

# Castlevania II: Simon's Quest FAQ/Walkthrough

by StarFighters76

Updated on Mar 24, 2008



F O R T H E 8 - B I T N I N T E N D O

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M a d e B y S t a r F i g h t e r s 7 6

Welcome all to my walkthrough on a fun adventure game (that's a sequel) for the Original NES. That game is called Castlevania 2: Simon's Quest. I hope this walkthrough helps out as much as possible. Below is nothing but spoilers on the game, so if you don't want to be spoiled, please take a detour and hit the Back button now. However if you want to be spoiled or need some help, please scroll down as far as you need to. Consider this as your Spoiler Warning!

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TABLE OF CONTENTS

## SECTION 1: Intro

- A: Version Guide
- B: The Story Of Castlevania 2: Simon's Quest
- C: What Is Castlevania 2: Simon's Quest
- D: About This Walkthrough
- E: Control Configuration
- F: Status Screen

## SECTION 2: Walkthrough

- A: Before The Walkthrough
- B: Before Castle 1
- C. Castle 1: Berkeley Mansion
- D: Before Castle 2
- E: Castle 2: Rover Mansion
- F: Before Castle 3
- G: Castle 3: Braham Mansion
- H: Before Castle 4
- I: Castle 4: Bodley Mansion
- J: Before Castle 5

- K: Castle 5: Laruba Mansion
- L: Before Castle 6
- M: Castle 6: Castlevania
- N: The Endings

SECTION 3: The Goodies

- A: Level Ups
- B: Primary Weapons
- C: Secondary Weapons
- D: Game Story Items

SECTION 4: The Baddies

- A: Enemies
- B: Bosses

SECTION 5: In Conclusion

- A: What's To Come
- B: PayPal Donations
- C: Special Thanks
- D: The Disclaimer

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SECTION 1: |INTRO|

- A: |Version Guide|

Version 1.0: Just finished making the walkthrough for the game,  
and submitted it to GameFAQS (03/24/08)

- B: |The Story Of Castlevania 2: Simon's Quest|

Taken straight from the game (not much of a story mind you):

"Prologue. Step into the shadows of the hell house. You've  
arrived back here at Transylvania on business. To destroy  
forever the curse of the even Count, Dracula."

- C: |What Is Castlevania 2: Simon's Quest|

Castlevania 2: Simon's Quest is the sequel of the original  
Castlevania game. It's actually a pretty fun game full of  
adventure. However this game is quite different than the other  
early Castlevania games, and that is because it has some RPG  
elements thrown in. It also has some back and forth traveling  
between towns and mansions, because you must collect all of  
Dracula's parts just so you can finally defeat him in his own  
territory at Castlevania. Can you do it?!

D: |About This Walkthrough|

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Several times throughout the walkthrough I will probably repeat myself. A few times would possibly be necessary, such as a Boss guide, as well as a few other things. Sometimes I do this without even realizing it, and sometimes I do it to make it easier for people to find what they are looking for on this walkthrough. This guide, like others, is described on how I played/beat the game. You have your methods as do I. This is just my way of doing it. I hope this helps out in anyways possible.

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E: |Control Configuration|

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These are the basic controls for the game:

START BUTTON: Brings up Status Screen/Pauses game  
SELECT BUTTON: Pauses game  
LEFT & RIGHT D-PAD: Moves left or right  
UP D-PAD: Climbs up stairs  
DOWN D-PAD: Crouches/Walks down stairs  
'B' BUTTON: Allows you to use whips  
'A' BUTTON: Allows you to jump  
UP D-PAD & 'B' BUTTON: Allows you to use Secondary Weapons

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F: |Status Screen|

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This is glance at the Status Screen (when you press the START Button :P) and some info about it:

As you can see there are four sections to the Status Screen. The top screen has your basic status which is broken down like this:

1. T (Time) - This shows how much gameplay time you've put into the game.
2. E (Experience) - This shows how much experience you've gained from defeating monsters, though overtime you won't get any which makes getting experience tricky.

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T - 12:01
E - 0000 L - 00
H - 0050
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L. WHIP
3. L (Level) - This shows what you're current level is. Of course, the higher the level the stronger you are. Once you gain enough experience, you will level up (but your experience will reset back to 0). The highest level is Level 6.

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4. H (Heart) - This shows how many Hearts you have. You can use these as ammo for some of your secondary weapons, or as currency so you can buy stuff.

The second section shows you what your current whip you have is,

as well as what Important Item you have. Those items are: Leather Whip, Thorn Whip, Chain Whip, Morning Star, Flame Whip, Silk Bag and Magic Cross.

The third section shows you what Game Story Items you have. Those items are: Dracula's Rib, Dracula's Heart, Dracula's Eyeball, Dracula's Nail, Dracula's Ring, White Crystal, Red Crystal and Blue Crystal (when you get a new Crystal, it will replace the old one).

The fourth section shows you what Secondary Weapons you have. Dagger, Silver Knife, Golden Knife, Holy Water, Diamond, Sacred Flame, Oak Stage, Laurels and Garlic.



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SECTION 2: |WALKTHROUGH|  
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A: |Before The Walkthrough|  
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1. Throughout the game, every few minutes or so, you will get a message saying "What a horrible night to have a curse". If you don't know what this means, FOR SHAME ON YOU ^\_^!! But seriously it means that day will become night and the monsters will be twice as strong. Not only that, villagers will go into their homes and Hag Witches will come out. Now after a few minutes of nighttime, it will become daytime. When that happens, 1 full Game Day has passed. Keep this in mind as it will unlock one of three endings to the game (explained at the end of this walkthrough). Time will stop when you go into the mansions.
2. Speaking of day/night, I won't tell you when nighttime or daytime happens, so just be ready for them when they do happen. If you are in a town and it's nightfall, all the doors will be closed up but the doors leading to the mansions will still be opened.
3. When leveling up, there really is no tip because getting experience is not easy as you play through the latter portions of the game. As you progress, most monsters will not give you experience as they once did. Pace yourself with leveling up however, or the rest of the game won't be much of a challenge ^\_^.
4. And of course, what walkthroughs (made by me) wouldn't be complete without maps right ^\_^? The maps I made will only show how to get from one mansion to the next (or the starting point to the first mansion). These maps will coincide with the walkthrough shown below each of them. This is done so it will make it easier for you to navigate through the game. I will also put a link to each of the mansion maps I have made.

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B: |Before Castle 1|

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| MAP TO CASTLE 1:                                |  
|                                                  |  
| [01]-[02]-[03]-[04]-[05]-[11]-[10]-[09]-[08]-[07] |  
|                                  | | |  
|                                -----[06]----- |  
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#### LEGEND:

[01] = Starting Point/Town Of Jova

[06] = Town Of Veros

[10] = Castle 1: Berkeley Mansion

#### SCREEN 01:

Here we go, the start of the game! You start off at the highest point of the Town Of Jova.

#### T O W N O F J O V A :

ITEMS: Holy Water, White Crystal, Thorn Whip

Welcome to your first town, Town Of Jova. From where you start off at, head right all the way to the otherside. Please note the door with the cross that you passed up. It's a Church, and it will refill your life. At the otherside, head down the stairs, and you'll see a Cloaked Man coming towards you. He'll offer you a White Crystal for 50 Hearts, and since you have 50 Hearts, go ahead and snatch it from him ^\_^. Head down the stairs below him and at the bottom floor, head right leading to SCREEN 02. Don't get too comfy though, just kill a few enemies and head back to town.

Repeat this until you get 150 Hearts, then back into town. This time head up the stairs to where the Cloaked Man is, to find a door. Enter it and you'll see another Cloaked Man who will offer you Holy Water for 50 Hearts, which you will take. Now head outside this room, and walk left to the ledge. Jump left to a lower ledge and head left to a door. Enter it to find another Cloaked Man who will offer you the Thorn Whip for 100 Hearts. Also talk to everyone for valuable info, including about a sacred flame. Now you're ready to move on!

Now that you are done with this town, head to the right entrance of town, leading to SCREEN 02.

#### SCREEN 02:

From where you start off here, head right taking out any of the Blue Wolfman and Blue Skeletons that may be in your way. Also keep your Holy Water equipped because you can use it on monsters that are on a lower level than you. After you get through all of this, head through the rightside which will take you to SCREEN 03.

#### SCREEN 03:

On this screen, head right, killing the Blue Skeletons and jump to the upper floor. A Red Sea Creature will jump out of the water, so be ready! After that, jump over the several opened

gaps until you reach the otherside. This may be tricky for beginners because of the Red Sea Creatures jumping out of the water and shooting fireballs, but persistence pays off ^\_^ . At the otherside, take out the Blue Skeleton and follow the path through the right entryway leading to SCREEN 04.

#### SCREEN 04:

For this screen, you can do this one of two ways: the upper path and the lower path. Either way won't matter because you'll end up at the same place. If you take the upper path, climb up the platform stairs and take the upper path to the otherside taking out any Blue Skeletons. If you take the lower path, use your Holy Water to take out the lower platform (of the stairs) and head right, jumping over the pink acid lake and taking out the Blue Skeletons. Once past this, climb up the staircase then at the upper path head right. Either way you take, head right and keep going through the right entryway. This will take you to SCREEN 05.

#### SCREEN 05:

Right away you will see some Blue Skeletons, and a staircase leading downwards. Go down the staircase (don't worry about going right, I'll get to that later) and at the bottom, just head right with no worries as there are no enemies down here. Before going through the right entryway, make sure you have atleast 200 Hearts. If you don't, go back and get some. If you do, proceed onwards through the right entryway, taking you to SCREEN 06.

#### SCREEN 06:

As you start this screen, you will notice you're in a town. This one is called Town Of Veros.

T O W N O F V E R O S :  
ITEMS: Chain Whip, Dagger

In this short town, jump over the small gap and enter the door you see. In here, you see well nothing but an empty room. So what's the point of being in here? Well head over to the right wall and use your Holy Water on it to reveal a secret passage. Enter it and you will see a Cloaked Man who will sell you the Dagger for 50 Hearts. Go ahead and buy this so you will have another weapon at your disposal. Now head back out of these rooms and into town. Jump over the gap and keep going right. There's a Church in the middle if you need to refill your life. After that, keep going right, talking to all of the villagers who will give you info on various things including Laurels.

Once you finally make it to the otherside, head up the short staircase and into the doorway. In here is another empty room, but this time, stand at the fourth block and use your Holy Water on the floor to reveal another secret passage. Make your way down the platforms and then down the stairs, where you will see another Cloaked Man. This one will offer you the Chain Whip for 150 Hearts, which you will gladly take. With those purchases made, head back outside of these rooms back to the town. Now we are ready to move on!

Now that you are done with this town, head to the right

entrance of town, leading to SCREEN 07.

SCREEN 07:

As you begin this screen, you will see a Red Eyeball coming down and some Gray Skeletons ahead of you. Carefully take out the Red Eyeball first, then the Gray Skeletons as you jump from platform to platform above the pink acid lake. Make it to the otherside of this, then climb the short staircase, and make your way to the long platform above where you are. When you do, climb up the staircase and two Red Eyeballs will come out. At the top of that staircase, climb up the next one and then at the top of that (Red Eyeball in the way), head left and follow the path taking out the Red Eyeball until you reach the left entryway. Go through it and you will then be at SCREEN 08.

SCREEN 08:

For this screen, head left taking out the Gray Skeleton and Spider then continue onwards. Simply head left to the otherside, avoiding the Spiders and taking out the Gray Skeletons. Once you make it to the otherside, head through the left entryway leading to SCREEN 09.

SCREEN 09:

Once entering here, you have two choices: the upper path or the lower path. It's probably easy to take the upper path, so by doing so, head up the stairs (taking out any Gray Skeletons), and then just continue going left. As you do, more Gray Skeletons as well as Flying Bats, so make sure you get around all of this. Once you do, head to the left edge, use a Holy Water on the lower Gray Skeleton, and then head for the ground level. Keep going left after this, taking out the remaining Gray Skeletons and then go through the left entryway, which will take you to SCREEN 10.

SCREEN 10:

Upon entering here, you will see a door in the middle. Now get your White Crystal equipped and if you're at Level 2, you're good to go. Now enter the door and get ready because you're entering Castle 1!

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C. |Castle 1: Berkeley Mansion|  
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ITEMS FOUND: Oak Stake, Clue #1, Clue #2, Clue #3, Dracula's Rib  
ITEMS REQUIRED: White Crystal (equip)  
LEVEL REQUIRED: Level 2  
LINK TO MAP: <http://www.gamefaqs.com/console/nes/file/587179/38432>

S E C T I O N 1 - 1 :

Here we go, the first castle! Now remember how I said you should equip the White Crystal first? Well as you see, there's a moving platform that will appear when you equip it. With that, get on it and jump onto the lone platform at the top. Use your Dagger to take out the Blue Lance Knight. Get onto the flooring and continue going right (taking out the Blue Skeleton Solider) and you will find two staircases (one going up and one

going down). Take the one going up and climb it. Once at the top, head left and you will see some Blue Gels and Green Gargoyles. Take these out if you want and make it to the otherside. When you do, there will be a Blue Skeleton Solider on an upper platform. Take it out and make your way up these platforms to the top (where another one and a Blue Lance Knight is waiting). Now up here, you can either go up the staircase or go right, it really don't matter which way you go, so let's just go right.

Along here are some Blue Gels, so be ready (and at top is some Blue Skeleton Soliders). Make your way right and you will see some spike pits. Jump over them and continue going right until you get to the wall (use the Dagger to take out anything in your way). Use the Holy Water on the wall to reveal a book. This is Clue #1 and it will say "A symbol of evil will appear when you strike the stake". Worry about the meaning later, right now head left all the way to that staircase from earlier. When you get to it, climb up it and head right, taking out the Blue Skeleton Soliders along the way. Now here's the catch, at the end of this long platform, it would appear you could jump over to the next one easily. Well you're wrong, because the edge of the next one is fake, so you have to jump over the first two blocks. When you do, continue going right until you reach the entryway. Go through that and you will be in SECTION 1-2.

#### S E C T I O N 1 - 2 :

Upon entering here, head right and you will see some Blue Bone Tossers, so use your Dagger on them. After that, simply make it all the way to the otherside and drop down to the lower level, then once down there, head down the down staircase you see. Down here, head left and continue taking out the Blue Skeleton Soliders. At the otherside, you should see a staircase going upwards. Take it and continue going left, jumping across the spike pits. You will then see a Cloaked Man who will offer you Oak Stakes for 50 Hearts, so take the offer. Now jump left again and use the Holy Water on the wall, which will reveal a book which is Clue #2. This one will say "Destroy the curse and you'll rule Brahm's Mansion". Of course in this walkthrough, I spelled it as "Braham", but who cares, not me! Anyways, with that, go back right, jumping over the spike pits and to that staircase you used.

Climb down it, then the staircase below that and go right until you reach the wall. A Blue Gel will be here, so take it out and use Holy Water on the wall, to reveal another book which is Clue #3. This one says "A flame flickers inside the ring of fire". Boy, this line sounds familiar O\_o. Anyways back to the staircase, and now take the lower one leading down (I know I forgot to put that on my map, my bad!). Down here is a Blue Bone Tossers, so be ready. Now head right but be careful as part of the floor is fake. Which part, well count the blocks in the floor. The tenth and eleventh blocks are fake. If you fall through them, you will have to make your way back to the start of this mess (look at my map to get back to here). Jump over these blocks and then continue going right, taking out the Blue Skeleton Soliders.

Now climb up the staircase and keep going right and you will



see an orb of flashing light. Equip your Oak Stake and use it on the orb, which will cause the room to shake and a flashing bag to appear. You will now possess Dracula's Rib (Possess, has Konami ever heard of a dictionary before?!). Anyways with that, we can now get out of here! Head left, over the edge and to the fake blocks and drop through them (it's safe). Now carefully jump over to the lone left lower block then over to the flooring. There are Blue Lance Knights and Green Gargoyles here, so be ready. After that, just continue going left along this until you reach the otherside. Once you do, go through the left entryway and you will be back in SECTION 1-1.

S E C T I O N 1 - 1 : (REVISITED)

Once back here, head left, taking out the Blue Skeleton Soliders and Green Gargoyles until you reach a staircase. Climb up it and then head left at the top of it. Take out the extra Blue Skeleton Soliders and then the Blue Lance Knight. After that, jump to the lower platform, then to the next lower platform and drop through the crack between blocks. You will notice that you're back at the start of this castle, so head left and you will have completed Castle 1!

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D: |Before Castle 2|  
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| MAP TO CASTLE 2:                               |
|                                                 |
| [05]-[11]-[10]-[09]-[08]-[07]-[12]-[13]-[14]-> |
|   |                                     |       |
|   -----[06]-----      <-[15]-[16]-[17]    |
|                                     |           |
|                                     --[18]-[19]   |
|                                     |           |
|                                     --[20] |
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LEGEND:

[06] = Town Of Veros  
 [10] = Castle 1: Berkeley Mansion  
 [12] = ITEM: Sacred Flame  
 [16] = Town Of Aljiba  
 [17] = ITEM: Silver Knife (use Garlic)  
 [20] = Castle 2: Rover Mansion

SCREEN 10:

You should now be outside of Castle 1, pat yourself on the back. With that out of the way, you can move onto Castle 2, but first, there are some things that needs to be done. For starters, let's head through the right entryway, which will lead to SCREEN 09.

SCREEN 09:

In here again, simply head right killing the Gray Skeletons and Flying Bats. Once you make it to a platform staircase, head up them and continue going right taking out the Gray Skeletons.

Continue going right until you get to the entryway. Go through it and you will be back at SCREEN 08.

SCREEN 08:

Like before, just head right, getting past the Spiders and Gray Skeletons. Once at the otherside, head through the right entryway leading back to SCREEN 07.

SCREEN 07:

Once you are here again, simply head right, taking out any Red Eyeballs in your way. At the otherside, ignore the staircase and go through the right entryway, taking you to SCREEN 11.

SCREEN 12:

In this new screen, Flying Bats and Red Eyeballs will come out to greet you, so quickly take them out. After this, simply walk right and down the platform stairs. Now don't leave the screen just yet. As you are on the bottom floor, use your Holy Water to take out the lower platform. You can now proceed left, so do so and go all the way to the otherside. More Flying Bats and Red Eyeballs will come out to play so be ready. At the otherside, use your Holy Water on the two blocks next to the wall and you will notice a flame just flaming away. Get that and you will now possess the Sacred Flame (do they realize that it's spelled "possess"?). Anyways, this is another Secondary Weapon which will be of great use, and will only cost 1 Heart to use. Now with that, head right to where you destroyed the platform. Go right past this through the right entryway, which will take you to SCREEN 13.

SCREEN 13:

In here you will see Gray Skeletons and Spiders, so equip your Sacred Flame to give it a good test run. Make your way across this bridge like structure and then continue onwards to the otherside (more Gray Skeletons). Go through the right entryway and it will take you to SCREEN 14.

SCREEN 14:

Get ready as a Gray Skeleton will come at you right away. After that will be a staircase going down, but ignore that for the time being. Instead head right, taking out any Gray Skeletons along the way. Now go through the right entryway which will take you to SCREEN 15.

SCREEN 15:

Spiders and Gray Skeletons are in here, so just make your way to the otherside like before (nothing too fancy here). When you do, go through the right entryway again, which will take you to SCREEN 16.

SCREEN 16:

As you start this screen, you will notice you're in a town. This one is called Town Of Aljiba.

T O W N O F A L J I B A :

ITEMS: Garlic, Laurels, Blue Crystal

Here we are with another town. Jump over the gap and go into the door. Looks like no one's home here, or that's what they want us to think. Equip your Holy Water and use it on the

floor to reveal a secret passage. With that, make your way downwards until you see a Cloaked Man. What does he have to offer you now, well, how about some Garlic for 50 Hearts? Seeing as you should have that much, go ahead and buy some. Who knows what use they'll have. Now head back out to the town and jump over the right gap. Go right and into the next door, where it will appear that this one is empty too. But we can fix that by using Holy Water on the floor revealing another secret passage.

With that out of the way, head down to the lowest part of this room and you will see an opening to the right. Go through it to find an old woman, who tells you that "Dracula's eyeball reflects the curse". All the work just to hear a clue, it has to be important, but how. Anyways make your way back out to the town and continue going right. At the otherside, jump over the gaps and climb up the staircase and enter the door you see and find another empty room. What is this with empty places and secret passages? Oh well, like before, use Holy Water on the floor and head down to the lowest level, and then through the right opening.

Inside is a Cloaked Man who will now offer you Laurels for 50 Hearts. I'd say go for it if you don't have any. Back out to the town, head up the nearby staircase and at the top, follow the pathway left all the way until you reach a Gray man. Talk to him and he will offer you the Blue Crystal for your White Crystal. What a trade! Now head back right to the staircase, and go down it. Then go down the other staircase and ignore the right entryway for now, as it would lead to a dead end of sorts. So instead head left to the otherside of town until you reach the left entryway. Now we are ready to move on!

Now that you are done with this town, head through the right entrance of town, leading to SCREEN 17.

SCREEN 17:

Upon entering here, you will see some Purple Soul Grabbers. Go up to the first one and equip your Garlic and use it (UP & 'B' BUTTON) and an orange Cloaked Man will appear. Go up to him and talk to him and he will offer you the Silver Knife and for you to use it save your neck! These are a bit more powerful than Daggers, but they will cost 1 Heart per use. Now with that, if you go right, you will see you can't go any further, so go back left to SCREEN 16.

SCREEN 16:

Upon entering here, you have returned to the Town Of Aljiba.

T O W N O F A L J I B A (REIVISTED):  
ITEMS: None

Guess what, there's nothing you need to do here, so just make it to the otherside of town.

Now that you are done with this town, head through the left entrance of town, leading to SCREEN 15.

SCREEN 15:

Just like before, Gray Skeletons and Spiders are here, so just make it to the otherside and go through the left entryway, taking you to SCREEN 14.

SCREEN 14:

In here, like before, is Gray Skeletons. Take out any in your way and make it to the staircase. Go down the staircase all the way and once you reach the bottom, head right and through the right entryway. This will take you to SCREEN 18.

SCREEN 18:

For this one will be more Gray Skeletons and some Red Eyeballs, so get ready to take them out. To get through here, simply go right until you reach a staircase. Just past that is a lone block which you need to get on and then the upper platform just past that (trust me, this way is much easier). Take out any Gray Skeletons you see, and at the otherside drop down to the main level and head through the right entryway, which will take you to SCREEN 19.

SCREEN 19:

Okay you will now see a large body of water. So like WTF are we suppose to do now? Well, equip your Blue Crystal and crouch down and hold it for a few seconds (toilet humor perhaps?) and the screen will then scroll down revealing a hidden cavern. Keep in mind, you must do this each time or else if you jump into the water you will die. Now climb downwards until you reach the staircase. Don't bother with going down the stairs, instead drop off the rightside of the stairs and then continue going right. Go into the right entryway and you will then be at SCREEN 20.

SCREEN 20:

Upon entering here, you will see a door in the middle. Make sure you're at Level 3, as a safe place to be for stats. Now enter the door and get ready because you're entering Castle 2!

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E: |Castle 2: Rover Mansion|  
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ITEMS FOUND: Dracula's Heart, Clue #1, Clue #2, Oak Stake

ITEMS REQUIRED: None

LEVEL REQUIRED: Level 3

LINK TO MAP: <http://www.gamefaqs.com/console/nes/file/587179/38476>

S E C T I O N 2 - 1 :

Welcome to the Rover Mansion, and it's tougher than the first castle. Right away you will be greeted by a Blue Lance Knight and a Blue Bone Tosser. You will also see a staircase, which you need to climb up. At the top is another Blue Bone Tosser, so take it out. Now head right all the way to the edge and up the platform staircase you see. After that, jump down to the lower right platform, and from there, jump down to the island platform between the two gaps. Now that you're on here, jump over to the right wall. Don't worry it's safe, because it's a fake wall, and you will land safely on the small

flooring it's connected to. Now jump over to the right and head through the entryway, leading to the next section. Incidentally, there is alot more to SECTION 2-1, including Small Bats and Blue Gargoyles, but it's not necessary to go through, so explore on your own, I'm moving on to SECTION 2-2.

#### S E C T I O N 2 - 2 :

Upon entering here, you will instantly see a couple Blue Bone Tossers, so use your Dagger to take them out. After that, jump over the few gaps you see. Once past that, head over to the staircase and ignore it for now, and head past it. You will come to an upper long platform over a long gap. Jump up to it but be careful because a moving block will push back and forth, and if you're caught in it, it will push you into the gap below. Get past that and jump to the lower pathway on the otherside. A Blue Bone Tosser will be here as well as spike gaps. Also here is an Cloaked Man, which will offer you Oak Stakes for 50 Hearts. Now that you got that, jump back over to the long platform and then jump on the moving block and onto the shorter platform above it. Once there, jump to the upper platform on the right. Now head to the lower platform on the right. Here's the deal with this, there are some fake floors here. How can you tell, well see where the gate is in the background. The floor underneath each of the gates along here is fake, so jump over them.

Now equip the Holy Water and use it on the right wall. Doing so will reveal a book which holds Clue #1, and it says "Destroy the curse with Dracula's Heart". After that, head left and make your way to the moving block area, then left to the staircase from earlier. Once there, climb up the staircase and take out the Blue Bone Tosser. Climb up the next staircase, and then the staircase after that, taking out any Blue Bone Tossers in your way. Once you make it up the staircases, head right down the platforms until you reach the next staircase. Now climb up it and head left a bit. Notice how the upper areas has some platforms sticking out, well climb up them. This will be a very tricky climb because you have to stand at a certain spot to make it up them, or else you'll fall to the flooring below. Once you carefully make your way this area and at the top head right. You will come across some Blue Bone Tossers and Blue Lance Knight along the way, so take them out. Make it past the staircase and to the right wall.

Once there, use your Holy Water on it and doing so will reveal another book which has Clue #2 in it. The clue says "Garlic in the graveyard summons a stranger". I wonder if this has anything to do with that graveyard next to the Town Of Aljiba O\_o. Anyways, after this, head to the staircase and go down it and at the bottom, head left until you reach the opening in the floor. From there, drop down all the way and once you reach the bottom, head right. Jump up the platforms and you will see an orb. Equip your Oak Stake and strike the orb with it. Again the room will shake an bag will appear, so get it and you will proress Dracula's Heart! Well, two pieces down, three to go! With that, head left and make it back up to the previous staircase. Climb it, head left to the otherside and drop down and you will land right next to the lower part of a staircase. Head left across the platforms then down the staircase, then the one after that. Go right from there and down the next

staircase. Head left, and jump over the several gaps (watch out for the Blue Bone Tossers) and head through the left entryway, which will take you back to SECTION 2-1.

#### S E C T I O N 2 - 1 : (REVISITED)

Once you are back here, head left and jump over the gap then jump to the upper island then jump to the lower floor on the left. After that, continue going left, taking out the Blue Bone Tossers and the Blue Lance Knight. Now go through the left entryway and you will have completed Castle 2!

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F: |Before Castle 3|

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| MAP TO CASTLE 3:                                 |
|                                                    |
|                           [22]-[21]-[01]-[02]-[03]-[04]-[05]-> |
|                           |                          |
|           [24]-[23]---                                |
|                                                    |
| <-[11]-[10]-[09]-[08]-[07]-[12]-[13]-[14]-[15]-[16]-[17]  |
|                                                    |
|                           |                          |
|                           --[18]-[19]                    |
|                                                    |
|                           |                          |
|                           --[20]                        |
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#### LEGEND:

[01] = Town Of Jova  
 [10] = Castle 1: Berkeley Mansion  
 [16] = Town Of Aljiba  
 [20] = Castle 2: Rover Mansion  
 [22] = Ferry Crossing (Equip Dracula's Heart to go to [23])  
 [24] = Castle 3: Braham Mansion

#### SCREEN 20:

You should now be outside of Castle 2, but don't celebrate too much, you still got along way to go! With that out of the way, you can move onto Castle 3, but first, there are some things that needs to be done. For starters, let's head through the left entryway, which will lead to SCREEN 19.

#### SCREEN 19:

In here, head left and make your way across the two platforms to the staircase. At the staircase, climb up it and make your way up the platforms until you are above the water. Now head through the left entryway, taking you to SCREEN 18.

#### SCREEN 18:

Once here, this might be tricky. As you enter this screen you will see a moving platform ahead of you. Time your moves carefully, and use that platform to get to the otherside. When you do, you will see another one, so repeat the process. After that, continue going left along the lower level until you reach the otherside, taking out the Red Eyeballs and Gray Skeletons

that may be in your way. Now go through the left entryway, which will take you to SCREEN 14.

SCREEN 14:

In here, head left climbing up the platforms until you reach the staircase. Now climb up it and take out the Gray Skeletons at the top. So now which way do we go? Well, I say let's go through the left entryway. Doing so will take you to SCREEN 13.

SCREEN 13:

A Gray Skeleton and Spider will greet you here, so get ready to take them out. After that, simply head left until you reach the otherside. Go into the left entryway, taking you to SCREEN 12.

SCREEN 12:

In here, climb up the platforms and follow the upper path to the otherside, taking out the Flying Bats and Red Eyeballs. Once at the otherside, head through the left entryway, taking you to SCREEN 07.

SCREEN 07:

For this screen, just stay along the upper path that you are on, as there is no need to go down the stairs. Red Eyeballs will be in your again, so take any out and head through the left entryway leading to SCREEN 08.

SCREEN 08:

In here, like before, head left to the otherside, taking out Gray Skeletons and Spiders. Go through the left entryway leading to SCREEN 09.

SCREEN 09:

In here, head up the staircase in front of you, and continue going left taking out the Gray Skeletons and Flying Bats. At the otherside, equip your Holy Water and take out the Gray Skeletons then drop down the platforms and keep going left. Again head through the left entryway, leading to SCREEN 10.

SCREEN 10:

Here you will be at the entrance of Castle 1, but you don't need to go here, so just continue going through the left entryway. You will then be at SCREEN 11.

SCREEN 11:

Although you've been on all the other screens (up to this point) so many times, this is the first time you will be on this one, even though it's in the same area roughly ^\_^. You have Blue Skeletons on this screen, so once again (this is getting rather old) head left until you reach the otherside. Over here, a Red Sea Creature will jump out onto the brown platform, so use your Silver Knife to take it out from a distance. Now hop over the water pits and to the left entryway. Go through it and you will be at SCREEN 05.

SCREEN 05:

Once you are here, equip your Holy Water and use it on the Blue Skeletons and jump over the pink acid lake. Continue going left, past the staircase and through the left entryway, which will take you to SCREEN 04.

SCREEN 04:

Right away a Blue Skeleton will see you so quickly take it out. Now jump to the upper path and take out the other Blue Skeleton. Continue along this upper path until you reach the otherside, taking out anymore Blue Skeletons. Now go down the platforms and through the left entryway leading to SCREEN 03.

SCREEN 03:

In here, you need to make your way across this screen to the otherside like normal. Be careful though as there are several small gaps you must jump as well as Red Sea Creatures and Blue Skeletons being in your way. Equip your Silver Knife as it will become very helpful through this screen. Once you have carefully made it to the otherside, head through the left entryway and you will be at SCREEN 02.

SCREEN 02:

Easy enough on this screen, head right, taking out the Blue Skeletons, and eventually taking out the Blue Wolfmens. After that, head through the left entryway, which will take you to SCREEN 01.

SCREEN 01:

Upon entering here, you have returned to the Town Of Jova.

T O W N O F J O V A (REVISITED):

ITEMS: None

Nothing really to do here, except that if you wanna refill your life, head to the Church on the top level (going up the staircases you see right away). After that though, on the main level, head left to the otherside, jumping over gaps, and go to the left side of town.

Now that you are done with this town, head through the left entrance of town, leading to SCREEN 21.

SCREEN 21:

Okay now we are in some new areas! Time to build up some experience too! Right away you should see some Purple Lizardmens coming at you. Use your Silver Knife on them as it will be your best defense here. After that, continue onwards and you will see a Blue Fast Cat speeding by. With that, continue left and you will come to a pink acid lake. If you have a Laurel, now would be a great time to use it. You'll be able to cross here without taking damage. Be careful as there is some Blue Slime Creatures here and a Leech at the otherside so take them out. At the otherside, go through the left entryway, which will take you to SCREEN 22.

SCREEN 22:

In here is some Red Lizardmens, so take them out (it's probably best to get up to Level 4) and continue onwards. After a bit you should come to a lake, with a Cloaked Man on a boat. Okay so what's this crazy person doing here?! Worry about that later? Either way, equip Dracula's Heart (gross much?) and talk to him. He will tell you that he will "show you the way", and will take you on a little trip, and as you are traveling with him, Red Sea Creatures will come out, so be ready because you can fall in the water if you're not careful. With that, you



will travel through the left entrway, leading to SCREEN 23.

SCREEN 23:

As you're entering this screen, you will hear a strange sound. I suppose this means you're going the right way, so that means there must be a second way you could go?! We'll get to that later though. This screen however starts off the same way, Red Sea Creatures jumping up. Soon as you get to the docking point, jump off and continue onwards going left. Red Lizardmens will greet you once again, so take them out. Continue going left through the entryway and you will be at SCREEN 24.

SCREEN 24:

Upon entering here, you will see a door in the middle. Make sure you're at Level 4, as a safe place to be for stats. Now enter the door and get ready because you're entering Castle 3!

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G: |Castle 3: Braham Mansion|  
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ITEMS FOUND: Dracula's Eyeball, Clue #1, Clue #2, Oak Stake,  
Golden Knife

ITEMS REQUIRED: None

LEVEL REQUIRED: Level 4

LINK TO MAP: <http://www.gamefaqs.com/console/nes/file/587179/38477>

S E C T I O N 3 - 1 :

Okay here we go, the third castle! From the starting point, head right, jumping over the spike pits until you reach the otherside. Once you do, climb up the stairs and take out the Purple Lance Knight. After that, climb the staircase behind it and take out the Purple Skeleton Solider at the top. Climb the next staircase and another Purple Lance Knight will be up there, so take it out as well. Up here you will see you have two choices, going left, or going up. Don't go up because there is nothing up there, so instead head left. Purple Gels will be greeting you here, so take them out if you want and continue going left until you reach the otherside. At the otherside, climb up the staircase and take out the Purple Skeleton Solider, then climb up the next staircase (so many staircases, so little time!).

At the top is another Purple Skeleton Solider, so take it out and this time go right and follow the path to the otherside. When you get there, you will see another staircase (shocking) and a Cloaked Man on the otherside of the wall. You'll get to him soon enough, but now climb the stairs. At the top of this staircase, there will be a few more Purple Skeleton Soliders, so take them out and climb the short staircase leading up. Up here a Purple Gargoyle and a Purple Lance Knight is waiting, so take them out quickly. Now you can either go left or right at this point, but you're gonna go right. Do so and at the otherside, go through the entryway which will take you to SECTION 3-2.

S E C T I O N 3 - 2 :

Upon entering here, there will be two Purple Gargoyles starting to attack, so use either your Holy Water or drop down and attack them. Either way take them out and head down the staircase at the bottom. Down here is a Purple Lance Knight, so be careful taking it out as there are also spike pits here. After taking it out, jump over the spike pits until you reach the wall (don't worry, I haven't forgot about the entryway). See the little opening, well drop down into that and use your Holy Water on the rightside. Doing so will reveal a book which is Clue #1. This clue will say "Wait for a soul with a Red Crystal on Deborah Cliff". Where is that at, well I guess that will be our next mission ^\_^ . Now jump back across the spike pits and go through the left entryway, which will take you back to SECTION 3-1.

#### S E C T I O N 3 - 1 : (REVISITED)

Upon entering here, you will see a Purple Lance Knight on a lower platform, so use your Holy Water on it to take it out. Now make your way to the Cloaked Man (the one from before), and talk to him. He will offer you some Oak Stakes for 50 Hearts, which I'm sure you have that many, so go ahead and jump on his offer. After doing that, drop down just to the right of him and you will probably land on a Purple Lance Knight (oops!), but no worries unless you don't have much life left O\_o. Take that one out, and go down the staircase. Down here will be a Purple Skeleton Solider and another staircase. Go down it to find a Purple Gel and ANOTHER staircase. Go down those staircase to find another Purple Gel and an entryway to the right. Go through it and you will be at SECTION 3-3.

#### S E C T I O N 3 - 3 :

This is a very short section, which contains some Vampire Bats. Simply take them out and head through the right entryway which will take you to SECTION 3-4.

#### S E C T I O N 3 - 4 :

Well check it out, it looks like we finally get to fight Death. Get ready for the first boss fight in the game (took it long enough)!

##### BOSS #1: GRIM REPEAR

ITEM REQUIRED: Chain Whip & Sacred Flame

ITEM RECEIVED: Golden Knife

Here is how the fight will setup, Grim Repear will float around at a medium pace, throwing out his psycthes at you (doing little damage). These will take 2 hits with your Chain Whip. So what should you do? Well use a Laurel first (if you have any) so that you are given a little protection. Now equip your Sacred Flame and get him to stay in the middle part of the floor. With him there, use your Sacred Flame on him, which will do some decent damage to him (about 3 or 4 hits). While he's being attacked by the flame, use your Chain Whip on him to do double damage. This is a great combo attack to take him down. After about 7 or 8 rounds of this he will fall.

After the fight, you will be rewarded with the Golden Knife, which is a very powerful Secondary Weapon, but will take 2 Hearts per use. Now, go through the right entryway which will take you SECTION 3-5.

S E C T I O N 3 - 5 :

In here you will see an orb on the otherside of the room. Go over, climb up to it and equip you your Oak Stake and strike the orb. Again the room will shake an bag will appear, so get it and you will possess, I mean "prossess" Dracula's Eyeball! Okay now it's getting really gross. Now head back through the left entryway leading back to SECTION 3-4.

S E C T I O N 3 - 4 : (REVISITED)

In here, you will see the Grim Repear again, but you don't have to fight him if you don't want to, so just head through the left entryway, leading back to SECTION 3-3.

S E C T I O N 3 - 3 : (REVISITED)

Back in the small little room with the Vampire Bats. Take them out if you want, and head through the left entryway, leading back to SECTION 3-1.

S E C T I O N 3 - 1 : (REVISITED)

Here we go again with the staircases, woo and hoo. Anyways, head over to the staircase (take out the Purple Gel) and climb up it. Continue going upwards the staircases, taking out any enemies in the way. Once you get to the highest point, take out the Purple Lance Knight. Now head over to the lowest right platform and get on it. Now this will be kinda tricky, you need to jump over to the higher platform, then to the next higher platform. Turn around, use a Golden Knife on the Purple Lance Knight then jump on that platform and head to the staircase. Go through the right entryway, taking you to SECTION 3-2.

S E C T I O N 3 - 2 : (REVISITED)

Upon entering here again, you will be greeted by a Purple Lance Knight, so take it out fast. After that, climb up the long staircase to the top. Up here is a couple Purple Gargoyles, so be quick about taking them out (use your Golden Knife). Now, head to the leftside, up the platforms and through the left entryway, taking you back to SECTION 3-1.

S E C T I O N 3 - 1 : (REVISITED)

Once again, you will be greeted by a Purple Lance Knight, so take it out and continue going left until you reach the staircase. Now you can go down it, but instead head left all the way to the otherside. While you're doing this, equip the Dracula's Eyeball. Now at the otherside, drop down and then walk left a bit more, and you will see a book within the blocks. Now to get to it, stand right on the fourth block from the edge, jump up and throw your Holy Water to the left. This should hit the top block, giving you access to the book. Doing so, and you will see Clue #2, which says "Place the Laurels in a silk bag to bring them to life". Okay, moving on! Take out the Purple Skeleton Solider and then drop down to the lowest level.

Once down here, head down the staircase, take out the next Purple Skeleton Solider and then head down the next staircase (or drop down over the leftside). Down here, head right and follow the pathway all the way to the otherside, taking out the Purple Lance Knight, and then head down the staircase, take out the Purple Skeleton Solider then climb down the next staircase.

Down here is a Purple Lance Knight, so take it out and go down the staircase. Now head left, and jump over all the spike pits until you reach the otherside. You will probably see an upper pathway that you could get to, but don't worry about that as there is nothing up there. Now go through the left entryway and you will have completed Castle 3!

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H: |Before Castle 4|  
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| MAP TO CASTLE 4: |  
| |  
| [35] [34]-[33]-[32]-[30]-----[29]-[28]-[27]-[22] |  
| | | | |  
| [31]--- [26]-[25]-[24]-[23]--- |  
| | | | |  
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- [22] = Ferry Crossing (Equip Dracula's Heart go to [23], de-equip Dracula's Heart to go to [27])
- [24] = Castle 3: Braham's Mansion
- [26] = ITEM: Diamond
- [28] = Town Of Alba
- [31] = ITEM: Silk Bag (Garlic needed)
- [33] = Town Of Oldon
- [34] = Clue Book (Equip Dracula's Eyeball), Warp to [35] (Equip Red Crystal and kneel down)
- [35] = Castle 4: Bodley Mansion

SCREEN 24:  
You should now be outside of Castle 3, and the journey is roughly halfway over! With that out of the way, you can move onto Castle 4, but first, there are some things that needs to be done. For starters, let's head through the left entryway, which will lead to SCREEN 25.

SCREEN 25:  
For this screen, head left until you get to the lake. Now this next part will be pretty tough. You see the moving blocks, well you need to jump from block to block. Now the tricky part is that if you don't jump off one block at the right time, you will end up falling into the lake (and you'll have to start all over). So what's the right time? Watch the blocks, stand close to the edge and at the moment it hits the highest point, then you can jump successfully to the next block. Now this will take a long time to get across, so do be extra careful. Once you get to the otherside, head left and then go through the left entryway, leading to SCREEN 26.

SCREEN 26:  
In this screen, you get to see several new enemies (hooray?). Starting off will be a Red Mummy and Speeding Eagles. Take out the Red Mummy, and then continue going left. Next will be some Glowing Ghosts floating towards you, so take it out. Continue onwards, jumping over the gaps and you will then come across

Floating Medusas and a Fire Plant. It's probably best to use a Golden Knife on the Fire Plant, then continue onwards to the otherside, which is a dead end. Also here is a an orange Cloaked Man who will give you the Diamond. This is a handy Secondary Weapon that can hit anything in it's path, that will cost 1 Heart per use. Now with that, turn around and head right, taking out all the enemies in your way. Once at the otherside, head through the right entryway, taking you back to SCREEN 25.

SCREEN 25:

Just like you did before, head right to the lake then carefully make your way across the blocks to the otherside. Once you do, continue going right and then through the right entryway, taking you to SCREEN 24.

SCREEN 24:

When entering here, you have no reason to go back into the castle, so continue going right through the right entryway leading to SCREEN 23.

SCREEN 23:

Once you're here, take out the Red Lizardmens and head right until you reach the Cloaked Man on the ferry. Talk to him and he will tell you that he will take you to a good place, with a evil laughter in his voice. Wonder what he's planning!? Well, for now he'll just take you across the lake and through the right entryway leading to SCREEN 22.

SCREEN 22:

Now once you enter this screen, travel on the ferry until you hit dry land. Jump off, and then head right a bit (taking out the Red Lizardmen), and then turn back around and the Cloaked Man will be there. Now make sure you de-equip your Dracula's Heart and talk to him again. Again he will take you to a good place (this is getting a little creepy). But this time when you travel through the left entryway, you'll be taken to SCREEN 27.

SCREEN 27:

Now as a reminder, on SCREEN 22, equip the Dracula's Heart if you wanna go to SCREEN 23, but de-equip it if you want to go to SCREEN 27. Now with that out of the way, jump off the ferry when it hits land and continue going left, taking out the two Red Lizardmen, and go through the left entryway. Doing so will take you to SCREEN 28.

SCREEN 28:

As you start this screen, you will notice you're in a town. This one is called Town Of Alba.

T O W N O F A L B A :

ITEMS: Garlic, Laurels, Red Crystal

We are now in the Town Of Alba, so what shall we do first? Well head left across the gaps and you should see a man in Gray on an upper platform. Go up there and talk to him and he will trade you your Blue Crystal for the Red Crystal. Now head right a bit and jump to the upper platform and continue going right, which you'll find a door. Go in it and you'll see the return of the empty rooms! Equip your Holy Water and

use it on the right wall to reveal a hidden passage which going through that, you'll see a Cloaked Man who will offer you Laurels for 50 Hearts. Buy some if you want, then after that, head back to town. Now head up the nearby staircase and then up the next staircase. Up on this highest level is a Church so you can refill your life. Much further down the left pathway is another door, which when you go inside, you'll see it's empty as well (no shocker). Use your Holy Water on the floor this time to find a hidden passage.

Make your way down here all the way to the bottom level. Once there, go through the right entryway and you will see another Cloaked Man who will offer you some Garlic for 50 Hearts. Do you take it or not? I'm thinking you should! Now, head back to town, and once you do, head right all the way to the staircase and go down it and then the next one. Now head all the way left (pant pant), getting various clues including something about hitting your head on Deborah Cliff (ummm okay?) as well as other useful stuff. At the otherside head down the staircase then down the next staircase until you reach the bottom level. Now we are ready to move on!

Now that you are done with this town, head through the left entrance of town, leading to SCREEN 29.

SCREEN 29:

When entering here, you will be greeted by Blue Hopping Slimes and going left some more, you'll see some Skeleton Snakes, so be careful when taking them out. Continuing on and you'll see a Green Skeleton, so take it out and go through the left entryway, taking you to SCREEN 30.

SCREEN 30:

Upon entering here, you will be greeted by a Green Skeleton and a Green Stalker, so take them out. You will now be presented with a choice: go left or down the stairs. Let's go down the stairs for now. Go down them and make your way down and on the platform, jump over the left edge and you will land safely on the platform below. Now if you dropped down, you will have fallen through the invisible platform (don't worry, nothing bad will come of it). Now with that, head left drop down to the lower platform, jump over the middle (invisible platform dropping you to the pink acid lake) and continue going through the left entryway, taking you to SCREEN 31.

SCREEN 31:

Upon entering here will be some Green Soul Snatchers, so take them out, and continue going left. You will then come across Skeleton Snakes and Green Skeletons, so take them out and continue going left. Soon Blue Hopping Slimes and more Green Soul Snatchers will join the party, so take them all out. Keep going and you will come across another dead end. Okay so now what do we do? Well equip your Garlic and use it at the dead end and a green Cloaked Man will appear (he must love garlic?). Talk to him and he will give you the Silk Bag, which you can use to hold more Laurels! Now with that, head back right, taking out all of the enemies and go through the right entryway taking you back to SCREEN 30.

SCREEN 30:

Upon returning here, use one of your Laurels (if not you should still be okay unless you have little life), and jump into the pink acid lake and cross it. At the otherside, continue going right until you reach the staircase and climb up it. Continue climbing up the stairs until reach above ground. Once you get there, head left taking out any Green Stalkers and Green Skeletons along the way. Once you make it to the otherside, go through the left entryway which will take you to SCREEN 32.

SCREEN 32:

Upon entering here, you will be greeted by some Blue Hopping Slimes, so be careful taking them out. Afterwards, continue going left taking out more of them and then head to the left entryway. Now make sure you have atleast 250 Hearts, because you will need each one of them. When you do have that much, go through the left entryway, taking you to SCREEN 33.

SCREEN 33:

As you start this screen, you will notice you're in a town. This one is called Town Of Ondol.

T O W N O F O N D O L :

ITEMS: Laurels, Morning Star

You are now in the next town, which is the Town Of Ondol. So what shall we do here, well head up the staircase in front of you and enter the door you see. In here is, well you guessed it, an empty room. So bust out the Holy Water and use it on the right wall and go through the hidden passage to find, another empty room O\_o. Okay so that's two empty rooms, now what, well, third times the charm so bust out the right wall of this room and go through that hidden passage. You will finally find the Cloaked Man who will offer you some Laurels for 50 Hearts (all this for that?!). Get them, and then head back to town.

Once back outside, head up the nearby staircase and at the top of that, follow the path left and keep going until you reach a door. Enter the door to find a big hole in the floor O\_o. Go through the hole and continue going downwards all the way. Once at the bottom, head through the right passage and you will see a Cloaked Man who will offer you the Morning Star for 200 Hearts. Obviously you should have this much Hearts, so go ahead and buy it (finally a new whip!). With that, head back out into town. Now head left to the otherside and head down the staircase, then the next one and head left. Now we are ready to move on!

Now that you are done with this town, head through the left entrance of town, leading to SCREEN 34.

SCREEN 34:

Upon entering here, Glowing Ghosts will come to you, so take them out and then keep going left. You will then encounter some Red Mummies, but they should be easy now. Continue going left until you reach the lake, which has some moving platforms. Remember how to do this from before? If not, jump from block to block when they reach the highest peak. Make your way across these three blocks carefully. After that, continue going right and you will come to a dead end? Equip the Dracula's Eyeball

and you will see a Clue Book appearing. Go to it and it will say "Dracula's Nail may solve the evil mystery". Well how do we find Dracula's Nail then? Well, here's a start on that mystery, jump up to the left wall and equip your Red Crystal and kneel down and after a few seconds of this a tornado will come out. It will take you to SCREEN 35.

SCREEN 35:

Hope you didn't get air sick, because it looks like that tornado took you right outside of the next castle we're going in. Make sure you're at Level 5 for this one, and when you are, enter the door and get ready for Castle 4!

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I: |Castle 4: Bodley Mansion|  
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ITEMS FOUND: Dracula's Nail, Clue #1, Oak Stake

ITEMS REQUIRED: None

LEVEL REQUIRED: Level 5

LINK TO MAP: <http://www.gamefaqs.com/console/nes/file/587179/38489>

S E C T I O N 4 - 1 :

Here we go, the fourth castle! Upon entering you will see a Red Lance Knight, so take it out and continue going right where you will see a Red Skeleton Solider. Now here's the deal, ahead of you is a wall but if you jump into the lower part of it, you will see that it's a fake wall. Obviously this would be a shortcut to the treasure, but we're not gonna go that way. Instead climb up the staircase and take out the next Red Skeleton Solider then climb up the next staircase after that. Another Red Skeleton Solider and a staircase, follows that, so head through this. Now you will see two Blue Gels, but more importantly, walk four blocks from the stairs to the left, then jump to the next staircase as there is a fake floor in between. After that, climb up the staircase to find more Red Skeleton Soliders (sounds like a trend is happening).

Now you could go left where you will find some Falling Rocks and another Red Skeleton Solider, but it's a dead end, so just go right instead. Do so, and jump up the blocks and walk a few steps right and you will see a lone platform with a spike pit under it. Make it across here (wouldn't want to fall into the pit now) and you will see you can either go up or down (both with a Red Skeleton Solider). Well going down leads to a dead end, no fun there, so I guess we take the upper path. Except the upper path looks like it's a dead end as well. Don't worry, I purposely led you here because at the wall, jump up to the right to find a fake wall, which going through it will take you to SECTION 4-2.

S E C T I O N 4 - 2 :

Upon entering here, you will see Red Skeleton Soliders all around, so take out the one you see, head right and drop down, take the other ones out, head left and drop down take some more out, then continue going right until you come to another wall. Right now you're probably trying to walk through it, which you



can't. So instead use you're Holy Water to take out some of the blocks (this sure sounds familiar), and then you can continue on. Do so, jumping over the small spike pit and there will be more Red Skeleton Soliders and Red Lance Knights. Take them out and you will see two staircases. For now, climb the staircase going up (take out the Red Lance Knight), and head left a bit and drop down to that smaller platform sticking out.

Now face the blocks, use the Holy Water to reveal a book which has Clue #1. It says, and I quote, "The curse has killed the Laurel Tree". Nothing you can do for now, so just head back to the staircases and then take the one going down. As you make your way downwards, you'll see a Red Lance Knight and a Red Bone Tosser, so take them out. So now we're down here with what looks like another dead end, and you're probably mad about this. But wait, jump into the left wall to reveal a fake wall. Of course by going into it, you will be going into what could very well be your doom! Only kidding, it's just a dark section ^\_^ . Follow the pathway left and you will see an orange Cloaked Man who will offer you Oak Stakes for 50 Hearts, which I'm sure you have, so go ahead and buy some.

After that, continue going left and you will drop through a fake floor and land on another flooring. You will see a Red Skeleton Solider so take it out if you want, but head left and drop down to the lowest flooring and then head right, taking out more Red Skeleton Soliders and soon you will be in a room with an Orb. Break out your Oak Stake and use it on the Orb to uncover Dracula's Nail, which you will now prosssess (why is it still called "prosssess"?). Anyways, after this, turn around and head left until you reach the staircase (taking out whatever is in your way), and climb up the second staircase. At the top is some more Red Skeleton Soliders and another shorter staircase, which you will climb. Now jump up the blocks and go through the left entryway which will take you back to SECTION 4-1.

S E C T I O N 4 - 1 : (REVISITED)

Remember that shortcut, and well there's two ways to get through: tough or easy. Let's go easy, head to the staircase (that I forgot to put on my map, my bad!) and climb up it and head left taking out the Red Skeleton Soliders. On the otherside, simply drop down and head left to the wall. Now if you are curious about the tough way, if you got on the lower platform (from the staircase), you would have to use your Holy Water to take out the upper platforms ahead of you, and jump across the lower platforms. And with spikes there, not worth it! Anyways at the wall, jump through it to go through the fake wall and then continue going left. You will see the Red Skeleton Solider and Red Lance Knight from the start of this castle, so just take them out and continue going left. Now go through the left entryway and you will have completed Castle 4!

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| MAP TO CASTLE 5:                                     |
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|                                                       |
|                                                       |
| [37]-[36]-[35] |                                     |
|               |                                     |
| [17]-[43]-[42]-[41]-[40]-[39]-[38]---            |
|-----|

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LEGEND:

[35] = Castle 4: Bodley Mansion  
 [38] = ITEM: Flame Whip (Morning Star needed)  
 [41] = Castle 5: Laruba Mansion

SCREEN 35:

You should now be outside of Castle 4, and the long road is getting ever so close to finishing! With that out of the way, you can move onto Castle 5, but first, there are some things that needs to be done. For starters, let's head through the left entryway, which will lead to SCREEN 36.

SCREEN 36:

On this screen is a whole lot of nothing, which is good after a long journey. Make your way to the left entryway and go through it, taking you to SCREEN 37.

SCREEN 37:

For this screen, you will see a lake in front of you. No, I didn't lead you the wrong way. Instead equip the Red Crystal and bow down to the water (for it is your master!). You will notice the screen will then lower revealing a passageway underneath. Make your way down here and once you make it to the staircase, make sure you drop over the left side. After that continue going left until you reach solid ground. Continue on by going through the left entryway which will take you to SCREEN 38.

SCREEN 38:

Now this screen is a little crazy. You'll probably notice as you play through this screen that it's rather big. But you don't have to go through the entire screen just get through it. Infact all you need is to stay on the lower half. That's why I drew a map to help you through (what a complete shock huh lol):

```

|-----|
|               X |
|               X |
|               ## ## ## ##### |
|   ###   #####   ## |
|   #   #   ##   X   ## |
|   #   #   #   X   # |
|               # MAN #MM MM MM MM ##### |
|#####^#####^#####^#####^##### |
|#####_____#####_____##### |

```

From where you are, head to the Black Skeleton and take it out, and head up the blocks. You will then come to a wall, so equip your Holy Water and take out the wall. Continue left to the edge and Floating Skulls will come out (use your Golden Knife on them). Carefully jump across the gaps, because this will be tricky. Once you made it past the gaps, and onto the solid platform, turn around and drop down the rightside and you'll land on a moving platform. On there, face the left wall and use

the Holy Water on it. Now go left and you'll see a Cloaked Man. Talk to him and he will upgrade your Morning Star into the Flame Whip (the strongest whip in the game). Now jump across the moving platforms then at the otherside, go up the blocks, go left, take out the wall, cross the gaps and you'll be on the solid platform again. Now continue going left, drop down a bit, climb up the lone blocks, take out the Black Skeleton, drop down the leftside. Now there is more to this screen, but it's not necessary to explore. Now go through left entryway taking you to SCREEN 39 (pew!).

SCREEN 39:

Upon entering this screen, Floating Skull and Fire Creature so take these out and continue left. Soon you will come to the moving block situation like before. Carefully jump across these blocks and at the otherside is another Floating Skull and Fire Creature. Take these out continue going left defeating more of them. Go through the left entryway leading to SCREEN 40.

SCREEN 40:

Upon entering here, use one of your Laurels (if you don't have one, you're kinda screwed) and go through the pink acid lake. After crossing the first one (which has a Leech in it), you will have to cross a second one (which has an Orange Slime Creature as well as Leeches in it). This is a long one, so hopefully you'll have another Laurel on you. After getting through this, jump out of the lake and go through the left entryway, taking you to SCREEN 41.

SCREEN 41:

Right now you will be outside of another castle. I know, we just got finished with one five screens ago, but here we go with another one! If you're still at Level 5, that's good. Now enter the door and get ready for Castle 5!

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K: |Castle 5: Laruba Mansion|  
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ITEMS FOUND: Dracula's Ring, Oak Stake, Laurels

ITEMS REQUIRED: None

LEVEL REQUIRED: Level 5

LINK TO MAP: <http://www.gamefaqs.com/console/nes/file/587179/38490>

S E C T I O N 5 - 1 :

Upon entering this castle, you will be greeted by two Gray Skeleton Soliders, so take them out and continue going right. Continue going right and you will come across a Gray Lance Knight and a Gray Bone Tossler. Take these out and head to the staircase (there is a Gray Skeleton Solider here as well). Be careful as you climb up the staircase as there will be a Gray Lance Knight up here (I'm beginning to see a color theme here). At the top, go left and make it to the otherside (another Gray Lance Knight), and climb up the short staircase. From up here, take out any Gray Skeleton Soliders you see, and jump to the upper platform on the right.

This time you don't have to climb the staircase (GASP!) but instead you must go right and follow the pathway to the otherside, climbing up the short walls, taking out any Gray Skeleton Soliders along the way. Continue going right and you will see a staircase, which you will pass this one up as well. Instead go right up the platforms then down the platforms on the otherside (watch out for that nasty Gray Bone Tosser in the way!). Once you made it to the otherside, go through the right entryway which will take you to SECTION 5-2.

#### S E C T I O N 5 - 2 :

In here you will be greeted by a Gray Skeleton Solider on the lower platform, so use your Holy Water or Diamond on it. After that, well, it looks like we have a decision to make (such as life), do we go up or do we go down? I'd say let's go up, and with that, stand on the platform where it was, then jump to the upper platform on the right. Once there, climb up the staircase (why are there spikes here, it's not really much of an obstacle?!) and take out the Gray Skeleton Solider at the top. Now jump up the platforms to the right, and take out the other Gray Skeleton Solider. Now keep going right, across the small spike pit and you will see a Cloaked Man (they seem to pop up all over the place). Talk to him and he will offer you an Oak Stake for 50 Hearts, which you obviously have, so go ahead and pay him. With that, climb up the nearby staircase, and at the top continue going right until you reach the edge.

Drop off the right edge and you will see a Gray Bone Tosser. Take it out if you can, then head right a bit and drop over the right edge of that (I know my map says you'll land in a spike pit, but that's not true, I must adjust that). Down here will be a couple more Gray Bone Tossers, so use your Golden Knife on them. Jump over the spike pit and then drop down the left side, then go right and drop down the right side. Be careful as there are Gray Bone Tossers and Gray Lance Knights down here (I'd use the Golden Knife in this case). Now head left and drop down the leftside and you will land on a small landing. Now from here, get to the edge and JUMP (not drop) to the right over the lower wall you see. If you drop, well, it's gonna be a long journey back to this point. After jumping over the right side, drop down to the Gray Lance Knight and take it out (shouldn't be hard as it's only two hits). Now just make your way to the lowest portion of this area. Head through the right entryway, which will take you to SECTION 5-3.

#### S E C T I O N 5 - 3 :

What do you know, another boss fight is ahead of us, and it looks like some weird face mask one eye thingy. Oh well, get ready for the second boss fight in the game!

BOSS #2: FLOATING MASK

ITEM REQUIRED: Flame Whip & Golden Knife

ITEM RECEIVED: Magic Cross

Okay this fight might be a bit tougher than the last. What we got here is this mask creature that will float around in a circular formation, covering most of the room. When it stops however, it will shoot down fireballs which will disperse and shooting 5 of them in an archway formation. These are its only attacks. So what should you do, well make sure you have some Laurels, and use them to get a bit of

protection. For defeating it, get to just to the left of the center and make sure it's at the lowest point. Using the Flame Whip/Golden Knife combo will work perfectly here, but you have to jump up at it to hit it. After about 4 or 5 rounds of this, it will be defeated!

After the fight, you will be rewarded with the Magic Cross, which is a weapon you can't use quite yet (but you will soon enough!). Now, go through the right entryway which will take you SECTION 5-4.

#### S E C T I O N 5 - 4 :

Upon entering this room, you will see the seizure-ific Orb once again, so equip your Oak Stake and use it on the Orb. Again the room will start to shake and you will be presented with a seizure-ific bag which has Dracula's Ring in it. So let's see, you have the Bone, Heart, Eyeball, Nail and Ring. I know, let's see what we can get for that on Ebay! No no, instead we must use them for something bigger. With that, leave through the left entryway, leading back to SECTION 5-3.

#### S E C T I O N 5 - 3 : (REVISITED)

In here, you will see the Floating Mask again, but you don't have to fight it if you don't want to, so just head through the left entryway, leading back to SECTION 5-2.

#### S E C T I O N 5 - 2 : (REVISITED)

Once you get back here, jump up the short wall, and head left until you reach the long spike pit (try to avoid the White Spiders web attacks). Once here, a moving platform will come your way, so jump on it, and use it (and the next one) to get to the otherside. Be careful as spikes will shoot up from the spike pit. Now jump up the short wall to find another Cloaked Man, who is just begging you to take his Laurels (free stuff, who are we to argue right?). Now head back across the long spike pit like before and head right until you reach the small platforms leading upwards. Take out the Gray Lance Knight and keep climbing upwards. Now you will probably notice you can't climb any further, so instead jump over to the left side (you'll know what I'm talking about).

Now continue going left along here, taking out the White Spiders until you make it to the otherside. Now this might be tricky, in which case if you mess up, you'll have to start over by going across the long spike pit and up the platforms (just look at my map). What you need to do is jump up the small platforms (leading left) taking out the Gray Skeleton Soliders. Once you get to the second one, take it out, and jump to the upper platforms on the right, taking out the Gray Bone Tosser. Once there, jump to the upper platforms on the left, where there is a Gray Skeleton Solider. Take it out and head through the left entryway you see, which takes you back to SECTION 5-1.

#### S E C T I O N 5 - 1 : (REVISITED)

We're almost mansion free, literally! From when you come back here, jump up the platforms to the left then head to the staircase (there will be a Gray Bone Tossers and Gray Skeletons Soliders here). Now go down the staircase, take out the next Gray Bone Tosser, and drop down over the left edge. Down here will be another Gray Skeleton Solider and a Gray Lance Knight,

so take them out as well. Now head left and continue going left, taking out any enemies in your way and ignoring the staircases. More Gray Skeleton Soliders, Gray Bone Tossers and Gray Lance Knights will be in your way, so take them out. Now that you are at the otherside, go through the left entryway and you will have completed Castle 5!

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L: |Before Castle 6|  
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| MAP TO CASTLE 6:                               |  
|                                                 |  
|                                     [37]-[36]-[35]-> |  
|                                     |             | |  
| [17]-[43]-[42]-[41]-[40]-[39]-[38]---         |  
|                                                 |  
|      <-[44]-[45]-[46]-[47]-[52]-[53]-[54]     |  
|                                     |             | |  
|                                     --[48]-[49]-[50]-[51] |  
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```

#### LEGEND:

[35] = Castle 4: Bodley Mansion  
[39] = ITEM: Clue Book  
[41] = Castle 5: Laruba Mansion  
[45] = Town Of Doina

#### SCREEN 41:

You should now be outside of Castle 5, and you have just a little bit more to go (FINALLY ^\_^)! With that out of the way, you can move onto Castle 6, but first, there are some things that needs to be done. But before we do even that, I'd like to point your attention to if you go left. Doing so would take you to SCREEN 42 and then SCREEN 43. After that, you will be at SCREEN 17, which if you remember from before (which I'm sure you don't), you'll recall it's a one-way trip. Long story short, avoid going left from SCREEN 41 ^\_^ . Now with that pointless talk out of the way, let's head through the right entryway, which will lead to SCREEN 40.

#### SCREEN 40:

Once here, head left and use a Laurel and jump into the pink acid lake. Avoid the Leeches and take out the Orange Slime Creatures. Once you make it through the first, jump into the second one and make it through this one. After that, jump out and head through the right entryway, taking you to SCREEN 39.

#### SCREEN 39:

Right away you will be greeted by Fire Creatures and Floating Skulls, so I would use the Golden Knife to take them all out. Continue like this until you get to a lake with moving platforms. Time your moves and be careful as Floating Skulls will come at you. After you make it across that, continue going right, equip Dracula's Eye and you will see a CLUE BOOK (where

did that come from?!), which says "Dracula's evil knife blurs Camilla's Vision". I guess that Floating Mask creature has a name, oh well, too late to do anything now ^\_^. Continue onwards, and then go through the right entryway, which will take you to SCREEN 38.

SCREEN 38:

You are now back in the maze of blocks, and if you can't remember how to get through, I'll be glad to cypaste my map from earlier, just for you :)

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|
|                                     X
|                                     X
|                                     ##  ##  ##  #####
|      ###      #####              ##
|      #      #  ##      X              ##
|      #      #  #      X              #
|                                     # MAN #MM  MM  MM  MM  #####
|#####^#####^#####^#####^#####
|#####_____#####_____#####
```

I'll wait till you all make it to the otherside (watch out for the Black Skeletons and Floating Skulls). \*surfs Youtube\* Okay now that you made it to the otherside, head through the right entryway, taking you to SCREEN 37.

SCREEN 37:

Once you get here, jump over to where the staircase is, and climb up it. Now continue making your way up the blocks until you reach the lake. Jump out of that, and head through the right entryway, taking you to SCREEN 36.

SCREEN 36:

In here, simply make it to the otherside and go through the right entryway (why can't it always be this easy?), taking you to SCREEN 35.

SCREEN 35:

You will now be just outside of Castle 4, but you have no need to go into it, so instead go through the right entryway, taking you to SCREEN 44.

SCREEN 44:

In this new screen, you will be greeted by Red Mummies, so take them out with ease, and then continue onwards. Soon you will come across a White Fire Plant and then Flying Vultures, so do be careful taking them out. Continuing onwards and you will see Floating Medusas, so get around this and make your way to the right entryway. Go through it, and you will be at SCREEN 45.

SCREEN 45:

As you start this screen, you will notice you're in a town. This one is called Town Of Doina.

T O W N O F D O I N A :  
ITEMS: Laurels

Here we are in the Town Of Doina. There isn't exactly alot in this town. All the people seem to be really anal about

you coming back to Castlevania. Don't exactly get why, but it's not your problem. The first door you see has an old lady who tells you to get back! The second door is a Church which will come in handy to refill your life. Make your way to the third door and enter it. Inside, drop into the opening in the floor and continue making your way downwards. You will then see a Cloaked Man who will offer you some Laurels for 50 Hearts, which I'm pretty sure you have, so go ahead and buy some. DO NOT use any Laurels from this point on, you will need to save them. After this, head back outside to town. Now we are ready to move on!

Now that you are done with this town, head through the right entrance of town, leading to SCREEN 46.

SCREEN 46:

Upon entering here, you will see some Red Skeletons and an Orange Sea Creature popping up. Be careful as you make your way through here, because you will have to jump over from platform to platform. Once you make your way across this big mess, continue onwards, taking out more enemies and go through the right entryway, taking you to SCREEN 47.

SCREEN 47:

For this screen, you will be be greeted by some Green Lizardmens, so be quick on taking them out. Continue onwards to the pink acid lake. Now if you have alot of health, jump into the pink acid lake. No sense of wasting a Laurel because at the most you'd lose a few health points. At the otherside, take out the Green Lizardman and head through the right entryway, taking you to SCREEN 48.

SCREEN 48:

When you get in here, you will see Red Skeletons and a choice to make: Go down the stairs or continue on. Well, we are going down the stairs. Just so you know, if you went continue on, you would go through SCREEN 52, 53 & 54, but it's pretty much a dead end with nothing of use there. So there is no point going through those screens. With that, use your Diamond to take out the Red Skeletons and go down the stairs. Once you make it to the bottom, continue going right and follow the path to the right entryway. Go through it and you will be at SCREEN 49.

SCREEN 49:

As you start this screen, you will notice you're in a town. This one is called Town Of Yomi.

T O W N O F Y O M I :

Items: None

You are now in the Town Of Yomi. As you explore through here, you will see that this is really the town of nothing, as there isn't anything happening. The first door leads to an empty room (no there isn't any secret passages). As you make your way to the otherside, you'll see another door which has an old woman in it. She will tell you "let's live here together". I'm thinking she's been alone for a long time, it might explain why the town's dead \*runs\*. Head back outside into town before she gets any ideas. Now we are ready to move on!



Now that you are done with this town, head through the right entrance of town, leading to SCREEN 50.

SCREEN 50:

Wow, the 50th screen. Just how big is this game?! Right away you will see some White Mummies. Now believe it or not, the tombstones block your way (that's 2-D physics for you), so you need to jump on them, and take out the White Mummies (using the Diamond). As you make your way across this, you will see some White Speeding Eagles too followed by White Glowing Ghosts, so be careful of those. Continue making your way across the tombstones until you reach the otherside (a bit of a journey). Work up to getting to Level 6, because you will need all your strength for the final battle! Once you make it to the otherside, head through the right entryway, taking you to SCREEN 51.

SCREEN 51:

Right away it would seem your path is blocked by blocks. Great, come all this way to find a dead end, or is it? Get to the blocks and with your Holy Water equipped, jump up and throw it on the first two blocks to destroy them. Now we can pass onwards! Jump over the other blocks and continue following the long pathway to the otherside. Now once there, go through the right entryway and you will be at Castle 6!

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M: |Castle 6: Castlevania|  
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ITEMS FOUND: None

ITEMS REQUIRED: Dracula's Rib, Dracula's Nail, Dracula's Heart,  
Dracula's Eyeball, Dracula's Ring, Cross

LEVEL REQUIRED: Level 6

LINK TO MAP: There is none ^\_^

If you were expecting a map for Dracula's Tomb, well forget it, because I never made one. Guess I should have, but it was too straight forward so I decided not to make one ^\_^.

S E C T I O N 6 - 1 :

Here we are, the final stage! The good news here is, NO ENEMIES! With that, from the starting point, head right (jumping over the small platform) and continue onwards the long path to the end. You will now see a staircase going downwards, but tons of blocks are in your way. Bust out your Holy Water and start throwing it on all the blocks you see. Doing so will destroy several of them, giving you access to the staircase. Head down the staircase, and drop over the rightside. Go left, drop down, then go right and drop through the skinny opening. You will notice that you can't go back the way you came (like it matters now). Now head left till you see two staircases. Take short one going up and then follow the short path to the ledge. From the ledge, jump over to the landing on the wall, then drop down on the leftside of that wall. Now go right, jumping over the blocks (why they put stairs here I'll never

know), then on the otherside, go over to the staircase going down and head down it. At the bottom, turn around and head right into the big room. Now go through the right entryway, which will take you to SECTION 6-2.

S E C T I O N 6 - 2 :

Upon entering here, a cutscene will take place, showing that all those items of Dracula you have collected will go into the middle pedistal. A fire will appear and then a figure will emerge. This figure is the Dark Prince himself. Get ready for the final battle!

BOSS #3: DRACULA

ITEM REQUIRED: Flame Whip & Golden Knife

ITEM RECEIVED: None

So here's how this fight is set up. Dracula will split into four beings, and begin circling the room very fast. He will stop for a split second only to throw out, what looks like his ribs? Here's what you need to do: Use a Laurel right away and get to the bottom right corner. From there, just use your Golden Knife and Flame Whip combo on him, no matter if he's circling around or if he's standing still, you'll still be able to hit him just the same. The moment one Laurel runs out, use another one (you should have 8 Laurels). If you have alot of Hearts, then don't worry about your ammo supply, just keep hitting him. Soon enough he will be destroyed!

And with that, you have completed the game. You will now be treated to one of three endings. Which one, well that depends on how well you did. To find out, please skip to the next section. And now I will say, congradulations on beating Castlevania 2: Simon's Quest for the Nintendo Entertainment System.

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N: |The Endings|  
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There are three endings to this game. To get those endings, you must play through the game in a certain amount of days. Here is a list of all the endings and their requirements (SPOILERS AHEAD):

1. BEST ENDING: Requirements are to beat the game in 8 Game Days. Sun is setting and we see Simon kneeling at Dracula's Grave. You will get the following message: "The encounter with Dracula is terminated. Simon Belmont has put an end to the eternal darkness in Transylvania. His blood and sweat have penetrated the earth and will induce magic & happiness for those who walk on this land". And with that, it becomes nightfall. But just when things look safe, the grave shakes and a hand appears!
2. GOOD ENDING: Requirements are to beat the game in 8 to 15 Game Days. Daybreak is upon Simon as he kneels down at Dracula's Grave. You will get the following message:

"Although the confrontation between Simon and Dracula has concluded, Simon couldn't survive his fatal wounds. Transylvania's only hope is a young man who will triumph over evil and ride the city of Dracula's deadly curse." Kind of a depressing ending honestly.

3. BAD ENDING: Requirements are to beat the game in 15 or more Game Days. It's nightfall (seriously, it's black and white!) has fallen, and we see a lone grave. You will get the following message: "The battle has consummated. Now peace and serenity have been restored to Transylvania and the people are free of Dracula's curse forever. And you, Simon Belmont, will always be remembered for your bravery and courage." Guess someone kicked the bucket ^\_^

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SECTION 3: |THE GOODIES|  
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A: |Level Ups|  
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To gain experience, you defeat enemies. However unlike most RPGs, if an enemy drops a Heart of any kind, you only get experience from that. Keep in mind, that these Hearts can be used as currency to buy stuff or as ammo for your Secondary Weapons. There are three different kinds of Hearts, which is listed below:

1. SMALL HEART = These are found in enemies, and gives you 2 Heart Points and 1 Experience Point.
2. 1/2 GIANT HEART = These are found in enemies, and gives you 4 Heart Points and 3 Experience Points.
3. GIANT HEART = These are found in enemies, and gives you 6 Heart Points and 5 Experience Points.

Now the downside, overtime, you will not be able to get experience from the Hearts certain enemies drops. I was working on a way where you can find out where you can level up at, but kinda gave up on that. If anyone out there has such a chart, I'll be glad to credit you for it! ^\_^

With everything that I've told you in mind, once you get enough experience, you will level up (just like in any RPG). Below tells you what experience you need to get in order to level up, as well as other info:

LVL	HP	EXP	ATT	DEF	
---	----	-----	---	---	LVL: What your current Level is.
0	12	000	1	1	HP: How much bars of life you have.
1	12	100	2	2	(shown in the upper left corner)
2	16	150	3	3	EXP: Shows how much experience you
3	16	200	4	4	need to get to the next Level.
4	20	250	5	5	ATT: Shows how much damage you can do.
5	20	300	6	6	DEF: Shows how much damage you can
6	24	350	7	7	withstand from enemies.

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Keep in mind, when you level up, your experience will reset back to 0 so that you can begin building up for the next level. Seeing as the highest experience you can get from anything is 5 EXP, it is quite possible that your experience will show up to 4 EXP after hitting Level 6 (349 EXP + 5 EXP = 354 EXP), but it won't mean anything if that happens. Also note, your Attack and Defense is nowhere listed in the game, but it is something I came up with to give you more info on how stronger you will become.

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B: |Primary Weapons|

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The main weapon in this game is whips. There are five whips in the game and below is a list of them and info on them:

1. LEATHER WHIP (ATT +1): This is the first whip in the game. You also start off with this whip.
2. THORN WHIP (ATT +2): This is the second whip in the game. You can buy this for 100 Hearts in the Town Of Jova.
3. CHAIN WHIP (ATT +4): This is the third whip in the game. You can buy this for 150 Hearts in the Town Of Veros.
4. MORNING STAR (ATT +8): This is the fourth whip in the game. You can buy this for 200 Hearts in the Town Of Ondol.
5. FLAME WHIP (ATT +16): This is the fifth whip in the game. Take the Morning Star to a man near Castle 5, to upgrade it.

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C: |Secondary Weapons|

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Like other Castlevania games, there is quite a few secondary weapons. This is a list of all of those weapons and info on them:

1. HOLY WATER (ATT +1): Does little damage to enemies as well as destroy some blocks revealing secret passages.
2. DAGGER (ATT +2): A little more stronger weapon that can be used for long distance attacking.
3. SILVER KNIFE (ATT +2): Just as strong as the Dagger, only this weapon costs 1 Heart per use.
4. DIAMOND (ATT +2): When using it, a diamond will shoot out hitting all enemies in its path.
5. SACRED FLAME (ATT +4): Throw it at an enemy and flames will rise up doing decent damage to enemies. Very good defense.
6. GOLDEN KNIFE (ATT +16): This is the best Secondary Weapon, which will do massive damage to enemies.
7. OAK STAKE: Used to break open the orbs found in the five mansions. Not to be used as a weapon.
8. LAUREL: Using this will give you temporal invincibility. Use these against bosses or in very dire need.
9. GARLIC: While these may have other uses, the main one is to summon a Cloaked Man who will give you the Silver Knife.

Amongst these Secondary Weapons, some of them will cost Hearts to use. Below is a list of those weapons and the Hearts they use:

- |                           |                            |
|---------------------------|----------------------------|
| 1. Silver Knife = 1 Heart | 3. Golden Knife = 2 Hearts |
| 2. Diamond = 1 Heart      | 4. Sacred Flame = 2 Hearts |



3. SEA CREATURES: These are sea monsters that live in the water, and will jump out to attack. Kinda tricky to take out so be careful.	COLOR	LTH	THR	CHN	MRN	FLM
	Red	1	1	1	1	1
	Orange	4	2	1	1	1
	Tan	16	8	4	2	1
	Pink	16	8	4	2	1
4. EYEBALLS: These are eyeballs that will track you down.	COLOR	LTH	THR	CHN	MRN	FLM
	Red	2	1	1	1	1
5. SPIDERS: These will climb up and down shooting their web.	COLOR	LTH	THR	CHN	MRN	FLM
	Orange	2	1	1	1	1
6. FLYING BATS: These will fly across the sky. Hard to get.	COLOR	LTH	THR	CHN	MRN	FLM
	Black	2	1	1	1	1
7. SOUL SNATCHERS: These are hands sticking out of the ground, reaching up.	COLOR	LTH	THR	CHN	MRN	FLM
	Purple	4	2	1	1	1
	Green	8	4	2	1	1
8. LIZARDMEN: These will run towards you shooting out fireballs. Kinda tricky to take out, so be careful.	COLOR	LTH	THR	CHN	MRN	FLM
	Purple	4	2	1	1	1
	Red	4	2	1	1	1
	Brown	16	8	4	2	1
9. FAST CAT: These are cat creatures that'll race fast.	COLOR	LTH	THR	CHN	MRN	FLM
	Purple	4	2	1	1	1
10. SLIME CREATURES: These live in acid lakes & will rise up shooting fireballs at you.	COLOR	LTH	THR	CHN	MRN	FLM
	Purple	4	2	1	1	1
	Red	16	8	4	2	1
11. LEECHES: These creatures live in the acid lakes and will jump out at you.	COLOR	LTH	THR	CHN	MRN	FLM
	Red	4	2	1	1	1
	Orange	16	8	4	2	1
12. MUMMIES: Harmless until you get in their way, then they will charge at you fast.	COLOR	LTH	THR	CHN	MRN	FLM
	Red	8	4	2	1	1
	White	16	8	4	2	1
13. SPEEDING EAGLES: These are creatures that will swoop down then fly fast at you.	COLOR	LTH	THR	CHN	MRN	FLM
	Red	4	2	1	1	1
	White	16	8	4	2	1
14. GLOWING GHOSTS: These are spirits that float around from one side to the other.	COLOR	LTH	THR	CHN	MRN	FLM
	Orange	8	4	2	1	1
	White	16	8	4	2	1
15. FLOATING MEDUSAS: These are floating heads based off of the mythological beast.	COLOR	LTH	THR	CHN	MRN	FLM
	Orange	4	2	1	1	1
	Red	8	4	2	1	1
16. FIRE PLANT: These are plants that will spit fireballs at you. Be careful.	COLOR	LTH	THR	CHN	MRN	FLM
	Orange	4	2	1	1	1
	White	8	4	2	1	1
17. HOPPING SLIMES: These are glops of slime that will jump towards you. Kinda tricky to take out.	COLOR	LTH	THR	CHN	MRN	FLM
	Blue	4	2	1	1	1
	Green	8	4	2	1	1
	Pink	8	4	2	1	1

18. SKELETON SNAKES: These are snakes attached to a chain that spit fireballs at you.
- | COLOR | LTH | THR | CHN | MRN | FLM |
|-------|-----|-----|-----|-----|-----|
| White | 4   | 2   | 1   | 1   | 1   |
| Green | 8   | 4   | 2   | 1   | 1   |
19. STALKERS: These are human creatures that moves fast.
- | COLOR | LTH | THR | CHN | MRN | FLM |
|-------|-----|-----|-----|-----|-----|
| Green | 4   | 2   | 1   | 1   | 1   |
20. FLOATING SKULLS: These are skulls that tracks you down.
- | COLOR | LTH | THR | CHN | MRN | FLM |
|-------|-----|-----|-----|-----|-----|
| Black | 16  | 8   | 4   | 2   | 1   |
21. FIRE CREATURES: These are human creatures of fire.
- | COLOR  | LTH | THR | CHN | MRN | FLM |
|--------|-----|-----|-----|-----|-----|
| Orange | 16  | 8   | 4   | 2   | 1   |
22. FLYING VULTURES: These will fly down shooting fireballs.
- | COLOR  | LTH | THR | CHN | MRN | FLM |
|--------|-----|-----|-----|-----|-----|
| Orange | 16  | 8   | 4   | 2   | 1   |

Next I will list all of the Castle Enemies. These are equally strong no matter if it's daytime or nightttime:

1. LANCE KNIGHTS: These are armored knights with pointy lances that will charge at you stabbing you. Kinda easy to take out. Orange and Gray ones are fast.
- | COLOR  | LTH | THR | CHN | MRN | FLM |
|--------|-----|-----|-----|-----|-----|
| Blue   | 2   | 1   | 1   | 1   | 1   |
| Purple | 4   | 2   | 1   | 1   | 1   |
| Red    | 8   | 4   | 2   | 1   | 1   |
| Orange | 16  | 8   | 4   | 2   | 1   |
| Gray   | 32  | 16  | 8   | 4   | 2   |
2. SKELETON SOLIDERS: These are skeletons that are armed with a sword and a shield. Nothing too special about them. Not that hard to take out.
- | COLOR  | LTH | THR | CHN | MRN | FLM |
|--------|-----|-----|-----|-----|-----|
| Blue   | 2   | 1   | 1   | 1   | 1   |
| Purple | 4   | 2   | 1   | 1   | 1   |
| Red    | 8   | 4   | 2   | 1   | 1   |
| Orange | 16  | 8   | 4   | 2   | 1   |
| Gray   | 32  | 16  | 8   | 4   | 2   |
3. GELS: These will hop around and jump to the ceiling and drop down nearby. Kinda tricky to take out.
- | COLOR | LTH | THR | CHN | MRN | FLM |
|-------|-----|-----|-----|-----|-----|
| Green | 2   | 1   | 1   | 1   | 1   |
| Red   | 4   | 2   | 1   | 1   | 1   |
| Blue  | 8   | 4   | 2   | 1   | 1   |
4. GARGOYLES: These are statue creatures that will chase you, shooting fireballs. Kinda tricky to take out.
- | COLOR  | LTH | THR | CHN | MRN | FLM |
|--------|-----|-----|-----|-----|-----|
| Green  | 2   | 1   | 1   | 1   | 1   |
| Purple | 4   | 2   | 1   | 1   | 1   |
| Red    | 8   | 4   | 2   | 1   | 1   |
5. BONE TOSSERS: These look like Skeleton Soliders except these will jump back and forth throwing bones at you. Kinda easy to take out but be careful.
- | COLOR  | LTH | THR | CHN | MRN | FLM |
|--------|-----|-----|-----|-----|-----|
| Blue   | 2   | 1   | 1   | 1   | 1   |
| Purple | 4   | 2   | 1   | 1   | 1   |
| Red    | 8   | 4   | 2   | 1   | 1   |
| Orange | 16  | 8   | 4   | 2   | 1   |
| Gray   | 32  | 16  | 8   | 4   | 2   |
6. SMALL BATS: These will fly a very short distance.
- | COLOR | LTH | THR | CHN | MRN | FLM |
|-------|-----|-----|-----|-----|-----|
| Black | 4   | 2   | 1   | 1   | 1   |
7. FALLING ROCKS: These rocks will drop as you get close.
- | COLOR | LTH | THR | CHN | MRN | FLM |
|-------|-----|-----|-----|-----|-----|
| Red   | 0   | 0   | 0   | 0   | 0   |
8. WHITE SPIDERS: Just like Spiders, only tougher.
- | COLOR | LTH | THR | CHN | MRN | FLM |
|-------|-----|-----|-----|-----|-----|
| White | 32  | 16  | 8   | 4   | 2   |

Finally I will list the very few Town Enemies, which only come out

at nighttime. These creatures aren't that tough:

1. HAG WITCHES: There are four kinds of these enemies that invades towns at night. As you progress through the towns, they get tougher.

COLOR	LTH	THR	CHN	MRN	FLM
Green	2	1	1	1	1
Green	4	2	1	1	1
Green	8	4	2	1	1
Green	16	8	4	2	1

2. RAVENS: These are birds that will swoop down and attack whn you're nearby.

COLOR	LTH	THR	CHN	MRN	FLM
Black	4	2	1	1	1
Black	16	8	4	2	1

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B: |Bosses|

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This is a list of all of the bosses in the game:

BOSS #1: GRIM REAPER (from Castle 3):

ITEM REQUIRED: Chain Whip & Sacred Flame

ITEM RECEIVED: Golden Knife

HITS: LTH = 128; THR = 64; CHN = 32; MRN = 16; FLM = 8

Here is how the fight will setup, Grim Repear will float around at a medium pace, throwing out his psycthes at you (doing little damage). These will take 2 hits with your Chain Whip. So what should you do? Well use a Laurel first (if you have any) so that you are given a little protection. Now equip your Sacred Flame and get him to stay in the middle part of the floor. With him there, use your Sacred Flame on him, which will do some decent damage to him (about 3 or 4 hits). While he's being attacked by the flame, use your Chain Whip on him to do double damage. This is a great combo attack to take him down. After about 7 or 8 rounds of this he will fall.

BOSS #2: FLOATING FACE (from Castle 5):

ITEM REQUIRED: Flame Whip & Golden Knife

ITEM RECEIVED: Magic Cross

HITS: LTH = 256; THR = 128 = CHN = 64; MRN = 32; FLM = 16

Okay this fight might be a bit tougher than the last. What we got here is this mask creature that will float around in a circular formation, covering most of the room. When it stops however, it will shoot down fireballs which will disperse and shooting 5 of them in an archway formation. These are its only attacks. So what should you do, well make sure you have some Laurels, and use them to get a bit of protection. For defeating it, get to just to the left of the center and make sure it's at the lowest point. Using the Flame Whip/Golden Knife combo will work perfectly here, but you have to jump up at it to hit it. After about 4 or 5 rounds of this, it will be defeated!

BOSS #3: DRACULA (from Castle 6):

ITEM REQUIRED:

ITEM RECEIVED: None

HITS: LTH = 256; THR = 128 = CHN = 64; MRN = 32; FLM = 16

So here's how this fight is set up. Dracula will split into



four beings, and begin circling the room very fast. He will stop for a split second only to throw out, what looks like his ribs? Here's what you need to do: Use a Laurel right away and get to the bottom right corner. From there, just use your Golden Knife and Flame Whip combo on him, no matter if he's circling around or if he's standing still, you'll still be able to hit him just the same. The moment one Laurel runs out, use another one (you should have 8 Laurels). If you have alot of Hearts, then don't worry about your ammo supply, just keep hitting him. Soon enough he will be destroyed!

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SECTION 5: |IN CONCLUSION|  
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A: |What's To Come|  
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With a game as big as this, who knows what else is to come. But I will keep this open if anything new develops.

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B: |PayPal Donations|  
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Like anyone would read this but something new I've been toying around with is the idea of taking donations. After making as many maps and FAQs as I have, it tends to be a big strain on my computer (I have a cheap-ass computer). So if you like any or all of my FAQs and maps, and wish to give a little something back, you can donate as much as you want to my PayPal account ^\_^ . Email me your donations at StarFighters76@comcast.net

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C: |Special Thanks|  
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Personal Thanks To:

ExoSquad18: Simply because of his confidence and belief that I will be very successful at this stuff ^\_^ .

On-line Thanks To:

To GameFAQS for hosting my walkthroughs, as well as many more ^\_^ .

To RPGClassics.com: For the idea behind on what it takes to defeat enemies as well as any other info from them ^\_^ .

To anyone who help made this game possible. You know the drill, if you feel I have taken anything from you (which I hope not), please let me know, and I shall credit you! Thanks! ^\_^

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D: |The Disclaimer|  
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Castlevania 2 is probably a very underrated game for the series. To be quite honest however, this one is my favorite of all the Castlevania games (though you can't knock the original). It's a very unique game that's quite different than the norm for the series, especially the earlier games. I dunno, something about it I just got into (maybe the RPG aspects of it), and that's why I really love this game. I made this walkthrough the best way I can and I hope it helps out in every way possible. Now here comes the important stuff you need to read.

Ok, I'll make this quick and simple. This walkthrough is my work. I've made this walkthrough, describing the game the best possible way I can. You can use whatever info you want, so long as you give me credit and don't alter anything. All you have to do is email me at StarFighters76@hotmail.com if you're gonna do anything with this walkthrough. And to show that I'm not a complete selfish bastard, if you have something you wanna add, email me and I will give you full credit ^\_^ . This walkthrough, like many others are intended for GameFAQs ONLY. You want it on your site, well you better start emailing me. Failure to comply with this, and I will be mad, among other things.

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