
Nintendo
GAME BOY
Castlevania II
BELMONT'S Revenge
KONAMI
INSTRUCTION BOOKLET

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WELCOME TO THE WORLD OF KONAMI!

You're the owner of KONAMI's Game Boy version of Castlevania II - Belmont's Revenge.™ We suggest you read the following instructions thoroughly before you start cracking your whip.

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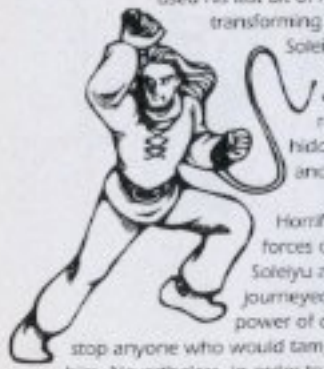


FANGS FOR THE MEMORIES

In the first Castlevania Adventure, the fearless vampire hunter Christopher Belmont fought toe-to-toe and whip-to-wing against the vampire king, Count Dracula. Belmont defeated the Count and destroyed his castle, but unfortunately Dracula used what remained of his magical powers to transform his body into mist, thereby making good his escape. However, his powers were so depleted that he was left unable to transform back into "human" form. The Count decided to wait and rebuild his dark forces. Deep inside his black heart he swore revenge on Christopher Belmont and his family.

Fifteen years later, a ceremony was held in the town of Transylvania. The son of Christopher Belmont, Soleiyu Belmont, had come of age, and it was time for the title of vampire hunter to be passed down to him. The ceremony was to commemorate this occasion. All the citizens of Transylvania rejoiced, hoping that the father-son team of vampire hunters would bring peace to the region forever.

But on the morning after the ceremony, it was discovered that Soleiyu Belmont had vanished into thin air. The ceremony was the chance Dracula had waited for. Soleiyu received great sacred power in the ceremony to mark his adulthood, and Dracula used his last bit of magic to turn Soleiyu's powers against him, transforming him into a terrible demon. Then, aided by the Soleiyu-demon, Dracula was able to assume human form once again. That evening, to the northeast of the village, the earth shook with a thunderous roar and four ominous castles appeared. And, hidden in a lake at the center of these castles, was another castle — the new lair of Count Dracula!



Horrified to learn that his son had been altered by the forces of evil, Christopher Belmont determined to save Soleiyu and break the ambitions of the Count. He journeyed to the new castles, each ruled by a different power of darkness placed there by the Soleiyu-demon to stop anyone who would tamper with the mystic spell Dracula had cast upon him. Nevertheless, in order to save the village of Transylvania and free his son, Christopher had no choice but to go and fight once again.

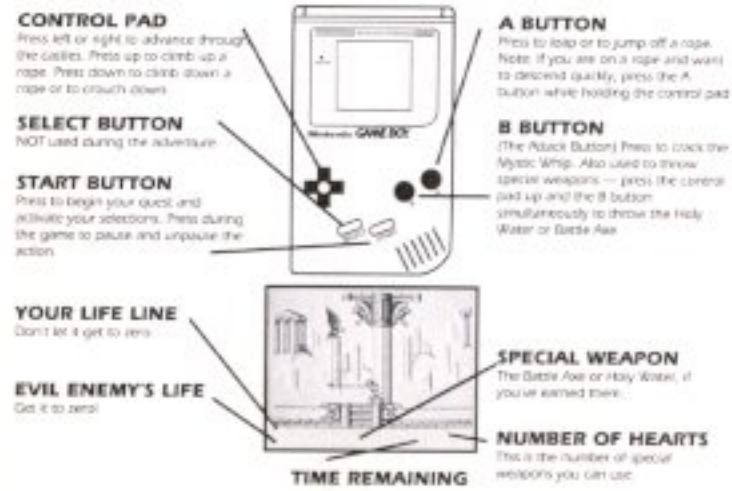
GETTING STARTED



To begin The Castlevania II - Belmont's Revenge™, insert the game cartridge into the Game Boy, and then click on the power switch. When the KONAMI logo appears on the screen, press the Start button. At the title screen, use the cursor in front of "start" or "password" to begin a new game or start a saved game.

If you are beginning a new game, you will see the "Stage Select" screen next. Use the Control Pad to move the "bat" over one of the four castles, then press the Start button.

CONTROLLING YOUR DESTINY

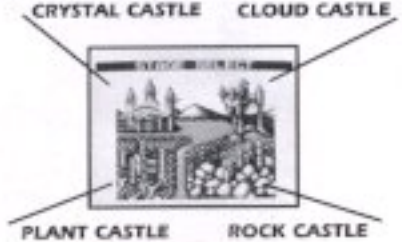


THE PASSWORD TO THE GREAT BEYOND

When you complete a castle level, or when you lose all your lives, you will see the "Continue/Password" screen. If you choose to see the password, then you can use it later to return to that point in the adventure. The password is a series of four items — a heart, a candle, a crystal ball, or a blank. To enter a password, press the Control Pad left/right to highlight one of the four boxes, and press up or down to scroll between the items. Enter the same sequence of items that you received earlier.



THE HAUNTS OF CASTLEVANIA II



THE POWERS OF GOOD

These items can be found throughout the game to give you an edge in your heroic struggle.

CANDLE
Extinguish these with your whip to reveal hidden power-up symbols.

COIN
Increases your point wealth.

SMALL HEART
Gives you one more use of currently selected weapon.

LARGE HEART
Gives you five more uses of currently selected weapon.



CRYSTAL BALL
Increases the power of the Mystic Whip. The first increase gives you a stronger, longer whip.
The second increase gives you the strongest whip — and you can release deadly balls of fire when you crack it!

BATTLE AXE
Christopher throws these mighty weapons in an arc, destroying his foes.

HOLY WATER
Throw vials at creatures of the night and watch them burn!

(NOTE: You may only have one special weapon in your possession, picking up the other weapon gets rid of the first.)

THE POWERS OF EVIL

Meet some of the macabre characters waiting for you as you journey through the four Castles of Darkness.



Big Eye



Large Bat



Punaguchi



Zeldo



Evil Knight



Merman



IRON DOLL

This is the Primary Boss of Rock Castle. It is slow and heavily armored at first, but when you've caused enough damage, it will drop its armor and come after you faster and more ferociously than ever.



DARK SIDE

This Boss of Crystal Castle will appear as a crystal, then transform into a sinister human figure that will send a cloud of lightning to strike you down. Attack it while in its crystal stage, and don't plant your feet in one spot for too long.



ANGEL MUMMY

The Boss of Plant Castle. It attacks by throwing the bones in its two necks from one to the other. As if that weren't bad enough, it also spits deadly projectiles from its mouths.



KUMULO & NIMBLER

As twin Bosses of Cloud Castle, this duo will try to pierce you with their trident spears and fry you with fiery missiles.



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