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**CAPTAIN
COMMANDO**



GHOSTS 'N GOBLINS™

CAPCOM®

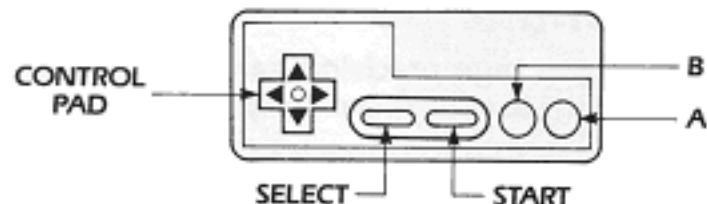
GAME PAK INSTRUCTIONS

Courtesy of: **NES**fan.com

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller *1 — Moves Knight in 1 or 2 player game.

Controller *1 — Moves Knight in 1 or 2 player continuation game.



Control Pad

Each tip imprinted with letter to show direction or movement:



Four Separate Action Tips

Pressing any of four tips creates direction of **Knight** movement:

- ◀ **Knight** moves left
- ▶ **Knight** moves right
- ▲ **Knight** climbs up stairs
- ▼ **Knight** descends stairs or ducks down

HOW TO PLAY

Our beautiful **Princess** is kidnapped. Her lover, the **Knight**, armed with five different weapons, must pass through seven guarded gates to successfully rescue the princess.

The **Knight** needs your skill to rescue the **Princess** to cunningly maneuver escape from Hades, land of the enemies.

SELECT Button

Press SELECT to move asterisk (*) next to title of game you wish to play.

* This button does not function while playing game.

START Button

Pushing this button starts the game you selected.

To Pause

Press START Button whenever you choose to pause while actively playing the game. A pause tone will be heard and game will be interrupted.

To resume game playing where you left off, press START Button again.

★ Button "B":

Enables Knight to hurl up to five different weapons to destroy the enemy.

★ Button "A":

Makes Knight jump and leap to avoid enemy attacks.

★ Each Controller has a cross-shaped Control Pad. Pressing any of the four tips produces separate action by the Knight.

HINTS ON GAME PLAY

There are 7 gates and at the end of each gate is an evil demon. Once this evil demon is killed, a key will fall out of the sky. This key opens the next gate. At the 7th and final gate you must do battle with the Devil in hand-to-hand combat. If you win, the beautiful **Princess** is saved.

When the **Knight** is hit on his suit of armor, he loses his suit of armor. The 2nd hit kills the **Knight**. You control the **Knight** with a 4-way control pad; to climb ladders, run forward or backwards, and to duck down to avoid the evil demons. The **A** and **B** buttons on the control pad are used to **A)** jump and **B)** throw weapons. If you push **A** then **B** immediately afterwards, the **Knight** will throw the weapon while jumping. If you use the control pad in the down position with the **B** button, the **Knight** will duck down and throw weapons.

HINTS ON GAME PLAY

Throughout each scene there are Jars which hide 5 different weapons — Javelins, torches, swords, axes, and crosses. When the game begins, the **Knight** is armed with a javelin.

Javelins —when thrown, they continue off the end of the screen.

Torches —when thrown, they form an arc and continue burning. When they hit the ground, if there are two fires burning you cannot throw another torch until one burns out.

Sword —same as javelin but with more speed.

Axe —they also form an arc when thrown.

Cross —when thrown they fly straight and stop the enemies' attack.

HINTS ON GAME PLAY

Our beautiful **Princess** is kidnapped. Her lover, the **Knight** in his shining armor, is armed with five different weapons. The **Knight** must pass through seven gates, each guarded by an evil demon. As the **Knight** destroys the evil enemy demons, a key appears from the sky. This key opens the next gate.






At the 7th and final gate, your skill enables the **Knight** to engage in hand-to-hand combat with the Devil. Defeat the Devil and the beautiful **Princess** is rescued.

Each time the **Knight** is hit with enemy firepower, he loses his suit of armor. The 2nd straight hit kills the **Knight**. Throughout every scene there are jars which hide the 5 different weapons for the **Knight**.

BONUS CHARACTERS

Bonus: found on the ground or will come out of the enemy's jars.

Bonus Points Earned

500	200	400	400	10,000
				
Money Bag	Stone Soldier	Stone Soldier	Stone Soldier	King

HIDDEN CHARACTERS

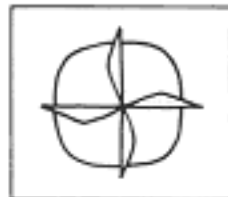
3 - 4 characters on each stage

- ★ **How they appear varies and some can kill the player.**
- ★ **They appear when the player passes certain areas, jumps from different levels, or shoots at the walls.**

HIDDEN CHARACTERS

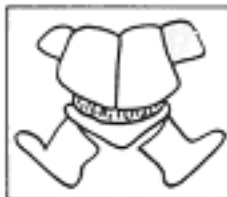
Points Earned

5,000



Yashici

0



Armor

The player has armor.

0



Extend

Adds one more player.

100



Frog King

When caught, becomes a frog.

100



Time (Inc.)

Increases your life by 30 sec.

100



Time (Dec.)

Decreases your life by 30 sec.

2000



Magician

The player becomes a frog when he casts his spell.

ENEMY CHARACTERS

Points Earned

200



Zombie

He comes out of the ground and tries to walk over the player.

100



Raven

It stands on a tombstone and flies at the player.

100



Green Monster

It shoots with its mouth open.

1000



Red Devil

It moves so quickly that it can avoid your shots. You need 3-4 shots to kill him.

100



Flying Knight

He flies up and down. Since he has a shield you can not kill him from the front.

100



Forest Ghost

It appears suddenly in the air and throws spears.

2000



Unicorn

It attacks while jumping and shooting. He needs 10 shots to be killed.

100



Blue Demon

It comes out of post holes. After flying in the air for a while, it attacks the player.

ENEMY CHARACTERS

Points Earned

100



Petite Devil

It comes out of the windows and flies toward the player. It attacks very quickly.

2000



Big Man

He guards the house. He shoots sideways and downwards. You need 10 shots to kill him.

100



Bat

It flies down from the ceiling.

300



Tower Monster

It shoots out of both faces. When its face is red, you can kill it with 4 shots.



Dragon

It consists of a head and 8 bodies. It can fly in the air and breathes fire balls. You need 8 shots directly on its head to kill him.

Head: 1000

Body: 200

100



Skeleton

First you see the head and then the whole body appears.

3000



Satan

It moves very quickly. When his wings are closed, shooting him will not kill him. He will die with 8 shots only when his wings are open.



The Devil

He shoots out of both mouths. You need to shoot the upper face 10 times to kill him.

1st round: 10,000

2nd round: 20,000