

COLLECTOR  
VISION  
Games

Guide No. 099281

CARTRIDGE  
INSTRUCTIONS

# GHOSTS'N GOBLINS



魔界村<sup>TM</sup>

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## GAME DESCRIPTION

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A long time ago, in a far-off land, we find our hero, Arthur, sharing a moment with the princess he loves. Suddenly, the Demon Lord appears and kidnaps Prin Prin. In haste, Arthur puts his armor on and departs for the Demon Realm to save his fiancé.

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## GETTING READY TO PLAY

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- Make sure the COLECOVISION™ or compatible console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned accordingly to your console manual.
- **ALWAYS MAKE SURE COLECOVISION™ OR COMPATIBLE UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

Turn **Off/On** switch to **On** after cartridge is inserted.

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## USING YOUR CONTROLLERS

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Use Control Stick to move Arthur right or left. Push Control Stick up to climb ladders. Push down to climb down or to duck. Press Left Side Button to jump and leap to avoid enemy attacks. Press Right Side Button to hurl up to five different weapons to destroy enemies.



## HERE'S HOW TO PLAY

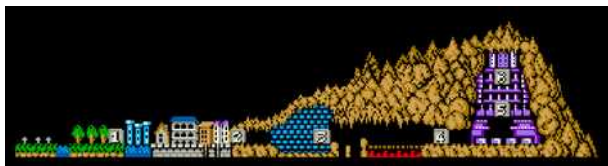
The princess is kidnapped. Her lover, Arthur, armed with different kinds of weapons, must pass through guarded gates to successfully rescue her. Arthur needs your skill to rescue the princess to cunningly maneuver escape from the land of the enemies.

Each time Arthur is hit, he loses his armor. The second straight hit kills him.

Sometimes you will find jars with hidden bonuses or different weapons for your knight. When the game begins, Arthur is armed with a spear.



Map :

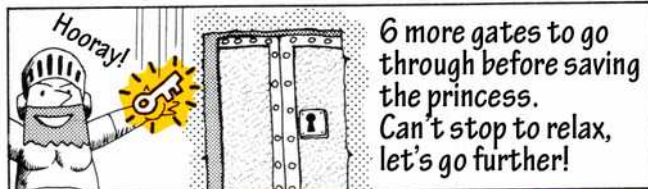
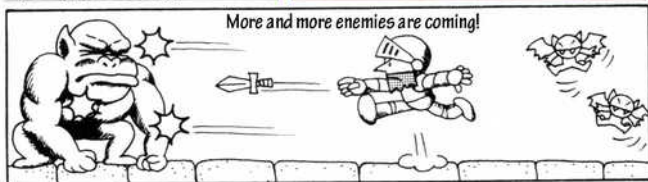


Our brave knight sets out alone to storm the demonic land in search of his beloved princess, unaware of the dangers that await him...



HERE WE COME!







**Flying Knight:** He flies up and down.

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

**Unicorn:** It attacks while jumping and shooting.

**Blue Demon:** It comes out of post holes and attacks you.

**Petite Devil:** It comes out of the windows and attacks quickly.

**Big Man:** He guards the house.

**Bat:** It flies down from the ceiling.

**Tower Monster:** It shoots out of both faces.

**Dragon:** It can fly in the air and breathes fireballs.

**Skeleton:** First you see the head and then the whole body appears.

**Satan:** Moves very quickly. He can't be hit when his wings are closed.

**The Devil:** He shoots out of both mouths.

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## THE FUN OF DISCOVERY

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This instruction booklet will provide the basic information you need to get started playing Ghosts'n Goblins™, but it is only the beginning! You will find that this cartridge is full of special features that make Ghosts'n Goblins™ exciting every time you play. Experiment with different techniques and enjoy the game!

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## CREDITS

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Box and manual by Vincent Godefroy.

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# CollectorVision Games