

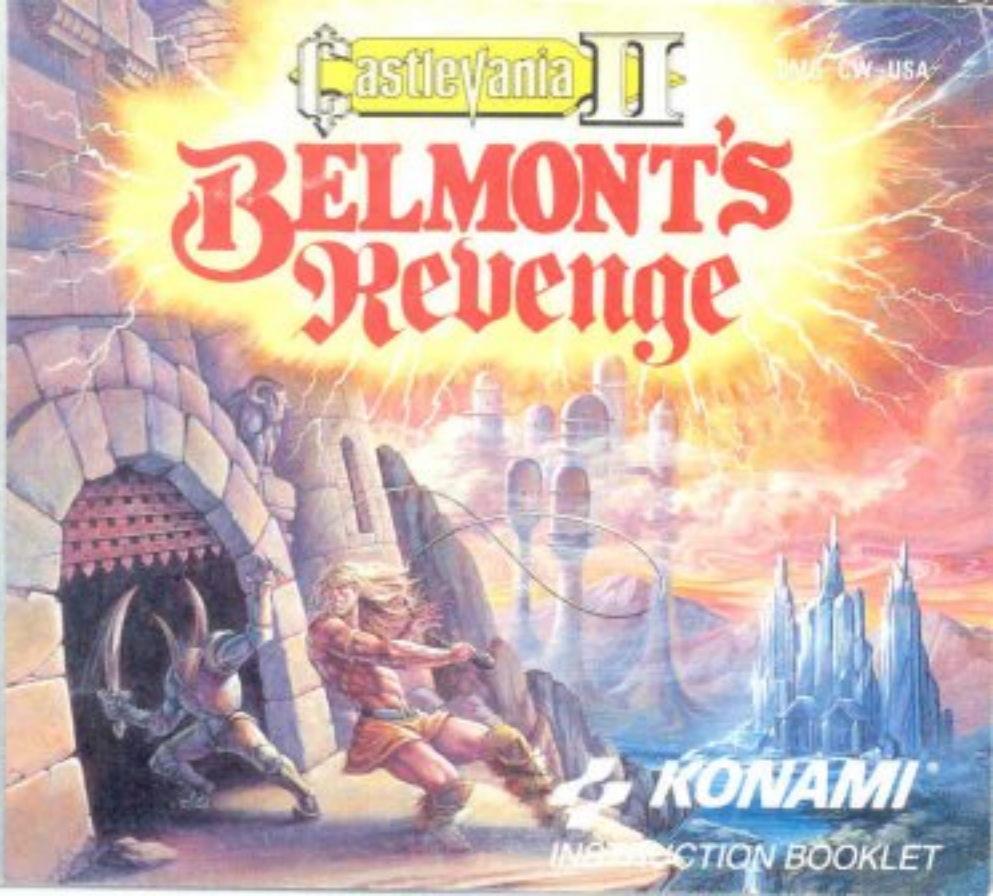
Nintendo

GAME BOY<sup>®</sup>

Castlevania II

DMG-CW-USA

# BELMONT'S REVENGE

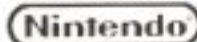


 **KONAMI**  
INSTRUCTION BOOKLET

## 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, GAME BOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC. © 1989 NINTENDO OF AMERICA INC.

Konami Inc.  
800 Deerfield Parkway  
Buffalo Grove, IL 60089-4510  
(708) 215-5111



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM.

## 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.

## TABLE OF CONTENTS

<b>FANGS FOR THE MEMORIES.....</b>	<b>4</b>
<b>GETTING STARTED.....</b>	<b>6</b>
<b>CONTROLLING YOUR DESTINY.....</b>	<b>7</b>
<b>THE PASSWORD TO THE GREAT BEYOND</b>	<b>8</b>
<b>THE POWERS OF GOOD.....</b>	<b>9</b>
<b>THE POWERS OF DARKNESS.....</b>	<b>10</b>



## 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!



Horried 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

### CONTROL PAD

Press left or right to advance through the castles. Press up to climb up a rope. Press down to climb down a rope or to crouch down.

### SELECT BUTTON

NOT used during the adventure.

### START BUTTON

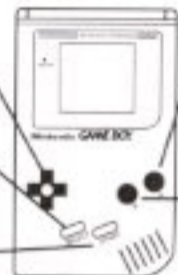
Press to begin your quest and activate your selections. Press during the game to pause and un-pause the action.

### YOUR LIFE LINE

Don't let it get to zero.

### EVIL ENEMY'S LIFE

Get it to zero!



### A BUTTON

Press to loop or to jump off a rope. Note: If you are on a rope and want to descend quickly, press the A button while holding the control pad.

### B BUTTON

(The Attack Button) Press to crack the Mystic Whip. Also used to throw special weapons — press the control pad up and the B button simultaneously to throw the Holy Water or Battle Axe.



### SPECIAL WEAPON

The Battle Axe or Holy Water, if you've earned them.

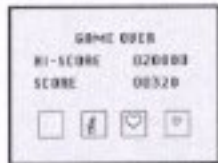
### NUMBER OF HEARTS

This is the number of special weapons you can use.

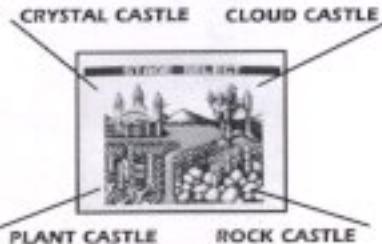
### TIME REMAINING

## 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.



KUMBULO & MUMBLER

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



Castlevania II - Belmont's Revenge™ is a trademark of Konami Inc.

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

© 1991 Konami Inc.

**Konami Inc. 900 Deerfield Parkway  
Buffalo Grove, IL 60089-4510 (312) 215-5100**

Printed in Japan