

Castlevania II: Simon's Quest FAQ/Walkthrough (w/ Bkstunt_31)

by Beautiful Affair

Updated to v1.00 on Aug 21, 2020

Guide Opening

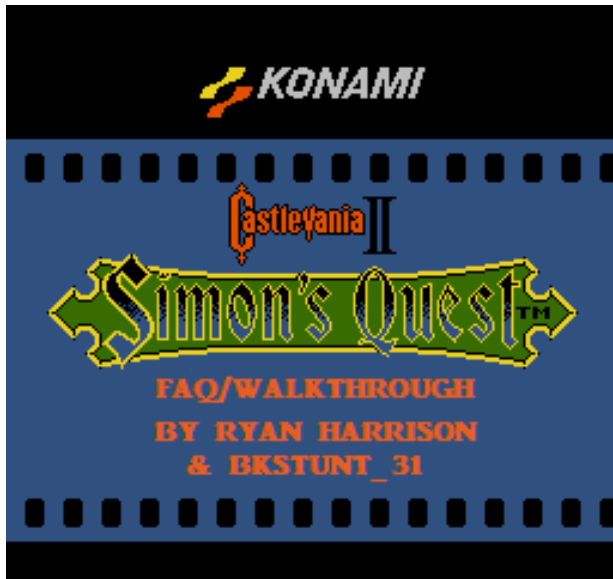


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Castlevania II: Simon's Quest FAQ/Walkthrough v1.00

Platform: NES
Last Updated: 1 August 2020

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Updates & Revision History

Version	Date	Information
1.00	1 August 2020	Initial version, everything complete

Introduction

Ryan Intro

Hello and welcome to both my, and Greg's, FAQ/Walkthrough for perhaps one of the most polarising entries in the whole *Castlevania* series – the second entry on the NES console – *Castlevania II: Simon's Quest*. Yes, we're back to double-team the sequel to the original game that we also co-authored a guide for! *Castlevania II* does control and play quite similarly to its predecessor on the same system, though does also have some very notable gameplay changes in that the game now has a more open, non-linear (and pretty cryptic) approach, and with the introduction of towns and stores, and all the additional **weapon upgrades** and **key items** required to purchase, there is more of an adventure-RPG theme this time round.

Once again, taking control of vampire slayer extraordinaire Simon Belmont, afflicted with a curse following the final showdown with Count Dracula at the conclusion of the original *Castlevania* game. You now must visit a series of mansions to gather Dracula's scattered body parts, and return them to his castle in order to destroy them permanently. The game runs on a 24-hour clock that progresses by 4 in-game minutes per second, resulting in day-to-night transitions. It also serves a secondary purpose; for the number of game days taken to defeat Dracula and beat the game determines the type of ending you achieve, whether or not Simon is freed of the curse, and if Dracula is truly defeated.

How you like this game may well depend on what you expect out of your classic *Castlevania*; this game is generally less challenging than the original game – which went a *little* overboard with enemies in large numbers and several cheap pitfalls to catch you out. That's not to say it doesn't have some tough spots and enemies in the overworld and dungeon areas, but the main challenge now comes from finding your way round the game with its non-linear, open-world layout with some cryptic puzzle-solving involved. It is a definite change of pace, and without some kind of a guide or map, these puzzles may very well leave you will no idea of where to go next – so that's where we come in!

Within this FAQ, Greg and I will give you a full **walkthrough** to guide you step-by-step through each area to clear the game from start to finish, and include as much additional miscellaneous information (such as NPC dialogue and clues) for the various locations you visit. We'll also cover **basics**, **enemies**, **items** and **secrets** to round the guide off. I hope that you find this guide useful, and should you wish to leave any feedback or additional information that you reckon would be useful to include within it, please **drop either of us a line!**

~ Ryan Harrison

Gregory Intro

Hello everyone!

We are back with another *Castlevania* guide. What is there to say that my mate Ryan didn't already? This is definitely the "Black Sheep" of the *Castlevania* family. They really did try to make something different here, for better or worse. I can appreciate that, and the game is definitely unique. But oh man, the translation issues in this game!

I'm still on my quest to write for every *Castlevania* game out there, as it has always been one of my favourite series in gaming. This is my 19th *Castlevania* guide in fact, and who better to write it with than my good friend Ryan Harrison, certified old-school game lover and long time GameFAQs author/reviewer.

As Ryan pointed out, this game is quite a doozy with cheap pitfalls, hidden items, and a nonsensical quest structure. If you ever needed a guide for an old-school game, this game certainly qualifies! Still... we have your back! Let's guide Simon on his quest and break Dracula's curse!

~ Gregory Wright

Getting Started

Story

THE SECOND COMING OF COUNT DRACULA

You're Simon Belmont, bravest of the brave, boldest of the bold, a gothic warrior respected by kings.

You earned your praise, not by crushing Viking invaders or Turkish hordes, but by destroying the evil Count Dracula in a duel to the death at Castlevania. But your victory proved painful, as the wounds inflicted during the duel slowly gnawed at your soul.

One day, though, a beautiful maiden appeared. With a soft voice she warned that you were possessed by the Count's curse. She said your only hope of destroying the curse and healing your scars was to find the five body parts of Count Dracula and burn them in his Castle, ending forever the reign of the Prince of Darkness.

Suddenly, like most beautiful visions, she began to fade. And as you reached to touch her, she spoke her final words —

"Fear not, brave Simon, for if you have the courage to risk your life, you will find the strength to win again."

Controls

NOTE: Controls are taken from the Instruction Manual for the NES.



Control	Action
D-Pad	Press Up or Down to go up and down stairs. Press Left or Right to go the left or right. When in front of a door, press Up or go inside. To squat and avoid enemy projectiles, simply press Down
Select	Press the Select Button during the game to pause
Start	Press the Start Button to begin the game. Press during the middle of the game to display a " Multi Screen ", which gives you the option to choose from weapons and magical items you've found. Press again after making your selection to return to the game
A	Press A Button to jump
B	Press B Button to lash with a whip . If you press B Button and A Button simultaneously, you can jump and lash with a whip at the same time. Also press B Button to talk with the friendly Transylvanian villagers and merchants

How to Use Certain Weapons

Press **Up** on the Control Pad while pressing **B** Button to throw the **Holy Water** or **Dagger**, drive in the **Oak Stake**, use the **Flame**, place the **Garlic** in strategic locations, etc.

This section will cover some features about the game that are good to know!

3DS/Wii/Wii U Virtual Console

This game appeared on the Famicom Disk System in Japan (FDS), the NES in America and Europe, was previously available on the Wii Virtual Console, and can also be bought on the 3DS/Wii U Virtual Console (the 3DS and Wii U are probably the best way to play this game for beginner players due to the save state system). These are exact emulations of the NES original; the Wii/Wii U Virtual Console editions can also be played with a variety of different control inputs: the Wiimote, the Classic Controller, the GameCube Controller, or the Wii U GamePad.

3DS/Wii/Wii U Virtual Console – Button Key

The following buttons on the 3DS, Wiimote, Wii Classic Controller, GameCube Controller and Wii U GamePad correspond to those of their NES counterparts: use these in conjunction with the **Controls** section above in order to see their button denotations:

3DS	Wiimote	Wii Classic Controller	GameCube Controller	Wii U GamePad	NES Controller
Circle Pad	D-Pad	D-Pad	Analog Stick	Left Analog Stick	D-Pad
D-Pad		Left Analog Stick	D-Pad	D-Pad	
B	1	B	B	B	B
X					
A	2	A	A	A	A
Start	+	+	Start	+	Start
Y	-	-	Z	-	Select
Select					

Other Controls (3DS)

Control	Action
L + R + Y	Switch between first and second controllers (second controller not used)
Touch Screen	Enable Virtual Console Menu where you can choose to Resume Game , Reset and (if enabled) Create/Load Restore Point
Home	Bring up Home Menu while pausing the game; press again to hide Home Menu and resume play

Other Controls (Wiimote & Wii Classic Controller)

Control	Action
Home	Bring up Home Menu while pausing the game; press again to hide Home Menu and resume play

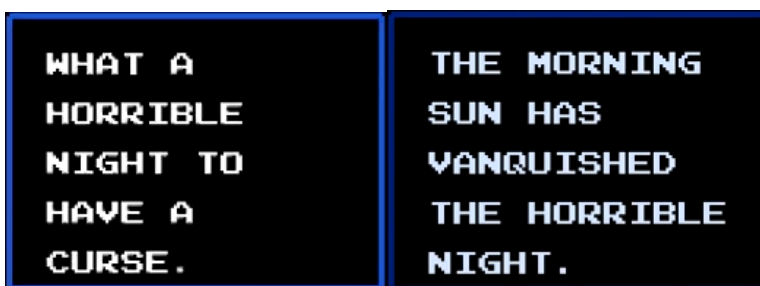
Other Controls (Wii U GamePad)

Control	Action
Touch Screen	Enable Virtual Console Menu where you can choose to Reset , change Controller Settings or Create/Load Restore Point
Home	Bring up Home Menu while pausing the game; press again to hide Home Menu and resume play

Basics

General Gameplay

Day and Night Cycle



As you play through the game, you will go through several day and night cycles. These are actually directly tied to the game's endings, as they represent how long Simon is living with his curse. You can read more about that in the "**Endings**" section below though.

For our purposes, you should know that whenever night falls (and you get the infamous text "*What a horrible night to have a curse*"), every town in the game will be shuttered and the towns will be overrun with **Zombies** (and the occasional **Ravens**). This will definitely put a damper on your adventure. However, monsters tend to drop more **Hearts** at night, which will make grinding and/or levelling a bit easier.

Also, when the morning comes, you'll get another text box letting you know. Since this system is a real-time system, we can't tell you when day or night is going to happen, as it very much depends on how fast you are playing. You didn't see too many games doing a morning and night cycle in this era, which helps make *Castlevania II* unique.

Hearts and Experience

Another unique thing about *Castlevania II: Simon's Quest* is the fact that the game actually has an experience point system. You definitely didn't see this in *Castlevania* or *Castlevania III*!



Basically, as you pick up **Hearts** from dead enemies, you will get a certain amount of **experience** (as well as **Hearts**). In general, you can gain a level per Mansion you visit, which gives you much-needed health and defence to face the harder Mansions and enemies ahead.

Hearts are also important for two other functions. They are used for certain sub-weapons (like a typical *Castlevania* game) as well as the game's currency. That's right, we're using hearts as **currency** in this game! Really weird, but you'll appreciate it when you're buying upgraded whips and items!

That being said, there are three different types of **Hearts** that drop in the game (and this ties into the day and night cycle like we mentioned above):

- **The Small Heart:** Gives you **2 Hearts** and **1 Experience Point**
- **The Half Heart:** Gives you **4 Hearts** and **3 Experience Points**
- **The Large Heart:** Gives you **6 Hearts** and **5 Experience Points**

So, be sure to pick up every heart you can. At times in the **walkthrough**, we also point out when you should be grinding for **Hearts** for certain purchases. This system definitely makes *Castlevania II* that much more unique!

Status & Menu Screens

Unlike *Castlevania* and *Castlevania III*, *Castlevania II: Simon's Quest* has a very suppressed HUD. In fact, when you are playing, all you really see is Simon's life bar in the upper left portion of the screen. As you level up throughout the game, this bar gets bigger.

Instead of displaying most of the game's info on the screen, you can pause the game to get to the **Menu**, which has the vast majority of the game's info.

This menu is split into four parts, so let's go over them together really quick.



- The top part shows you the **time you've been playing**. This directly affects the game's endings, which you can read about later. You also have your current **experience** and **level** here, which is good to know. Finally, you can see how many **Hearts** you currently have. Pretty simple.
- The next line shows you your current **whip**, which you can upgrade throughout the game.
- The third line is your "**relic inventory**". These are primarily the pieces of Dracula you've obtained, which all do something special for you. For example, **Dracula's Rib** lets Simon carry a shield. Don't ask me how that works! You can equip relics here though, as well as various coloured **Crystals** which you'll need to use to get around the world map.
- The fourth and final line here is your various **sub-weapons**. **Daggers**, **Holy Water**, **Sacred Flames** and other items that will help you out. You also have **Laurels** and **Garlic** items below the sub-weapons that show how many of each you own (these are definitely needed at times). You can equip what sub-weapon you are using here, as Simon got smart and just carries them all with him now!

Endings

As we mentioned in "**Day and Night Cycle**" above, the amount of time you take to complete the game will determine one of three possible ending cinematic sequences. We'll describe each one in a little more detail at the very end of the **walkthrough** (do note, they will contain spoilers!). So, if you're aiming to get a specific ending, this might determine the amount of time you spend in certain areas, or where you do your grinding for **Hearts** (in mansions, for example, time stops, making it better to save up **Hearts** before heading to your next destination to spend them on necessary items). The three types of endings you get are as follows, depending on how many in-game days have elapsed when you complete the game:

- **Good Ending:** complete the game in **7 days or less**
- **Normal Ending:** complete the game in **8–14 days**
- **Bad Ending:** complete the game in **15 days or more**

Walkthrough



Welcome to our guide for *Castlevania II: Simon's Quest*! We're both super excited to go through this game with you. Be sure you read the **Endings** section up above, as well as the **General Gameplay** section, as we cover how the game works and how you obtain the game's various endings up above (we just want to make sure you are comfortable before beginning).

One thing this game does **not** do, in game at least, is really give you the story of what Simon is doing. The manual does a fairly good job though, so be sure to read the **Story** section up above. In brief, after the events of the first *Castlevania*, Simon suffered wounds that became cursed and must gather up Dracula's remains, revive him, and slay him again to be freed of the curse. Talk about metal...



Berkeley Mansion – Dracula's Rib

Game Introduction & The Town of Jova

Upon first starting up the game, you'll see the **Title Screen** and a brief opening 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 evil Count Dracula."

Pressing **Start** takes us to the next screen, where you are prompted to start a **NEW GAME**, or resume your progress via entering a **PASSWORD**. Presuming you are taking it from the start, pick the first option and off we go!

Town of Jova

And so, we'll start out on our journey in the town of "Jova". Now, there isn't too much to do here, but we'll note that you start the game with **50 Hearts** (which is important, as **hearts** are your currency in *Castlevania II*). There are three items you can buy in town, and none of them are hidden. You can buy the following items from this town:

- **Thorn Whip (100 Hearts)**
- **White Crystal (50 Hearts)**
- **Holy Water (50 Hearts)**

So... we need to talk about the **Thorn Whip** really quick. It is twice as powerful as the **Leather Whip** you currently have, and also extends the reach of your whip. All around a great upgrade, no doubt. But the next whip upgrade (the **Chain Whip**) isn't too far off, so you could reasonably skip this one and just save your **hearts** for the next one. It's really your call, but since this is a guide, we're going to point out *everything*.



NOTE: Since we're trying to deliver the **definitive guide** for *Castlevania II*, you can find all of the **NPC Dialog** at the bottom of the town section, in its own box. Just remember, this is an older game and much of the dialog you get really *doesn't* help that much...

Once you gain control, just walk to the right for now. Talk to whomever you wish of course, but we're going to cover the points of interest really quick. On the way to the right you will see a **church**. You can find these in many towns, and if you enter and talk to the priest, you will **regain your health**.

From there, continue right and go down the stairs. The man here sells the **White Crystal** for **50 Hearts**, which we need for sure. You can buy it now if you wish, or save up for the **Thorn Whip** (if you are going to get every item, and not skip this whip, I'd save for the **Thorn Whip**). Either way, we need to grind for **hearts** for a bit to buy everything, so you could skip it all if you wanted (we need **200 Hearts** to buy everything, so **150** if you count the **50** we already have... not bad!).



From here, you can enter the door nearby to find a second vendor. This is the man who sells you **Holy Water**, again for **50 Hearts**. You can do without this for now. The only other really interesting thing in town is to the left, where you can find the directional sign and a bunch of NPCs. Those men (all men!?) aren't the interesting thing though: instead you can head up to a small platform in the middle of town and enter another room for another vendor, who sells you the **Thorn Whip** if you want it.

That's pretty much it. If you head left out of town, you will enter the "**Belasco Marsh**", just like the sign says. It is rough though, with very, very tough enemies like the "**Freddie**" (these things look like raptors almost...), **Wolves** and **Mud Men** who hurt you a ton. Plus, there is a swamp that damages you and we just... we really **do not** want to go that way. So, let's head to the right first.

NPC Dialog (Jova):

- First thing to do in this town is buy a White Crystal.
- A crooked trader is offering bum deals in this town.
- Clues to Dracula's riddle are in the town of Veros.
- A flame is on top of the 6th tree in Denis Woods.
- Rumor has it, the Ferry-Man at Dead River loves Garlic.
- A Magic Potion will destroy the wall of evil.

- You have a friend in the town of Aldra. Go and see him.
- 13 Clues will solve Dracula's Riddle.
- Rest here for a while. (*Priest*)
- Buy a White Crystal? (*Trader*)
- Want to buy Holy Water? (*Trader*)
- Buy a Thorn Whip? (*Trader*)
- Turn right for the Jova Woods. Left for Belasco Marsh. (*Sign*)

Grinding for Hearts (and the Town of Veros)

OK, let's do some grinding! **150 Hearts** to go (or less... if you don't want to grind, you can skip this section of course). We can do all of our grinding out on this first screen, if you wished. It's easy enough.

Out here you will face two different types of enemies: The **Skeleton** (who just walks back and forth, no real threat) and the **Wolf Man**. The **Wolf Man** will jump at you when you get too close, although if you start to attack him at range (the farthest range you can), he will be stunned and won't jump. Note that you can walk **under** his jump to remain safe, but he jumps multiple times whenever you get too close.

With that said, we want to grind, so just go all the way right and destroy anything you can. Near the town are a good mix of both enemies, but as you go right you'll see the **Skeletons** are usually on the shorter stretches of land, with a **Wolfman** at the top. If you fight non-stop here and watch your whip range, you can go through a day and night cycle easily. First, a note about the night:



"What a horrible night to have a curse."

This quote is virtually immortalised for *Castlevania* games. As we explain in the game mechanics section at the start of the guide, nights make the monsters stronger, which means we have to whip them **twice** as much to take them out. But when it comes to grinding (and levelling up), the night also makes the monsters drop **twice as many hearts**! Great for grinding!

Once you have ground to your "heart's" content (*little joke there...*), go back and buy what you wish from the town of Jova. At the very least, we need to grab the **White Crystal** (which helps us progress in the game) and the **Holy Water**, which will help reveal hidden areas and just breaks some of the game's fights.

Now, once that is done, let's progress past the hills outside of Jova. From the town, head to the right through the first screen and right to the second one.



This is the "Broken Bridge" screen, which has a new enemy in it. Kill the nearby **Skeletons** and head right to see what we mean: a **Fish Man** will jump out of the water here. You may remember these from the first game: they like to jump out of water, walk around a bit, and shoot fireballs at you. These **Fish Men** are largely the same, except they can shoot fireballs at angles at you. Be very careful here: in general you want to avoid jumping gaps and wait for the **Fish Man** to pop out (or at the very least, jump on the very left of any platform and be ready to kill them). This is a prime area to be knocked back into the water (which is death), so if you can save this is a good place to save. Continue to the right past the gaps in the bridge and onto the next screen.

This next screen is very simple. There's nothing but **Skeletons** here. One will come right at you actually, but there are ledges blocking us from going straight ahead, so go up instead, killing your way forwards. On your way you can use the stairs to go down to a lower area (where that first **Skeleton** was) but there's nothing down here except some poisonous marsh. Instead, from the upper level just continue to the right and to the next screen.

This screen transition is **fantastic** for farming, especially at night. As you go left back to the screen with the two marsh pits, you can **immediately** kill the **Skeleton** in front of you (be quick or he'll hit you back) and then the two **Skeletons** up above. You can then go right to the next screen and immediately back to the previous screen for quick kills on these enemies. BK personally racked up **200 Hearts** here for our upcoming spending spree, so if you plan on buying everything this is a great spot.

OK, from that last screen (with the two marsh pits), you will enter to another screen with more **Skeletons**. This is a path choice screen, as you can go right (which we're not going to), or you can go down.

Side Excursion: If you *did* go right (which again, we are not), you would kill **Skeletons** as you go right, crossing a marsh. The next screen would be a pit of water with a **Fish Man**, and then past that you'll get to another screen with the game's first **Mansion** (which is our end goal).

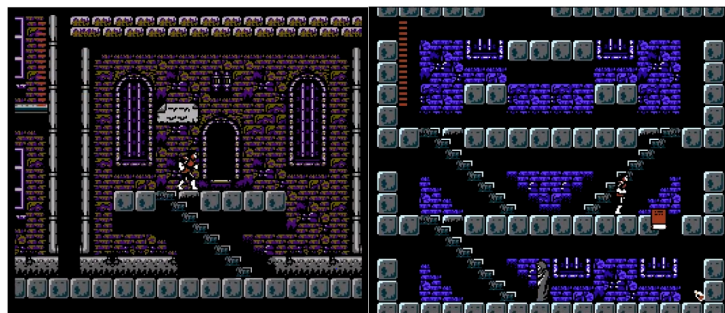
Instead of doing that, kill the **Skeletons** and go down the stairs. This will lead to the second town of the game: Veros! You will want to make sure that you come here when it is **day time**. If it isn't, we recommend going back to that **heart-grinding** area from the note box up ahead. So, in the next couple of paragraphs, we'll assume it is day time (and therefore shopping time) in the town of Veros!

Town of Veros



Once you enter the town, you'll notice the door by the water pits. Be very careful here (BK may or may not have died here when exiting...). Go ahead and enter this door though to find... an empty room? There is a **secret** here actually! If you go to the end of the room you can throw **Holy Water** at the right wall and open up a secret pathway. This leads to a vendor who will sell you the **Dagger** Sub-Weapon for **50 Hearts**. It is pretty good, actually, since it has some respectable range on it and has about the power of the **Thorn Whip**. It is especially useful for throwing at enemies over pits.

Continue to the right in town (be careful after leaving that house!) and you will see this town is much smaller. Not much left here to do other than talk to people. As you reach the right side of town, you can head up to another house. This one also doesn't look like it has anything in it, but you can break the left side of the floor (use your **Holy Water**) to make steps that lead down into the house (note that you can break three blocks here... you don't want to get stuck!).



Head down the path here, down the stairs, but at the platform at the bottom of these stairs, there is yet **another secret item** nearby. If you go right and throw some **Holy Water** on the blocks after the right staircase, you can find the game's first **Hint Book [HINT BOOK 1/13]**. This one will give us a hint about the game:

- **"Clear a path at Berkeley Mansion with a White Crystal."**

Well, that is good to know. Now, head down and talk to the trader down here to buy the **Chain Whip**, which will set you back **150 Hearts!** Yikes! It is very powerful though, so definitely a good purchase.

Head back up and out into town, and when you are ready (which should be now, since there's nothing left to do in town), head to the next right screen to continue!

NPC Dialog.(Veros):

- A Rib can shield you from evil.
- Laurels in your soup enhances its aroma.
- You look pale, my son. You must rest in the church.
- Clues to Dracula's riddle are in the town of Alba.
- Clues to Dracula's riddle are in Berkeley Mansion.
- You've got a friend waiting for you in the town of Aljiba.
- Rest here for a while. (*Priest*)
- Will you buy a Dagger? (*Trader*)
- Want to buy Holy Water? (*Trader*)
- Buy a Thorn Whip? (*Trader*)
- Turn right for Dabi's path left for the Veros Woods. (*Sign*)

Berkeley Mansion

Before we get to Berkeley Mansion (which we semi-covered where it is before...), we will have to fight our way there. Not too hard, but as you head right into the next screen, an **Eyeball** will start floating down at you. The manual calls these things "*Ghostly Eyeballs*", but we're big fans of shortening names. Jump up to kill it and head right, killing the **Skeletons** to jump across. As you head right, you may have more **Eyeballs** coming down, so be careful for that and head up the stairs.

There's three levels of stairs here, and each time you go up you can go left if you want. Just note that there's no need to go left until you get to the very top (it's all dead ends). Instead, just hang around the stairs, kill any **Eyeballs** you see, and ascend until you're at the top and can go left to a new screen.

Here you want to **quickly** drop off and kill the **Skeleton**, then head left. There is a new enemy here that the manual calls "*The Spider*", but we're totally just going with "**Spider**". They like to shoot webs at you that definitely hurt. They can also drop down on their strings and try to hit you that way. Honestly, it is best just to continue walking to the left and avoid them all.

The next screen to the left has some stairs leading upwards and some **Skeletons** to kill up there. As you head left here, on the upper path, there will be some new enemies! The **Vampire Bat!** Making its return from the first game, this bat will actually move in a sine wave much like the Medusa Head enemies from the first title. You can catch them in mid-flight with good timing to kill them or avoid them as you wish. Continue to the left, killing the **Skeletons** as you go and moving to the next screen.

And just like that, we are at **Berkeley Mansion!**



Go ahead and enter, but note that you **must** equip your **White Crystal**. Doing so lets you see an invisible floating platform that you can jump on and ride on up to the top. A **Knight** (a new enemy) is up on top. He lashes out with his spear every so often, but if you can whip him from the ledge down below, or wait until he backs up, you can kill him (he takes one hit with the **Chain Whip**). Continue to the right and kill another new enemy, the **Skeleton Warrior**, as he gets close (again, one hit with the **Chain Whip**). Note these **Skeletons** and another **Knight** before you see two sets of stairs.

This path split forces you to go either up or down. There is actually **no point** in going downwards, as you get nothing out of it except more enemies to fight. We're going to quickly cover what's down there, but you want to skip the next paragraph and head up the stairs.

Side Excursion: If you go down the stairs (which you shouldn't), you can find a new enemy, the **Gargoyle**, down here.

These things jump around and spit out two fireballs, which makes the screen lag and are hard to avoid unless you run away from them. You can head left down here to the entrance area if you use your **Holy Water** to find breaks in the walls. You can also head right for quite a long ways. There is an upper and lower path here this way (note the upper path has holes in the floor) where you will kill a lot of **Knights** and **Gargoyles** on your way. At the end is more walls you can get through, with **Slime** enemies. These foes go between the ceiling and floor, so just watch your footing. If you keep going right, you'll end up in a dead-end eventually, which is why going down isn't the way to go.

Back to progress! Head up the stairs and watch out for the **Slime** enemies here as they can block your way up. Head to the left and kill the **Gargoyle** you find (remember these enemies shoot dual fireballs, so try to rush and kill them as fast as you can). On the far left you'll need to jump your way up from platform to platform to get up. At the top you'll notice you can either go up or to the right.

Heading to the right is the wrong way, but it does lead to the game's second **Hint Book**. Only follow this paragraph if you're collecting them. So, to the right are a few **Slime** enemies that we can get by carefully and then an upper area with spike pits and **Skeleton Warriors**. These spike pits are **dangerous**, as if they hit you (or you fall in), that is **instant death**. Still, go ahead and jump past them and at the dead end, use your **Holy Water** on the blocks here to find **[HINT BOOK 2/13]**. This one says:

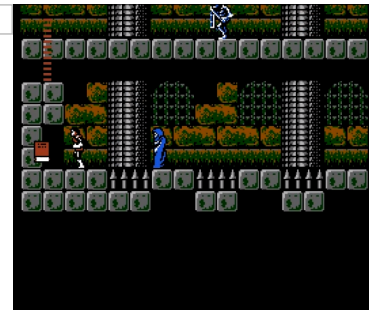
- "A symbol of evil will appear when you strike the stake."

Head back to the left now and head up the stairs once you are ready to continue. Up at the top here, head to the right and kill the **Skeleton Warriors**. Pretty easy. **Stop** near the end though. This is a trick! It looks like we can jump up easily, but the upper two blocks are **fake**, so you need to make a long jump from the last lower block to make this jump. Once you do though, we're free to go to the next screen.



This is the last screen of this mansion, so we're almost done! Head to the right killing the **Skeleton Warriors** and jump down to the floor below at the end. Take the stairs down here (the left is a dead end, maybe a **Skeleton Warrior** to kill) and head to the left. You will come to some stairs leading up and some leading down. We **must** go up at these stairs! You will find the man you saw over here. Talk to him to buy an **Oak Stake** for **50 Hearts**. We *need* this item, so *definitely* buy it! There's also a **Hint Book** nearby! If you go to the left and break the wall here with **Holy Water**, we will end up finding **[HINT BOOK 3/13]** here:

- "Destroy the cruse and you'll rule Brahm's Mansion."



Head back to the right now and go down two sets of stairs. **Before** you go down the next set of stairs (which is the way forward), note that if you wish, you can go right here to find another **Hint Book**. You will likely kill a **Skeleton Warrior** and **Slime** on your way (not much room for the **Slime** to move here), but at the wall use **Holy Water** to find **[HINT BOOK 4/13]** here:

- "A flame flickers inside the ring of fire."

Head back to the left now and head down the stairs, watching out for the **Skeleton Warrior**. We need to head right now, but there's something ahead you really need to be careful of! In the background are pillars. When you come up to the second one, use your **Holy Water** to find a **hole** in the floor (it is the left block under the second pillar). This will drop you down below and is just a real pain in the butt. Find it and jump over it to reach a short staircase leading up to the **Remains Room**.



Kill the **Skeleton** here and go up to the orb. This is one of Dracula's remains and can only be "opened" by an **Oak Stake**. Use the stake you bought from the man not long ago to "Possess" **Dracula's Rib**. Note the spelling Konami made here. Heh. We have what we came for though!

Now we need to leave. The easiest way is to use the hole in the floor to the left of the remains room. Fall down and head left, killing the **Skeleton Warrior** and **Gargoyle** enemies as you go. Once you get past the area with the lower and upper paths, take the stairs up and continue left, jumping down when you can to reach the exit. And with that we've begun our collection of Dracula Body Parts and we'll proceed to the **next section** of the guide.



NPC Dialog (Berkeley Mansion):

- Invest in an Oak Stake? (Trader)

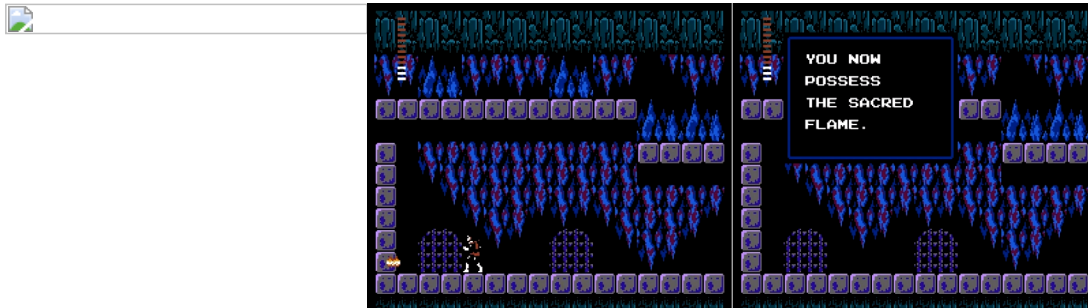
Rover Mansion – Dracula's Heart

Town of Aljiba to Rover Mansion

We should be right outside Berkeley Mansion. The next town we're going to go visit is **Aljiba**, but we've got some stuff to pick up on the way.

From the outside of the mansion, head right. You'll undoubtedly be in familiar territory if you are following this guide, but that's fine. Just keep going along the upper right path until you reach the caves area again (we got another night as we went). In the caves, continue to the right and enter the upper-right exit at the end to come to a new area.

This area is "new" but we're still in the caves. Follow the path downwards here, killing **Eyeballs** and **Bats** as needed until you hit the ground floor. Be sure to **stop** once you do though and destroy the blocks to the left to open a path that direction. Head to the very end here (beware more enemies) and destroy the wall at the end to uncover the **Sacred Flame**. Excellent!



Now, continue to the right and onto the next screen (save before you enter it, if you are able). As you go into the next screen, jump onto the blue rock and throw one of your **Holy Waters** to break the ground up ahead to uncover another **Hint Book [HINT BOOK 5/13]** here:

- "To replenish earth, kneel by the lake with the Blue Crystal."



Well... we don't have a **Blue Crystal** yet, but it's a good hint, I guess. The reason we had you save though is due to the **Spiders** here: if you don't get this **Hint Book** as soon as you can, the **Spiders** will very likely get some damage in.

From here, continue to the right. You'll battle more **Spiders** and **Skeletons** on your way, but our objective lies to the east. After a few screens (watch the ground in particular here, as it is very uneven) you'll arrive at the town of Aljiba (we had to farm a little bit before it became daylight).

Town of Aljiba

We've got a few items to pick up in town here. Enter the first door that you see in town and it will be empty. Don't worry, the residents are just hiding! Use your **Holy Water** to break the floor here and make your way downward (the floor breaks near the middle). At the bottom, talk to the man and buy the **Garlic** from him for **50 Hearts**. Not a bad deal. This buys us **two** cloves of the stuff, but that's all we need.



Head back outside and jump the gap (read the sign if you wish) and enter the next door. Again, it appears no one is home, but **Holy Water** the floor and head down to the middle floor. **Stop here** though, as there is a **secret** nearby! On this middle floor, you can head to the left and throw **Holy Water** on the floor to find **[HINT BOOK 6/13]** here:

- "An old gypsy holds a Diamond in front of Deborah Cliff."



Another hint. Well then... continue down to the bottom if you wish and to the right to see an old woman, who will tell you about **Dracula's Eyeball**. Interesting. Head back out of the house to continue.

Continue to the right side of town now and head upwards. You can talk to the men on the way if you wish, but go up the stairs and into the house here once you're ready. Inside it is empty (of course), but once again you can break the floor to find that it gives way. Head all the way to the bottom and to the right to find another trader. This one sells **Laurels** and we want to buy some. This is kind of like **Garlic** in the sense that once you buy some, you get **two** of them on your item screen

(they offer special protection for crossing the marsh).



Exit the house and continue to the top of town. There are a lot of NPCs up here that you can talk to. One talks about **Laurels** a bit while another tells us to shout at churches (that doesn't help... there's no church in this town either, which SUCKS). You want to find the man in the grey cloak up here though (likely at the very end to the left) and he will offer to **exchange** his **Blue Crystal** for your **White Crystal**. This is a no-brainer: the **Blue Crystal** is **better** in every way. It's not much of a choice either, as once you talk to him the trade is made! We need that crystal though!



That is all for the Town of Aljiba. We're about to go back the way we came, but before we do, head out of town to the right, to the area known as "**Camilla's Cemetery**".

NPC Dialog (Aljiba):

- Dracula's Eyeball reflects the curse.
- Buy some Garlic. It has special powers.
- Clues to Dracula's riddle are in the Veros Woods.
- Clues to Dracula's riddle are in the Rover Mansion.
- A Laurel will protect you from the poison marsh.
- The dead river waits to be freed from the curse.
- To restore your life, shout in front of the church.
- I'd like to exchange a White Crystal for a Blue one. (*Trader*)
- I refuse to exchange my Crystal for yours. (*After Trade*)
- Will you buy some Garlic? (*Trader*)
- Buy some of my Laurels? (*Trader*)
- Turn right for Camilla Cemetery, left for the Aljiba Woods. (*Sign*)

Camilla's Cemetery

There's not much to do here, honestly (and it probably doesn't deserve its own little section). You can destroy the **Zombie Hands** coming out of the ground here but there's no need to. To the right is a pit of water and a ledge that's too high for us to reach, so don't try.

What you should do though is use a clove of **Garlic** on the ground (go into your inventory and select it from all the way to the right). This will cause an NPC to show up and give you the **Silver Knife**. A good trade for one piece of **Garlic**!



That's all we have to do here, so head back into town and go all the way to the left, leaving town the way we initially came in.

NPC Dialog (Camilla's Cemetery):

- I'll give you this Silver Knife to save your neck. (*Trader*)

Path to Rover Mansion

Head west out of town and make your way to the left. We'll be going west to the next screen, so kill off the **Spiders** and **Skeletons** in the way (we had it go to night on the way). On the next screen is some stairs going down. Take them to the bottom and continue to the right into the cave.

There are more **Skeletons** here as well as **Eyeballs**. Take the lower path here as we don't want **Eyeballs** coming up at us (much tougher that way), but once you get a second choice, take the upper path (we avoid the pits of water that way). At the end, proceed to the lower right exit.

We're... at a lake. This place is called "**Yuba Lake**" and there's a secret here, like the **Hint Book** told us. What you want to do is equip your **Blue Crystal** and kneel at the lake. This will open the path downwards. Follow it down and to the right you will find the submerged **Rover Mansion**.



Rover Mansion



Ah, the submerged mansion. Rover Mansion! We're well prepared for this challenge of course but this mansion is going to be a short trip. That's because it is twice as big as it needs to be. There's two "halves" to this mansion, and we have absolutely no reason to explore half of it.

Head inside and kill off the **Skeleton Soldiers** and **Knights** you find. The **Knights** try to attack with their lance while the **Soldiers** can throw bones at us from range. Be extra careful with the bones as they create small fires on the ground! Each of these enemies should die in one whip, which is awfully nice (I told you that you were prepared!). Head forward to the first staircase, but keep this in mind: these stairs are the "path split" for this mansion.

Going up does absolutely nothing for us. Just more enemies. Near the top you can find spikes, **Vampire Bat** enemies and **Gargoyle** enemies. You can loop around to the very top and drop down on the right, but again... all you're getting out of this is **Hearts**. Not worth it. Continue to the right.

You'll come to some water pits by going this way. Jump over them and at the "wall" here there is another secret: you can jump **through** it. Yeah, right through the wall. Use this knowledge and jump through the wall to enter the right half of the mansion.

Head forward here, jumping the water pits and killing any **Skeleton Soldiers** that get in your way. You'll come to a staircase before long. Keep it in mind as we'll need this one, but first we have an NPC to see! Make **sure** your **Blue Crystal** is still equipped though! Continue to the right and watch at the next water pit to see a blue column moving back and forth.

Once it goes away, jump the gap and get past it, then continue to the lower right. Kill the **Skeleton Soldier** here and go talk to the NPC, who will sell you an **Oak Stake** for **50 Hearts**. Definitely buy it!



Head back to the left now and up to the platform where the blue column is at. There's a **secret** nearby we need to go get (only if you want a **Hint Book** though, otherwise you can skip this). Go to the left, past the ledge above you, get on the blue column as it comes at you and use it to jump up to the platform above you. Easier typed than done, but it isn't too hard.

Continue to the right now, jumping to the upper right ledge but **be careful** as you go to the right: any place the ground has lattice work on it is a **false floor**. Jump the two-square gaps here and kill the **Skeleton**, then at the end of this area destroy the right wall with **Holy Water** for **[HINT BOOK 7/13]**:

- "Destroy the curse with Dracula's Heart."

Good information, but not really needed! Head back the way you came and go left to that staircase we passed earlier.

Head up and kill the **Skeleton** you find. There's often a **Skeleton** guarding the tops of these stairs, as you'll find when you go up the next set of stairs (and then the next set of stairs). Head down to the right now for another set (sigh) of stairs guarded by **Knights**.

This set of stairs leads left to a series of tricky jumps (the first one can be tricky at least). We need to head up, but jump at the last moment to have a much better chance of making it (we need to head into the gap diagonally). Keep on going up like this to the very top.



There's more **Knights** up here, but fight your way to the right and you'll see some stairs. **Do not** go down them though, as there's a **secret** nearby. If you continue to the right you can destroy the far wall to find [HINT BOOK 8/13]:

- "Garlic in the graveyard summons a stranger."

We've actually used this tip already, huh! Still, another **Hint Book** for our (imaginary) collection. Go back to the stairs now and head down. This is a linear path from here. When you get to the left, feel free to drop down and head right into the **Remains Room**. You know what to do: use that **Stake** you bought to pierce the orb and claim **Dracula's Heart**.



And that's all we have to do in this mansion! Mission accomplished! Sadly, we have to head all the way back to the start the way we came (no shortcuts), so go ahead and head back to continue and we'll see you in the **next section**!

NPC Dialog (Rover Mansion):

- Invest in an Oak Stake? (*Trader*)

Brahm Mansion – Dracula's Eyeball

Return to Jova

Hey, welcome to the next section of the guide! We're going to make our way over to the third mansion now: **Brahm Mansion**. To do so we need to get back to the very first town of Jova, which is a trek. Still, you've gone through all of these screens before, so there's no new enemies or anything like that. We don't want to get lost though, so we'll guide you back to Jova.

From the mansion, head left and climb out of the lake. Head left to the next screen where we need to be careful as we go left, jumping on the moving platforms (I jump on them when they come at me to be safer) and continue to the left, killing the annoying **Eyeballs** that come at you. On the next screen jump up the cliffs and we'll be at a split. We want to head **up** here, killing the **Skeletons** up above and heading left when we can.

Quickly kill the skeleton here and watch out for the **Spider**, who loves to shoot webs at you. It's hard to get through this screen without getting hit, so don't worry too much and keep pressing left.

We'll soon be in a cave system with **Bats** and **Eyeballs**. Take the upper path here and continue left. There's not much to talk about as you continue left, just stay on the upper path and kill the **Eyeballs** when they get near you.

This leads to another forest screen, which means annoying **Spiders**. Do your best to kill them or avoid their shots as you head left. We'll soon be at some stairs. Take them up and kill the **Skeletons** off as we continue left. You'll eventually pass by the first mansion. Ah, memories... let's keep going left.

Watch the tricky jump in this next forest section as you continue left. After another easy forest section, you'll be at the bridge/lake screen. Be careful of the **Mermen** jumping up and spitting fire here. We're almost back to Jova. Just one more forest screen as you head left and you'll be back in town before you know it! If it is daytime, you can always visit the church in the upper-right part of town to refill your health.

Path to Brahm Mansion

We are actually very close to Brahm Mansion from Jova. As you may remember, the screens to the left (named "**Belasco Marsh**") are **very** dangerous. The enemy here is called the "**Two-Headed Creature**" although they just look like purple (or red) lizards. The best thing you can do before facing them is to equip **Dracula's Rib**. This lets you shield their fireball attacks, so **be sure** you do that before you head to the left!

Kill off the monsters here and continue to the left, stopping only to block their projectiles. As you go on, a new enemy, **The Wolf**, will run and jump over you. Go ahead and let him as you climb up. At the top is a second **Wolf**, so be sure to duck and whip him twice to take him out. Keep going to the left to reach the next screen.

Belasco Marsh

Here, kill off the **Two-Headed Creatures** and... we'll be at the Marsh proper. This isn't a safe place for us, but if you bought some **Laurels** in Aljiba (like we mentioned before), this is their time to shine. They protect us from the swamp, so use one and **quickly** cross to the left. You want to ignore the enemies in the swamp itself (**The Ghastly Leech** and **The Mudman**), as we just barely have enough time to cross safely with a **Laurel**.



On the next screen we will meet The Ferryman to the left. **Do not** talk to him yet! He takes us to a number of places, but right now we want to be taken to **Brahm Mansion**. To get him to do so, you **must** equip **Dracula's Heart** and then talk to him. He will "*Show us the Way*" if you do so, so stay on the boat as he heads left. Some **Mermen** will jump out as you go, but they are pretty easy to avoid. Jump off when he hits land (do so quickly, he goes backwards fast) and head left to see the entrance to **Brahm Mansion**! We're here!

NPC Dialog (Belasco Marsh):

- Sure, I'll take you to a good place. Heh!! Heh!! Heh!! (*Ferryman*)
- Let me show you the way. (*Ferryman, when equipped with Dracula's Heart*)

Brahm Mansion

Time to take down the third mansion. Enter and head right, jumping over the spike pits. We'll have to head up at the end. Do so and carefully kill the **Purple Knight** and the **Skeleton Soldier** even further up. Head to the very top and kill a **Knight** and you'll see we can either continue up or head left. There's nothing above us, so let's go left.

"Brahm's Mansion"

This mansion was undoubtedly named "Brahm's Mansion" as a reference to the original author of "*Dracula*", Bram Stoker. Much of the game's text was absolutely butchered in the NES release, but this is still a very cool nod to the famous writer.

You'll find a **Purple Slime** here. Remember they can go between the ceiling and floor or just bounce at you, so take him out and continue left. Kill the **Skeletons** and head up. We'll be forced to go right soon, killing more **Skeletons** and heading up even more staircases! Man, there's a lot of stairs. Head to the very top (you may have noticed the old man to the right) and you'll find the **Purple Gargoyle** enemy. These guys shoot two fireballs, so be sure to have your **Rib** equipped and kill it off.

Up here we can go right or left. Left leads to the way out, so let's go right. Watch out for the **Gargoyle** spawning in again from the left and head right to a new screen.

Here you have **two Purple Garoyles** playing down below. Your **Holy Water** is a good pick here. Take them out and head down. There's another long staircase here with a poorly-placed **Purple Knight** at the bottom. This is extremely hard not to get hit here. Throwing **Holy Water** from the stairs (which is also hard to do) is your best bet to take him out without getting hit. At the bottom of the screen, be sure to **stop** as there is a hidden **Hint Book** nearby! You can probably spot it, it is one of the easier ones. Jump over to the right and get in the pit, then throw **Holy Water** to the right to find **[HINT BOOK 9/13]**:

- "**Wait for a soul with a Red Crystal on Deborah Cliff.**"

This is actually one of the better **Hint Books** in the game, but yeah... still not worded the best, is it? Jump back up and continue to the left now.

Here, kill the **Purple Knight** to the left (use **Holy Water**) and jump on over to the Old Man. Buy the **Oak Stake** from him for **50 Hearts**, as we'll need it later on like normal.

Now, we need to head down. The fastest way is just falling to the right, but you'll take a hit (which is OK if you've got good health), otherwise drop to the left and use **Holy Water** to kill the **Knight** and continue down to kill another **Knight**. We need to keep going down here, which is fairly easy even with the **Skeleton** and **Slimes** in our way. Continue down to the very bottom and head right. This will lead to a room with some **Bats** in it (let them come to you or just run right) and then onto the first "Boss" of the game!



— BOSS: Grim Reaper —

Strategy: So, it's no secret that *Castlevania II: Simon's Quest* is a little short on bosses, as we're in the third mansion and we're now just seeing one! At least this is a very iconic boss! The Grim Reaper! Dracula's confidant, trying to protect Dracula's remains!



All that said...the Grim Reaper is kind of a joke. He slowly floats around the room and throws scythes out at you. That's it. You can also whip the scythes to destroy them, so you aren't in much danger here.

Still, we have some strategy for you. Equip your **Holy Water** and if you can hit him with it, it will stun him, which lets you get in several hits. You can then rinse and repeat. Ironically, this is the best way to kill the Grim Reaper in the original *Castlevania* game! With this strategy you should be able to take him out rather easily and painlessly.

There's another trick here (called the "*Grim Reaper Quick Kill*") that you can try if you want. This involves luring the Grim Reaper to the right and when his robe is in the ground, you can throw **Holy Water** at the part in the ground to try to instantly kill him. This has to do with the frame that the **Holy Water** hits the boss and can take some practice, but for a casual run you can take him out normally easily enough.

Plus, we *don't even have to kill the Grim Reaper to continue* (as you can see, the exits are open). The reason to do so, however, is that you will get the **Golden Knife** for doing so, an extremely powerful sub-weapon. It is up to you of course, but we recommend you take him out for the heck of it!

After the fight, head right to the relic room. Use your **Oak Stake** on the orb and we will be able to pick up **Dracula's Eyeball**. We get the fantastic translation text here as well: "*You now possess Dracula's Eyeball*". Good stuff!

With that in hand, head back to the left. The **Grim Reaper** is still alive, but we don't need to fight him again, just continue to the left. We'll be in the **Bat** room once more, so kill them off and continue yet again to the left!

Time to get out of here! Kill the **Purple Slime** and head up. We need to head all the way back up to the Old Man. Not too hard, just be careful of where you emerge on the staircases. When you get to the Old Man, go ahead and buy a **Stake** from him again (**50 Hearts**). It is definitely worth it.

Now, we have a little trick (a shortcut) to get out of here. Normally you would go right, then back up to reach the top floor. From the Old Man screen though you can go right to exit the area, then go left. Quickly ascend the steps above the Old Man and jump into the upper left wall with the foothold there. You should get stuck in the floor. From here you can jump out and up to the top, killing the nearby **Gargoyle**. It's a shortcut! Failing that of course, you could just retrace your steps back the way you came, but this is much fancier!



Either way, from the upper level be sure to go left. Be sure your new relic, **Dracula's Eye**, is equipped as well. Drop down and you'll see a **Hint Book** in the wall. That's right, **Dracula's Eye** can uncover secrets like this. Of course... you're reading a guide so you don't really need this at all, you can just follow along with Ryan and !! Still, this is cool to know. Be careful of a **Gargoyle** dropping down with you and then let's get this book! In order to get it, you need to stand on the fourth block from the left and throw a **Holy Water** while jumping. It's a tricky book to get, but that will let you drop down and claim **[HINT BOOK 10/13]**:

"Place the Laurels in a Silk Bag to bring them to life."



Another questionably-useful hint. Eh, either way, kill the **Skeleton** and drop down. We're leaving now, so go down as much as you can (to the **Slime**) and head right. Past the **Knight** you can start going down again. Jump off the ledges to save time when you're going down (even though that may seem risky, the **Skeletons** are almost always by the stairs). When you have the choice of going left or down, go down and just backtrack the way you came (going left has a false floor that drops you on spikes). You'll find yourself back at the entrance, so go ahead and leave as we're officially done with Brahm Mansion – see you in the **next section!**

NPC Dialog (Brahm Mansion):

- Buy an Oak Stake? (*Trader*)

Bodley Mansion – Dracula's Nail

Visit to the Gypsy in Denis Woods

Now, this part of our quest is *entirely* optional, not to mention *frustratingly* difficult. We are covering it, however, for the sake of covering everything in the game – and you do get a very useful sub-weapon (free of charge, which is even better) for your troubles, if you manage to reach the Gypsy Trader and return from Denis Woods unscathed. If you're going to get everything in the game then you'll want to undergo this little side excursion; likewise, if you're playing a digital version with save or restore point features (such as the 3DS or Wii U Virtual Console versions), then this will also make things much easier for you.

Upon leaving Brahm Mansion, head left to the next screen, which takes you to **Denis Woods**.

Denis Woods

Head left over this uneven stretch of ground, and you'll come to a lake, in which you'll see some green-coloured blocks bobbing up and down. Simon has to cross over the lake by leaping from each of these blocks – and this is much easier said than done as they are positioned at such a distance apart that you not only have to make pixel-perfect jumps from the very edge of one to the next, but also while the blocks are at the highest point in order to get *just* enough height and distance on your jumps to make it. You'll have to hop across a total of 8 of these blocks, then left over another uneven stretch of path to the next screen.

The second screen of the woods introduces us to a few new tough and nasty enemies you'll need to fight your way through as you continue heading left – which include **Ravens**, seen swooping down quickly from high above you and with erratic flight patterns making them tough to avoid and catch with your whip; **The Mummy**, who comes at you between the first two **Ravens** attacking – he's quick and strong but at least ground-based, so several quick whips of your **Chain Whip** should see him off before he can catch you; **Pirate Skeletons**, who have similar flight and homing patterns as the cave-based **Eyeballs** (they appear when leaping over the two small bodies of water); followed by a **Man-Eating Plant** (which, despite the name, doesn't eat Simon, but deals serious damage if he gets into contact, and also shoots fireballs at you) and a returning "favourite" from the original *Castlevania*: the **Medusa Head**! This time, however, they have homing movements rather than the wave-patterns from before, so catching them with your whip is thankfully not as troublesome this time around.

After defeating two of them, a little further on to the left you'll find the Gypsy Trader, the figure dressed in a red cloak stood on the platform at the end of the path – whom you may also remember was mentioned in **Hint Book #6** (in the **Town of Aljiba**, albeit with the incorrect location given in the hint). Speak to him to receive the **Diamond**, a sub-weapon that flies around the screen, ricocheting from any solid surfaces and dealing damage to any enemies with which it comes into contact, at the cost of **1 Heart** per use – making it very useful in enclosed areas such as caves, and in parts of mansions!





All that leaves us to do now, is head back from whence we came, having to again kill the tough enemies we slogged through to get here, and crossing back over the lake, perilous floating blocks and all! Once you're back at the entrance of Brahm Mansion, we can then continue on making progress to our next destination, the **Town of Alba**.

NPC Dialog (Denis Woods):

- I'll give you a Diamond. (*Trader*)

Path to the Town of Alba

Our next destination is but a quick ferry-ride away – head right to the next screen, where we will once again find the Ferryman at the port. This time, make sure you speak to him **without Dracula's Heart** equipped, and you'll notice how his dialog changes, and he'll now take us to "a good place". This time, when the ferry reaches the opposite side of the lake, **don't** hop off, but let it take you back to the left again (don't worry about the **Fish Men** leaping up, they won't catch you). Once you reach land on the left side of the lake, quickly hop off before the ferry rebounds. This stretch of land looks the same as before, but if you follow it left to the next screen, you'll now be in a new area, the Town of Alba.

Town of Alba



First things first, while Alba is a pretty huge town, there is only one thing we actually need to get from here for now, which is the **Red Crystal**. You'll need for it to be daytime for the required NPC character to appear; if it is nighttime, you could take the series of stairs over on the right side of town to the top level and wander round, fighting **Zombies** to grind for some more **Hearts** until it turns day again (which in my (Ryan's) case, I did). Once it is daytime, from the point in which we first entered the town (*i.e.* the bottom-right corner), walk left and jump over the two water pits, and climb the next stairway to the left. On the platform they lead up to is a trader (dressed in grey and white); speak to him, and you'll exchange your **Blue Crystal** for his **Red** one.

Also be sure to head to the top part of town (again, use the series of stairways over at the right side of the town) and rest up in the Church if you aren't at full health. This is all we need to do here for now before our next port of call, the **Graveyard** (which, again, is optional, but gets you a useful item). If you are opting to go there next, you **must** make sure that you have at least **1 clove of Garlic** and **1 Laurel** with you – if you have been following our walkthrough accurately thus far, you ought

to still have one of each, but if that is not the case, to get **Garlic** you can still head into the next house along to the left of the church; again, use **Holy Water** in the middle of the floor in the first room to reveal an opening to drop down and take the stairs to the bottom and head into the next room on the right to find a trader, who'll sell you **2 cloves of Garlic** for **50 Hearts**. **Laurels**, meanwhile, can be bought from the trader in the house directly above the bottom-right entry point of the town – use **Holy Water** to break the blocks in the right wall of the room and walk through to find the trader, who'll sell you **2 Laurels** for **50 Hearts**.

Either way, once you're ready, head across town and exit at the left side to come to a new area known as the **Sadam Woods**.

NPC Dialog (Alba):

- I want to get to know you better.
- I've been waiting for a good looking guy like you.
- Get a Silk Bag from the graveyard duck to live longer.
- Clues to Dracula's riddle are in Bodley Mansion.
- Hit Deborah Cliff with your head to make a hole.
- I'll see you at midnight on the river bank.
- Sorry, pal. No time now, maybe later.
- Rest here for a while. (*Priest*)
- I'd like to exchange a Blue Crystal for a Red one. (*Trader*)
- I refuse to exchange my Crystal for yours. (*After Trade*)
- Will you buy some Garlic? (*Trader*)
- Buy some of my Laurels? (*Trader*)
- Turn right for the Dead River, left for the Sadam Woods. (*Sign*)

Sadam Woods leading to the Graveyard

Watch out for the two hopping **Slimes** coming at you as you head left, whip them as they jump or make use of the **Sacred Flame**, which proves quite effective. A little further on left you'll encounter two sets of **Dragon Bones**, again making their return from the original *Castlevania* game. They stay relatively stationary, but can shoot fireball projectiles at you – these can be deflected back with the use of **Dracula's Rib** if you have it equipped. Whip away to kill them both, and climb the raised platforms and head left to the next screen.

Throw **Holy Water** or **Sacred Flames** down to kill the **Skeleton** and **Freddie** enemies on the next platform, which you'll see has some stairs leading down. Head down these stairs, and the next set after them. You can either choose to head left here, or down another set of stairs to get to the next area. Ideally, you should choose to go left. **Beware**, there are some **fake blocks** in the path here, which cause you to fall into some poisoned water if you walk over them, so throw your **Holy Water** to find the gaps. I'll highlight their location in the screenshot to the right.

Side Excursion: If, for whatever reason, you want to take the staircase to the bottom area, this again takes you to the same pool of poisoned water. To get across to the other side, you can use a **Laurel** to gain invincibility for 10 seconds, wade your way through it, jump out at the left side and continue on. There's essentially no point in going this way, but if you choose to, then there you go.

Graveyard

The next screen takes us to the **Graveyard**. As you head left, crouch and whip away at the **Zombie Hands** sticking out from the ground to vanquish them all, then hop up to the raised part of the path to the left. Throw down **Holy Water** or **Sacred Flames** to kill the first **Dragon Bones**, then drop down and whip away to kill a second one just to the left (again, having **Dracula's Rib** equipped will deflect its fireballs). As you continue left, fight another couple of **Slimes** and **Skeletons** on the raised path, followed by a couple more **Zombie Hands** on the low path after. Keep going left and you'll seemingly hit a dead end, but if you drop a clove of **Garlic** here, this will summon an NPC, who'll give you the **Silk Bag** when you talk to him, which **doubles** your **Garlic** and **Laurel** capacity to up to **8 pieces** each!



NPC Dialog.(Graveyard):

- I'll give you a Silk Bag. (Trader)

Path to Ondol

Now, head all the way back to the right by 2 screens, slogging your way through more of those annoying enemies, where you'll eventually return to the underground area with the pool of poisoned water. This time, you will need to wade through it to reach the stairway leading you back up and out, which was why we emphasised before why you needed to have a **Laurel** handy. Use the **Laurel** for 10 seconds of invincibility, enough time to wade through the water and climb out on the other side to the right, ascending all the stairs up to the stop, where you'll be back out in the open.

We should also quickly point out here, that Alba is the last town in the game with a trader from whom you can purchase **Garlic**. At this point, you actually no longer *need* any **Garlic** (as we've already used it to raise the traders in **Camilla's Cemetery** and the Graveyard to get the **Silver Knife** and **Silk Bag** respectively), although it can still be used as a means of weakening enemies (but, at this point in the game, it really offers little practicality). Still, now that you have the **Silk Bag**, should you want to maximise your stash of **Garlic**, you'll need to grind away and save up **200 Hearts** to afford the maximum allowable **8 cloves** from the trader in Alba (as **2 cloves** are acquired per **50 Heart** exchange). That's only if you *really* want to have a maxed-out inventory, though, otherwise we won't be needing any more **Garlic** for the remainder of the game.

Now, for the next town we're shortly going to visit (the **Town of Ondol**), we will want to farm up **at least 250 Hearts** beforehand. This particular screen is the best one in which to do it, as the **Skeletons** and **Freddies** are generally less troublesome to deal with than the more annoying (and generally not-worth-it) **Slimes** in the screen to the left of this one, and the one on the right (along with the **Dragon Bones**). Any time your health runs low (I'd say around the one-third mark), you can go right to Alba and rest up in the Church (daytime hours), as Ondol (our next destination), does not have one.

Once you've got the **250 Hearts** you need, from this screen with the **Skeletons** and **Freddies**, go left, continuing on while killing the **Slimes** (again, the **Sacred Flame** works well), and the next screen to the left of this one sees us arrive at the Town of Ondol!

Town of Ondol

We have a couple of things to buy here, therefore meaning you'll need to be here in the daytime in order to enter buildings. When this is the case, head up the staircase right there at the town's entry point, and the next one above it, which takes you to the middle level of the town (the only thing of note on the top level are just a few NPCs). Go left and past another staircase, and you'll see a doorway on a raised ledge. Enter this doorway to a room (where the floor appears to have already been removed for you!) with a series of stairs leading down. Head through the opening on the right to reach a room with a trader, and speak to him to be offered the **Morning Star** whip, at the price of a whopping **200 Hearts** – but it has greater range than the **Chain Whip**, and can later be upgraded to give you the most powerful whip in the game, so it is definitely worth buying!



We now need to buy some **Laurels**, which will be **required** a little later on after the next mansion (and there are no other points between now and that point where you can get them without at least taking a slight detour). The trader who sells them is in the house located just above the area where you entered the town (use **Holy Water** on the right wall twice, head through and in the third room there he is). You'll need to buy **2 Laurels minimum**. Now while you'd be perfectly fine to do some farming in the surrounding areas to save up enough hearts to buy **8 Laurels** to maximise out your supply, there is a point a bit later on in **Laruba Mansion** where an NPC will provide you **Laurels** to do that anyway, free of charge. Still, it's your call.

Once we have everything we need, all that leaves us to do now is to make our way to **Bodley Mansion**, the fourth mansion of the game and our next destination. When you're ready, exit the town via the bottom-left corner.

NPC Dialog (Ondol):

- Don't make me stay. I'll die.
- Believe in magic and you'll be saved.
- Take my daughter, please!!
- When I was your age, women loved me.
- Dig up the 4th grave in the cemetery for a Diamond.
- A man living in darkness can give your whip power.
- Don't look into the Death Star, or you will die.
- Buy some of my Laurels? (*Trader*)
- Morning Star – buy one? (*Trader*)
- Turn right for Sadam Woods, left for the Jam Wasteland. (*Sign*)

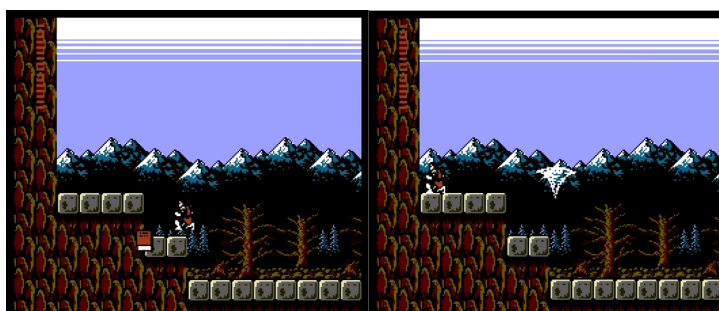
Path to Bodley Mansion

As you head into the new area (known as the "**Jam Wasteland**"), watch out for a couple of **Pirate Skeletons** coming right at you, and use your whip to take them out. As you continue to advance to the left over the uneven terrain, you'll have to take on a handful of **Mummies** (a whip or two of your **Morning Star** will take them out without too much trouble), before you get to a lake that you will have to cross with the use of some blocks bobbing in the water.

If you underwent the Denis Woods excursion, detailed at the top of this section, then you'll know how much of a headache using these things to get across the water – without falling in – really is, so it helps to save here if playing a version that allows you to do so! Jump your way across these blocks by standing on the very edge, and making left jumps when the block reaches the highest point of its bobbing movement to gain more height and distance.

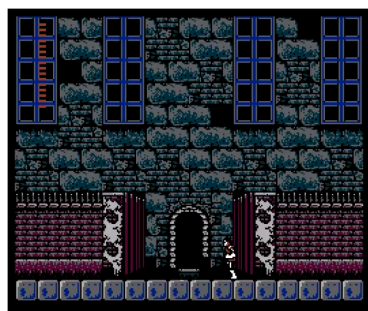
Once safely on land at the other side of the lake, head left until you seemingly come to a dead end. Now, equip **Dracula's Eyeball**, and you'll spot a hidden **Hint Book** on the ledge! Pick it up for **[HINT BOOK 11/13]**:

- "Dracula's Nail may solve the evil mystery."



That's not all, because here is a secret warp that takes us to our destination. Climb onto the higher of the two ledges and stand against the rock wall at the left edge of the screen. Now equip your **Red Crystal**, and crouch down for about 5 seconds, and a magic tornado will appear, transporting you across the cliff face, and dropping you off right at the entrance of **Bodley Mansion**, so head on in!

Bodley Mansion



Head right, using your whip to kill the **Knight** and **Skeleton Soldier**, before climbing the first staircase you come to. Kill the **Skeleton Soldier** seen patrolling at the top, and climb the next staircase, killing another **Skeleton Soldier** at the top here as well. On the next floor up are some **Slimes** to watch out for, not to mention a couple of false blocks in the floor just to the right of the bottom of the next staircase, so equip your **Holy Water** and throw it down to see where they are, and jump over them before climbing the next staircase to the next level.

You have the option to head left or right here, and the left path leads to a dead end with some falling rocks and a **Skeleton Soldier**, so you definitely **don't** want to head that way! So, head right, hopping up the stone blocks. Ignore the staircase seen here, and head right to the end of the ledge, making a leap over onto the next floating ledge to the right (leap at the last possible moment, otherwise you'll fall into a bed of spikes below). Make another right leap onto

another stone block ledge; you'll see a **Skeleton Soldier** patrolling in the enclosure to the lower-right, but there is nothing of any interest there at all, so we'll take the upper route and leap onto the next ledge over to the right. Take out another **Skeleton Soldier**, and at the end of the path you'll see a wall. You can actually jump right and **through** the top half of it, and this takes you to a new area of the mansion.



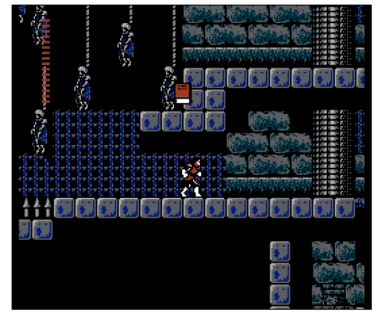
Go right, taking out a couple of **Skeleton Soldiers**, and drop down to the level below, killing another two and going left to drop down another level. Kill the two **Skeleton Soldiers** here, and now head to the right, dropping into the little depressed ledge, and throw **Holy Water** at the wall to the right to break the blocks to create an opening you can walk through to drop into the next area, as shown in the screenshot over on the left.



Kill the **Skeleton Soldier** here, then head right, jumping over a small spike pit and killing another **Skeleton Soldier**. Now, if you equip **Dracula's Eyeball**, you can spot another **Hint Book** in the ledge above. To get it, simply head over to the right, climbing the staircase while defeating the two **Knights** positioned at the top and bottom, and from the top of the staircase, head back left, where you can drop down to collect **[HINT BOOK 12/13]**:

- "The curse has killed the Laurel tree."

A less than relevant hint in regards to beating the game, but if you've been following our walkthrough and are looking to collect all of the **Hint Books** of the game, then at least we've only got one left to go! Now, walk left to drop back down, and head right. This time, you need to head **down**, but rather than take the stairs (where a **Knight** is waiting at the bottom and would almost certainly catch you and deal damage if you take the stairs), walk right and drop through the opening between the ledge and the wall to land on the level below, and you can turn left and whip away the kill the aforementioned **Knight**. Now, go left and drop down again, then jump into the wall to the left, to find that there are a couple of fake blocks that Simon can walk through, and continue heading left until you find the trader, from whom you can buy the **Oak Stake** for the usual price of **50 Hearts**. You *should* already have one if you followed our walkthrough for the **previous mansion** so won't need to buy it here, but in case you didn't (or started following the walkthrough partway through or something), then do make sure you get it!



Now, walk left of the trader to drop through a couple of fake blocks in the ground to land back inside the mansion, and head left then down the stairs to reach the bottom level. From here, keep heading right, killing a few **Skeleton Soldiers** along the way, then you will come to the **Remains Room**. Hop up onto the platform where the glowing orb is located, equip the **Oak Stake** and throw it into the orb to reveal the next of Dracula's remains to collect: **Dracula's Nail**. When equipped, this grants Simon's whip the ability to smash certain stone blocks (in much the same manner as **Holy Water**).

Now, head back out of the Remains Room, back from whence you came until you see two staircases; head up the one on the left, killing a **Skeleton Soldier** at the top, then take the next staircase leading to the upper-left, then hop up the stone platforms and go through the opening on the left to come to a new screen.

We now come to a room with a long pool of water at the bottom. You have two routes you can take to get across here: you can either take the stairs and go left along the stone ledge (the one with spikes on its underside), which has a couple of **Skeleton Soldiers** patrolling, and dropping off the left end; or you can make use of that **Dracula's Nail** you just picked up, and use your whip to destroy the upper blocks (you'll see them in sets of four – two upper blocks and two lower blocks – to the left of the stairs and underneath the spiked ceiling) and jump across the ledges with the use of the lower blocks.

Either way, once you get to the left side, kill the **Skeleton Soldier** wandering around here, then jump into the left wall to find some fake blocks you can walk through. You'll drop out the other side, conveniently back in the hallway at the very beginning of the mansion, so from here, just head left, taking out one more **Skeleton Soldier** and **Knight**, and exit this now-conquered mansion. We'll see you in the **next section**!



NPC Dialog (Bodley Mansion):

- Invest in an Oak Stake? (*Trader*)

Laruba Mansion – Dracula's Ring

Path to Laruba Mansion (and Morning Star upgrade)

You're back out front of Bodley Mansion, and our next destination lies to the west. However, you may remember that we pointed out just before leaving Ondol in the **previous section** that we would need a couple of **Laurels**, as we need these to get across the hazardous **Joma Marsh**. It may also be wise to ensure you have plenty of health remaining as well, so if you need to recover it may be wise to take a detour to the **Town of Doina** to the right – though you will have to fight your way through an enemy-filled segment known as the **Wicked Ditch** to get there first. This small town has a church you can rest up in, and the house on the right has a trader from whom you can buy **Laurels** if you need them. We will be coming back through this town later on as it is necessary to pass through at a later point in the game (at which point we will cover it in a little more detail). When you're all prepared, head all the way back left to the entrance of Bodley Mansion – or if you're already here and prepared to head on to our next destination, we can take it from here.

Head left from Bodley Mansion to the next screen (in which there is nothing of any interest), and left again to reach **Bodley Lake**. Much like Yuba Lake, it seems impossible to cross, but if you equip your **Red Crystal** and crouch for about 5 seconds, a hidden entrance is suddenly revealed **underneath** it! Head down and left along the stone ledges, and upon going left to the next screen, you'll be in the underground region known as the **Uta Lower Road**.

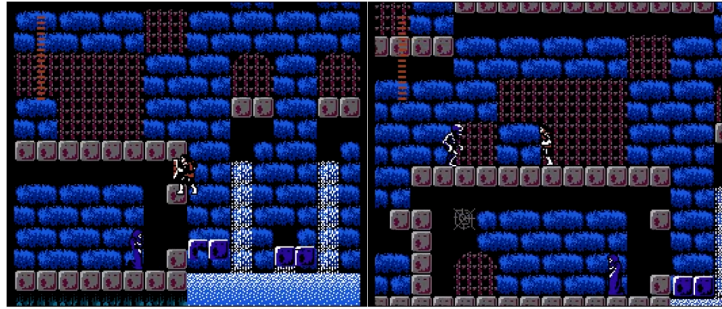
Uta Lower Road

Now, this cave area is pretty huge, but the upper area contains nothing but **Skeletons**, **Skulls** and empty passages with a few false blocks to drop through, and absolutely **nothing** of any interest whatsoever.

On the lower path, however, there is something we very much **do** want: hop over the first block and go left to reach a body of water with some blue block platforms floating over it. With a few carefully-timed jumps, leap left across each of these floating blocks, until you get to one against a stone wall. Equip and throw your **Holy Water** at this wall to destroy the stone blocks (try and leave the top and bottom ones intact if you can – it makes getting out easier, and can also give you a minor shortcut). Head through the opening you made and walk left to find a mysterious old man cloaked in blue. Speak with him, and provided you have the **Morning Star** whip (which you should do if you followed our walkthrough in the **previous section**), he will upgrade it to the best available whip in the game – the **Flame Whip**!



Now, head back to the right, and if you left the top and bottom blocks of the wall intact, you can step onto the bottom block and move right so that half of Simon's body is stood over the edge. The blue block platform will pull you up, and the left half of his body will get wedged in the block above. Simply jump, and you can get onto the ledge above, which is a neat and handy little shortcut!



Otherwise, you can simply get to this same spot by hopping back right over the blue blocks, climbing the ascending stone blocks (killing a **Skeleton** stood on the second one), and using **Holy Water** to destroy the vertical column of blocks. From there, walk left, jumping across a few short stone platforms to get onto the ledge above where you met the old man. Continue left, killing a **Skeleton**, dropping to the ground, then make your way over another stretch of water by hopping across the stone platforms above it and killing a **Skeleton** on the middle one. From here, head left through the opening to exit this area.

NPC Dialog (Uta Lower Road):

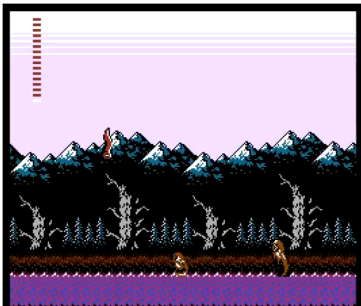
- To break my spell, come back with a powerful weapon. (*Trader, if you do not have Morning Star*)
- I'll give your Morning Star power to burn away evil. (*Trader, if you have Morning Star*)

Joma Marsh

Use your **Flame Whip** to take out the nearby **Skulls** and **Flame Thrower** enemy here. Now if you look at the ground here, you'll notice how some stone blocks in the path are raised. Equip your **Holy Water** and throw it at the left block in the second set from the right-hand side of the screen to destroy it and reveal the thirteenth, and final **Hint Book**, [HINT BOOK 13/13]:

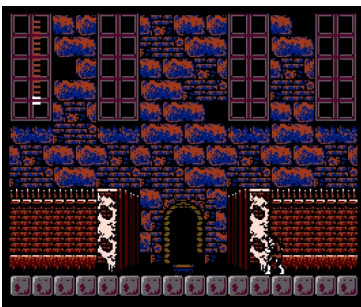
- "Dracula's evil knife blurs Camilla's vision."

A handy tip for the upcoming boss fight with the **Vampira** boss (*aka "Camilla"*) in Laruba Mansion, so keep this in mind! Also, with this, if you've followed the walkthrough from the start and have been collecting all of the game's **Hint Books**, this one therefore completes the set! Well done!



Now, continue heading left, jumping across the floating blue blocks to get over the pool of water, killing **Skulls** and **Flame Throwers** on your way as you head left and to the next screen. You'll now reach the marsh proper, which is filled with poisonous purple water. Whenever you are stood in the water, Simon's health steadily drains, and with the number of enemies also occupying it, crossing the marsh is essentially impossible without the use of **Laurels**. If you've got some, as we'd instructed you to a little earlier, activate one and start wading left through the water. Don't bother with the **Leeches** and fireball-shooting **Slimey BarSinister** enemies lurking in the water; they can't hurt you so long as you have the **Laurel** in effect, so just walk right through them. After climbing over a small stone ledge, continue left through another, somewhat longer stretch of poisoned water. Your **Laurel** will wear off at some point here, so when you start to see the screen flash purple, **immediately** activate another to give yourself a few more seconds of invincibility, which should see you to safe land at the end. Now head left to the next screen, where we arrive at **Laruba Mansion**. Head on in!

Laruba Mansion

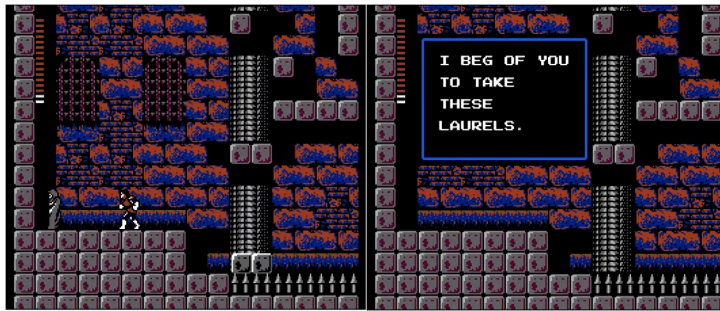


Head right along this long passage, whipping away to kill numerous **Skeleton Soldiers** and **Knights** patrolling the area, before hopping onto the raised ledge, and climbing the staircase leading up and left. Head all the way left, killing a **Knight** or two, then climb the staircase, killing the **Skeleton Soldier** on the ledge they lead up to. Leap over the gap and onto the ledge to the right, defeating a couple more **Skeleton Soldiers**. Ignore the staircase here and walk right, climbing up the raised path, and head right all while killing more **Skeleton Soldiers** until you reach a split in the path. The staircase leading down takes us to a dead end, so continue along via the upper path. Defeat another **Skeleton Soldier** on the ledge, head along it and go right, dropping down the descending ledges and eventually going right to a new screen.

Throw down **Holy Water** or **Sacred Flames** to kill the **Skeleton Soldier** patrolling on the ledge just next to the one you appear on, which you should then drop onto, before making a leap onto the ledge to the right with the staircase and spiked wall on it. Climb to the top of this staircase, killing the **Skeleton Soldier** on the platform there, then jump onto the floating ledge to the right, and to the ledge right of this one, defeating another **Skeleton Soldier** here. Head right, jumping over a

spike pit and defeating a **Skeleton Soldier** here, and you'll reach the **Oak Stake** trader; as usual, buy the **Oak Stake** for **50 Hearts**.

From here, go back left and return to the spot where you first entered this area. You now need to head **down** to the bottom of this area; walk right to drop onto a stone ledge, where a **Skeleton Soldier** is patrolling around a small, floating stone platform nearby. Kill or ignore this enemy as you so please, then walk left to drop down to another ledge. From here, there are some small stone ledges leading down and right. Go down them, and throw down a few **Holy Waters** or **Sacred Flames** to kill a **Skeleton Soldier** on one of them. Drop onto the single-block platform that comes after that, walk right and drop down to the ledge directly below, then from there, make a jump over to the left to reach an area with a grey-cloaked trader, who will provide you with some free **Laurels** upon talking to him – even better, he'll completely **fill out** your supply!



From this point, head right where you will have to cross a spike pit, with some of said spikes shooting up, while **Spiders** above simultaneously shoot webs down to try and catch you. There are some quickly-moving platforms floating horizontally over the spikes that you can use if you make some carefully-timed jumps, or you could just make use of one of your newly-acquired **Laurels** to simply walk through the spikes and get to the other side. Now walk right, and at the end of the passage, drop to the lower path and walk through the opening to the right, where it's time for a boss battle!

— BOSS: Vampira —

Strategy: Vampira, also known as "Camilla", is again one of the more well-known boss characters of the *Castlevania* series, but in this game is not too tremendously difficult to fight. She flies around the room in circular patterns, occasionally stopping at the highest point to drop down fiery tears that scatter around the room when they hit the ground. However, provided you have **Dracula's Rib** equipped, you'll deflect them without any trouble.

There are two equally simple strategies to winning this boss fight – the first being to stand just to the left of Vampira's flight pattern, jumping up and hitting her with your **Flame Whip** when she flies close. Occasionally as she stops to use her fiery tears attack, just standing there with **Dracula's Rib** (facing the fireballs as they come at you) will ensure you don't take any damage. After hitting her a few times with your **Flame Whip**, she'll be defeated.



Alternatively, as you may well remember from the **Hint Book** that you picked up in **Joma Marsh** ("**Dracula's evil knife blurs Camilla's vision**"), you can equip the **Golden Knife**, jump and hurl it at Vampira, and with good timing it will catch her in the middle of her flight pattern. If it does, she will be stun-locked into place as the flames of the knife do damage. With good timing, you can jump and throw another **Golden Knife**, and *just* as the flames of the first knife disappear, the second one will connect, keeping her stun-locked and dealing more damage, rendering her unable to retaliate! By continually doing this, you'll eventually have her beaten.

Your reward for defeating Vampira is the **Magic Cross** (or just "*The Cross*" as the manual calls it), which you **need** to collect, in addition to all five of Dracula's remains, in order to gain entry to his castle, so pick it up when it drops to the ground upon winning the fight.



After grabbing the **Cross**, head right and into the next room, which is the **Remains Room**. Jump up to the right ledge where the glowing orb sits on the small pillar, equip the **Oak Stake** and throw it into the orb to reveal the fifth and final part of Dracula's remains you need to collect: **Dracula's Ring**. With all five remains and the **Cross** in your possession, you can now gain entry to Dracula's Castle, so we can now set about making our way there!

To exit the mansion, head back left and into the previous room; **Vampira** will have returned, but there is no use in fighting her again, so just keep heading left without stopping to head into the next room. Climb up to the ledge you see just above you, and jump and whip away to kill the **Knight** on the next ledge to the right. From that ledge, jump onto the one to the right, then up and left, and drop into the opening on the left, and you can walk along this ledge above the spike pit you passed just before the boss battle, killing the **Spiders** that appear here.

At the left end of this ledge, start climbing the ledges and following the zigzagging path up to the point where you first entered this area. If you want to get an **Oak Stake** to completely fill out your inventory, you can jump over to the ledge on the right, climb the staircase, jump over the ledges and the spike pit while killing a couple more **Skeleton Soldiers** and talking to the NPC in the grey cloak at the end of the passage. Bear in mind, you no longer **need** any **Oak Stakes** for the remainder of the game, but if you want to have all items available in your inventory, then you can pick it up again here for another **50 Hearts**. Otherwise, from the point at which you first came here, go left past the edge of the screen to return to the first section of the mansion.

Head left, along the stone ledges while killing **Skeleton Soldiers** until you reach the staircase leading down. We advised you to ignore the staircase before, but now, you should take it down, and at the bottom, walk left and drop from the end of the ledge to the level below (it's a shortcut that will get you back to the mansion entrance quicker). From here, stick to the bottom route as you head all the way left, taking out a few more **Skeleton Soldiers** and **Knights**, before exiting, having conquered this mansion! We'll see you for the home stretch in the **final section**!

NPC Dialog (Laruba Mansion):

- Invest in an Oak Stake? (*Trader*)
- I beg of you to take these Laurels. (*Trader*)

Dracula's Castle

Path to the Town of Doina

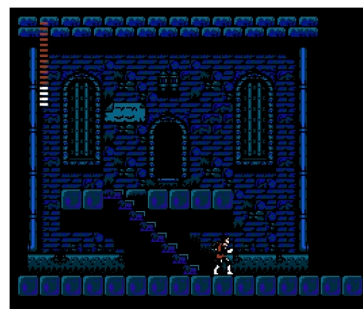
You'll be back out the front of Laruba Mansion. Now, if you go left from here, you'd get to another long stretch of poisoned water. If you were to wade left through this, it would take you to the unseen eastern part of **Camilla's Cemetery**, but there is absolutely **no point** in going this way as there is absolutely **nothing** of any interest here. So, we'll head back right. You should hopefully still have plenty of the **Laurels** that you got back in the last mansion, so make use of them and wade right back through the poisoned water, and when the effect wears off and the screen flashes, simply use another. 2 or 3 **Laurels** should see you safely get back to the other side of the swamp without taking too much damage.

Keep heading right on the next screen, taking out **Skulls** and **Flame Throwers**, then cross the water by hopping across the floating blue blocks. On the next stretch of land, just kill a few more **Skulls** and **Flame Throwers** before heading through the opening to the right, which takes us back to the Uta Lower Path cave. Jump along the stone block ledges to the right, killing a **Skeleton** on the longer one above the water, and going over the long ledge just above the spot where the old man (who gave us the **Flame Whip** upgrade earlier on), and make your way over to the other side of the next stretch of water. You can take the upper path by jumping across the stone blocks to the right (use the **Holy Water** on the blocks in the wall after them to make an opening to head through); or you can drop down onto the leftmost floating blue block below, and leap across the blue blocks to the right in the lower path. Either way, from this point continue right to head out the opening at the right side of the area.

You arrive back in the hidden underground area beneath Bodley Lake; from here, jump up and along the stone blocks, climb up and out of the lake at the top-right part, and head right by 2 screens to be back out front of Bodley Mansion. Continue right to the next screen, which is the **Wicked Ditch**. You'll have quite a handful of nasty enemies to deal with here, particularly in the nighttime, including **Mummies**, a **Man-Eating Plant**, a trio of **Bird Men** and a couple of **Medusa Heads** (in that order). After all these, heading right to the next screen takes us to the Town of Doina.

Town of Doina

There's nothing we really need to do or get here, but we should note that this is the last town where we can rest up in the church (as ever, it will need to be daytime for you to go in) before we head to our ultimate destination. All there is in the house at the left side of town is an old woman who yells at you to "*Get back!!*", while in the house on the right, you can head down a few staircases to the bottom room to find a trader who will sell you **Laurels**. You can pick them up if you want to max out your inventory, although this is of course by no means necessary. Once you're all rested up and ready to head on, exit town at the right side.



NPC Dialog (Doina):

- After Castlevania I warned you not to return.
- You've upset the people. Now get out of town!!
- The Cross in Laruba's Mansion must be found.
- Get back!!
- Rest here for a while. (*Priest*)
- Buy some of my Laurels? (*Trader*)
- Turn left for the Wicked Ditch, right to go north. (*Sign*)

Path to the Town of Yomi



We are now at the **North Bridge**, which is actually less of a bridge than it is a series of broken segments either floating in the water or just above it. Above all, be careful and **take your time** before making a jump from one segment of the bridge to the next, as **Fish Men** tend to jump out from the water below, but with a **Flame Whip**, you should be able to kill them from a safe distance before they have a chance to attack, letting you safely make your jumps afterwards. A couple of **Skeletons** also patrol on the segments at the very left and right end of the bridge, and taking them out shouldn't prove too difficult if you have the **Flame Whip** (which you really should by now!). Once you reach the other side of the bridge, equip **Dracula's Rib**, and go right to the next screen to arrive in **Dora Woods**.

This area has a few **Two-Headed Creatures** who both move around quickly, and shoot very fast fireballs, so having **Dracula's Rib** handy will help you defend yourself! Use your **Flame Whip** to defeat a couple of **Two-Headed Creatures** on the raised segment of the path to your immediate right. When you jump on there, be sure to quickly duck in order to deflect the fireballs coming at you from the **Two-Headed Creature** on the little lower part of the path just right of it. When you

defeat all the enemies here, next up is another patch of that poisonous purple marsh water; it's not too long so you could jump your way through it and not lose too much health, otherwise you can use a **Laurel** and wade through without risk of taking damage. Climb out at the other side, climbing the ascending ledges while killing a couple more **Two-Headed Creatures**, and continue right to the next screen.

The path comes to a split here; and we want to go **down** the staircase here, because taking the right path leads us to a couple of areas that bear absolutely **no relevance whatsoever** to the game (not even any secret items or reason to traverse, other than grinding for **Hearts**, which at this stage of the game is pretty pointless...how disappointing). *But*, since we're covering **every** area of this game, we'll go over it real quick.

Side Excursion: If you do, for whatever reason, take the right path, you would slay a few **Skeletons** and cross over a small pool of purple water by leaping across a couple of stone ledges floating over it. Further on right, you come to a pool of blue water (*i.e.* instant-death water) that you can cross over with the use of a couple of rocky slabs floating over the middle. No more enemies will appear to bother you as you go right along the last stretch of the path and exit the woods at the right side.

This takes us to the **East Bridge**, which is a long stretch of bridge with no gaps, but there will be a few **Fish Men** occasionally jumping up from below to attack. A whip or two will dispatch of these guys without any trouble, and the screen right of here takes us to **Denis Marsh**, which is just basically a **very** long stretch of poisoned marsh water filled with **Mud Men**. You can take a staircase up to a series of stone ledges floating high over the water and jump across them, but all you'll find at the

end of this area is a stone wall. No items, no secrets, no NPCs, nothing! There is an invisible staircase leading up from roughly the middle of the small bit of land at the right end of the marsh that leads you back up to the stone ledge above, and you can head back left, jumping across them instead of having to wade through the poisoned, enemy-filled water. Again, no reason to come here unless you just want to check out the scenery!

Back to progress! So, assuming you take that staircase leading down from the split in the path, at the bottom, go right and through to the next screen to reach the Town of Yomi.

Town of Yomi

There's absolutely nothing of any importance to do or get in this small town – just an empty house on the left side (be careful not to fall in those water pits!), and an NPC in the house at the right of town, who suggests to you "*Lets live here together.*", and that's pretty much it! Once you're ready to hit Dracula's Castle, exit the town via the right side, and we're off to our last destination of the game!

NPC Dialog (Yomi):

- Let's live here together.
- Turn right for Vrad Graveyard, left for the Dora Woods. (*Sign*)



The Home Stretch

Heading out of the east side of Yomi takes us to **Vrad Graveyard**. As you head right, you'll need to jump over the white tombstones in the foreground, while killing a few **Mummies** patrolling between them, as well as a couple of **Eagles** who will start to swoop down at around the third tombstone. The right half of this graveyard has a few **Pirate Skeletons** who will fly in from the right; again, a couple of well-timed jumping whips will take care of them with little trouble. Keep heading right until you pass through to the next screen, which is the **West Bridge**, just out front of Dracula's Castle!



"Vrad Graveyard"

The name of this area is most likely to be a mis-translation that should read "*Vlad*" (rather than "Vrad"), based on the real-life 15th Century historical figure Vlad Tepes (*aka* Vlad the Impaler), upon whom Bram Stoker's literary character Dracula was based and inspired.

Now, if you have all 5 of **Dracula's Remains** plus the **Cross**, you'll be able to destroy the two upper-left blocks with the use of **Holy Water**, or by equipping **Dracula's Nail** and whipping them. You can then jump up and onto the bridge, and walk all the way right (no enemies to deal with either!), and as you go to the next screen, we'll be in Dracula's Castle!

Dracula's Castle

So, ready for the *final* area of the game? Big, mazy castle full of traps, puzzles and some of the toughest enemies yet? Well...you may be a little disappointed here, as the castle is ominously quiet and completely devoid of enemies. Wow, way to add buildup to the final showdown, Konami!



So, head right through this long and empty hallway until you reach a giant lattice of stone blocks at the right wall (you should see a staircase below). Equip and throw your **Holy Water** to destroy the blocks here and create an opening to drop down through, and head down those stairs. Follow the path leading down until you reach a couple of staircases; walk up the shorter one leading onto a ledge to the upper-left, walk to the left of this ledge and make a jump to the left, over the wall dropping down the opening to the area below. Go right, over the short staircases, then take the next staircase leading down to the bottom floor. (Note, just before you head to Dracula's lair, if you want to make *really easy and short work* of Dracula, equip your **Sacred Flame** before heading on through.) From here, simply keep heading right until you reach the next screen, where it's now time for the final showdown!

— BOSS: Dracula —

Strategy: Upon entering the final room of Dracula's Castle, Simon will assemble the remains he collected throughout his quest on the plinth located in the centre of the room. One short burst of flames later and Dracula appears! Now, there are a couple of methods you can use to fight him, and we'll go over both.

First, his attack pattern – a few seconds after he is resurrected, Dracula stays still (an opening to get a few hits in), and then begins to rapidly move around the pillar in a circular motion, creating multiple flashing images that will harm Simon if he touches them, occasionally stopping momentarily in one part of the room. He'll also hurl giant fang projectiles in random directions (although usually towards you).



The "Honest" Way: Once Dracula appears on the central pillar, jump and hit him a few times with your whip (which, by this point, really *should* be the **Flame Whip**, or at the very least the **Morning Star** in order to deal significant enough damage to give you a fighting chance throughout the fight). Once Dracula starts whizzing around the room, the best point to stand would be in the centre of the room, on the plinth (the left corner also works quite well). Repeatedly lash your whip, and you should hopefully land a couple of hits in to deal damage to him, as well as destroy the fangs he throws at you (if they come from above, try moving left or right to avoid them).

If things start getting tough, use any leftover **Laurels** you may have for a few seconds of invincibility if you have to. The **Golden Knife** also proves to be a useful weapon in this fight, as if it successfully connects it does reasonable damage, and does multiple hits, stun-locking Dracula and allowing you to get a few more whips in. It takes **16 hits** with the **Flame Whip** to kill him.

The "Easy" Way: This method is so easy, it's almost insulting. All you need is to have the **Sacred Flame** equipped – and a small supply of **Hearts** in order to use them. The very moment Dracula appears on the plinth, **immediately** jump and start throwing **Sacred Flames** to land at his feet. They will stun-lock Dracula in place, not allowing him to move or retaliate! Just keep jumping and throwing the **Sacred Flames** and a few seconds later, he's defeated!

Either method you use, once you deal enough damage, Dracula bursts into flames and is vanquished, and you win the game! Good job!

Once you defeat Dracula, you then get to watch one of a possible three ending sequences. We'll go over each one below, beware however, the paragraphs below will contain **spoilers** – to reveal them, either hover your pointer over the greyed-out text, or tap it if using a mobile device.

If you beat the game in **15 in-game days or more**, you get the "**Bad Ending**". You see a tombstone in the middle of a wooded area in front of a lake, with a gloomy grey overhead sky. It is also suggested that Simon has succumbed to the curse almost immediately following the showdown with Dracula. The epilogue text appearing in the top-right of the screen reads as follows: "*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.*"

If you beat the game in **between 8 and 14 in-game days**, you get the "**Normal Ending**". You see the same scene, however with much brighter colours; a bright blue sky and lake, green grass in the foreground and there is also more colour in the mountains in the background. Simon kneels by Dracula's grave, and the epilogue text reads: "*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 rid the city of Dracula's deadly curse.*" (This would, however, beg the question as to why we see Simon in this scene if he "didn't survive his fatal wounds"?)

If you beat the game in **7 in-game days or less**, you get the "**Good Ending**". The background scenery now has a reddish, autumnal overtone. Again we see Simon at Dracula's grave; he kneels down and the epilogue text reads: "*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.*" It then changes to a night scene, where we see the grave rumble and a hand emerges from the ground...teasing us to a possible sequel? (As it turns out, the story of *Castlevania III: Dracula's Curse* would instead take place a couple of centuries prior to the events of *Castlevania* and *Castlevania II*, chronologically.)





One other interesting bit of trivia to note, is that the epitaph on Dracula's Tombstone reads: *Dracula 1431–76*. These are the presumed birth and death years of Vlad Tepes (Vlad the Impaler), the real-life 15th Century Romanian ruler (Voivode of Wallachia) upon whom Bram Stoker's literary character, Dracula, was based.











Congratulations upon completing *Castlevania II: Simon's Quest*!









Bestiary

Enemies

Here we are going to cover the game's enemies with some basic descriptions and what you can expect out of them. Note that these enemy names come straight from the **Instruction Manual** (where available). Some of them may (*read*: definitely) sound weird, as later games in the series re-name these enemies. They like to use "The" as a prefix a lot, as you'll see...

Enemy Name	Description
Bat 	This is your rather normal, run of the mill bat enemy. You can find this foe in outdoor woods areas in certain parts of the game (they aren't in too many areas, honestly). They aren't very powerful, but they can show up day or night to annoy you. Line up a good whip strike to destroy them and carry on!
Bat (Mansion) 	This is another bat enemy, but this one only shows up in Mansions. Specifically, Rover and Brahm Mansions. So, why are there two types? This version is significantly stronger (although, so are you by the time you get there!).
Bird Man 	This is a rather unique enemy. The Bird Man will fly way overhead and swoop down to meet you. You can whip him before he touches the ground, but if he does touch the ground, you will need to whip him quickly, as he can now walk towards you. Very unique enemy!
Dragon Bones 	This enemy appears later in the game and hardly needs an introduction as it has become a staple enemy in the series. These Dragon Bones are rooted to the ground and shoot fire at you when you approach (use Dracula's Rib to make sure you're safe). Whip their head to destroy them.

Eagle 	<p>Here we have another annoying flying enemy that appears in the Jam Wasteland and outside of Dracula's Castle. They appear high in the sky and fly down at you when you approach. They actually stop before diving into you (giving you a chance to re-position or counter-attack), so be ready for the abrupt stop and take them out.</p>
Freddie 	<p>No prizes for guessing where this name came from! The Freddie is a fairly rare enemy, and looks like an alien quite a bit! They simply walk back and forth and when you get close they swipe their claws out at you (which just looks like they want a handshake!). Take them out as soon as you can.</p>
Ghostly Eyeball 	<p>Found in Berkeley Mansion, and in the Dabi's Path cave area west of Aljiba, these gigantic, disembodied eyes will make a beeline for Simon any time they're on-screen. Find a spacious area so as not to get caught if they're coming in from above or below, and take them out with your whip once they get in range.</p>
Knight 	<p>This is another classic <i>Castlevania</i> enemy. The Knights show up in virtually every mansion in the game, with different colour palette swaps and more and more HP (which makes sense, as you are also getting stronger). They walk with their spear out, so be ready to hit them from range to take them out.</p>
Man-Eating Plant 	<p>This is another rare enemy in the game, but also turned into a staple of the series (especially for the "Metroidvania" titles). The Man-Eating Plant spits fireballs at you whenever you're on the same height (or platform) it is on. Easy to reflect with Dracula's Rib, so be sure to equip it and whip them to death to make things safer.</p>
Raven 	<p>Here we have yet another rare enemy. So rare you likely won't even see it. It only shows up at night and only in the towns of Veros and Yomi (which may be called "Ghulash" as well). Very rare. They like to flutter down at you and then charge, which makes them very dangerous near pits! Be careful!</p>
Skeleton 	<p>Another enemy that doesn't need an introduction is definitely the Skeleton. They are literally everywhere, but especially earlier in the game. One of the first types of enemies you'll face off against. They drop larger Heart pieces at night.</p>
Skeleton Soldier 	<p>This enemy is purely a "Mansion-Only" enemy, but you will also find them in virtually every Mansion (much like the Knight). These are skeletons who have learned to use a sword and shield and guard the Mansions. Whip them from range to be done with them.</p>
Slime 	<p>Slimes have to be one of the more annoying enemies in the game. There's actually two types of Slimes though. The first is out in the open world and just bounces everywhere. Really annoying. There are also Slimes that appear in certain Mansions and they have shorter, more predictable bounces and they can move from the ceiling to the floor and vice versa. Do your best to take them out despite the bouncing!</p>
Slimey BarSinister 	<p>This is yet another very rare enemy. You only encounter them in Joma Marsh, and they look like a slime-covered eyeball. Be sure you have Dracula's Rib equipped though, as they rise up and shoot fireballs. If you are you using a Laurel, it's probably best just to blaze past them quickly.</p>
The Fish Man 	<p>Another classic <i>Castlevania</i> enemy! Also known as the "Merman", you can expect to see this enemy near bodies of water, which in this game usually means the various bridges and lakes in the open world. They love to jump up onto small platforms to make life difficult, and will shoot fireballs out at you as well. Be careful of knock-back especially!</p>
The Flame Thrower 	<p>[<i>"The guy on fire"</i> —Ryan Harrison.] This is a very unique enemy, who just looks like he's made of flames. You can find him later in the game, in "Devious Woods". They walk back and forth and can throw fireballs at you (again, use Dracula's Rib). You can even kill these guys with your Flame Whip!</p>
The Gargoyle 	<p>This is another "Mansion Only" enemy. The Gargoyle looks exactly as you would expect (with colour variations of course, depending on the mansion). These enemies jump up and down while firing damaging bullets at you. Thanks to the jumping, these spheres can be quite dangerous. Try to kill them quickly or put some distance between you and them.</p>
The Ghastly Leech 	<p>You can find these disgusting enemies in the game's marsh areas. They love to jump up out of the marsh (and can jump quite high as well). Not usually a threat thanks to the Laurel's power, as you don't want to spend much time in the marsh anyways.</p>
The Mudman 	<p>Hey look, another marsh enemy! The Mudman look like they are made of mud of course, with a huge face in the centre of their body. These foes rise out of the marsh and shoot fireballs, so if you don't have a Laurel protecting you, use Dracula's Rib to bounce the projectile back.</p>
The Mummy 	<p>The Mummy is a classic enemy, isn't it? And this guy looks exactly like you'd think. However, he isn't very dangerous at all and you can just whip him down to stay safe. Very easy foe to kill.</p>

The Pirate Skeleton 	<p>This is a very unique-looking enemy (with a unique name... hey, it's in the manual!). These spirits aren't too hard to take down as they float towards you and are quite large. You can find them in the Jam Wasteland and Vlad Graveyard.</p>
The Skull 	<p>We have yet another floating enemy. This one is just a re-animated skull, which you'll find only on a few screens (like Devious Woods). It floats towards you and tries to hit you, much like the Eyeballs and the Ghost Pirates. Kill them before they do so.</p>
The Spider 	<p>This enemy probably has my vote for the most annoying one in the game. You encounter Spiders very early on as well. They come down on their webs and shoot large spider webs at you. Due to the angle (and number of them), you may take the occasional hit. It's better to run past them if you can.</p>
The Wolf 	<p>This enemy is only found in the "Belasco Marsh" area of the game. It will simply charge at Simon. You can duck down to whip it however. Note that if it comes off of a higher platform, it is going to sail right over your head!</p>
The Wolf Man 	<p>You will see these enemies in Jova Woods, at the start of the game. They are fairly easy to kill, but as they walk towards you they will jump quite high so be ready for that! You can actually just walk underneath them if you wished.</p>
The Zombie 	<p>You will definitely see your fair share of Zombies in the game! These enemies only show up at night in the various towns in the game. Good for grinding, as the towns are closed down when night falls. Easy to kill, but they do get more health as you play through the game!</p>
The Zombie Hand 	<p>Ah, the Zombie Hands. You will only find these hands in the various graveyards and cemetery areas throughout the game. They are not much of a threat. You can whip them down or just jump over them!</p>
Two-Headed Creature 	<p>This is another uniquely-named enemy. They look like a lizard, honestly, but they do appear in a number of areas (Belasco Marsh, Dora Woods, etc) with different skin tones. They move rather fast and can spit out fireballs, which let you know you should explore east of Jova (and get Dracula's Rib) before you try to fight them!</p>

Bosses

— Grim Reaper —

Location: Brahm Mansion

Strategy: So, it's no secret that *Castlevania II: Simon's Quest* is a little short on bosses, as we're in the third mansion and we're now just seeing one! At least this is a very iconic boss! The Grim Reaper! Dracula's confidant, trying to protect Dracula's remains!



All that said...the Grim Reaper is kind of a joke. He slowly floats around the room and throws scythes out at you. That's it. You can also whip the scythes to destroy them, so you aren't in much danger here.

Still, we have some strategy for you. Equip your **Holy Water** and if you can hit him with it, it will stun him, which lets you get in several hits. You can then rinse and repeat. Ironically, this is the best way to kill the Grim Reaper in the original *Castlevania* game! With this strategy you should be able to take him out rather easily and painlessly.

There's another trick here (called the "*Grim Reaper Quick Kill*") that you can try if you want. This involves luring the Grim Reaper to the right and when his robe is in the ground, you can throw **Holy Water** at the part in the ground to try to instantly kill him. This has to do with the frame that the **Holy Water** hits the boss and can take some practice, but for a casual run you can take him out normally easily enough.

Plus, *we don't even have to kill the Grim Reaper to continue* (as you can see, the exits are open). The reason to do so, however, is that you will get the **Golden Knife** for doing so, an extremely powerful sub-weapon. It is up to you of course, but we recommend you take him out for the heck of it!

— Vampira —

Location: Laruba Mansion

Strategy: Vampira, also known as "Camilla", is again one of the more well-known boss characters of the *Castlevania* series, but in this game is not too tremendously difficult to fight. She flies around the room in circular patterns, occasionally stopping



at the highest point to drop down fiery tears that scatter around the room when they hit the ground. However, provided you have **Dracula's Rib** equipped, you'll deflect them without any trouble.

There are two equally simple strategies to winning this boss fight – the first being to stand just to the left of Vampira's flight pattern, jumping up and hitting her with your **Flame Whip** when she flies close. Occasionally as she stops to use her fiery tears attack, just standing there with **Dracula's Rib** (facing the fireballs as they come at you) will ensure you don't take any damage. After hitting her a few times with your **Flame Whip**, she'll be defeated.

Alternatively, as you may well remember from the **Hint Book** that you picked up in **Joma Marsh** ("**Dracula's evil knife blurs Camilla's vision**"), you can equip the **Golden Knife**, jump and hurl it at Vampira, and with good timing it will catch her in the middle of her flight pattern. If it does, she will be stun-locked into place as the flames of the knife do damage. With good timing, you can jump and throw another **Golden Knife**, and *just* as the flames of the first knife disappear, the second one will connect, keeping her stun-locked and dealing more damage, rendering her unable to retaliate! By continually doing this, you'll eventually have her beaten.

Your reward for defeating Vampira is the **Magic Cross** (or just "*The Cross*" as the manual calls it), which you **need** to collect, in addition to all five of Dracula's remains, in order to gain entry to his castle, so pick it up when it drops to the ground upon winning the fight.

— Dracula —

Location: Dracula's Castle

Strategy: Upon entering the final room of Dracula's Castle, Simon will assemble the remains he collected throughout his quest on the plinth located in the centre of the room. One short burst of flames later and Dracula appears! Now, there are a couple of methods you can use to fight him, and we'll go over both.



First, his attack pattern – a few seconds after he is resurrected, Dracula stays still (an opening to get a few hits in), and then begins to rapidly move around the pillar in a circular motion, creating multiple flashing images that will harm Simon if he touches them, occasionally stopping momentarily in one part of the room. He'll also hurl giant fang projectiles in random directions (although usually towards you).

The "Honest" Way: Once Dracula appears on the central pillar, jump and hit him a few times with your whip (which, by this point, really *should* be the **Flame Whip**, or at the very least the **Morning Star** in order to deal significant enough damage to give you a fighting chance throughout the fight). Once Dracula starts whizzing around the room, the best point to stand would be in the centre of the room, on the plinth (the left corner also works quite well). Repeatedly lash your whip, and you should hopefully land a couple of hits in to deal damage to him, as well as destroy the fangs he throws at you (if they come from above, try moving left or right to avoid them).

If things start getting tough, use any leftover **Laurels** you may have for a few seconds of invincibility if you have to. The **Golden Knife** also proves to be a useful weapon in this fight, as if it successfully connects it does reasonable damage, and does multiple hits, stun-locking Dracula and allowing you to get a few more whips in. It takes **16 hits** with the **Flame Whip** to kill him.



The "Easy" Way: This method is so easy, it's almost insulting. All you need is to have the **Sacred Flame** equipped – and a small supply of **Hearts** in order to use them. The very moment Dracula appears on the plinth, **immediately** jump and start throwing **Sacred Flames** to land at his feet. They will stun-lock Dracula in place, not allowing him to move or retaliate! Just keep jumping and throwing the **Sacred Flames** and a few seconds later, he's defeated!




Either method you use, once you deal enough damage, Dracula bursts into flames and is vanquished, and you win the game! Good job!

Items








Weapons

Whips

Name	Description
The Chain Whip 	Purchased from the Town of Veros for 150 Hearts . It has the same length and twice the power of the Thorn Whip, and four times the power of the Leather Whip.
The Flame Whip 	The most powerful whip in the game: it has 15 times the strength of the starting Leather Whip! It is not purchased, but by acquiring the Morning Star and visiting the old man in the Uta Lower Road , he will upgrade it into this weapon.




The Leather Whip 	Simon's starting whip; it is also, obviously, the weakest. It will see you past the first few enemies you'll fight in the game, but before long you can get this upgraded to the Thorn Whip.
The Morning Star 	Purchased from the Town of Ondol for 200 Hearts , making it most expensive whip. It has twice the power of the Chain Whip and 8 times the power of the starting Leather Whip. By taking it to the Uta Lower Road and finding the old man there, you can get this whip upgraded, free of charge, to the Flame Whip.
The Thorn Whip 	Bought from the Town of Jova , where you start the game, for 100 Hearts , it has twice the power of the Leather Whip and increased range.

Sub-Weapons



Name	Description
Holy Water 	One of the most important items used throughout the game, so it should be a priority to buy it early on in the starting Town of Jova – at the modest price of 50 Hearts . The Holy Water can be thrown as a short-range projectile to damage enemies (making it quite useful to throw down from higher surfaces). More importantly, however, it can also destroy certain stone blocks that can reveal hidden openings or items in various areas throughout the game, and for this reason is necessary to help you clear each mansion of the game. Unlike some other sub-weapons, the Holy Water doesn't cost any Hearts to use.
The Dagger 	Purchased from the Town of Veros early on in the game, this has the shortest range and deals the least damage of the three types of throwing-knives; but it does at least cost no Hearts to use.
The Diamond 	You have to undergo a pretty challenging side excursion through Denis Woods , west of Brahm Mansion to get this sub-weapon from the Gypsy Trader, who will provide it to you free of charge. This proves to be a pretty useful weapon, particularly in enclosed areas. When you throw it, it will ricochet around the area, changing angle and trajectory any time it comes into contact with a solid surface, while doing reasonable damage to any enemies it comes into contact with. Each Diamond will consume 1 Heart per use.
The Flame 	Referred to in the game as the " <i>Sacred Flame</i> ", you'll find it concealed in the left wall, in the top-right room of the " Dabi's Path " cave, located between Berkeley Mansion to the west, and the Town of Aljiba to the east. By breaking the blocks there, you'll find this weapon, which has the same throwing trajectory as Holy Water, however it deals considerably much more damage, and also momentarily creates a column of flames at the spot where it lands, and can continue inflicting damage to any enemies caught in it. It costs you 1 Heart per use of the Flame.
The Gold Knife 	You win this weapon as a reward for defeating the Grim Reaper in Brahm Mansion . This is the best of the three throwing-knife weapons; much like the Silver Knife, it travels a long, horizontal distance when thrown, but has twice that weapon's power, and upon coming into contact with an enemy, creates a fireball that will continue to deal additional damage and stun-lock the enemy in place! It costs 2 Hearts per use of the Gold Knife.
The Oak Stake 	You can buy this from the cloaked traders found in each mansion of the game; it is not so much an offensive weapon to be used on enemies <i>per se</i> , but it still has its use in ultimately defeating evil, as you need to use this to pry open the glowing orbs found in the Remains Room of each mansion in order to collect the body part of Dracula it contains. They cost 50 Hearts to buy, and this is their sole use within the game. Simon is capable of carrying only one stake at a single time.
The Silver Knife 	Acquired from the undead salesman raised by dropping a clove of Garlic in Camilla's Cemetery , located just east of the Town of Aljiba . It has better throwing range and is many times stronger than the regular Dagger weapon, although it does cost 1 Heart per use.





Pickups

Heart Pickups


Name	Description
Half Heart 	Occasionally dropped by mid-strength monsters when killed, or some of the weaker monsters in the nighttime. Adds 4 Hearts to your supply, and 3 Experience Points .
Large Heart 	Occasionally dropped by higher-strength monsters when killed. Gives you 6 Hearts and 5 Experience Points .
Small Heart 	Occasionally dropped by weaker monsters when killed, usually in the daytime. It gives you 2 Hearts and 1 Experience Point .

Inventory Items






Name	Description
Blue Crystal 	You'll get this from a trader in the Town of Aljiba by trading him your White Crystal for it. When you have it equipped, you can kneel down for 5 seconds by Yuba Lake to reveal the underground entrance leading to Rover Mansion .
Garlic 	Bought from traders in various towns, you can acquire 2 cloves of Garlic for the price of 50 Hearts . It can be laid down to deal minor damage to enemies who walk into it, but it serves a much more significant use by laying it down in a certain point in Camilla's Cemetery and the Graveyard to raise undead traders, who'll offer you the Silver Knife and Silk Bag. Simon can normally carry up to 4 cloves of Garlic at a time, but when you acquire the Silk Bag, your capacity doubles to 8 .

 Red Crystal	Received from a trader in the Town of Alba , who will give it to you in exchange for the Blue Crystal. When equipped, you can kneel against the west wall at Deborah's Cliff for 5 seconds to summon a magic tornado, which transports you to the entrance of Bodley Mansion .
 Silk Bag	Received from the undead trader, who can be raised by dropping a clove of Garlic down at the far left end of the Graveyard located west of the Town of Alba . This doubles the maximum amount of Garlic and Laurels you can carry from 4 to 8 pieces .
 The Cross	Appears for you to collect upon defeating the boss Vampira in Laruba Mansion . With this, and all 5 of Dracula's remains in your possession, you can gain entrance to Dracula's Castle , the final area of the game.
 The Laurel	Bought from traders in various towns (2 Laurels for 50 Hearts), Simon can use these at any time to be given approximately 10 seconds of invincibility. This can prove handy for some of the trickier stretches with tougher enemies in abundance, and they will also be required in order to cross the poisonous swamps in Belasco Marsh to get to the Ferryman, and Joma Marsh to reach Laruba Mansion late on in the game. Simon can normally carry up to 4 Laurels at a time, but after acquiring the Silk Bag, this capacity is doubled to 8 .
 White Crystal	Bought for 50 Hearts from one of the traders in the first area of the game, the Town of Jova , this lets you see the hidden platform in the first room of Berkeley Mansion when you have it equipped. You'll also need to have it in order to trade it for the Blue Crystal, in Aljiba , later on.

Hint Books

 Hint Book #	Location	Hint Text
Hint Book 1/13	Town of Veros (Chain Whip Trader building, use Holy Water on stone block in ground to the right of the bottom of the right staircase)	Clear a path at Berkeley Mansion with a White Crystal.
Hint Book 2/13	Berkeley Mansion (concealed in wall right of spike pits near the top floor; use Holy Water to destroy blocks)	A symbol of evil will appear when you strike the stake.
Hint Book 3/13	Berkeley Mansion (concealed in wall left of Oak Stake Trader; use Holy Water to destroy blocks)	Destroy the curse and you'll rule Brahm's Mansion.
Hint Book 4/13	Berkeley Mansion (concealed in wall at right end of passage north-west of Remains Room; use Holy Water to destroy blocks)	A flame flickers inside the ring of fire.
Hint Book 5/13	Aljiba Woods (use Holy Water on stone block in the ground right of entrance to Dabi's Path cave)	To replenish earth, kneel by the lake with the Blue Crystal.
Hint Book 6/13	Town of Aljiba (in second building from the left on the bottom level of the town; use Holy Water to destroy stone blocks in the left part of the floor at the bottom of the first staircase)	An old gypsy holds a Diamond in front of Deborah Cliff.
Hint Book 7/13	Rover Mansion (concealed in wall at the end of the passage above the Oak Stake Trader; use Holy Water to destroy blocks)	Destroy the curse with Dracula's Heart.
Hint Book 8/13	Rover Mansion (concealed in wall at the end of the passage in the top-right room; use Holy Water to destroy blocks)	Garlic in the graveyard summons a stranger.
Hint Book 9/13	Brahm Mansion (concealed in ground to the right of spike pits in top-right area; use Holy Water to destroy blocks)	Wait for a soul with a Red Crystal on Deborah Cliff.
Hint Book 10/13	Brahm Mansion (concealed in left wall in top-left area; use Dracula's Eyeball to reveal location and throw Holy Water from upper-right ledge to destroy blocks)	Place the Laurels in a Silk Bag to bring them to life.
Hint Book 11/13	Deborah Cliff (at far left end next to warp tornado location; use Dracula's Eyeball to reveal location)	Dracula's Nail may solve the evil mystery.
Hint Book 12/13	Bodley Mansion (concealed in wall in upper ledge in the top-right area; use Dracula's Eyeball to reveal location, use climb stairs on right and come back left to reach it)	The curse has killed the Laurel tree.
Hint Book 13/13	Joma Marsh (use Holy Water on fourth raised stone block from the right to the entrance to Uta Lower Road)	Dracula's evil knife blurs Camilla's vision.

Dracula's Remains

Name	Description
 The Eyeball	Obtained from the Remains Room of Brahm Mansion . When equipped, it reveals the location of hidden items concealed within blocks that can be destroyed via Holy Water , and also allows you to pick up some hidden Hint Books.
 The Heart of Dracula	Obtained from the Remains Room of Rover Mansion . Speaking to the Ferryman while you have this equipped will get him to take you to the port just east of Brahm Mansion .
 The Nail	Obtained from the Remains Room of Bodley Mansion . When equipped, Simon can destroy certain stone blocks with his whip.
 The Rib Bone	Obtained from the Remains Room of Berkeley Mansion . When equipped, it acts as a shield that Simon can hold out in front of him (when stood still), and it can deflect enemy projectiles.
 The Ring	Obtained from the Remains Room of Laruba Mansion . Much like the Cross, it serves no real purpose other than to allow access to Dracula's Castle when you possess it, all the other remains, and the Cross, late on in the game.

Cheats

Passwords

Castlevania II: Simon's Quest features a password system on most of its releases. Definitely on the Virtual Console and NES releases.

That being said, there are a number of passwords that give you certain items or start you out at certain levels or places. There's even passwords that let you go directly to certain endings! We're going to list a number of them here.

Effect	Password
Maxed Character (Max Experience, all items, little time has passed – PAL Release)	G9JV 4TBQ P5QV 3T7Q
Maxed Character (Max Experience, all items, little time has passed – US Release)	C1EN WMAK JXKN VMZK
Start the game with all items and weapons	MLIT WVCW T3KU SFZC
Start with all items, Level 6, and Flame Whip on Day 0	GZ0V I0I5 GQCF U2ZB
Start with Chain Whip	ZQ35 T1HK FW0B AMXS
Start with Chain Whip, Blue Crystal, Dagger, Holy Water, Dracula's Rib, 3 Garlics and 4 Laurels	ELED 07EZ VF1U S2RG
Start with Flame Whip	WZSY MLAD 4PY0 ZEEE
Start with items necessary to reach Dracula and likely obtain the Bad Ending	C1DF 026D L1KN SWJK
Start with items necessary to reach Dracula and likely obtain the Best Ending	RIG7 NVFX E45V 07BT
Start with items necessary to reach Dracula and likely obtain the Normal Ending	OYZY UQAU R12S SMIA
Start with Morning Star	OBKQ EPY1 UHBC R3YJ
Start with Thorn Whip	GINF HQLS BOVJ UHJ4

Guide Closing

Credits

Ryan Thanks

- **GameFAQs & Neoseeker** – for the hosting of this FAQ in glorious HTML, and the many great fellow FAQer and reviewer folks in their respective communities for their continued support.
- **Games Database** (<https://www.gamesdatabase.com/>) – for their scanned copy of the *Castlevania II: Simon's Quest* instruction manual, where I obtained the game's **story extract** used in this FAQ, information for the **Controls** section, and **enemy** names.
- **Gregory Wright (Bkstunt_31)** – for being a great friend and co-author!
- **Konami** – for developing and publishing this enjoyable, albeit occasionally frustrating game.
- **snesmaster1** – whose game maps (located at <https://nesmaps.com/maps/Castlevania2/Castlevania2.html>) were of tremendous use for finding our way through the game, and reference for such things as NPC Dialog and places of interest in towns in the **walkthrough**.
- **StrategyWiki *Castlevania II: Simon's Quest* guide** (https://strategywiki.org/wiki/Castlevania_II:_Simon%27s_Quest) – for the names of some regions throughout the game, and sprite pictures in the **Bestiary** and **Items** sections.

Gregory Thanks

- **Austin from "Gameplay and Talk"**, who graciously let us use his game play videos for screenshots throughout the guide. He provides excellent game play videos and commentary. You can find his channel here: <https://www.youtube.com/watch?v=D2DG3Vz1m8E>
- Big thanks to **Vinheim, A Backdated Future, Absolute Steve, Krystal109, BacterX, Thnikamani33t, noz3r0,** and **Haeravon**. All of my past and present FAQing brothers (and sister) in arms. I appreciate you guys!
- Thanks to **my family** for giving me the time to work on this. Love all of you girls!
- Thanks to **the people who make GameFAQs what it is**. The contributors who give of their own time to try and enhance and help others. Unsung heroes of our time that truly make gaming better.
- **KeyBlade999, shadowcore76, MrPopsicle43, ybtone79, Tifas-Revenge** and **IGN** for the various game passwords.
- And of course, my newest co-author partner, **Ryan Harrison**, for tackling half of this project with me and making the time spent on this guide that much better!
Thanks Ryan!

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Contacting Us

Contacting Ryan

For questions, suggestions, comments or useful information pertaining to this file or any of my other video game-related literature, please email me at the address: **rjharrison.gaming [at] gmail [dot] com**. Please make sure that you read the FAQ thoroughly to make sure any questions you may have are not already covered. Any useful information sent to me will be included in a future update, with full credit given.

Contacting Gregory

Hey, I just say bother Ryan up above! Haha, kidding, kidding (*or am I?*)! If you wish to get a hold of me for anything about the guide, feel free to email me at the following address: **gregorio31 [at] gmail [dot] com**, removing the obvious parts that you need to.

More importantly though, if you are a huge *Castlevania* fan, I would love for you to come say "Hi!" on my Facebook page: **facebook.com/Bkstunt**. It would be great to meet a fellow *Castlevania* fan! You can follow my other works (guides and reviews) as well if you wish.

Thank you for reading our FAQ, and please feel free to read any of our other video game-related literature, which can be found at:

<https://gamefaqs.gamespot.com/community/RJHarrison/contributions>
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