

Castlevania II: Simon's Quest

Strategy Guide for the NES

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Update Notes

Last Update:

5/31/15 Version 1.0

- Spell check, grammar, visual formatting

05/04/15

- 1st Rough Draft

Planned Updates:

- Eventually, a guide with pictures. No date set on completion

Thanks

Thanks to:

Konami for releasing the game

The creators for making the game

The gamefaqs community for cross-checking information

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About Castlevania II

Plot / Goal

Dracula (in dying) has spread his curse throughout the land of Translyvania. Save Translyvania from the monsters and stop Dracula's Curse.

Emulation / Console Play

There is not much difference between playing the game on a console or when emulated on a computer. On an emulator, the ability to create save points and restart from them changes the difficulty level drastically.

Game Start

New Game

Starts Simon in the Town of Jova, at the beginning of the game.

Password

Enter a password from a previous game.

Game Over

When you lose your 3 lives from the start of the game, you'll get the game over screen.

Continue

Takes away all your hearts and experience points. You don't lose any experience levels or items you've obtained. When you do continue, just like dying, you will be started in the exact same spot you were before you died, if you died from jumping off a platform, you will start on that platform.

Password

Gives you a password pertaining to your current progress.

Game Information

Players: 1

Console: NES

Type: Adventure, Side-Scrolling

Saving: Password

Style: 3 Lives, Infinite Continues

Guide Discrepancies

Several guides have different names for a few of the towns. The Nintendo Power that reviews the game doesn't mention the three final towns.

The different names used are below:

- Alba / Aldra
- Ondol / Oldon
- Fetra / Doina
- Yomi / Ghulash

Simon Belmont

Simon is a famous vampire hunter in Transylvania. His main weapon is the whip; and he can use it while standing, jumping or kneeling. The same applies for the sub-weapons Simon can wield.

Jumping

Simon can jump, but can only change trajectory in the first half of his jump. In the second half (when he's falling) he can't change his direction or control his fall.

Super Jumping

Super Jumping is only done on vertically moving blocks. When the block is rising up, Simon's jumps will increase in height and distance by 1.5x. Required to complete a few jumps in various areas.

Taking Damage

When Simon takes damage, his Life Bar is decreased the appropriate amount and he gets knocked backwards about 1.5 tiles. You can't control him as hes taking the damage, so its somewhat easy to be knocked into water, marsh or other things. He will be invincible for 3 seconds, and his damage animation is only 2 seconds long, so try to use the extra second to your advantage.

Weapons & Items

Weapons

There are two weapon types, Whips (Main weapon) and your selectable sub weapons. You can only carry 1 whip at a time and may only use one type of sub weapon at a time, but you can carry multiple sub-weapons.

Items

Items also are broken down into two different types. Selectable items (also known as sub weapons), Dracula's Body Pieces and crystals. The other are items are special, permanent-effect items.

Most of the weapons and items are bought from Merchants in the game. With many of these items, you can buy more than one, but they will have no effect at all, and just be a waste of money. You can however downgrade your whip if you purchase a weaker one...

Hearts

Hearts are dropped by killing enemies, they provide you with money and experience points. Once on screen, they only stay around for five seconds or so.

The total money value of Hearts you can at one time is 256.

Hearts (Money value)

Small = 2

Half = 4

Large = 6

Hearts (Exp. value)

Small = 1

Half = 3

Large = 5

Experience

Simon starts at Level 0, and he must collect Hearts to level up. Leveling up gives you more total Life Bar, and greater defense and offense. As you level up, you will have to fight stronger enemies to gain any experience from hearts at all; the weaker ones will not give you any experience once you reach a certain level.

Experience needed for each Level:

Lv 1 . 100

Lv 2 . 150

Lv 3 . 200

Lv 4 . 250

Lv 5 . 300

Lv 6 . 350

Experience Locations

As Simon levels up, he will have to get Hearts from different locations to gain experience. The best place to level up are in the Mansions, as time does not pass when you're inside.

@ Level 0: All enemies hearts will give you exp.

@ Level 1: No Exp - Jova Woods, Berkeley Mansion, Veros Woods

@ Level 1: For Exp -Rover Mansion, Town of Veros, Town of Aljiba, Dabi's Path, Aljiba Woods, Camilla Cemetery

@ Level 2: No Exp - Rover Mansion, Town of Aljiba & Jova, Dabi's Path, Jova Woods

@ Level 2: For Exp -Braham's Mansion, Belasco Marsh, All Western Translyvania, Camilla Cemetery

@ Level 3: No Exp – Braham Mansion, Dead River, Town of Aldra, Sadam woods, Town of Ondol

@ Level 3: For Exp – Bodley Mansion, Jam Wasteland, Cemetery in Sadam Woods, All far-eastern Translyvania

@ Level 4: No Exp – Bodley Mansion, Wicked Ditch, Doina

@ Level 4: For Exp - Town of Yomi, Laruba Mansion, Old Castle, North, Camilla Cemetery(East), Laruba Marsh/Lake, Dora Woods, Vrad Graveyard

@ Level 5: No For – Vrad Graveyard, Wicked Ditch, North, Dora Woods, Camilla Cemetery(East)

@ Level 5: For Exp – Laruba Mansion, Laruba Marsh, Old Castle

Translyvania

Translyvania is where the game takes place. It can be broken up into 3 main sections: East, West, and Far East.

Outside Areas

Often populated by monsters, sometimes NPC's. The strength of these monsters in each area is somewhat denoted by their color shading.

Mansions

There are six Mansions total scattered throughout Translyvania. Each mansion has enemies, a big layout and a STAKE salesman NPC. In each mansion is a piece of Dracula held within an orb. Mansions also contain the majority of the Clues to Dracula's Riddle.

Mansions are great spots for leveling and collecting money! Time does not pass by in mansions (on the game clock). So if you're trying to get a particular ending, you can save game time by fighting in here instead of outside.

NPC's

Old Man, Young Man, Young Woman, Gypsy - Tell you tips, clues and say random things.

Cloaked Man - Sells or gives you Items

Priest - Refills your Life Bar (health) to its maximum.

Konami Man - Sells and Trades Crystals

Day & Night

Each twenty game minutes, the sun will either rise or set. There are several differences in Translyvania during the daytime/nighttime. The sun will not rise or set while you are in a House/Shop/Church or in a Mansion; as the game clock does not tick in these areas.

Daytime

NPC's walk around town, and the doors in town to the shops and churches are open.

Nighttime

The Enemies are twice as hard, and yield bigger hearts per kill. You cannot enter doors in town. NPC's in town are gone during nighttime. Instead, towns contain Zombies and sometimes crows. The Zombies strength and experience points given are commensurate with the enemies in the areas surrounding that town

Monster List

Skeleton – Walks left and right.

Shield Skeleton – Same as a normal skeleton, but has higher defensive power.

Bone Tossler Skeleton – Tosses bones at Simon while jumping backwards away from him. The bones will burst into flames when they hit the ground, but can be destroyed with weapons while in air.

Winged Demon - Jumps and shoots 2 fireballs at once.

WereWolf – Walks towards you, then jumps when close

Floating Eyeball - Chases you.

Bat (Constant Flying) - Flies set horizontal paths.

Bat (Roosting) - Waits until you're close, then chases you.

Spider - Hangs on web from above and shoots webs at you. Webs can be destroyed with a whip strike.

Spear Knight - Constantly backs away and charges you.

Crow/Raven (Towns only) - Swoops in from above, then flies horizontally towards you.

Zombie (Towns Only) - Walks very fast towards you.

Slime - Bounces left and right, can go straight up and stick to ceiling. When on ceiling, can drop down on you from above.

Puma/Cougar - Runs fast then jumps.

Lizard Men - Walks fast and shoots fireballs rapidly

Ground Serpent - Stuck in place and shoots fireballs at you.

Shadow - Runs towards you and punches.

Mummy - Walks back and forth

Large Hawk - Swoops in twice, then flies straight towards you.

Bust Ghost - Floats along, much like Bats.

Spitting Plant – Similar to the Ground Serpent, sits and spits fireballs

Medusa Head - Chases you relentlessly

Cemetery Hand - Reaches out of ground.

Worm/Leech - Jumps out of the Poison Marsh when Simon gets close

Sludge Beast - Pops out of the Poison Marsh and shoots fireballs

Slime Head -Pops out of the Poison Marsh, and shoots fireballs

Fish Man - Leaps out of water, shoots fireballs, returns to water

Monsters : Continued

Obstacles

Boulders - Fall down and roll around. Do moderate damage to Simon. Very rare.

Invisible Blocks - Regular blocks that cannot be seen with the naked eye. Equipping any of the crystals will make them visible.

Fake Blocks - Look like regular stone blocks, but can be walked/jumped through.

Break-Away Blocks - Regular stone blocks that will break when hit with Holy Water or by your whip when you have Dracula's Nail equipped.

Floating Blocks - Floating blocks. You can 'Super-Jump' off the ones that float vertically

Blue Water/Purple Water - Instantly kills you.

Poison Marsh - Drains your life @ about 1 bar a second. Laurels will prevent it from hurting you.

Spikes – They do moderate to large damage when you step on them or run into them. If you fall on them, hold down the directional pad to 'bounce' in the direction of solid ground.

Flying Spikes - Very rare, they fly up from the regular spikes, and do the same amount of damage.

Bosses

Grim Reaper

The Grim Reaper waits in the middle of the room then slowly floats towards you when you enter. As he floats, he throws scythes can can be destroyed. You must attack him quickly, as he will pin you against the side of the screen while doing massive damage. If you jump he will float in your direction creating a small space to run under him. His scythes do medium damage, running into him does massive damage to Simon.

Mask – Crying Mask

Floats in the middle of the room and drops red teardrops that explode into 5-6 fireballs. These fireballs can be blocked with Dracula's Rib. After this attack, he will float around the room in a circle, dropping more red tears randomly. Use a distance weapon like the Whip or Knives to damage it while it is circling around.

Dracula

Stands on his pedestal for a few seconds then warps around the room in a circle. He throws flaming wheels at you which fly fast but can be destroyed with a whip or other weapon.

Whips

Leather Whip		Thorn Whip	
The basic, standard first weapon. Has the shortest range of all the whips, and the lowest attack power.	Power: 1(Holy Water) Range : 2 Tiles Where Found: Equipped when you begin a new game.	Looks the same as the Leather Whip, but with a longer striking distance. It is twice as strong as the Leather Whip.	Power : 2 Range : 2 ¼Tiles Where Found: Jova, 100h
Chain Whip		Morning Star	
A little longer and stronger than the Thorn Whip. Looks like an orange link of chains.	Power : 3 Range : 2½ Tiles Where Found: Veros, 150h	A step stronger than the Chain Whip, and with a greater striking distance.	Power : 4 Range : 3 Tiles Where Found : Ondol, 200h
Flame Whip			
The Morning Star imbued with the power of Flame. Makes a 'whoosing' sound when striking, and is the strongest whip in the game.	Power : 5 Range : 3 Tiles Where Found : Old Castle, free		

Items (Offensive)

Holy Water		Sacred Flame	
Throws a bottle of Holy Water in a small arch. Same power of the Leather Whip. You mainly use it to break through certain blocks in the game.	Obtained: Jova, 50h	Throws a ball of flame out in front of you that rises up, descends and disappears. Uses 2 Hearts per throw.. Great to use in conjunction with your whip on advancing enemies.	Obtained: Dabi's Path, Free
Dagger		Silver Dagger	
Throws a dagger straight ahead at enemies. Flies for 4 tiles. Strength(damage) is equal to Thorn Whip. As a weapon, it is pretty mediocre.	Obtained: Veros, 50h	Throws a dagger straight out from Simon. Stronger than the regular Dagger. Consumes a heart each time used. Full-screen range.	Obtained: Camilla Cemetery, 1x Garlic
Golden Knife		Diamond	
Uses 2 hearts each throw, flies fast and straight ahead. Has full-screen range and is very strong.	Obtained: Grim Reaper Boss	Shoots out a diamond ball that bounces off walls and hits monsters for medium damage. Uses 1 heart each throw. Only really useful in closed-in rooms in Mansions.	Obtained: West of Braham's Mansion
Laurel		Garlic	
Makes you invincible to enemies, their projectiles and Red Marshes for 10 seconds. Simon can hold 4 of these normally, and 8 of these with the Silk bag.	Obtained: Ondol, Aljiba, Diona	Drops a clove of garlic at your feet. Used only twice to obtain special items. When placed it will remain until you move off screen. Enemies that touch it will be 'stunned' and take damage until they die.	Obtained: Aljiba, Aldra, 50h for two

Items			
Stake		White Crystal	
One use special weapon that flies like other daggers/knives. Used to break ORB's in the mansions. Without it, you can not get a piece of Dracula from each Mansion. You can only carry one at a time.	50h One for sale in every mansion	Makes the floating stones visible in Berkeley mansion. Without the White Crystal, you cannot get the other 2. Required to get the Blue Crystal.	50h Town of Jova
Blue Crystal		Red Crystal	
Opens up the lake above Rover Mansion (also makes stones visible in Berkeley Mansion). Required to get the Red Crystal.	Free Town of Aljiba	Carries you through Deborah Cliff, also does what Blue & White Crystals can do.	Free Town of Alba
Silk Bag		Magic Cross	
Allows you to carry more laurels - up to 8. Rumored to heighten defensive power too.	Free ? Cemetery	Does nothing, but must be obtained to enter Dracula's Castle.	Laruba Mansion

Items: Pieces of Dracula

Rib		Heart	
Dons Simon with a Shield, which reflect fireballs. The shield will not block when Simon is in his whipping animation.	Berkeley Mansion	Show it to the ferryman on the Dead River to take you to Bodley Mansion	Rover Mansion
Eyeball		Nail	
Makes Simon able to see any 'Clues to Dracula's Riddle' hidden on the screen; and the sacred flame.	Braham Mansion	Equipping this gives the effect of Holy Water to your whip strikes. Whip damage is NOT increased.	Bodley Mansion
Ring			
Has no function really... just another item you need to enter Dracula's Castle.	Laruba Mansion		

Clues to Dracula's Riddle – Locations & Text

#1 - Veros, inside house with Chain Whip merchant, far right on second to last floor.

'Clear a path at Berkeley Mansion with a White Crystal.'

#2 - Berkeley mansion, Far right wall, upper level over spikes.

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

#3 - Berkeley mansion, left wall near Stake Merchant.

'Destroy the curse and you'll rule Braham's Mansion'

#4 - Berkeley mansion, 1 level up from orb room, right wall

"A flame flickers inside the ring of fire."

#5 - Aljiba Woods, First section, last block before water.

"To replenish earth, Kneel by the Lake with the Blue Crystal."

#6 - Aljiba ,Last house before cemetery.

"An old gypsy holds a diamond in front of Deborah cliff."

#7 -Rover Mansion ; Far right wall on bottom floor,above the Stake merchant.

"Destroy the curse with Dracula's Heart."

#8 -Rover Mansion ; Top right wall, above the back and forth jumping blocks.

"Garlic in the graveyard summons a stranger"

9 - Braham's Mansion

"Place the laurels in a silk Bag to bring them to life."

#10 - Braham's Mansion

"Wait for a soul with a red crystal on Deborah Cliff."

#11 - Jam Wasteland ; In first section

"Dracula's nail may solve the evil mystery."

#12 - Bodley Mansion ; High step in hanging body room (not orb room)

"The curse has killed the laurel tree."

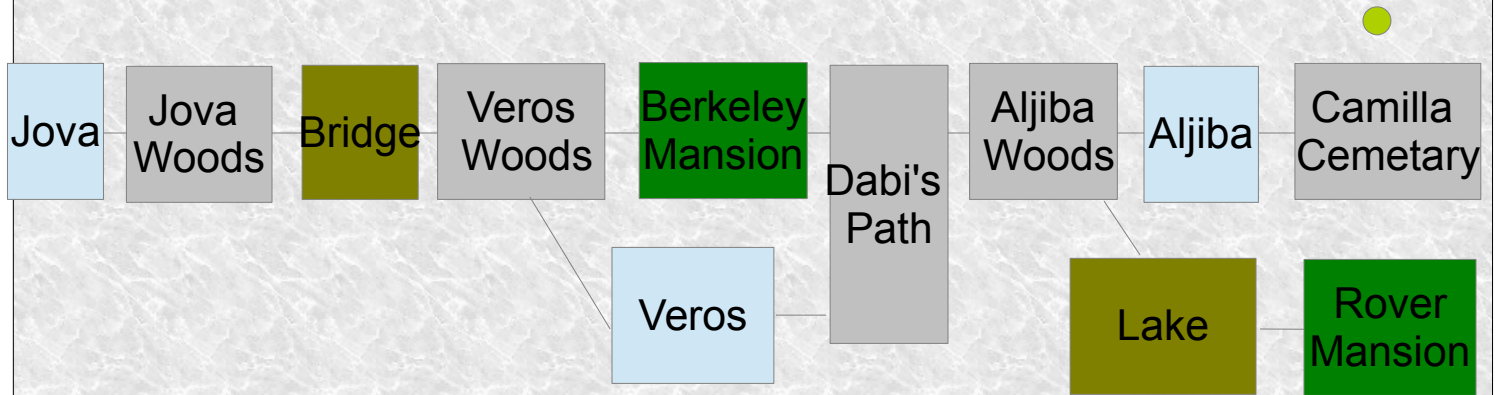
#13 - Wicked Ditch (Laruba Marsh fire lake section) ; next to Fireman

"Dracula's Evil Knife blurs Camilla's vision."

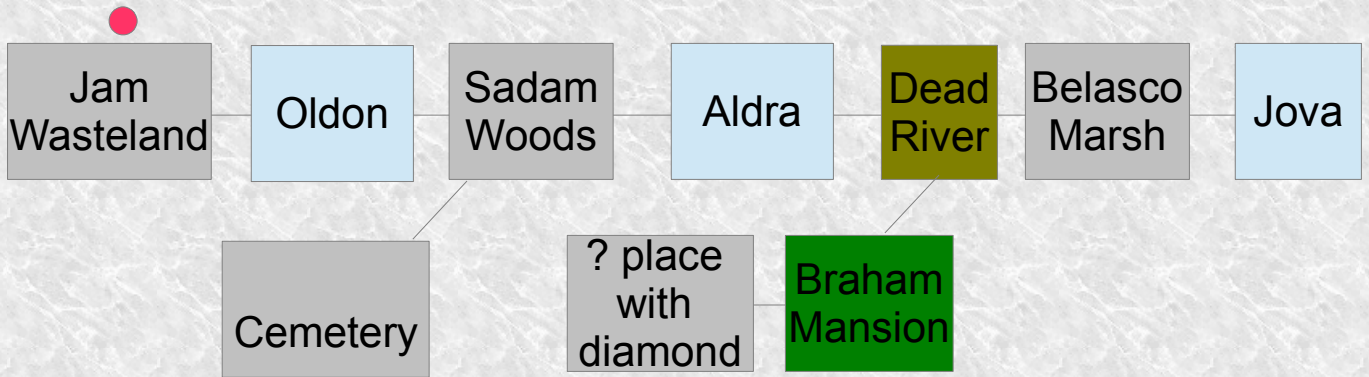
Map Connection Chart

● - Connected Areas

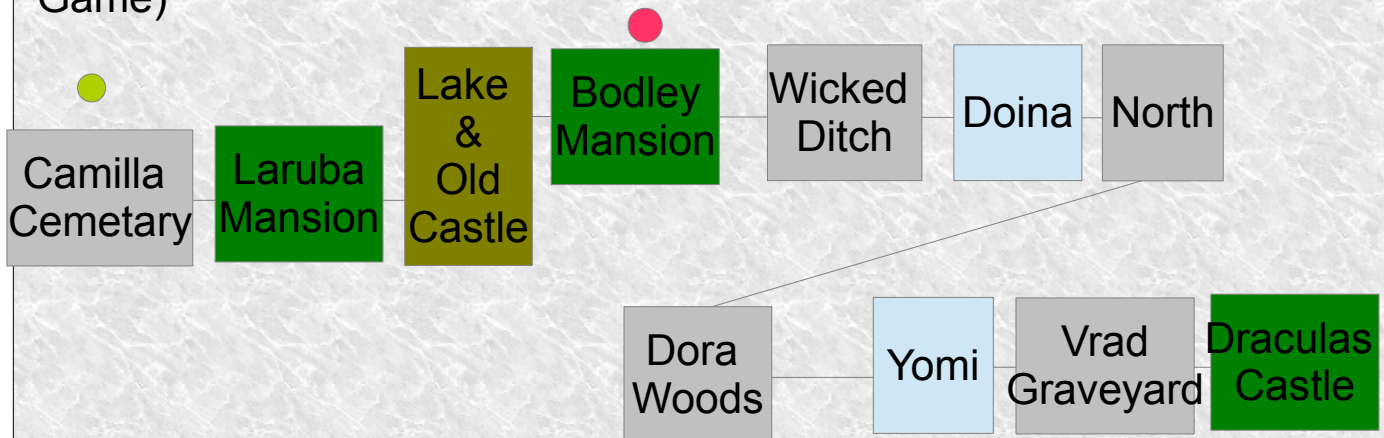
Eastern Translyvania (1st Part of Game)



Western Translyvania (2nd Part of Game)



Far Eastern Translyvania (3rd, Final Part of Game)



Walkthrough 1.1 : Starting out

You start in the Town of Jova; at level 0 and with 50 Hearts (dollars). Most NPC's in the game are located in towns. Some will give you tips about the game, some will just talk randomly, and some will sell you items. Also, Priests in Churches will refill your health, but are not in every town.

First, walk to your right and down the stairs, Buy a WHITE CRYSTAL for 50 hearts from the cloaked man. We will come back here later to buy the Holy Water. The THORN WHIP is sold here, it's more effective than the regular LEATHER WHIP, but we'll come back for that later.

Afterward, exit to the east to Jova Woods. Fight your way right to the bridge. On the bridge, Fish Men will burst out of the water in certain places and spit fireballs at you. Cross the bridge in daytime, to make fighting the Fish Men easier. After the bridge, you're in Veros Woods, keep moving right two screens and enter Berkeley Mansion.

In Berkeley Mansion, you'll fight for hearts until you've reached Level 1, and have saved 200 hearts! A lot, but it will get make you well prepared for your journey.

Town of Jova

- Church
- Thorn Whip - 100 hearts
- White Crystal - 50 hearts
- Holy Water - 50 hearts

Connecting Areas:

West - Belasco Marsh

East - Jova Woods

Walkthrough 1.2: Berkeley Mansion

When you first enter the mansion, if you have the White Crystal (or any other crystal) equipped you will see a blue floating block to jump onto. If you don't have the crystal equipped, the block is still there. Walk to the edge of the water, and put Simon's front foot over the water. Keep jumping straight up until you get onto the platform.

Start making your way to the Orb Room. Go right, then go up the stairs and walk left. Be careful of the Blue Demon in the middle of this floor, attack it quickly before he closes in on you. At the far left, jump up 3x, go up stairs, then head right into next section. (The floors around here are great for killing monsters to save up hearts.). When you must jump up, the first two blocks are fall-through, so stand on the edge for the extra distance.

Head right, go down both stairs, then head left and up the stairs, buy a STAKE (50 HEARTS); then head all the way downstairs. Proceed to walk right- the 2nd gray column has fall-through blocks under it, so jump over it (observe the skeletons path). Go into the next room, use your STAKE on the ORB, and you will get DRACULAS RIB.

When equipped, the RIB creates a shield when standing still, crouching or jumping. It deflects 'fireball' type projectiles.

Equip the Rib and go left; fall down @ the aforementioned pillar, keep going left while fighting off Demons and then climb the stairs. Go left again then jump down to exit the mansion.

You should have 200 hearts (or more), be Level 1, and have the White Crystal and Draculas Rib now.

Berkeley Mansion

- Dracula's Rib
- Stake – 50h
- Clues to Dracula's Riddle – 3

Connecting Areas:

West – Veros Woods

East – Veros Woods > Dabi's Path

Walkthrough 1.3: Veros

After exiting Berkeley Mansion, you must go back to Jova to purchase HOLY WATER. Head left from Berkeley Mansion through the two Woods' and over the bridge.

Town of Jova

Climb the first set of stairs you see, then enter the door on the right. Buy the HOLY WATER for 50 hearts. I also suggest buying a THORN WHIP.

Exit Jova and proceed back over through Jova Woods, over the Bridge and into Veros Woods. Keep going right past Berkeley Mansion and through the woods until you get to Dabi's Path.

Be on your guard, you won't have the opportunity visit a Church for a while.

Dabi's Path

In the second section (with just Bats and Floating Eye's), use HOLY WATER on the last 2 steps; walk left and use HOLY WATER again on the stone wall to receive the SACRED FLAME.

Aljiba Woods

Exit to the right into Aljiba Woods. In the first section, you can break the blocks near the lake to find a Clue to Dracula's Riddle. Watch the spiders overhead and keep heading East until you enter the Town of Aljiba.

Dabi's Path

- Sacred Flame

Aljiba Woods

- Clue to Dracula's Riddle

Walkthrough 1.4: Aljiba

If you arrive in Aljiba in nighttime, fight the zombies here to gain hearts and experience until daytime comes.

If you only have 50 hearts saved, skip buying Garlic and getting the Silver Knife.

Head into the first door, and buy some GARLIC (2 cloves, 50 Hearts) from the merchant. Then go to the far right, up the stairs and buy 2 LAURELS(4) from the merchant in the door. Head up the stairs again and to the left, 'Konami man' will trade you a BLUE CRYSTAL for your WHITE CRYSTAL.

If you bought Garlic, leave town heading east into Camilla Cemetery.

Camilla Cemetery

Drop 1 clove of GARLIC at the second large headstone (the rounded one), a cloaked man will appear. Speak to him and he will give you a SILVER KNIFE for free. Leave Camilla Cemetery.

Aljiba Woods

Go west back through town, and keep heading west into Aljiba Woods. Go down the long steps, and head right. You will come to a Lake. Equip the BLUE CRYSTAL and kneel for 5 seconds, the lake will open up to reveal the steps to Rover Mansion

Town of Aljiba

- Garlic(2) – 50h
- Laurels(2) – 50h
- Blue Crystal – Free

Connecting Areas:

West - Aljiba Woods

East - Camilla Cemetery

Camilla Cemetery

- Silver Knife

Connecting Areas:

West – Town of Aljiba

East – Laruba Mansion (unable to traverse from the western side)

Walkthrough 1.5: Rover Mansion

While you're here, you'll want to obtain Level 2(150 exp)-if you don't have it already- and save 200 hearts.

Proceed all the way right, and jump up onto the stones. You will notice a wall to the right. The wall is all fake blocks, jump through it and keep going right. Be careful of the moving purple block, jump on it to get over it. On the bottom level is a STAKE merchant. There is a Clue on the level above the merchant, in the east wall. Be careful of the invisible blocks, they are right above the spike pits.

Head back left, and go up all the way up the stairs you just passed. At the top, go right and watch out for the Spearman there. Go up the next stair set and then to your left. You have to jump back and forth to get up to the top level. Try to position Simon so his front foot is over the edge to jump up. Head right and down the first stair set. (another Clue in the east wall here.) Head left and fall down, use your STAKE on the orb to get DRACULAS HEART!

Go back the way you came to exit the Mansion. Go back up into Aljiba Woods and west to Dabi's Path. When you get to the large section, go down as far as possible and head left into the Town of Veros.

Town of Veros

You can buy a DAGGER at the first building, but it's not required. Its a mediocre side weapon, and you might already have a better 'knife'. Buy a CHAIN WHIP from the merchant in the far right building for 150 hearts. You will need HOLY WATER to get to both of the merchants.

Rover Mansion

- Dracula's Heart
- Stake's – 50h
- Clues to Dracula's Riddle – 2

Connecting Areas:

West - Aljiba Woods

Town of Veros

- Church
- Chain Whip - 150h
- Dagger - 50h

Connecting Areas:

West - Veros Woods

East - Dabi's Path

Walkthrough 1.6: Halfway Point

We will be leaving the Eastern Half of Translyvania, and not coming back. This is pretty much the 'halfway point' in the game. Head west all the way back to the first town, Jova.

Equipment / Items attained thus far:

Weapons: Chain Whip

Pieces: Dracula's Rib, Heart

Items: White & Blue Crystal, Silver Knife, Holy Water, Sacred Flame, Garlic(1), Laurels(2-4)

Town of Jova

Stop by the Priest in town to recharge your life bar if you are low on health. Otherwise, just go west to the Belasco Marsh.

Western Translyvania

Belasco Marsh

Equip DRACULA'S RIB before proceeding further. The rib will protect you from the Lizard Man's Fireballs; and your Chain Whip will defeat them easily. The Jaguars will run at you fast when they spot you, strike first to prevent getting hit by them. When you come to the Poison Marsh, use 1 LAUREL. Trudge left avoiding the Worm/Leech things and you will come to the ferryman on Dead River.

Dead River

Equip Dracula's Heart and the Ferryman will take you to Braham's Mansion. Be careful of the Fish Men on the ferry, they can be a real pain.

Belasco Marsh

Connecting Areas:

East – Town of Jova

West – Dead River

Walkthrough 1.7: Braham's Mansion

Braham's Mansion

Enter the Mansion and head right then up the multiple stair set. Then head left up the two stair sets. Go right, then up the two stair sets again. Head right into the next section, down the steps and to the left. At the last stair set, there is a Spear Knight at the bottom. Wait until it walks to the right, then head down the stairs quickly. If it hits Simon from the left side, it will easily put you into the spike pit.

Buy a STAKE from the person in the robe, then go down the steps and right into the next section.

This small room is the best place to collect Hearts and attain level 3. Enter, kill 3 bats, exit left, repeat. You will need to be level 3 to fight the Grim Reaper

Boss: Grim Reaper

He floats around and flings scythes at you. Use a combination of your whip and the SACRED FLAME/SILVER KNIFE to defeat him. You must strike fast and often to defeat him. Your reward is th GOLDEN KNIFE! After he's 'dead', head right, smash the orb, and get DRACULA'S EYEBALL. Head back the way you came to exit the mansion.

Before you leave, you should save about 200 hearts and be at level 3 or higher.

Optional: Getting the Diamond

Head west of mansion (best done in the daytime), you will be at a river. Jump from the stones while they are rising up will make Simon 'super jump'. Keep heading west, far into the wooded area is a cloaked man, this man will you give the DIAMOND for free. Head back the way you came.

Head back to the Ferryman, and speak to him to be taken across the river. After getting off, un-equip Dracula's Heart and speak to him again. Upon landing, proceed west, to the Town of Aldra.

Braham's Mansion

- Dracula's Eyeball
- Stake – 50h
- Golden Knife
- Clues to Dracula's Riddle - 2

Boss:

Grim Reaper

Connecting Areas:

East – Dead River

West - ?

? (Unnamed Area)

- Diamond

Connecting Areas:

East – Braham's Mansion

Walkthrough 1.8: Aldra & Oldon

Town of Aldra

A LAUREL merchant is inside the door visible when you first enter town. 'Konami Man' is on the second level to the left, and is visible from the ground level. Talk to him to trade your BLUE CRYSTAL for a RED CRYSTAL. A Church and a GARLIC merchant are on the top level.

Make sure you have 200 HEARTS or more. Head west through Sadam Woods (much easier in the daytime). The Sacred Flame is very effective against the slimes here. The enemies are hard, but each section is small so you can run left if things get dangerous. Now you're in the Town of Ondol.

Optional: Cemetery (Beneath Sadam Woods)

In Sadam Woods, go down the steps and left into the cemetery. You will need 2 Laurels to get through the Red Marsh to get into and out of the cemetery. Drop a clove of GARLIC at the last headstone and the Graveyard Duck will appear. He will give you the SILK BAG.

Town of Ondol

The MORNING STAR and LAUREL merchants are on the middle levels. Only informative NPC's are on the top level. Buy a MORNING STAR asap, the CHAIN WHIP is very weak against monsters on the western side of Transylvania. Also make sure to have 3 LAURELS in your inventory, you'll need them later. Exit town from the west.

Town of Aldra

- Church
- Garlic(2) – 50h
- Laurels(2) – 50h
- Red Crystal - Free

Connecting Areas:

East - The Dead River
West - Sadam Woods

Unnamed Cemetery

- Silk Bag

Connecting Areas:

East - Sadam Woods

Town of Ondol

- Morning Star - 200h
- Laurels(2) - 50h

Connecting Areas:

West - Jam Wastelands
East - Sadam Woods

Walkthrough 1.9: To the far East

Jam Wasteland

Head west into the Jam Wasteland. It is small and not too dangerous. Make sure to 'Super Jump' as the blocks rise to get across the river. At the very end, there is a Clue to Dracula's Riddle hidden in the blocks just before the cliff. Walk up to Deborah Cliff to the left, equip the Red Crystal, and kneel for 5 seconds. A Whirlwind will take you to Far-Eastern Transylvania. You will not be able to get back to West Transylvania easily after this.

Far Eastern Transylvania & The Old Castle

Welcome to the third and final section of the game. This area is of course harder, but not as long. The whirlwind will put you at Bodley Mansion. Head west to the lake; again, kneel by the lake while holding the RED CRYSTAL. Head left into the Old Castle and jump onto the floating blocks, at the end break through the blocks with your HOLY WATER. The cloaked man will add fire power to your chain whip. You now have the FLAME WHIP! Head back to the Bodley Mansion, where you just came from.

Jam Wasteland

- Clue to Dracula's Riddle - 1

Connecting Areas:

East – Town of Ondol

Bodley Mansion

Connecting Areas:

West – Old Castle

East – Wicked Ditch

Old Castle

- Flame Whip

Connecting Areas:

West – Laruba Marsh & Laruba Mansion

East – Bodley Mansion

Walkthrough 2.0 : Bodley Mansion

Bodley Mansion

While we're visiting Bodley, you'll want to take Simon to level 4. Walk right and climb all the way up the set of stairs, watch out for the Blue Slimes and 'fake blocks' on the 3rd level. On the top level, go right and stay on the upper platforms. Jump through the Fake Blocks at the top wall. Keep falling down until you are on the 2nd level, start walking right, and break the block wall with your Holy Water. In the hanging bodies room, there is a CLUE on the upper level(not reachable from here).

Head right, take the stairs down and watch the Bone Thrower on the bottom floor. Jump through the fake blocks on the left wall, walk left and buy a STAKE. There are fake blocks a few steps after him. Drop down, walk left, drop down again and walk right. Break open the orb, and grab DRACULA'S NAIL. With it equipped, your whip will break blocks just like the Holy Water does.

To exit the mansion, walk back left, and head up all the stair sets. Go left into the next section, and get on the top level, above the spikes & water. Jump through the fake blocks to the left, head west to exit the mansion.

Bodley Mansion

- Dracula's Nail
- Stake – 50h
- Clues to Dracula's Riddle - 1

Connecting Areas:

East – Wicked Ditch

West – Old Castle

Walkthrough 2.1 : Laruba Mansion

Head back left, through the Old Castle, and into the Laruba Marsh. In the next section is all Red Marsh, you will need about 2-3 LAURELS to get through it. Go left into the next section and you're at Laruba Mansion. There is a Clue to Dracula's Riddle in the red marsh.

Laruba Mansion

Upon entering, head right, then up the stairs, then left, and up those stairs. Walk right and jump up, keep heading right and go into the next section. Go up the stairs, and head right and buy a STAKE. Go up the stairs, and walk right.

Keep falling down until you are on a small ledge(the second to last level has 2 enemies on, that are hard to avoid). Step out onto the last block, and jump all the way to the right. Fall down left, and go right into the Boss Room.

Boss - Mask

When you enter the Masks' room, it rises up and then spits 2 fireballs that burst into 5 smaller fireballs. After this he just circles around the room a few times before returning to drop fireballs. Use Dracula's Rib to deflect the fireballs. Although Diamonds would seem ideal for this fight, he takes no damage from them. The golden Knife in combination with your Flame Whip is your best bet to defeat him. When he dies, he drops the MAGIC CROSS.

Head right and use you Stake on the Orb, you will get DRACULA'S RING.

On exiting, head far left from the Boss and Orb rooms. Jump on the floating platforms and watch out for the flying spikes. The cloaked Man in the corner will give you 8 LAURELS for free!!

To Exit: Walk back to right, then jump up the ledges and head left. Watch the spiders that come down from the ceiling. Again, jump up the ledges here. You will go up quite a few, when you can, go left, and take the stairs down. Jump off to the left and you're back on the ground floor. Exit stage left.

Before you leave it would be a good idea to level up to level 5. You can also stay here and level all the way to 6 (the max level).

Laruba Mansion

- Draculas Ring
- Stake – 50h
- Magic Cross
- 8 Laurels (free)

Connecting Areas:

West - Camilla Cemetary

East - Old Castle/Wicked Ditch

Boss:

Crying Mask

Walkthrough 2.1 : The last path

Wicked Ditch

Head all the way right, through the Laruba Marsh, Old Castle, past Bodley Mansion, Wicked Ditch, and into the Town of Doina.

Town of Doina

This is the last real town on the way to Dracula's Mansion. Not much here except for four informative NPC's, a Church and a LAUREL salesman. Head east into North.

North > Dora Woods

Equip Dracula's Rib and watch out for Fishmen on the bridge, use patience and your Flame Whip/Golden Knife to take them out. You'll need a LAUREL to cross the red marsh. When you get into Dora Woods, walk down the steps and into the Town of Yomi.

Side Note: If you head all the way east in Dora Woods, you'll come to a bridge then a section with a large red marsh. This is a dead end. At the very end, there is an invisible staircase you can walk up if you jump/fall down.

Town of Yomi

Only one person in the whole town. No services or Church. At night, only crows will attack from above, there are no Zombies in town. Travel east into Vrad Graveyard.

Vrad Graveyard

A small graveyard, with Mummies, Eagles and Floating Busts. Deal with them and make your way right.

Draculas Castle

If you have all of the pieces of Dracula, you will be able to break the blocks at the beginning of the Bridge. Get up onto the bridge and walk right, no enemies are in the castle to assail you.

Town of Doina

- Church
- Laurels(2) - 50h

Connecting Areas:

West - Wicked Ditch
East - North

Town of Yomi

- No Services

Connecting Areas:

West - Dora Woods
East - Vrad Graveyard

Walkthrough 2.2 : Dracula's Castle

Welcome back to Dracula's Castle. This looks very similar to Dracula's Castle from Castlevania I. And once you enter the first section, you cannot walk back out. You must win, or die trying. Start walking right, and at the dead-end, use HOLY WATER to break away the blocks. Descend the stairs and then fall down until you reach the bottom. Go left, climb up the stairs and jump onto the small ledge to drop left. Walk right, and go down some more stairs. Walk right and prepare for your final encounter with Dracula.

When you walk into the room Simon automatically tosses all the Pieces of Dracula into the cauldron. A flame will erupt and Dracula will appear.

Final Boss : Dracula

Dracula stays still at first, then starting teleporting around the room in a circle, occasionally lifting his arms and tossing 2 to 3 spinning scythes at you. These scythes do a lot of damage and are hard to avoid.

When he first appears, strike him as many times as possible with your whip, and toss some Golden Knives at him. For a really easy method, jump and constantly throw Sacred Flames onto the altar. Once he starts spinning , go on the offensive and start attacking one of his four teleporting images. Use Laurels if your life gets low. 10+ hits from either weapon should do him in.

Dracula's Castle

- Nothing

Connecting Areas :

West – Vrad Graveyard

Boss:

Dracula

The Ending

8 Hours or Less (Best ending)

Simon kneels at Dracula's grave. "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".

8 – 15 Hours (Sad Ending)

Simon kneels at Dracula's grave. "Although the battle between Simon and Dracula has concluded Simon couldn't survive his fatal wounds. Translyvanias only hope is a young man who will triumph over evil and rid the city of Dracula's deadly curse."

15 Hours or more (Worst Ending)

Where is Simon!? "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."

F.A.Q.

Q: A NPC in a town states this: "There is a flame on top of the 6th Tree in Denis Woods". What does this mean?

A: I have no idea which woods is considered denis woods. I have checked the odd woods near the end of the game , and nothing strange has happened. Where is Denis Woods? Is it the Last marshy/woods area above the last town before draculas castle?

Q: (#1) Continued...

A: A lot of what the npc's say in the game does not make much sense. This includes many Clues to Dracula's Riddle. Often, they reference things or areas that don't exist, or give you information that is so incredibly cryptic it has little to no value. A decent number of them are truly informative, but spending time trying to decipher what the rest really mean is a waste of time.

Q: The names of the last two towns in your guide are different from their names in other guides. Also several other areas are unnamed in western Translyvania. What gives?

A: Several guides dispute the names of the last two towns. There is very little text in game that actually makes direct reference to the names of these towns. I try to use the only tidbits given in my naming conventions. As far as the other areas, I cannot find anything directly from Konami that has a specific name for these areas.

Walkthrough : Speed

This guide is very abbreviated, Boss battles are not discussed, please see appropriate main guide section.

Jova >Jova Woods/Veros Woods > Berkeley Mansion

Start out in Jova Town. Go right, then down the stairs and into the house. Buy Holy Water, and head east into Jova Woods. Continue all the way right through Jova & Veros Woods to Berkeley Mansion. Equip your holy water, and start killing monsters. You'll fight here to obtain level 1, and 250 hearts total! Best place is on the top left level, above the slimes.

Berkeley Mansion > Jova Woods/Veros Woods > Jova

Go back to Jova, buy white crystal 50 hearts. Stop by the Church if needed. Go back into Jova woods, and head down into the Town of Veros. Buy a chain whip for 150h. (fight in town here for Exp/Hearts if its nighttime)

Jova >Jova Woods/Veros Woods > Veros > Dabi's Path > Aljiba Woods > Aljiba

Climb up, go to next screen, get Sacred flame. Go to Aljiba and get the blue crystal. Buy 50h of Laurels.

Aljiba > Lake > Rover Mansion >>> Belasco Marsh

Head west from Aljiba, go down the steps and east to the lake. Kneel while holding the blue crystal. Obtain the Stake, and get Dracula's Heart from Rover Mansion. Attain level 2 while in Rover Mansion. Then head all the back to Jova, and west into Belasco Marsh.

Belasco Marsh > Braham Mansion > Ondol

Equip Dracula's Heart and talk to the Ferryman. Walk left and enter Braham's Mansion. Obtain the Stake and get Dracula's Eyeball. Attain level 3 before you fight the Grim Reaper. Kill the Grim Reaper for the Golden Knife. Exit the mansion and go back the Ferryman. Cross back over, get off, unequip the Heart and ride the ferry to the other side. Head west on the top path and enter Ondol.

Walkthrough : Speed (Continued)

Ondol > Jam Wasteland > Old Castle > Bodley Mansion

Buy a Morning Star, 3 Laurels, and obtain the Red Crystal in Ondol. Exit west to Jam Wasteland and kneel next to the cliff with the Red Crystal equipped. After landing, go west into the Old Castle and get the Flame Whip.

Bodley Mansion > Old Castle > Laruba Mansion

Enter Bodley and make your way to Dracula's Nail after getting the Stake. Level up to level 4 here. Leave and head south west through the Old Castle, using your Laurels when in the Red Marsh. Enter Laruba Mansion, fight through and then defeat the Mask boss for the Magic Cross. Grab Dracula's Ring and leave the Mansion. On your way out speak to the Cloaked NPC to get the free Laurels. Level up to 5 or 6 here if so desired.

Laruba Mansion > Old Castle > Wicked Ditch > Doina > North > Dora Woods > Yomi > Vrad Graveyard

Leave Laruba Mansion and go back through Old Castle, by Bodley Mansion and to the Wicked Ditch. Pass through the Town of Diona and visit the Church if needed. Proceed west to 'North' and take the stairs down in Dora Woods. Walk straight through the Town of Yomi and into Vrad Graveyard. This will be the last place to collect Hearts if needed. Head right over the bridge and into Dracula's Castle.

Dracula's Castle

Make your way through the castle and to Dracula. You can kill him very quickly with the Sacred Flame before he starts moving around the room. Congratulations! You probably made record time and got the best ending!