

GHOULS'N GHOSTS™



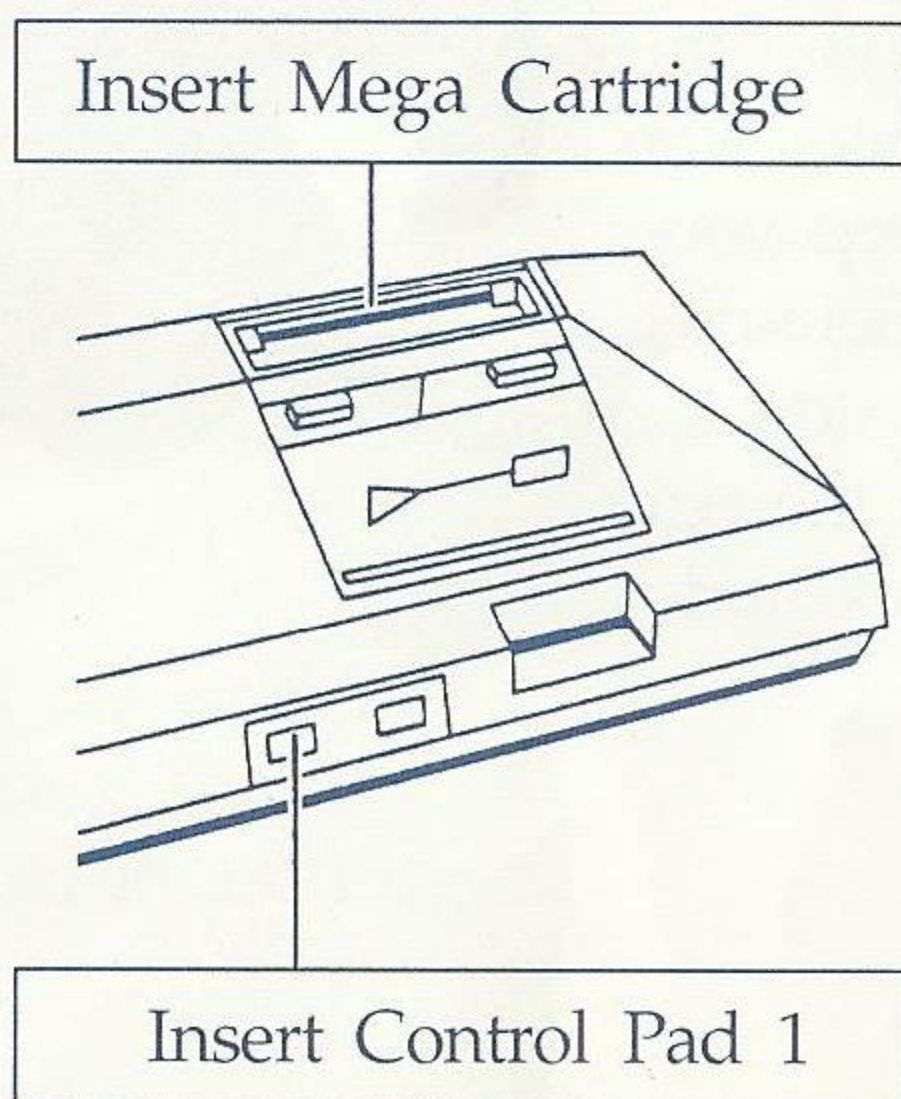
SEGA

Starting Up

1. Set up your Sega Master System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Ghouls'n Ghosts cartridge into the Power Base.
3. Turn the power switch ON. In a few moments, the Ghouls'n Ghosts Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: Ghouls'n Ghosts is for one player only.



Exterminate Loki!

It was three years ago when the Dark Prince, Loki, made an attempt to destroy the beautiful, peaceful kingdom of Lexet. It was Sir Arthur who courageously fought Loki and saved the people of Lexet from Loki's nasty grasp.

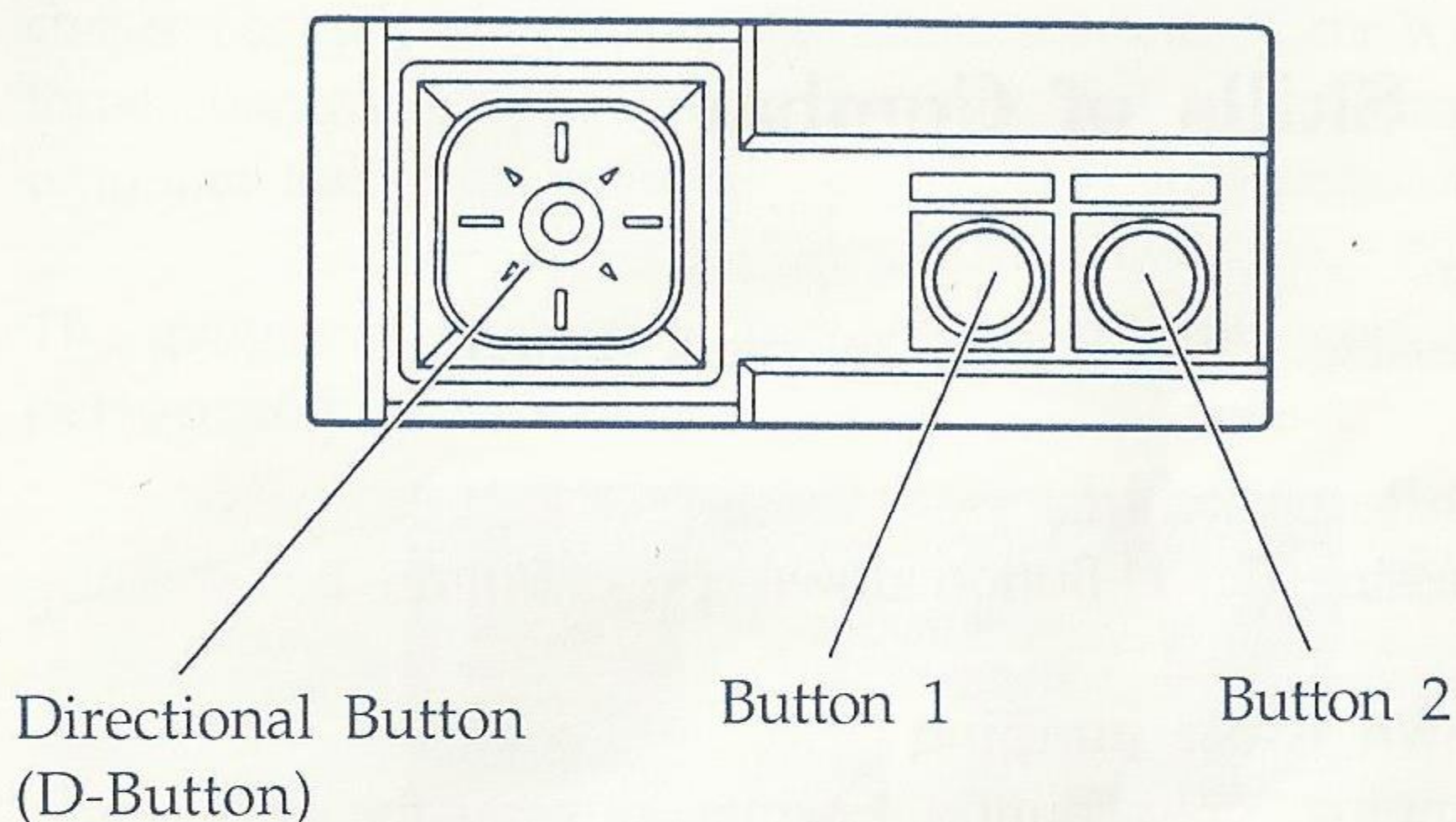
But the wicked and evasive Dark Prince has once again pillaged Lexet and plagued the people with paralyzing fear. And this time he took the breathtaking beauty, Princess Tamara!

You as Sir Arthur must avenge your village and rescue Princess Tamara. It's not going to be easy! Snorting pigmen, scythe-wielding skeletons and haunted guillotines with an appetite for human flesh are some of the countless loathsome creatures that you will encounter. That's not all. In order to reach Loki's castle you must obtain the keys to the locked gates. But first you must confront the Gatekeepers who will do anything to keep you away from the keys. Sounds tough? Someone has to do it. You can – if you have the right weapons, plenty of luck and lots of guts!



Take Control!

To help Arthur succeed, learn how to use your Control Pad before you start playing.



Directional Button (D-Button)

- Press left or right to move Arthur in those directions.
- Press up to climb ladders; press down to descend ladders.
- Press down to crouch.
- On the Status screen, press up or down to select the type of magic. (To make the Status screen appear, press the Pause button on the Master System base unit.)

Button 1

- Press to start the game.
- Press to attack.
- Press and hold to use magic.

Button 2

- Press to start the game.
- Press to jump.

Pause Button

- Press to pause the game and to view the Status screen.

Arthur's Skills of Combat

Shooting up

- While pressing the D-Button up, press Button 1.

Shooting while crouching

- While pressing the D-Button down, press Button 1.

Shooting down while jumping

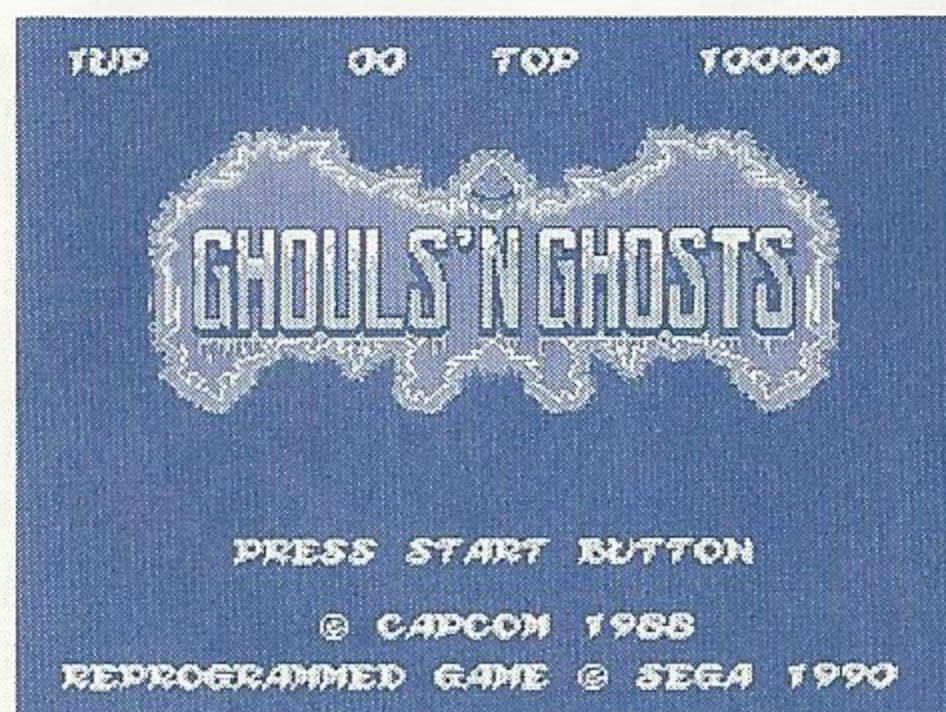
- When jumping, press Button 1 while pressing the D-Button down.

Using Magic

- Press Button 1. When Arthur and the Magic gauge start flashing, lift your finger from the button.

Getting Started

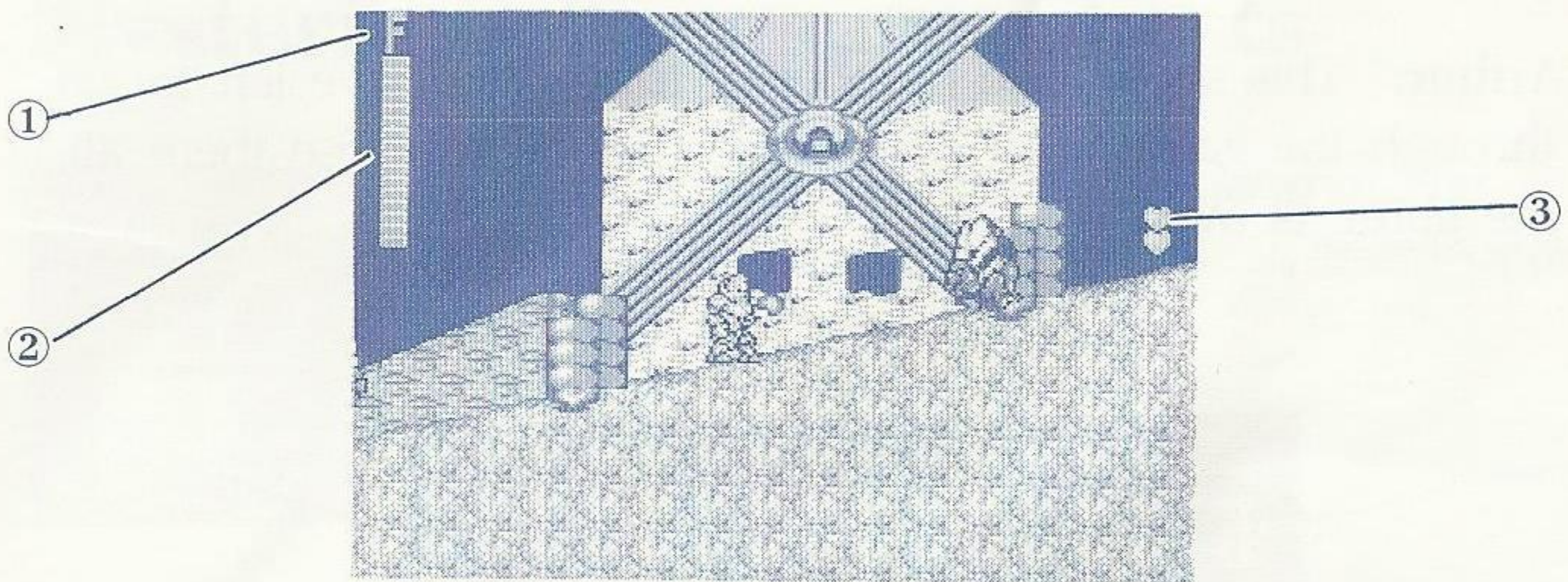
When you turn the power switch on, the Title screen appears. At the Title screen, press Button 1 or 2 to start the game.



Can Sir Arthur Survive?

Arthur dons his silver armor and starts the long, grueling journey to rescue poor Princess Tamara and to destroy Loki, the Dark Prince. All sorts of fiendish creatures await him on his way to Loki's castle. Arthur will also run into treasure chests packed with some real surprises. He starts with only three chances to accomplish his duty and you're the only one who can help him survive!

The gauges on the screen indicate how Arthur and you are performing.

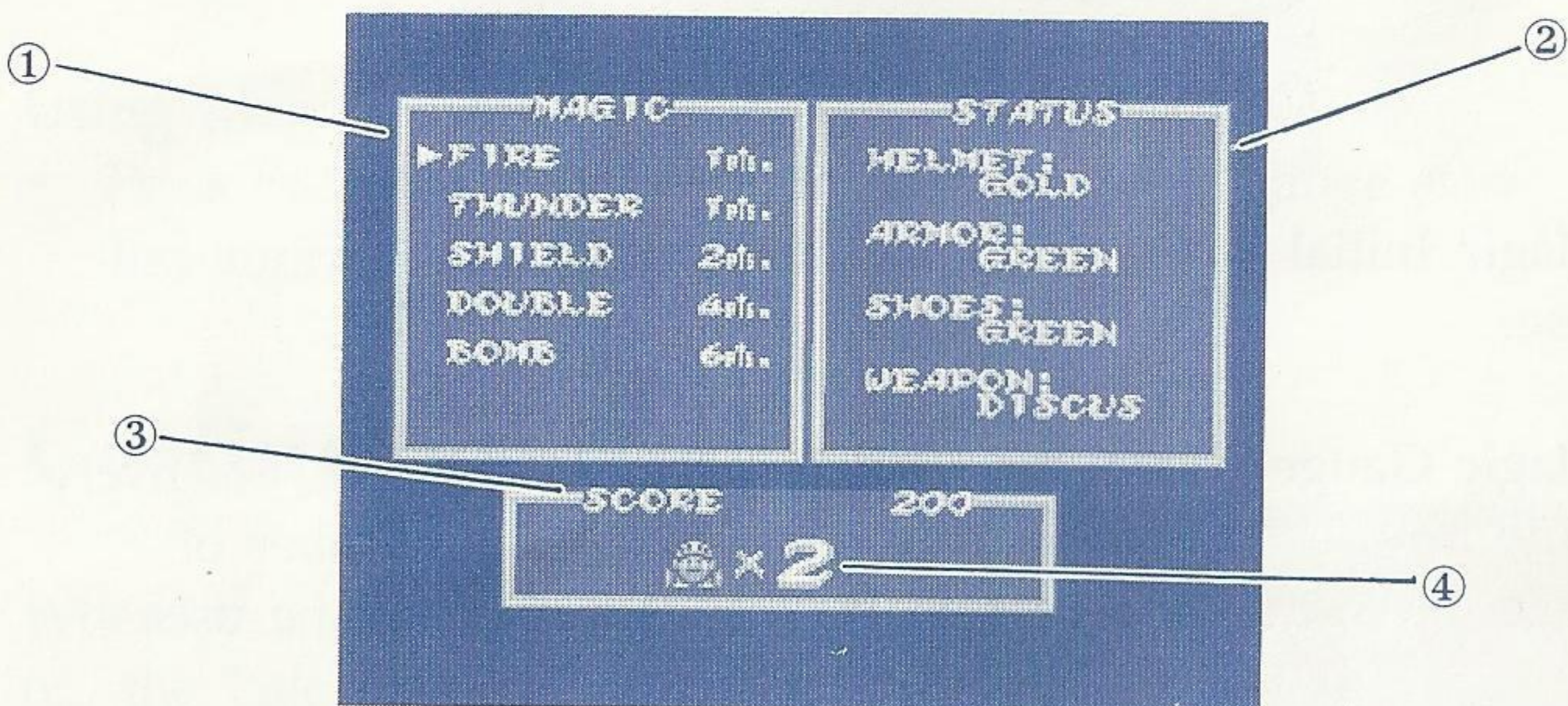


1. **Magic Initial** is the first letter of the magic that Arthur can use.
2. **Magic Gauge** shows how much magic Arthur can use. Every time he uses magic, he loses some units. The number of units he loses is determined by the type of magic he uses.
3. **Life Gauge** shows how many chances Arthur has left to get through the game. When he is attacked by an enemy he loses one heart. When he falls into a pit he loses all his hearts. He earns additional hearts whenever he gets a new armor.

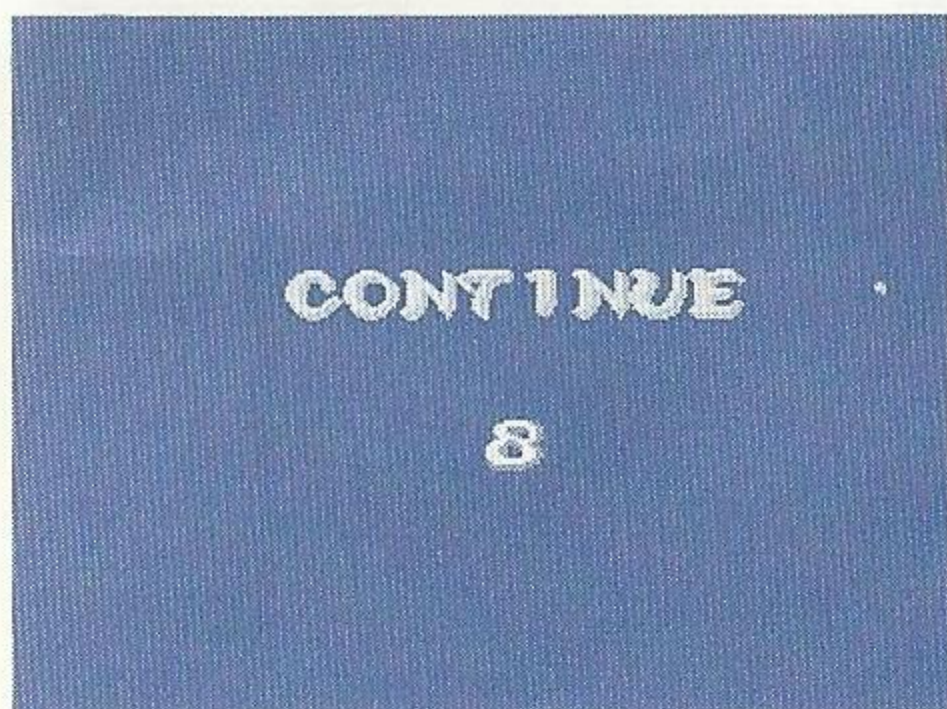
Status Screen

To see the Status screen during a game, press Pause on the Master system. Press Button 1 or 2 to go back to the game.

1. **Magic:** This is a list of the different types of magic you can use. Press the D-Button up or down to select a magic.
2. **Status:** This list shows the type of helmet, armor, shoes and weapon you have.
3. **Score:** Your present score.
4. **Arthur:** This shows the number of times you have left to get through the game. You have three tries. If you lose them all, the game is over.

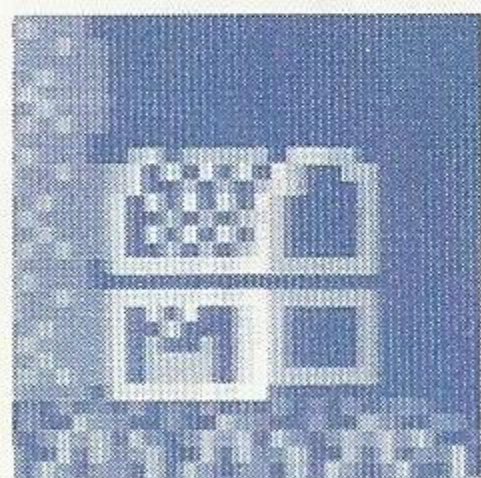


End of Game and Continue Game



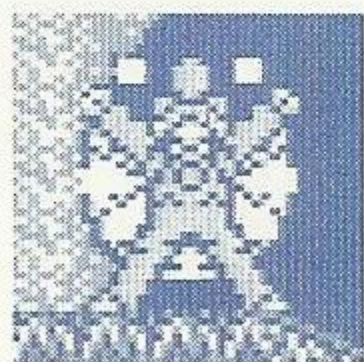
When you lose all your tries, the game ends and the Continue screen appears. On the Continue screen, press Button 1 or 2 before the timer reaches zero to continue from the beginning of the scene you left off. The number of times you can continue is unlimited.

Mysterious Treasure Chests



As Arthur continues his trying journey, he comes across treasure chests. Break them open with your weapon.

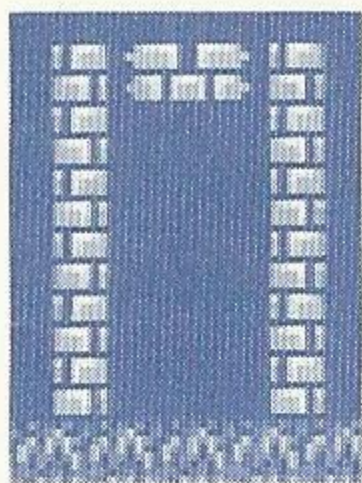
Magician



When a magician pops out, destroy him right away. Otherwise, his magic can turn you into a duck (if you have your armor on) or into an old man (if you're naked).



Secret Gates

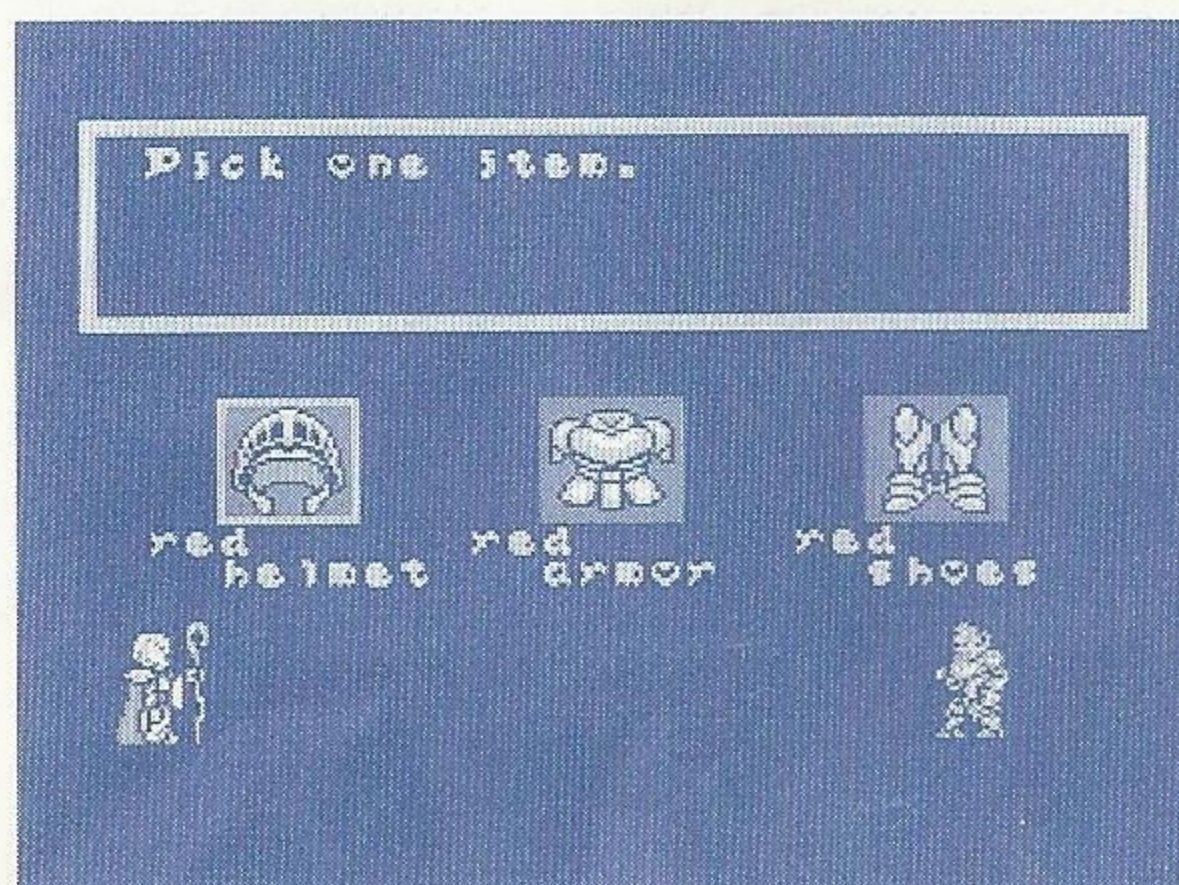


When these gates appear, enter them. Sometimes you'll meet an old man who'll restore your life and magic. Other gates lead you to a chamber where an old man gives you weapons and armor. And some doors lead you to. . .

Arthur's Gear

There are three types of armor and each serves a different purpose.

- **Helmet** allows you to use magic. The amount of magic you can use increases whenever you get a new helmet.
- **Armor** earns you extra hearts.
- **Shoes** make you run faster and can also make you jump better.



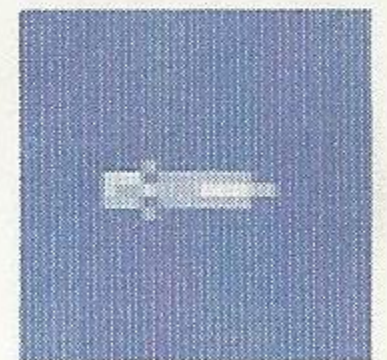
The color of the helmet, armor and shoes determines how much protection Arthur has.

| | |
|--------|-----------------|
| Silver | Min. Protection |
| Red | ↕ |
| Green | |
| Gold | Max. Protection |

Weapons



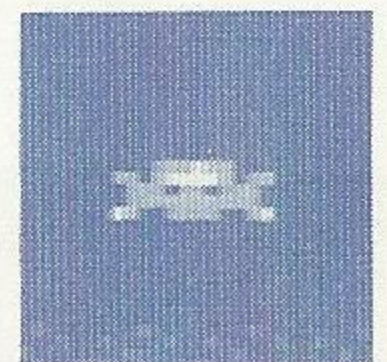
Javelin Flies straight and is your first weapon.



Dagger Flies faster than the javelin. You can throw three of these consecutively.



Axe Can penetrate enemies but cannot be thrown consecutively.

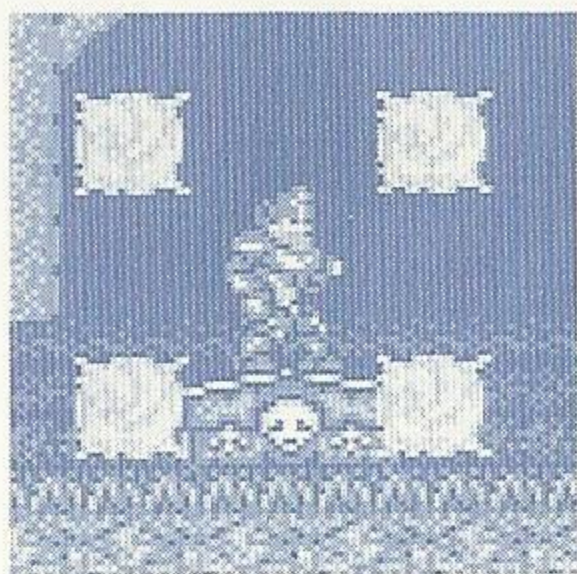


Discus Will skim the ground when thrown from a kneeling position.



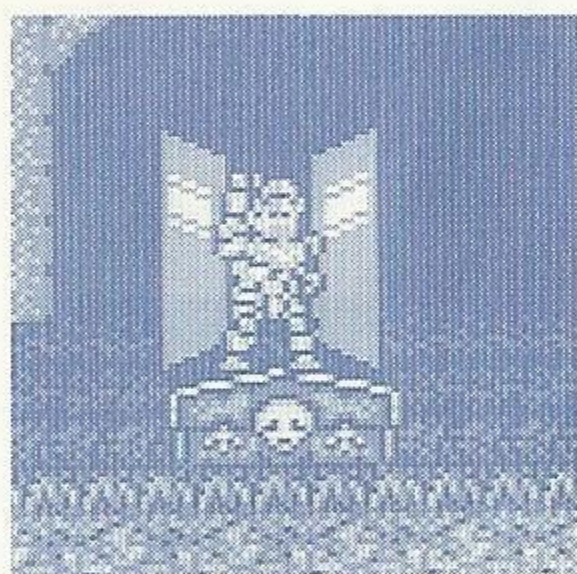
Fireball Allows you to throw fiery balls consecutively.

Magic



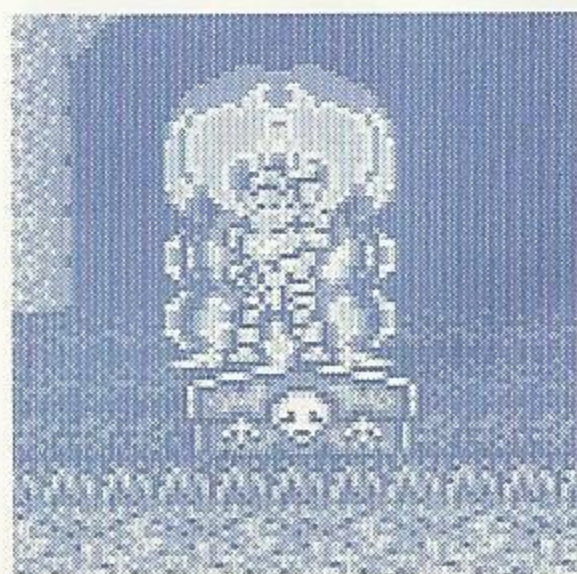
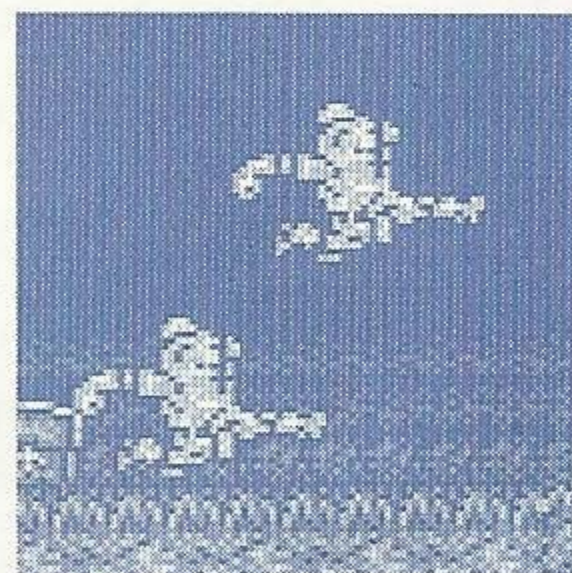
Fire Magic Four balls of fire burn enemies to a crisp.

Thunder Magic Flashes of lightning that zap the enemies.

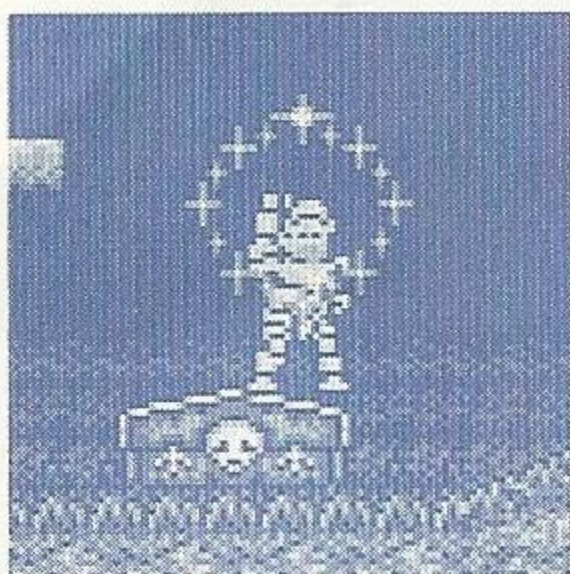


Shield Magic Two shields appear which protect you from the enemies.

Double Magic Your double appears and the two of you can fight together.



Bomb Magic Blows away enemies instantly.



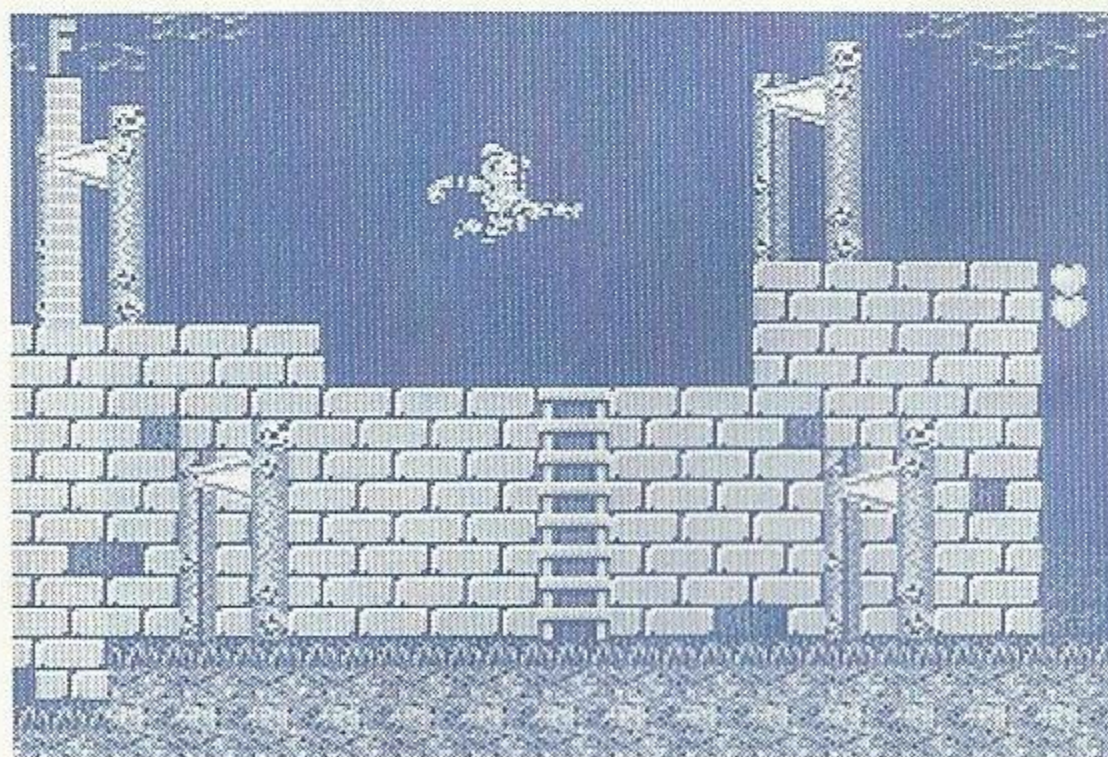
Life Magic Restores life.

The World of Ghouls'n Ghosts

There are five stages to survive, each with different levels of play. Here's a rundown of what to expect.

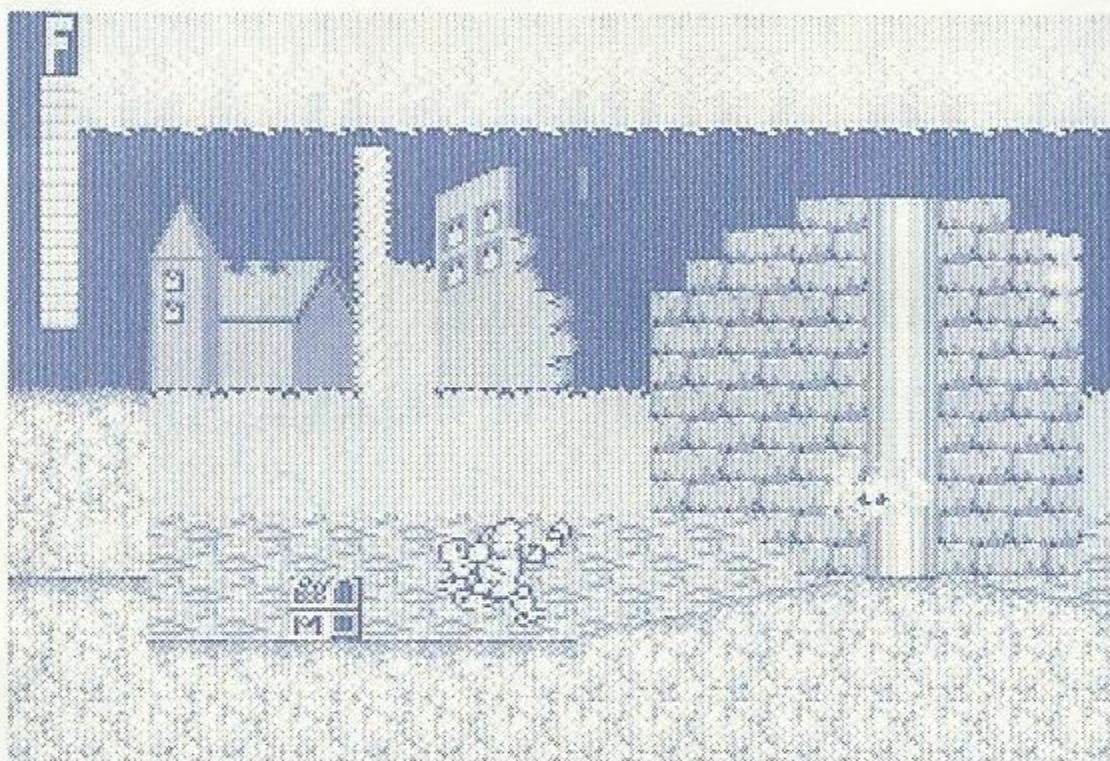
The Hill of Torture

This is the entrance to Loki's world. Poisonous Flowers spit out deadly skulls and snorting Pigmen come at you with pitchforks. The Spirits of Death are out with razor-sharp scythes to reap your life.



The Village of Decay and Destruction

Knock down Creta Turtles and Magma Heads. Carefully cross over a bottomless pit where a giant insect tries to drag you in. Then find yourself in a town enveloped in raging flames where Fire Bats and burning columns block your path.



Baron Rankle's Tower

Watch out for the ceiling and for the Flying Goblins that drop iron balls on you. Walk across slippery, purple tongues without getting swallowed. Quick thinking and fast moves are the keys to staying alive!



The Crystal Forest

Wander through a deep, dark cave that leads to Loki's castle. Climb skeletons of dinosaurs and jump over gorges. When you're sliding down the stream stay away from big, blubbery fingers!



The Castle

Now you're in the eerie maze of Loki's castle. Destroy Loki and save Princess Tamara!



Arthur's Hints

- Open every treasure chest that appears. It'll be difficult to continue the game if you don't.
- Choose your armor (including helmet and shoes) in the right order. Wearing mismatched armor may give you difficulties.
- Learn how all the different enemies move. It'll be quicker and easier for you to defeat them.
- Find the Gatekeepers' weak spots. You'll have an easier time destroying them.



Handling This Cartridge

- This Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 8:00 a.m. to 8:00 p.m. (Pacific Time), Monday through Friday and from 8:00 a.m. to 6:00 p.m. (Pacific Time), Saturday and Sunday. DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

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 Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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