

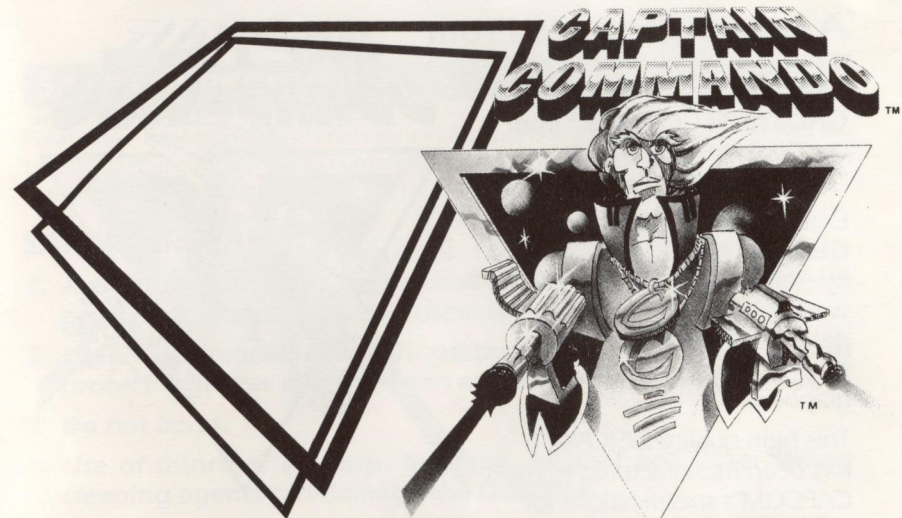
**PREMIER
WORLD-WIDE
ARCADE GAME
DESIGNER**

CAPCOM®

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408-745-7081**



GHOSTS 'N GOBLINS™

CAPCOM®

DISK PAK INSTRUCTIONS

A Special Message From

Thank you for selecting
GHOSTS 'N GOBLINS™ from
the **Captain Commando**
"Challenge Series."

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

This high quality DISK PAK
has been manufactured to meet
CAPCOM's specifications for
excellence, assuring long-lasting
satisfaction game after game
on Commodore 64/128.

Captain Commando

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Commodore 64 and Commodore 128 are registered trademarks of Commodore Electronics Ltd.



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 satisfaction over a long period of time.

SAFETY PRECAUTIONS

1. Avoid subjecting this high precision DISK PAK to extreme temperature variances. Store at room temperature.
2. Keep from touching with fingertips. Re-insert DISK PAK in its protective jacket to keep clean and avoid scratching.
3. Do not bend.
4. Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the DISK 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 DISK PAK.

HOW TO PLAY

Our beautiful **Princess** is kidnapped. Her lover, the **Knight**, armed with five different weapons, must pass through four 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.

TO START THE GAME:

For Commodore 64/128:

1. Connect your joystick to port 2.
2. Turn on your Commodore 64 or 128, disk drive and monitor.
3. Switch Commodore 128 to 64 mode.
4. After the red "busy" light on the disk drive goes off, insert **GHOSTS 'N GOBLINS** DISK PAK into the disk drive with the label side up and close the disk drive door.
5. Type LOAD "**GHOSTS N GOBLINS**", 8, 1 and press RETURN.
6. When the first street scene appears, you may begin play.

HOW TO PLAY

Push **Button A** To Start Game —

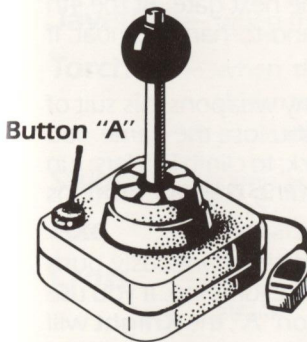
BUTTON "A"

Activates **Knight**. Enables **Knight** to hurl up to five different weapons in attempt to destroy the enemy.

DURING PLAY

Moving the joystick creates direction of **Knight** movement:

- ◀ **Knight** moves left
- ▶ **Knight** moves right
- ▲ **Knight** climbs up or jumps to avoid enemy attacks.
- ▼ **Knight** descends stairs or ducks down.



HINTS ON GAME PLAY

There are four gates in **Ghosts 'N Goblins**. Evil Demons are standing guard at each gate. The **Knight** in his shining armor, engages in battle with evil Demons. Once the **Knight** slays an evil Demon, a key will fall out of the sky. This key enables the **Knight** to open the next gate. At the 4th and final gate you must challenge the Devil in hand-to-hand combat. If you win, the beautiful **Princess** is saved.

When the **Knight**'s suit of armor is struck by enemy weapons, his suit of armor shatters. A second hit will kill the **Knight**. You lose the game. You control the **Knight**'s actions with your 4-way joystick; to climb ladders, run forward or backwards, and to duck down, avoiding the evil Demons attacks.

If you move the joystick in the "Up" position and simultaneously push Button "A", the **Knight** will throw the weapon while jumping. If you use the joystick in the "Down" position and push Button "A", 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 torches 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 four 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 4th 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 Solider	Stone Solider	Stone Soldier	King

HIDDEN CHARACTERS

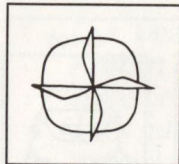
3-4 characters on each stage

- ★ 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

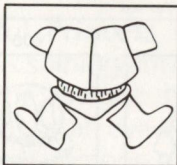
Points Earned

5,000



Yashici

0



Armor

The player has armor.

0



Extend

Adds one more player.

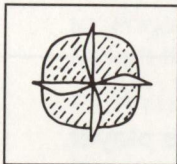
100



Frog King

When caught, becomes a frog.

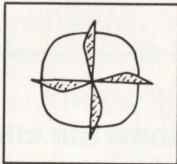
100



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

200



Zombie

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

100



Raven

He stands on a tombstone and flies at the player.

100



Green Monster

It shoots with its mouth open.

1000



Red Devil

It moves so quickly that it can avoid your shots. You need 3-4 shots to wipe him out.

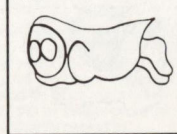
100



Flying Knight

He flies up and down. Since he has a shield, you can not destroy him from the front.

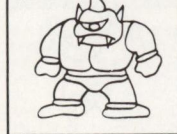
100



Forest Ghost

It appears suddenly in the air and throws spears.

2000



Unicorn

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

100



Blue Demon

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

ENEMY CHARACTERS

Points Earned

100



Petite Devil

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

2000



Big Man

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

100



Bat

It flies down from the ceiling.

300



Tower Monster

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

100



Skeleton

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

3000



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



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

90-DAY LIMITED WARRANTY CAPCOM DISK PAKS

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Disk Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Disk Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling: Outside California State (800) 843-4632, or Inside California State call (408) 745-7081. Our consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
1283-G Mountain View/Alviso Road
Sunnyvale, CA 94089

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted above. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for \$10.00 payable to CAPCOM U.S.A., Inc. Capcom will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

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

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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