GHOULS 'N' GHOSTS™

LOADING INSTRUCTIONS

CBM 64/128 Cassette
Press **SHIFT** and **RUN/STOP** keys simultaneously. Press **PLAY** on the cassette deck then follow on screen prompts.

CBM 64/128 Disk
Type **LOAD"*",8,1** and press **RETURN**, then follow on screen prompts.

Spectrum 48K Cassette
Type **LOAD""** and press **ENTER**, then press **PLAY** on the cassette deck.

Spectrum +2/+3
Press **ENTER**. The game will load and run automatically.

Amstrad CPC Cassette
Press **CTRL** and small **ENTER** keys simultaneously then press **PLAY** on the cassette deck.

Amstrad CPC Disk
Type **RUN"DISK** and press **ENTER**, the game will then load and run automatically.

Atari ST
Insert disk into drive and switch on computer, the game will then load and run automatically.

CBM Amiga
Switch on the computer and insert the game disk, the game will then load and run automatically.

IMPORTANT:– Spectrum 48K/Amstrad CPC Cassette Users
You will be prompted to reset the tape counter on your cassette deck at the beginning of level 1. Should a tape loading error occur while loading any of the levels, rewind and reload from the beginning of the data blocks for that particular level.

For your convenience we have included the following grid:–

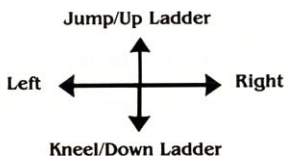| Level 1	000
Level 2	
Level 3	
Level 4	
Level 5	

SCENARIO

Can you help Arthur in his quest to rescue Princess Hus? Five pulsating levels of heart stopping action where formidable opponents block your way.

CONTROLS

Joystick Controls
To fire down, Jump and pull down together with a press of the **FIRE** button.

```
            Jump/Up Ladder
                 ↑
Left ←————————————→ Right
                 ↓
           Kneel/Down Ladder
```

CBM 64/128
Joystick in port #**2**.

Keyboard Controls

SPECTRUM	
SPACE BAR	Toggles between title pages.
0	Starts game.
1	Keyboard or Joystick selection.

CAPS SHIFT + SPACE (48K)   Pause.
BREAK KEY (128K)   Pause.

After pressing 1, choose the control method you prefer.

AMSTRAD
Keys are user definable, press 1 to choose your keys.
Press 2 and the joystick will become active.
By default, control is by joystick.
Press 3 or **FIRE** to start game.
To pause game press the **ESC**, pressing **ESC** twice will abort the game.

CBM 64/128

Q	Quit.
COMMODORE KEY	Pause/Unpause.

ATARI ST & CBM AMIGA

F1	Pause.
F2	Music on/off, Sound FX on/off.
F10	Abort game.

SPECIAL WEAPONS

When the player finds a special weapon (these are found in chests) this can be activated by holding down the **FIRE** button/key until the indicator on the status panel lights up fully, and then releasing the **FIRE** button/key.

CONTINUE OPTION

When the player has lost all of his lives, he will be given the option to continue from where he left off, this option will be available for a limited number of times (the number of 'continues' will vary from format to format).