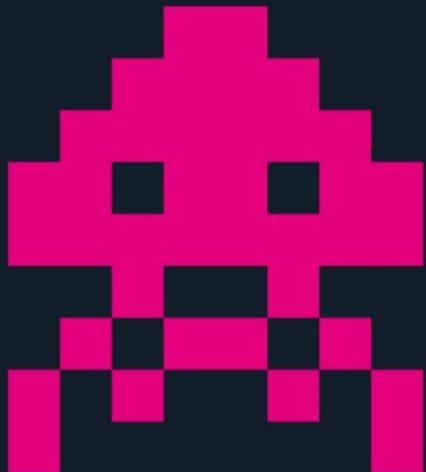


DIY Arcade Cabinet

Construye tu Propia Máquina Arcade Recreativa

Featuring : Txus P.C.



START GAME

GAMAKER : Domingo 1,8,15 de Noviembre 2020 · 11:00-13:00
Domingo Beltrán 61 · 01012 Vitoria-Gasteiz · Álava



gamaker.org

t.me/gamakers





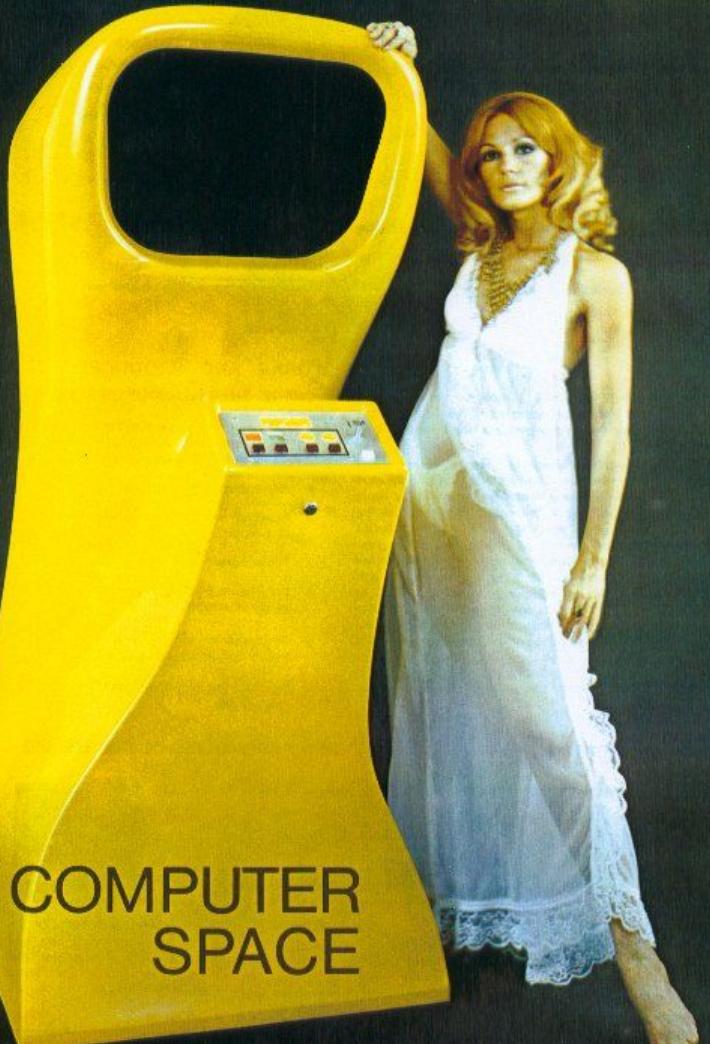
Arcade es el término genérico de las máquinas recreativas de videojuegos disponibles en lugares públicos de diversión, centros comerciales, restaurantes, bares, o salones recreativos especializados.



NEW!
1 AND 2 PLAYER
**COMPUTER
SPACE**



NA



NA-2010



DOUBLE PROFITS —
DOUBLE FUN
NEW! 1 AND 2 PLAYER
Computer Space



- Choice of 1-player or 2-player action at the push of a button.
- 2-Player competition pits players against each other to maneuver their Space Rockets and destroy before being destroyed.
- Single players battle against computer-programmed Space Saucers by skillful guidance of the Space Rocket and firing missiles to destroy the Saucers.
- Most competitive and fastest action of any video game ever.
- Players play again and again. High profits from proven locations.

- 25¢ PLAY—for more profit.
- NEW CONTROL STICKS—Fast, natural action.
- SPACE BATTLE SOUNDS—Rocket and thruster engines, missiles firing, explosions.
- ATTRACT MODE—Two Space Saucers fly continuously across the screen.
- SOLID STATE, long life computer.
- BEAUTIFUL SPACE-AGE CABINET
- EXTENDED PLAY, for high score in 1-player mode.
- ADJUSTABLE TIME—1 minute to 2½ minutes.
- EASY SERVICE—Built in test pattern and plug-in circuit boards.
- SIZE—67" High, 30" Wide, 29" Deep.
Shipping Weight—160 lb.

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COMPUTER SPACE

25¢
QUARTER



COIN
RETURN

START GAME

FIRE
MISSILE

THRUST

ROTATE

ROTATE

SYZYGY engineered



NUTTING ASSOCIATES
MT. VIEW, CALIF.



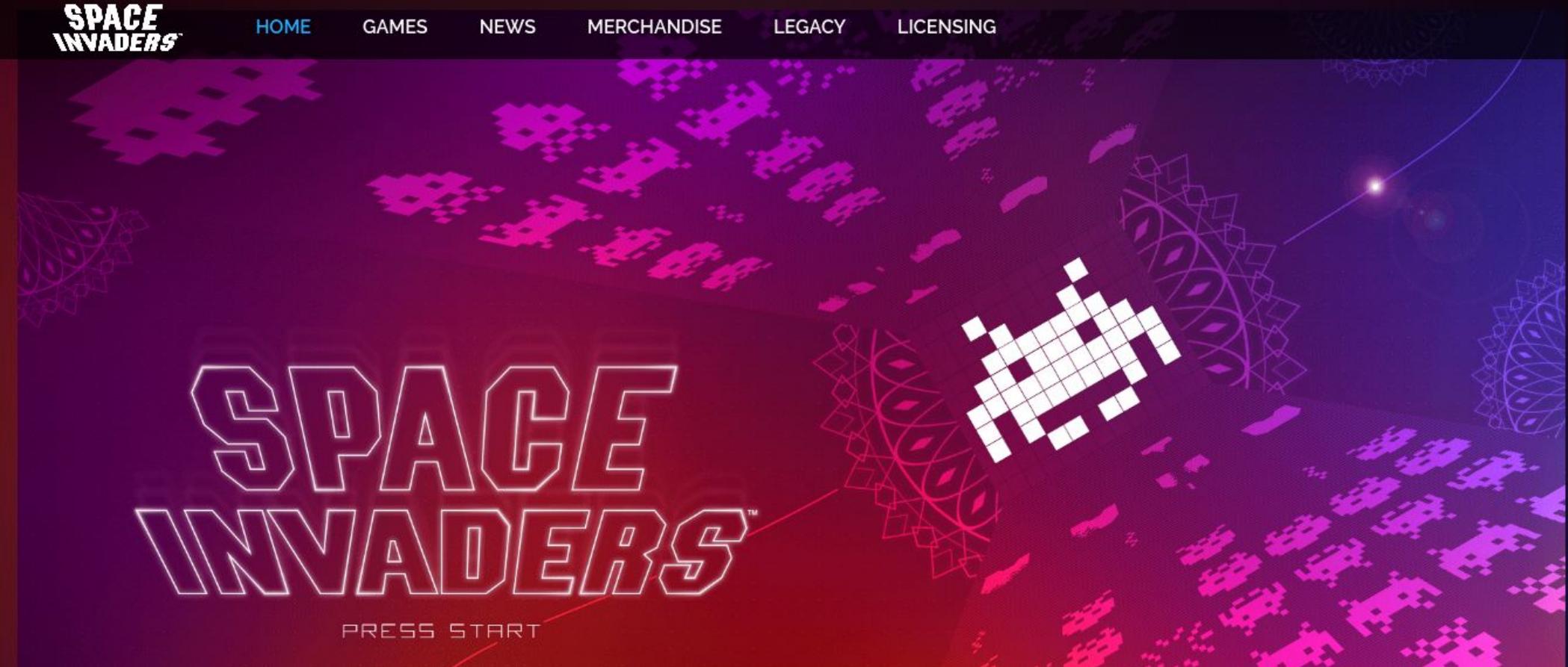


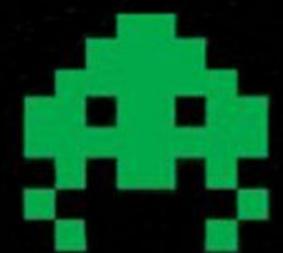


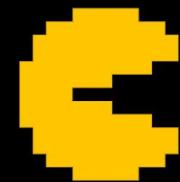
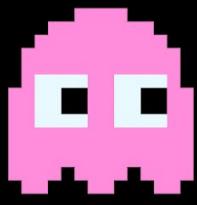
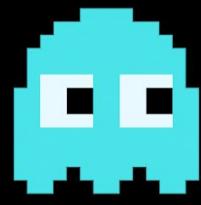
[HOME](#)[GAMES](#)[NEWS](#)[MERCANDISE](#)[LEGACY](#)[LICENSING](#)

SPACE INVADERS™

PRESS START







**HISTORY**

It's been 40 years since the beloved
PAC-MAN game was introduced to the world.
Let's take a look back on PAC-MAN's history.



We'll go through 30 years of PAC-MAN in chronological order.

On the left are PAC-MAN events and happenings, and on the right you can find various games dedicated to PAC-MAN.

You can click on the game title on the right for more details.

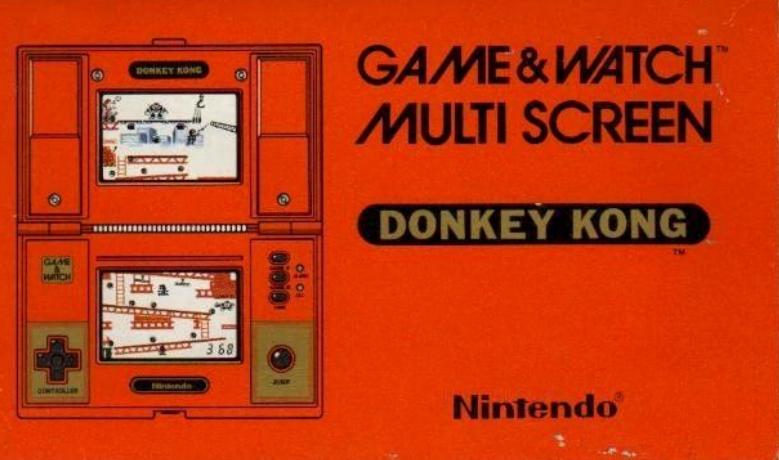


| | | | | | | | | | | | |
|------|--|------|--|------|--|------|--|------|--|------|--|
| 1980 | | 1981 | | 1982 | | 1983 | | 1984 | | 1987 | |
| 1994 | | | | 1995 | | 1996 | | 1999 | | 2000 | |
| 2002 | | | | 2005 | | | | 2006 | | | |
| 2007 | | | | | | | | 2009 | | | |

1-UP
02630

HI-SCORE
04630









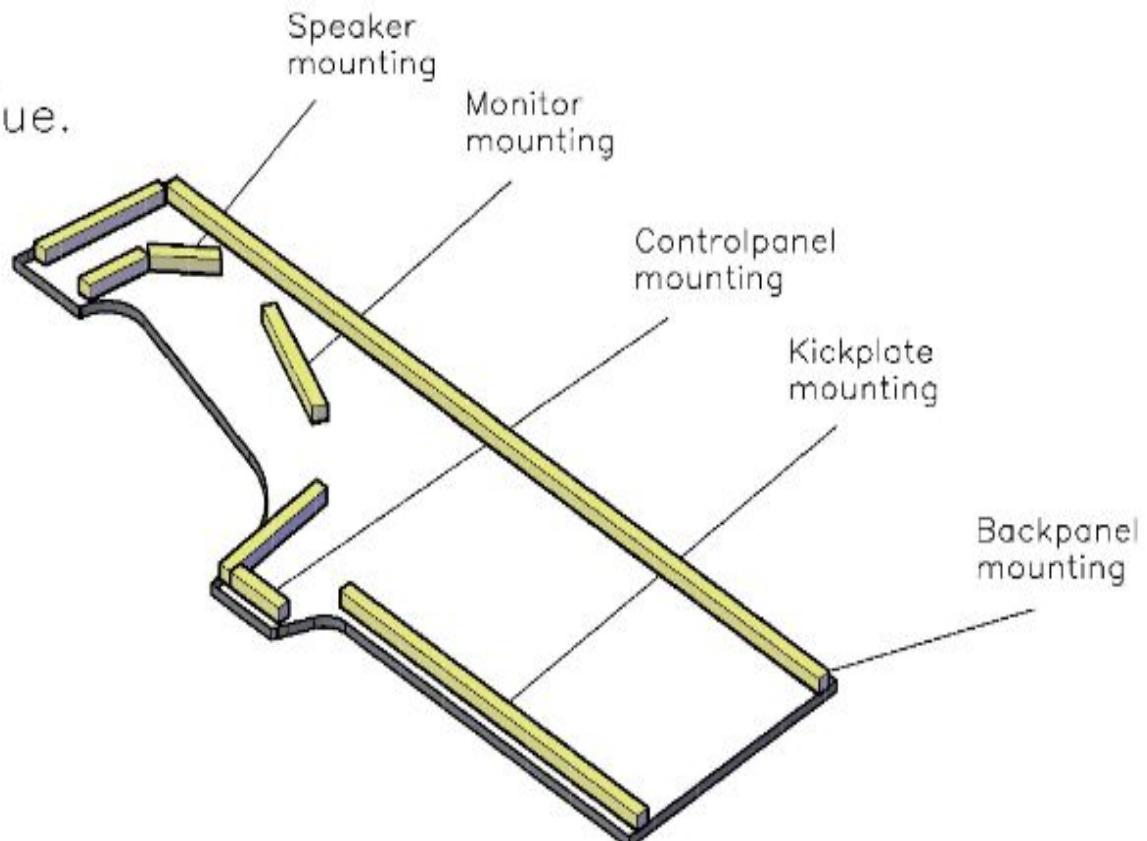




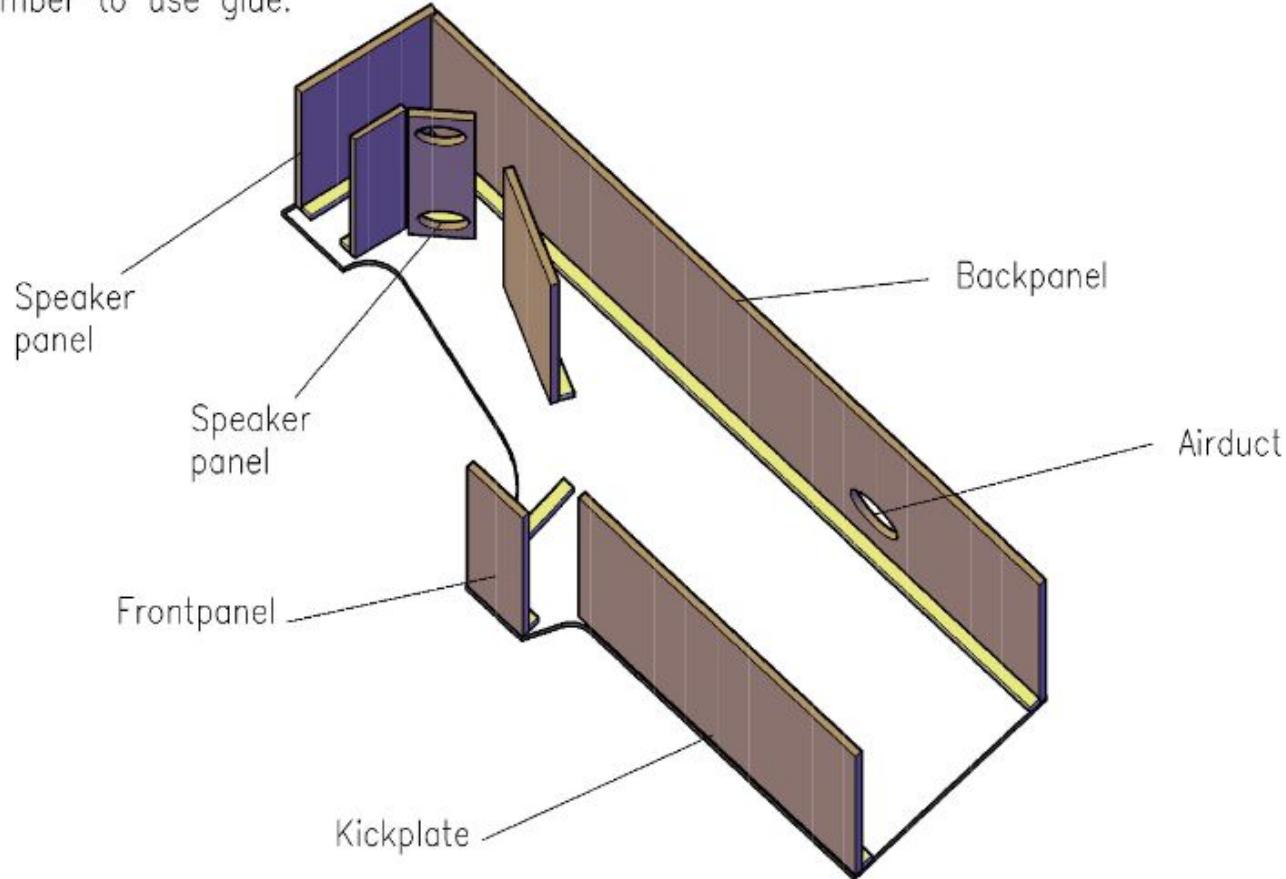


You can place your mouldings like this.

Remember to use glue.



You can place your panels like this.
Remember to use glue.

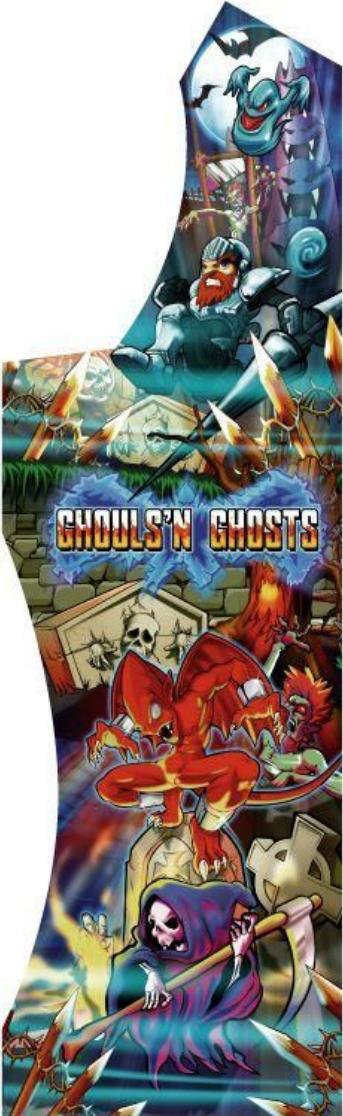
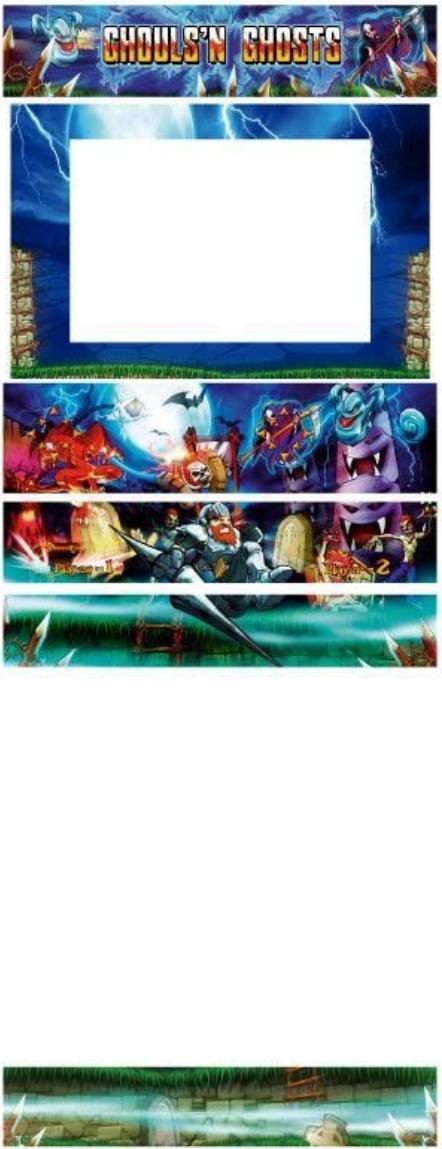
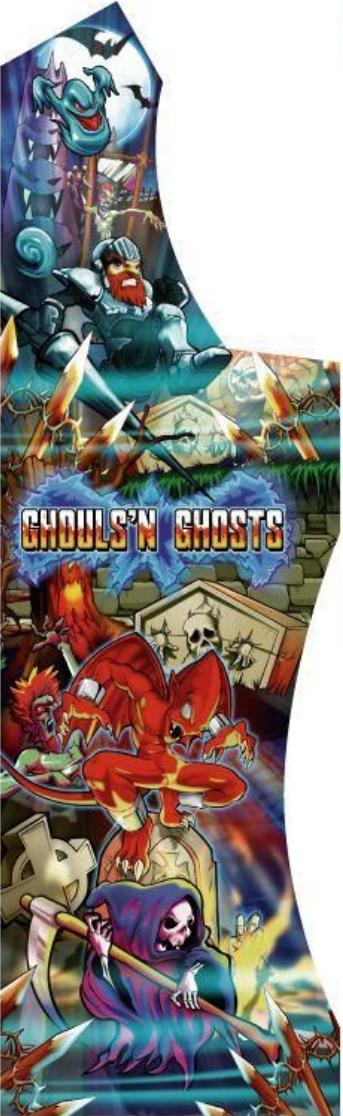
















INSTRUCTION MANUAL



CAPCOM USA

GHOUls'N GHOsts





CAPCOM
USA

CHOPLITZ & GHOSTS

"There you have it! Just across the Fert-Dale ramp to do their dirty work. That was last the beginning. Now they're back again!"

- Press joystick up to climb up a ladder.
- Press down to climb down, or torouch.
- To jump, press the jump button with pressing joystick up or down.
- To jump up, press long button. To jump right, hold the right button while pressing joystick right or left.

WEAPONS



POWERUPS

To gain Magic Armor, fire the Magic Arrow in the Magic Bow. Three shots will open the box. If Armor is needed when the box opens, ordinary armor appears.

To use the magic, hold the Fire button down until the magic arrow appears.

The kind of magic varies with each weapon.

©1989 CAPCOM USA INC.



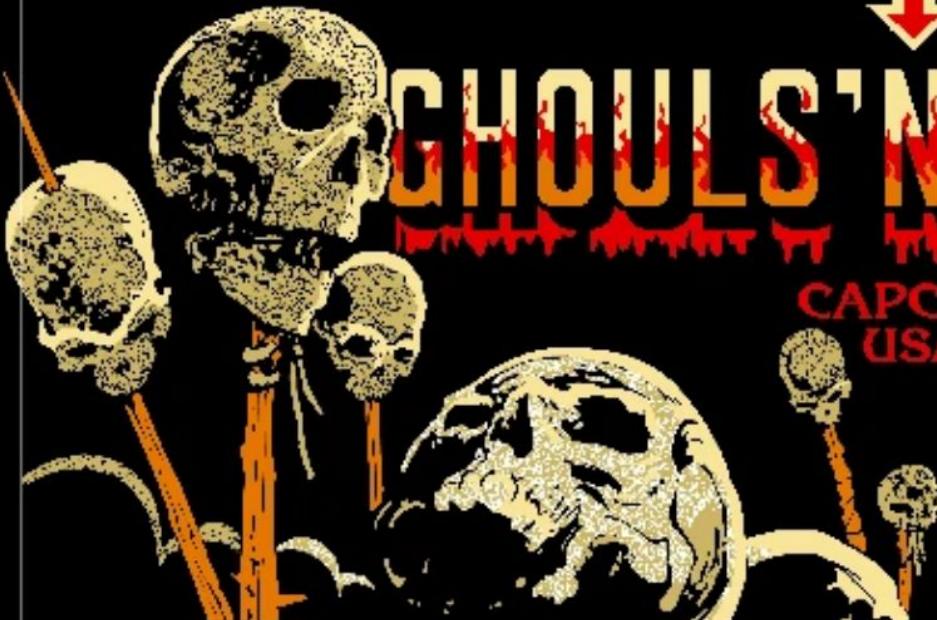
JUMP FIRE



FIRE JUMP

GHOUls'N GHOSTS

CAPCOMTM
USA



ROMSTAR™ Inc.

GHOST-N-GOBLINS™

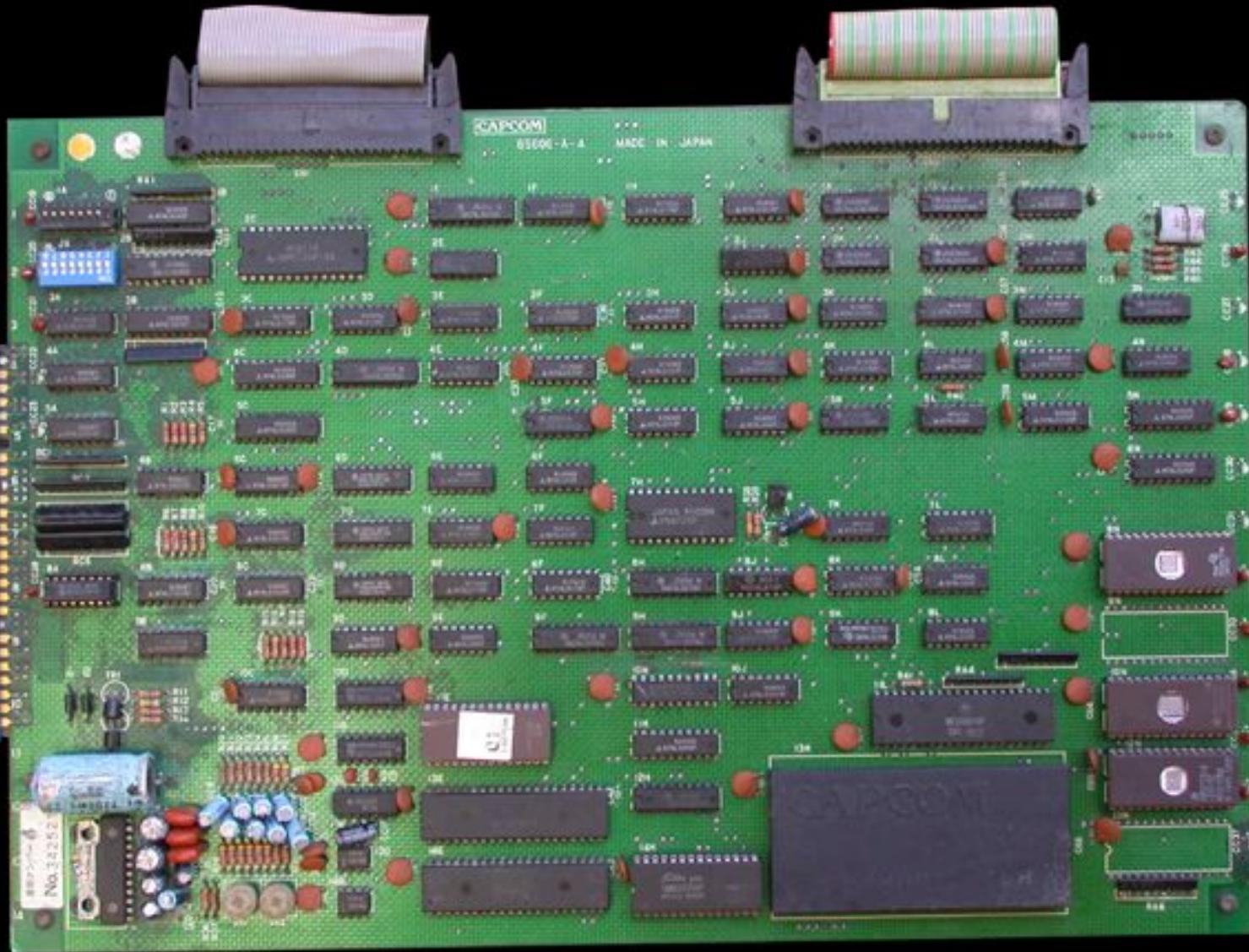
Instruction Manual



Romstar, Inc.
3043 Kashiwa Street, Torrance, CA 90505
Phone (213) 539-2744 Fax (213) 539-3626 Telex 182426

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GHOS TS & GOBLINS







INSTRUCTIONS

- You are Sir Michael. Your goal is to rescue the princess from King Hargrave.
- Jump or squat to avoid attack and throw weapons to destroy enemies.

WEAPONS

- Destroy enemy and grab new weapons from them.
- Spear—long range weapon.
- Sword—jumps taller.
- Tomahawk—accuracy enemy with fire.
- Hatchet—can destroy enemy and collect coins.
- Shield—throwing distance is short, but destroys everything it hits.

BONUS

- Pick up money bags, coins, stone statue for bonus.

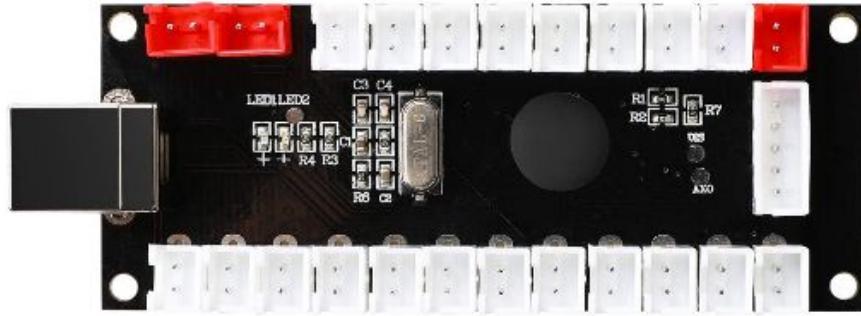


JUMP FIRE

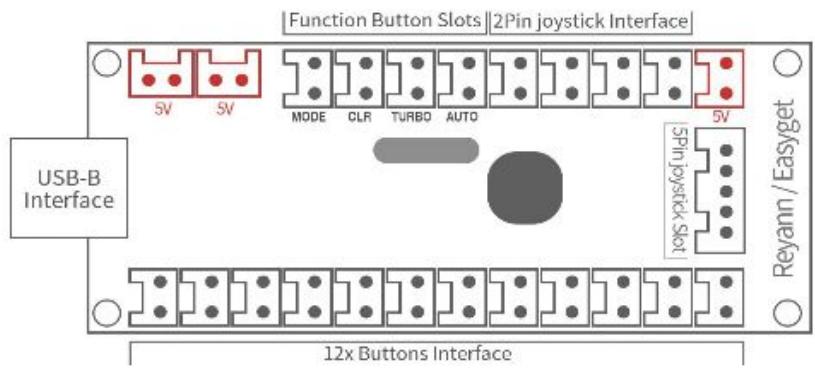
FIRE JUMP

A title screen for the video game "Ghosts 'n Goblins". The background is a dark blue sky with two large, gnarled, brown trees on the left and right. In the center, the title "Ghosts 'n Goblins" is written in a jagged, flame-like font that resembles lava or fire. Above the title, there is a small illustration of a stone wall with four arrows pointing outwards from a central point. The arrows are arranged in a square pattern: one points up, one down, and two point outwards from the sides. The overall aesthetic is dark and atmospheric, fitting the game's theme.

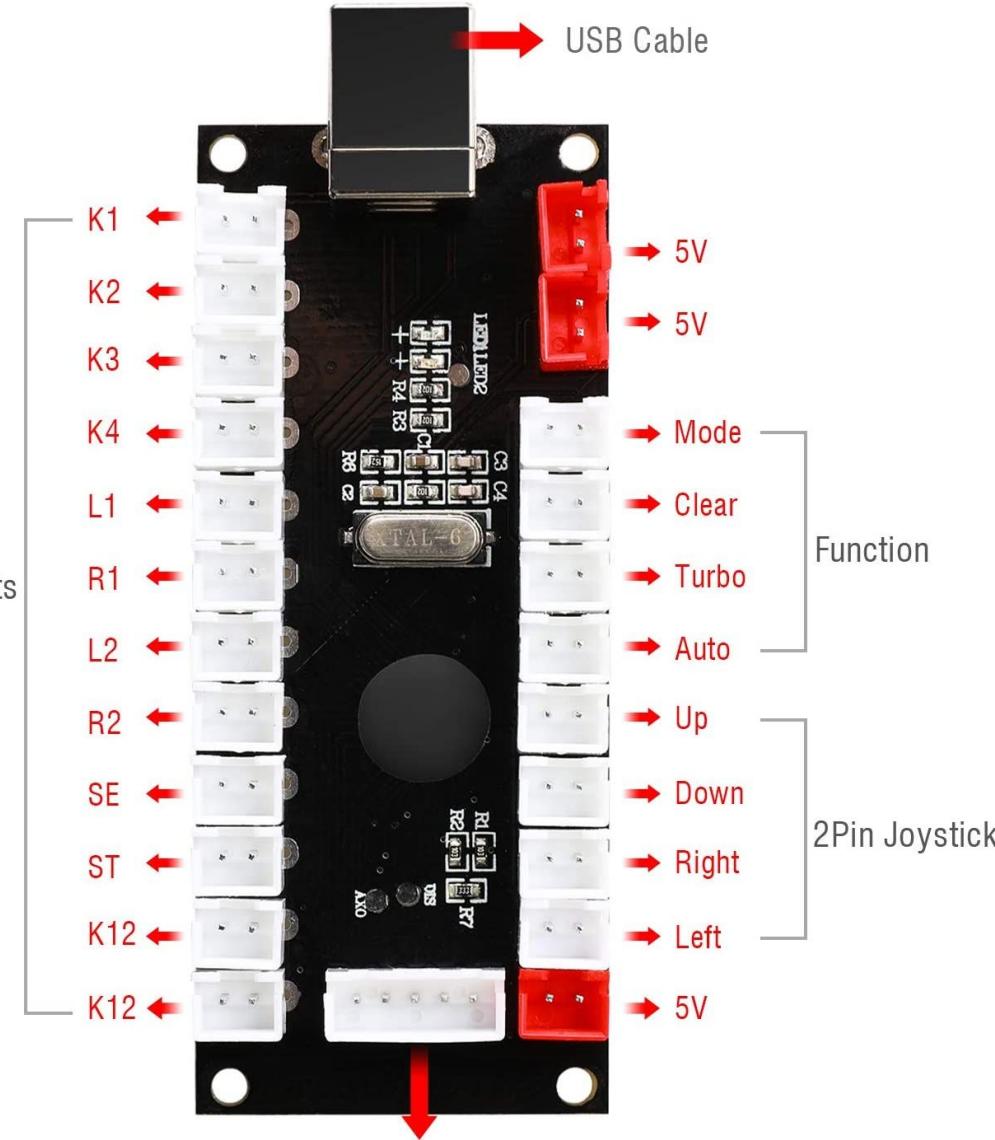




CONNECTION



12 Button Slots



START



SELECT



ZIPPIN

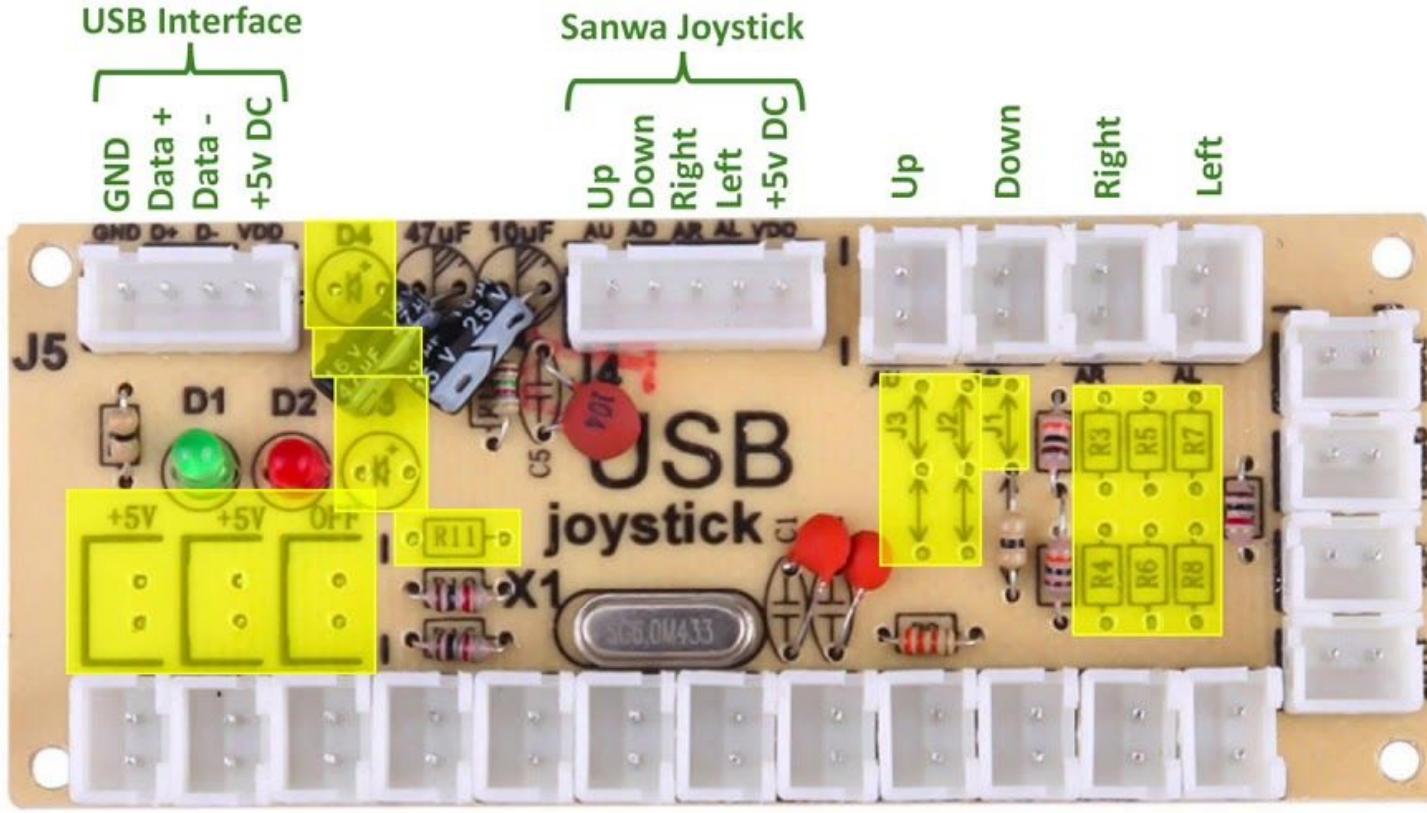


A

B

R





Button 01

Button 02

Button 03

Button 04

Button 05

Button 06

Button 07

Button 08

Button 09

Button 10

Button 11

Button 12

USB Interface

GND
Data +
Data -
+5v DC

Sanwa Joystick

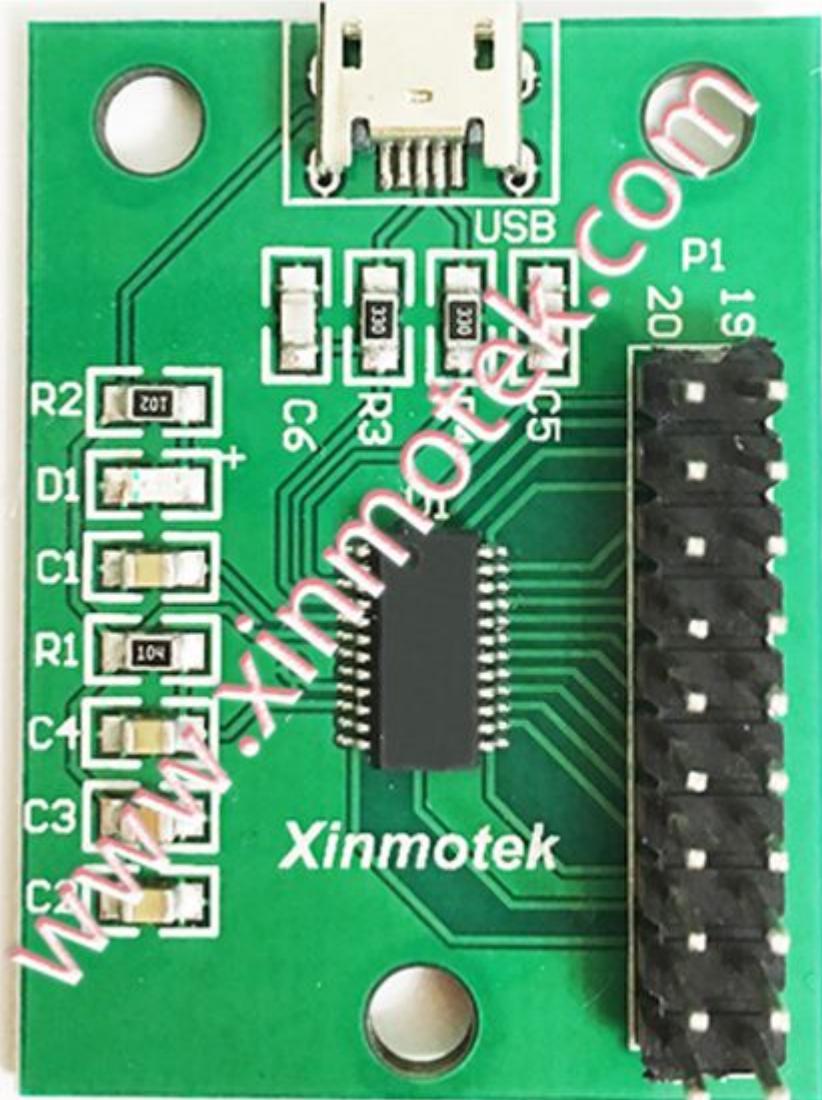
Up
Down
Right
Left
+5v DC

Mode (Digital/Analog)

Turbo (Fire)

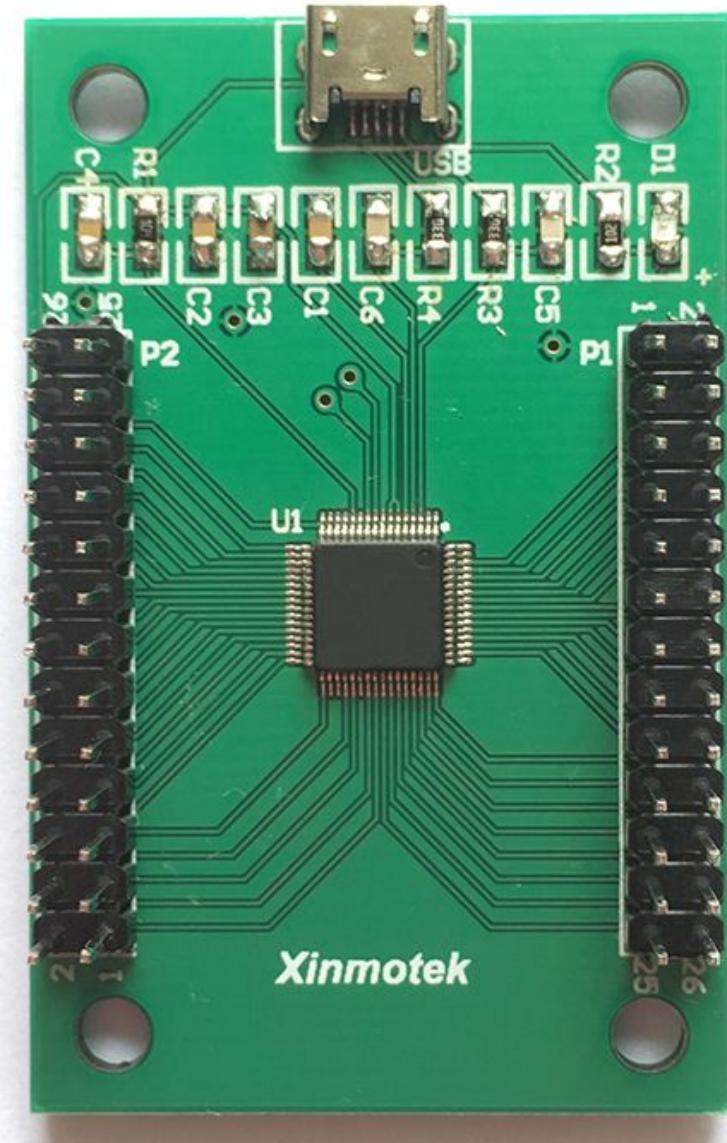
Clear (Turbo/Auto)

Auto (Fire)

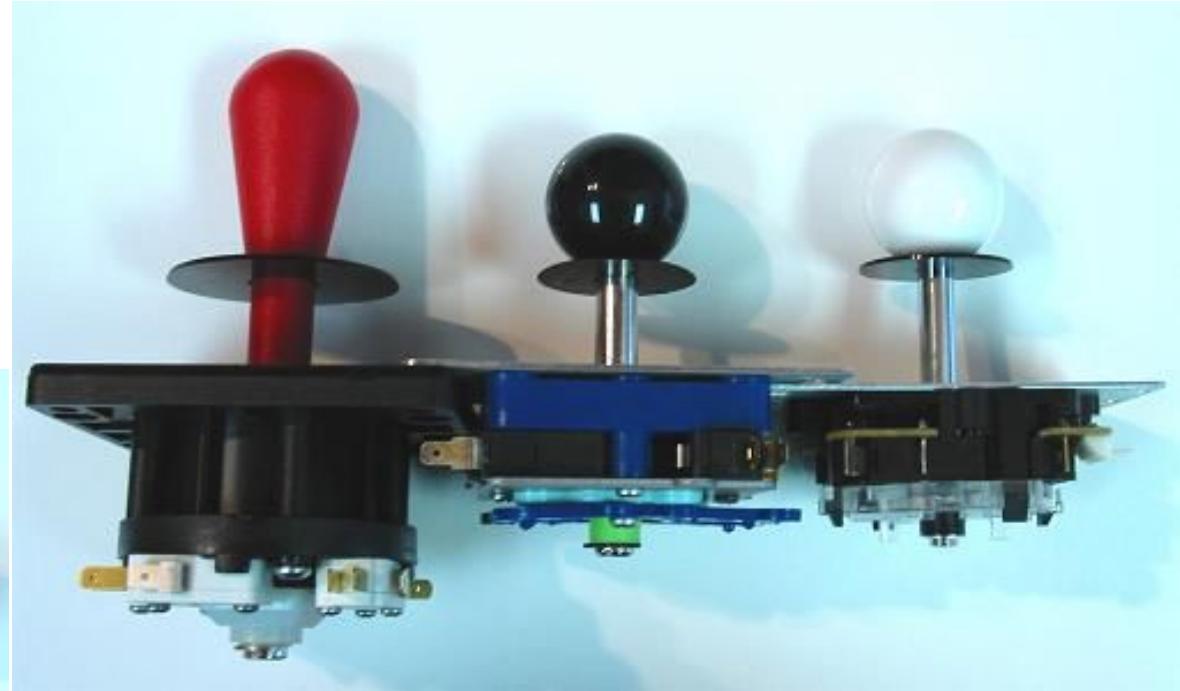


Xinmotek XM-08

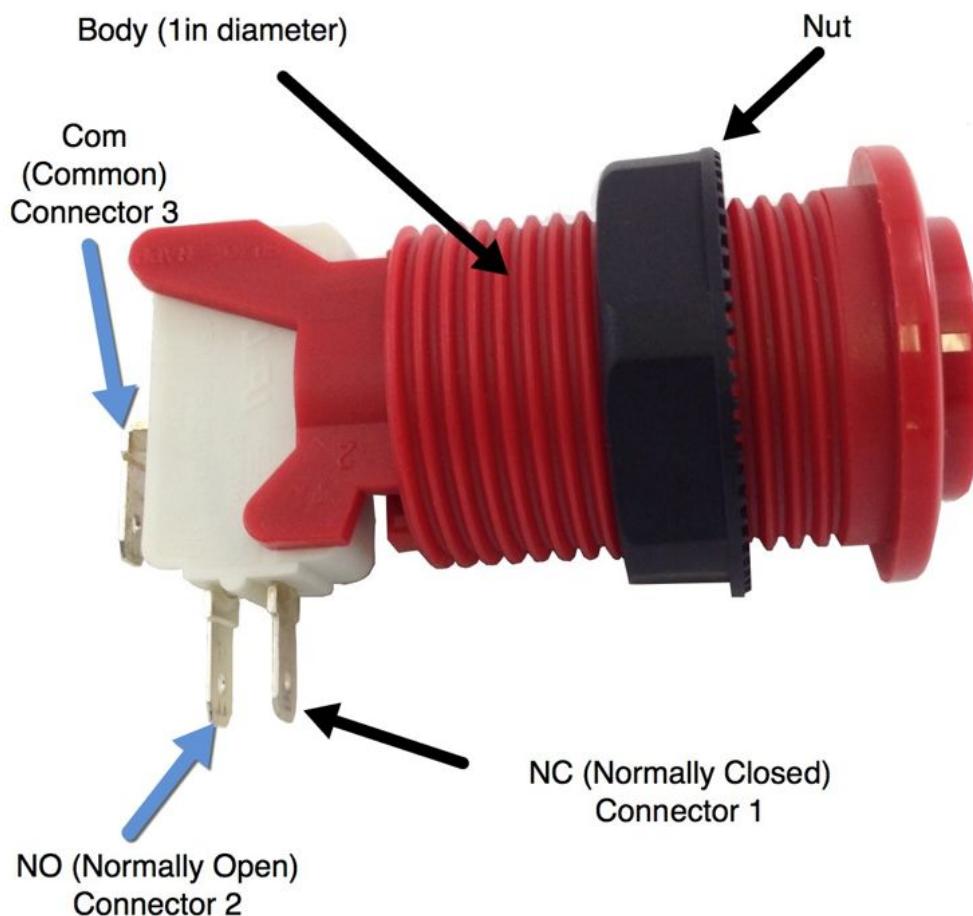
| | USB | PC/PS3 | |
|-------------------|-----|--------|-------------|
| Button 9>Select | 20 | 19 | Button 1/□ |
| Button 10/Start | 18 | 17 | Button 2/X |
| Turbo | 16 | 15 | Button 3/O |
| Mode | 14 | 13 | Button 4/△ |
| Button 13/PS HOME | 12 | 11 | Button 5/L1 |
| UP | 10 | 9 | Button 6/R1 |
| DOWN | 8 | 7 | Button 7/L2 |
| LEFT | 6 | 5 | Button 8/R2 |
| RIGHT | 4 | 3 | GND |
| GND | 2 | 1 | GND |



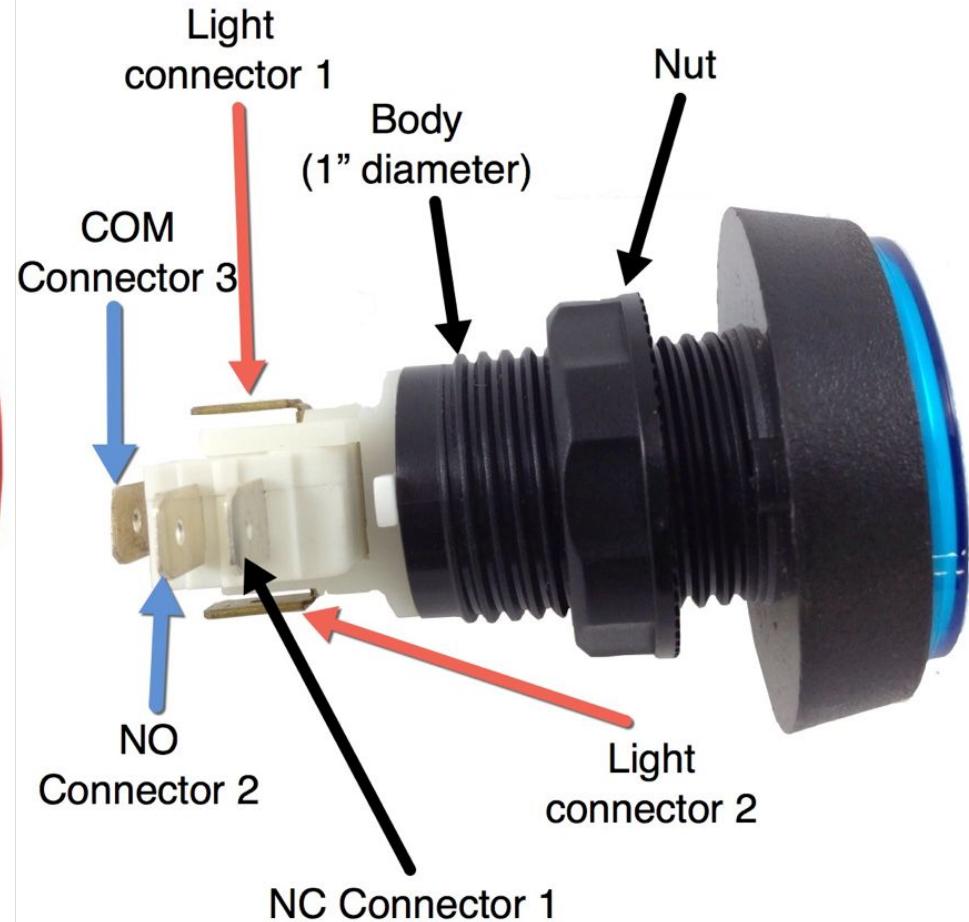
| | P2 | | USB | | P1 | | | |
|-------------|----|----|-------------|--|-------------|----|----|-------------|
| VCC | 26 | 25 | VCC | | GND | 1 | 2 | GND |
| P2_LED1 | 24 | 23 | P1_LED1 | | GND | 3 | 4 | GND |
| P2_LED2 | 22 | 21 | P1_LED2 | | P2_UP | 5 | 6 | GND |
| P2_LED3 | 20 | 19 | P1_LED3 | | P2_DOWN | 7 | 8 | P1_UP |
| P2_LED4 | 18 | 17 | P1_LED4 | | P2_LEFT | 9 | 10 | P1_DOWN |
| P2_LED5 | 16 | 15 | P1_LED5 | | P2_RIGHT | 11 | 12 | P1_LEFT |
| P2_LED6 | 14 | 13 | P1_LED6 | | P2_Button 1 | 13 | 14 | P1_RIGHT |
| P2_LED7 | 12 | 11 | P1_LED7 | | P2_Button 2 | 15 | 16 | P1_Button 1 |
| P2_LED8 | 10 | 9 | P1_LED8 | | P2_Button 3 | 17 | 18 | P1_Button 2 |
| P2_BUTTON8 | 8 | 7 | P1_BUTTON7 | | P2_Button 4 | 19 | 20 | P1_Button 3 |
| P2_BUTTON9 | 6 | 5 | P1_BUTTON8 | | P2_Button 5 | 21 | 22 | P1_Button 4 |
| P2_BUTTON10 | 4 | 3 | P1_BUTTON9 | | P2_Button 6 | 23 | 24 | P1_Button 5 |
| MODE | 2 | 1 | P1_BUTTON10 | | P2_Button 7 | 25 | 26 | P1_Button 6 |

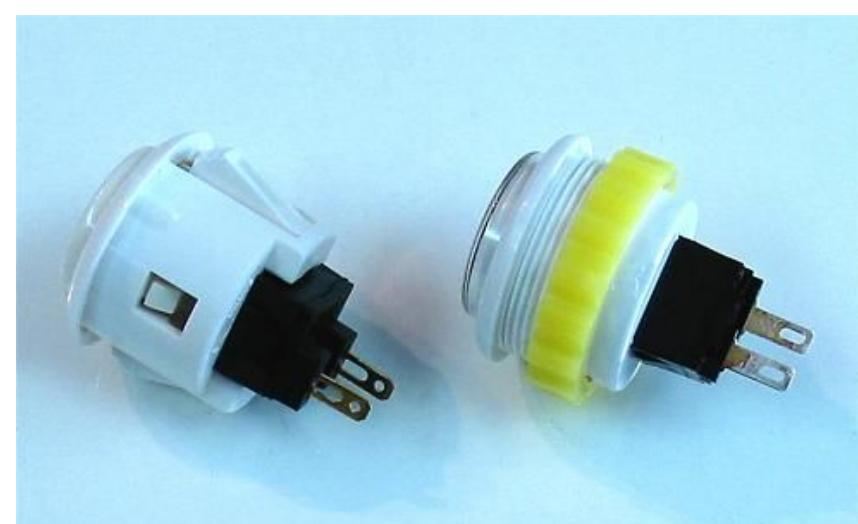


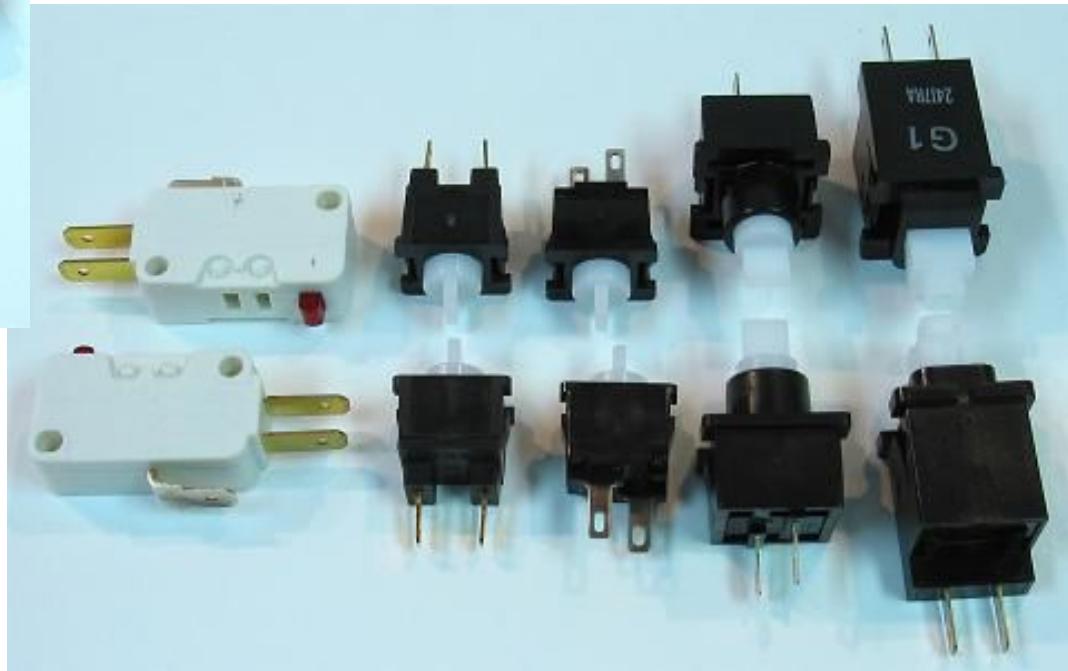
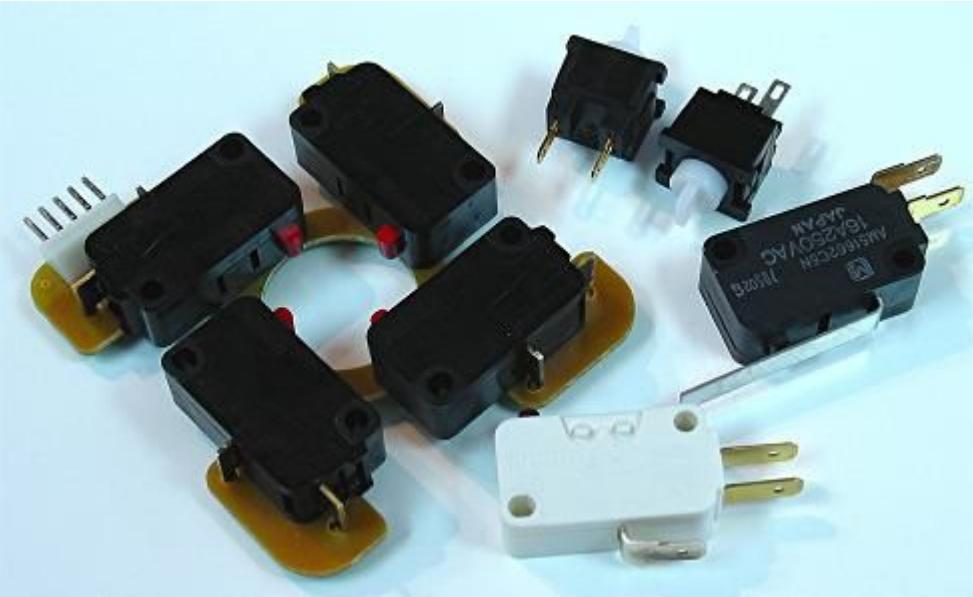
Non-Lighted Arcade Button



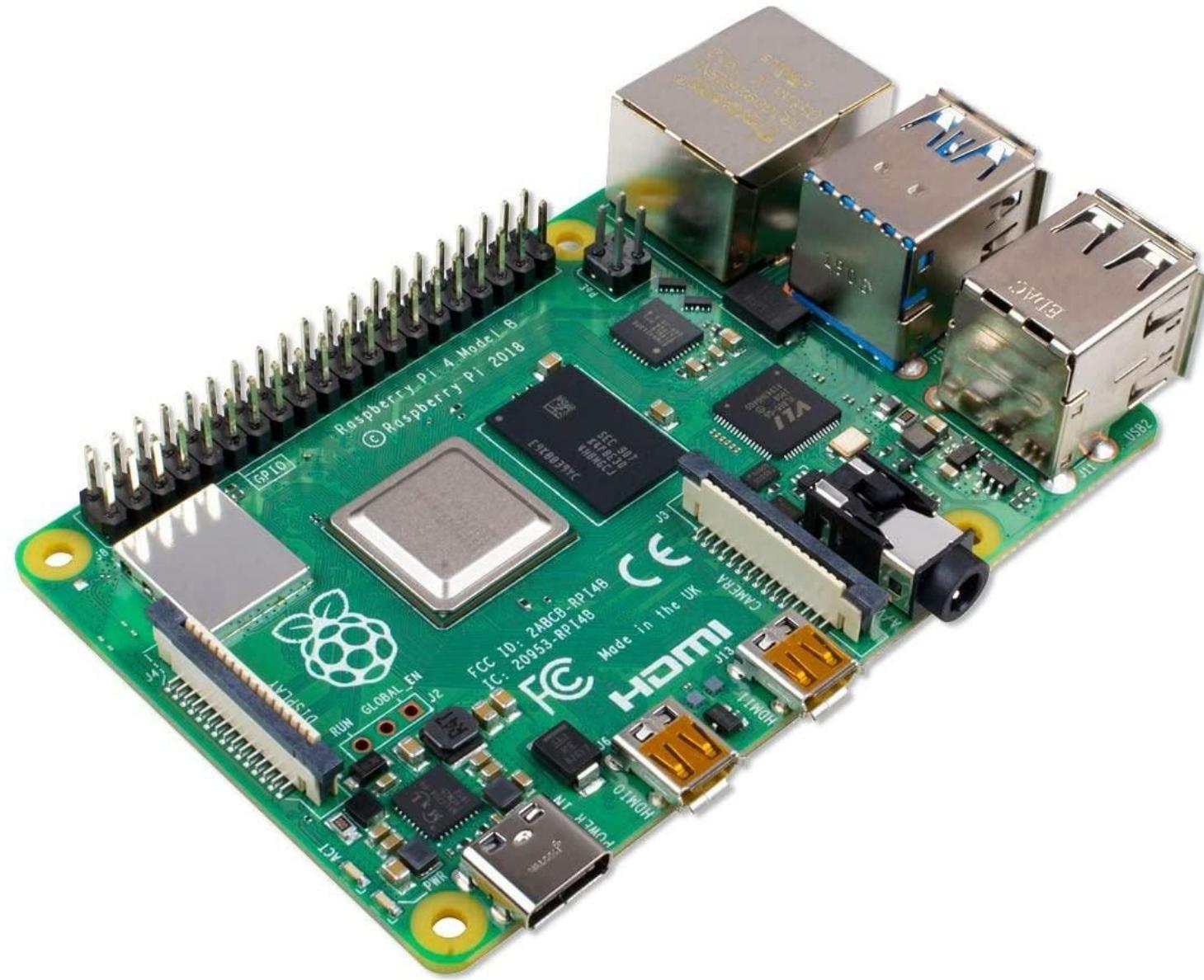
Lighted Arcade Button













MAME

MULTIPLE ARCADE MACHINE EMULATOR





Search

mame non-merged romsets

GO

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- Search radio transcripts
- Search archived web sites

Advanced Search

9 RESULTS

SORT BY

RELEVANCE * VIEWS * TITLE * DATE ARCHIVED * CREATOR



Media Type



software

7



data

2

MAME 2015 Reference:
Full Non-Merged ROMSETSMAME 2016 Reference:
Full Non-Merged ArcadeMAME 2003-Plus
Reference: Full Non-
Merged ROMSETSMAME 2010 Reference:
Full Non-Merged ArcadeAdvanceMAME 2006
Reference: Non-Merged

Availability



2018

1

MAME 2010 Reference:
Non-Merged CHDs

2016

1

MAME 2000 Reference:
Full Non-Merged ROMSETS

(No Date)

7

FB Alpha 2016 Reference:
Non-Merged FBA ROMSETS

QUIT

 **LAUNCH SCREENSAVER**

 **RESTART SYSTEM**

 **SHUTDOWN SYSTEM**

 **FAST SHUTDOWN SYSTEM**

BACK

MAIN MENU

❖ KODI MEDIA CENTER

🎮 GAMES SETTINGS >

🎮 CONTROLLERS SETTINGS >

⚙️ UI SETTINGS >

🔧 GAME COLLECTION SETTINGS >

🔊 SOUND SETTINGS >

🌐 NETWORK SETTINGS >

📷 SCRAPE >

⬇️ UPDATES & DOWNLOADS >

⚙️ SYSTEM SETTINGS >



About Batocera.linux

batocera.linux is an operating system (like Windows 10 and Mac OS) specialized in retrogaming available for your pc and different nano computers like the Raspberry and the Odroids

On PC, it is available on a usb key and can boot without altering your existing hard drive. Note that you must own games you play in order to respect legality.

 [Get Batocera.linux 5.27.2](#)

Contact us



recalbox.com

Play Again ?

The Recalbox

Media

DIY recalbox

F.A.Q.

Blog

Forums

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Recalbox 7.0.1-Reloaded released!

BRAND NEW FEATURES AND SYSTEMS, ALWAYS FREE AND OPEN SOURCE

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recalstore

Order from the RecalStore everything you need to make your own Recalbox!

With the last open source retrogaming
console

THE RECALBOX

Recalbox allows you to re-play a variety of videogame consoles and platforms in your living room, with ease! Recalbox OS is free, open source and designed to let you create your very own Recalbox in no time! Use [Raspberry Pi](#), [ODROID](#) or even PC (x86)!





A retrogaming platform

Recalbox offers a wide selection of consoles and game systems. From the very first arcade systems to the NES, the MEGADRIVE, 32-bit platforms (such as the Playstation) and even Nintendo64.

Media Center

With Kodi already included, Recalbox also serves as a Media Center. By connecting it to your home network, you will be able to stream videos from any compatible devices (NAS, PC, External HDD, etc.).





HOME NEWS DOWNLOAD FORUM DOCS ABOUT DONATE

Search

Welcome

Welcome to RetroPie. RetroPie allows you to turn your Raspberry Pi, ODroid C1/C2, or PC into a retro-gaming machine. It builds upon Raspbian, EmulationStation, RetroArch and many other projects to enable you to play your favourite Arcade, home-console, and classic PC games with the minimum set-up. For power users it also provides a large variety of configuration tools to customise the system as you want.

RetroPie sits on top of a full OS, you can install it on an existing Raspbian, or start with the RetroPie image and add additional software later. It's up to you.

While the RetroPie Project originated at [petRockBlock.com](#) this is now the home of RetroPie.

[Get RetroPie](#)



Please note: No copyrighted games are included with RetroPie



RetroPie Docs

[Home](#)[First Installation](#)[Getting Started](#)[Arcade](#)[Emulators](#)[Ports](#)[Controllers](#)[Advanced Configuration](#)[RetroArch](#)[EmulationStation](#)[Platforms](#)[Troubleshooting](#)[Developers](#)[About](#)

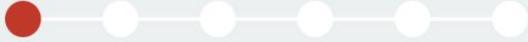
Home



Table of contents

[What is RetroPie?](#)[What is an Emulator?](#)[What are ROMs?](#)[What is a BIOS?](#)[Getting Started](#)[Latest Version](#)**4.6**[Changelog](#)

What is RetroPie?



Welcome to the Lakka installation tutorial!

We are going to guide you from the download of the right version of Lakka to the launch of a game in 6 steps.

What OS are you using right now?

Tell us what operating system you're using so we can adapt the installation instructions to your environment.



GNU/Linux

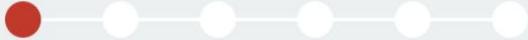


Windows



MacOS

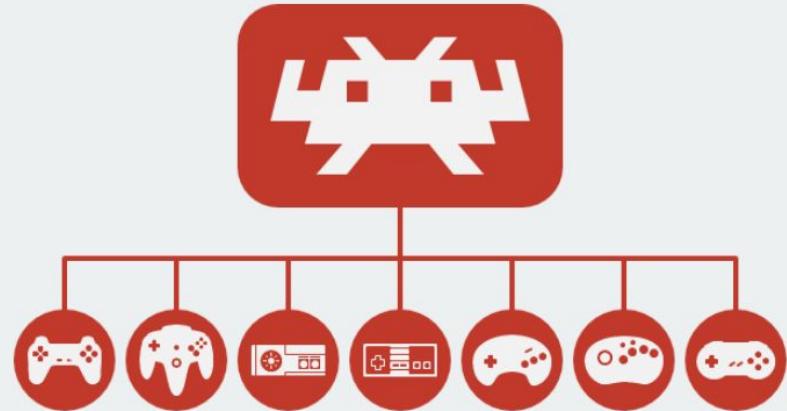
If you are stuck during the installation process, you can get support by [mail](#) or join our irc chan: <irc://irc.freenode.net/#lakkatv>





Lakka is the official Linux distribution of RetroArch and the libretro ecosystem.

Each game system is implemented as a *libretro core*, while the frontend *RetroArch* takes care of inputs and display. This clear separation ensures modularity and centralized configuration.



THIS IS WHY I HAVE PROBLEMS



VIDEO GAMES TELL ME TO 'PRESS X'

CONFIGURING

GAMEPAD 1

HOLD ANY BUTTON TO SKIP

| | |
|--|----------------|
|  UP | PRESS ANYTHING |
|  DOWN | -NOT DEFINED- |
|  LEFT | -NOT DEFINED- |
|  RIGHT | -NOT DEFINED- |
|  START | -NOT DEFINED- |
|  SELECT | -NOT DEFINED- |
|  A | -NOT DEFINED- |
|  B | -NOT DEFINED- |
|  X | -NOT DEFINED- |

OK











SUPER NINTENDO
ENTERTAINMENT SYSTEM



SELECT

START

















HOME

DOWNLOAD

INFO / HELP

MUSIC

SCREENSHOTS

BLOG

FORUM

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D+Pad
HeRo



www.dpadhero.com



Welcome to the world of D-Pad Hero!

D-Pad Hero is a series of rhythm/music games for the Nintendo Entertainment System (NES). You know, that game console you still used to play circa 1990.

D-Pad Hero pays homage to our own favorite NES games and popular music artists. It's our vision of what music games might have been like in the NES heyday. Now, through the wonders of emulation, you get to experience it yourself!

Enjoy the games, and remember to tell all your friends what a blast you're having.

NETWORK SETTINGS

INFORMATIONS

STATUS CONNECTED

IP ADDRESS 192.168.222.31

SETTINGS

HOSTNAME BATOCERA >

ENABLE WIFI 

WIFI SSID >

WIFI KEY >

BACK

UPDATES & DOWNLOADS

THEMES



THE BEZEL PROJECT



AUTO UPDATES



START UPDATE



BACK

FAN

STEM

2 GAMES AVAILABLE

2 GAMES AVAILABLE

SELECT THEME

Alekfull
<https://github.com/dongxu/es-theme-alekfull>

Alekfull-Bello-Cobalto
<https://github.com/2Lemontree/es-theme-alekfull-bello-cobalto>

Art-book
<https://github.com/anthompsonmc/es-theme-artbook>

Ckau-Book
<https://github.com/Chaufto/es-book>

DragonBall-TMCTV
<https://github.com/2Lemontree/es-theme-dragonball-TMCTV>

Flat-Color
<https://github.com/2Lemontree/es-theme-flat-color>

BACK

CLOSE BACK CHOOSE



MENU X KODI B SELECT + CHOOSE



19:04



Monitoring

Config

Bios

Roms

Logs



Monitor your system resources



Read and edit the ES Configuration file



Read and edit the Retroarch Configuration file



Read and edit the autostart.sh Script file



Manage all supported Bios files



Manage Rom files for emulated systems

Rom by system - Retropie Manager

192.168.1.35:8000/systems/

Buscar



Monitoring

Config

Bios

Roms

Logs

HOME > ROM BY SYSTEM

Rom by system

Path: /home/pi/RetroPie/roms

Total: 37

Available systems

Dreamcast

Add



Virtual gamepad - Mozilla Firefox

- + ×

Virtual gamepad

+

192.168.1.37:8080



Buscar



OPTIONS

FILTER GAMES BY TEXT



JUMP TO...

◀ R ▶

SORT GAMES BY

◀ ↓^A_Z FILENAME, ASCENDING ▶

OTHER FILTERS



GAMELIST VIEW STYLE

◀ AUTOMATIC ▶

SHOW FAVORITES ON TOP



SHOW HIDDEN FILES



SHOW FOLDERS

◀ NEVER ▶

EDIT THIS GAME'S METADATA



ADVANCED GAME OPTIONS





Donar

INICIO

SOBRE MOJON TWINS

GÜEGOS ▾

FORO

TUTORIALES ▾

BESTIARIO MOJONO

DEV ▾

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BLOG

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Busca tu juego...





Donar

INICIO SOBRE MOJON TWINS JUEGOS POPO TUTORIALES BESTIARIO MOJONO DEV CONTACTAR BLOG

Catálogo completo de juegos

Todo nuestro código fuente, incluyendo motores y juegos, sigue la siguiente licencia: [LEER LICENCIA](#).

TODAS AMSTRAD C64 MASTER SYSTEM MEGADRIVE MS-DOS MSX/MSX2 NES PC/MAC SG-1000 SPECTRUM ZX81



Cheril in the Cave (NES)

Cheril in the Cave 2017 - NES CREDITOS / CREDITS Concept & Story: The Mojon Twins Code & GFX: na_th_an Music & SFX: Davidian & na_th_an Cover art:



Cheril Perils Classic (NES y Sega 8bit)

Cheril Perils Classic 2018 - NES / Sega Bit CREDITOS / CREDITS A game by the Mojon Twins Powered by AGNES v1.0. Neslib & Famitone 2 (NES), AGNES



Cadáverión (NES)

Cadáverión 2018 - NES CREDITOS / CREDITS A game by the Mojon Twins Powered by AGNES v1.0. Neslib & Famitone 2 Dedicated to Max Von Sydow.



OpenBOR



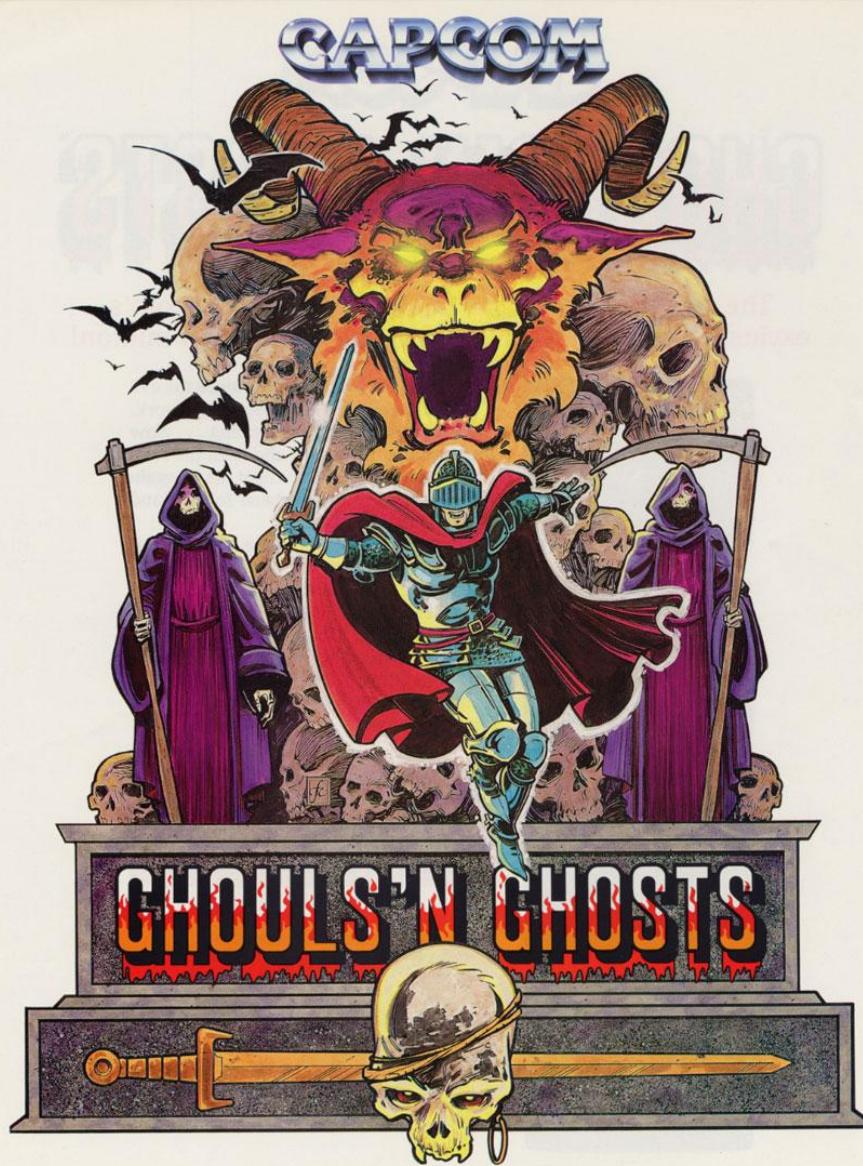


Files for OpenBorPAKCollection

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| Angel 0 [Demo Ver. 2.0][v.3.0 Build 4086].7z (View Contents) | 24-May-2020 23:14 | 81.5M |
| Armored Warriors Cyberbots [v.3.0 Build 4086].7z (View Contents) | 24-May-2020 23:18 | 66.7M |
| Art of Fighting - Beats of Rage Remix III [Ver. 1.3 Final][v.3.0 Build 4086].7Z (View Contents) | 24-May-2020 23:34 | 186.3M |
| Art of Fighting - Beats of Rage Remix III [v.3.0 Build 4086].7z (View Contents) | 24-May-2020 23:23 | 83.1M |
| Art of Fighting - Trouble In South Town [Demo Ver. 0.1.0][v.3.0 Build 4153].7z (View Contents) | 24-May-2020 23:49 | 238.6M |
| Art of Fighting - Trouble In South Town [Ver. 0.1.0 Full][v.3.0 Build 4153].7z (View Contents) | 25-May-2020 01:17 | 1.4G |
| Art of Fighting - Trouble in South Town [Ver. 1.4][v.3.0 Build 4153].7z (View Contents) | 25-May-2020 02:06 | 816.4M |
| Art of Fighting - Trouble in South Town [Ver. 1.6.1][v.3.0 Build 4153].7z (View Contents) | 25-May-2020 02:59 | 849.5M |
| Asterix and Caesar's Challenge [v.3.0 Build 4086].7z (View Contents) | 25-May-2020 03:01 | 29.1M |
| Avengers United Battle Force [Demo Ver. 2.7.4][v.3.0 Build 4420].7z (View Contents) | 25-May-2020 03:08 | 57.0M |
| Avengers United Battle Force [Demo][v.3.0 Build 3968].7z (View Contents) | 25-May-2020 03:09 | 25.5M |



GHOUls'N GHOSTS



CAPCOM

GHOULS 'N GHOSTS™

The second game on the CP System using Capcom's exclusive super-chip, developed at a cost of \$5.5 million!



Three years have passed since the evil ones came to do their dirty work. That was just the beginning . . . Now they're back! They have abducted the Princess, and King Arthur must once again take spear in hand and head for the land of GHOULS 'N GHOSTS.

In this 1 or 2-player game, Arthur's attack area is expanded – he can now strike at enemies above and below him, as well as on either side. Arthur's weapons include his spear, a knife, an axe, a sword, a spiked flying disc, and napalm bombs. And this time, Arthur can don magic armor to unleash the power of sorcery against his foes!

Introducing Capcom's new Computer-Aided Difficulty Adjustment, which automatically adjusts to each player's skill level! Ask your representative for details.

CAPCOM USA, INC.
3303 SCOTT BOULEVARD
SANTA CLARA, CALIFORNIA 95054
(408) 727-0400

DISTRIBUTED BY:

CAPCOM CP System NO.2

CAPCOM

from

electrocoin

STORY

Three years have passed since the evil ones came to do their dirty work. That was just the beginning.

Now they're back again.

They attack the castle of the Princess. King Arthur is out on a journey, and heads for the castle to save the Princess, who is being shot at with laser rays.

Arthur once again takes spear in hand and heads for the land of GHOULS 'N GHOSTS.

Arthur Uses Sorcery

Arthur—that's you, the player—searches for the Magic Armor in the Treasure Chest. He dons the Magic Armor and you press the ATTACK button and hold it down.



The WEAPON MARK will flash and the POWER GAUGE to the left of it will start to rise. When it indicates FULL POWER, release the ATTACK button and the power of sorcery will be released.



Arthur uses different sorcery with each weapon. Sorcery slams the strongest of the nasties.

BEWARE!

Power must be up full before you release the button. If you release it before full power is reached, the sorcery won't work.

ELECTROCOIN

GHOULS 'N GHOSTS

The Attack Area Widens



Upper Strike

Lower Strike

The Left and Right strike areas of days of yore have added Upper and Lower strike zones. Arthur carries on the fight against the forces of evil in an expanded field of encounter. Be brave! Be skillful! Venture forth and conquer the evil ones!



The FIRST BOSS SHIELDER's weak point is his face. Dodge the flying fireballs and get him!



The ROCK TURTLES come in attacking one after the other. There's no time to rest. Keep fighting!



Beware the DEVIL OF DARKNESS! Don't slack off and keep moving ahead!

ARTHUR'S WEAPONS

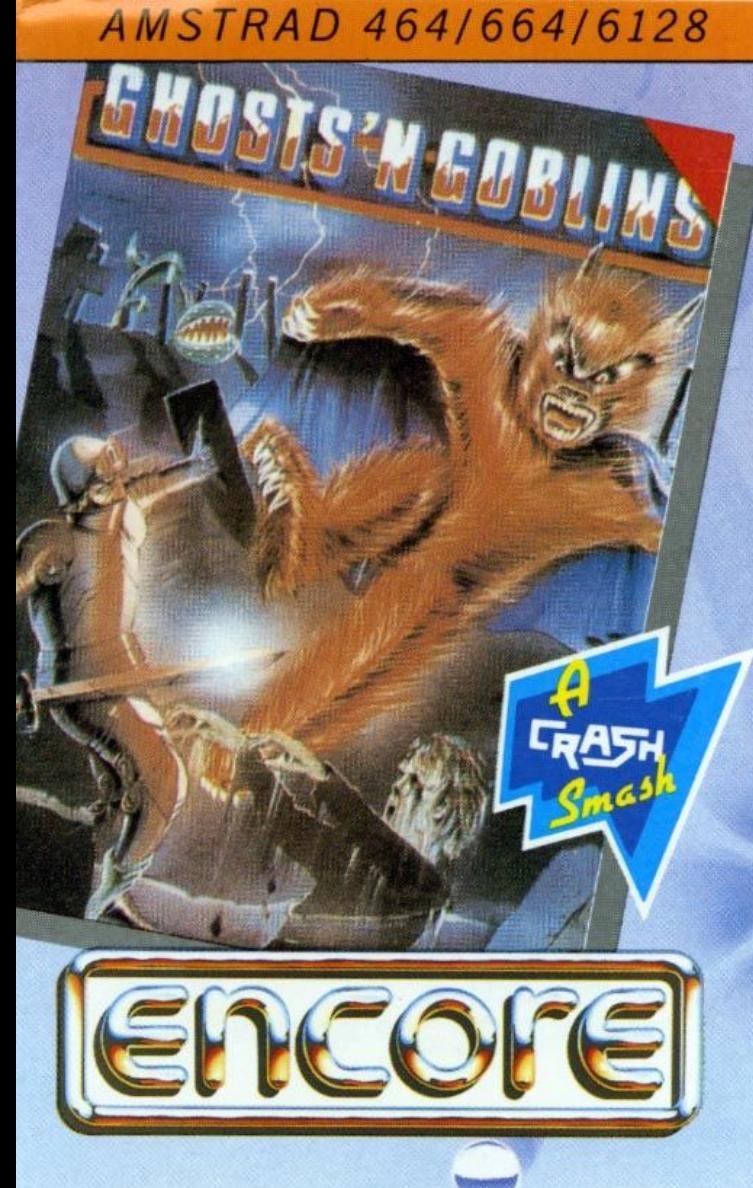
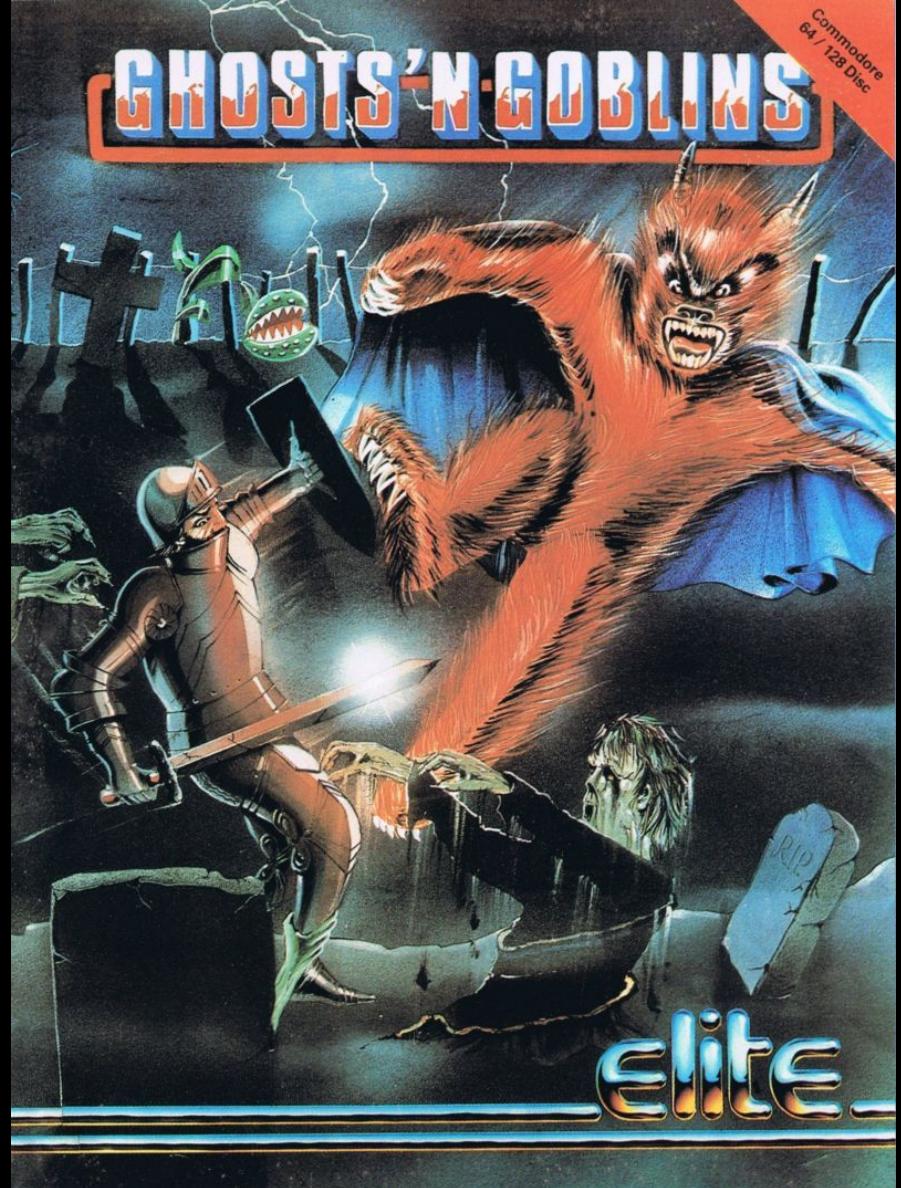
| | | | |
|-------|-------|---------|---------|
| | | | |
| Spear | Knife | Napalm | Hatchet |
| | | | |
| Disc | Sword | Sorcery | |



CAPCOM



The right side is a page from the game's instruction manual. At the top is the title "GHOST'N GOBLINS" and the copyright notice "© CAPCOM". Below is a summary of the plot: A princess is abducted by a messenger from Hades, and a knight sets out to rescue her through six gates guarded by Satan's generals. The knight must use five different weapons to defeat demons like zombies, a pot-bellied general, and a fire-breathing dragon. The page is framed by red hand silhouettes. Eight small screenshots show scenes from the game: "Zombies waiting in the cemetery", "Weapons in the enemy's pot", "The demon general 'Ikkaku' waiting at the first gate", "Giants guarding the area", "A particularly strong demon", "The dragon at the third gate", "Watch for flames that shoot up from the sea of fire!", and "This is the crucial moment - climb!". The bottom features the CAPCOM logo.



GHOSTS'N GOBLINS

JAPAN CAPSULE COMPUTERS(U.K.)[C] 1986







CHILOOTON GOBLINS

TM





**CAPTAIN
COMMANDO™**

CAPCOM®
PREMIER
WORLD-WIDE
ARCADE GAME
DESIGNER

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CHALLENGE SERIES
GOSTS 'N GOBLINS

By CAPCOM® **Nintendo** ENTERTAINMENT SYSTEM™

The beautiful princess is kidnapped. Her lover, the **Knight**, in shining armor, armed with five different weapons to fight



the enemy, sets out to rescue the beautiful princess.

The **Knight**, aided by your skill, must pass thru seven different guarded gates, fighting and destroying demons, dragons, giants and zombies. There are hidden characters too! Some friends, some foes. **Ghosts 'N Goblins** is exciting... challenging you and the **Knight** to rescue the princess, amid great danger, escaping Hades, land of the enemies.

- ★ Zombies waiting in the cemetery

- ★ Weapons in the enemy's pot

- ★ The Dragon at the third gate

- ★ Giants guarding the area

- ★ The Demon general "Ikkaku" waiting at the first gate

- ★ Watch for flames that shoot up from the sea of fire



0 13388 11002 5

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Sunnyvale, CA 94089

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Game Pak "NES-GP"



State-of-the-Art
High Resolution Graphics
GOSTS 'N GOBLINS

Licensed by Nintendo® for Play on the

Nintendo
ENTERTAINMENT
SYSTEM™

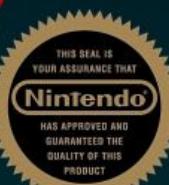
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CAPCOM®



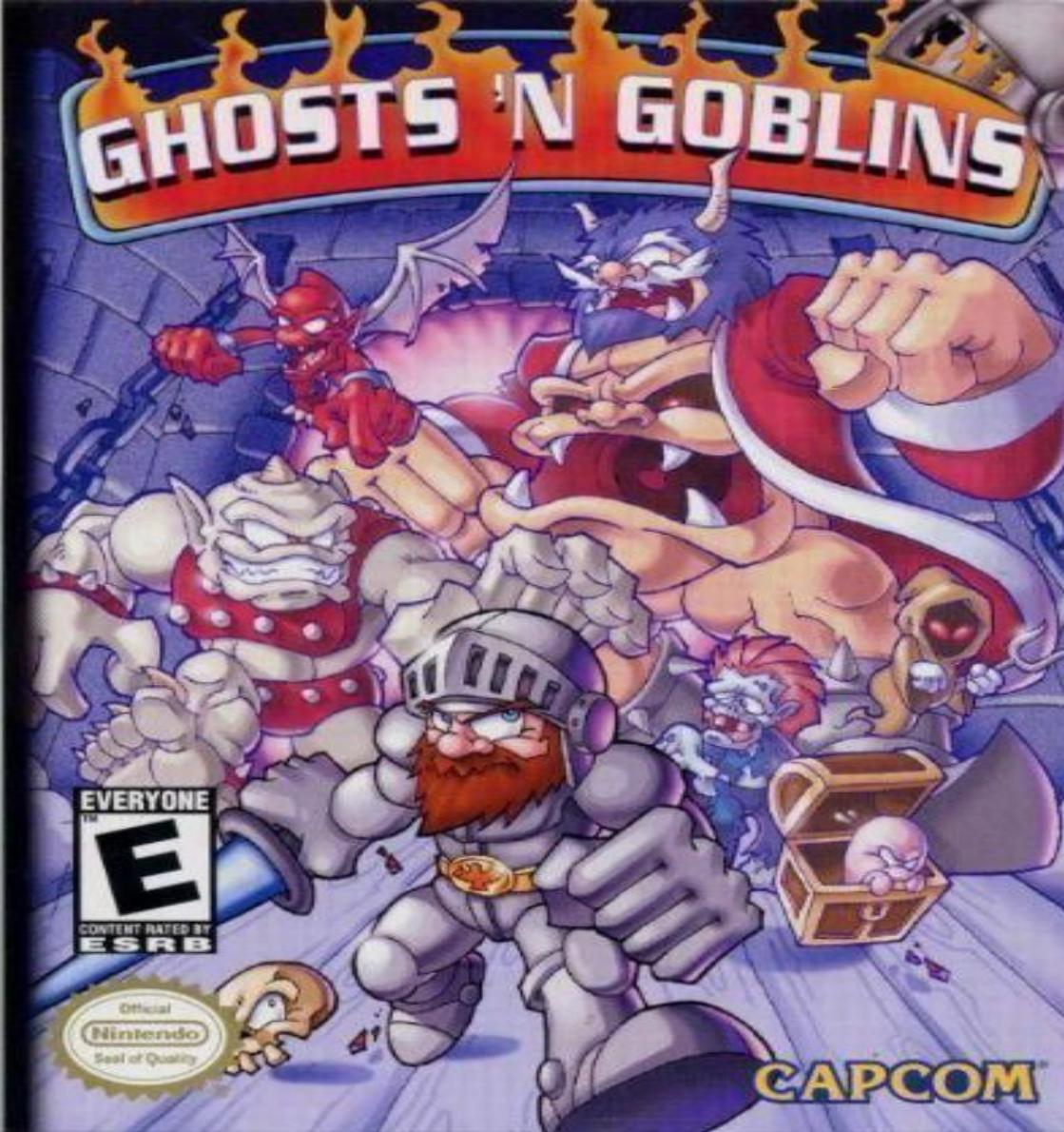
One Megabit Memory

CAPCOM®

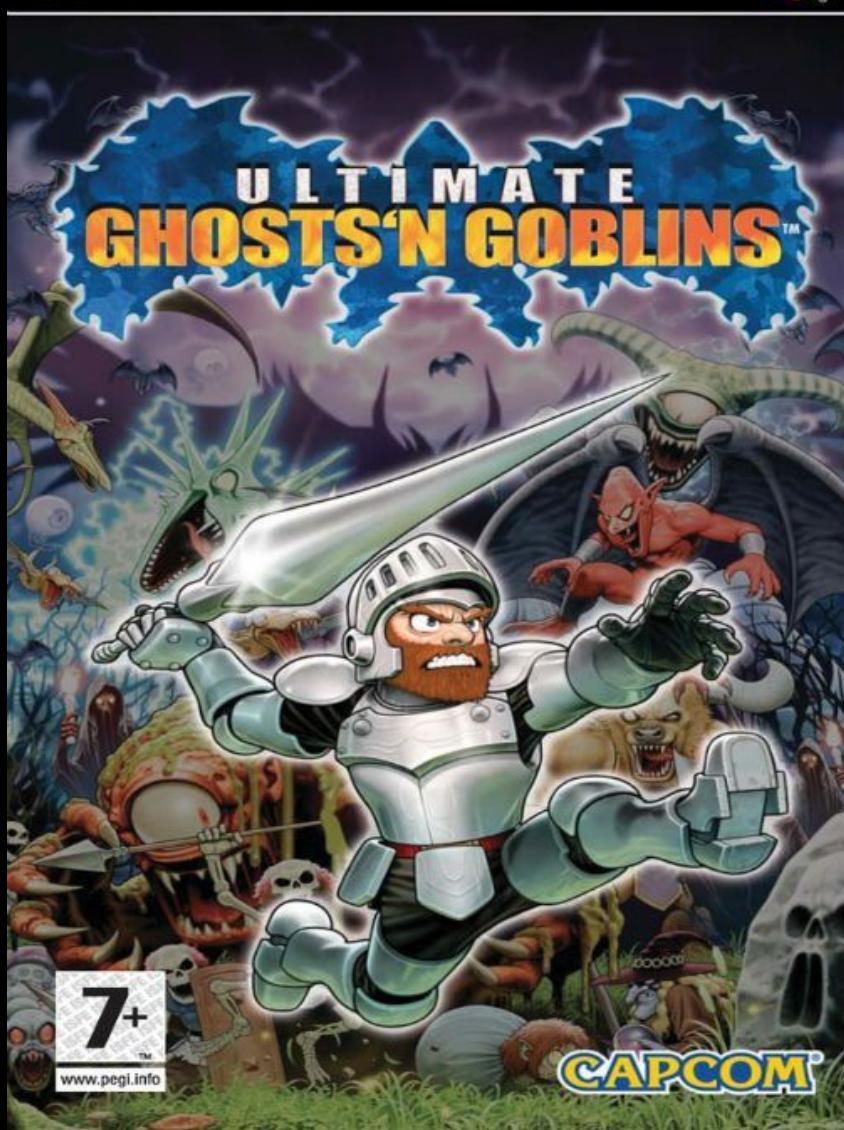
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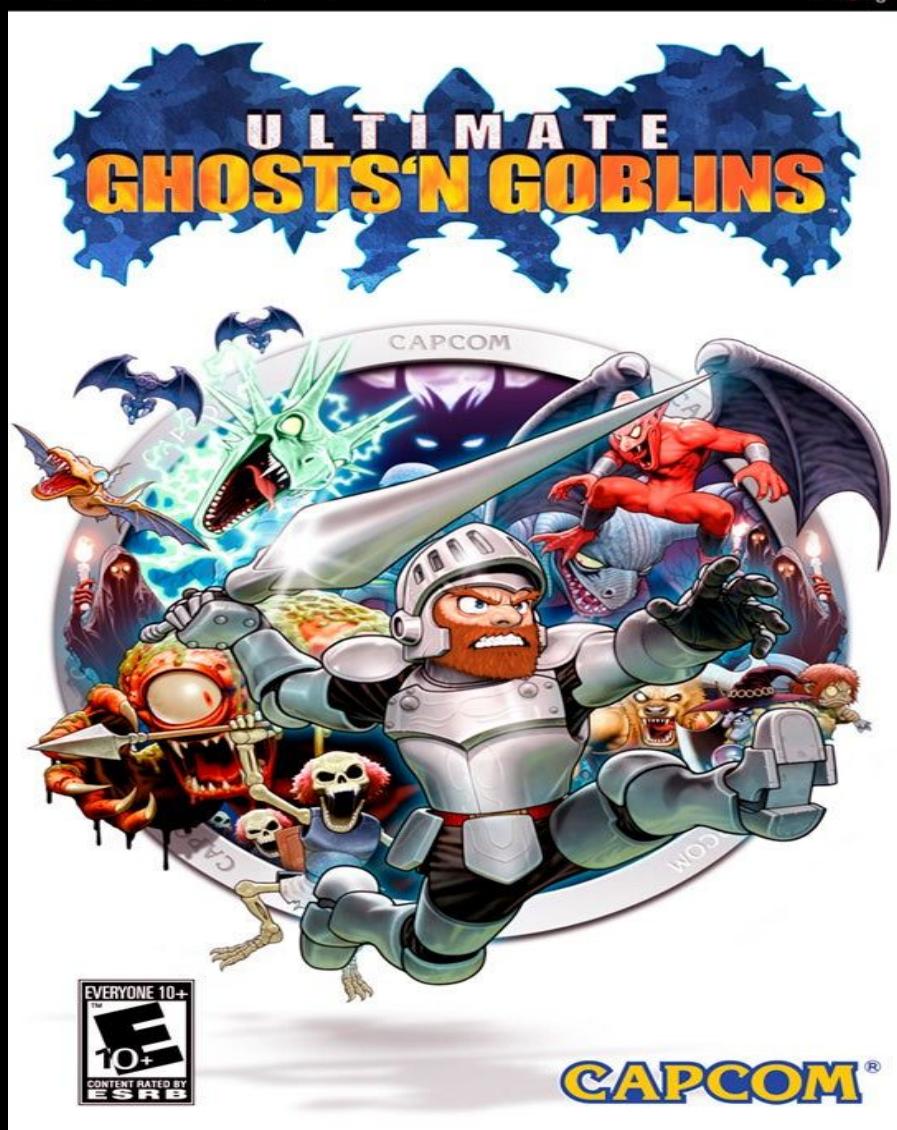
GAME BOY COLOR



PSP™



PSP™



カプコンCPシステム
第2弾!

DAIMAKAIMURA



~あの昔いからさ年~

あの昔いは魔魔たちにとって、ほんの序章にしかすぎなかつた。
そして、更魔たちは、再びこの地上に姿を現わしたの集.....。



あの魔界村が、ゲームセンターに帰って来る!

しかも、カプコンCPシステム・第2弾でグレードアップして登場!! CPならではの鮮明な画像によつて、多彩な敵や背景を表現。主人公・アーサーも、7種類の武器と6種類の魔法、そして上下に攻撃可能となり、アーサーの行動範囲もグレードアップ!! プレイをする者、見る者たち全てを熱くさせます。

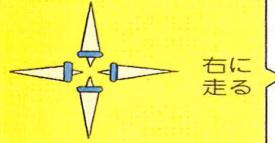
10月下旬、発売予定。こう、御期待!!



遊び方

はしごを登る

左に走る



レバーとボタンを2つ使用します



攻撃ボタン

ジャンプボタン

攻撃

攻撃ボタンを押すと武器を投げます



レバーの向いている方向に武器を投げて攻撃します。また、壺を持った敵を倒すと、武器が出る時があり、その武器と持っている武器を交換することができます。



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魔法

主人公・アーサーは、魔法のヨロイを着ることによって魔法を使うことができるようになります。

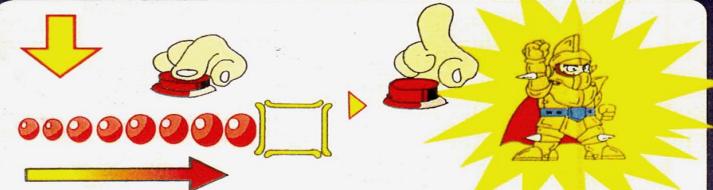
魔法のヨロイは、魔法の箱に入っています。魔法の箱はアーサーの攻撃・3発で壊して中味を取り出せます。

しかし、必ず中味が魔法のヨロイとは限っていません。



魔法のヨロイは、アーサーがノーマルのヨロイを着ていないと、出ません。裸の時はノーマルのヨロイが現われます。

魔法の使い方



攻撃ボタンを押さない間にすると、パワーゲージのパワーがたまり、パワーゲージが満たんになってから攻撃ボタンを離すと魔法を発射します。

気をつけろ!!

パワーゲージにパワーがたまらず途中で離しても魔法は出ません。

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これが、アーサーの武器とその武器で使える魔法だ!!

魔法のヨロイを着ると、マジックパワーが使えるようになる!!



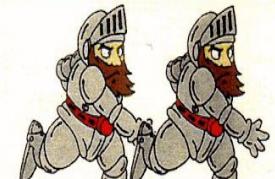
1番扱い
やすい武器



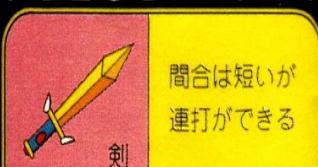
稻妻を左右に放電する!!



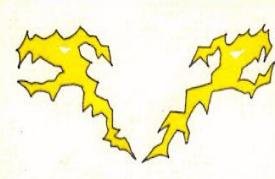
連射できる
武器



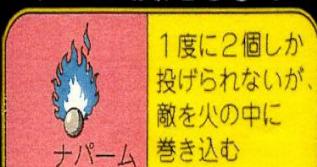
分身が現われ、武器が2倍に!!



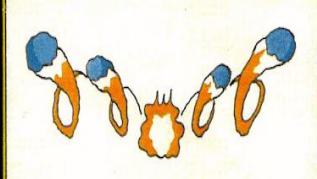
間合は短いが
連打ができる



電撃竜を左右上方に放つ!!



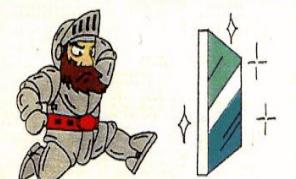
一度に2個しか
投げられないが、
敵を火の中に
巻き込む



炎弾を渦巻状に左右に発射!!



地面に沿って
飛んで行く



鏡の盾が現われアーサーを防御!!



斜め上に飛んで
行き、敵を貫通
してゆく



アーサーを中心に2回大爆発!!



CAPCOM™

® U.S.GOLD



GHOULS 'N GHOSTS™ SOFTWARE CREATIONS

GHOULS 'n' GHOSTS





Ghouls'n Ghosts™

The wicked and evasive Loki has once again pillaged the beautiful, peaceful kingdom of Lexet and plagued the people with paralyzing fear. You as Sir Arthur must avenge your village and rescue the breathtaking beauty, Princess Tamara! So don your armor, pick up your weapon and exterminate Loki and his loathsome creatures!



Der hinterlistige und gemeine Loki hat das schöne, friedliche Königreich Lexet erneut überfallen und sämtliche Bewohner in Angst und Schrecken versetzt. Sie sind Sir Arthur und müssen Ihr Dorf verteidigen und die atemberaubende Schönheit, Prinzessin Tamara, retten! Also legen Sie Ihre Rüstung an, nehmen Sie Ihre Waffen, und vernichten Sie Loki und seine bösartigen Kreaturen!

Den ondsinta och gäckande Loki har igen plundrat det vackra och fredliga kungariket Lexet och plågat dess invånare tills de blivit paralyserade av rädsla. Du, som Ridderen Arthur, måste hämna för plundringen av din by och rädda den bildsköna prinsessan Tamara! Så klä dig i ditt harnesk, samla dina vapen och gör dig av med Loki och hans skrämdamande väldnader!



L'affreux fuyard Loki a pillé de nouveau le royaume merveilleux et calme de Lexet et paralysé les gens de peur. En tant que Sir Arthur, vous devez venger votre village et sauver Tamara, la princesse belle à couper le souffle! Endossez votre armure, prenez votre arme et extermez Loki et ses répugnantes créatures!

El malvado y escurridizo Loki ha saqueado de nuevo el hermoso y pacífico reino de Lexet aterrorizando a todos sus habitantes. El caballero Arthur, es decir usted, debe vengar a su pueblo y rescatar a la hermosísima princesa Tamara. ¡Póngase su armadura, tome sus armas y exterminé a Loki y a sus repugnantes esbirros!

Il perfido e inafferrabile Loki ha ancora una volta saccheggiato lo stupendo e pacifico reame di Lexet e ha disseminato un terrore paralizzante tra gli abitanti. Voi e Sir Arthur dovete vendicare il villaggio e salvare la bellissima principessa Tamara! Indossate dunque la vostra armatura, prendete le armi e sterminate Loki e le sue abominevoli creature!

ROUNDS: 5

PLAYERS: 1
PERIPHERALS: Sega Control Pad™
 or Control Stick™

© 1990 SEGA MADE IN JAPAN



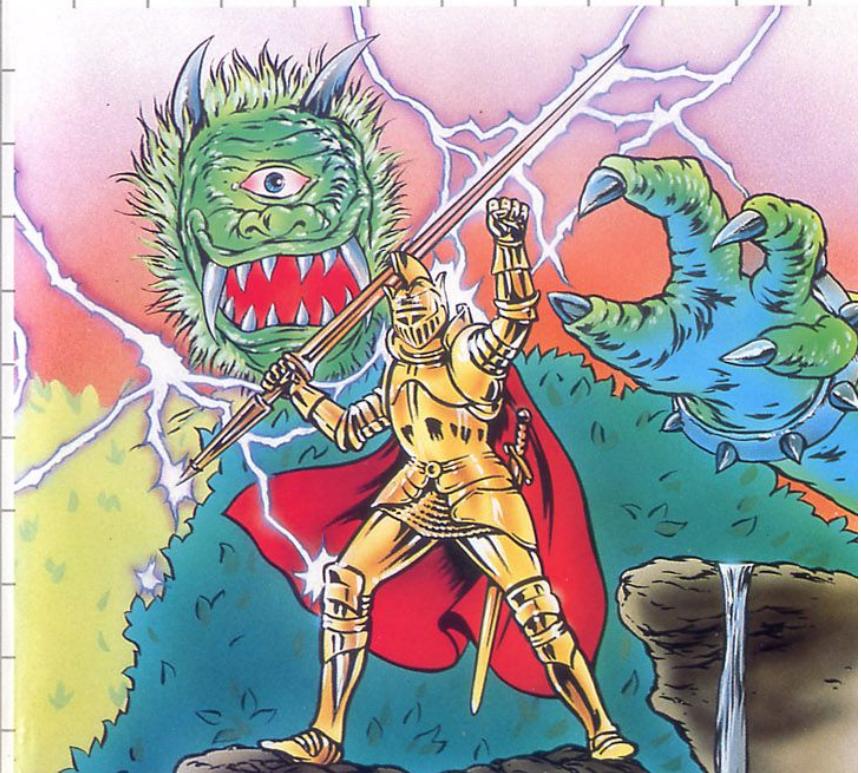
4 974365 634551

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ARCADE

SEGA GHOULS'N GHOSTS™





GHOULS'N GHOSTS™

1PLAYER
16-BIT CARTRIDGE

The time is yesteryear, when knights scoured the countryside in search of the Holy Grail, defended the honor of fair maidens and fought a never ending battle against rampant evil forces.

Es ist die Zeit der Ritter, die den heiligen Gral suchen, die die Ehre holder Jungfrauen verteidigen, und die eine nie endende Schlacht gegen allgegenwärtige böse Kräfte kämpfen.

C'était il y a longtemps, du temps des chevaliers qui battaient la campagne en quête du Graal Sacré, défendaient l'honneur de leur belle et livraient une bataille sans fin contre les forces du mal.

Nos encontramos en el pasado, cuando los caballeros recorrian el país en busca del Santo Grial, defendiendo el honor de sus damas y en lucha perpetua contra fuerzas demoniacas.

L'epoca in cui è ambientato il gioco è quella in cui cavalieri percorrevano il paese in cerca del santo Graal, difendevano l'onore di belle fanciulle e combattevano una battaglia senza fine contro dilaganti forze diaboliche.

Det hände förr i tiden, länge, länge sedan då riddarna drog sig fram över landsbygden för att hitta Den Heliga Gralen, då de försvarade den fagra jungfruns ära och då de ständigt kämpade mot de vilda, onda krafterna.

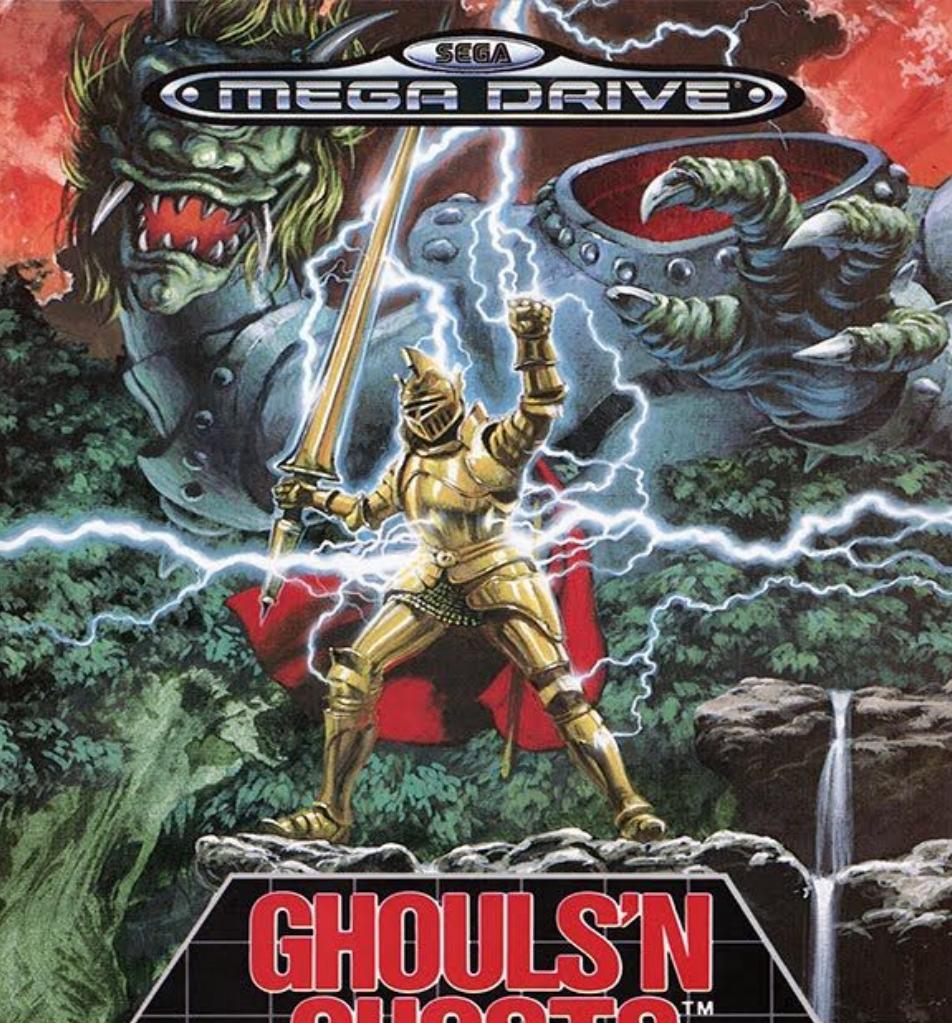


GHOULS'N GHOSTS © CAPCOM 1988
REPROGRAMMED GAME © SEGA 1989

© 1990 SEGA ENTERPRISES LTD. Made in Japan



GHOULS'N GHOSTS™



16-BIT CARTRIDGE
FOR USE WITH THE SEGA MEGA DRIVE VIDEO ENTERTAINMENT SYSTEM





SUPER GHOULS 'N GHOSTS®



**SUPER NINTENDO.
ENTERTAINMENT SYSTEM**

LICENSED BY

Nintendo®

CAPCOM
USA







BY2DRB1 MUSI9 FX
MAPEH BAREJ COVER ART



AN ARCADE ADVENTURE OF
CHIVALRY AND HORROR



THE LAMENT OF A YOUNG WITCH HAS BEEN TURNED INTO A KEY FOR DEMONS.

Guide Don Ramiro through the cursed lands of Tolomera and expel the evil that entered the Kingdom of Castille.

Maldita Castilla is an action arcade game full of myths from Spain and the rest of Europe. The graphic style is raw, made pixel by pixel with a limited color palette, like in the old

days, and displayed through a dirty old monitor effect. Also, Gryzor87 composed the music emulating the Yamaha YM2203 sound chip, so that the game has real arcade sound.

It pays homage to classic arcades from 1985-1987 taking influences from medieval paintings and places, and inspired by the best chivalry book ever: The Amadis of Gaul.



FEATURES:

- » Look and feel of an Arcade from 1985-1987
- » 6 challenging levels, with secrets
- » 14 bosses and more than 40 enemies
- » 4 different endings based on merits

Genre : ARCADE ACTION
Publication date : 2012
Platform : Windows
Language : English



www.locomalito.com

maldita
Castilla

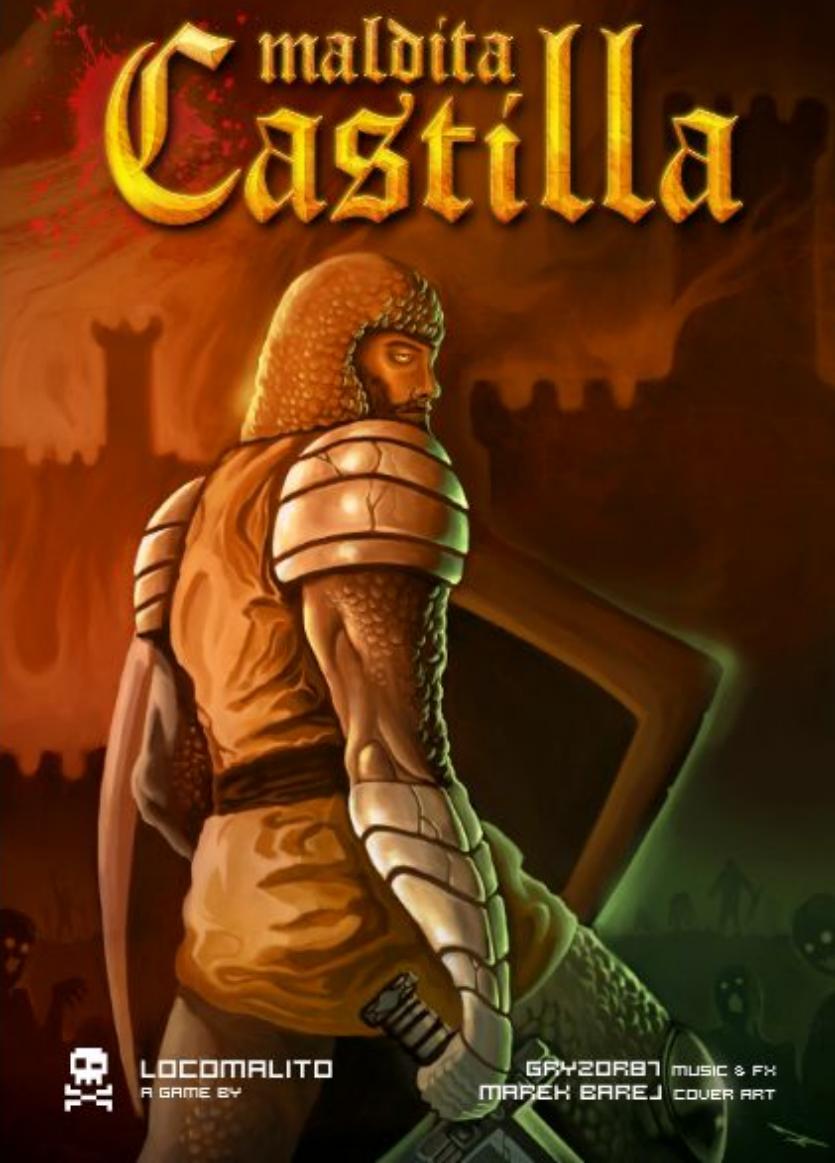
X8

MALDITA CASTILLA



LOCOMALITO
A GAME BY

GRYZOR87 MUSIC & FX
MAREK EAREJ COVER ART



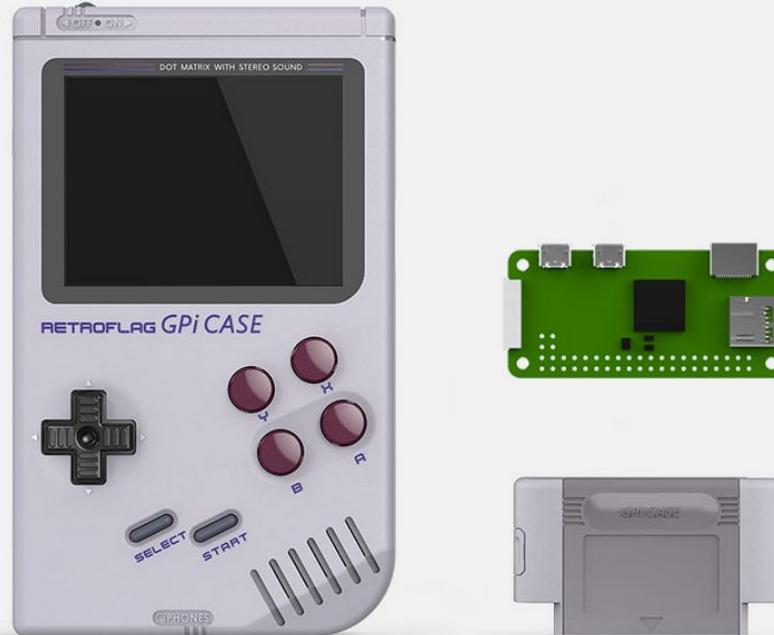












GPi CASE

Safe Shutdown

3.5mm audio port

LED power indicator

2.8 inch IPS screen

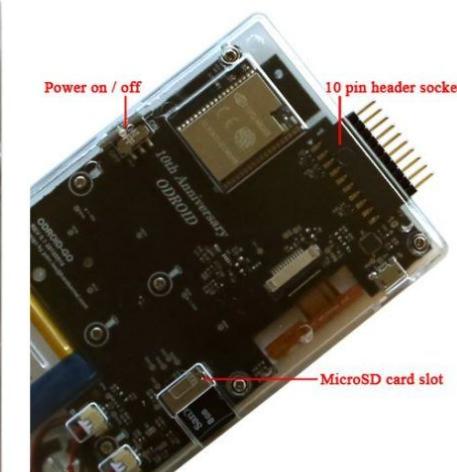
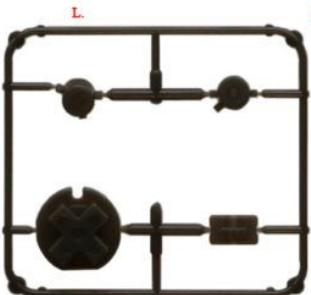
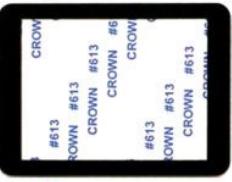
Game Boy inspired Raspberry Pi case

Compatible with Raspberry Pi ZERO, ZERO W

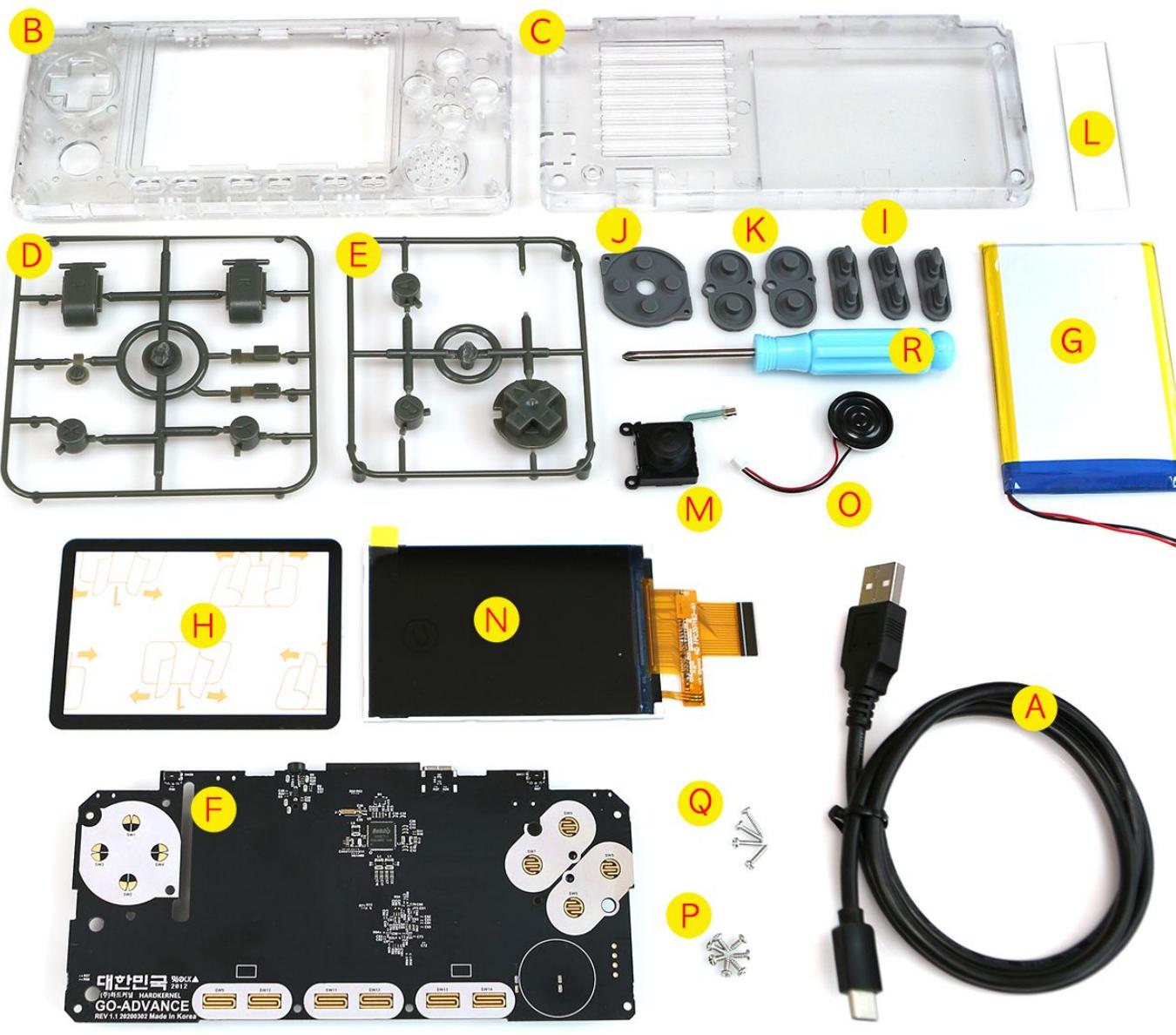
NOT Pi0-WH(with GPIO pins soldered)

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"WINNERS DON'T USE DRUGS"

William S. Sessions, Director, FBI