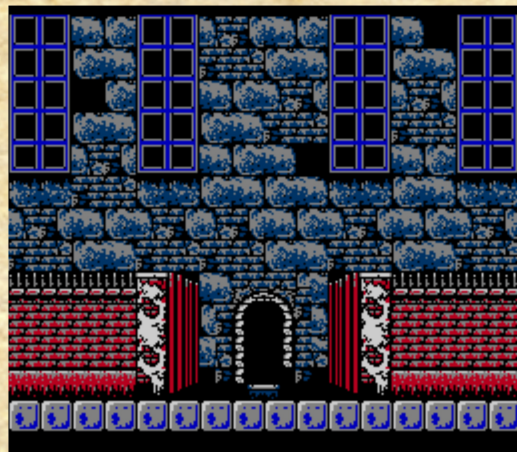


Castlevania II: Simon's Quest



Strategy Guide for the NES

Contact & Legal

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Update Notes

Last Update:

10/28/2020

- Created new guide, tightened up some direction, clipped unused pathing

5/31/15 Version 1.0

- Spell check, grammar, visual formatting

05/04/15

- 1st Rough Draft

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 Transylvania. Save Transylvania 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.

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

Game Information

Players: 1

Console: NES

Type: Adventure, Side-Scrolling

Saving: Password

Style: 1 life, Infinite Continues

Simon Belmont (The player)

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	Hearts
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.	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.
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 (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. 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. This list is incomplete, and is missing several areas.

@ 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 Transylvania,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, Storigoi Graveyard, All far-eastern Transylvania

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

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

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

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

Transylvania

Transylvania 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 Transylvania. 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 Transylvania 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 Tossers 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. 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.

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

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.

Thorn Whip

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

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

Morning Star

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 (Holy Water required)
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 Brahm'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 50h for Two	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: Other

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.	Obtained: For sale in every mansion, 50h	Makes the floating stones visible in Berkeley mansion. Without the White Crystal, you cannot get the other 2. Required to get the Blue Crystal.	Obtained: Town of Jova, 50h
Blue Crystal		Red Crystal	
Opens up the lake above Rover Mansion (also makes stones visible in Berkeley Mansion). Required to get the Red Crystal.	Obtained: Town of Aljiba, free	Carries you through Deborah Cliff, also does what Blue & White Crystals can do.	Obtained: Town of Alba, free
Silk Bag		Magic Cross	
Allows you to carry more laurels - up to 8. Rumored to heighten defensive power too.	Obtained: Storigoi Graveyard, free	Doubles your defensive power, and must be obtained to enter Dracula's Castle.	Obtained: Laruba Mansion, defeat the Grim Repear

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.	Obtained: Berkeley Mansion	Show it to the ferryman on the Dead River to take you to Bodley Mansion	Obtained: Rover Mansion
Eyeball		Nail	
Makes Simon able to see any 'Clues to Dracula's Riddle' hidden on the screen; and the Sacred Flame.	Obtained: Brahm Mansion	Equipping this gives the effect of Holy Water to your whip strikes. Whip damage is NOT increased.	Obtained: Bodley Mansion
Ring			
Has no function really... just another item you need to enter Dracula's Castle.	Obtained: 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 - Brahm's Mansion

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

#10 - Brahm'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."

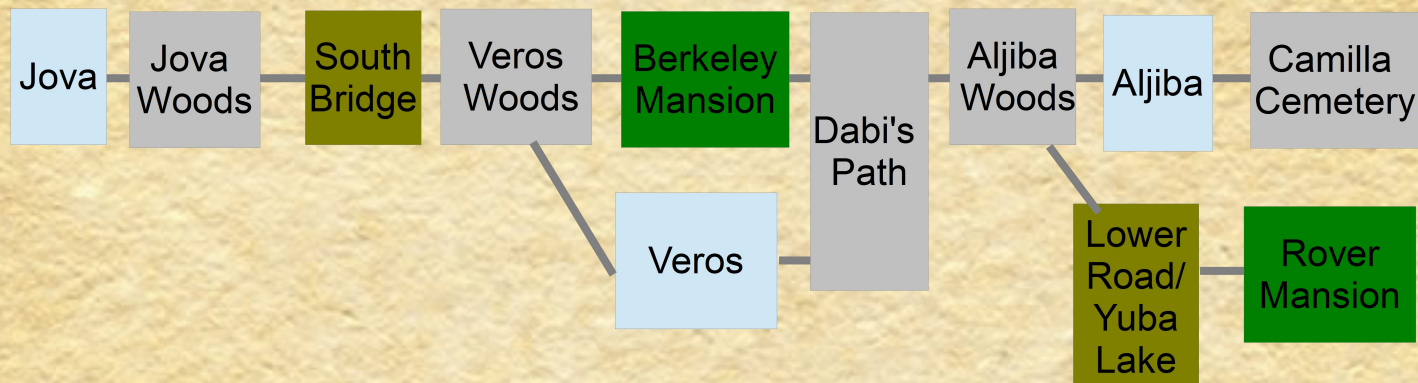
#13 - Wicked Ditch (Joma Marsh fire lake section) ; next to Fireman

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

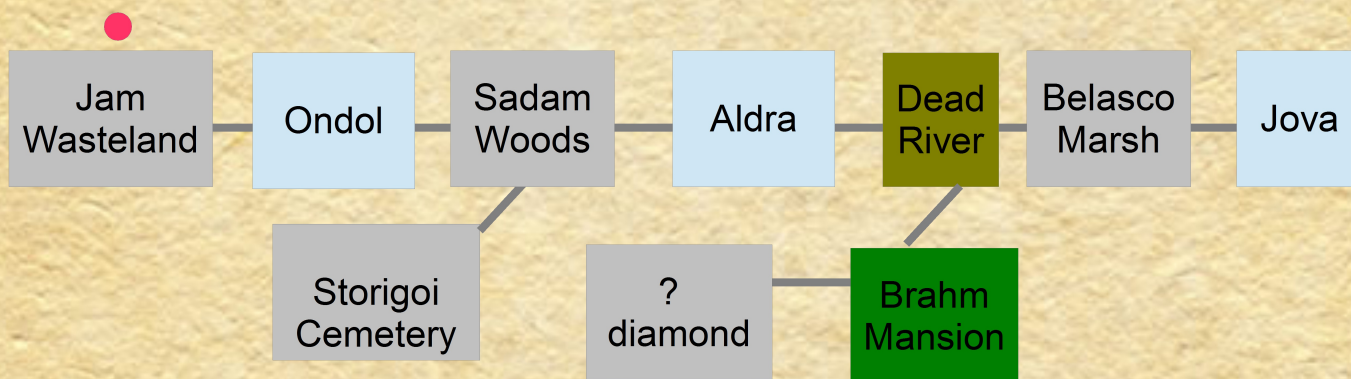
Map Connection Chart

● - Connected Areas

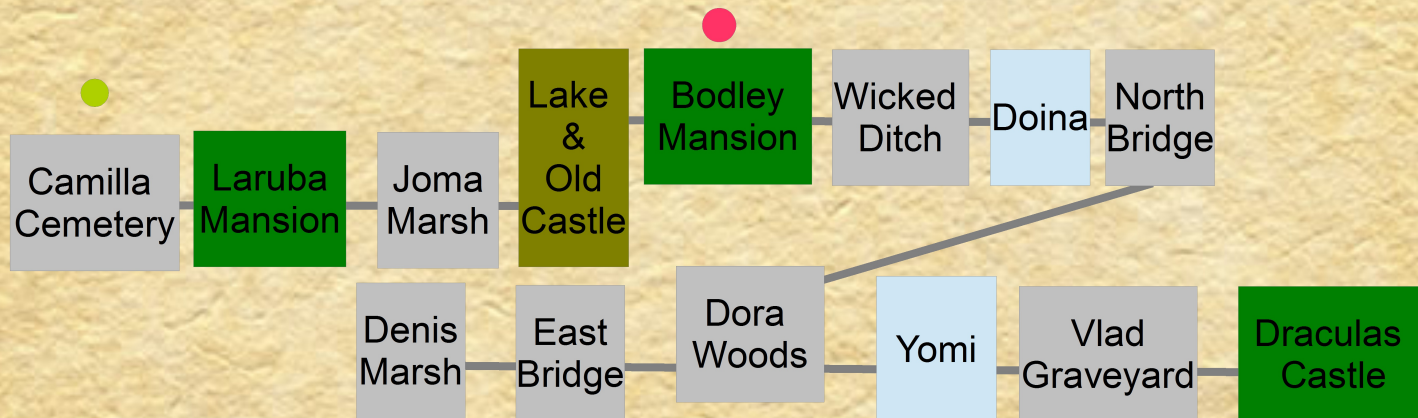
Eastern Transylvania (1st Part of Game)



Western Transylvania (2nd Part of Game)



Far Eastern Transylvania (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. 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. Afterward, go downstairs and exit to the east to Jova Woods. Go to the rightmost part of the screen and fight skeletons here until you earn another 50 hearts. Nighttime will probably come so wait until it is day again and go back into Jova and up the stairs then into the first door to buy HOLY WATER. Afterward, exit to the east back into Jova Woods.

Town of Jova

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

Connecting Areas:

West - Belasco Marsh
East - Jova Woods



Jova Woods

Jova Woods only contains the most basic enemies – skeletons and wolf men. The wolf men are a bit stronger and will start jumping when they get close. Keep fighting and head to the right.

Connecting Areas:

West – Town of Jova
East – South Bridge

Walkthrough 1.2: South Bridge to Berkeley



South 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. You'll probably attain level 1 by now, if you haven't already. After the bridge, you're in Veros Woods,

Connecting Areas:

West – Jova Woods
East - Veros Woods



Veros Woods

In Veros Woods, keep moving right two screens and enter Berkeley Mansion. The single fish man here can be annoying to deal with, so be patient.

The stairs down (the south road) will take you to the town of Veros, but we are going to Berkeley Mansion first.

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

Connecting Areas:

West – South Bridge
East – Berkeley Mansion
South East – Town of Veros

Walkthrough 1.3: 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 first set of stairs. Go left again then jump down to exit the mansion.

When you exit Berkeley, head back west and while in Veros Woods, go south east into the town of Veros.

Berkeley Mansion

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

Connecting Areas:

West – Veros Woods

East – Dabi's Path

Walkthrough 1.4: Veros



Town of Veros

You can buy a DAGGER at the first building, but it's not required. It's a mediocre side weapon, and you'll be getting a much better version soon. Stop by the Church to refill your health if needed. 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.

After getting your new whip, exit the town to the east into Dabi's Path. Be on your guard, you won't have the opportunity visit a Church for a while.

Town of Veros

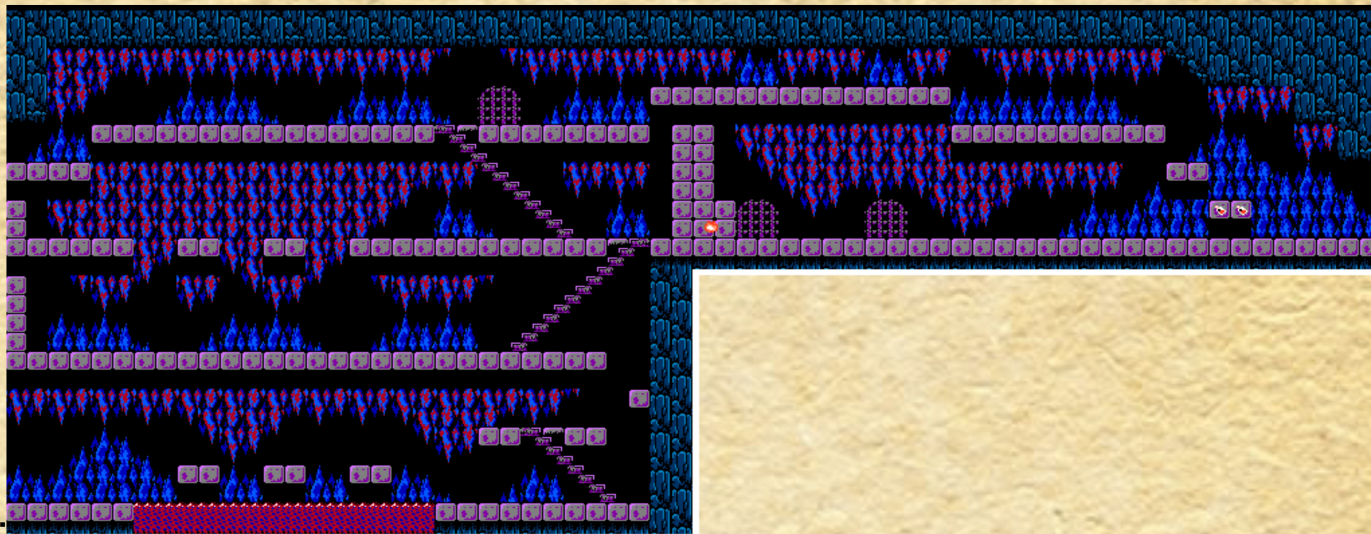
- Church
- Chain Whip - 150h
- Dagger - 50h

Connecting Areas:

West - Veros Woods

East - Dabi's Path

Walkthrough 1.5: Dabi's Path & Aljiba Woods



Dabi's Path

Take your time and always kill the Floating Eye's because they will become a real nuisance. Cross the poison marsh and then climb up both staircases. Head right when you're at the top level. Now you're 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.

Exit to the right and you'll be in Aljiba Woods.

Dabi's Path

- Sacred Flame

Connecting Areas:

East – Aljiba Woods
West – Veros Woods,
South West – Town of Veros



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! Ignore the steps for now and keep heading East until you enter the Town of Aljiba.

Aljiba Woods

- Clue to Dracula's Riddle

Connecting Areas:

East – Aljiba
South East – Lower Road
West – Dabi's Path

Walkthrough 1.6: Aljiba



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

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. Go back downstairs and head east into Camilla Cemetery.

Town of Aljiba

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

Connecting Areas:

West - Aljiba Woods
East - Camilla Cemetery



Camilla Cemetery

Drop 1 clove of GARLIC at the large headstone, a cloaked man will appear. Speak to him and he will give you a SILVER KNIFE for free. Leave Camilla Cemetery and go west back through town, and keep heading west into Aljiba Woods.

Camilla Cemetery

- Silver Knife

Connecting Areas:

West – Town of Aljiba
East – Joma Marsh (one-way from marsh)

Walkthrough 1.7: Lower Road to Rover Mansion



Aljiba Woods > Lower Road > Yuba Lake

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.

Connecting Areas:

East – Rover Mansion

West – Aljiba Woods



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. The strategy for Rover is on the adjoining page.

Rover Mansion

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

Connecting Areas:

West – Yuba Lake

Walkthrough 1.8: Rover Mansion & Back to Jova

Before starting anything, walk back and forth along the lower floor here and level up to level 3. Proceed all the way right, and jump up onto the stones. You will notice a wall to the right it's 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. 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. We will be leaving the Eastern Half of Transylvania, and not coming back. This is pretty much the 'halfway point' in the game. Head west all the way back west 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. Equip Draculas' Rib and exit to the west into the Belasco Marsh (preferably in the daytime).



Belasco Marsh

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. 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 Brahm'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

Dead River

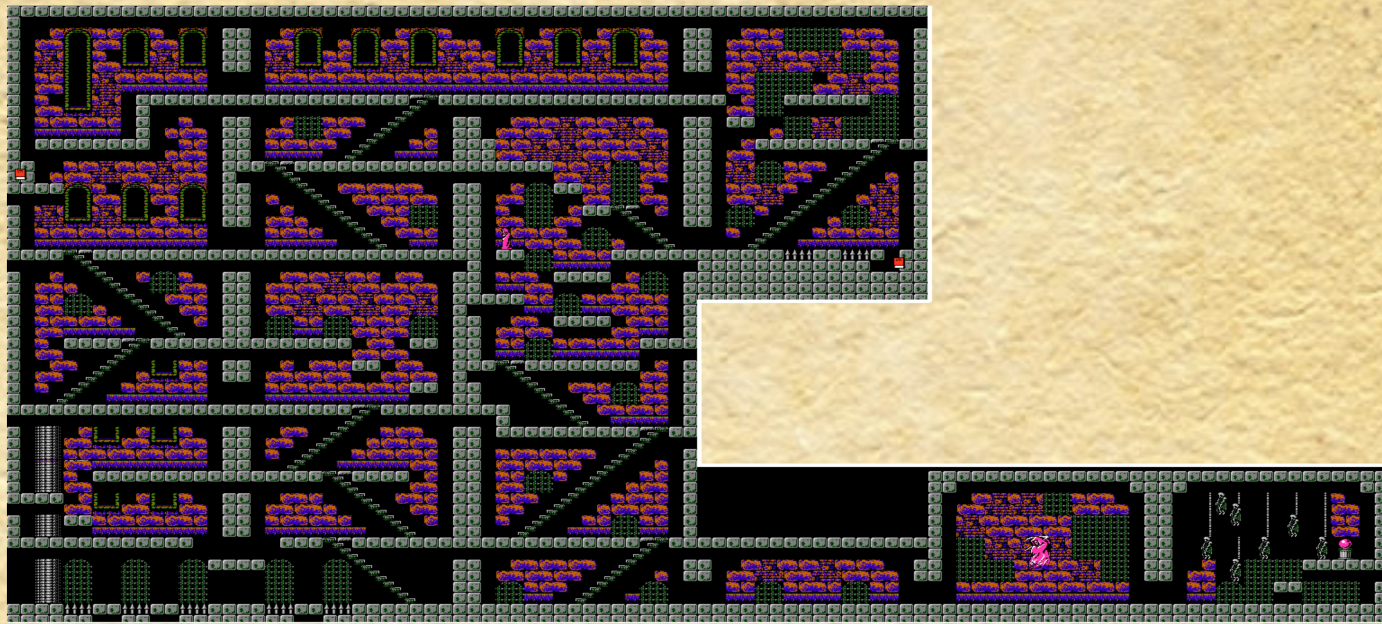
Connecting Areas:

East – Belasco Marsh

West – Aldra

West (with Heart) – Brahms Mansion

Walkthrough 2.1: Brahm'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.

Between the Devil and the Spearman is a great place to collect hearts! You will need to be level 3 to fight the Grim Reaper.

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, fall down then go down the steps and right into the next section.

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 the 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 have about 200 hearts saved.

Brahm's Mansion

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

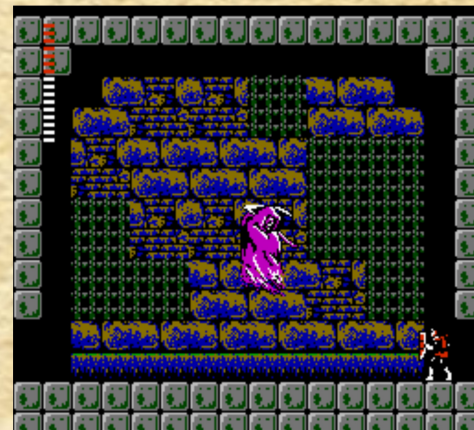
Boss:

Grim Reaper

Connecting Areas:

East – Dead River

West - ?



Walkthrough 2.2: To the Diamond



Optional: Getting the Diamond

Head west of Brahm's mansion (best done in the daytime), and you'll arrive at a river. Jump from the stones while they are rising up to make Simon 'super jump'. At the two stones next to each other, jump when the block is moving down, which will make Simon do a regular jump. Keep heading west, far into the wooded area is a cloaked man, this man will give you 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. Jump off quickly, un-equip Dracula's Heart and walk right and back left to respawn him. Speak to him again. Upon landing, proceed west, to the Town of Aldra.

? (Unnamed Area)

- Diamond

Connecting Areas:

East – Brahm's Mansion

Walkthrough 2.3: Aldra



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 to Sadam Woods.

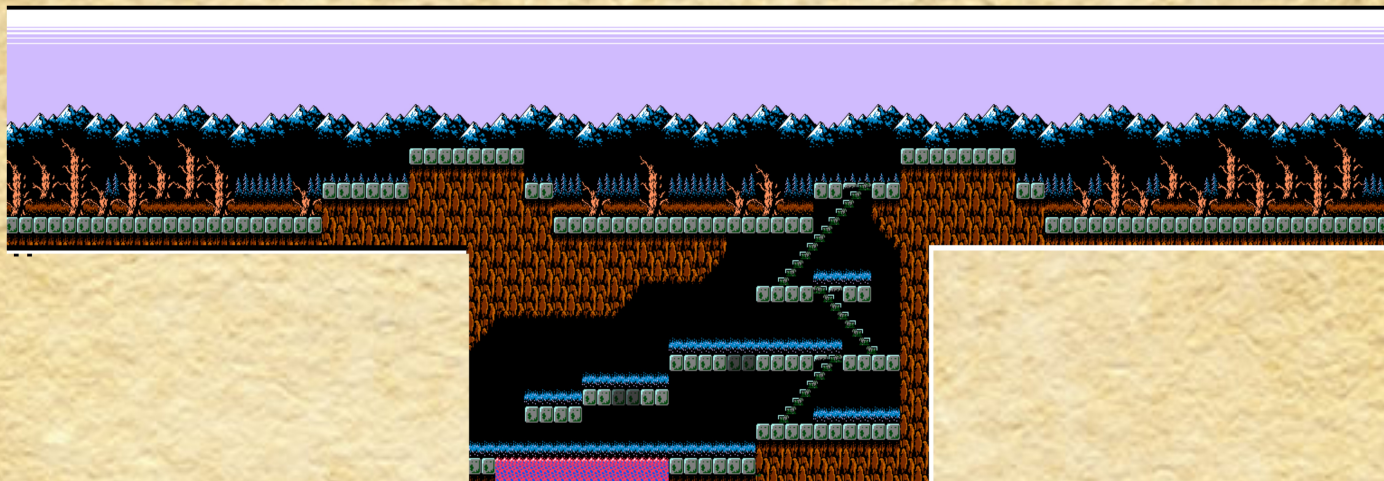
Town of Aldra

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

Connecting Areas:

East - The Dead River
West - Sadam Woods

Walkthrough 2.4: Sadam Woods & Storigoi Graveyard



Sadam Woods

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.

If you want to get another item, the SILK BAG, head down the stairs here. It is not that useful of an item. You'll need 2 Laurels to get the Silk Bag safely.

If you did or didn't get the Silk Bag, head west in the Sadam Woods. Now you're in the Town of Ondol.

Connecting Areas:

East – Town of Aldra
West – Town of Ondol
South West – Storigoi Graveyard



Storigoi Graveyard

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.

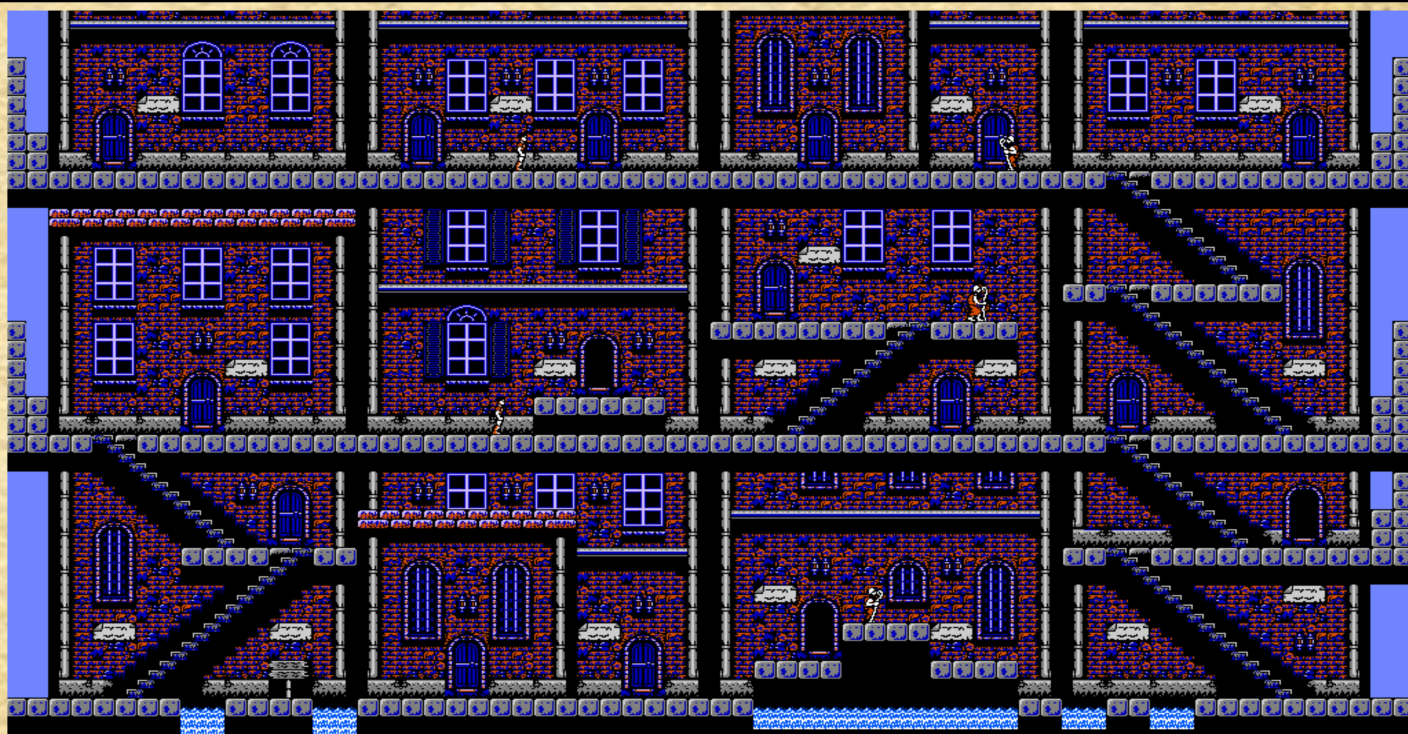
Storigoi Graveyard

- Silk Bag

Connecting Areas:

East – Sadam Woods

Walkthrough 2.5: Ondol & Jam Wasteland



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, as 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 to the west.

Town of Ondol

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

Connecting Areas:

West - Jam Wastelands
East - Sadam Woods



Jam Wasteland

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 before the cliff. Walk up Deborah Cliff, 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.

Jam Wasteland

- Clue to Dracula's Riddle - 1

Connecting Areas:

East - Town of Ondol
Whirlwind - Bodley Mansion

Walkthrough 3.1: Bodley Mansion



Bodley Mansion

Welcome to far-eastern Transylvania and the last part of the game! Step right into Bodley Mansion, where 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 dead end. Fall down twice, 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 left-most 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.

After exiting the mansion, head west, to the Lake, and the Old Castle.

Bodley Mansion

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

Connecting Areas:

East – Wicked Ditch
West – Lake & Old Castle

Walkthrough 3.2: The Old Castle

The Lake & The Old Castle

Head west to the lake; again, kneel by the lake while holding the RED CRYSTAL. Go down the stairs and west into the Old Castle.



Old Castle

Stay on the ground floor and go left. 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! Jump back to the where you entered on the right, and this time go up the 'stairs'. Jump over the gaps while avoiding the Skeleton Heads and keep going left. The exit is on the ground floor.. about 70% of the Old Castle is pointless to explore. Step west into the Joma Marsh, and onto our next mansion.

Old Castle

- Flame Whip

Connecting Areas:

West – Joma Marsh

East – Lake, Bodley Mansion

Walkthrough 3.3: Joma Marsh



Joma Marsh (Right Side)

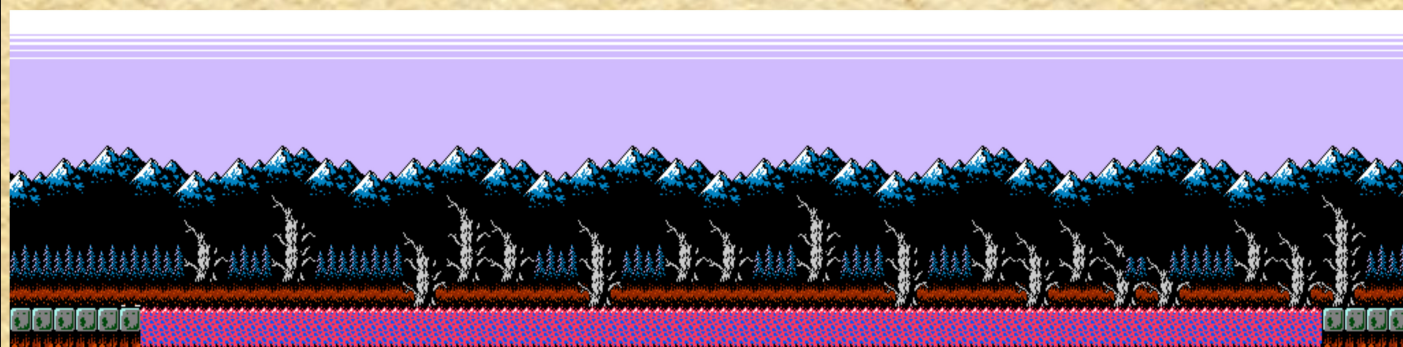
Joma Marsh is mostly Red Poisonous Marsh, you will need about 2-3 LAURELS to get through it. The first part is a standard area with some new dangerous enemies. There is a Clue to Dracula's Riddle in the second set of stones. Go left into the next section and you'll be at the marshy part. Use your laurels and don't stop to kill any monsters along the way. Head west and now you're at Laruba Mansion. If you go left, you'll be in another huge section of marsh.

Joma Marsh

- Clues to Draculas Riddle – 1

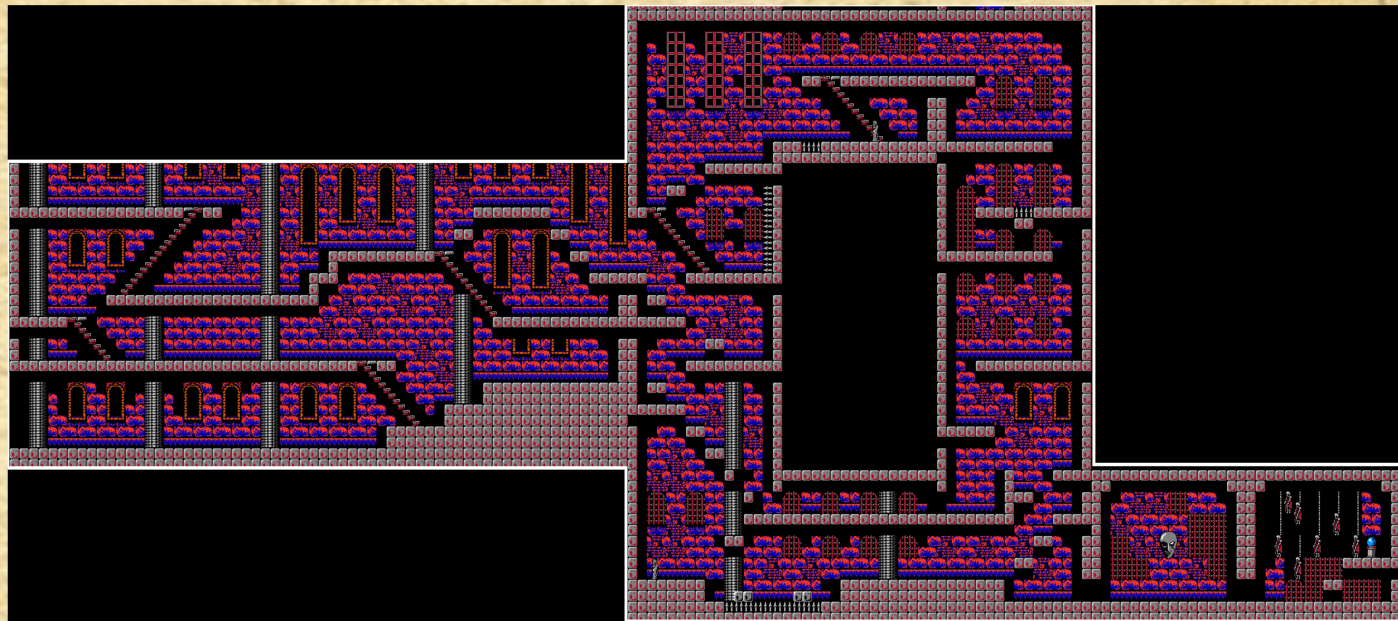
Connecting Areas:

West - Camilla Cemetary, Laruba Mansion
East - Old Castle



If you continue to go west, you'll go 'around the world' and end up in Camilla Cemetery. Then if you jump over the high wall, the only way back is going back through Deborah Cliff!

Walkthrough 3.4: Laruba Mansion



Upon entering, head right, then up the stairs, then left, and up those stairs. Walk right past the stairs and jump up, keep heading right, pass those stairs 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 through this tiny area (with the enemies) and go right into the Boss Room.

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 fill up your LAURELS for free!!

To Exit: Walk back right, then jump up the ledges and head left. Watch the spiders that come down from the ceiling. Again, jump up the ledges here. 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 – Joma Marsh > Camilla Cemetary
East – Joma Marsh > Old Castle

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. The golden Knife in combination with your Flame Whip is your best bet to defeat him. When he dies, he drops the MAGIC CROSS.

Walkthrough 3.5: Wicked Ditch

After leaving Laruba Mansion, our goal is to get back to Bodley Mansion, then go east into the Town of Doina. Use the Laurels you got in Laruba to traverse the marsh section, and begin the long trek back



Wicked Ditch

A short section with various monsters, that acts a small pass-through to Doina.

Connecting Areas:

East – Town of Doina

West – Bodley Mansion

Walkthrough 3.6: Doina – North Bridge



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.

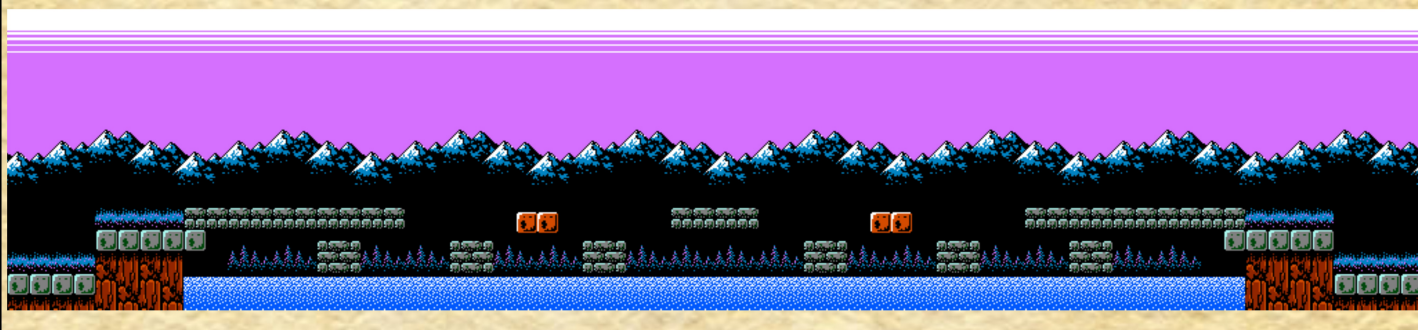
Town of Doina

- Church
- Laurels(2) - 50h

Connecting Areas:

West - Wicked Ditch

East – North Bridge



North Bridge

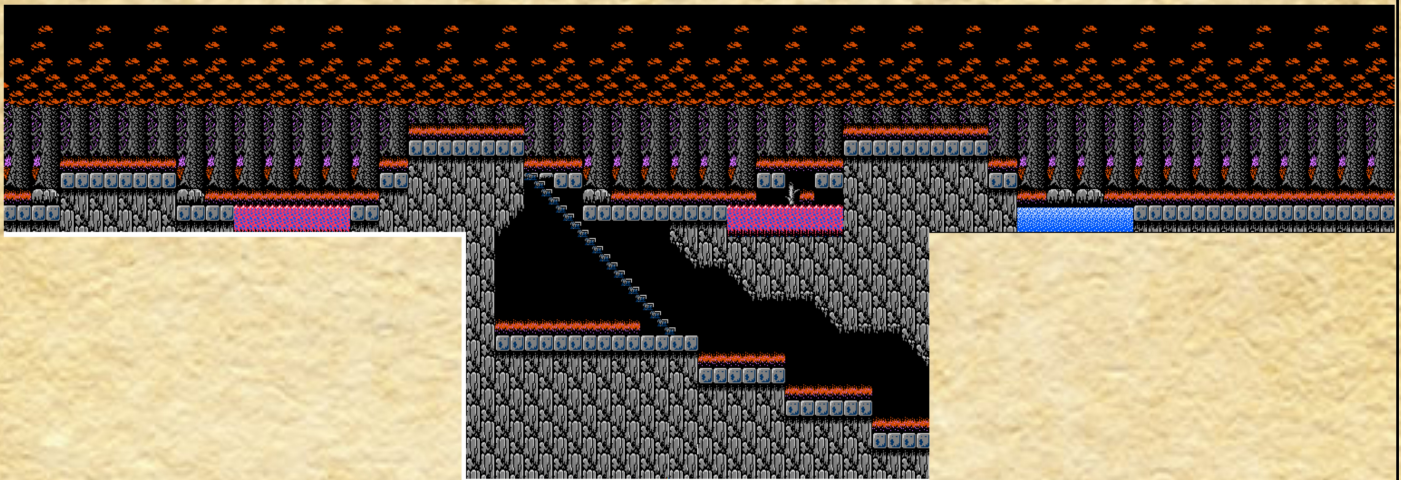
Equip Dracula's Rib and watch out for Fishmen on the bridge, use patience and your Flame Whip/Golden Knife to take them out.

Connecting Areas:

West – Town of Doina

East – Dora Woods

Walkthrough 3.7: Dora Woods



Dora Woods

You'll need a LAUREL to cross the red marsh. When you come to the stairs, take them and head right into the Town of Yomi.

Side Note: If you head all the way east in Dora Woods, you'll come to a bridge and 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. There is nothing useful or necessary in this area of the game.

Connecting Areas:

West – North Bridge

East – East Bridge, Denis Marsh

South East – Town of Yomi



Walkthrough 3.8: Yomi & Vlad Graveyard



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 Vlad Graveyard.

Connecting Areas:

West - Dora Woods
East - Vlad Graveyard

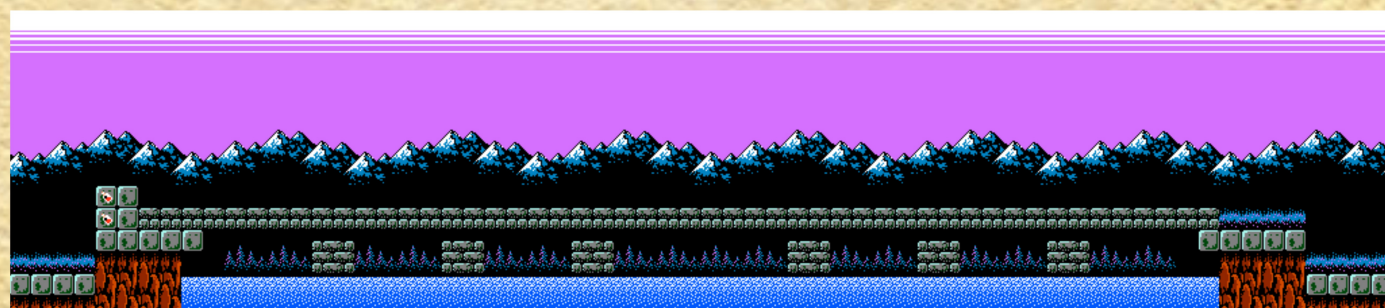


Vlad Graveyard

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

Connecting Areas:

West - Yomi
East - West Bridge to Castlevania



West Bridge

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 here or in the castle to assail you. Make sure you have a decent number of hearts to use your sub weapons in the upcoming battle. You'll need about 50.

Walkthrough 3.9: This is the End



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.

Connecting Areas:

West – West Bridge

Final Boss : Dracula

Dracula stays still at first, then starting teleporting around the room in a circle, lifting his arms and tossing 2 to 3 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 or Sacred Flames at him. Once he starts spinning , start attacking one of his four images. Use Laurels if your life gets low. 10+ hits from either weapon should do him in.

Endings

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. Transylvania's 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 Transylvania. 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.