



SEGA
GENESIS

GHOULS'N GHOSTS™

INSTRUCTION MANUAL

Loading Instructions:

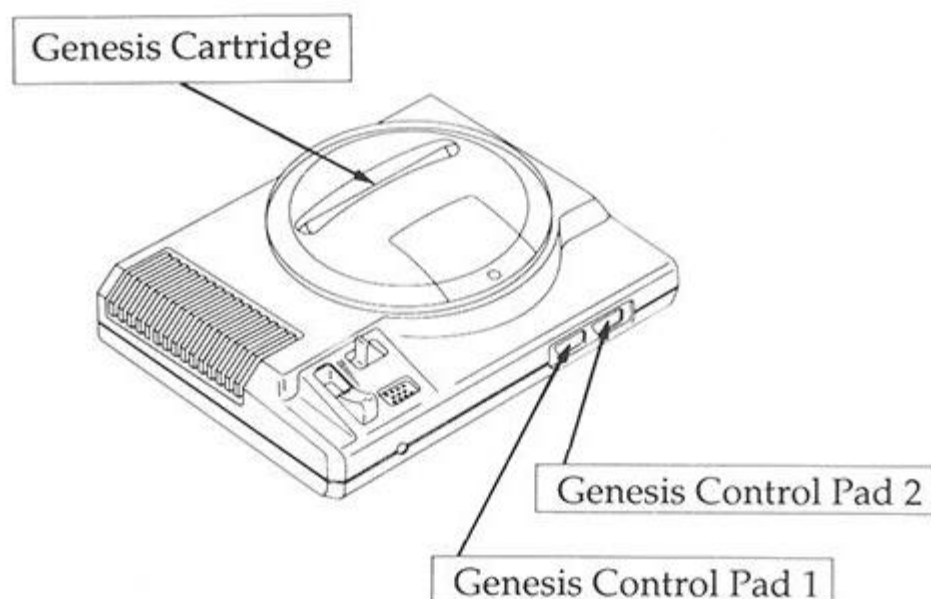
Starting Up:

1. Make sure the power switch is OFF.
2. Insert the Ghouls'n Ghosts™ cartridge into the Genesis System (shown below) by following instructions in your GENESIS SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, recheck insertion.

IMPORTANT: Always make sure that the System is turned OFF when inserting or removing your Genesis Cartridge.

For 1 Player: Press Start Button on Genesis Control Pad 1.

For 2 Players: Press Start Button on Genesis Control Pad 2.



Ghouls'n Ghosts

Eerie music greets you as you begin the ghostly journey into a land of ghouls and goblins. You're Sir Arthur, a knight with one huge headache. The wicked and evasive Prince of Darkness has once again pillaged your land and plagued your people with paralyzing fear. Plus, he's taken your girl; a real princess with a mean temper if she's held captive against her will.

To avenge your village and get your gal, get ready for an intense battle of wills. Yours and theirs.





And the odds aren't even by far. There's one of you and hundreds of them. Everything from snorting pigmen, scythe wielding skeletons, and haunted guillotines with an appetite for human flesh. This place is living torture. And even if you make mincemeat of your foes, natural disasters await with deadly results. Acid rain, tornadoes and strong winds will intermittently rally against you.

So what does it take to get through? Guts and weapons. We've got the weapons, and that leaves you holding the courage meter. You'll journey through four stages before reaching stage five where the Castle of Evil Demons has a "No Vacancy" sign on the door and they don't like visitors either. So get in and get out and you can consider this one a win!

Take Control

Before you begin playing, learn which buttons prompt the moves and functions you'll rely on during play.

Basic Functions:

Below is a list of the controls of the Genesis Control Pad.

Directional Button
(D-Button)

Start Button

Button C

Button B

Button A



Directional Button (D-Button):

- Operates selection arrow for option setting.
- Moves Sir Arthur in different directions.
- Kneels • Climbs
- Jump direction
- Directs blows

Start Button:

- Selects Option Screen
- Begins play
- Operates pause during play
- Resumes play

Button A:

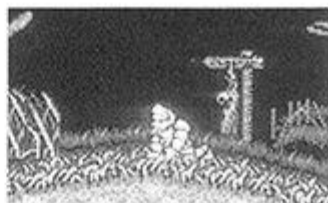
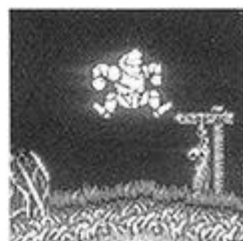
- Jump
- Selects options

Button B:

- Fires weapons/shots

Button C:

- Jump
- Selects options



All The Right Moves:

Move Sir Arthur In Different Directions:

To move the knight either forward or backwards, press the D-Button to the right or left.

Kneel:

To kneel, press the D-Button only downward.

Jump:

To jump upwards, press Button A or C while simultaneously pressing the D-Button upwards.

Fire:

Firing is an action that is guided by the D-Button while pressing Button B. So when you need to fire upwards, sideways, etc., simply press the D-Button in your desired direction. During a downward jump, press both Buttons B and C to fire below you.

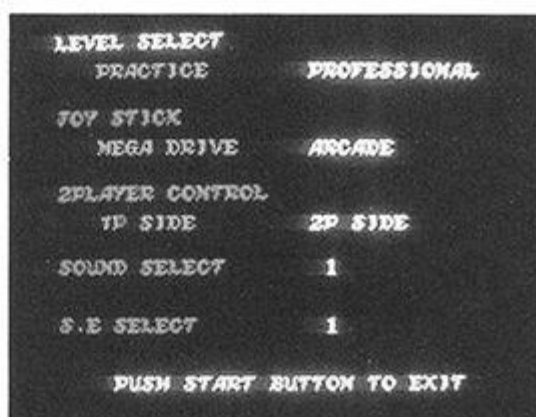
One vs. Two Player

Following the Title Screen, you will be asked to select the number of players. Choose either One or Two Players with the D-Button and then press the Start Button on the corresponding Genesis Control Pad. Play will begin with the Player One's Genesis Control Pad in control.



Locate Option Screen:

To view the option screens, move the arrow with your D-Button to the heading, then press the Start Button. An options screen will appear before you. To select from the options screen, move the arrow



with your D-Button. To change the setting, move the D-Button to the left or right to increase or decrease the numerical value or to choose from the different alternatives.

Option Screen Select

Here's an opportunity to change various game modes. Move the D-Button up or down to select the desired item from the menu.

- To hear your musical options, use your D-Button to change the setting, then press Button A or C to hear the alternatives. There are 26 in total. The numerical choice you selected will be entered into game play when you exit the screen.
- To change the Level Select and set the game difficulty, choose between Practice or Professional. Professional play is as difficult as the original arcade version of Ghouls'n Ghosts.
- To alter the Joystick options, select Diagonals OK or No Diagonals. This selection affects the D-Button. Diagonals OK permits sideways movement when you

press the D-Button diagonally. When you select No Diagonals, the D-Button will not perform sideways movement when you press it diagonally.

- The Sound Select mode has 56 different sound effects. Press the D-Button to listen to the various effects. Choose Sound Select 1 to hear the sound effects during game play or choose Sound Select 2 for no sound effects during game play.
- Two Player Control will allow you to choose which Genesis Control Pad is in control, 1 or 2, or both.

Choose First Player Side (1P SIDE)

- **When you have selected the One Player Mode:**
Use the Genesis Control Pad 1 to play by yourself regardless of which Start Button was pressed.
- **When you have selected the Two Player Mode:**
Press the Start Button on Genesis Control Pad 1 and two players can play using the same Genesis Control Pad. Press the Start Button on Genesis Control Pad 2 and two players can play using separate Genesis Control Pads.

Choose Second Player Side (2P SIDE)

- **When you have selected One Player Mode:**
Press the Start Button on Genesis Control Pad 1 and one player can play.
- **When you have selected Two Player Mode:**
Press the Start Button on Genesis Control Pad 2 and a two player game will begin with both Genesis Control Pads in control.

When you have finished with your selections, press the Start Button to return to the Title Screen.

Arthur's Lives and Damage:

Arthur begins the game with three lives and a coat of armor. Every time Arthur is injured, his coat of armor falls off entirely and leaves him naked. The next time he is injured, he will turn into a skeleton and you will lose one life. If you cannot make it through one stage within the given time limit, you will lose one life. However, if you accrue enough points, you will gain another life.

The Gateways:

The Gateways are found at the end of every stage. To enter the next stage, you must pass through the Gateway where an evil gatekeeper protects the portal. Destroy him and you can go forward.

Game Over:

When Arthur has lost all three lives, the game will end. To win, you must complete all five stages.



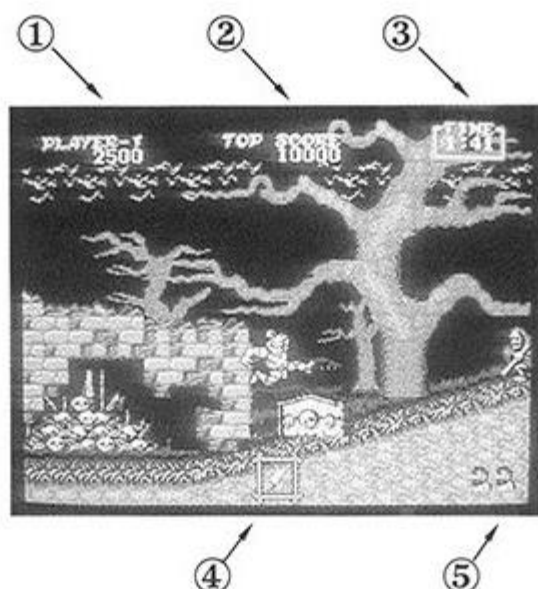
Game Continue:



When the "Game Over" message is displayed, the Continue Screen will appear. Press the Start Button before the pages of the book turn to Chapter 0 and you can continue game play from a pre-determined stage.

Screen Signals:

Indicated on the screen are the following variables:



- ① **Your Score:**
Reflects your constantly changing scores.
- ② **Top Score:** Last highest score achieved.
- ③ **Time Limit:** You have 2:30 minutes for the first stage and 3:00 minutes for every stage thereafter. Keep an eye on it, or it could cost you a life.
- ④ **Weapon Display:** In a moving box below Sir Arthur, your current weapon is displayed.
- ⑤ **Lives:** In the lower right corner, the number of available lives are displayed.
- ⑥ **Magic Gauge:** When magical powers are available, a red gauge will appear for the life of the magic in the lower left corner.

Now, Make Your Move

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

Stage One:

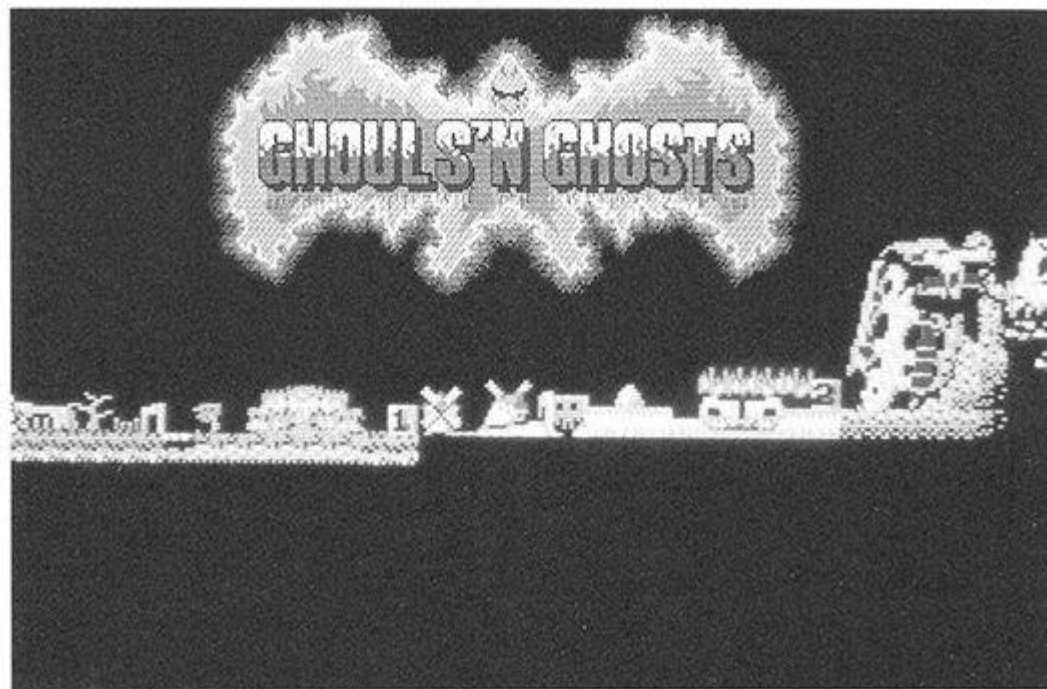
The Execution Place – Entrance to the Demon's World. Spirits of Death and Vultures are everywhere.

The Floating Island On The Lake – When you try to cross the lake, you'll be assaulted by winds and rain. Beyond the hill on the opposite shore is the first gateway.

Stage Two:

The Village of Decay – Beyond the windmill is an abyss which you can never return from if you fall.

Town of Fire – The ground trembles and splits, and the town is enveloped in raging flames.



Stage Three:

Baron Rankle's Tower – The ceilings attack and monstrous beings emit poisonous substances. Yuk!

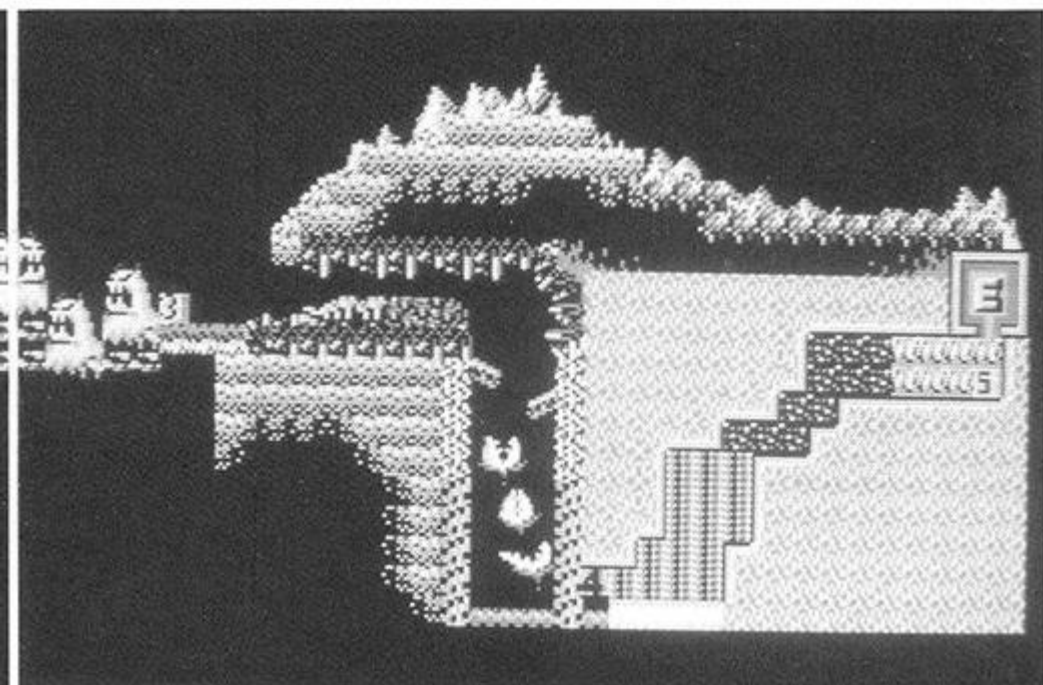
Horrible Faced Mountain – A mountain with a horrible face, his mouth agape. You must journey across his tongue. Ick!

Stage Four:

The Crystal Forest – Inside the huge cave that goes straight to the Demon's Castle is a gigantic crystal forest. Don't touch the crystals!

Stage Five:

Castle of Evil Demons – The Prince of Darkness awaits. Good Luck.



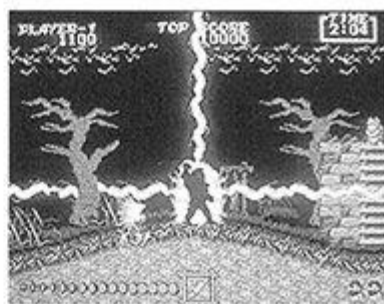
Weapons And Magic:

Sir Arthur begins the game with a sword. As you continue playing and advancing, different weapons are awarded to you. Every time you contact a different weapon, the new weapon will replace the old. If you don't want to lose the weapon you're playing with, jump over the new weapon, being careful not to touch it.

There are six different types of weapons that Arthur can use and each one possesses a different magical talent.



Sword: It flies straight and is Arthur's first weapon.



Torpedo Magic: Sword will send torpedoes in three directions; up, right, and left.



Big Axe: Able to penetrate through things, but cannot be thrown consistently.



Exploding Magic: Causes explosions all around your position and burns up enemies in one fierce swoop.



Super Sword: It can't be thrown, but you can cause twice as much damage with one stroke.



Thunder Dragon Magic: Release the Thunder Dragon upwards and destroy all the enemies in the sky.



Fire Water: When Fire Water hits the ground, it spreads blue flames everywhere. If the Fire Water hits your enemies directly, they will burn.

Fireball Magic: Spread four fireballs in the area surrounding your position. The fireballs will move in a whirlpool-like motion.



Discus: Throw it from a kneeling position and it will skim the ground.

Mirror Magic: A mirror will appear in front of you and for a short period of time, it will protect you like a shield from your enemies.



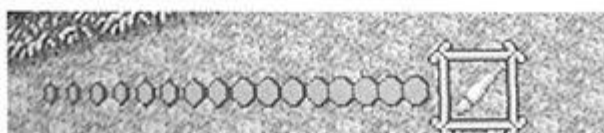
Dagger: This weapon will fly the farthest and can be thrown consecutively.

Double Magic: For a limited period of time, your double will appear and the two of you can fight together. In fact, your double cannot be defeated.



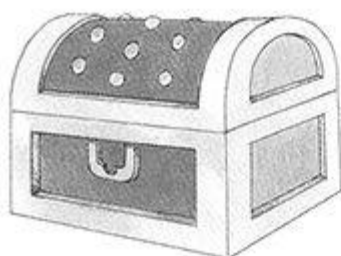
Using The Magic

When the magic suit of armor appears and you touch it, the "Magic Gauge" appears to indicate that your weapon now has magical powers. You now have the opportunity to use the magic. During firing, the red scale of the Magic Gauge will eventually turn silver starting from the left. When the gauge turns entirely silver, the Weapon Display changes to the Magic Display. Now you have fired enough to use magic.

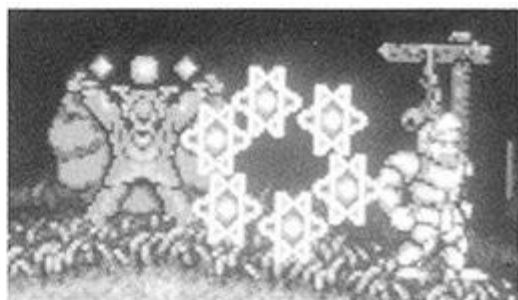


Treasure Items:

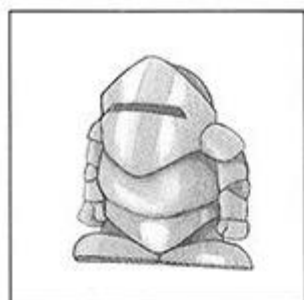
Treasure Chests and Big Jars which are carried by demons will appear during game play. Sometimes you'll get lucky and the chests and jars will be filled with good things, other results can be dangerous.



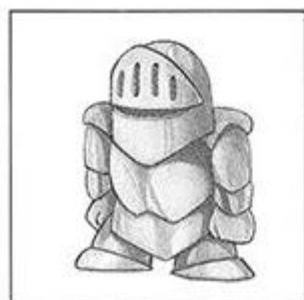
The Magician: When the magician appears from inside a Treasure Chest, his magic can turn you into a duck or an old man for a certain



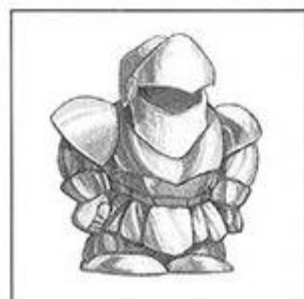
period of time. When you're a duck, you're rendered helpless. When you're an old man, your abilities are decreased.



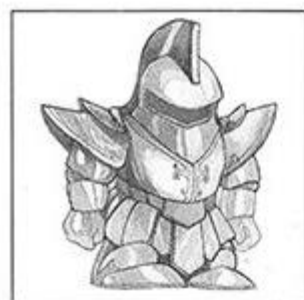
Red Armor: This is released from the demons' jars. Touch it and it's worth 200 points.



Big Red Armor: Same situation but its point value is 500 points.



Silver Armor: The normal coat of armor Arthur begins play in. When you're naked, this appears to save you.



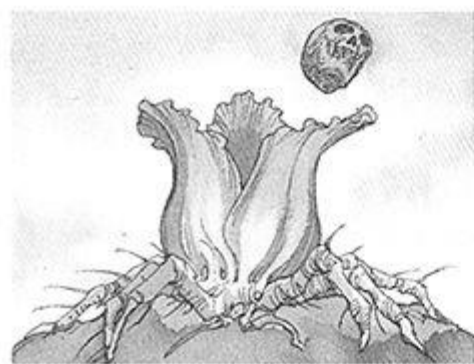
Magic Armor: This appears during play and will allow you to use your weapon's magical powers once you don it.

Enemy Lineup:



Skeleton Murderer:
Carries a scythe and can cut your life short.

Sickle Weasel:
Rotating wings shaped like sickles with the body of a weasel for protection.

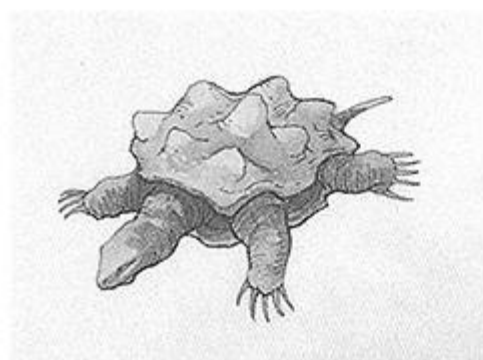


Poisonous Flower:
Spews deadly skulls filled with poison from its blossom. Moves with underground legs.

Pigman:
A guard to flying goblins and the death spirit.



Red Destroyers' King:
The King of the Red Destroyers. He emits blue killers from his mouth.

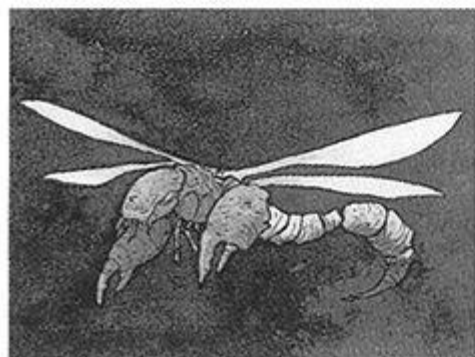


Rock Turtle:
Rock creatures which attack in hordes.

Mud Armor:
The evil Prince made a suit of armor from mud. If you can penetrate its powers with fire, it will turn back to mud, leaving him defenseless.



Bi-Fang:
It won't attack, but its body is enveloped in a membrane of poisonous gas. You'll lose a life when you touch it.

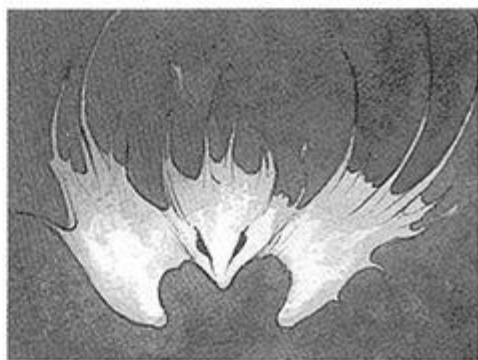


Demons Dayfly:

Giant antfly. Its huge clippers and stinger attached to its tail are deadly.

Fire Bat:

The fire bats are born from evil pillars of fire.



Flying Goblin:

They're everywhere, so keep your head up.

Gatekeeper:

Giant creatures which guard the gates to the Demons' Castle.



Statue of Terror:

A Statue which guards the passageways of the Castle.

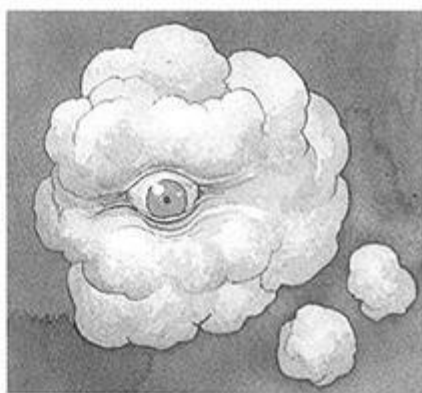


Infernomo:

Scatters flames everywhere while ramming foes with its body.

Mistral Winds:

Watching for unsuspecting travelers, these winds create hail and lightning to prevent passage through the third gate.



Helpful Hints

- Your enemies are defeated by certain tactics, so try to recognize which blows work best and use them in the future.
- Many of the monsters cannot be defeated unless you attempt repeated blows, so don't give up.
- In order to defeat the gatekeepers, you must understand their weak points and plan a strategy.

Scorebook

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Scorebook

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this 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 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 fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. DO NOT RETURN YOUR SEGA GENESIS 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 Sega Genesis Cartridge requires repairs after termination of the 90-day 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.

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 exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

©1989 Sega of America, Inc.

Sega of America, Inc. P.O. Box 2167, South San Francisco, CA 94080

Printed in Japan