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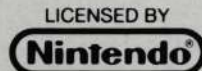
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WELCOME TO THE WORLD OF KONAMI!

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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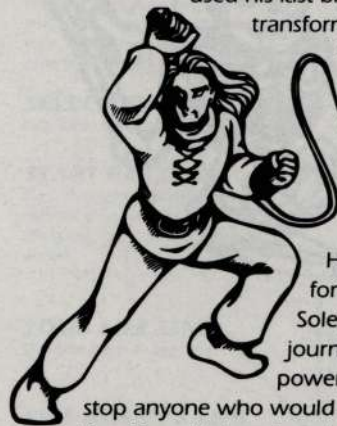
FANGS FOR THE MEMORIES

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!



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 unpause the action.

YOUR LIFE LINE

Don't let it get to zero.

EVIL ENEMY'S LIFE

Get it to zero!

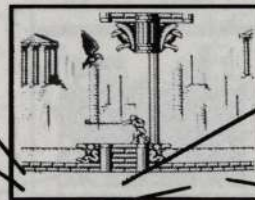


A BUTTON

Press to leap 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.

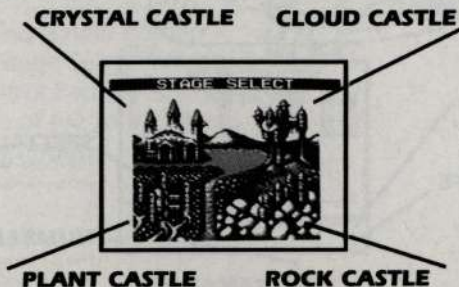
TIME REMAINING

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.



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.

90-DAY LIMITED WARRANTY**Nintendo Game Boy GAME PAKS**

BANDAI UK LTD. warrants that this Game Boy Game Pak shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day limited warranty period, BANDAI UK will repair or replace the defective pak, at its option, free of charge. To receive this warranty service, contact either your NINTENDO GAME BOY dealer or return the product, postage prepaid and insured for loss or damage, together with your sales slip or similar proof of purchase to:

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 SO5 4NU England
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Be sure to include your name, address and phone number, plus a brief description of the fault. Game Paks returned without proof of the date of purchase or after the 90-day warranty period, will, at BANDAI UK's option, be repaired or replaced at the service charge then in effect for out-of-warranty repair. (Repair done after acceptance of the quotation.) Payments must be made by cheque or money order, payable to BANDAI UK LTD.

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 Are you being stomped by a Thwomp in Mario 3?
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If your answer to these questions is yes, then why not call the

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