NES-GG-USA



GHOSTS 'N GOBLINS™

CAPCOM©

GAME PAK INSTRUCTIONS

A Special Message From Captain Commando!

Thank you for selecting fun-filled **GHOSTS 'N GOBLINS™** . . .one of the exclusive family computer video games from the **Captain Commando "Challenge Series."**

GHOSTS 'N GOBLINS,™ created by CAPCOM© . . . premier world-wide arcade game designer. . . features colorful state-of-the-art high resolution graphics.

This high quality game pak is Licensed by Nintendo® for Play on the

Nintendo ENTERTAINMENT SYSTEM™



THIS SEAL IS YOUR ASSURANCE THAT Nintendo HAS EVALUATED AND APPROVED THE QUALITY OF THIS PRODUCT.

Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

SAFETY PRECAUTIONS

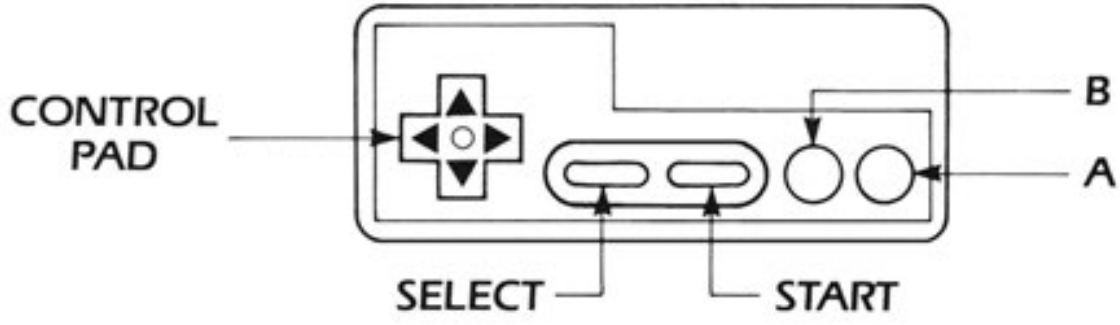
Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater game satisfaction over a long period of time.

SAFETY PRECAUTIONS

1. **Avoid subjecting this high precision game pak to extreme temperature variances. Store at room temperature.**
2. **Do avoid touching terminal connectors. Keep clean by inserting game pak in protective storage case.**
3. **Never attempt to disassemble your game pak.**
4. **Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.**
5. **For best results, play the game a distance away from your television set.**
6. **Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your game pak.**

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller *1 — Moves Knight in 1 or 2 player game.
Controller *1 — Moves Knight in 1 or 2 player continuation game.



Control Pad

Each tip imprinted with letter to show direction or movement:



Four Separate Action Tips

Pressing any of four tips creates direction of **Knight** movement:

- ◄ **Knight** moves left
- ► **Knight** moves right
- ▲ **Knight** climbs up stairs
- ▼ **Knight** decends stairs or ducks down

HOW TO PLAY

Our beautiful **Princess** is kidnapped. Her lover, the **Knight,** armed with five different weapons, must pass through seven guarded gates to successfully rescue the princess.

The **Knight** needs your skill to rescue the **Princess** to cunningly maneuver escape from Hades, land of the enemies.

SELECT Button

Press SELECT to move asterisk (*) next to title of game you wish to play.
* This button does not function while playing game.

START Button

Pushing this button starts the game you selected.

To Pause

Press START Button whenever you choose to pause while actively playing the game. A pause tone will be heard and game will be interrupted.

To resume game playing where you left off, press START Button again.

★ Button "B":

Enables Knight to hurl up to five different weapons to destroy the enemy.

★ Button "A":

Makes Knight jump and leap to avoid enemy attacks.

★ Each Controller has a cross-shaped Control Pad. Pressing any of the four tips produces separate action by the Knight.

HINTS ON GAME PLAY

There are 7 gates and at the end of each gate is an evil demon. Once this evil demon is killed, a key will fall out of the sky. This key opens the next gate. At the 7th and final gate you must do battle with the Devil in hand-to-hand combat. If you win, the beautiful **Princess** is saved.

When the **Knight** is hit on his suit of armor, he loses his suit of armor. The 2nd hit kills the **Knight.** You control the **Knight** with a 4-way control pad; to climb ladders, run forward or backwards, and to duck down to avoid the evil demons. The **A** and **B** buttons on the control pad are used to **A)** jump and **B)** throw weapons. If you push **A** then **B** immediately afterwards, the **Knight** will throw the weapon while jumping. If you use the control pad in the down position with the **B** button, the **Knight** will duck down and throw weapons.

HINTS ON GAME PLAY

Throughout each scene there are Jars which hide 5 different weapons — Javelins, torches, swords, axes, and crosses. When the game begins, the **Knight** is armed with a javelin.

Javelins —when thrown, they continue off the end of the screen.

Torches —when thrown, they form an arc and continue burning. When they hit the ground, if there are two fires burning you cannot throw another torch until one burns out.

Sword —same as javelin but with more speed.

Axe —they also form an arc when thrown.

Cross —when thrown they fly straight and stop the enemies' attack.

HINTS ON GAME PLAY

Our beautiful **Princess** is kidnapped. Her lover, the **Knight** in his shining armor, is armed with five different weapons. The **Knight** must pass through seven gates, each guarded by an evil demon. As the **Knight** destroys the evil enemy demons, a key appears from the sky. This key opens the next gate.

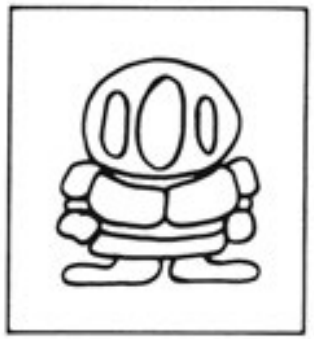
At the 7th and final gate, your skill enables the **Knight** to engage in hand-to-hand combat with the Devil. Defeat the Devil and the beautiful **Princess** is rescued.

Each time the **Knight** is hit with enemy firepower, he loses his suit of armor. The 2nd straight hit kills the **Knight.** Throughout every scene there are jars which hide the 5 different weapons for the **Knight.**

BONUS CHARACTERS

Bonus: found on the ground or will come out of the enemy's jars.

Bonus Points Earned

500	200	400	400	10,000
				
Money Bag	Stone Soldier	Stone Soldier	Stone Soldier	King

HIDDEN CHARACTERS

3 - 4 characters on each stage

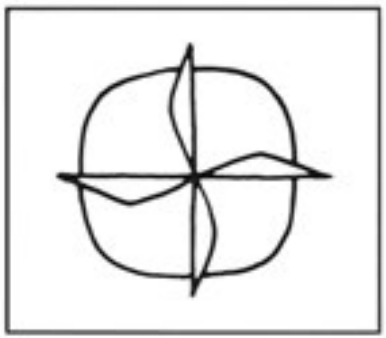
★ **How they appear varies and some can kill the player.**

★ **They appear when the player passes certain areas, jumps from different levels, or shoots at the walls.**

HIDDEN CHARACTERS

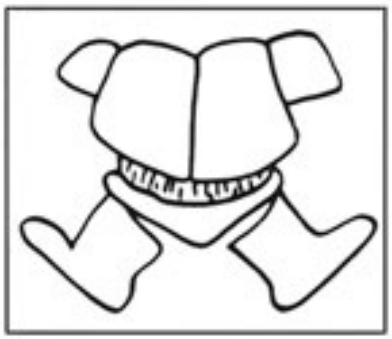
Points Earned

5,000



Yashici

0



Armor
The player has armor.

0



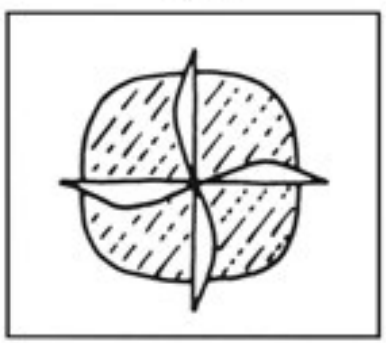
Extend
Adds one more player.

100



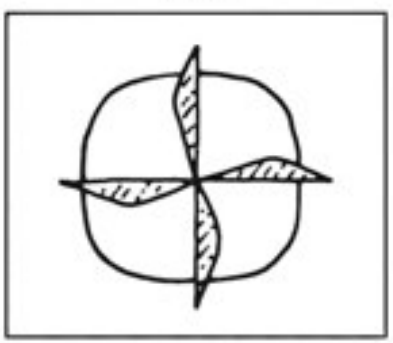
Frog King
When caught, becomes a frog.

100



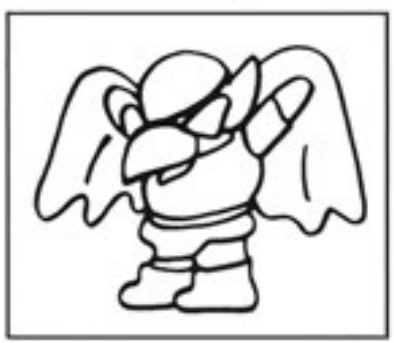
Time (Inc.)
Increases your life by 30 sec.

100



Time (Dec.)
Decreases your life by 30 sec.

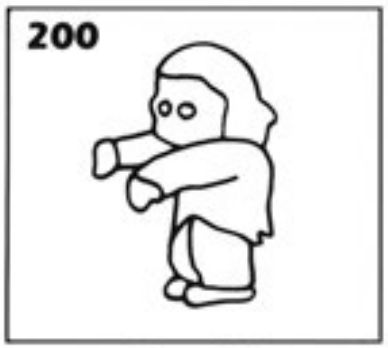
2000



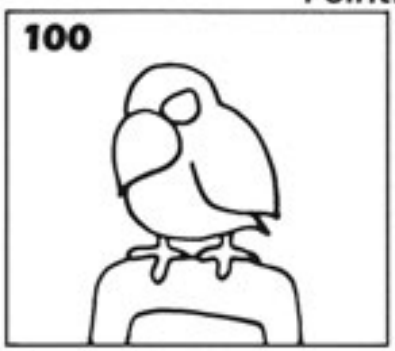
Magician
The player becomes a frog when he casts his spell.

ENEMY CHARACTERS

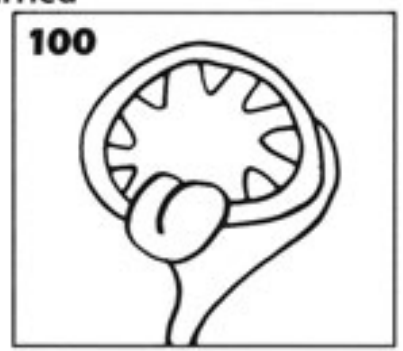
Points Earned



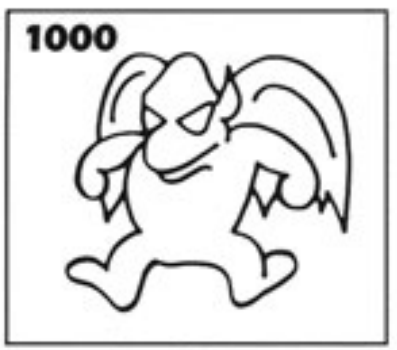
Zombie
He comes out of the ground and tries to walk over the player.



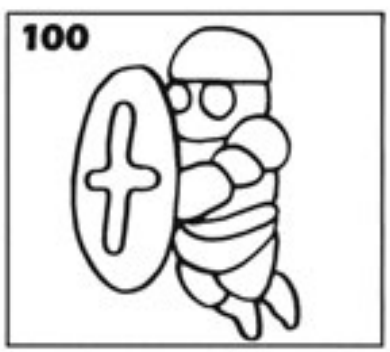
Raven
It stands on a tombstone and flies at the player.



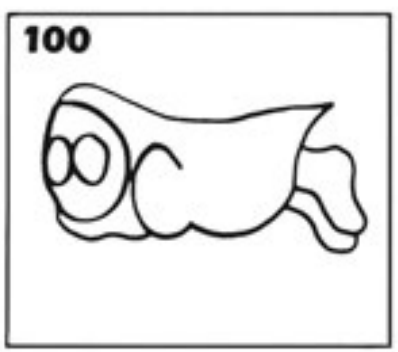
Green Monster
It shoots with its mouth open.



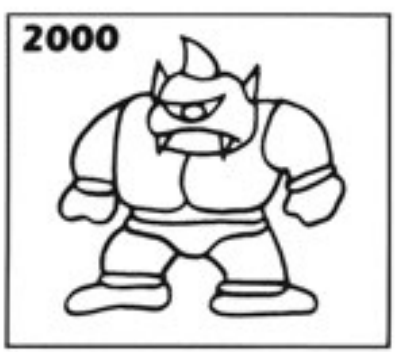
Red Devil
It moves so quickly that it can avoid your shots. You need 3-4 shots to kill him.



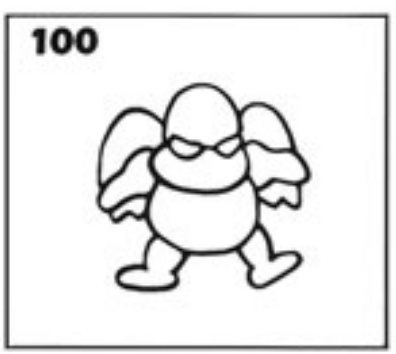
Flying Knight
He flies up and down. Since he has a shield you can not kill him from the front.



Forest Ghost
It appears suddenly in the air and throws spears.



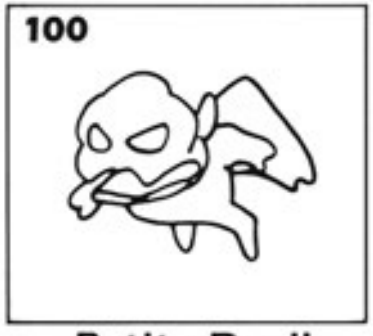
Unicorn
It attacks while jumping and shooting. He needs 10 shots to be killed.



Blue Demon
It comes out of post holes. After flying in the air for a while, it attacks the player.

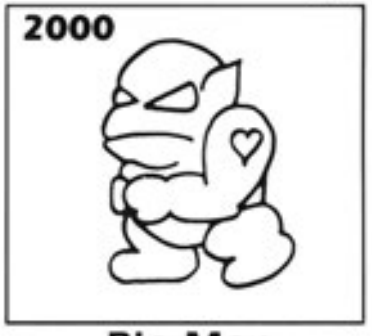
ENEMY CHARACTERS

Points Earned



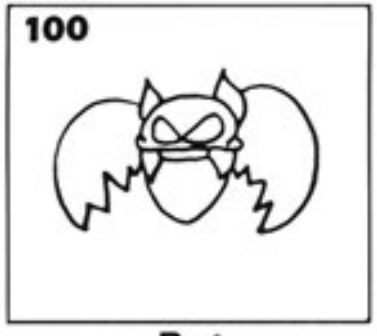
Petite Devil

It comes out of the windows and flies toward the player. It attacks very quickly.



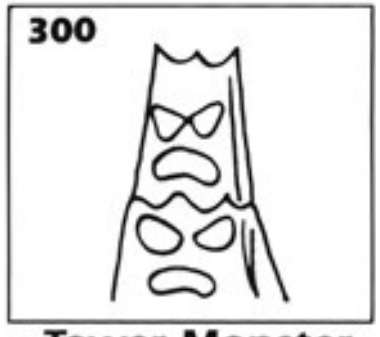
Big Man

He guards the house. He shoots sideways and downwards. You need 10 shots to kill him.



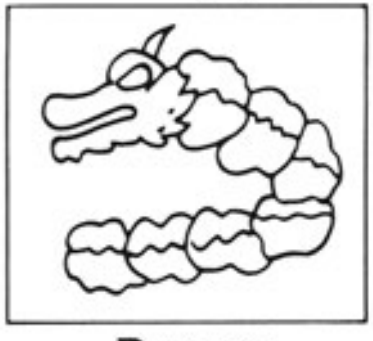
Bat

It flies down from the ceiling.



Tower Monster

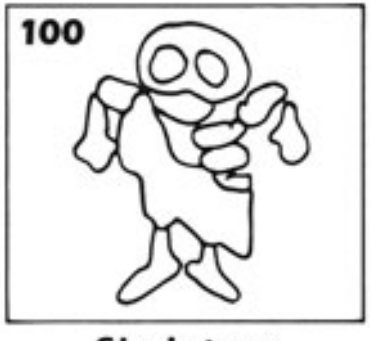
It shoots out of both faces. When its face is red, you can kill it with 4 shots.



Dragon

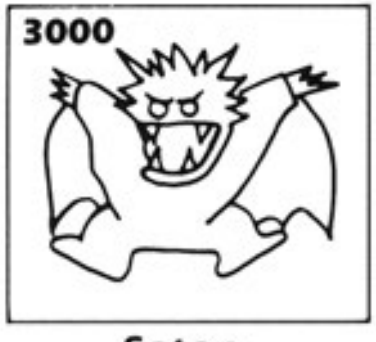
It consists of a head and 8 bodies. It can fly in the air and breathes fire balls. You need 8 shots directly on its head to kill him.

Head: 1000
Body: 200



Skeleton

First you see the head and then the whole body appears.



Satan

It moves very quickly. When his wings are closed, shooting him will not kill him. He will die with 8 shots only when his wings are open.



The Devil

He shoots out of both mouths. You need to shoot the upper face 10 times to kill him.

1st round: 10,000
2nd round: 20,000

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

Look for Capcom's Exciting New Games

COMMANDO™

1942™

CAPCOM©

CAPCOM©

PREMIER
WORLD-WIDE
ARCADE GAME
DESIGNER

Nintendo® ENTERTAINMENT SYSTEM™

Printed in Japan