

Capcom B000035Y0J

Capcom Super Ghouls 'N Ghosts Nintendo Super NES Game Manual

MODEL: B000035Y0J

Introduction

Super Ghouls 'N Ghosts is an action-platformer video game developed by Capcom for the Super Nintendo Entertainment System (SNES). Players control the knight Arthur, who embarks on a quest to rescue Princess Guinevere from the demon emperor Lucifer. The game is known for its challenging difficulty and classic arcade-style gameplay.

Setup

To begin playing Super Ghouls 'N Ghosts, ensure your Super Nintendo Entertainment System console is properly connected to your television and power source. Refer to your SNES console's instruction manual for detailed setup procedures.

1. **Insert Game Pak:** Gently insert the Super Ghouls 'N Ghosts game cartridge into the cartridge slot on your Super NES console. Ensure it is fully seated.
2. **Connect Controller:** Plug your Super NES controller into Controller Port 1 on the front of the console.
3. **Power On:** Turn on your television, select the correct input channel, and then turn on your Super NES console. The game's title screen should appear.



Image: Front view of the Super Ghouls 'N Ghosts SNES game cartridge, showing the game label and title.

Operating and Gameplay

Super Ghouls 'N Ghosts is a single-player action game where you guide Arthur through various stages, battling enemies and bosses.

Basic Controls:

- **Directional Pad (D-Pad):** Move Arthur left or right. Press Up to climb ladders or enter doors. Press Down to crouch.
- **A Button:** Jump. Press again in mid-air for a double jump.
- **B Button:** Attack with your equipped weapon.
- **Y Button:** Use special magic attack (if available).
- **Start Button:** Pause the game.
- **Select Button:** Not used in gameplay.

Gameplay Mechanics:

- **Armor System:** Arthur starts with full armor. Taking damage causes him to lose his armor, leaving him in his underwear. A second hit without armor results in losing a life. Collect new armor to restore

protection.

- **Weapons:** Arthur can find various weapons throughout the game, such as lances, daggers, axes, and swords. Each weapon has unique properties and attack patterns. Only one weapon can be carried at a time.
- **Magic:** Certain weapons allow Arthur to cast magic spells by holding down the attack button. These spells consume a magic meter.
- **Transformations:** Occasionally, Arthur may be hit by a spell that transforms him into a baby, duck, or skeleton, altering his abilities temporarily.
- **Lives and Continues:** The game provides a limited number of lives. Losing all lives results in a 'Game Over'. Continues allow you to restart from the beginning of the current stage.

Objective: Navigate through treacherous levels, defeat hordes of demons and monsters, and ultimately confront the demon emperor to rescue Princess Guinevere.

Maintenance

Proper care of your Super Ghouls 'N Ghosts Game Pak ensures optimal performance and longevity.

- **Cartridge Cleaning:** This Game Pak must be cleaned regularly. Use the Super NES Cleaning Kit to clean the edge connector. Refer to the consumer information booklet for additional precautions and maintenance details.
- **Handling:** Do not touch the edge connector with your fingers. Avoid exposing the cartridge to extreme temperatures, direct sunlight, or moisture.
- **Power Cycle:** Do not turn the power switch on and off rapidly while the game is running. This can potentially damage the game data or console.



Image: Back view of the Super Ghouls 'N Ghosts SNES game cartridge, showing important handling and cleaning instructions.

Troubleshooting

If you encounter issues while playing Super Ghouls 'N Ghosts, consider the following steps:

- **Game Not Starting/Blank Screen:** Ensure the Game Pak is fully inserted into the console. Turn off the console, remove the cartridge, gently clean the gold edge connector with a soft, dry cloth (or a Super NES Cleaning Kit), re-insert, and try again.
- **Graphical Glitches/Sound Issues:** These can often be resolved by cleaning the cartridge connector as described above. Ensure all console cables (AV, power) are securely connected.
- **Controller Unresponsive:** Verify the controller is firmly plugged into Controller Port 1. Test with another controller if available.
- **Game Freezing:** Turn off the console, wait a few seconds, and then turn it back on. If the issue persists, clean the cartridge connector.

For maintenance and repair questions, contact Nintendo Consumer Assistance at 1-800-255-3700.

Specifications

Platform	Nintendo Super NES
Manufacturer	Capcom
Model Number (ASIN)	B000035Y0J
Product Dimensions	5.3 x 3.4 x 0.7 inches
Item Weight	2.4 ounces
Language	English
ESRB Rating	Everyone
Players	1
Controller Type	Gamepad
Date First Available	January 1, 2000

Warranty and Support

This product is a vintage video game cartridge. Specific warranty information for this legacy product may no longer be applicable. For general maintenance and repair questions related to Nintendo products, you may contact Nintendo Consumer Assistance at 1-800-255-3700.