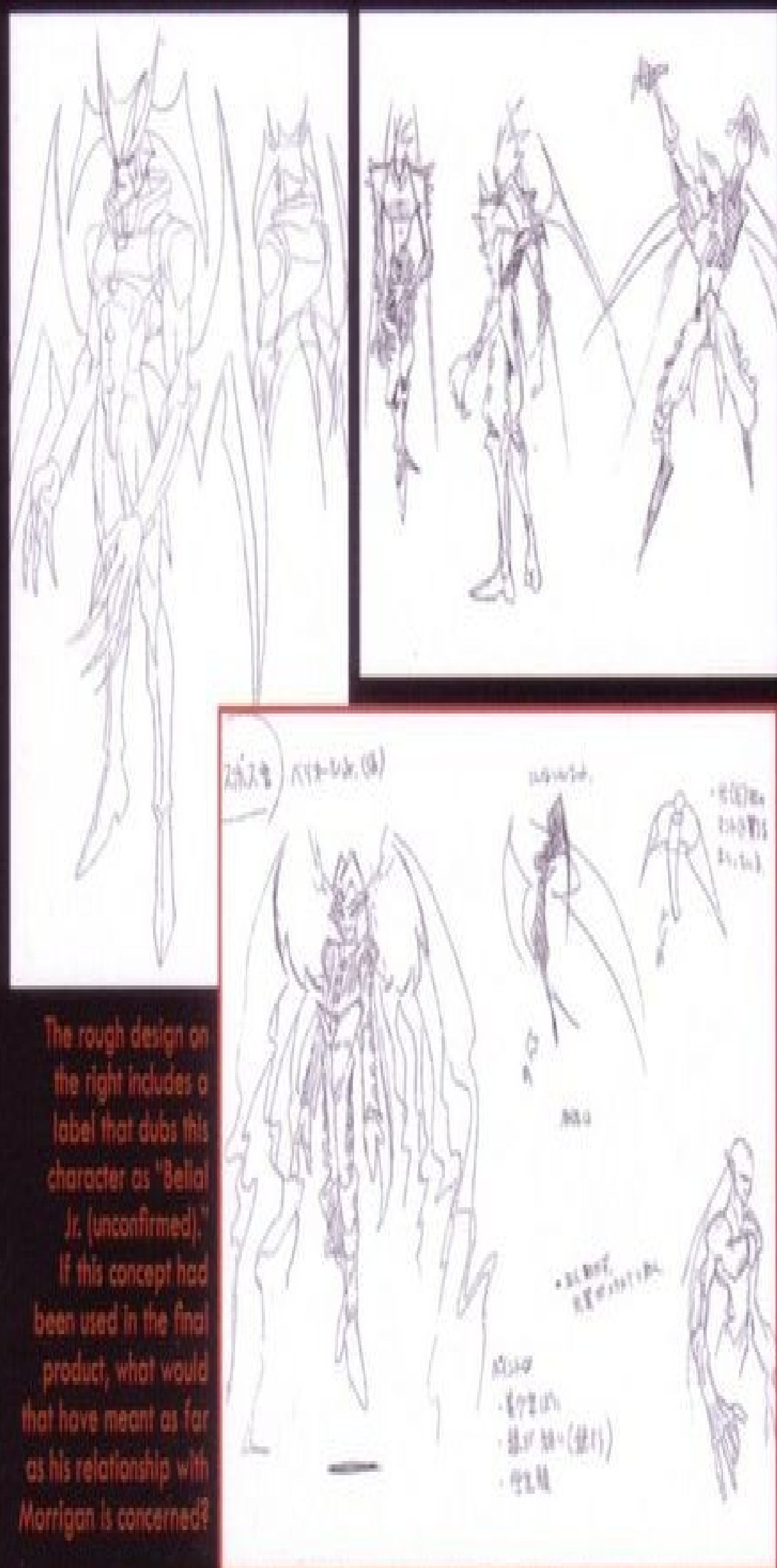


"DARKSTALKERS 3"  
Designer: CRMK Character Portrait

## CONCEPT ART



## EARLY DESIGNS



"DARKSTALKERS 3"  
VS Screen Art



"DARKSTALKERS 3"  
Victory Demo Art

FINALSTALKERS FILE 17

# ART WORK ORIGINAL ART



"DARKSTALKERS 3"  
Designer: CRMK Black and White Close-up Character Portrait



## [DARKSTALKERS 3]

The idealistic notions of love and valor are all but worthless in the face of cold hard cash. This fact has been widely accepted in the human realm for a while now. When it comes down to basic survival, no amount of pretty words will cut it. The young Darkhunter B.B. Hood lived her life by this unwritten law. One day, while she was on her way to work, B.B. Hood was swept away into a mysterious realm. This new place was none other than Majigen, the enclosed alternate dimension created within a crevasse of Makai by the Dark Lord Jedah. Though B.B. Hood is a mere human, Jedah had deemed her soul to be dark enough to compare to those of pure Darkstalkers. Without wasting any time, B.B. Hood immediately begins to consider what it would take to commit the wholesale slaughter of every Darkstalker in this realm. "Hee hee! So many targets, and they're all mine... this is going to be a major haul!"

## STORY

“SHOULD  
I KILL YOU?  
I DON'T  
KNOW...  
I'LL HAVE  
TO THINK  
ABOUT IT ♪”



DARK-  
STALKERS  
FILE

16

LOVELY HUNTER!

バレツタ



B.B. Hood

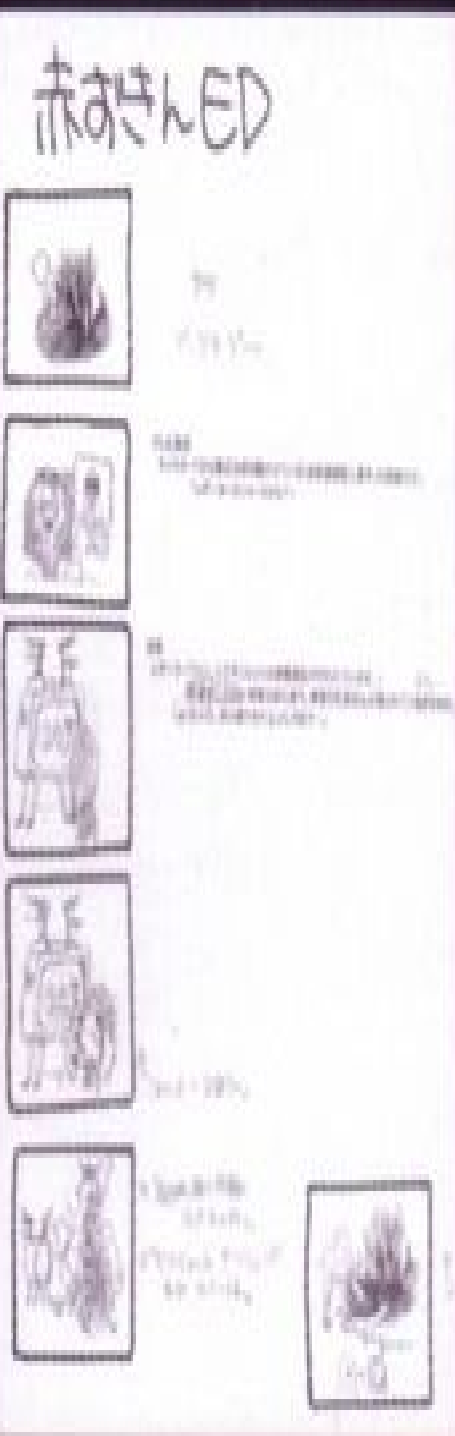
## PROFILE

ブラック  
B.B. Hood

- Type: Darkhunter
- Origin: Northern Europe
- Birth Year: Unknown (10 ~ 14 years old?)
- Height: 142 cm
- Weight: 37 kg (B70 - W58 - H75 cm)

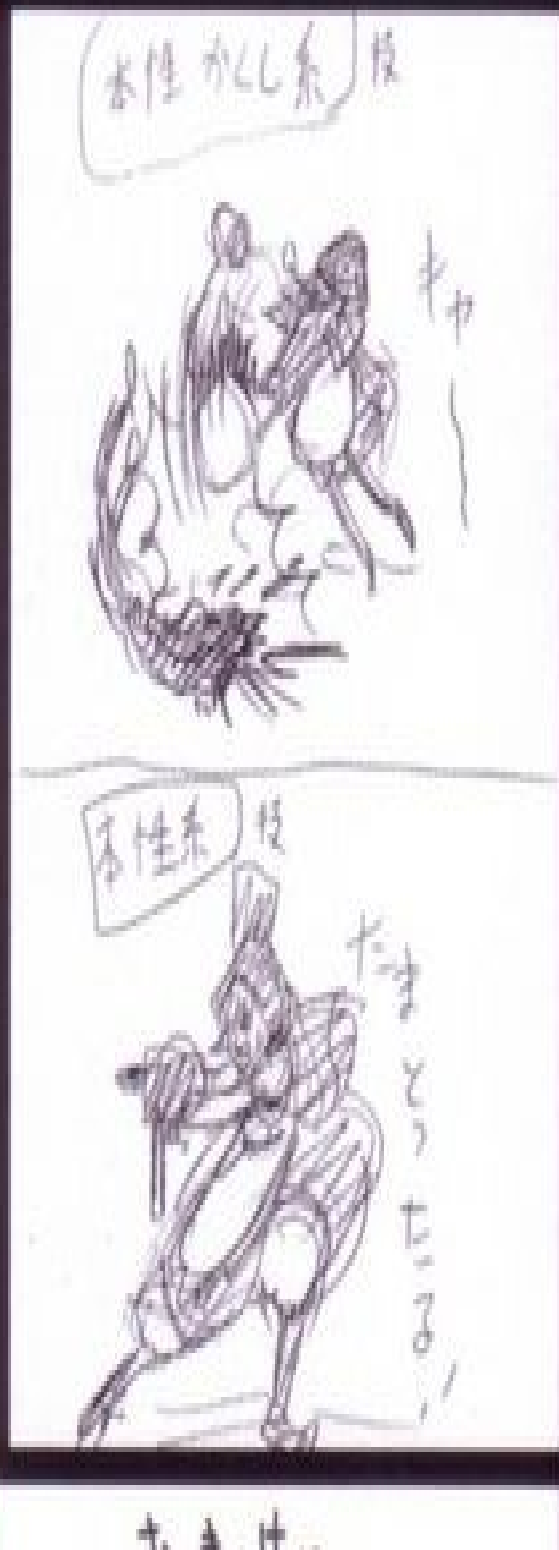
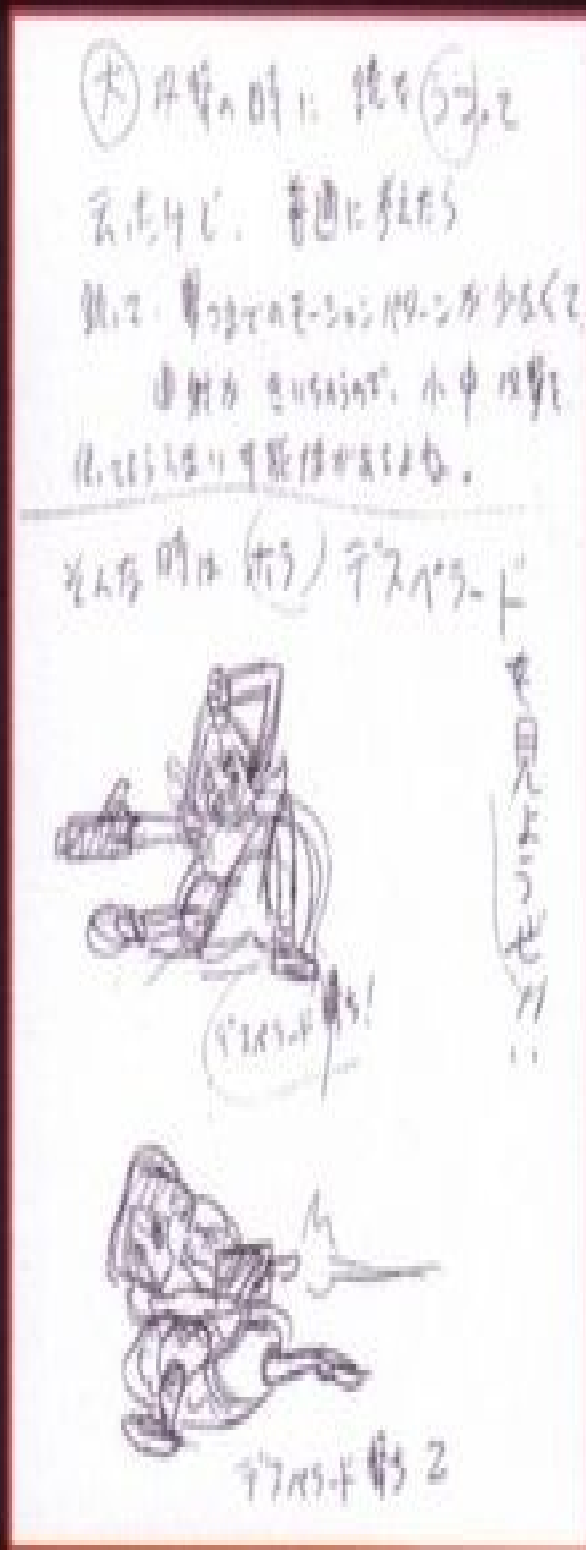
"DARKSTALKERS 3"  
Designer: CRMK Character Portrait

## ENDING MATERIALS



A portion of the ending storyboard and the associated art. The scenario had been pretty much hammered out by this point, so there are hardly any discrepancies between this storyboard and the final game.

## CONCEPT ART

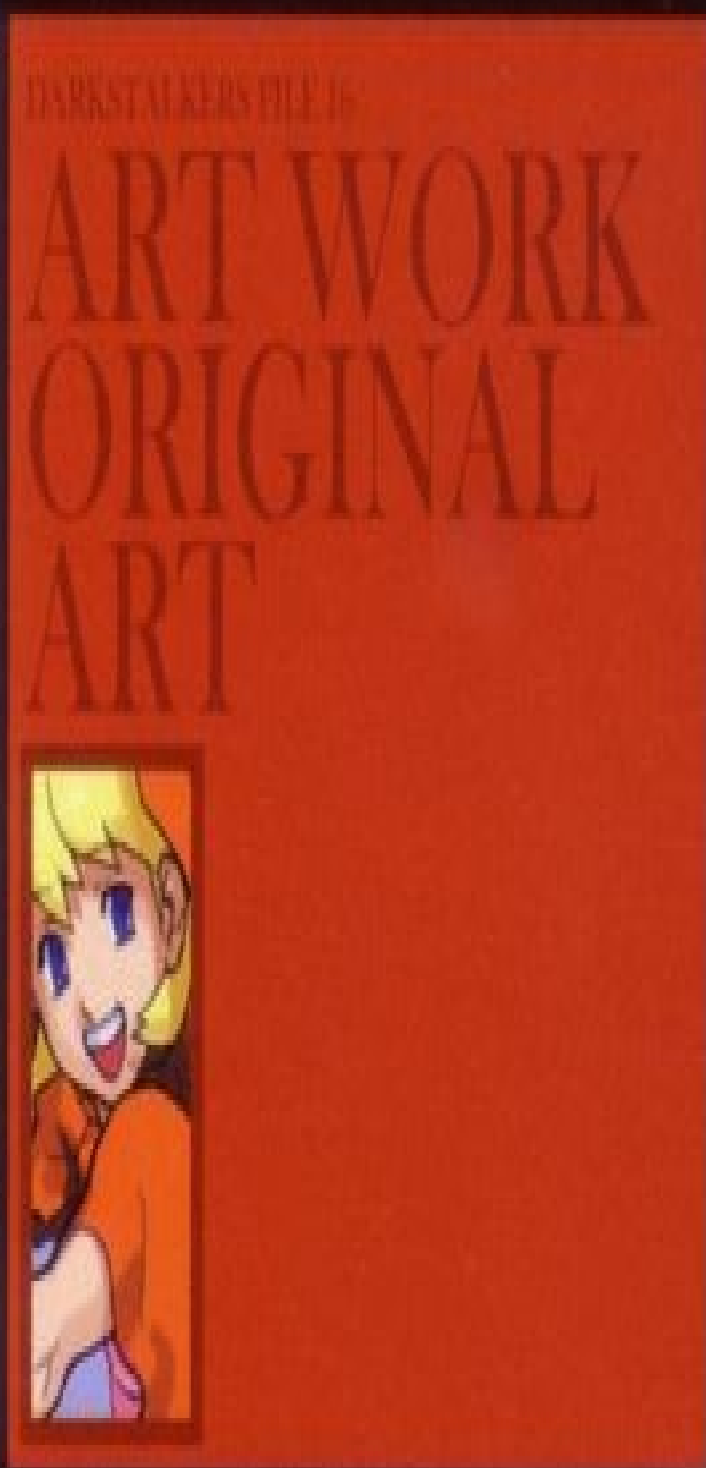


After the design had been finalized, the one thing that really had the graphic department cradling their heads in their hands was the movement. They could not figure out how this character should move. Some time later, these concept drawings (only a portion is displayed here) were submitted by Akiman, and it opened up the door for B.B. Hood's dual personality.



"DARKSTALKERS 3"  
Victory Demo Art

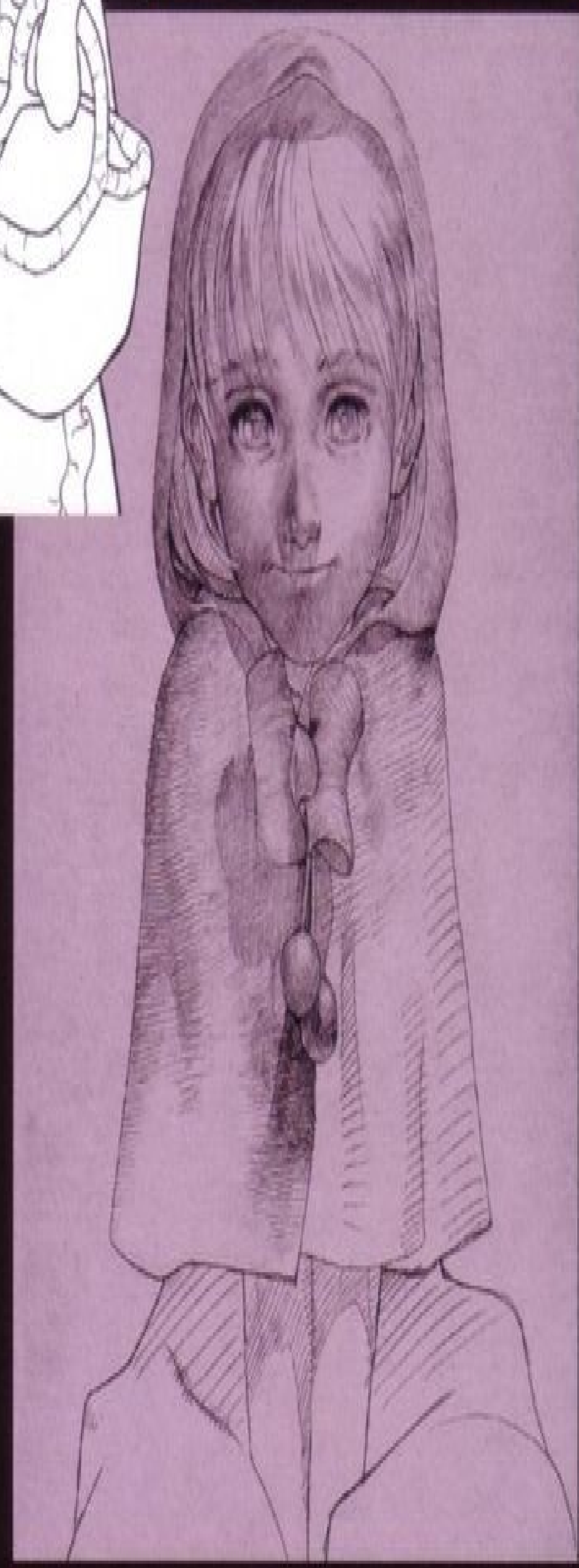
"DARKSTALKERS 3"  
VS Screen Art



## EARLY DESIGNS



B.B. Hood was born from the desire for a new character that would really have an impact on the character list. They initially had her as a sort of rival character for Jon Talbain, and the early draft to the left mentions something about her being a "Werewolf Hunter."



"DARKSTALKERS 3"  
Designer: CRMK Black and White Close-up Character Portrait



Q-Bee

キナーラー

DEMONIC BUG SWARMING ON SOULS!

PROFILE | キナーラー Q-Bee

- Type: Demonic Bug
- Origin: Makai (House Dohma)
- Weight: 38200g
- Birth Year: Unknown
- Height (from head to tip of abdomen): 1250mm (abdomen 860mm; pseudo-abdomen 575mm; pseudo-buttocks 875mm; abdomen to honey stomach 1100mm)

[DARKSTALKERS 3]

The Soul Bees, a type of demonic insect, had their hive somewhere on House Dohma property, which was located on a plot of land in Makai. Spending years without a landlord to tend to their habitat took its toll on the hive, and the population of Soul Bees was quickly dwindling. They were facing extinction.

"The time has come for everything to become one... join me in the gathering of souls." So came the call from Jedah, lord of House Dohma. He had awoken from his long slumber.

"Time to eat..." Q-Bee's eyes and antennae quivered in anticipation. She ran an instantaneous search of all the potential prey who now found themselves within Majigen. The need to feed and breed. Q-Bee's hunt had begun, and her desires were nearly insatiable.

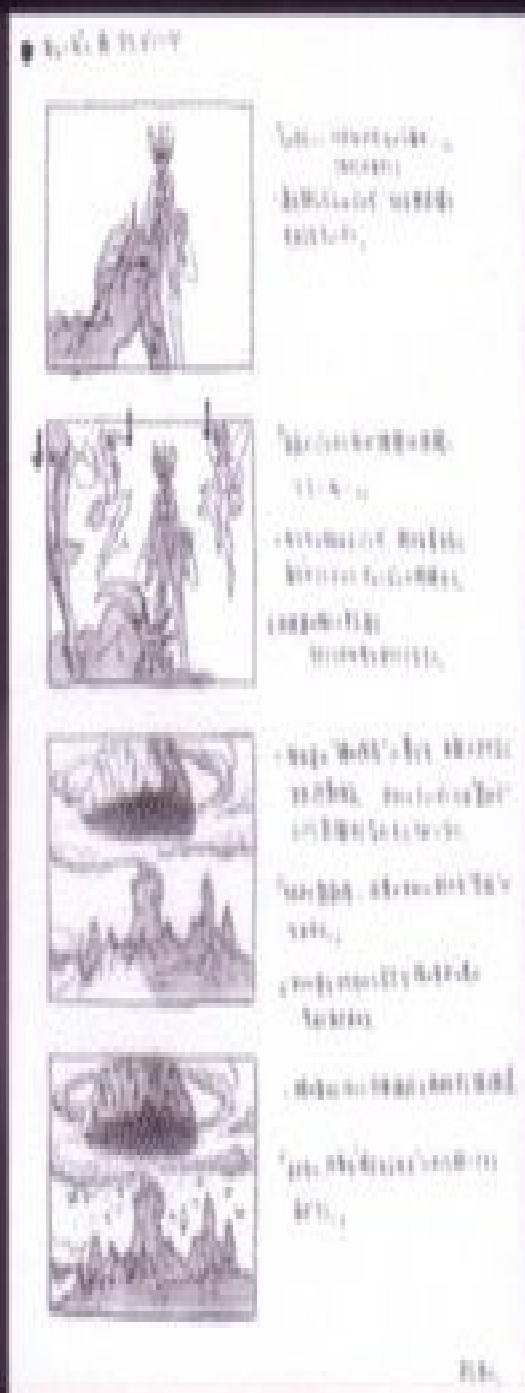


"THE VALUE OF A SOUL IS MEASURED BY ITS NUTRITIOUS QUALITIES."

"DARKSTALKERS 3" Designer: CRMK Character Portrait

## ENDING MATERIALS

A portion of the ending storyboard and the associated art. At this stage, the storyboard states that the Soul Bees established their empire "soon after" Jeddah's death. This detail varies greatly from the final scenario.



DARKSTALKERS FILE 17

## ART WORK ORIGINAL ART



## EARLY DESIGNS



The initial concept for Q-Bee was more of a "mutated insect that uses other insects to attack." After the designer Akimizu submitted a character concept for a "Bee woman," this idea was further refined and eventually led to Q-Bee as we know her.



## "DARKSTALKERS 3" vs. Screen Art



## "DARKSTALKERS 3" Victory Demo Art



## "DARKSTALKERS 3" Designer: CRMK Black and White Close-up Character Portrait

## [DARKSTALKERS 3]

When Morrigan was born, her father took a portion of her dark energies and sealed them away. He was concerned that she would be unable to control the overflowing amounts of dark energies that were present within her, and that this lack of control would eventually lead to her self-destruction. Over the course of 300 years, the stored dark energies became a disembodied soul. As this soul observed Morrigan's carefree life in Makai, it took on a personality of its own and became Lilith. Jedah saw the value in Lilith's soul, and provided her with a "temporary form" and prompted her to participate in his plan.

"I will finally be one... with my real body..."  
Enthralled by the nearness of her greatest desire, Lilith set upon the task at hand with a passion.

## STORY

"TELL ME SOMETHING FUN THAT I DON'T KNOW ABOUT."

DARK-STALKERS FILE

18



LOST CHILD  
OF DESIRE!

リリス



## PROFILE

リリス  
Lilith

- Type: 2
- Birth Year: Unknown
- Origin: Sealed Realm
- Height: 168 cm
- Weight: 54 kg (B74 - W56 - H83 cm)

## ENDING MATERIALS

Ending storyboard. Similar to Morrigan's ending, Lilit's ending has the two characters merging into one physical body, and seemingly offering Morrigan's outlook about things as a result.



## EARLY DESIGNS



Lilit was originally just another body with Morrigan's head attached to it, but thanks to the TLC of the lead designer, Lilit was granted a physical appearance as unique as her identity. Early concepts offered the possibility of Lilit having some celestial blood in her. The lower right image would have been used as the basis for that idea. The lower left image shows one of the little cherubs that would have been used for her special moves.



## ART WORK ORIGINAL ART



### "DARKSTALKERS 3"

Designer: CRMK Black and White Close-up Character Portrait

### "DARKSTALKERS CHRONICLE: THE CHAOS TOWER"

Designer: ARNOLD TSANG (UDON ENTERTAINMENT) Character Portrait



### "DARKSTALKERS 3"

Victory Demo Art

### "DARKSTALKERS 3"

vs. Screen Art



## ENDING GALLERY



Jedah

Demin

Morrigan

Morrigan

Morrigan

Felicia

Anakaris

Felicia

Pyron

B.B. Hood

Anakaris

CAPCOM FIGHTING EVOLUTION

CAPCOM VS. SNK 2

CAPCOM VS. SNK

MARVEL VS. CAPCOM 2

DARKSTALKERS III

# GUEST ART WORK

ARTWORK FOR GUEST APPEARANCES

Morrigan

Morrigan

Felicia

Hsien-Ko

Hsien-Ko

Morrigan

Donovan

Felicia

MARVEL VS. CAPCOM

POCKET FIGHTER

SUPER PUZZLE FIGHTER II TURBO

