

ULTIMATE GHOSTS'N GOBLINS



For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP (PlayStation®Portable) entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

• This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.

• This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.

• Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.

• Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.

• Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.

• If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.

• Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

• Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.

• Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.

• Do not block the opening with paper or tape. Also, do not write on the disc.

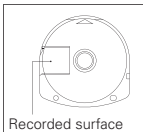
• If the opening area does get dirty, wipe gently with a soft cloth.

• To clean the disc, wipe the exterior surface gently with a soft cloth.

• Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.

• Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.

• SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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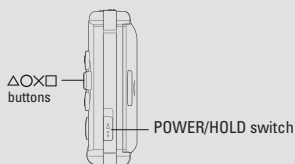
A SPECIAL MESSAGE FROM CAPCOM®

Thank you for selecting ULTIMATE GHOSTS 'N GOBLINS™ for your PSP™ (PlayStation®Portable) system. CAPCOM is proud to bring you this new addition to your video game library.

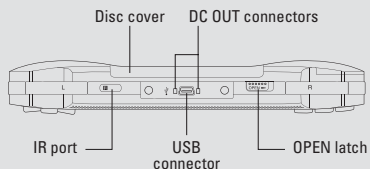


GETTING STARTED

Right side view



Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the *ULTIMATE GHOSTS 'N GOBLINS™* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the X button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

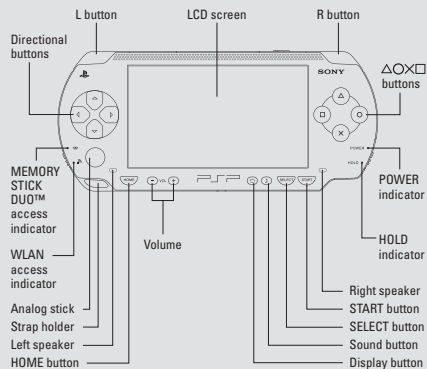
MEMORY STICK DUO™

WARNING! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo or Memory Stick Pro Duo into the memory stick slot of your PSP™. You can load saved game data from the same memory stick or any memory stick containing previously saved games.

STARTING UP

PSP™ (PlayStation®Portable) system configuration



WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). *ULTIMATE GHOSTS 'N GOBLINS™* supports Single Player games only.

HINT: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or router. This information is generally set in the access point or router using a PC.

NOTE: You are responsible for Wi-Fi fees.

ARTHUR'S ULTIMATE TEST!

As part of their ambition to rule the world, the dark forces of the Demon Realm seek to mix their own blood with that of the royal family. Until now, the legendary knight Arthur has always put a stop to their devious plans.

However, the Demon Realm is home to a new ruler, more powerful and more evil than any who has come before him. His underlings waste no time in seeking out the princess — the sole surviving heir to the royal bloodline — in an act that promises dire consequences for us all!

The princess is in grave danger... When our intrepid Arthur catches wind of this dastardly plot, he sets off at once to the castle, his steed's hooves beating an ominous chorus.

"Princess!"

"So we meet again, Arthur... I'm afraid you're too late. The princess is mine!

"Now that I possess the royal blood that courses through her veins, it is only a matter of time before your world bows to our own.

"Once I, the dark lord, have begun stirring, nothing a mortal like you can do will hinder that which has been set into motion!"

"Princess, I swear that I, Arthur, will come to your rescue!"



GETTING INTO THE GAME

Insert the game UMD into your PSP and turn on the power. After the intro movie the Title screen will appear.

TITLE SCREEN

Press the **START** button on the Title screen to display the Main Menu.

- ➔ **NEW GAME**
Start a new game from the beginning.
- ➔ **LOAD GAME**
Resume a previous game.
- ➔ **OPTIONS**
Adjust game settings.



LOADING DATA

Load a previous save file and resume the game from where you left off. Follow on-screen instructions to load a file.

SEE page 14 for instructions on saving your progress.

NOTES ABOUT SAVING AND LOADING

- A Memory Stick Duo (sold separately) is required to save your progress. Insert the Memory Stick Duo before attempting to save.
- This game requires at least 400KB of free space to save your progress.
- Please do not connect or remove the Memory Stick Duo while saving or loading, as this could corrupt your saved data.

GAME MODES

Three main gameplay modes become available when you select **NEW GAME** from the Main Menu.

NOVICE MODE

Recommended for newcomers to the G&G series.

- Start the game with more lives.
- Arthur is knocked back less when hit by enemies.
- Weapon is powered up when you come back to life.

STANDARD MODE

Play with the standard settings and difficulty level.

- Start the game with two lives.
- Spawn from the point of death.

ULTIMATE MODE

For series fans and gamers who want a challenge.

- Armor breaks after one hit.
- Spawn from the beginning of the stage.

OPTIONS MENU

Adjust the volume of the game's music and sound effects, and customize the button layout.

BUTTON CONFIG

Customize the button layout.



- Highlight the button you want to change and press the **X** button to confirm selection.
- Select a new function from the list and press the **X** button.
- Select **DEFAULT** to restore the controls to their default settings.

BGM VOLUME

Adjust the game's music volume.

SE VOLUME

Adjust the game's sound effects volume.



- Highlight the volume bar and use the directional keys to adjust the volume.

DEFAULT

Restore the default settings.

GAME RULES

GAME GOAL

As the brave knight Arthur, you must travel to the depths of the Demon Realm and rescue the Princess from the clutches of the evil Dark Lord!

Along the way hordes of evil creatures will try to stop you, so you must use weapons you find to defeat them and march on.

The road that leads to the Dark Lord is blocked by a number of giant doors. You must defeat the guardians of these doors to get the keys necessary to open them.

This is a battle to the death! Do you have what it takes to make it through alive?

BASIC RULES

Arthur can equip armor to protect himself from enemy attacks. As the armor takes damage, it wears down and finally breaks apart, leaving Arthur in his underwear. When he's without any armor, a single hit will kill him. Arthur must also keep from falling into giant pits, rivers of fire, or worse!



GAME OVER

You can keep going as long as you have remaining lives. But if you die when you don't have any more lives left, it's Game Over.



- ➔ **CONTINUE**
Resume the current game.
- ➔ **LOAD**
Load a save data file [see page 13] and resume play.
- ➔ **TITLE**
Return to the Title screen.

SCREEN LAYOUT

GAME SCREEN



ARMOR METER

You lose a mark each time you take damage. Once you lose all the marks, the armor breaks. If you take damage with no armor, Arthur dies.

NOTE: Not displayed in Ultimate Mode.



SCORE

Your current score. Get 1-UPS by reaching certain scores.

TIMER

Remaining time left in the stage. Once the timer runs out, Arthur loses a life no matter where he is.

REMAINING LIVES

Every time Arthur dies, it takes one life to continue. If Arthur dies when he doesn't have any lives left, it's Game Over.

WEAPON

Your currently equipped weapon. You keep the same weapon, even when you die, until you pick up a new kind of weapon.

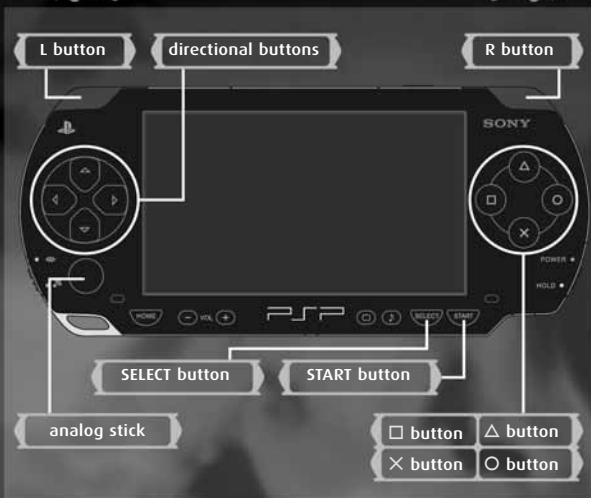
MAGIC

Your currently equipped magic type. You can change to a different magic type from the Sub Menu.

MAGIC GAUGE

Shows your current amount of magic. The yellow portion shows how much magic power you need to use your magic one time.

CONTROLS



	IN-GAME CONTROLS	MENU CONTROLS
directional buttons	Move Arthur (▲/▼ to move on ladders) (▼ to crouch)	Move cursor
analog stick	Same as directional buttons	Move cursor
O button	Use magic	Cancel
X button	Jump	Confirm
△ button	Open Warp Staff Sub Menu	Exit menu
□ button	Attack	Next page
L button	Open Shield Sub Menu	not used
R button	Open Magic Sub Menu	not used
START button	Open Sub Menu	Exit Sub Menu
SELECT button	Open System Menu	not used

BASIC MOVES

Use Arthur's repertoire of moves to get around traps and objects, and defeat the enemies that stand in your way!

NOTE: This manual uses the default controls.

ARTHUR'S MOVES

Move analog stick/directional buttons.

Crouch ▼ while standing on the ground.

Climb ladders ▲/▼ to climb up/down ladders.

Dash **NEW** ◀/▶ (double-tap) to dash left/right.

Jump Press X button (plus ▲/▼ to jump left/right).

Double-jump Press X button again in midair (after you acquire the Leap Boot).

Attack Face a direction then press □ button to attack in that direction.

Crouch attack Press □ button while crouching.

Up attack Press □ button while holding ▲.

Down attack In midair, press □ button while holding ▼.

Magic Press O button on the ground or in midair (must have required power in Magic Gauge).

Grab **NEW** If you jump near the edge of a platform, you will grab on automatically.

from Grab position
Climb up **NEW** Hold ▲ and press X button to climb up.

from Grab position
Drop down **NEW** Hold ▼ and press X button to drop down.

Guard with shield **NEW** With a shield equipped, press ▼.

Hover **NEW** Press the analog stick/directional buttons in any direction while jumping.

SUB MENU/SYSTEM MENU

While controlling Arthur, press the **START** button to open the Sub Menu, which is made up of various screens.

SUB MENU LAYOUT

PAGE
Select a command to perform.

MENU WINDOW
Shows Sub Menu contents.

DETAILS WINDOW
Shows details for selected item.

AREA NAME
Name of current stage.

COMMANDS

STATUS
View information on the magic, weapon, and armor currently equipped. Move the cursor to view information for another item.

ARTHUR'S STATUS
View Arthur's status.

CURRENT WEAPON
View the weapon currently equipped.

LIGHT RING
Check how many Light Rings you have.

SHIELD
View the shields you have or equip a different shield. The number next to each shield shows its remaining strength (hits).



EQUIPPING A SHIELD

Highlight the shield you want to equip and press the **X** button. An "E" icon indicates the currently equipped shield.

UN-EQUIPPING A SHIELD

Highlight the currently equipped shield and press the **X** button.

MAGIC

View which magic abilities you have or equip a different magic. Arthur always has one kind of magic equipped.



EQUIPPING MAGIC

Highlight the magic you want to equip and press the **X** button. An "E" icon indicates the currently equipped magic ability.

ITEMS

View important items in your inventory. Highlight an item to view its information.

WARP STAFF

Use a Warp Staff to warp to other stages. Select a Warp Staff, then select a stage from the map. (See page 18 for more details.)



WARPING

Highlight a Warp Staff and press the **X** button. Select the stage to warp to from the stage map.

SYSTEM MENU

Press the **SELECT** button during the game to display the System Menu.



LOAD

Load saved data. When you load a different save file, you will lose any unsaved progress in your current game.

TITLE

Quit your current game and return to the Title screen.

OPTIONS

View the Options Menu (page 7) and adjust game options.

STAGE COMPLETE/SAVE

When you complete an area or a stage, a special menu appears.

STAGE COMPLETE

This screen appears when you complete an area or stage. From this menu you can save your progress and select a stage.



SAVE

Save your progress to a Memory Stick Duo.

STAGE SELECT

Replay a stage you've already completed.

NEXT STAGE

Move on to the next stage.

STAGE SELECT

Select a stage to play from the stage map. You can select the next stage or any stages already completed.



Start the selected stage from the beginning. An "Arthur" icon indicates the currently selected stage. Move the icon to select a different stage.

Press the X button to begin the stage.

WEAPONS

Arthur can find various weapons to use against his enemies.

ABOUT WEAPONS

Arthur attacks with whatever weapon is equipped. Find new weapons in pots and treasure chests, and grab them to switch to the new weapon.



WEAPON POWER-UPS

Pick up a power-up and an aura glows around Arthur, making his weapon super-powerful. The power-up status ends when Arthur takes a hit.

SPEED/COMBO UP



ATTACK UP



WEAPON TYPES



LANCE

Default weapon, flies in a straight line.



FIRE BOTTLE

Flies in an arc, and explodes into flames when it hits the ground.



GRAND LANCE

Larger, more powerful lance. Cannot fire multiple shots in a row, but lances penetrate enemies.



SWALLOW BLADE

Weak damage, but follows nearby enemy.



DAGGER

Flies fast and can be thrown rapid fire, but damage is low.



BOOMERANG SCYTHE

Flies in straight line, then returns to Arthur. Can also grab items for Arthur.



SCATTER CROSSBOW

Fire arrows straight ahead, above and below. Takes time between shots, and arrows are weak.



VINE WHIP

Thorny whip good for close-range attacks. Can also grab items for Arthur.

LOOK FOR MORE WEAPONS!

ARMOR AND SHIELDS

Use armor and shields to protect Arthur from harm.

ARMOR

There are two kinds of armor, Standard and Special. Special armor has higher DEF and sometimes special powers.

- Standard armor can be leveled up by grabbing armor power-up items.
- Special armor is equipped automatically when grabbed, regardless of what armor you currently have equipped.

ARMOR TYPES

KNIGHT ARMOR Standard



Equips Knight Armor, or levels up armor by one level.

EMPEROR ARMOR Standard



Equips Emperor Armor no matter what armor is equipped.

CURSED ARMOR Special



Can be Cursed Armor II or Cursed Armor DK. Changes movement speed and Magic Power used.

DARK ARMOR Special



ATK goes up, but you cannot use magic while this armor or shield is equipped.

SHIELDS

Pick up new shields at various points in the game.

SEE page 12 for equipping shields.

- With a shield equipped, press the directional button to hold the shield out and block enemies' projectile and flame attacks.
- Once the shield's DEF reaches zero, the shield breaks.



SHIELD TYPES

CRACKED SHIELD



Low DEF, fragile, can withstand two attacks.

KNIGHT SHIELD



Standard shield. Can withstand multiple attacks.

DEMON SHIELD



Unknown DEF. Blocking attacks restores Magic Gauge power.

DRAGON SHIELD



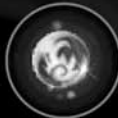
Standard DEF value, but allows Arthur to fly.

MAGIC

Arthur can wield various types of magic.

ABOUT MAGIC

Using the power of the equipped armor, Arthur can perform powerful magic attacks. The higher the magic level of the armor, the more powerful the magic attacks become.



- Find new magic powers (icon shown at left) as crystals in treasure chests to learn that magic ability.

USING MAGIC

In order to use magic, you must meet the following requirements:

- 1 Have armor equipped (except for Dark Armor).
- 2 Have enough Magic Power in your Magic Gauge.

ALERT!

You cannot use magic while on a ladder, or when Arthur is turned into other forms by traps or an enemy's magic.

MAGIC TYPES

FLARE MAGIC

Unleash a devastating explosion outward from Arthur to damage surrounding enemies. The power of the blast and its radius depends on your magic level.



INVINCIBLE MAGIC

Produces a force field around Arthur. If the force field touches an enemy, the enemy takes damage and a layer of the force field goes away. The number of layers of the force field depends on your magic level.



TIME MAGIC

Slow down time for everyone but Arthur. Slow down time longer with a higher magic level.



WARP STAVES

Find Warp Staves to warp to other areas.

ABOUT WARP STAVES

One Warp Staff is hidden somewhere in each area. Once you find the Warp Staff for an area, you can use Magic Power to warp to that area at any time.

- Bring up the Warp Staff from the Sub Menu's Warp Staff screen.
- Warping to an area starts you off at the beginning of that area.



WARPING

Follow these steps to warp to other areas:

Open the Warp Staff screen from the Sub Menu, or display it directly by pressing the Δ button. Then press the \times button to display the map.

Select the area you want to go to and press the \times button.

Use Magic Power to warp to that area.



ITEMS

Get items from pots and treasure chests.

ITEM TYPES

Some items restore Magic Power, while others give big point bonuses, and more.

MAGIC POWER S



Restores a small amount of Magic Power.

MONEY BAG S



Get 500 bonus points.

MAGIC POWER M



Restores a medium amount of Magic Power.

MONEY BAG M



Get 10,000 bonus points.

MAGIC POWER L



Restores a large amount of Magic Power.

MONEY BAG XL



Get 100,000 bonus points.

There are many more items to discover, including things that boost Arthur's abilities, and items you can trade to a witch somewhere in the Demon Realm.

LEAP BOOT



Allows Arthur to perform a double-jump.

MAGIC PENDANT



Decreases Magic Power used to half the amount.

NEGROTREE LEAF



Mysterious leaf from Negrotree found in Demon Realm.

100 Yr SNAKESKIN



Skin shed by snake said to live for 100 years.

DEMON FROG BLOOD



Blood from king of frogs that inhabit Demon Realm.

If you help her gather ingredients....



STAGES

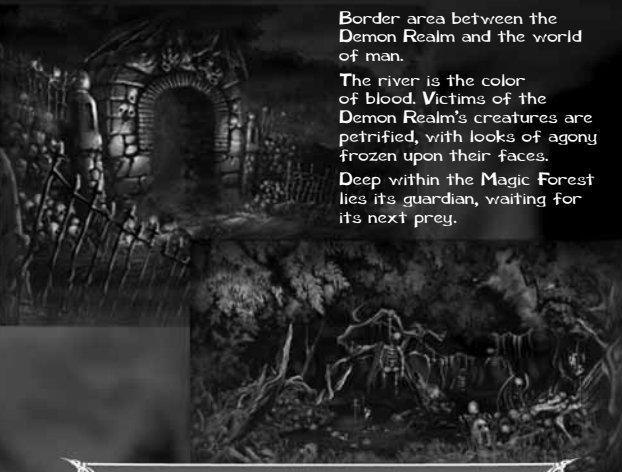
Two of the stages you'll see along the way ...

MAGIC FOREST

Border area between the Demon Realm and the world of man.

The river is the color of blood. Victims of the Demon Realm's creatures are petrified, with looks of agony frozen upon their faces.

Deep within the Magic Forest lies its guardian, waiting for its next prey.



DEATH CASTLE

Death Castle in the Demon Realm, crumbled and frozen in a ripple of time and space.

Thunder resounds, and the stained glass windows show the ruler of the Demon Realm as his puppets dance at the feast of blood.

In this ancient castle taken over by the forces of evil, even time is distorted.



MONSTERS

Unimaginable, unthinkable, evil creatures of the dark.

WRAITH

Guardian of the Magic Forest



Looks after remains of previous victims as he searches for his latest prey. Stays hooded, except for piercing, shining eyes and mouth and long pointy fingers!

MINOTAUROS

Beast-man of Hades

When he's charging ferociously at targets, anything standing in his way is quickly sent to the netherworld. He also uses the hand-axes in his giant thick paws to pound things to smithereens!



ARMOR-EATER

The Peeler

With giant steel scissor-like teeth, he seeks out armor-clad heroes and strips their defenses away!

RED DEVIL

Ultimate Warrior of the Dark

The fiercest type of creature in the Demon Realm. Spry and quick, he circles his prey on giant wings. Likes to ram to inflict damage, but also spits fireballs!



TIPS

Advice to save your skin and make you a better knight.

1 Avoid unnecessary jumps, oh brave knight!

One of Arthur's most basic moves is the jump. The Leap Boot allows you to perform double-jumps, but remember that once you jump, you cannot change Arthur's jump curve. Just because there's no enemy in front of you when you jump doesn't mean there won't be one there when you land.



2 Use your magic wisely, oh brave knight!

Flame magic is a good choice. Magic can unleash powerful attacks, or make Arthur tougher. While using magic you are temporarily invincible. If you sense danger, use your magic wisely to avoid taking damage.



3 Never give up, oh brave knight!

Your enemies are fierce and the road ahead is long. No one said the journey would be easy. If you stumble and fail a few times, you must press on. Ask yourself why you failed, and what you can do differently. Failure may shed light on a new path, the path to victory.

You can get more lives by collecting items like those on the right, and you can also earn 1-UPs by scoring points. So you can win back those lives by defeating enemies and collecting some money bags here and there. All is not lost!



GET READY FOR MORE EXTREME MEGA MAN® ADVENTURE on PSP™ (PlayStation® Portable) system

MEGA MAN MAVERICK HUNTER™



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475 Oakmead Parkway
Sunnyvale, CA 94085

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ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.

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