Ghosts'n Goblins

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Basic Controls

Move	4
Jump	Α
Attack	В
Start game/Pause	START
Select players	SELECT

Getting Started

On the title screen, select 1 PLAYER or 2 PLAYERS with SELECT, then press START to begin the game.



Basic Play

You play the role of a knight who must fight against zombies, demons and other undead creatures to save the



kidnapped princess. Defeat the boss at the end of each stage, then use the key that drops to open the gate and proceed to the next stage.

Armour

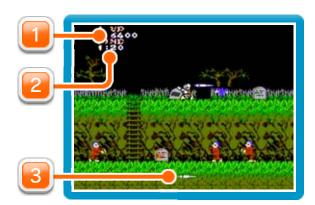
If you are hit by an enemy or enemy projectile, you will lose your armour. You will lose a life if you take a



second hit, fall into a pit or run out of time. If you lose a life, you will have to start over at the beginning of the stage or at the halfway point if you managed to reach it.

Game Over

Lose all of your lives and it will be game over. If you lose all of your lives, you can always continue the game by selecting CONTINUE on the title screen.



- Score
- Time remaining
- Equipped weapon

Equipment

You can find new weapons inside jars carried by enemies. Armour can be found at hidden spots within the stage, but not inside jars carried by enemies. Keep in mind that you can also find other items inside jars.

Lance	Flies straight and true. Default weapon.		
Doggor	Flies like a lance but faster. You can		
Dagger	throw up to three in a row.		
Torch	Flies in a short arc, then continues to		
Torch	burn upon landing.		
Ava	Flies in an arc and slices through weak		
Axe	opponents.		

♦ Other weapons can also be found in the game.

Items

Other items than those shown below can be found in the game.



Stone Soldier

Awards 200 or 400 points.



Money Bag

Awards 500 points.



King

Awards 10,000 points.



Armour

Restores your armour.

◆ This will not appear if you are already wearing armour.



Key

Defeat the boss at the end of each stage to get a key, clear the stage and earn 1,000 points.