

Castlevania II

Simon's Quest™

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A map of an ancient land—Transylvania

The village folk tell of a time long ago when Transylvania was a land of tranquil beauty. There were no maps in those days. People were happy to go anywhere whim took them. But then the dark times descended with the arrival of the evil Count Dracula. The land changed to a place of poison, distrust and dread. Maps were made to help villagers avoid the places of greatest evil—the Count's five mansions as well as other places of danger and despair. Use the map well for victory on your quest as Simon Belmont. If you are victorious, peace will return, and maps will be needed no longer. Fight the noble fight, Simon!

