

HOW TO PLAY

Castlevania II

## Simon's Quest™

Konami® is a registered trademark of Konami Industry Co. Ltd.

Simon's Quest™ is a trademark of Konami Inc.

Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc.

© 1988 Konami Inc.

Printed in Japan

Castlevania II

## Simon's Quest™

 **KONAMI®**

## KONAMI INC. LIMITED WARRANTY

Konami Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami software program is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This game is licensed by  
Nintendo for play on the



## CONGRATULATIONS!

You now own the authentic Konami home version of *Simon's Quest*, one of Konami's many original arcade hits. We suggest that you read this instruction manual thoroughly before playing the game.

## TABLE OF CONTENTS

<b>Introduction/ How To Play</b> .....	<b>4</b>
<b>Multi-Screen</b> .....	<b>5</b>
<b>How To Use Your Controller</b> .....	<b>6</b>
<b>Night and Day</b> .....	<b>7</b>
<b>Six Haunting Scenes</b> .....	<b>8</b>
<b>Dracula's Body Parts</b> .....	<b>9</b>
<b>Magic Weapons</b> .....	<b>10</b>
<b>Magic Items</b> .....	<b>11</b>
<b>The Creatures</b> .....	<b>12</b>
<b>Taking Care of Your Game</b> ..	<b>14</b>



## 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."

## HOW TO PLAY

In this one-player adventure your quest is to discover Count Dracula's 5 missing body parts. Upon finding these gruesome items, proceed to Dracula's Castle, where you'll again duel to the death with the Count. But heed the spirit's warning and find the Magic Cross before entering his domain.

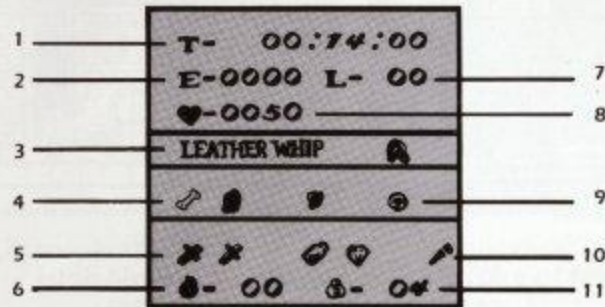
This quest won't be easy, for you must battle hideous fiends who stalk the land. Fortunately, the longer you survive, the greater your Experience Rating and the less vulnerable your troubled soul.

Secrets to this adventure can be found as you wander around friendly Transylvania. Stop and talk to the villagers, because these helpful strangers will

give you clues. Some are also merchants who'll sell you weapons and other mystical items. Your purchasing power depends on how many hearts you've collected during your confrontations with evil.

Another warning from the spirit: a few friendly villagers are town pranksters, and their clues are false. Of course, you'll never know until you take the chance.

## PRESS START BUTTON FOR MULTI-SCREEN



1. The time you've spent in the adventure
2. Your Experience Rating
3. Type of Whip
4. The parts of Dracula's corpse you've collected

5. Weapons and mystical items
6. Supply of medicinal herbs
7. Player level
8. Number of Hearts. Remember, these increase your Experience Rating and the number of times a weapon or magical item can be used. Hearts are also used as money to buy weapons and magical items.

9. Weapons and items that can be used just by holding them (For example: The Whip)
10. The Oak Stake
11. Supply of Garlic

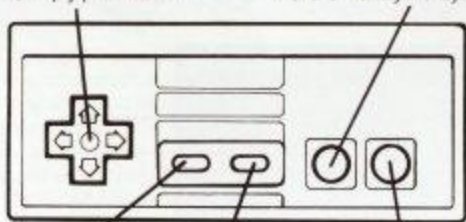
## HOW TO USE YOUR CONTROLLER

### Control Pad

Press Up or Down to go up and down stairs. Press Left or Right to go to the left or right. When in front of a door, press Up to go inside. To squat and avoid enemy projectiles, simply press Down.

### B Button

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.



### Select Button

Press the Select Button during the game to pause.

### Start Button

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 Button

Press A Button to jump.

## 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.

## NIGHT AND DAY



### Transylvania At High Noon

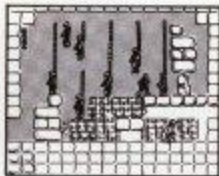
When the sun shines bright on this Eastern European village, all appears well and calm. This is a perfect time to discover clues and purchase weapons.



### Transylvania At the Stroke of Midnight

When the sun sets behind the Transylvanian Mountains, the friendly villagers scatter for the safety of their homes, as creatures of all shapes, sizes and hairiness roam the darkness.

## THE SIX HAUNTING SCENES



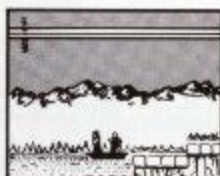
### The Mansions

There are 5 mansions located throughout the Transylvanian countryside, and within each is a heavily guarded piece of the Count's corpse.



### The Church

You'll enter the Church through certain doors in the village. When you arrive, a holy man will return your strength and give you the courage to continue.



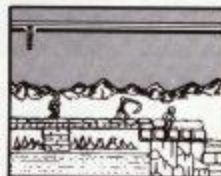
### The Ferryman

The ferryman will know exactly where to take you, depending on the body parts you possess. Have confidence in this man; he knows where he's going.



### The Forest Primevil

Enemy creatures scour the countryside. You must destroy these dastardly beings to increase your experience and gain hearts {purchasing power}.



### Bridge Over the River Die

Enemy creatures await you on the bridge as well, and getting to the other side will be more terrifying than a traffic jam on the Golden Gate.



### The Graveyard

Are you dying to get into the graveyard? If so, find the old man, who is caretaker for the dead.

## COUNT DRACULA'S MISSING PIECES



### The Nail

The nail is the symbol of evil power.



### The Eyeball

When it comes to the most frightening piece, the eyes have it.



### The Rib Bone

The rib bone will make the ordinary hero feel like a spineless coward.



### The Ring

It's been in the Count's family for hundreds of years. Then again, the Count's also been in his family for hundreds of years.



### The Heart of Dracula

Watch out! The heart attacks.

## MAGIC WEAPONS



### The Dagger

The dagger can be thrown to kill distant enemy creatures.



### The Silver Knife

The Silver Knife can be thrown farther than the dagger.



### The Gold Knife

This is your strongest knife, and it has a mysterious power.



### The Oak Stake

You'll need the Oak Stake to collect Dracula's corpse at the mansions.



### The Flame

The flame weakens the creatures' evil powers.



### The Leather Whip

This is the weapon you begin the game with.



### The Thorn Whip

The Thorn Whip is stronger than the Leather Whip.



### The Chain Whip

The Chain Whip is stronger than the Thorn Whip.



### The Morning Star

The Morning Star is longer than the Chain Whip.



### The Flame Whip

Magic changes the Morning Star into the Flame Whip and gives it mysterious powers.

## MAGIC ITEMS



### The Cross

You must have the Cross to seal Dracula's fate.



### White Crystal

The White Crystal offers a weakened source of magic power.



### Blue Crystal

Offers stronger magical powers than the White Crystal.



### Red Crystal

You must have the Red Crystal before you enter Dracula's Castle.



### Garlic

Place the Garlic in front of enemies, and it will weaken them significantly.



### The Diamond

Toss it and see what happens.



### Silk Bag

If you have the Silk Bag you can carry a larger supply of medicinal herbs.



### Hearts

Hearts appear when you destroy an enemy creature. Collect them because they will increase your Experience Rating, and give you extra purchasing power.



### Holy Water

Holy Water disintegrates walls and floors which conceal weapons and items.



### The Laurel

Laurel helps make you invincible against enemy attacks. You can purchase Laurel from town merchants.

## COUNT DRACULA'S BEST BUDDIES



Vampire Bat



Raven



The Spider



Man-Eating  
Plant



The Zombie



Vampira



Slimey BarSinister



The Fish Man



The Flame  
Thrower



The Two-Headed  
Creature



Freddie



Ghostly Eyeball



The Mud Man



The Wolf



Dragon Bones



The Ghastly  
Leech



The Skull



Medusa Head



The Gargoyle



The Grim Reaper



The Mummy



The Wolf Man



The Zombie  
Hand



The Pirate  
Skeleton

## Treat Your Konami Game Carefully

- This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.
- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

## COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

## SCORES

---

---

---

---



COMPLIANCE WITH FCC REGULATIONS  
THIS PRODUCT COMPLIES WITH FCC REGULATIONS  
PART 15.209 AND 15.247. THIS PRODUCT  
OPERATES IN THE 50 MHz BAND FROM 72.050  
MHz TO 72.050 MHz. THE MAXIMUM PERMITTED  
POWER OUTPUT IS 100 mW. THE ANTENNA  
IS A PART OF THE PRODUCT. THE USER  
MAY NOT REMOVE OR REPAIR THE ANTENNA  
OR THE ANTENNA ATTACHMENT POINTS.  
IF THE ANTENNA IS DAMAGED OR  
REMOVED, THE USER MUST STOP  
OPERATING THE PRODUCT IMMEDIATELY  
AND CONTACT THE DISTRIBUTOR FOR  
REPAIR OR REPLACEMENT OF THE  
ANTENNA.

Castlevania II  
Simon's Quest™

Konami® is a registered trademark of Konami Industry Co. Ltd.

Simon's Quest™ is a trademark of Konami Inc.

Nintendo® and Nintendo Entertainment System® are  
registered trademarks of Nintendo of America Inc.

© 1988 Konami Inc.