

W9

ISSUE 1.0

VICTORY!!

Finally Beat Castlevania 2



HOMELAND SECURITY

EVERYBODY LOVES A PLAYER

Reviews:

Mazinger Z (FM-77)

Daedalian Opus (GB)

High-Score Contest



ZERO 117



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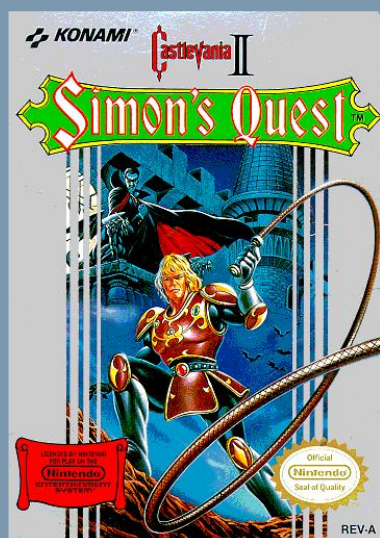
Gameboy
US Release: July 1990
JP Release: Apr. 1990
Developer: Vic Tokai
Publisher: Sunsoft
Genre: Puzzle
Players: 1

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FM-77
JP Release: 1984
Publisher: Bandai
Genre: Strategy
Players: 1

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NES
US Release: Dec. 1988
JP Release: Aug. 1987
Developer: Konami
Publisher: Konami
Designer: H. Akamatsu
Composer: Kenichi Matsubara
Genre: Action-Adventure
Players: 1

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CREDITS

Writers: Freezer, Snake Plissken

Editor: J2383

Contributions Manager: Freak5678

Design: Tracy Poff

Art: crazyjesse, Kura, Sierra



Maps made by Rick N. Bruns, Version 1.0 (c)2008; Please visit www.NESGames.com for more Maps.

CREDITS

A NOTE FROM THE EDITOR



This magazine represents a great deal of effort on the part of everyone involved. I really didn't think we were going to make it for a while there. We all have lives, jobs, and families who take precedent over what you see here; but somehow, we managed to deliver what you see before you. I realize that it isn't much, but as a community we have successfully created something to be proud of. To me, retro-gaming isn't just about playing old games, it's about connecting with the past in a deeply

personal way. To me, if I can somehow get that tiny piece of my past back, all of the unpleasant things in my life doesn't seem so bad any more. When I play River Raid on my Atari 2600, it's as if, for a brief moment, I'm 5 years old again, and all my problems with money and work are years away. A time when I wasn't a jaded cynic; I didn't have problems with money, work, or women; I was just happy to have fun. When we get old we forget that sometimes we just need to let ourselves have fun doing silly things. That's what I hope this magazine brings to each of you; a way to reconnect with your past. For just a little while, we can all claim back a little piece of our childhood. A big thank you to everyone who made this magazine possible.

Jack Z

OPENING LETTER

UG NEWS

Congratulations!



Congratulations to [Pudd](#) on his promotion to Global Moderator! Thanks for all that you've given back to the community. We look forward to having you with us for years to come!

Some small updates are being done to the website occasionally to make everybody's experience on Underground Gamer more fulfilling.

- Now, if you need to reference another member of the site in your posts, you can use the person's name instead of the user id. Simply type [uname=freak5678] or [uname=tpoff] to try it out! This should work anywhere you can post.
- RSS feeds now contain corrected links to the torrent files. This means that for you collectors with high ratio, you can use uTorrent to download things as they come out.
- Subscriptions to torrent comments have been implemented. Instead of going to each torrent to check if there are new comments, you can now view the status of this from one central page.
- Finally, for those of you who work very hard on your torrent descriptions, you'll find the expanded editor useful. Simply go to the [code preview](#) page and click the "+" in the upper left corner to have more space to edit your description previews.

JULY BIRTHDAYS!

- [Piotyr](#)
- [Sierra](#)



JULY UG LOTTERY RESULTS!

The following users have each been given 112.66 GB of upload credit as a result of their tickets being randomly chosen in this month's UG Lottery:

*IRC's Eva *loves* cake! Too bad it's not HER birthday!*

- [Asd77](#) (With Ticket 2866)
- [Mron](#) (With Ticket 3211)
- [DZIAD](#) (With Ticket 3419)
- [Doktor](#) (With Ticket 3728)
- [keepsqueezy](#) (With Ticket 4184).

Congratulations!

DAEDALIAN OPUS

by Freezer beside. You have to



move, rotate, flip and put them into the form and try to find the proper position, so that it is finally filled completely. In order to solve the puzzle correctly, it is not allowed to leave empty a single square of the form and the pentominoes must not overlap or stick out of the form. There are exactly 36

“The ancient land of Daedalus is governed by symmetry and time. It is a land where your progress will be severely tested by the challenge of myriad shapes and blocks. It will take the art of Daedalus and the power of your mind to solve the confounding riddles of the blocks. To be beaten is ordinary, to achieve victory is an art.” (Quote from Back of Game Box)

Levels in the entire game. Each of them is represented by a house situated on a small island.

GAMEPLAY

There is not really a story behind this game. If there was one, it will not make any difference anyway. Your main task is to fill in a space with shapes made up of five perfect squares, otherwise known as pentominoes. The concept is quite simple. You start out with an empty rectangular form with the size of 5x3 blocks and 3 of those pentominoes

At the beginning of the game and in the short sequences between the riddles, you need to move our hero from house to house. Once you find the correct solution of a puzzle, the bridge to the next island appears and you can move on.



REVIEW: DAEDALIAN OPUS

Furthermore you earn a new pentominoe after each of the earlier levels as reward up to the total of 12 different pieces. The first few tasks are quite easy to solve, but they will become really challenging soon. In most cases there is more than just one possible path to the solution, which gives the game a high replay value. A timer indicates how long you need for the level, but has no effect on the gameplay.

CONTROLS

While on the overworld, you just press left and right for moving the main character. Press up in front of a house to enter it. That pretty much was it. The controls become a little more complex inside the buildings. Your view includes the empty form and your available Pentominoes. You don't control our brave hero anymore, just a hand-shaped cursor. Pressing the A Button allows you to Pick Up or Drop a Puzzle Piece, by pressing the B-Button it is rotated counter clockwise.

Turn over the piece horizontally by pressing Start or vertically by Select. If you hold the B Button while tapping A, the Puzzle will be reset to the starting position.



After every successful completion of one of the earlier levels you obtain a new tile as reward.

GRAPHICS AND MUSIC

It is a puzzle game where you won't see any spectacular graphical effects. Everything meets its purpose. You have a good overview of your workspace and all tiles are easily recognized. There is no unnecessary blingbling, which just distracts your attention or makes it harder to concentrate. The [in-game music](#) is quite catchy. You may find yourself humming alongside with it. The downside is that there are only 4 different music tracks. A little

more variety would have been nice.

TRIVIA

Not all tiles you are working with are pentominoes. Right before entering the last level you obtain a 13th tile, a 2x2 square block, a so called tetromino. You very likely know this block already quite well from Tetris.

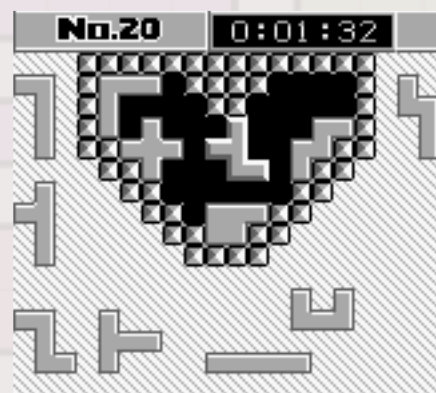
The Game features a Password System. Each time you complete a level, you gain a new password. It is interesting that each password is a common english four-letter-word. So just by guessing common four letter words, you can easily obtain access to later levels.



The name of the game was inspired by Daedalus, the mythical character of Greek legend who created the labyrinth.

A faithful fan version was later coded for the MSX computer system by Karoshi Corporation in 2006 for the game development contest MSXdev'06.

The game has been ported to different platforms, such as PC and GP2X.



Not all forms you have to fill are rectangular. Some shapes are looking quite familiar and some quite odd. Some are looking like bigger versions of Pentominoes and some contain even obstacles, you have to build around. There are in total 36 levels to discover.

REVIEW: DAEDALIAN DIPLOIS



Daedalus at work. In the Greek mythology he constructed wings for himself and his son Icarus. He warned him not to fly to high, otherwise the wings will be destroyed by the sun. Icarus ignored the warnings of his father, flew up high in the air. The wax used to fix the wings melted and Icarus crashed down and died. It is told that Daedalus is also the constructor of the labyrinth at Kreta, wherein the monster Minotaur (half-man, half-bull) is captured.

Grecian Vase painting depicting Daedalus giving Icarus wings. Notice the trinagle theme repeated throughout the painting, which is also used in the game's box art.



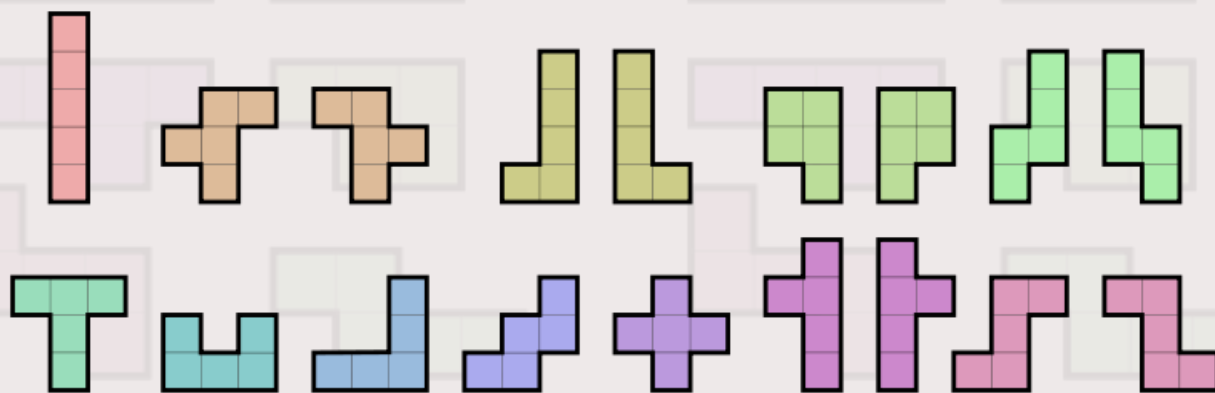
REVIEW: DAEDALIAN DIPLOIS

FINAL WORDS

It is a little-known game made by a little-known developer. Vic Tokai Corporation is a leading telecommunications force in Japan providing cable and DSL services as well as network solutions. They produced games from 1986 to 1998, which include Aerostar, Kid Kool or Clash at Demonhead. Daedalian Opus has a simple game concept everybody knows from their childhood. Putting different tiles together in the correct order magically creates a new form. Maybe it is that simplicity and the quite easy success in the early stages which leads to the game's addictiveness. However,

the difficulty level quickly rises. Later on you might find yourself spending already hours for just one level. And once you made it you can go back and try to solve it in a different way. The music is very enjoyable. The graphics are nothing special, but likeable.

Unfortunately the game doesn't feature save-states. If you have to quit right in the middle of a complex puzzle, you will have to start it again right from the beginning. It is only fair to say, that save states were not common in 1990, when this game was released, but they did exist. Since the puzzles become really difficult later on, a hint system could be useful. It can be



A pentomino is a polyomino composed of five congruent squares, connected along their edges. There are 12 different free pentominoes, often named after the letters of the Latin alphabet that they vaguely resemble. Ordinarily, the pentomino obtained by reflection or rotation of a pentomino does not count as a different pentomino.

REVIEW: DAEDALIAN OPUS

really frustrating, if you are stuck for hours at one level and can't proceed without looking up the next password or the solution in the internet. If the first pentomino is placed wrong, the puzzle often can't be completed, but you won't find that out until only one or two pieces remain. Maybe it is not a

bad thing. The game will definitely get your brain working. If I could make a wish for this game, it would be a level editor. The possibility of creating own puzzles and sharing them with friends could be a real killer feature. But anyway it is already really enjoyable this way.

CONCLUSION BY FREEZER

Great combination of a simple game concept paired with high addictiveness. Puzzle fans will be tied up in it for hours. You may spend a lot of time filling a complex form with pentominoes just to find out that the last tile does not fit and will necessitate reconstruction of the puzzle. If you keep playing at that point, you'll know this genre is meant for you.



- + quite enjoyable music
- + easy to learn, hard to master game concept
- + multiple solutions for most levels
- + comfortable controls
- + 36 diversified levels
- no hints
- no save states
- can be a bit frustrating in more difficult levels
- only 4 different music tracks

Graphic: 3/5

Sound: 3.5/5

Playtime: 25 hours

Multiplayer: -

Rating: 4.3 out of 5
Pentominoes



UNDERGROUND VOICE



Safe the World is my firefox start page. Good way to begin the day.

--Erav

in "Save the World Reminder"



I love the idea! And I sure would read it if it happens! Good luck on this!

--Piratko

in "Underground Gamer Magazine"

any grapefruit soda

--achifari

in "What's your favorite soda?"



Freeleech and new members?

Christmas is early this year.

--Yatta

in "The Grand Reopneing Freeleech!"

I'm looking for a game that's a beat'em up, similar to Dinosaurs & Caddillacs, at first i thought that was it, but it wasn't. The second boss is in a swamp place (hence the similarity because in the 2nd level you also go through a swamp) except, here, you beat the boss in a swamp. If i recall correctly, one of your characters had a red or yellow shirt on and yellow or green or red pants and he was slim and tall.

--shearer



If you would like to see your voice featured here, please send a PM to [Freak5678](#) with the first line being 'Underground Voice', and your statements may appear in the next issue!

UNDERGROUND VOICE

Mazinger Z

by Snake Plissken

This often forgotten game, created by Bandai far back in 1984 for the Fujitsu FM-77 computer, is very important. Why, you may ask? It's important because it's the most ancient ancestor of the popular Super Robot Taisen (or Super Robot Wars) saga, a turn based strategy series of games, started back in 1990 on the Game Boy, involving robots and characters from Japanese animation which is still running today, and is the first experiment in mixing anime characters and turn based strategy.

The game is based on the character that spawned the "super robot" legacy and is an important milestone in Japanese animation and mangas: Mazinger Z by Go Nagai.

Mazinger started as a comic on the page of the famous Shonen Magazine in Japan and its popularity brought to

the creation of an animated series. Both the comic and the series had an immense success and influence.

The animated series, created in the early '70, was one of the first to introduce the concept of mixing man and machines to a mass audience (the giant Mazinger behaviour is often an extent of its pilot inner state) and to expose the strange, yet fascinating, view of Nagai regarding morality. Good and Evil are separated and fighting with each other. Good, however, must sometimes mix with Evil and face its darker side in order to triumph. A theme already discussed much more deeply by Nagai in other works, like the fabulous Mao Dante or its spiritual successor Devilman (1972), both born on the pages of the aforementioned Shonen Magazine in Japan.

The comic was different from its television trasposition but

REVIEW: MAZINGER Z

was equally fascinating, having darker humor and showing a bit more on the erotic side (an element still very light in Mazinger Z), for which Nagai is very famous.

After this brief introduction to the character, let's speak about the game.

After patiently loading the tape in our trusted XM7 emulator, we are presented with a primitive but nice title screen, which shows our beloved super robot in all of its glory.



Then we must select the difficulty level between 1 and 5 and wait a bit for the map to be randomly generated. The game does not feature a plot or

progressive levels, like a lot of games of the era, but it aims to provide an "infinite" replay value. Remember that the game was released in 1984... When the map is created, we start as Mazinger in the



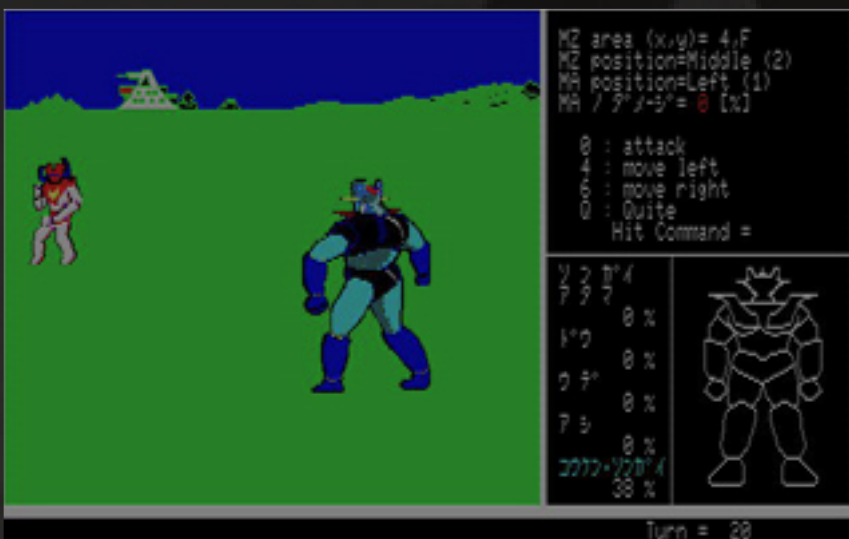
square occupied by the Photon Lab. The graphics are very minimalistic and raw. Mazinger is so tiny that it is barely recognizable, the same goes for the mechanical monsters (which rarely appear on the map).

On the map, we can perform three type of actions: Move (with F1) in the selected direction (with numerical pad) for one square, Attack (with F2) but for doing so we need

REVIEW: MAZINGER Z

to be close to the attacked square or to the mechanical monster, and Repair/Resupply (with F3) if we are on the Photon Lab.

After the first 2-3 turns you will receive a message which signals which square the enemy attacks. The goal of the game is to avoid the total destruction of the cities, the photon lab (indicated by the % under the blue writing at the bottom of the screen) or the destruction of Mazinger and to destroy the enemy. That's it.



When facing an enemy we have a nice view of Mazinger facing his mechanical foe and

we can attack or move, strangely these commands are in english. If Mazinger is hit the damaged part will be shown on the screen. If the legs are 100% damaged you won't be able to move left or right. Also you won't be able to use some weapons if some of your parts are 100% damaged or if you run out of ammo. When pressing 0 to attack, you can select your weapon of choice(rocket punch, breast fire etc) but be careful to not run out of ammo.

The game is very hard and unforgiving and it's very easy to get Mazinger destroyed. The first games will surely be frustrating but once you grow accustomed to the game mechanics Mazinger Z will provide some basic but rewarding fun.

This title will provide the

REVIEW: MAZINGER Z

foundation for more refined turn strategy games based on popular anime series, like Aura Battler Dunbine for MSX, Mobile Suit Gundam for PC-88, Mobile Suit Gundam Hyper Classic Operations for FM-Towns and others. Its historical importance must not be underestimated.

I would be glad to write about these titles one day, if i'll have the opportunity to do so.

I hope you enjoyed the review.

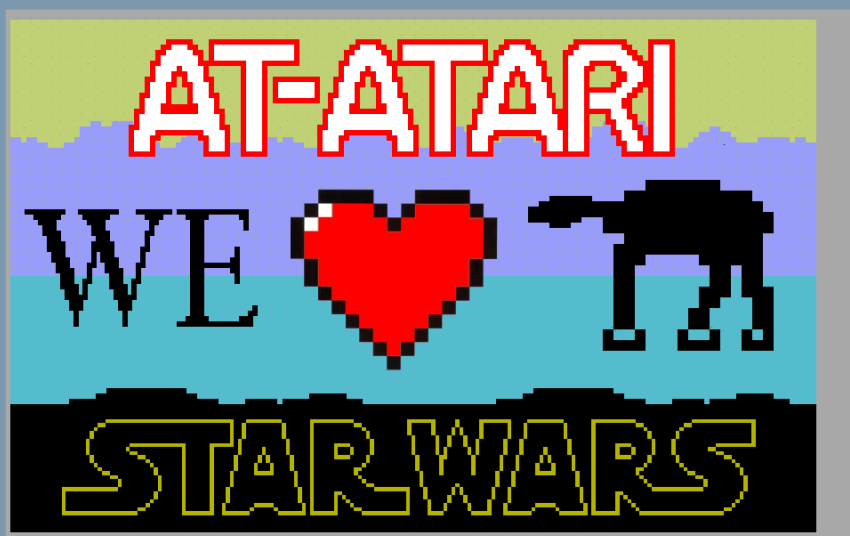


REVIEW: MAZINGER Z

THE ARTISTIC SIDE

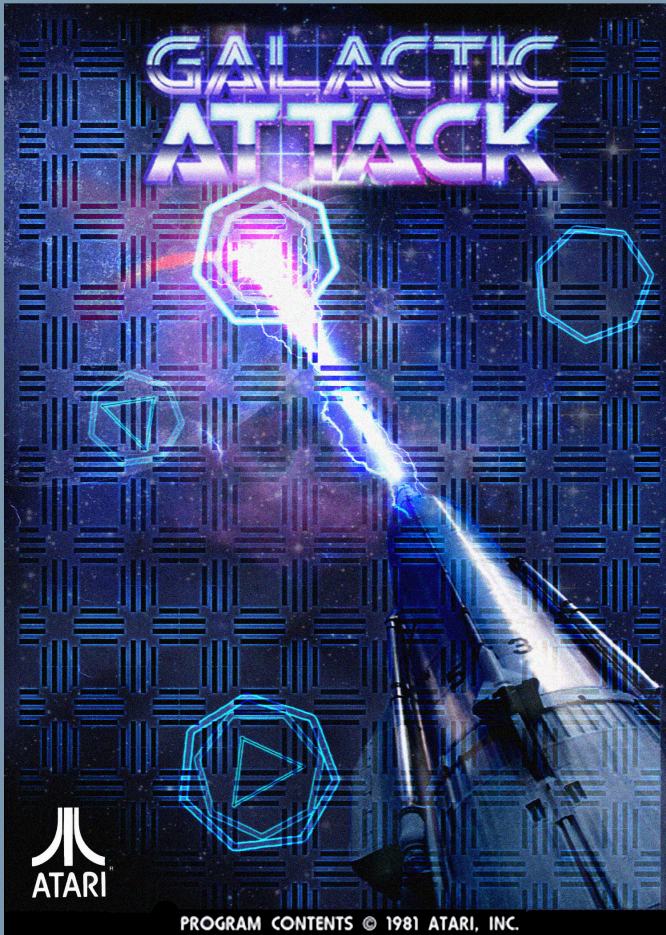


"Roll" by Kura



by crazyjesse

THE ARTISTIC SIDE



"Galactic Attack Box Art"
by
Sierra



*"UG Magazine Issue 1
(Alternative Cover)"*
by
Sierra

If you have a work of art to be published in The Artistic Side, please read [this thread](#) in the forums.

Castlevania II

Simon's Quest™

by Freezer

Lord Dracula is back. Prepare your whip, tighten your boots and get ready for an epic journey through cursed woods, across sinister graveyards, and into dungeons of dark castles full of condemned creatures which strive for just one thing - your blood. Castlevania 2: Simon's Quest is the second game of the series and the second installment for the NES. The story is set 7 years after the original. As the story is not too comprehensive, it is not mandatory to play through Castlevania I to get the gist, but it is quite interesting to know.

TERROR-TORY OF TRANSYLVANIA



- | | | | | |
|--------------------|---------------------|-----------------------|---------------------|-------------------|
| 1 TOWN OF JOVA | 11 ALJIBA WOODS | 21 BRAHM'S MANSION | 30 DEBORAH CLIFF | 39 TOWN OF DOINA |
| 2 JOVA WOODS | 12 ALJIBA WOODS-2 | 22 DEAD RIVER-3 | 31 BODLEY MANSION | 40 NORTH BRIDGE |
| 3 SOUTH BRIDGE | 13 LOWER ROAD | 23 JAM WASTELAND | 32 UTA LOWER ROAD | 41 DORA WOODS |
| 4 VEROS WOODS | 14 YUBA LAKE | 24 DEAD RIVER-4 | 33 UTA LOWER ROAD-2 | 42 EAST BRIDGE |
| 5 VEROS WOODS-2 | 15 ROVER MANSION | 25 TOWN OF ALBA | 34 DEBIOUS WOODS | 43 DENIS MARSH |
| 6 BERKELEY MANSION | 16 TOWN OF ALJIBA | 26 SADAM WOODS | 35 JOMA MARSH | 44 TOWN OF YOMI |
| 7 TOWN OF VEROS | 17 CAMILLA CEMETARY | 27 STORIGOI GRAVEYARD | 36 LARUBA MANSION | 45 VRAD GRAVEYARD |
| 8 DENIS WOODS | 18 BELASCO MARSH | 28 SADAM WOODS-2 | 37 JOMA MARSH-2 | 46 WEST BRIDGE |
| 9 DABI'S PATH | 19 DEAD RIVER | 29 TOWN OF ONDOL | 38 WICKED DITCH | 47 CASTLEVANIA |
| 10 DABI'S PATH-2 | 20 DEAD RIVER-2 | | | |

SPECIAL: CASTLEVANIA 2

Story

It was the year 1691. After 100 years of deep sleep Dracula awakened again, ready for enslaving the world. Just one hero had the courage to try to stop him, a hero of the legendary Belmont Clan: Simon Belmont. He entered the castle of the evil Lord, and cut his way through zombies, medusae, skeletons, and many other creatures right from hell. Even the Grim Reaper himself couldn't stop Simon. Finally, Simon faced the Lord of the Vampires up in the highest peak of his giant castle. After an epic battle, Dracula was defeated and put to sleep for another 100 years. At least, so he thought...

Seven years after his victory, Simon Belmont is still heavily injured. Suddenly, a woman appears. She tells Simon, that he and the whole Belmont clan were cursed by Dracula

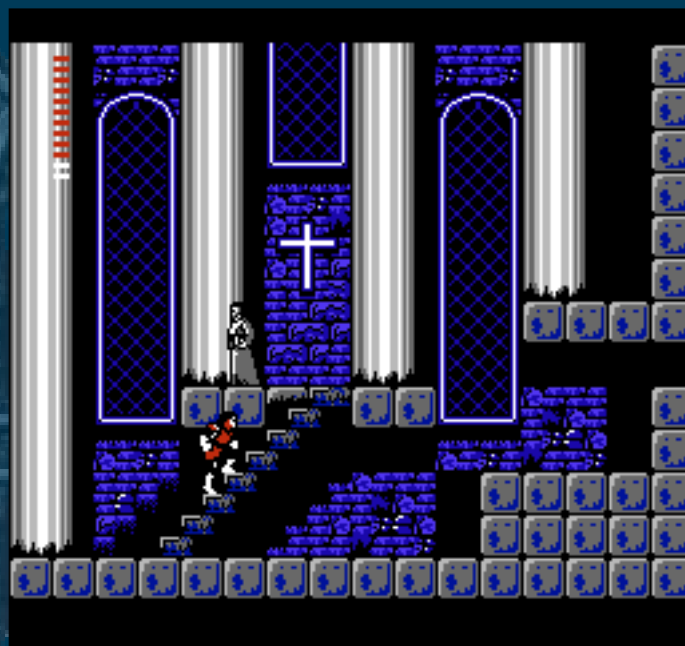
before he was defeated. Simon does not have long to live, and the entire Belmont Clan will be annihilated with him. The only chance for him to be cured is to collect the five parts of the body from evil Lord Dracula, which were hidden all over the world by his attendants. Simon must bring them all to the ruins of Dracula's Castle, resurrect Dracula by himself, and defeat Dracula once again. But before disappearing, the woman said that there is still no guarantee that Lord Dracula will be destroyed entirely. Now, it is up to you to help Simon Belmont out of his misery.



SPECIAL: CASTLE EVILIA 2

Gameplay

While the first Castlevania was pretty straightforward, Castlevania 2: Simon's Quest (CV2SQ) is completely different in this regard. Instead of moving along fixed paths, there is a whole world to explore, full of towns, bridges, woods, marshes, caverns, and castles (mansions). Wait, castles? Yes, there's more than one. To be exact, there are five different ones, each of them hiding one of the five body parts of Lord Dracula, spiked with traps and guarded by his villains. And then there is Castlevania, the final castle (or at least what's left of it after the last battle, seven years ago). The objective of the game is to travel to the five Mansions and recover the body parts of Dracula's corpse plus an item known as the



Any time you enter a village, visit a church to cure your wounds...

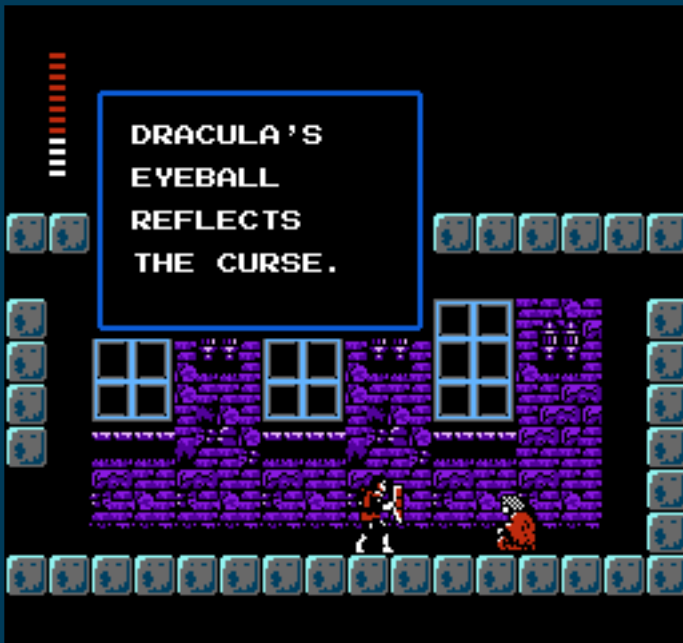


*Huh? Pretty empty at the moment.
Let's fill it up a bit.*

Magic Cross. After finding all of the required relics, Simon can clear the blockade in front of Dracula's castle, and fight the last boss.

CV2SQ is an Action-RPG. That means you start out pretty weak with your traditional leather whip, dubbed "Vampire Hunter", as your only equipment. It is quite weak right now, but there are some upgrades available later on.

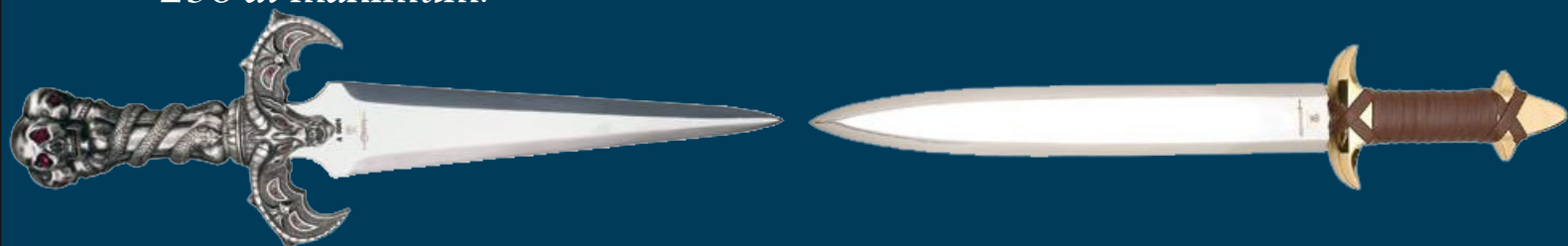
SPECIAL: CASTLEVANIA 2



Not all villagers are friendly. Many people will offer notoriously unreliable advices and a few malicious souls will even deliberately mislead.

Your adventure begins in the town of Jova. As in most of the other numerous towns or villages, you can talk with various people, buy new equipment in the shops, or visit the church for healing; or you can just walk left and right, or up and down the staircases, or stand still and do nothing, or press the jump-button, or...you get the point. The official currency of Transylvania are Hearts. You receive Hearts by defeating enemies. They serve multiple purposes. The first purpose is for

buying new items (pretty macabre) and obtaining Exp Points, which you will need for a Level-Up. The other is for using your sub-weapons. There are various different sub-weapons you can find throughout the game. You might already know some of them from the first Castlevania for the NES, such as the Dagger. But there are also some new ones introduced, e.g. the Diamond, which shoots diagonally around an area and bounces off walls, floors and ceilings. The usage of most of the sub-weapons costs a certain amount of Hearts. It is not necessary to acquire every single sub-weapon and/or weapon-upgrade, but it adds a nice "I want to get it all" feeling. There seems to be a small bug in the inventory list. Despite the Heart-counter indicating four digits, you can only carry 256 at maximum.

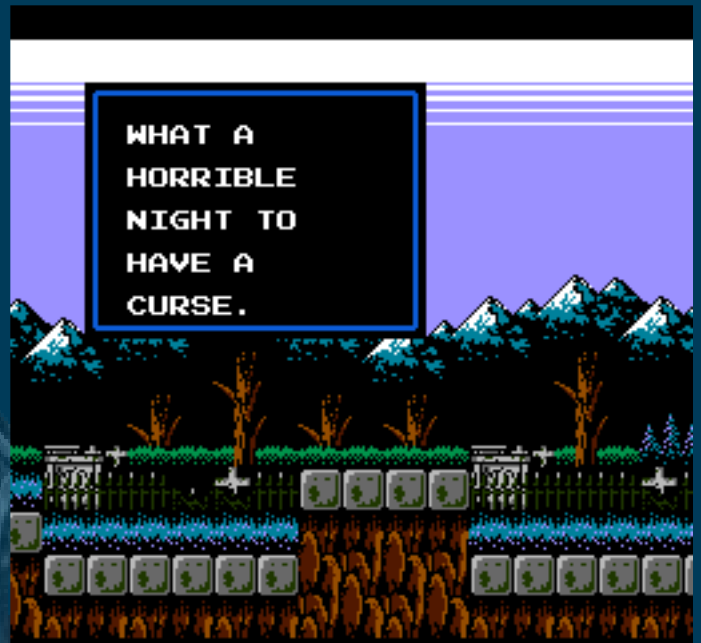


SPECIAL: CASTLEVANIA 2

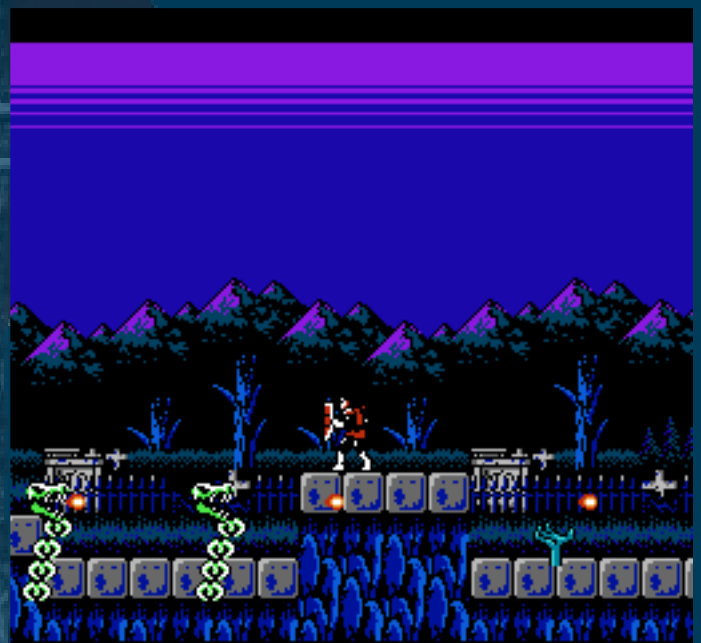
Like in other RPGs, Simon Belmont increases his character level after acquiring a certain amount of Experience Points. The only way to do so is to defeat enemies and collect the Hearts they drop. Each time your level rises, your health will be fully restored, your maximum health points increase and the foes will deal less damage to you. Each time you increase your level, the amount of required Experience Points for the next level increases too. Beware: whenever you quit your current gaming session, your Exp Points for the current level are reset to zero; however, you keep your Level. You can die in two ways. The first one is to have your health points reduced to zero by getting hit by enemies, or taking damage in the Marshes, or by spikes. The second one is to fall into a pit, which causes instant death, irrespective of your Health Points. If you encounter the game over screen, you will restart at the place of your death, which makes it pretty easy. If you quit and continue with a password, you always begin in the town Jova. In both cases, your amount of Hearts and Exp of your current level are reset to zero. You always start your game with three lives in total. It is not possible to gain an extra life. However, overall difficulty of the game is not that high and with about 5 hours of gameplay, not that long. It is very likely that you won't see the game over screen that often.

Another new feature which is implemented into CV2SQ is the day/night change, which has a significant impact on the environment. Daytime is from 6 a.m. to 6 p.m., nighttime the opposite. Apart from the optical change, there are some major effects to the gameplay. At night, more and stronger enemies appear, which deal about twice as much damage and have about double HP. But to make life a bit fairer, they drop bigger Hearts in exchange. In cities, you can only enter the houses during the daytime. At night, the doors are locked and zombies are walking

SPECIAL: CASTLEVANIA 2



Be careful at night. One of the new game features is the introduction of day and night.



around the streets. The day and night effects do not appear inside the castles, but as you can see, there are major influences throughout the rest of the game. So if you face an area you can't pass, you might try it again during the daytime. Each second of real time is 4 minutes of in-game time. That means each day lasts for exactly six minutes in the US version. The timeflow in the EU version is slower. You can hang around for about 7 minutes and 30 seconds until one day passes. That's quite okay as you aren't interrupted by the sunset-sunrise animation that often. It just can be a bit annoying if you are in urgent need of a healer as the sun sets right before you can enter the next town.

SPECIAL: CASTLE EVANIA 2

Controls

The controls are as easy as they could be for an NES game. Press left or right on the D-Pad for walking, press down for crouching or walking down staircases, press up for walking up staircases. The A-Button lets you perform a jump, press the B-Button to swing your whip, and Up + B for using a sub-weapon. That's pretty much it. It is worth mentioning that the only direction you can swing your whip is left or right. It is not

possible to swing it upwards, downwards, or diagonal like in some of the newer games of the series. Furthermore, it is not possible to change the direction of your jumps in midair.

This can be especially frustrating when you are hit by an enemy and thrown backwards directly into a pit. The subweapons have preset ballistic trajectories. So try to time it correctly when you launch them, as in many cases

only one at a time can be present on the screen. During that time, you have to rely solely on your whip, which is a strong weapon, but maybe not the best choice in a given situation.

Overall, Simon Belmont moves a bit clunky, far from the perfect interaction with other heroes like Mario or Sonic. You'll get used to it after a while.



The game uses a Password System. Be careful not to mix up O/0 or S/5.

Music

The Castlevania series is well known and highly appreciated for its atmospheric and impressive soundtracks. CV2SQ is no exception. Of course, you need to like 8-Bit Retro Midi-Sounds. If that is the case, you will definitely enjoy one of the best soundtracks ever for the NES System.

The game includes only a handful of tracks, but every single one is unique. At dawn the music changes to point out the different atmosphere. The music within the Mansions is especially enjoyable.

The game's soundtrack was composed by Kenichi Matsubara, who also created (among other things) music for the Action Games Contra Force and Crisis Force and the Arcade Castlevania Title Haunted Castle. The most significant song is "Bloody Tears", which has since become a recurring song in the Castlevania franchise. According to Wikipedia, "Bloody Tears" also introduced a motif to Castlevania, which included statues or portraits of a person crying tears of blood in the graphics. In some instances, the song has specifically accompanied this element in the series.

Trivia

Despite CV2SQ receiving high ratings for its newly introduced theme of exploration and its strong influence at the evolution of recent titles, it was heavily criticized for its bad localization. Many hints given by the townspeople are far too cryptic to be useful, many others mislead you, and some are pure lies. According to GameSpot, the subtle hints from the Japanese version were lost in translation. An infamous line of dialogue

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they gave as an example was "Hit Deborah Cliff with your head to make a Hole".

The cover of the second issue of "Nintendo Power" magazine was said by the producers to be the worst cover [out of all] of their magazines. It shows a costumed model dressed as Simon Belmont, holding Dracula's severed head. This cover caused a lot of telephone calls from angry parents complaining that their children would suffer from nightmares because of it.

In the rare case you have too many Hearts and no idea what to do with them, I have a quite useless tip for you. You can buy most, but not all, items again, even if you have already bought them. This doesn't change your inventory, but lowers your total number of Hearts by the price the item costs.



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Multiple Endings

According to how fast you beat the game and how many continues you use, different ending scenes will be unlocked. Time stops within buildings, including the mansions. Use this to your advantage if you are trying for the best ending.

Final Words

Playing the game is fun. I enjoyed walking around numerous places, collecting tons of items in Legend of Zelda style, which offer new abilities or just upgrade existing ones and beating the hell out of the creatures of darkness. The downside is that although the various locations differ quite a bit, you can get lost easily. The rumors of the villagers are quite vague, and offer no real hints in many cases.

The high number of fake walls, which look exactly the same like real walls, doesn't make it easier to find out where to proceed next. It often happens that somewhere (right in the middle of nowhere), you have to sprinkle some Holy Water onto a fake block, which can't be distinguished from the real blocks, to reveal a hidden path necessary for proceeding with the game. Unless you enjoy sprinkling Holy Water for big parts of your trip onto every block on your path, a map will come in quite handy. Including all maps into this magazine will go far beyond the scope of this already



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comprehensive article. I tried to add lots of hints to all the item locations into the following Appendix, as well as a small travel guide, which covers the most important stations of your adventure.

The music is great, and the graphical style is surely not the best I have ever seen for a NES Game. However, the graphics are quite a bit over the average. The bosses are a huge disappointment in comparison to the others of the Castlevania series. The overall difficulty of the game depends on the goals you have set yourself. If you just want to play through without trying for the best ending, it is quite easy to medium in some situations. If you want to go for the best ending, it can really be challenging as you aren't allowed to use a single continue. Especially some of the jumping-passages can be frustrating, because of the clunky controls. The day/night exchange is a cool feature and adds a nice note to the overall gameplay. It is a pity that it wasn't implemented more often in later games.

CONCLUSION BY FREEZER

If you are a fan of the Castlevania series, it will be a must-play for you. If you are new to the series and enjoy good Action-RPGs, Castlevania II: Simon's Quest is definitely something for you too. For everyone else, give it a try.



-  one of the best game musics ever
-  tons of cool items
-  explore lots of diversified areas
-  day/night feature with major impact on gameplay
-  huge amount of different enemies
-  weak bosses
-  some items are quite useless
-  just vague hints of how to proceed
-  invisible walls are quite annoying
-  clunky main character

Graphic: 4/5
Sound: 5/5
Playtime: 5 hours

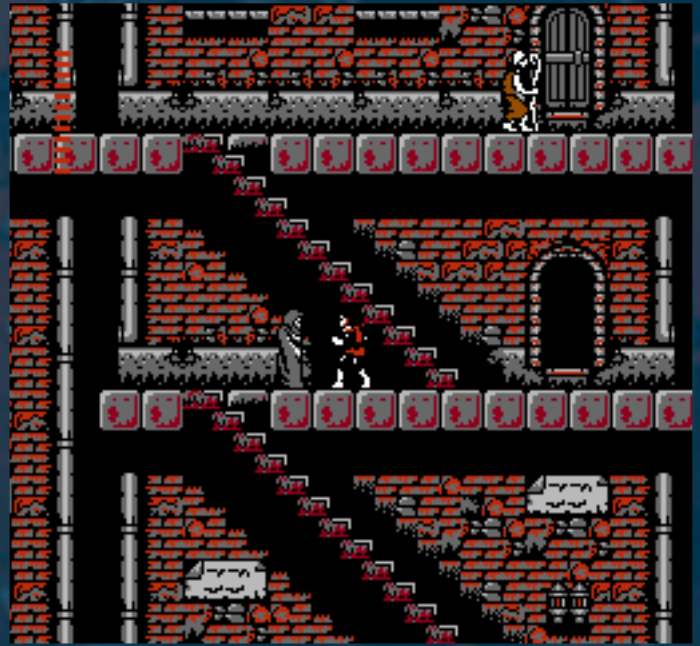
Rating: 4.5 out of 5
Whips

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Locations

Towns

The towns are your only chance to rest during your trip, but only during the day. At night, zombies and bats are floating around and all the doors are locked safely. Not every town has a church, but if you can find one, make sure you visit it. Your health will be fully replenished (for free!). Most merchants open their shops in this safe area, so be sure to have some Hearts to spend in your pocket. You can listen to the rumors of the citizens or simply ignore them if want. Try not to fall into the



watery pits, as they will instantly kill you. You will most likely run across the towns in your adventure in this order: Jova, Veros, Aljiba, Alda, Ondol, Doina and Yomi.

Woods

Transylvania is a very timbered area, so forests are the type of environment you will encounter most often outside the towns. There aren't any big differences between them except the colors of the trees. They are populated by lots of different enemies, which change deeper into the



SPECIAL: CASTLE EVANIA 2

game. At the beginning, skeletons and werewolves are prowling around, and later on spiders hang from the top of the trees and try to catch you with their webs; even the plants try to eat you! The names of the woods are mostly connected to the areas they adjoined to. These are Veros, Jova, Denis, Aljiba, Sadam, Debious and Dora. Some forests contain Marshes.

Marshes

Marshes are mostly settled within woods and contain a new type of environment. You won't die if you fall into the sticky morass, and can even

walk directly through it for a short period of time. You continuously lose health while you are in the marsh; I do not recommended taking a bath in there. Sometimes, though, you have no choice. As if that is not enough, Mud Men, Slimy Barsinisters, two-headed creatures, and more are trying to hinder you as you walk through. It is wise to keep some Laurels in your stock. The main marsh areas are Belasco, Joma, and Denis.

Bridges

Be careful to time your jumps correctly, and don't fall into the water. Fishmen, which

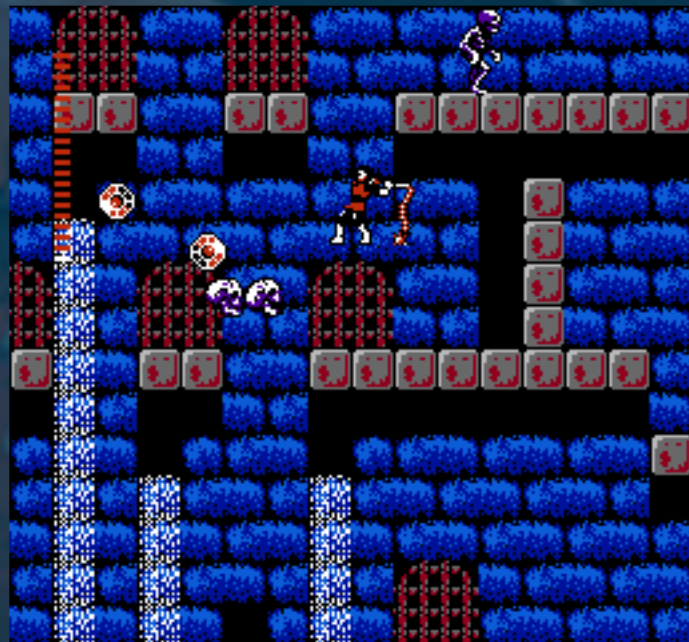


SPECIAL: CASTLE EVANIA 2

jump randomly out of the water, shoot fireballs at you to make things harder. Getting hit by an enemies gets you thrown back, and as you have no control over Simon Belmont in midair, you very likely will often get thrown into one of the numerous pits, which causes instant death (as our brave hero can't swim). There are four bridges in the lands of Transylvania, called North, South, East and West Bridge.

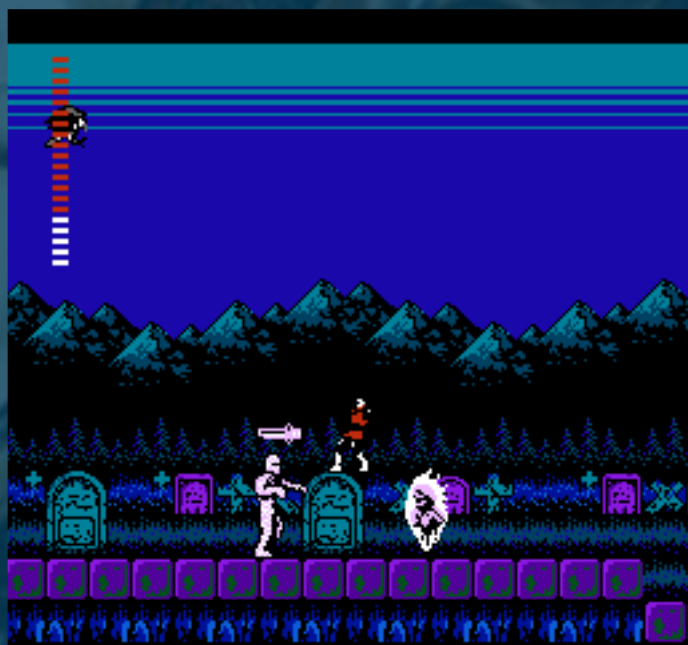
Caverns

Even beneath the surface, you are not safe from evil. Most of the caverns have multiple floors, so try not to get lost. The most common foes are Bats, Skeletons, Ghostly Eyeballs and Skullheads. Explore the caverns carefully, as you can find some very powerful items there. Dabi's Path, Aljiba Lower Road and Wicked Ditch are the main Cave Areas in Transylvania.



Graveyards

It is quite scary to walk around alone in a graveyard late at night. The buried put forth their hands and try to grab your feet. Ghosts are floating around, and even Mummies leave their ancient

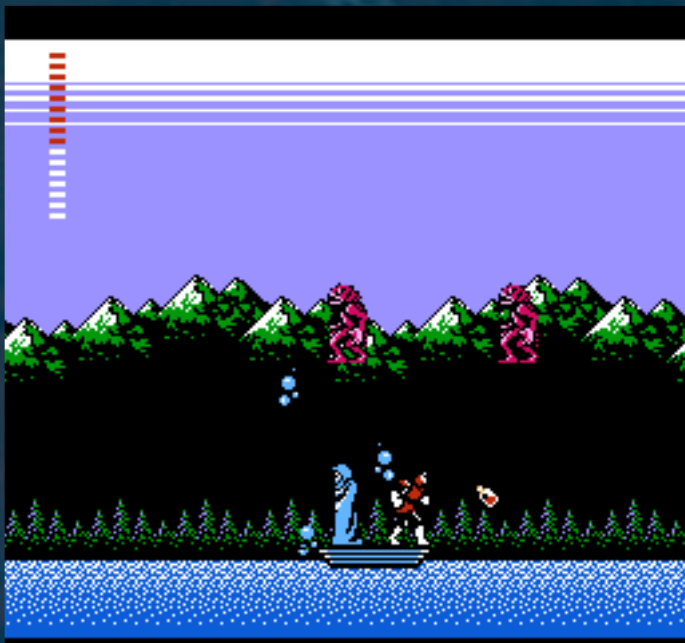


graves and try to take you down. Vultures are ready to disgrace your rotting corpse. But even in the darkest areas there is some light. It is said that Garlic has the power to reveal hidden mystics, which will be more than glad to help you out. The three main graveyards you'll cross are Camilla Cemetery, Storigoi Graveyard and Vrad Graveyard.

throughout your adventure that create paths across them. At one of the watery hazards, a Ferry Man is waiting for you, ready to take you to the other edge. Is that really the only place he goes... or are you able to convince him to change his destination? The main Lakes are Yuba Lake, the Dead River and Uta Lake.

Mansions

Your journey takes you through five mansions. Each contains one of Dracula's five body parts. Beware of spikes (which cause massive damage), fake walls, fake



Lakes

Various Lakes are blocking your path. Unfortunately our hero is a non-swimmer. Thankfully, you will discover some magical items



SPECIAL: CASTLE VAMPIRE 2

floors, pits, numerous undead enemies of different kinds, and...a guy who is selling you an Oak Stake. Oh wow. His wife really must treat him hard, if he prefers opening his shop here right beside creatures of doom instead of at home in a nearby city. Once you make it through all of them and successfully recover the relic, you've only reached the half-way point. Hopefully you have got some Health-Points left to get out of the mansion and arrive at the next town alive. The mansions include Berkeley, Rover, Laruba, Bodley and Brahm's.

Castlevania

Just a few years ago, an awesome castle was stretching over the landscape. Today, just the deserted ruins are left to



give us an impression of the erstwhile power of evil Lord Dracula. The goal of our journey is near. The force of the Lord of Darkness is still present in these ancient walls. Be sure to have all necessary equipment ready, and walk right into the heart of his departed fortress for the final battle. Once you enter the throne room and burn Dracula's body parts, there is no way back.



SPECIAL: CASTLEVANIA 2

Bosses



While later Castlevania games are known for hard to beat bosses, this one definitely is not. There are only three bosses, and they can all be killed with ease. To make matters worse, you can entirely skip one of them by just walking past.

SPECIAL: CASTLEVANIA 2

Grim Reaper (aka Death)

Deep in Brahm's Mansion you will face the Death himself. His appearance is as impressive as in any other Castlevania game, but only for the first few seconds.

Found in: Brahm's Mansion

HP: 128

Item Dropped: Golden Knife



There are different strategies of how to deal with him. By far, the easiest is to simply ignore him and move on to the next room with Dracula's Eyeball. If you do, though, you will not gain the Golden Dagger, the most powerful of the Sub-Weapons as reward. One method of beating him is to purchase the Morning Star whip in Oldon. Stay at the bottom left corner of the room. Try to dodge



the first few of his scythes or destroy them and when he lowers to the floor, smash the B-Button as fast as you can and hit him continuously with your whip. 16 rapid strikes and Death is dead.

If you didn't buy the Morning Star, no problem. Equip the Sacred Flame, and lure Death to the ground. Make sure that he

doesn't close the gap between you and the exit, and keep some distance from him. Then use the sacred flame, and watch while he gets hit by it multiple times. As soon as it disappears, toss the next one and repeat this procedure until he meets his maker. If he comes too close, take one small step back to increase the distance.

Finally, there is the Garlic strategy. Drop a Garlic bulb on the 4th or 5th block from the left, and chances are high that the Grim Reaper will be trapped by it when he approaches you. Watch him die as you take a coffee break, and soon the Golden Knife is yours for the taking.



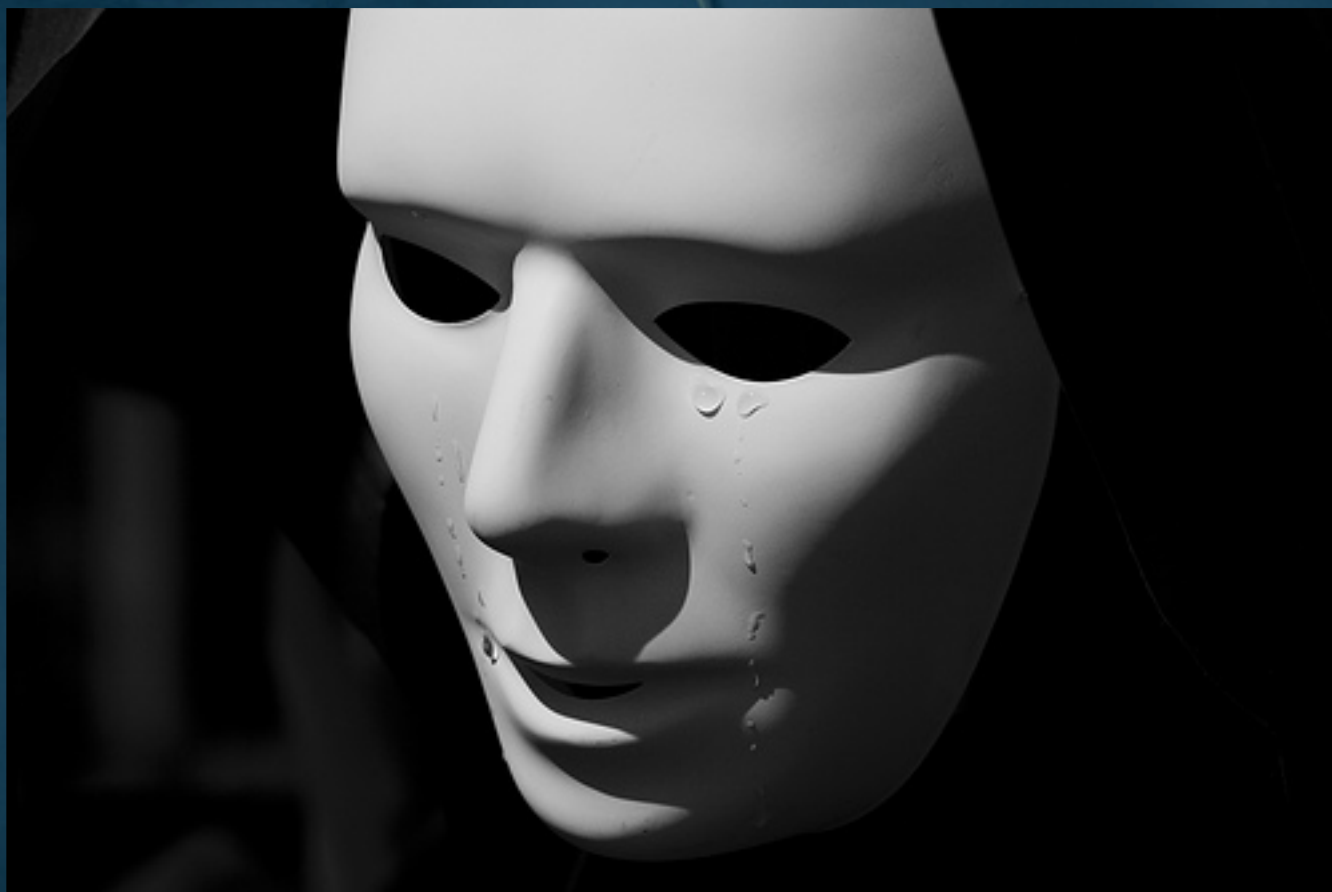
Vampira (aka Crying Mask)

Get ready to kick some ass. Wait ... She doesn't have one. But, no worry. The guard of Laruba Mansion isn't really a pain.

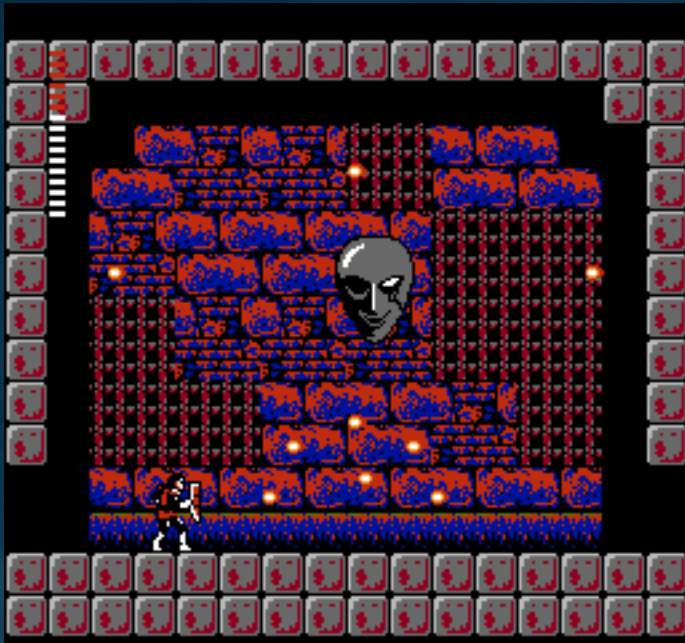
Found in: Laruba Mansion

HP: 256

Item Dropped: Magic Cross



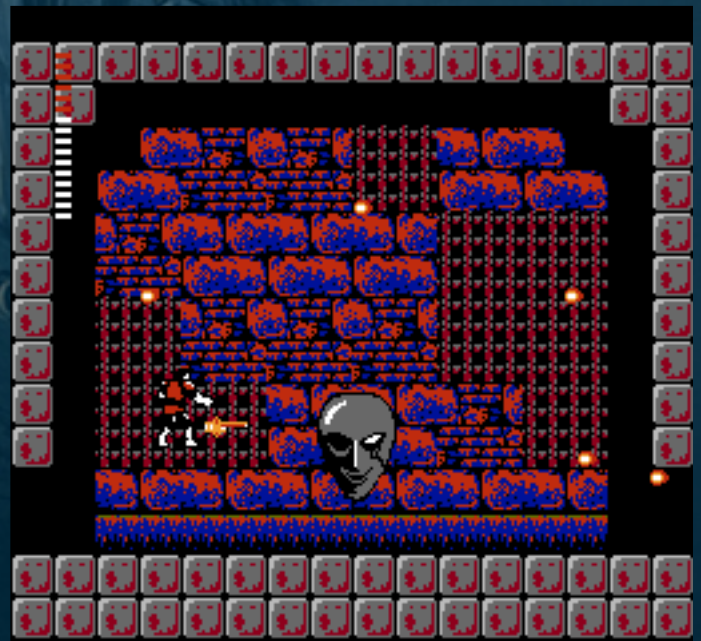
Again, there are different strategies you can use to deal with her. As with the Grim Reaper, you can simply move on to the next room and ignore her. However, you have to defeat her at least once, because she drops the Magic Cross once she is defeated. Without it, you won't get access into Lord Dracula's sealed castle.



Vampira has two different attack patterns. While performing the first she floats still in about the center of the room, but too high for you to reach, and cries a bloody tear. Once it reaches the floor, it splits up into five fireballs, one of them shooting in each direction of the room. Those fireballs are easy to dodge. Equip Dracula's Rib and stand still

while facing the center of the chamber. The bullets are reflected automatically.

Eventually, she will repeat this procedure for a few times, and then move on to her next type of attack. This time, she will float around in the room in a fixed circle, giving you a chance to defeat her. You can try to hit her with your whip, but be careful not to get too close. 16 Hits with your Fire Whip, and she's toast. An easier way is to strike her with the Golden Knife. Once it hits her, it sticks in her body and hits her another two times for the same damage. Vampira will be frozen for a short moment at her current position while taking damage. Take the chance to throw another knife when the previous one is about to lose its effect.



Lord Dracula

Get ready for the final battle against the Lord of Darkness himself. It is pretty obvious that this confrontation is unavoidable.

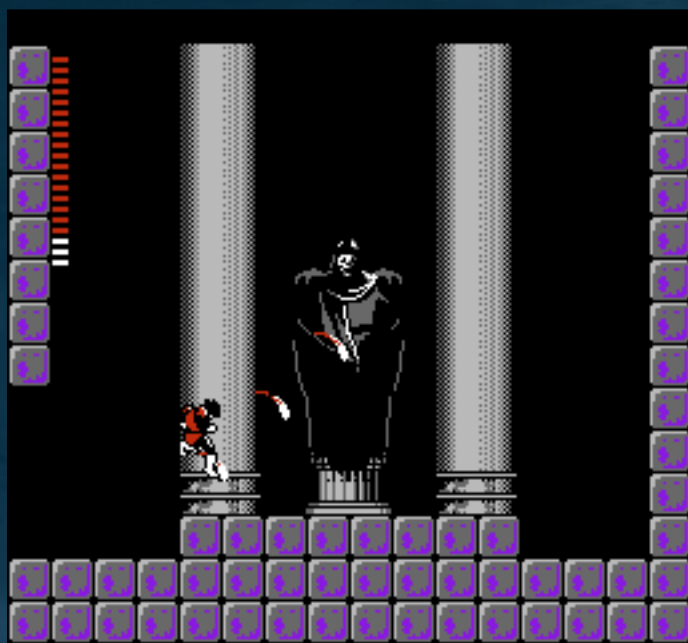
Found in: Castlevania

HP: 256



This battle could be an easy win in just a few seconds, or it could be really painful with bad equipment. Once you enter the throne room with the altar, you are going to watch a short animation of Simon Belmont burning the five parts of Dracula's body. You don't need to wait until Dracula is fully revived to control Simon. Immediately start hitting Dracula with your preferred weapon.

SPECIAL: CASTLEVANIA 2



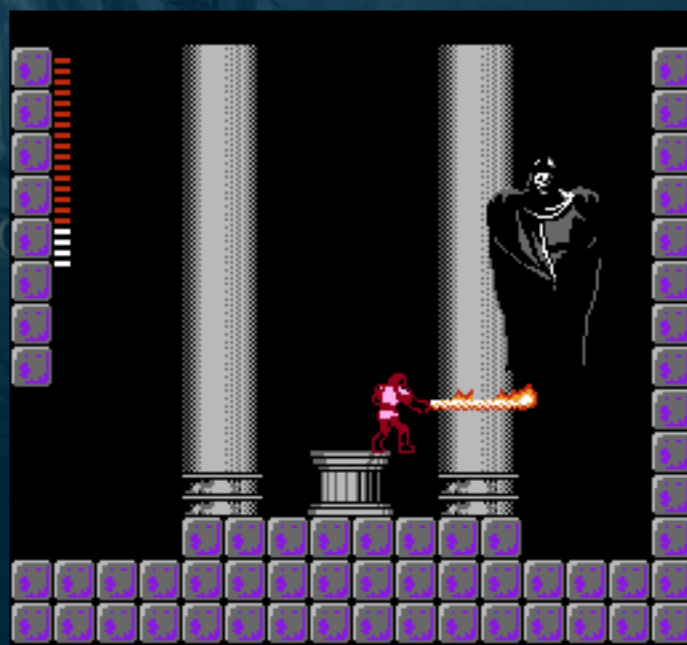
The best choice is the Golden Dagger in combination with the Fire Whip. Attack rapidly and watch him die even before he fully materializes. If you don't have the Golden Knife, another good way to weaken him effectively before the battle starts is to use the Sacred Flame, as you did with Grim Reaper. Each flame

hits Dracula multiple times. As soon as the flame is about to disappear, toss the next one. When Dracula starts warping around the room like crazy, try to finish him with your whip.

It seems like a nice idea to ban Dracula with Garlic.

However...because of strange magic, your stock of Garlic reduces to zero once you resurrect Dracula, and you aren't able to use a single clove. When Dracula fully appears, he starts warping around in the room, randomly shooting spinning fireballs at you.

Your best is to stay on top of the altar in the center of the room while continuously striking him with the whip and using Laurels. Lord Dracula deals massive damage. The spinning fireballs can be destroyed with the whip. If you can't find the Golden Knife, the Fire Whip, the Sacred Flame, or some Laurels, I wish you good luck. You will definitely need it.



SPECIAL: CASTLEVANIA 2

Items

There are tons of items you can find spread all over the world. You can either buy them in shops, or find them in castles. Many can be overlooked easily, as they are hidden quite well. I divided all items into the following categories: Primary Weapons, Secondary Weapons, Lord Dracula's Body Parts, Magical Crystals and Other Items. Some items are essential for proceeding in the game,

and some are completely optional (but can make your journey more convenient). For your reference, I made a list of all items available in the game. If you can't find them, or are just curious, proceed reading. Please note that the Whips and Crystals are upgradeable, and therefore the weaker weapon in your arsenal is replaced by the stronger one.



Beware of Nightmares! This cover of the popular magazine Nintendo Power provoked lots of telephone calls from upset parents.



SPECIAL: CASTLEVANIA II

Primary Weapons - Whips

This is your upgradable basic weapon. Each better version does twice as much damage as the previous version. I indicate the Range of the Whips in Blocks. How big is a block you ask? The whole game consists of blocks. Just have a look at one of the various screenshots for your reference.

Picture	Name	Location	Str.	Description
	Leather Whip	You start with it!	1	Your first weapon in the Game. Get used to the attack controls with this Vampire killing Instrument. It is fine in the beginning, but you should upgrade it as soon as possible. Length: 2 Blocks.
	Thorn Whip	buy for 100 Hearts in Jova	2	Does twice as much damage as the leather whip, and offers a little more range. I recommend skipping it unless you really feel you need it. Invest those 100 Hearts in something else. The Chain Whip is waiting for you in the next town. Length: 2.5 Blocks
	Chain Whip	buy for 150 Hearts in Veros	4	The Chain Whip will be your faithful companion for quite some time. Buy it as soon as possible. The range is about the same as the Thorn Whip. Length: 2.5 Blocks
	Morning Star	buy for 200 Hearts in Oldon	8	Quite expensive, but definitely worth every single Heart. It is not only the longest ranged regular whip in the entire game, it is also the only one which can be upgraded to the powerful Fire Whip. Length: 3 Blocks
	Fire Whip	upgrade Morning Star in the Cave of Uta Lower Road	16	Hidden quite well, and guarded by strong enemies, there is a cloaked man trapped in a box. Once you save him, he will upgrade your weapon to the most powerful whip in the game. Burn enemies, burn! Length: 3 Blocks







Secondary Weapons

Like in Castlevania I for the NES, there are a few different sub-weapons which make your life easier. You can free change between them. The sub-weapons cost Hearts to use; the Sacred Flame, Silver Knife, and Diamond require 1 heart per use, and the Gold Knife requires 2. If you don't have enough Hearts, you can't use them. The Holy Water and Dagger are cost free.

Picture	Name	Location	Str.	Description
	Holy Water	buy for 50 Hearts in Jova	1	The most multifunctional item in your inventory. Use it to hit enemies from higher platforms, destroy some blocks, or reveal invisible gaps in walls or floors.
	Dagger	buy for 50 Hearts in Veros	2	Flies straight horizontally, goes through enemies, but rather short ranged in comparison to the other Knives (Range 4 Blocks). Good for dealing damage from a distance for free.
	Sacred Flame	hidden in East Dabi's Path	4	When used, a flame spouts on the ground in front of Simon. Used to deter oncoming enemies, or to kill them from higher platforms (as with the Holy Water).
	Silver Knife	get from hidden mystic in Camilla Cemetery	2	Like the Dagger, but flies the range of the screen. It is ideal for using on large groups of enemies.
	Golden Knife	get after beating Death	??	This strongest version of the Dagger does the same damage as your current equipped whip, and flies through the whole screen; if that's still not enough, when hitting an enemy, it bursts into a flaming aura, hitting two more times.
	Diamond	get from mystic at unnamed mountain	2	The Diamond bounces off floors, walls, and ceilings, and smashes every foe in its path. It disappears only after going off the screen, or bouncing too many times. Try to use it in the caverns.
	Oak Stake	buy for 50 hearts from any mansion merchant	0	Essential for collecting Dracula's body parts. If you stand right in front of a magical orb at the end of a castle and can't open it, it is very likely that you don't have an Oak Stake. You need a new one for every orb.

Lord Dracula's body parts

These items are the reason for your journey, and therefore essential to beat the game. Besides resurrecting Dracula, four of them have other purposes.

Picture	Name	Location	Description
	Dracula's Rib	in Berkeley Mansion	When equipped, protects you from fireballs in the direction you are facing. It works when you are standing still, jumping, and fighting, but not while walking. Keep this in mind!
	Dracula's Heart	in Rover Mansion	Convinces the Ferry Man to take you to a hidden island.
	Dracula's Eyeball	in Brahm Mansion	Allows you to see the hidden clues for Dracula's Riddle.
	Dracula's Nail	in Bodley Mansion	This lets you destroy blocks with the whip instead of having to use Holy Water.
	Dracula's Ring	in Laruba Mansion	The Ring has no additional special effects.
	Magic Cross	get after beating Vampira	Obviously, not a body part of Lord Dracula, but it is still needed to destroy him in the Final Castle.

Magical Crystals


When you possess these Crystals, new paths are opened.

	White Crystal	buy for 50 Hearts in Jova	reveals invisible walls in Berkeley Mansion
	Blue Crystal	trade White Crystal to crystal trader in Aljiba	enables you to walk under water at the unnamed river and at the Lakeside of Uta Lower Road
	Red Crystal	trade Blue Crystal to crystal trader in Aldra	summons a whirlwind at the Jam Wastelands

SPECIAL: CASTLE VAMPIRA 2

Other Items

Miscellaneous useful items you will encounter every now and then.

Picture	Name	Location	Description
	Small Hearts	are randomly dropped after defeating enemies	Hearts are the currency for buying goods, and are required for using some of the sub-weapons. They exist in three versions. Small Hearts add two units to your stock, Half Hearts add four and Big Hearts are worth six units. Also, by collecting them, your Experience Points rise. Small Hearts raise your Exp by 1, Half Hearts by 3, and Big Hearts by 5. Please note that you can earn at some areas Exp-Points only until you reach a specific Character-Level. If you want to rise further in Level, you have to proceed to other areas of Transylvania.
	Half Hearts	are randomly dropped after defeating enemies	
	Big Hearts	are randomly dropped after defeating enemies	
	Garlic	buy 2 for 50 Hearts from merchants in Aljiba and Aldra	Your enemies are allergic to this vegetable, and can't pass it. They are trapped by it once they touch it, and constantly take damage until they die. Use this to your advantage; garlic is also needed to reveal some of the hidden Mystics.
	Laurels	buy 2 for 50 Hearts from merchants in Aljiba, Aldra, Oldon and Doina	Laurels grant you invincibility for about 8 seconds, which comes in quite handy while traveling through marshes, or in areas with lots of hard to beat enemies. Visit the Mystic in Laruba Mansion and get some for free.
	Silk Bag	get from mystic in Storigoy Graveyard	Doubles your capacity for Laurels and Garlic.



SPECIAL: CASTLE VANIA 2

A Small Travel Guide Through Castlevania

WARNING: The following section contains major spoilers. It will not cover each step, only important ones to provide hints in case you get lost. It is worth mentioning that the names of the places in-game are only mentioned in the road signs inside the towns. Not all locations are mentioned. It is dubious where all the names initially come from, but there exists a general agreement of what the correct names are.

Town of Jova. This is where you start your big journey. When you quit and have to restart your game via Password, you

will start from here too. Keep in mind the paths you take, as there is no map feature. One of the first things you should do is to invest your 50 Hearts in the purchase of Holy Water. You can easily find the merchant, who is in the door on the second city level to the right. Walking around outside in the same spot, you will find another merchant selling you the White Crystal, which is essential for proceeding in the game. Inside the left house on the middle platform of the second floor, you can buy the Thorn Whip.



Take your first steps and get used to your abilities. But don't push it too hard and take care of the watery pits.

Jova Woods: The Jova Woods are situated directly to the right of Town of Jova. If you exit town to the left instead, you will be toast within seconds. In Jova Woods, you will encounter your first easy-to-kill enemies. Beware of the Werewolves, which jump around like crazy. This is a good place for gathering Hearts to buy items in the Town of Jova. While you are gathering hearts, the time will probably change to night. Now the enemies are twice as strong, but leave Half Hearts instead of Small Hearts as a reward.

Veros Woods: The Veros Woods are west of Berkeley Mansion, and contain a long staircase down to the Town of Veros. Be sure to visit the town next.

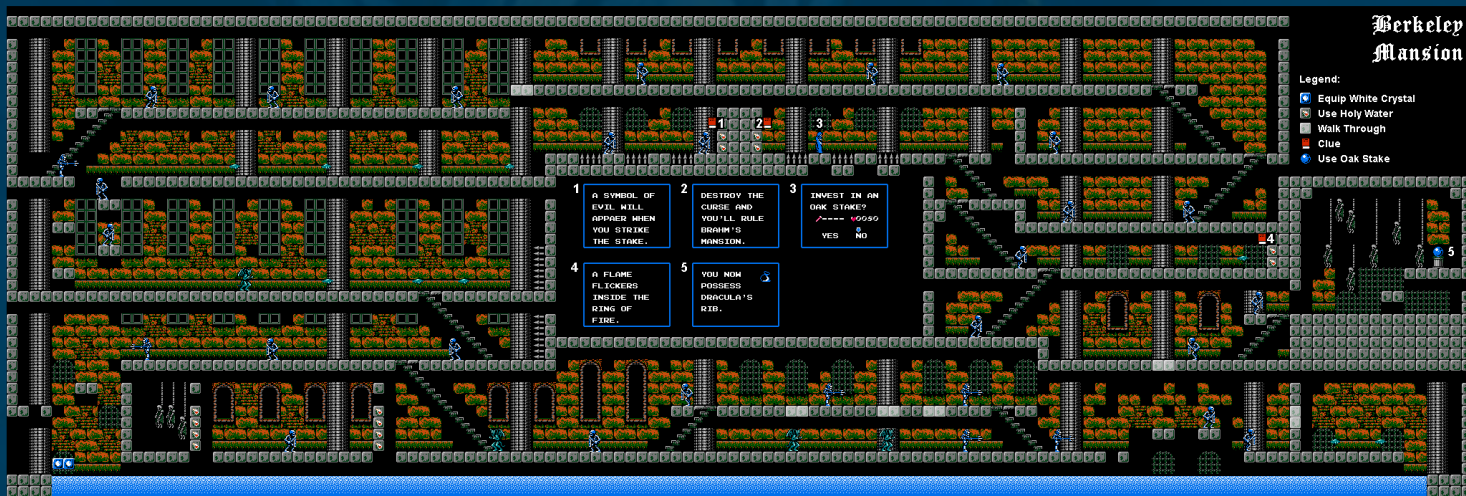
Town of Veros: Buy the Dagger and the Chain Whip from the local tradesman. You can find the Dagger in the first house behind an evil wall, which needs to be removed with Holy Water. The Chain Whip is sold

in the rightmost house on top of a small platform. Sprinkle some more Holy Water onto the floor to meet the merchant, who is hiding in the cellar. Don't forget to heal in the resident church. It is time to visit the first Mansion.



Veros Woods: The track splits up. Right leads to the Berkeley Mansion, down to the Town of Veros.

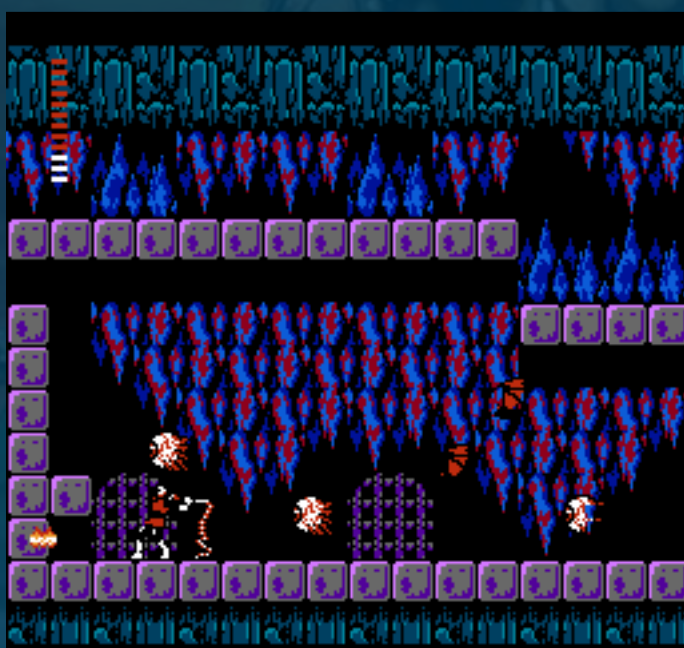
Berkeley Mansion: Equip the White Crystal right at the beginning to reveal a hidden platform, which allows you to proceed. Make your way up to the highest floor and move all the way to the right. Two platforms down and to the left, you encounter a merchant selling an Oak Stake. At the rightmost side of the castle, on



the second floor, you will find Dracula's Rib. Beware of the various fake floors, especially the last one before the room with the artifact. This one can cause you to take a nice extra tour through the castle, but is on the other hand a welcome shortcut to the exit after you

collect the first of the five body parts.

West Dabi's Path. You now have two directions in which you may proceed. I recommend returning to the Town of Veros to heal, and then going right to enter the cave West Dabi's Path at the bottom. Climb up to the top of the cave. If you have enough energy left, you can take a little shortcut and traverse the Denis Woods directly to the east of the entry of Berkeley Mansion. There, you can enter West Dabi's Path at the top level. But beware – it will be a long hike before you can heal again.



East Dabi's Path: Some evil blocks hide the Sacred Flame at the lower west end of the cave.

East Dabi's Path. Exit West Dabi's Path to the right, and continue until you reach the

floor of the cave. At the bottom, use Holy Water to remove the two blocks preventing you from walking to the left. Near the left wall, you will find two more evil blocks. Sprinkling some Holy Water on them will reveal the Sacred Flame.

Town of Aljiba: Continue east, ignore the stairway down into the Aljiba Woods, and visit the Town of Aljiba. Remember when I said it is going to be a long hike? There is no church here, but there is other business to do. After removing the evil floor in the first building, the



This man in gray can be overseen easily. He will exchange your White Crystal into the Blue one.

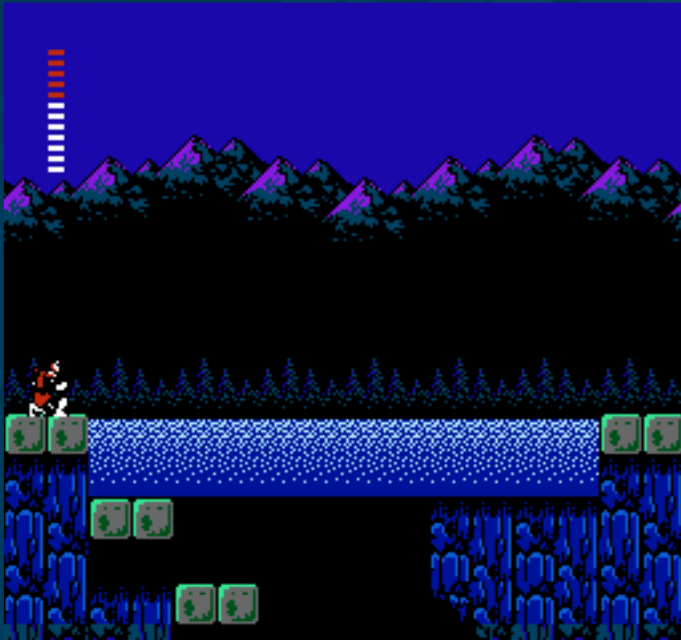
first floor leads you to a merchant selling Garlic. To the far right, in the room on the middle platform, is another merchant selling Laurels. Again, a fake floor waits to be treated with some Holy water. Don't forget to trade your White Crystal for the Blue Crystal to the man in gray walking around on the upper floor.

Camilla Cemetery: It is time to use your recently purchased Garlic. Use it at the Cemetery directly east of Aljiba and a mystic will appear to give you the Silver Knife.



Reveal the hidden mystic at the Camilla Cemetery with the use of Garlic.

SPECIAL: CASTLE VANIA 2

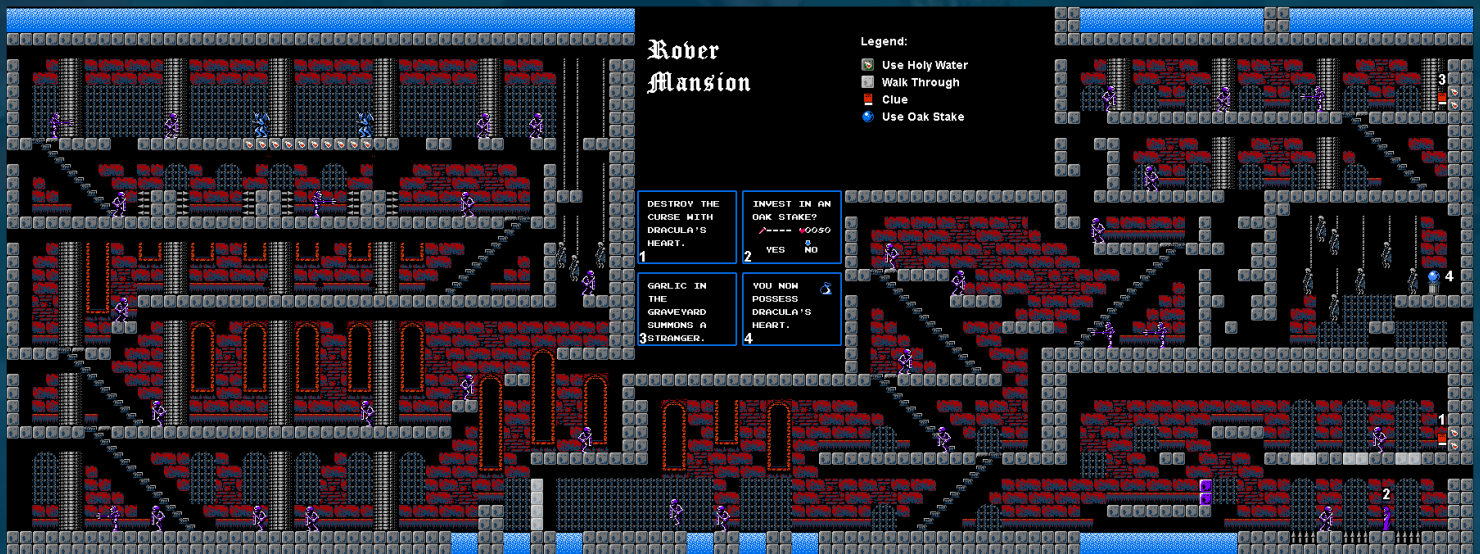


Employ the magical power of the Blue Crystal at this lake to create a path to Rover Mansion.

Aljiba Woods: Now it is time to descend the stairs you ignored previously, and follow the path until you reach an unnamed lake.

Unnamed Lake: Equip the Blue Crystal, and kneel down. After a few seconds, the lake dries out. Get ready for the next castle.

Rover Mansion: You can completely skip the first part by just walking right and jumping directly through the four fake blocks piled on top of each other. Invest in an Oak Stake at the lower right corner of the labyrinth. Be careful near the moving platform. The course to the second relic is a bit zigzaggy. Try to time your jumps correctly, and you will obtain Dracula's Heart.



Town of Jova. Yes, you are reading this correctly. At the beginning of this guide, I told you to ignore the path to the left, remember? Now it is time to trek all the way back to Jova. Rest in the church, if you need to. Afterward, head left.

Dead River: Make sure Dracula's Heart is not equipped, then hop onto the ferry, and enjoy the ride.

Town of Alba. What's this? A pink colored town full of pretty girls?! The only man seems to be the familiar looking guy in gray clothes on the middle platform on the second floor. He trades your Blue Crystal for a Red One. Enjoy your stay; chat with the ladies if you like. It might also be wise to top off your stock of laurels and/or garlic. Don't spend all your Hearts; you are going to need quite a few very soon. The merchant for Garlic is in the house on the top floor. Enter the door to the right of the gray man to find another fake wall,

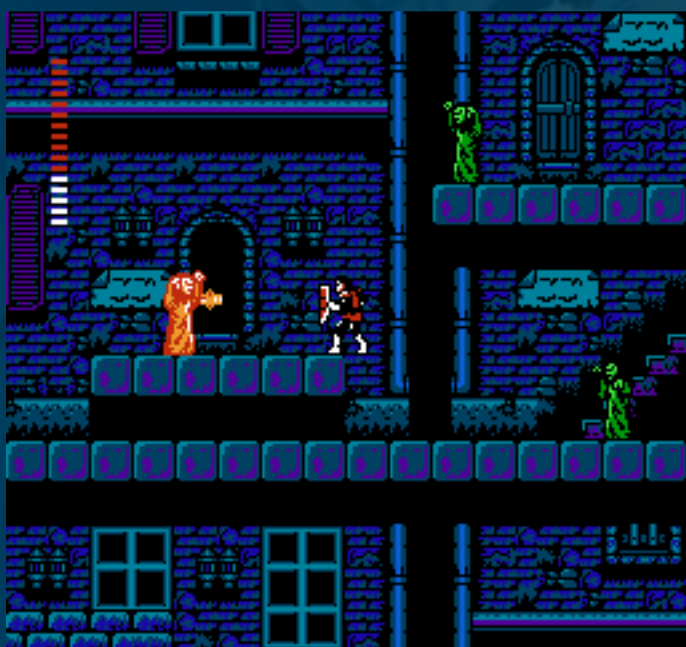


Where are the men? A town full of good looking girls...take the chance to train your flirting abilities!

which leads to the trader for Laurels.

Central Sadam Woods: Your path splits at this point. West leads to the Town of Ondol, which is your next destination. The lower path leads to the Storigoi Graveyard.

Town of Ondol: Did you ask yourself where all the male inhabitants of Alba went? Here is your answer. Also, this is where you can find the most expensive purchase of the game. The house in the center



Heart Farming: If you can not afford the Morning Star, wait until night in Oldon, and use the regenerating Zombies to your advantage.

of the town accommodates a merchant who is willing to sell you the Morning Star for a whopping TWO HUNDRED Hearts. If you don't have enough Hearts, you can either wait until night to do some Heart farming in town (which might be the easiest way), or try your luck at the Jam Wasteland to the left. You should top off your laurels, and you may purchase them from the hooded merchant in the rightmost house of the second platform, behind two fake walls. No church in Ondol.

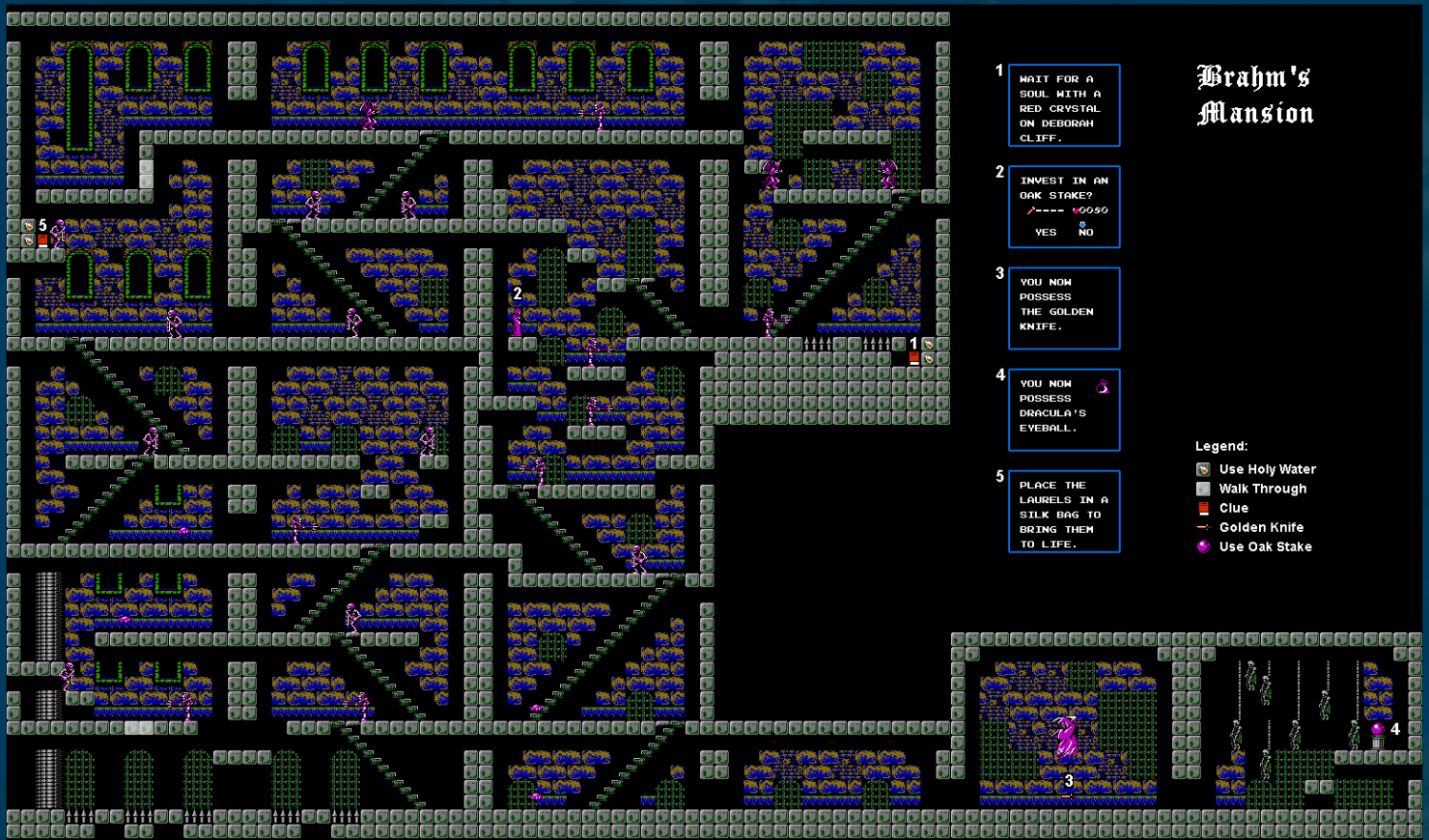
Storigoi Graveyard: Fight through all the Bone Walkers, Grasping Claws, Dragon Skulls, and Slimes until you reach a dead end. Use a clove of Garlic to acquire the Silk Bag from the Mystic that appears.

Dead River: Equip Dracula's Heart, then go back to the ferry. The Ferryman will take you to your next destination. This only works if you are on the eastern coast of the Dead River.



Unnamed lake: Once you have got the Diamond, you are only half way done. Be careful while crossing the lake with the moving platforms.

SPECIAL: CASTLEVANIA 2



Unnamed lake. Pass the entry to Brahms' Mansion for the moment. Use the moving platforms to cross this lake. The best moment to jump off is when the moving platform you are standing on reaches its peak. Be patient, and try to time your jumps carefully.

Unnamed mountain. Mummies, Eagles, Fire Plants, and more are blocking your way. Don't give up. The Diamond awaits you at the west end.

Brahms' Mansion. This is a pretty straightforward castle. You can't get lost in here, and you have to fight through every room. Buy another Oak Stake, and defeat the Grim Reaper himself to earn the Golden Dagger as a reward. After collecting Lord Dracula's Eyeball, leave the castle the same way you entered it. The Grim Reaper will reappear, but simply ignore him and keep walking past.

Jam Wasteland: The Jam Wasteland is directly west of the Town of Ondol. Backtrack to the Jam Wasteland, then equip the Red Crystal at the left end right before the Giant Wall, and kneel down for a few seconds. A whirlwind is summoned, and warps you directly to the entry of the fourth castle on your trip. Once you do this, you will not get a chance to return for a long time.



Jam Wasteland: Evoke the magic power of the Red Crystal and get whisked away to Bodley Mansion.





Bodley Mansion. This castle is much more of a maze than the previous ones, but nothing you need to worry about. Head right and climb the stairs up to the top level. Turn to the right and traverse the bridge over the spikes. Some fake blocks try to hinder your journey, but just jump through them. Follow the path until you reach again a dead end. This time the wall contains some evil blocks. Remove them with Holy Water and proceed to the right. Keep right, then go down the stairs to the bottom. You can jump traverse the left wall through some fake blocks into an area which seems to be outside of the ordinary castle. Go left until you encounter the merchant, and spend 50 Hearts for an Oak

Stake. Keep left after that, and you will fall through the floor. At the bottom and to the right, you will find Dracula's Nail. The way to the exit is a lot shorter. Take the leftmost staircases upward, and then proceed left. Jump through the fake blocks when you reach the wall, and you're done with this mansion.

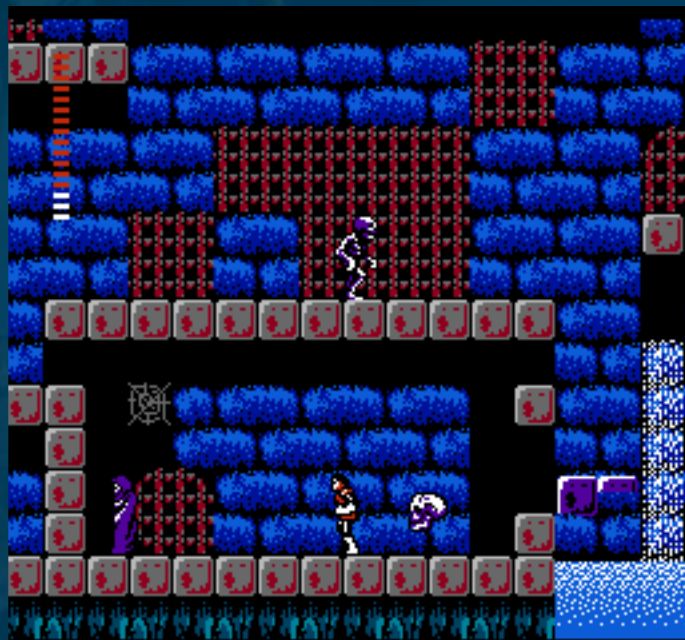
Town of Doina. This town is east of Bodley Mansion. First, though, you must traverse the Wicked Ditch. The Harpies, especially, can be a pain. Try to ignore them, and just keep walking. Luckily, they will not get you if you move fast enough. Once in town, visit the Church for healing and restore your stockpile of Laurels if necessary. You will need them soon. You

SPECIAL: CASTLEVANIA 2

can find the local merchant in the house at the east end of the city. Head back to the entry of Bodley Mansion.

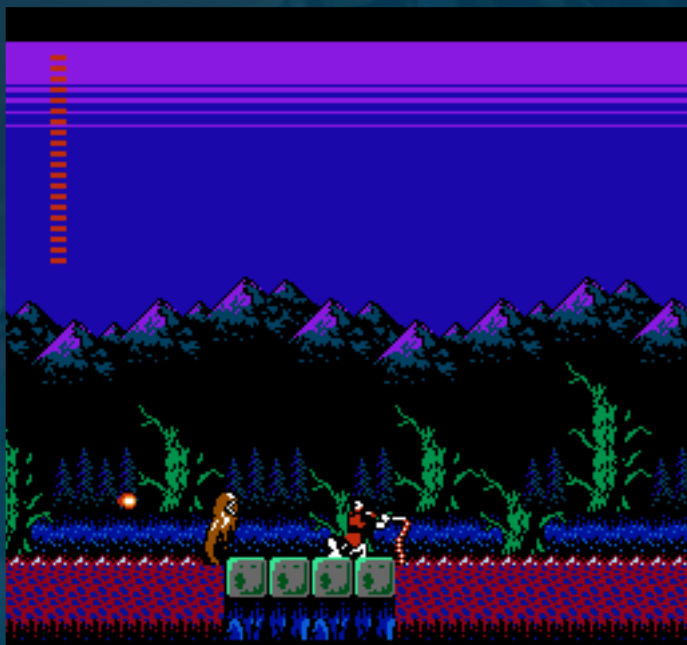
Uta Lower Road – Lake: Equip the Red Crystal and kneel down to dry out the lake. That seems to be somewhat familiar, doesn't it?

Uta Lower Road – Cave: At the center of this big cave is a stone cage with an imprisoned merchant. There are some evil blocks at the right, which can be destroyed easily with Holy Water. Talk to him, and he will upgrade your Morning Star into the Fire Whip, the most powerful whip in the game.



Save this imprisoned merchant in the cave of Uta Lower Road, and your Morning Star will be enhanced with the power of Flames.

Remember: you can upgrade only the Morning Star. If you stick for with the Chain Whip or a previous version, you can't receive this upgrade.



Laruba Mansion is situated right in the middle of Joma Marsh. Laurels are going to be your best choice in this deadly area.

Joma Marsh East: It's time to use your Laurels. Three are sufficient to reach the other side safely. Ignore every foe and just walk. If you only have two Laurels, use the first one once you jump into the smaller mudhole at the beginning, and the second shortly after the first one loses its effect. That will keep the damage you take to the minimum. Don't worry about the way back. You can restore your stock in the next Mansion.

SPECIAL: CASTLEVANIA 2

Laruba Mansion. There are no fake blocks, evil blocks, or other hidden traps in here. You can completely concentrate on what you see. The first thing you should do is to make your way up to the top of the middle part of the fortress to buy an Oak Stake. Then, take the right path down to the ground and enter the boss room. Defeat Vampira to obtain the Magic Cross. Collect Dracula's Ring, the final of the five missing body parts, in the next room. Now it is time to head to the final goal: Castlevania. First, though, you need to get out of this mansion. Unfortunately, you need to travel through Joma Marsh one more time. You can find a kindhearted

trader in the lower left corner of the middle part of the Mansion. He fills your stock of Laurels completely every time you speak to him. Use the moving platforms to get over the spiked floor, and move on to the exit.

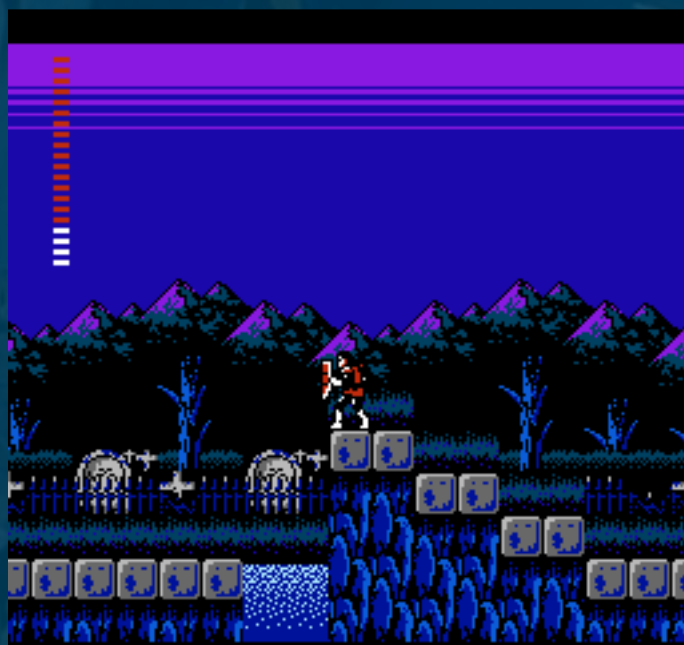
Chance to Return. If you forgot to collect something, or just want to see the pretty girls in Alba again, this is your final chance to return. Continue walking through the second part of the Joma Marsh to the west, and you will arrive at Camilla Cemetery. This is where you acquired the Silver Knife outside the Town of Aljiba near Rover Mansion, the second castle on your journey.



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BE WARNED, if you jump down the hill in the Cemetery, you cannot get back. You will have to wander all the way around again, passing through Aljiba, Jova, Alba, and Ondol to arrive at the Jam Wastelands. You will need to summon the whirlwind another time.

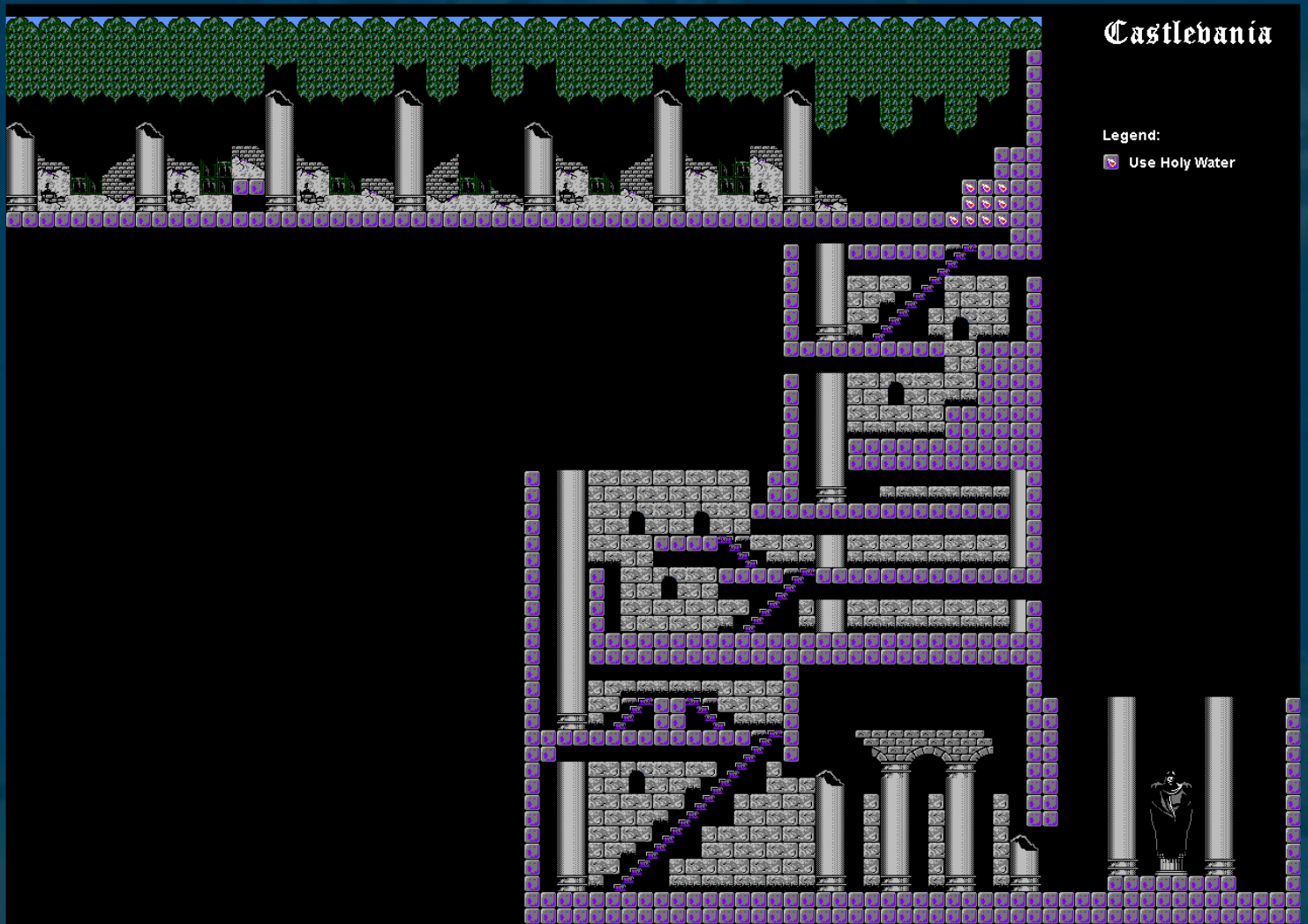
Town of Doina: Return to Doina. It is your last chance in this epic adventure to restore your health in the church and buy Laurels. After this, resume your way eastward.



Chance to Return: Jumping down is easy, coming back up will cause you a nice extra tour through Transylvania.

Dora Woods: Here, the path splits. Proceeding right leads to Deni's Marsh, which is pretty pointless. Just for curiosity, you can climb an invisible staircase there. Unless you want to visit it, follow the path to the south.

Town of Yomi: This is a gray Ghost Town. There is nothing here, except a crouching man in the last house, who asks to live together with you in Yomi.



West Bridge. Crossing Vlad's Graveyard leads you to the final path before Castlevania. Hopefully, you have all your equipment ready, especially the Holy Cross and the Five Body Parts of Lord Dracula. You cannot enter the bridge to Dracula's home until you remove the two Evil Blocks with some Holy Water. If you don't have the aforementioned six items, the blocks won't disappear.

Castlevania. Finally, we arrive. A new music track shows you the uniqueness of this dreaded area. Plow through the evil blocks and all the way down to the Throne Room. You don't need to worry about foes; these ruins are completely abandoned. Enjoy the animation while all body parts are burned, and get ready for the final challenge. After Lord Dracula is completely destroyed, you can see one of three endings.

SPECIAL: CASTLEVANIA 2

Worse Ending: Take your time and hang around for 15 Days or more, and/or use lots of continues.

Second Ending: Beat the Game between 8 and 15 Days and use only a few continues.

Best Ending: Finish the game before 8 days have elapsed. You are not allowed to use a Single continue, or restart even once.



An Epic Journey is over. Lord Dracula rests in peace ... Forever?



SPECIAL: CASTLEVANIA 2

CONTESTS!

Welcome to the UG High Score Contest! Every issue, we will choose up to three games for a high score contest. The details for each contest will appear below. If you'd like to make a contest suggestion, please do it [here](#). Please submit your scores to the high score submission form on [this webpage](#). You can submit more than one score if you improve upon your previous score. The cut-off time will be at a time agreed upon by staff before the release of the next magazine, at which time the submission form will no longer take submissions. Please check for the cut-off time in the [UG Magazine Updates](#) thread in the forum. The cut-off time will be in **red**. The top 10 ranking members will be printed in the next issue, but only the top 3 will earn rewards. Please play fair. Emulators are allowed (of course), but again, please play fair.

ISSUE CONTEST

Each month, we'll have one contest which is magazine or site related that's bigger than the high score contests. Called an "Issue Contest", the winner of this contest will receive double the rewards. This month's contest is to come up with a mascot for UG magazine. Possibly something that can be incorporated into a comic. There is no need to have artistic skill for this, but a sketch would be great. We'll have a vote before the next issue is released, and the top 4 mascots voted in will be featured in the next issue, including the winner. The top 4 mascots will receive the current yield for magazine contributors. The winner will receive double!

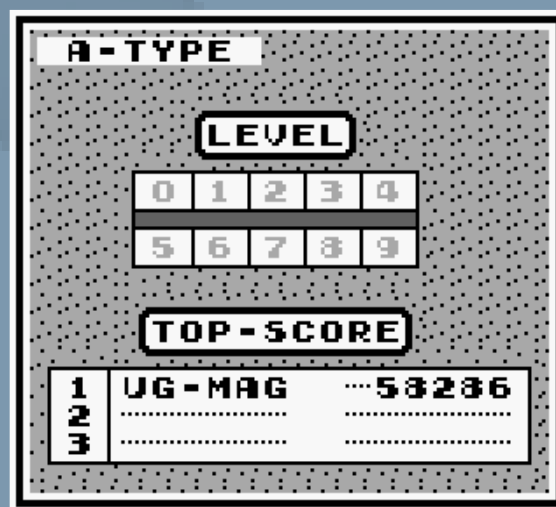
SUPER MARIO KART (SNES)

Your first challenge will be this well-known racer from Nintendo. Enter Time Trial Mode and choose the track Mario Circuit 2 of the Mushroom Cup. One trial takes 5 rounds. Please submit us the best total time, not the individual lap time. You are free to choose any driver you'd like.



TETRIS (GB)

The next challenge for this issue is a puzzle game. Most people know about Tetris and its variants spread across several systems. Of course, we chose the one with the best music ;) It's once again time to pile up tetrominos and hope for the vertical bar. Game Type A, highest score counts.

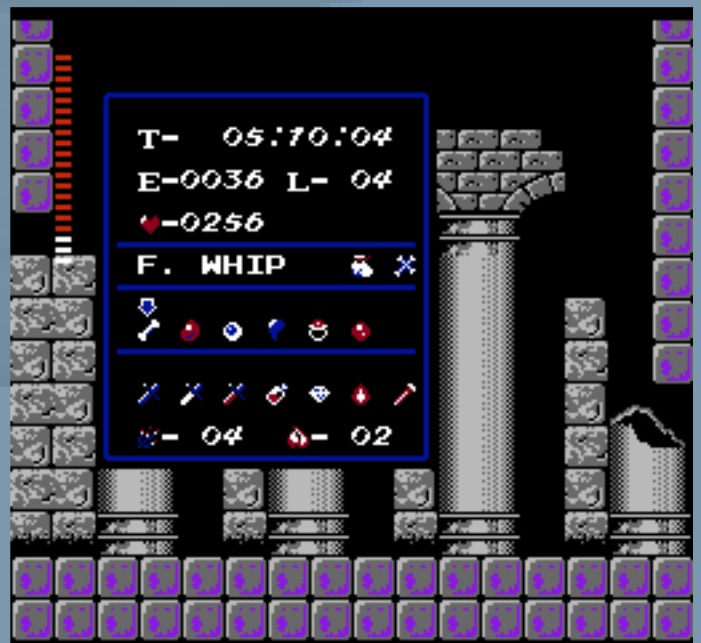


CASTLEVANIA 2: SIMON'S QUEST (NES)

Anybody can play Castlevania 2, but not everybody can do it quickly and efficiently. Use the password DINT XXDY 445X V3ZX to start your game. Get to the altar of Dracula's Castle as quickly as possible. At that point, either take a picture or a screenshot to show us the in-game time on the menu.

To do this challenge, you must use the US version of the game. If you do not have the game, you can either get it from the torrent [here](#), or you can play it online at [vNES](#).

The fastest player wins.



CONTEST'S

TIPS, TRICKS, AND CODES



Level Passwords:

At the title screen, choose Password, and enter the following passwords for the desired level. To enter the stage select screen, use "ZEAL" as your password.

Level 2: KING	Level 11: SONG	Level 20: SOUL	Level 29: LONG
Level 3: EASY	Level 12: LOVE	Level 21: OPEN	Level 30: CLUB
Level 4: NICE	Level 13: JUMP	Level 22: BEST	Level 31: TOWN
Level 5: BORN	Level 14: CORE	Level 23: WILD	Level 32: WOOD
Level 6: FREE	Level 15: BEAT	Level 24: TIME	Level 33: BASS
Level 7: STEP	Level 16: BURN	Level 25: SHOW	Level 34: MIND
Level 8: LIVE	Level 17: SING	Level 26: MOON	Level 35: STAR
Level 9: CITY	Level 18: TOUR	Level 27: EAST	Level 36: FINE
Level 10: MEGA	Level 19: LOOK	Level 28: RAIN	



Bird Stage Intro:

In order to see the bird stage intro, immediately after pressing START to begin a stage, hold the A and B buttons, and press the D-pad in the direction of the stage you selected.

TIPS, TRICKS, AND CODES

Castlevania II Simon's Quest

US Version Passwords:

All items:

FPIV MUSC 1ZSY VGZO

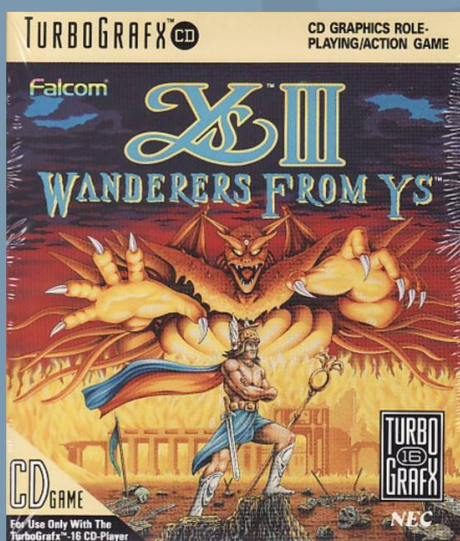
All items and full experience:

DINT XXDY 445X V3ZX

Extra Boost:

There will be times when you come across three-brickhigh jumps that Simon can't clear. Camilla Cemetery is most prominent in this regard. In fact, it's not even supposed to be possible to make such a jump. But you can just eke your way to the top of such an obstacle by jumping and swinging the whip at the same time. It will take practice, but it can be done – I've done it myself.

A video of somebody doing the jump can be seen [here](#).



Start with 65,535 Exp. and 65,535 Gold.

Aszz2/DDDDC#C/#C#C#DH/Qgggg/ggf\$\$\$\$/
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TIPS, TRICKS, AND CODES

A FINAL NOTE

There it is, folks. I hope you enjoyed the first issue of UG. A lot of work went into this project, and everyone who contributed deserves a big round of applause for their effort. I wanted to use this final space to give you all an idea of what we want to add to later issues if we can continue making them.

crosses fingers

Developer's Corner:

A place for developers who either mod classic games or create games to share their thoughts and show off their work. Type out some thoughts on your game, or even make an advertisement for it. If it appeals to the retro gaming community, we'd like to see it.

Letters to the Editor:

That would be me. Feel free to PM me any thoughts or questions you might have about the magazine.

Contests:

We'll be hosting contests for

upload credit on Underground Gamer, and even some real-world items. High-score and writing contests can be expected soon enough.

Thanks again to everyone who contributed, we'll see you next time

Jack Z

THANKS FOR READING!