

GHOSTS 'N GOBLINS

INSTRUCTION MANUAL™

The Ghosts and Goblins Story

You are the good knight Arthur, and your princess has been kidnapped by an evil demon. To rescue her you must do battle with his minions through several lands. You will encounter ghouls, zombies, ogres, and dragons in your quest to save your true love. You must save your strength, for the final battle is with the demon master himself!

LOADING: COMMODORE 64

Type: **LOAD** " * ", **8**, **1** then press enter. Instructions will appear automatically.

LOADING: IBM VERSIONS

Start up with DOS disk. Type **A**: then enter. Type **GAG** then enter. Instructions and joystick calibration will appear automatically.

Game Play

This game is only played with a joystick for the Commodore 64 and the IBM versions. The joystick commands are: Left-moves character left, Right-moves character right, Up-makes character jump up, Down-makes character duck/kneel. The fire button operates all weapons.

Game Hints

If the character is touched by any of the enemies, he will lose a suit of armor. A second touch will destroy the character.

There are several weapons available to the character. To change a weapon, you must find a new one. All weapons do damage to the enemies.

Keep moving! Holding your ground is very dangerous.