

Castlevania II: Simon's Quest FAQ/Walkthrough Final

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_	Castlevania II: Simon's Quest	_
_	Walkthrough/FAQ	_
	By. jestercolony	
	Nintendo Entertainment System	
	I. Updates	
	II. Hosted Sites	
	III. Introduction	
	IV. Contact	
	V. How to Play	
	VI. The Story	
	1. Walkthrough	
	2. Weapons	
	3. Monsters	
	4. FAQs	
	5. Special Thanks	
	6. Ending Statement	
	7. Legal Information	

*** PLEASE READ***

PLEASE READ

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IT WOULD BETTER IF YOU JUST READ THIS WALKTHROUGH
FROM START TO FINISH IN ORDER TO OBTAIN ANYTHING
AND NOT MISS ANYTHING; THIS WILL CUT DOWN ON E-MAILS!

THANK YOU!

I. Updates

9/25/09 - Version: FINAL

1. Rewrote the Introduction
2. Rewrote the How to play section and spiffed it up abit. :)
3. Rewrote the Story just a tad to sound befitting.
4. Overhauled the walkthrough and fixed some huge mistakes and made it very detailed and comprehensible
5. Minor fixes have been made and the Silk Bag has been added. This will be the final update to this guide. I hope you all really like it! :)

6/14/07 - The starting foundation of this guide (Version 0.1)

6/15/07 - Walkthrough has started. (Version 0.2)

6/19/07 - Full walkthrough finished along with the rest of this
guide. (Version: 5.0)

II. Hosted Sites

GameFaqs: <http://www.gamefaqs.com>

(If you wish this guide to be hosted please look at my contact information!)

III. Introduction

So yeah, I've decided to write another Castlevania walkthrough! Welcome back to Transylvania my friend; this time you will embark on a great adventure! We find ourselves continuing the story of Simon Belmont just seven years after the events of the original Castlevania. It seems Dracula has placed a terrible, vile, curse on poor Simon and he must find a way to berid of his plague.

This is the second agame in the series to use the exploration system found in the later titles of the series (Vampire Killer, Symphony of the Night) and came with RPG elements also found later in the series. So I'm sorry Alucard fanboys and girls: It was not SoTN that started this ideology! So please, don't this old NES classic fool you! It is rather long and can be stressful without the aid of a guide (well ow you do.) Because you are thrown in to a game world with no ideal or concept as to what you must do in order to adavance.

Originally being relased back in 1988, people awaiting the sequel to their favorite vampire slaying game had been stunned to find out that the game on a new element that wasn't in the original! Instead of goign through the game and unlike the original: You weren't forced to go through a castle. Instead you had been given free reign to explore all of Transylvania and do anything in this games limitations. From towns, to haunted caved, cemeteries and swamps. Even the occassional Mansions. Simon's Quest was the game that scared us to bed by nine, only having us to wake up for school the next morning.

So if you are new to the Castlevania series, I highly, HIHGLY recomend playing this game or at least giving it a chance and playing it all the way through. So take a look at a beautiful game that inspired later titles in the series!

So prepare yourself Simon Belmont! It's time berid of your curse!

IV. Contact

E-mail: theshatterededsphere@gmail.com

Please look at these rules before e-mailing or messaging me.

1. Please don't spam with with hate/adds or whatever
2. If you have a question about the game which is not covered within this walkthrough please post your subject as "CV2-HELP: (reason)
3. Be nice to me, or I will ignore you.
4. Give me 24/48 hours to get back with you so please be patient.
Sometimes I also may reply right away if I am on.

V. How to Play

```
|---[Controls]---|
|_____||_____
|-----|
|           | |
| |       | |
|==o== |Select| |Start| (A) (B) | |
| |     - - - - - - - - - - | |
|_____|
```

Directional Pad = Allows simon to move left, right and down which allows him to duck.

A Button = Allows you to use your main weapon, the whip

B Button: Allows you to jump

Stat= Allows you to access the main item menu of the game so that you can view all your items, stats...etc.

Select - Pause

Holding up + A = This allows you to use the current subweapon that you have in use.

```
|---[Game Elements]---|
```

Castlevania II: Simon's quest gives us a few new features never seen before in its previous installment. The first thing we need to discuss is the main game menu below.

```
| T-          00:00:00:00 | *T = Time
| E-0000      L- 00      | *E = Experience Points   *L = Your current level
| <3 - 0000    | *<3 = Number of Hearts
|_____|
|Whip          Special Items|
|_____|
|          Quest Items    |
|_____|
|          Subweapons     |
|_____|
```

The first row that you see are your main stats that you need to keep an eye out on. Time directs how much time you have left or spent in game (i.e actual game days; not real life.) So keep this in mind.when playing.

The Experience shows how much experience you have before you Level up. In order

to gain experience from enemies you will need to collect the hearts that they drop. Now keep in mind that Experience is from Hearts, but they also are a form of currency used to buy items from the Townfolks. They also are used to fuel the subweapons that find in game (well some of them.)

Keep in mind that max hearts that you can have is 256. Please look at the chart below to see the heart types dropped at certain time frames.

Night & Day Elements

The Time Window works like this in Castlevania 2: Simon's Quest

T- 00:00:00	Days: How many days have Passed
^ ^	1. How many days will affect the games ending.
	Hours: This affects on how much night/day you have left.
Days Minutes	2. Every six (6:00) hours, the time cycle will
^	change
	Minutes: How many minutes you have in an hour.
Hours	

This affects a lot of the game. At night you won't be able to enter any of the buildings in the towns of Transylvania. There will also be zombies roaming at night instead of the villagers.

This also affects the enemies - Night makes them stronger and more dangerous. In other words: it may take you a lot longer to take down an enemy than it would during the day. The same thing goes for the damage you receive by them. It also affects the heart types (currency/experience & subweapon fuel)

/-----\		
+-----+		
Heart Time Ratio		
+-----+		
Day Time	Night Time	Mansion & Powerful Monsters
=====		
Small full heart: 2 hearts	Half Heart: 4 heart	Big Heart: 6
+-----+		

1. The Walkthrough

====[Town of Jova]====

Item List

Holy Water: 50 Hearts
White Crystal:50 Hearts
Thorn Whip: 100 Hearts

As soon as Simon appears in Jova, do not bother talking to any of the villagers as, they tend to spit out useless dialogue that can confuse the player and thro

-w them off from advancement. Now take Simon and head to the right. As you pass the Church, head down the first set of stairs you see. Now go inside that door (by pressing UP on the contral pad.) Having 50 hearts at the start of the game allows us to start off early by being able to talk to the store clerk inside th -is room. Go a head and buy the -HOLY WATER- for 50 hearts, backtrack outside.

*TIP: Church's allow Simon to replenish lost strength (in other words ALL of his life will be restored when you talk to the Priest.)

Now go down the set of stairs that you see as soon as you are outside and leave going right out of town. Out here you will need to talk Werewolves and Skeleton -s. Go a head and kill them off until you collect 150 hearts. You will also mor -e than likely encounter your first -TImE ELEMENT- in game. In other words it will go from Day to Night. Also - just stay in this area and collect hearts!

DO NOT go any where else...

NOTE: At night towns are filled with zombies and you cannot enter any of the buildings until daylight.

Once you have obtained 150 hearts, head back to the Town of Jova and head back up the first set up stairs we come across (the door that had that clerk selling us Holy Water.) Talk to the merchant outside and she will sell you a special it -em needed called the -WHITE CRYSTAL- for 50 hearts. Buy it and jump across to the ledge on the left and continue going that direction until you see an opened door. Inside is another merchant, they are sellign the -THORN WHIP- which is a slightly better upgrade than the current whip that you have. So buy it for 100 hearts. Now we are done with this place - go down the stairs to the left of you and head out of town via right (the same place we went to collect the hearts.) Now, we just need get to Veros.

*TIP: Whip upgrades are significant. They will make Simon's main attack stronger; there are a total of five (5) whips within the world of Castlevania II: Simon's Quest.

If you don't remember this area, that is fine. Just make your way right while k -illing the Werewolves and Skeletons we farmed earlier. Continue to the next sc -reen via right. If you bought the -THORN WHIP- earlier, the mosters here shall be a heck of a lot easier. Upon this next section of the area you will have to battle out with Skeletons and Mermen, while crossing dangerous gaps of a broken and worned bridge. But do not fall in the water or it will be death for Simon!

(Side note: Most people think it is funny that you can die via falling in the water in any Castlevania game previous of SoTN. I actually just say to myself that the water is inflicted with deadly posion due to the Dark Lord's pressence.

Contiue to the next screen. In this section the blocks in front of you can be broken with the use of -HOLY WATER-, but I wouldn't recomend it (if ya want to you can, but you'll have to avoid the posion marshes.) Jump up the stones and k -ill the Skeletons above. Continue to the next section (via right.) Now in this area I suggest farming the enemies until you have at least 200 hearts. Once you do: head down the long stairwell that leads in to an underground cave and you will come to be in the Town of Veros.

```
====[ Town of Veros ]====
|-----|
|           Item List           |
|_____|
|Dagger:           50 Hearts|
```

|Chain Whip: 150 Hearts|
|_____|

Short trip, eh? Yeah, I thought so too! Anyways, in this town, enter the first opened building that you see. Inside you will find any empty room! Oh no?! Oh why did you take us here?! You are probably wondering... Well, erm... You should probably use -HOLY WATER- on the right wall, which is breakable. Once it is open go inside to the next room. A clerk will be inside who will sell you a new subweapon called the -DAGGER-, buy it and leave it because this building is now useless.

Once back outside head right until you find the Church, use it if ya need some healing. After that, continue right to find another door that leads to a clerk at the top of some stairs. Head up there and go inside to buy a new whip upgrade called the -CHAIN WHIP- for 150 hearts. Just break the floor with the -HOLY WATER- to reach him. After that we can leave this place the same way we came in.

|TRAVEL: Getting to Berkeley Mansion|

This will be a short trip, so do no worry about getting lost. Just head back up the stairs and kill the monsters on the platform (via right) Hope on the stones while avoiding the posioned marsh below. Enter the next screen. Now here you will need to drop some -HOLY WATER- on the Skeleton below, equip your Dagger and hurl it at the Merman who pops up from the small lake. Continue to the next area to find yourself out front of Berkeley Mansion.

====[Berkeley Mansion]====

```
|-----|
|         Item List         |
|_____|
|Oak Stake      50 Hearts|
|Dracula Riddle #1      |
|Dracula Riddle #2      |
|Dracula Riddle #3      |
|_____|
```

We have a lot to do here: First off you are probably wondering what we need to do in order to pass the huge body of water in front of us. I believe the correct term is exit stage up! Equip the -WHITE CRYSTAL- that we obtained from the town Jova earlier. It will show you an invisible block that we couldn't see before that seems to be ascending and descending. Hope on it and ride it to the top. Now kill the Spear Guard that will try and knock you back down to a watery death below. Continue heading right until you find a stairwell near some spikes on the wall. Do not bother going down the first set on the left. Instead, go up the right set, kill off the Blobs and make sure you kill the Gargoyle on the way (Via left)

You will eventually come to some stone platforms with a Sword Skeleton above you. Jump on the first and make your way up to kill him. Don't bother with the Spear Guard on the left just yet. Continue heading right when you reach the top and you will face some Blobs; kill them off and continue on until you come to an area patrolled by Sword Skeletons and spikes. Kill them off and hope over the spikes until you come to a deadend. Use -HOLY WATER- on the wall to find a book. This is one of the 13 clues to Dracula's Riddle. Read it carefully, as it will give you a hint.

Now make your way back to that Spear Armor, kill him and make your way up the stairs he was guarding. Kill the Skeletons in front of you and continue going to the right. Once you are near the edge of the stoned portion, DO NOT jump to

the next. Instead use the Holy Water to find out the location fo the fake floor in this section. The reasoning for this is that: If you fall through them you will fall to a watery death. Now make your way to the next screen.

Here you will see an old man dressed in a blue hooded robe just below you. That is one of our main destinations. Kill the Sword Skeleton who blocks your path. Make your way down the first stairway that you see. Kil the Skeleton and procee-d down the next set of stairs. Now continue heading left until you reach more stairs. Climb the set going up, avoid the spiek gaps and talk to the Old Man to buy an -OAK STAKE- for 50 hearts. Now head directly to the deadend in front of you and break the wall to find Dracula's Riddle #2.

Now backtrack to the stairs and make your way down the two sets and then head r-ight to another dead end. Again, break the wall to find Dracula's Riddle #3. Now that we have found all three clues in this Mansion, let us move on. Backtra-ck to the stairs and make your way down while continuing to go right. You need to be extra careful here and use the Holy Water to find the fake floors. Once we have reached the end of this hallway, go up the stairs.

We are now in a room with seven men being hung by nooses and a strange glowing orb on a pedestal. Equip the -OAK STAKE- and hit it, it will drop a bag; collec-t it and you will have obtained [QUEST ITEM: Dracula's Rib]. Now that we are done with this palce, return to the last fake floor area I told you of. Fall do-wn below to land on a block. Here continue going left and killing the Spear Gu-ards that get in your way. Continue following this path left, hit the stairs and do not stop. This will take you back to the entrance of the Mansion.

|TRAVEL: Aljiba Woods|

Once you are outside of Berkeley Mansion head right. On this screen make way to the Skeletons and Bats which fly at you. Destroy the projectiles the Spiders th-row at you. Continue on until you eventually reacha cave. This is known as...

|TRAVEL: Dabi's Path|

This area is short; so do not worry. Just stay on the top portion while avoidin-g or killing the floating Eyeballs. Ignore any stairs you come across or you will end up getting lost. Just stay on this first portion going right in to the enxt screen. Here you will be ambushed by Bats and Eyeballs. Kill 'em off and proceed to the bottom. Once you're there, do not go right on the next screen. Instead, use the -HOLY WATER- to break the bottom blocks on the left and head in that direction to end up a dead end. Again use the -HOLY WATER- to break the wall to obtain the new subweapon -SACRED FLAME- now head back right to the next screen.

Here, just run through this place to avoid the Spiders very quickly while killi-ng the Skeletons until you hit the next section. Now in this area kill the Ske-letons, ignore the stairwell below that you see and continue going right to the next screen. This will take you to another area with Spiders and Skeletons. Just kill 'em off or whatever and head to the next screen (via right) and you will be in the...

====[Town of Aljiba]====

```
|-----|
|           |
|           |
|           |
|-----|
|Garlicx4:   50 Hearts|
|Laurelsx2:  50 Hearts|
|Blue Crystal: FREE!  |
|           |
```

I hope you have at least around 150 hearts because it's time for us to go on a shopping spree! Head to the first open building you see. Inside, will be an empty room. Here, break the floor with -HOLY WATER- and make your way down stairs and here will be another merchant who will sell you -GARLIC- for 50 hearts with a total of four in your item menu. Head back outside to find another door on the right. In this building, again break the floor with -HOLY WATER-, head down the stairs and talk to some Gypsy lady. She will tell you:

"Dracula's eyeball will reflect the curse!"

Whatever that means... Head back outside and continue to the right. Jump over the gaps of water and head up the stairs to another doorway and enter the building. Yet another empty one; again break open the floor with -HOLY WATER-, head down the stairs and head in to the right room to meet another merchant who will sell you -LAURELS-, for 50 hearts.

*Note: I highly suggest buying at least two sets of Garlic (8 total) and two of the Laurels' sets (4 total.) Reasons for this is to be prepared, which never hurts.

Now head back outside, climb the stairs to the top of the town and head right and you will see the crystal Knight; talk to him to exchange your -WHITE CRYSTAL- for a -BLUE CRYSTAL-, now that we are done here, it is time to go to the Camillia Cemetery. Just go back down the steps and leave the town (via right)

|Small Stop: Camillia's Cemetery -

Here we are going to kill the first two hags that we see. Continue to the right until we come to a path that we cannot reach due to a watery gap and a very high ledge that is impossible for Simon to jump to. Throw some garlic down on the ground (make sure you don't throw it in the water) and head to the left. You will see a golden hooded robed figure, who happens to be the local grave digger.

Talk to him to receive the -SILVER DAGGER-, that's nifty. Now head back through Aljiba and backtrack to the long stairway that leads underground, that I had stated to ignore earlier. Go underneath the earth and continue right inside a cave. Here just kill the Eyeballs and Skeletons, just follow this area via right until you hit a lake that we cannot cross. Equip the -BLUE CRYSTAL- and kneel down for a minute and the water will drain, allowing you to again access to an underground tunnel, allowing us to be out front of...

```
====[Rover Mansion ]====
|-----|
|           Item List           |
|-----|
|Oak Stake      50 Hearts|
|Dracula Riddle #4      |
|Dracula Riddle #5      |
|-----|
```

Upon entering, you will be greeted by a playful Spear Guard and a mob of Sword Skeletons. Head right, ignore the stairs and you will come to some gaps of water. Jump to the high ledge just above you - to what appears to be a dead end. Just jump through the secret wall which will take you directly to the next screen. Here kill the Skeletons and jump over the gaps of water. Ignore the first stairway and continue until you hit a waterway in front of you with a bridge that we can jump on, be careful though, there is a moving block that will try to

knock you off. Just jump on top of it and ride it to the stone platform above it.

Now continue moving right and use -HOLY WATER- to find fake floors, eventually you will come to a dead in. Use the previous item we used for the floors on the wall to obtain Dracula Riddle #4. Now just below you will be the old man. So just make your back pass the fake floors and return to where that moving platform was. Drop down and head right, jump over the spikes and kill the Skeleton. Now talk to the old man and buy an -OAK STAKE- for 50 hearts.

Now return back to that moving platform and backtrack to the stairs we skipped. Head up the three flights of stairs and continue to go right. Kill the Spear Guard and make your way up the last set. Now head left and you will come to some stone platforms we can jump on in a tight space. This spot is kinda trick so I will try and explain how to do it.

Step 1. Move to the corner edge of the stone and jump off of it

Step 2. You'll get to the other stone; repeat step 1.

Once you are the top, continue going right, kill the Skeleton(s) there and ignore the stairway to come to a dead end. Use the -HOLY WATER- to break open the wall and obtain Dracula Riddle #5. Now turn around and go down the stairs, head left and drop down to the room below you. We are now in a room with seven men that apparently are just hanging out *snicker*, use the -OAK STAKE- on the orb to receive: [Quest Item: Dracula's Heart]

Now that we are done here: We will need to leave the area. In order to do so, you will need to continue left and jump up on the stones in order to make our way back to the exit. Now backtrack your butt back to the entrance and leave.

Once outside you will need to make your back to Jova town. It's a long trip, so cya next fall. And no I'm not going to explain how to get back there because you should of memorized the paths by now. If not, you're a noob.

|Travel: Belasco Marsh

Once you are back in Jova head all the way to the left until you reach the exit you will need to equip Dracula's Rib, which acts as a shield so that you can block projectiles (fireballs..etc.) Now go ahead and leave town (via left) to enter the marsh. Upon entering this place, you need to take out the Lizardmen who will run at you and shoot fireballs at you. Just kill 'em off and continue on; kill the panther and you will eventually come across a huge poison marsh. Just equip and use the -LAURELS- and don't forget to kill the Mudmen.

*Note: Laurels will allow you to walk in these poisoned marshes for a limited time, so be careful!

Just continue to the next screen, kill the Lizardmen and you will eventually meet the Ferryman. Equip Dracula's Heart and then talk to him. He will take you across the river to where you need to go. Now, upon hitting the next screen, jump off the boat and continue to the next area. You will be in front of a Mansion, but ignore it for right now and continue to the next screen.

Now in this area, there will be no monsters; instead, you will need to cross a bunch of floating platforms. This can be a tad bit tricky so follow these steps carefully:

Step 1: Jump on the first block and watch for it to raise to its highest

Step 2: Upon it being at its highest reach, walk to the edge of it just a tad and jump off' thus causing Simon to do a super jump to the next block

Step 3: Repeat step 2.

Upon reaching the other side head to the next screen. You will be in an area with Hawks and Mummies; take them out. Continue on, jumping over the gaps of water while killing off the Ghost. Eventually you'll come to some plant that can spit out fireballs. Kill him off and move a tad and you will be attacked by a crap load of Medusa Heads. Kill 'em off and continue left. Eventually you will come to a man in a brown hooded robe: Talk to him to receive the -DIAMOND- subweapon. Now backtrack back to the Ferryman (make sure the heart is unequipped) and he will take you back to the Marsh. Once you are back on the other side, you will need to talk to him again after jumping off and allowing him to reset.

Without Dracula's Heart unequipped he will take you to the town of Aldora.

```
====[Town of Aldora]====
|-----|
|           Item List           |
|-----|
|Laurels          50 Hearts|
|Garlic           50 Hearts|
|-----|
```

The only reason why we are here is to collect the -RED CRYSTAL- from the Crystal Knight. Just head up the first stairs you see and jump to the left platform that he is walking around on. After that, it is your choice to stock up on some items. If you're done here leave the town via left to head in to

|Travel: Sadam Woods

Kill the two blods that move forward you. Continue right and make sure that Dracula's Rib is equipped so that you can kill the two Dragon Skeletons. Now head to the next screen. Skip the stairs and continue on to the next area. Here, you will need to kill the Skeleton Shades; Skip the stairs, head to the next area. Here you will kill the Blobs (or evade them) and head and continue on to hit...

|Optional: Obtaining the Silk Bag

This is strictly optional, if you don't want this item, then just continue on. Do you remember the stairs I had you skip? (Read above.) Go down the stairs to find yourself in a Graveyard. Just kill whatever enemies in this area until you have reached a dead end; equip the garlic and throw it on the ground some where to make a man, dressed in a goldenrobe to appear. Talk to him to receive -SILK BAG-

This will allow you to take more damage and carry more Laurels!

```
====[Town of Oldon ]====
|-----|
|           Item List           |
|-----|
|Laurels          50 Hearts|
|Morning Star 200 Hearts|
|-----|
```

Now that we are here... Climb up the two first flights of stairs that you will encounter and continue to go left until you see an open building. Inside is a room with its floor dugged out (I guess the person running this shop got tired of every vampire hunter breaking down their store's floor. I don't blame them, its costly!) Just head down there and talk to the merchant who will sell you a

whip upgrade called -MORNING STAR- for 200 hearts. Now go a head and leave the way you came in. Head back to the Ferryman if ya can, and ride his boat back to the Marsh. Once there, let him reset, equip Dracula's Heart and he will take yo -u to...

```
====[Braham Mansion]====
|-----|
|         Item List         |
|-----|
|Oak Stake      50 Hearts|
|Dracula Riddle #6      |
|Golden Knife          |
|-----|
```

At the start of this area, continue forward, while jumping over the skip pits. After doing so, you will come to a set of stairs that you will need to go up and kill the Spear Guard. Now make your way up the second set and kill the Skeleton. Ascend up the final flight of stairs, killing the Spear Guard and Blob. Now we must head to the left, where we will find another set of stairs that go up. Kill the Sword Skeleton and continue up the next flight. Kill this next Sword Skeleton and go right, which will land ourselves up another two flights of steps. ...Yeah I know, this is starting to get boring.

Once at the top head right until you hit the next screen. In this room, there shall be two Gargoyles below us. Kill them off and head down the stairs. Continue going right, jump over the spike pits to find a dead end. What you will need to do is use the -HOLY WATER- to break open the wall to find Dracula Riddle #6. Now head left in to the next room. You will see the Old man in front of you while being harassed by Spear Guards; kill the first one you see and jump to him to buy the -OAK STAKE- for 50 hearts.

Now drop down and take the three flights of stairs down (be careful of the Blobs though.) And enter the next room on the right. We are now inside of a boss chamber. Kill the bats in this room and continue on in to face...

- Boss -

The Grim Reaper (aka Death)

Well this really isn't a boss. But he will continue to come towards you firing his sickles and trying to hit you with his Sythe. Just attack him with regular whip attacks and when he gets on the ground level use the Sacred Flame. After a few hits he will drop the -Golden- Dagger. We now have all your sub weapons collected!

Now that he is dead proceed to the next screen. Here you will see the same Flashing Orb that we have seen in all the other Mansions. Just use the -OAK STAKE- on it. Congratulations! We now have [Quest Item: Dracula's Eyeball]

Note: You probably have noticed when you returned to the chamber room where the boss was. Well he's back. Fight him or Ignore him if you wish.

Now go ahead, back track and leave this area.

|Side Quest: Obtaining the Flame Whip!

Since this on the way to Bodley Mansion, I figured, hey why not? Now it is time to obtain the strongest whip in the game. Head back to the Ferryman (make sure that Dracula's heart isn't equiped.) Head back to Jova town in case you need to

use the Church the heal up. Next have the Ferryman take you to the town of Aldo-ra. Next you will need to go to the town of Oldon. Now leave the town of Oldon and continue on until you hit a dead end. Go straight up to the dead end, equip the -RED CRYSTAL- and kneel on that last block and wait a minute for a spirit to take and whisk you away in front of Bodley Mansion.

(Personal Note: I remember this stumping us back in the day. We either had to call Nintendo's Powerline or wait for the next issue of their magazine called Nintendo Power (and no I am not advertising.)

Ignore the Mansion for now and head to the left screen. You will come to a very lifeless place. Eventually you will come to a river that doesn't seem its a good idea to cross (its apparent that all famous vampires cannot swim.) Just use the -RED CRYSTAL- and kneel in front of it, so that the water may drain out and a new path is shown. Climb the platforms down and head to the next screen.

You will now find yourself in an underground catacombs underneath the river. Ignore the Skeleton you see and jump over the first block and head left until you come to a deadend. Use the -HOLY WATER- on the wall to break it down and talk to the old man who will upgrade your Morning Star and he will in turn, enchant it to become the -FLAME WHIP- Now back track your butt to the Mansion and head on in.

*NOTE: You will need the Morning Star in order to receive the Flame Whip. If you did not obtain it upon reading this walkthrough, he in return will do nothing for you. So you will need to go back to Oldon to buy it.

```
====[Bodley Mansion]====
|-----|
|      Item List      |
|-----|
|Oak Stake      50 Hearts|
|Dracula Riddle #7  |
|-----|
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This will be short, I promise! Make your way in and kill that Spear Guard. Now you will need to make your way to the right and kill the Sword Skeleton. Next, head up the two flights of stairs. Once you're at the top, make sure you have the -HOLY WATER- equipped because we have to look for fake floors. Once located, you will need to jump over them. and climb the next set of stairs. Now that we are at the top of this section - head left, jump up to the ledge above; Kill that Skeleton and avoid the spike pits below. Once on the other side, continue heading left until we reach a deadend. Well, it is fake; So just jump right through it to head to the next section of the Mansion.

Here, you will need to kill the Skeletons while drop down below. Continue to the right until you come to a dead end. Break the wall using -HOLY WATER- to advance. Here you will need to jump over the spike pit and kill the Sword Skeleton. Continue going right until you reach two Spear dudes and two sets of stairs that go up and down. Just head up the first set, and go left, drop down to the ledge below and break the wall for Dracula Riddle #7. Now back track to where you saw the Spear dudes and proceed down the two flights of stairs. Now you must kill the Sword Skeleton dude and it seems to be another dead end.

In fact you are looking at another hidden doorway. Jump up towards the ledge and enter the pitch black room. Continue left and talk to the old man to obtain the -OAK STAKE- for 50 hearts. Continue a few paces until you fall through a fake floor. Now continue down the stairs leading down. Continue down this right corridor

-idor and kill the Sword Skeletons that get in your way and eventually you will come to the orb that holds [Quest Item: Dracula's Nail]

*HINT: Dracula's Nail allows you to use your whip to break through walls. The only time you will need to use the Holy Water subweapon is when you have to find fake floors and or breakable floors.

Now we need to get out of here. From here, go left until you hit the first set of stairs leading up. Ignore that first set and move left just a little bit until, you see a second set. Go up that set and follow it up, eventually you will be able to back track to the exit.

|TRAVEL: Getting to Laruba Mansion

Once we are outside, we can now head to the final Mansion of this game. From the entrance, you will want to continue heading left, thus returning us to that underground catacomb network. (To gain passage you will need to kneel on the last stone with the -RED CRSTYAL- in use.

Continue left, jump on the first stone, kill the Skeleton and jump up near the dead end. Use Dracula's Nail and destroy the stones in front of you. Move across the stones to avoid the pits while destroying the Skulls. Continue all the way left until reach the next area.

Here we will be fighting a Fire Element and some ghost Skulls. Upon reaching the river, jump on the floating platforms to get across. Now that we are on the other side, just continue going forward until you come a poisoned marsh. In this section you will need to have at least 4 Laurels; if you can do it with less, then that's great. Continue on until you are in front of Laruba Mansion.

```
====[Laruba Mansion]====
|-----|
|           |
|           |
|-----|
|Oak Stake   50 Hearts|
|Laurels     Free    |
|Holy Relic  |
|-----|
```

This place will be straight forward and pretty short. So let's get this wrapped up! Upon entering continue to the right, killing the Sword Skeletons until, you come upon a ledge. Jump towards it and head up the first flight of stairs. Now you will need to kill the Spear Guards and continue heading left. Ignoring that next flight of stairs, you will need to continue left. Eventually, you will come across another stairway, ignore it and continue on to the next screen above you.

Here you will need to beat the set of stairs heading up. Now you will make your way to the platform above you and climb up to the stop until you come to a spike pit. Talk to the old man to obtain an -OAK STEAK- Now backtrack to the stairs, head back down and make your way down to the old man at the bottom left of the Mansion in this section. Talk to him to obtain the -OAK STAKE- and continue heading left across the moving platforms, to avoid the spike pit. Eventually you will come upon the boss chamber of Camillia.

*Note: If you need any Laurels, you will need to go back to the moving platform and head right, you can't miss him if you keep going

straight

-Boss-

Carmilla's Mask

This boss is pathicly easy. She will float around the room a few times before stops. When she does she will cry bloody tears and as they drop on the floor they will create fire balls in all directions. In order to dodge this use Dracula's rib to shield the fireballs. Now as she circles just whip her to death.

After she dies she will drop a very important item. The -HOLY RELIC. The reason for this is because if you do not have it you will not be able to enter Castle Dracula at the end of the game So make sure you kill her and not ignore her!

After she is dead enter the next head in to the next room to find the magic orb and strike it to destroy it's deadly shield to get the final thing we need:
[Quest Item: Dracula's Rib] After that we are done here. So backtrack until you get outside.

**** THE GATES OF HELL: Dracula's Castle ****

We are now at the end game. So let us prepare to kill Dracula and destroy his vile blight upon the land and berid of Simon's curse. Once outside of the Mansion, make your way right, pass the posionous marsh, eventually you'll be back at Bodly Mansion. Once there continue heading right and you will be on a screen of Mummies, Harpies and Medusa Heads. Continue in this direction until you hit the town of Fetra

```
===[Town of Fetr]===  
|           NOTHING           |  
|_____|
```

Once you enter this town, you will feel unwelcomed. If you talk to the man you see upon entering. He says something very unwelcoming. Anyways, ignore everyone else. Continue heading right.

Note: Use the Church if you need to heal up! This is the last Church you'll be seeing, so take caution!

After leaving the town, there will be a broken you will need to cross while killing off Skeleton and Mermen. Continue heading right until you hit the next screen. When here, follow this area right, while killing the Lizardmen. Also use -LAURELS- to cross the posion marsh. Continue until you come to some stairs heading down. Go down them to hit the town Ghulash. This place is a ghost town so continue heading right until you reach a bridge. Break open the ledge and make your way across eventually you will be inside

Dracula's Castle

Upon entering this place, you will notice that it is in ruins (followed by some really cool music!) Not to mention its straight forward so lets do this - Once you are inside, continue right and jump over the first block that you see.

This place is straight forward, so here we go: Once inside, continue right and jump over the first block you see and advance until what appears to be a dead end. You can't equip Dracula's Nail inside of his Castle because the Castle itself is apart of Dracula and a "Creature of Chaos" according to lore.

Use the -HOLY WATER- and use its pure water to clear away the vile seal. Make your way down the steps you see. Ignore the next set and jump to the high platform on the left; drop down to the nearest passage, go up 'n down the two sets of stairs and continue forwards and down the next set. Here continue all the way right until you reach an open doorway. Equip Dracula's Rib to add more defense and the -SACRED- Flame.

--> Final Boss <--

Dracula

Dracula is rather pathetic in this game. Instead of the traditional method he is normally known for floating around the room attacking you with some of his dark magic. But here is a little tip to avoid an intense fight. Use the Sacred Flame on him once he appears and continue to use that on him while whipping him and he will be dead before you know it.

Congratulations you have beat Castlevania 2: Simon's Quest! Enjoy one of the three endings (depending on how fast you beat the game.)

2. Weapons

Whips: There a total of five (5) whips in the game here they are as listed.

Leather Whip | Thorn Whip | Chain Whip | Morning Star | Flame Whip |

Sub Weapons

Holy Water

Cost: 50 Hearts

Obtained: Jova Town

Use: This allows you to damage enemies from a far for very little damage.

But it also has many other uses such as finding invisible holes and walls. It also allows you to break open secret passages (i.e stones)

White Crystal

Cost: 50 Hearts

Obtained: Jova Town

Use: This White Crystal allows you to see an invisible floating platform in the Berkeley Mansion.

Blue Crystal

Cost: Trade

Obtained: Talk to the Crystal Knight in Aljiba and exchange the White Crystal

Use: This is needed to gain passage to the Rover Mansion.

Red Crystal

Cost: Trade

Obtained: Talk to the Crystal Knight in Aldora and exchange the Blue Crystal

Use: This crystal has two uses: To find secret passages underwater & allows the calling of a special spirit to transport Simon across Transylvania in to its forbidden dark lands.

Dagger

Cost: 50 Hearts

Obtained: In Veros

Use: This item is good for a short range attacking. Slightly weak but can be used for many different situations.

Silver Dagger

Cost: 1 Garlic

Obtained: This can be found outside of Aljiba in the Graveyard.

Use: This is more powerful version of the dagger. It also has a longer range in which can go across 1 full screen.

Golden Dagger

Cost: N/A

Obtained: You gain this special item after killing Death

Use: This is the final upgrade to the daggers. The golden dagger has a range of going across the entire screen. But when it hits an enemy it burst in to a small holy flame which can destroy an enemy within a few hits.

Diamond

Cost: Garlic

Obtained: Close to Aldora

Use: This item is very optional and is not required to beat the game. But it is nice to have. When Simon lets it lose it will shoot around an area and bouncing off walls, floors and ceilings. Good to have when being attacked by a lot of enemies.

Sacred Flame

Cost: Free

Obtained: Can be found in a secret stone wall on Dabi's path.

Use: This item is like Holy Water accept will shoot up flames hitting an enemy a few times before disappearing. Very powerful weapon if used multipul times.

Oak Stake

Cost: 50 Hearts

Obtained: In every Mansion

Use: This item is only used to destroy the evil flashing orbs which hold Count Dracula's possessions.

Special Items

Garlic

Cost: 50 Hearts (2 each old)

Obtained: In a few cities in Transylvania

Use: Can be used as Holy Water but stays on the ground and hits an enemy until they die. Can be used to ambush enemies but can also uncover secrets.

Laurels

Cost: 50 hearts (2 each)

Obtained: In a few cities through out Transylvania

Use: Can be used to shield you from the posionous waters in the game. Also can protect you from being hit by enemies (basically it makes you invisibel for a set time.) Very nice to have when you are low on health.

Misc Items

Silk Bag

Cost: Garlic

Obtained: Can be found in one of the Graveyards for an exchange of Garlic.

Use: This item allows Simon to carry more Laurels and allows him to take more hits in the game.

Magic Cross

Obtained: Can be found in Laruba Mansion

Cost: Defeating Carmilla's Mask.

Use: This special item is needed to get inside Castle Dracula at the end of the game. If you do not have it you will continue to keep going east on the bridge which takes you to his castle.

Dracula's Possesions

Dracula's Eye Ball: This item allows you to see special hidden clues throughout the game to solve Dracula's riddle.

Dracula's Heart: This item allows you (when equip) to show to the Ferryamn so he can take you to a Mansion. Other than that it's worthless.

Dracula's Nail: This item allows you to break walls with your main whip attack.

Dracula's Rib: This item allows Simon to use a shield to protect him from the fireballs which certain enemies shoot.

Dracula's Ring: Needed to Enter Castle Dracula.

3. Monsters

Note: This area doesn't describe what the enemies look like. For I am far too lazy to do this. I am simply going to list the monsters by name. Because
1: They really don't do much and 2: There aren't that many.

1. Skeleton (2 versions: One spits bones the other patrols)
2. Werewolf
3. Bat
4. Hawk
5. Skeleton Swordsmen (2 versions: Spits bones the other patrols.)
6. Zombie
7. Spear Guard
8. Gargoyle
9. Spiders
10. Blob (Slime)
11. Medusa Heads
12. Man Eating Plant (shoots fire balls)
12. Ghost
13. Skull Spirts
14. Floating Eyeball
15. Fire Elemental (Skeleton shoots fireballs)
16. Bone Dragon

17. Dark Skeleton
18. Lizardman
19. Swamp Monster
20. Swamp Warm
21. Skeleton Snake
22. Mummy
23. Black Panther
24. Harpy

4. FAQs

None as of right now and probably never will be. This area really isn't needed since this guide covers the whole entire game and masters it. And no I will not post any glitches in this game. This guide is designed to play the game as is

5. Special Thanks

I would like to thank the following people:

GameFAQs for hosting this guide.

YOU: For reading this guide.

My family (Brother & Father)

My friends (You know who you are.)

and Konami for creating this game. Without you I would have no had any interest in video games.

6. Ending Statement

So this pretty much closes the end of this guide. I enjoyed playing this game and I really hope you have. This game does stand the test of time (as long as the internet holds out and our world has been taken over by Aliens or other retarded moron.)

So long! :)

7. Legal Information

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Thank you

- Ryan

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