



YACHT CLUB GAMES



Instruction Manual

By: Yacht Club Games on June 17, 2014

Welcome to the Shovel Knight Instruction Manual! Here, you will find the basic information for how to play Shovel Knight. If you need to jump to somewhere specific, check out the Table of Contents on the right.

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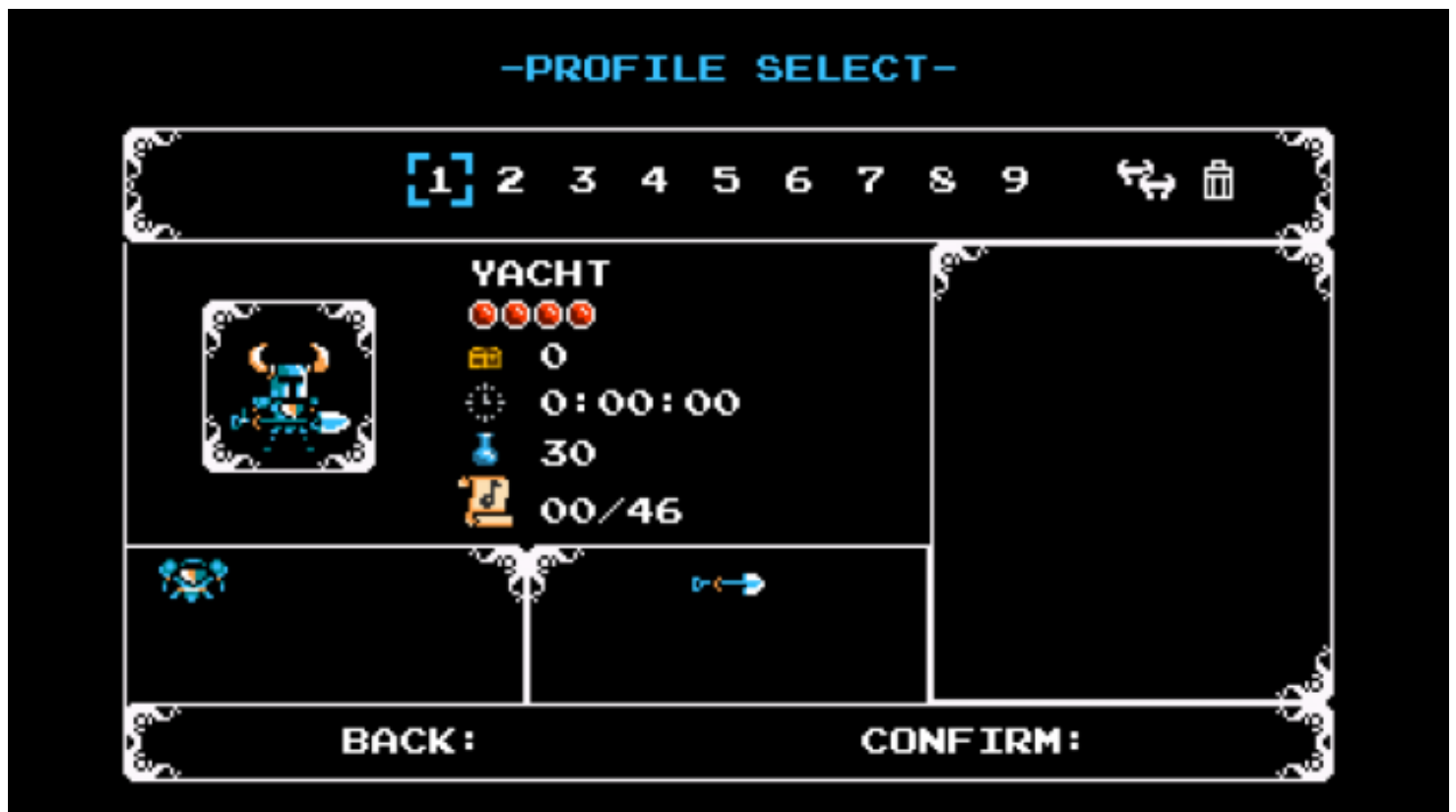
Long ago, the lands were untamed, and roamed by legendary adventurers! Of all heroes, none shone brighter than Shovel Knight and Shield Knight.

But their travels together ended at the Tower of Fate; when a cursed amulet wrought a terrible magic. When Shovel Knight awoke, the Tower was sealed, and Shield Knight was gone.

His spirit broken, a grieving Shovel Knight went into a life of solitude. But without champions, the land was seized by a vile power: The Enchantress and her Order of No Quarter!

Now, the Tower is unsealed, and devastation looms. A new adventure is about to begin...

Save Data



When you begin the game, the Title Screen will appear. Choosing 'START GAME' with START will display a menu where you can create a new Shovel Knight game, or continue a game you started before.

Creating a New Game

Choose a save file (1-9) and press A. After entering your name, you can start the adventure from the beginning using that file.

Continuing from a Saved Game

You can see the collected items and progress of each save file. Choose an existing save file to continue a saved game.

Copying a Saved Game

Choose the copy icon on the profile select. The cursor will change. Move the new cursor over the file you want to copy and press A, then choose any other file to copy the save data over.

Deleting a Saved Game

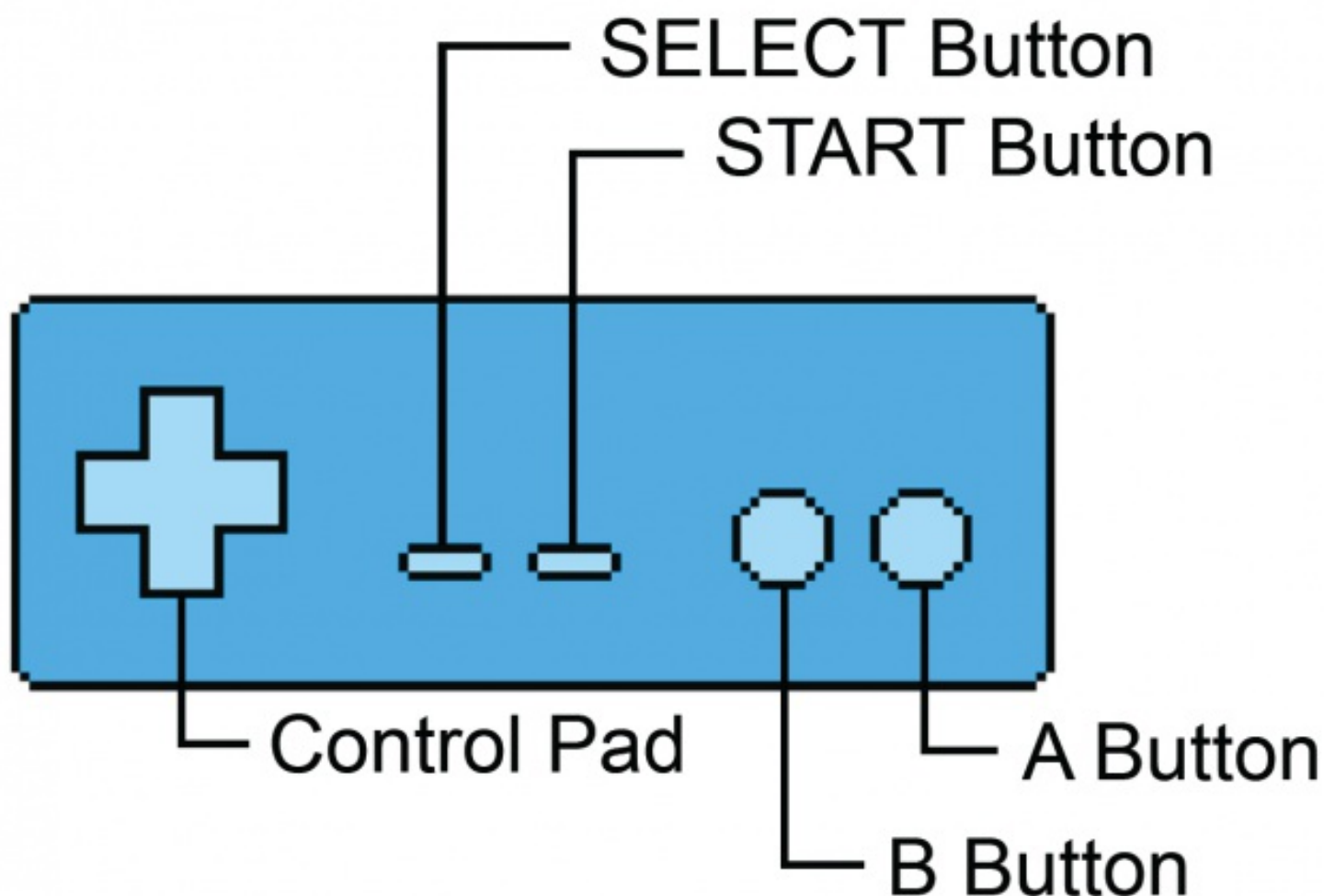
Choose the trash can on the profile select. The cursor will change. Move the new cursor over the file you want to delete and choose it to delete. You can also choose "ALL" to delete all saved data, including feats and options.

NOTE: Be careful! Once a saved game is deleted, it's gone forever!

Shovel Knight's progress will be saved automatically anytime he returns to the Map Screen after successfully clearing a stage, defeating a wandering enemy, returning from the village, or other map events.

You can undo the progress made so far in the current level by returning back to map from the Pause Menu.

Controls



- Run: + Control Pad
- Jump: A
- Dig Slash: B
- Shovel Drop (in air): Down
- Use Relic: Up + B
- Climb Ladders (near a ladder): Up
- Talk (near someone): Up
- Sub Screen: SELECT
- Pause Game: START

TIP: You can skip most dialog and cinematic events by pressing START.

The Map Screen



Move Shovel Knight on the Map Screen with the + Control Pad. Move him over a square on the map and press A to visit that area.

Shovel Knight

Use the + Control Pad to move Shovel Knight around the map.

Path

You can move Shovel Knight along paths to reach your destination. Sometimes, a path is blocked by a locked door or enemy!

Info Panel

This displays your health and gold totals. It also shows a reminder if you have items to return to the village. If Shovel Knight is standing over an area he can enter, the name and details for that area will appear.

The Field Screen



Shovel Knight's main screen has lots of information! Here's what it all means.

TIP: Every pixel is important in Shovel Knight! If your television does not display all of the information above, then try adjusting Screen Scale within the Options Menu.

Gold

Your current amount of money. Gold is used to buy everything, so search for treasure everywhere!

Relic / Magic Meter

You'll begin the adventure without any Relics, so try to find one soon! Relics cost magic to use, and each Relic costs a different amount. The Magic Meter numbers will turn blue when your magic is full. You can increase your Magic Meter at the Magicist!

Life

Your most precious resource! Shovel Knight loses health when he touches an enemy or hazard. Your maximum health can be increased by giving a Meal Ticket to the Gastronomer!

TIP: If Shovel Knight is defeated, he drops 1/4 of his wealth where he fell. You can try to recover this lost treasure by returning to where you were defeated!

Boss

The health meter of this stage's boss.

The Sub Screen

Use the Sub Screen to get geared up and ready for action! When on the Field Screen, Press SELECT to open and

close the Sub Screen.



Relics Tab

Here you can switch Relics and read about their functions. Move the cursor over a Relic to select it. Press B to switch between your Relics and Gear Tabs.

Cursor

You move the cursor with the + Control Pad.

Gear Tab

Here you can check your armor and Shovel Blade upgrades, and other collected items. Press B to switch between your Relics and Gear Tabs.

Pause and Options

Pause Menu

Press START while on the Field Screen or the Map Screen to open the Pause Menu.

Resume

Resume playing the game.

Options

Configure game options like controls and volume levels.

Feats

Feats are little challenges within the main game. There are many Feats, and some are tough to pull off! You can look at these Feats from the Pause Menu or the Title Screen. Try to accomplish them all and challenge your friends!

Return to Map

If you no longer want to play a level, you can choose “RETURN TO MAP” from the Pause Menu. You will lose everything you earned in the level. It’s like you never played it at all.

Back to Title Screen

Return to the title screen without saving.

Secret Tips

Invincibility Time!

After getting hit by an enemy or hazard, Shovel Knight will flash and become invincible for a moment. While he is invincible, quickly slip by any difficult areas!

Look For Secrets!

Sometimes what looks like a dead end is really a secret path! Try shoveling suspicious-looking walls or large areas of land and you might just find a reward.

Relish Your Relics!

The Shovel Blade is a dependable weapon but it isn’t always the best tool for the job. Some tough spots can be a lot safer when you have the right Relic in hand.

Use the Screen (Part 1)

Enemies and hazards disappear when Shovel Knight leaves a screen and goes to a new screen. Use this secret to escape tough enemies.

Use the Screen (Part 2)

Some enemies and hazards return to their original position when Shovel Knight returns to a screen. If you want to reset a situation, just leave the screen and come back!

Know When to Retry

If you played a tough level, missed the Relic, and lost all of your gold, not all is lost! Choose “RETURN TO MAP” from the Pause Menu to go back to the world map, resetting everything to how it was before you entered!

Contact Information

For questions, game tips, and support, please check out the rest of the web site. If you still need help, please send us an email at: support@yachtclubgames.com

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YACHT CLUB GAMES



Instruction Manual

Shovel Knight: Plague of Shadows Instruction Manual

By: Yacht Club Games on August 26, 2015

What is Shovel Knight: Plague of Shadows?

Plague of Shadows is a new adventure through the world of Shovel Knight starring Plague Knight, the alchemical master of disaster! Many things are familiar, but many things are also different. Read this manual carefully; as a maniacal mastermind, you must leave nothing to chance!

If you want to read about Shovel Knight's campaign, check out the [Original Shovel Knight Instruction manual!](#)

The Legend Begins!

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Long ago, the lands were untamed, and roamed by legendary adventurers! But villainy ran rampant, and in time, even the most stalwart heroes fell. In the absence of champions, The Enchantress and her Order of No Quarter swept into power.

Unbeknownst to everyone, the maniacal alchemist Plague Knight had plans of his own. He sought nothing less than to concoct a potion of unlimited power – a draft so fiendishly potent that nothing he desired would be out of his reach. Each Knight unknowingly guards a crucial ingredient. Now, the collection must begin...

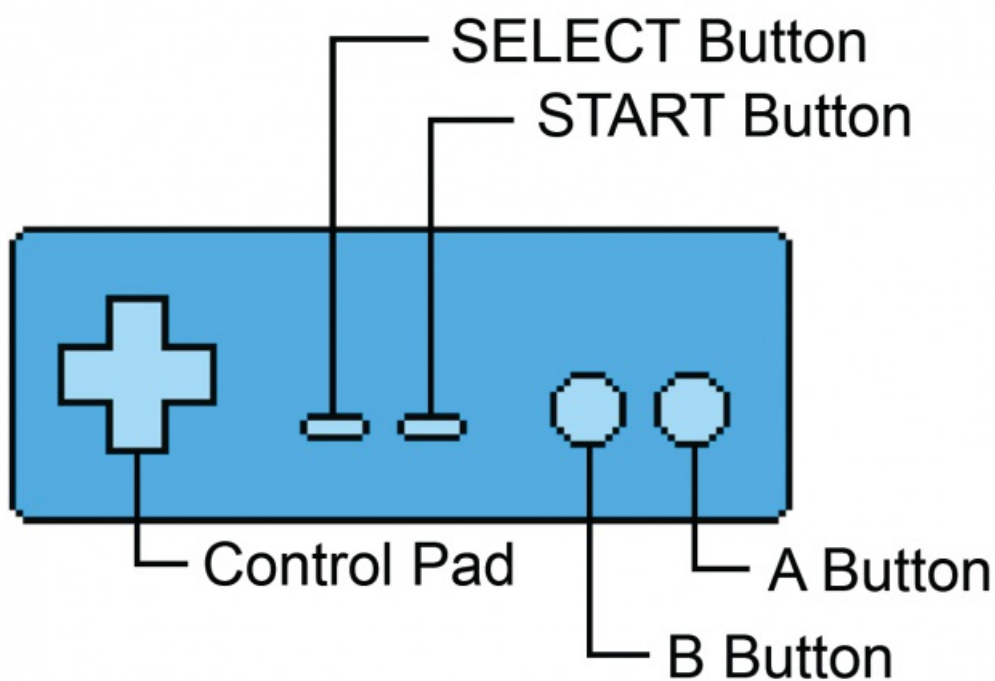
Starting a Game as Plague Knight



When you complete a game as Shovel Knight, Plague of Shadows will be unlocked! To start as Plague Knight, create a new profile and choose Plague Knight from the Character Select menu.

Note: There may be a way to unlock Plague of Shadows without finishing the Shovel Knight campaign...

Controls



Control Pad

Run

Press left and right and Plague Knight will run! He's a bit slower and skids more than Shovel Knight.

Climb Ladders

If Plague Knight is standing in front of a ladder, press Up and he will climb up. If Plague Knight is near the top of a ladder, climb Down by pressing Down. Note: Plague Knight can Bomb Burst directly off of a ladder!

Talk / Examine

If a friendly person is near Plague Knight, press Up to talk to them.

A Button

Jump

Plague Knight jumps the same height no matter how long you hold the A button.

Double Jump

When Plague Knight is airborne, press A to jump again! You can change directions in the air.

B Button

Throw Bombs

Plague Knight can throw bombs with B. By default, he can throw three bombs at once! When airborne, **throwing bombs slows Plague Knight down.**

Bomb Burst

Hold B until Plague Knight flashes, then release! Plague Knight can explode up, left, or right. Plague Knight **can't be hurt** during the beginning of the bomb burst, so use it to **explode through enemies!**

More Basic Moves

Use Arcana

When an Arcana is equipped, press Up and B at the same time. (Hint: Arcana uses your energy meter! Be careful not to blow out your magic by using it too much!)

Advanced Moves

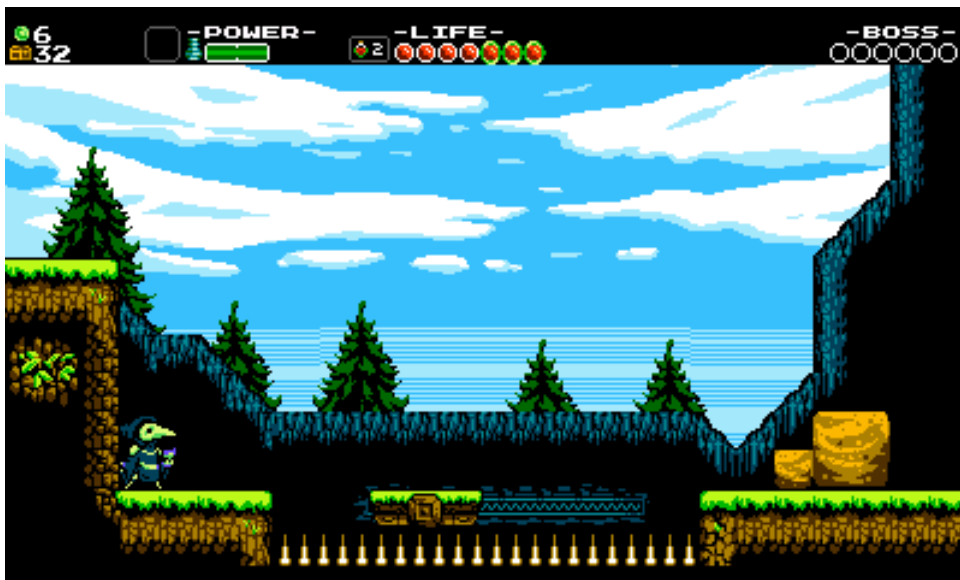
Slow yourself down with bombs!

Bomb Burst out to a precarious ledge, then toss bombs to air brake. Master this to avoid falling off!



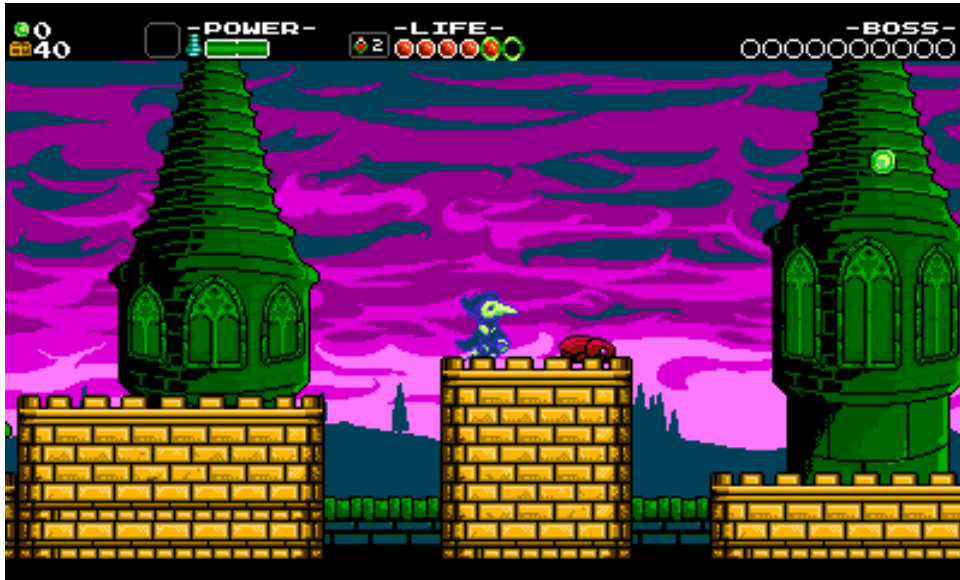
Jump, Burst, Jump

Instead of jumping twice in a row, Plague Knight can use his Bomb Burst, then jump afterward. This helps to get some distance and control back after Bomb Bursting.



Bomb Burst from Falling!

If you fall down a pit, you can use the Bomb Burst or your double jump to recover! Plague Knight gets knocked back farther than Shovel Knight, but he can save himself with a Bomb Burst, even when he just got damaged!



Know your Items!

Cipher Coin



Alchemists use Cipher Coins to fund and advance their research, so make sure to collect them all.

(Hint: After being collected, Cipher Coins are shown in the field as greyed-out. Collecting these won't increase your coin count.)

Health Tonic



Plague Knight can quaff a health tonic to increase his Maximum Health by one bubble! However, if Plague Knight falls in battle, the tonic's effect is lost. Make sure to keep lots on hand, just in case!

The Potionarium

A secret base of scientific study, The Potionarium is Plague Knight's headquarters. Make sure to return often to get new gear!

Mona



An alchemical genius who is always creating new concoctions. Mona devises new bomb parts for Plague Knight. But upgrades aren't cheap... you'll need all the Cipher Coins you can grab to advance her research.

Percy



Everyone's favorite equine scholar is looking for paper! Bring him some and he will reward you well.

Magician



Grab magic upgrades and health-extending tonics from this aloof potion lady.

Oolong



It's not clear where Oolong came from, but everyone certainly loves to hear his music! If only there were a way to make him remember more songs...

Mail Minion



An important package awaits Plague Knight. Better pick it up!

More Merchants

Some well-stocked merchants appear in the Armor Outpost. But how to get to them?

Chester



If you have any useless Relics, Chester will trade them to you for powerful Arcana for free!! If you don't... he's gonna charge you an arm and a leg. Search for relics when you're out on the field!

Trouppe Acolyte



An avid follower of the Troupple King, she'd just love to sell you a Troupple Chalice. But as a master of potions, what would you want with the Troupple King?

Building Bombs

Bombs are made up of powders, cases, and fuses. You have an unlimited supply- mix and match the combination that gives you the biggest boom!

Powders

Powders determine how the bomb's explosion looks and acts. These also change how many bombs can be thrown out at once. Whether going for precision hits or big explosions, try finding a powder that matches your playstyle.

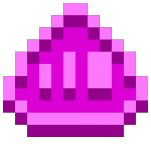


Black Powder



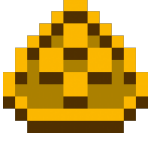
Causes a focused, powerful explosion. 3 bomb maximum.

Cascade Powder



Produces waves of fire in both directions. Good for creating a constant wall of attacks! 1 Bomb Maximum.

Cluster Powder



Rapidly forms several explosions. Perfect for alchemists who only need one good throw to hit their mark. 1 Bomb Maximum.

Component Powder



Keep throwing in bombs to make a bigger boom! 3 Bomb Maximum.

Sparkler Powder



Pulses damaging sparks, but the case is harmless. 2 Bomb Maximum.

Tracer Powder



Produces wall-climbing flames. Great for hitting around corners or chasing down bothersome enemies. 2 Bomb Maximum.

Casings

Casings control the path of the bombs you throw! Try adjusting your casings to deal with tricky enemies in hard to hit areas.



Bounce Casing



Bounces along the ground before exploding. When in doubt, this classic case is good for almost all situations.

Float Casing



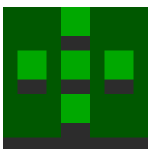
Floats up and away when thrown. Useful when your other bombs are too weighed down by gravity.

Lob Casing



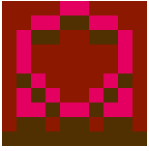
Arcs into the air before it comes crashing down. Use it for enemies high above you!

Orbit Casing



Spins around you and even pierces through walls! Set these up before launching yourself through an enemy.

Drop Casing



Drops bounding bombs at your feet. Useful for dropping blasts below you!

Whirl Casing



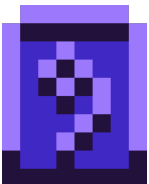
Boomerangs back and forth! Master this bomb for some stylish attacks.

Fuses

A bomb blows up based on its fuse type. While not as flashy as powder or as cool as casings, the right fuse can make all the difference in your load out!

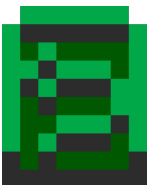


Standard Fuse



Blows up after a few moments.

Long Fuse



Blows up a long time after throwing.

Quick Fuse



Blows up almost immediately when thrown.

Remote Fuse



Set a bomb and also detonate a previously thrown bomb.

Impact Fuse



Explodes on contact.

Sentry Fuse



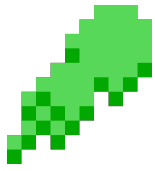
Hovers in place before seeking out targets.

Bomb Bursts

The bomb burst ability is an alchemist's best friend, and a complete life saver. But it can be altered with several powerful upgrades!



Basic Burst



Explode all around you and launch through the air! This explosion hits all around you too!

Spin Burst



Cannonball through enemies and cut them all down!

Frost Burst



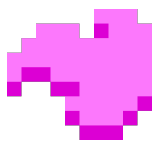
Launch through the air while dropping ice shards below.

Float Burst



Float slowly to the ground. Press down to fall again. Use this for careful platforming!

Bullet Burst



Fires a blast in front of you when launching.

Arcana

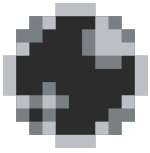
As if bombs and bursts weren't enough, Arcana can be used to give Plague Knight some extra special firepower!

Big Boom



A potent explosion with a far-reaching radius.

Smoke Bomb



Stand in the cloud to become invulnerable, even on spikes!

Bait Bomb



Toss into a sparkling pit and see what flies up!

Vat



An explosive platform that you can even create when airborne!

Fleet Flask



Explode into a frenzied dash!

Berserker's Brew



Damage enemies on contact without getting knocked back!

Leech Liquid



Replenish your energy by damaging enemies.

Staff of Surging



Rise into the air with a surging attack!

Staff of Striking



Attack in succession with quick staff swipes.

Field Screen

Plague Knight's main screen is a little different from Shovel Knight's.



Gold

Your current amount of money. Gold is used to buy things, so search for treasure everywhere!

Cipher Coins

Your Cipher Coin count.

Arcana Icon / Power Meter

Your power bar for using Arcana. The bar refills slowly, giving you unlimited uses! However, if you use your power too fast, you will blow out and the power will refill very slowly! Be judicious!

Health Tonics

Your current Health Tonics. Don't forget to drink them to extend your life bar!

Life

Keep these to keep yourself alive! You can gain green life by drinking Health Tonics, but these will vanish if you fall in battle.

Sub Screen



Alchemy Tab

Choose your equipment and quaff Health Tonics from this screen!

Tonic

Choose and press the A Button to use a tonic. These fill you up one health and can also extend your health by one... until you fall in battle.

Bomb

Mix and match your bombs! Choose Casing, Fuse, or Powder with A to bring up a sub menu that allows different options to be selected.



Burst

Choose a bomb burst! Press A to bring up the sub menu.

Arcana

Choose an Arcana to use! Press A to bring up the sub menu.

Gear Tab

Here you can examine your collected equipment. Plague Knight has a keen sense for finding Cipher Coins. Consult

this tab to see how many coins are left in the level!

Secret Tips



A.B.C. – Always Be Charging!

Shovel Knight has his Shovel Drop – Plague Knight has his Bomb Burst! Always, be charging a Bomb Burst by holding B; you will need it!

Take the Road Less Traveled

Plague Knight can fly through levels using his Bomb Burst and jumping abilities. He's not a plodding ground lover like Shovel Knight! Think smart, and you can probably just explode over whatever obstacles you encounter!

Use All Your Health Tonics

Health Tonics can both extend your health and refill your health by one! Don't be afraid to take a drink before tackling a tricky situation. You never know where a spare tonic might turn up!

Use a Tonic to Pick One Up!

You can only hold a limited number of Health Tonics in your pouch, and adding any more tonics will cause it to simply fall right out! Rather than let a good brew go to waste, drink from your current supply to make room for another and get extra health!

Save Yourself From A Pit!

Plague Knight can take to the sky as naturally as a bomb-equipped bird...but sometimes things might not go exactly as planned. There are a few ways to recover in a perilous plunge! Try to jump again in the air or calmly charge another Bomb Burst! There are also some Arcanas which can save you. Even at the very last second!

Slow Yourself Down With Bomb Throws!

A horizontal Bomb Burst is perfect for jetting high above the ground, but have you ever wanted to slow down to a

stop? Try throwing bombs with B to slow down for a landing, or to get a few more targeted hits on an enemy! Even when your equipped Bomb Powder has reached its bomb limit, you can still press B to apply the brakes.

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Shovel Knight: Specter of Torment Instruction Manual

By: Yacht Club Games on February 27, 2017

What is Shovel Knight: Specter of Torment?

Specter of Torment is a prequel to Shovel Knight- an adventure starring Specter Knight, the shadowy scythe-spinner! If you've played Shovel knight, forget all you've known- this is a new adventure with different challenges and nonstop action! Take heed and pay close attention; to become the reaper, you must study his moves carefully.

If you want to read about Shovel Knight's campaign, check out the [Original Shovel Knight Instruction manual!](#)

Or if you wanted to read about Shovel Knight: Plague of Shadows, check out the [Plague of Shadows Instruction Manual!](#)

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The Legend Begins!



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SHOVEL KNIGHT

Specter of Torment



Long ago, the lands were untamed, and roamed by legendary adventurers! But although the land is peaceful... for some, freedom is a far gone memory. Specter Knight, servant to the Enchantress, has been given a harrowing task. He must recruit a group of knights and form an invincible order!

With each member gathered, a treasured keepsake grows in power... an artifact that can restore his humanity, but

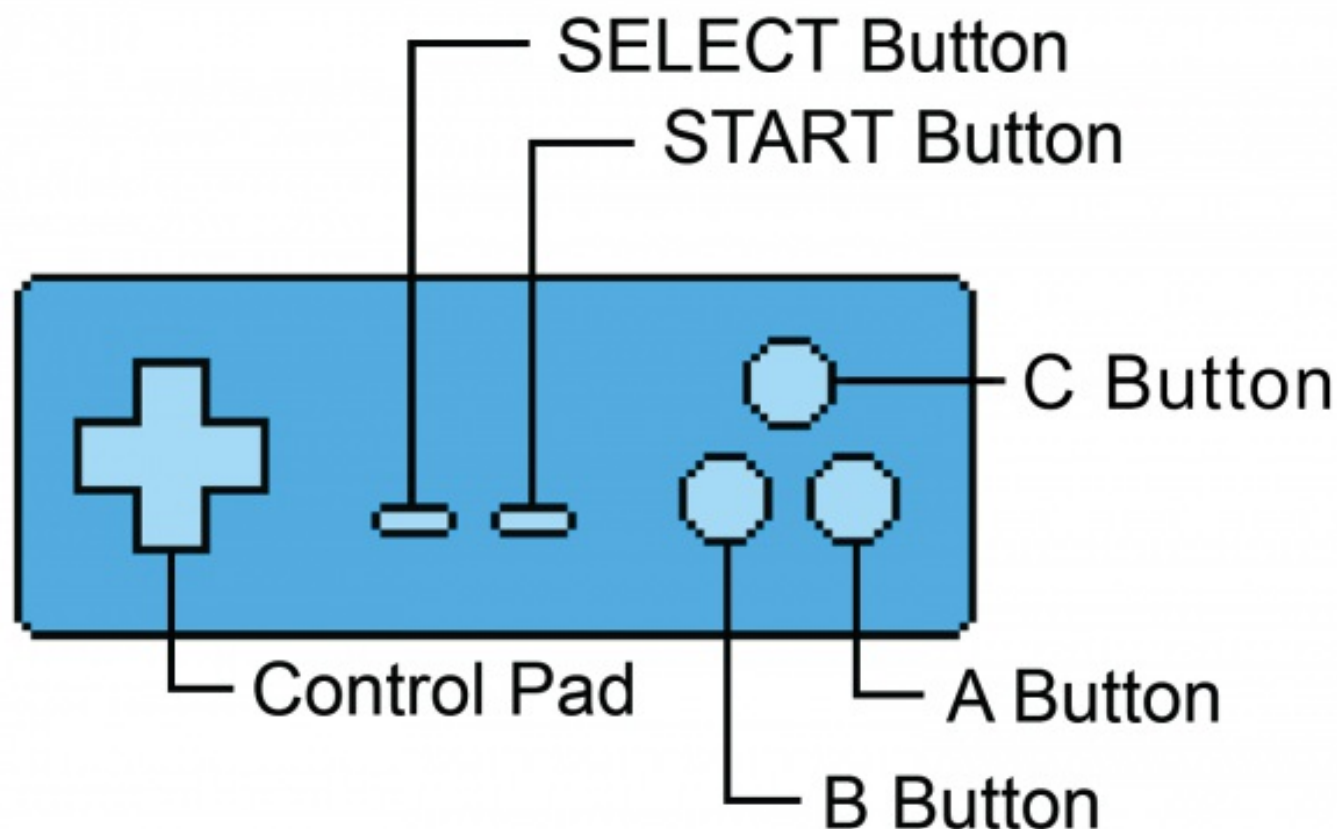
only when his task is complete. Now, he leaves the confines of the Tower of Fate. It's time for the reaper to pursue his quarry.

Starting a Game as Specter Knight



To start as Specter Knight, create a new profile and choose Specter Knight from the character select menu.

Controls



Control Pad

Run

Press left or right and Specter Knight will run!

Climb Ladders

If Specter Knight is standing in front of a ladder, press Up and he will climb up. If Specter Knight is near the top of a ladder, climb Down by pressing Down. **Note:** Specter Knight can attack from a ladder! Just press B.

Talk / Examine

If a friendly entity is near Specter Knight, press Up to talk to them.

A Button

Jump

Specter Knight can't jump very high, but he has a lot of other ways to reach high places!

Tip: Hold the A button to make Specter Knight jump as high and as far as possible!

B Button



Slash

Specter Knight can swing his scythe with B. He can attack very quickly if you press the B button rapidly.

Tip: Staying grounded and slashing is the best way to rack up damage!

Dash Slash



When airborne and near a target, a gash will appear over the target. Press B to do a Dash Slash! Specter Knight will speed toward the target with an attack! Use the Dash Slash to get up to high places and defeat enemies. It's Specter Knight's most important move to master.

Tip: If you are above a target, Specter Knight will Dash Slash downward. If you are below the target, Specter Knight will Dash Slash upward! Look at the gash to see which way you will go!

C Button

Use Curio

When a Curio is equipped, press C to use it!

Tip: Curios use your Darkness meter. Make sure you have sufficient Darkness.

More Basic Moves

Wall Climb



When airborne, move Specter Knight toward a wall. He will climb the wall for a short distance before flipping off of the wall automatically!

Tip: Not all surfaces can be scaled. Be sure to survey the area around you before making a leap!



If Specter Knight gets to the top of a wall, he will automatically flip up to the adjacent surface.

Tip 1: You don't need to hold any buttons or directions to make Specter Knight climb! Once he is attached to the wall, you can relax for a moment.

Tip 2: However, if you want to cancel your wall climb, just press down. Specter Knight will release from the wall and begin to fall.

Wall Jump



If you press A while climbing, Specter Knight will jump off of the wall! You can use this move to jump from wall to wall.

Advanced Moves

Save yourself from a pit!



If you slip off the edge, move toward the wall to climb it and save yourself!

Chain Dash Slashes!



You can remain airborne by Dash Slashing enemies or objects multiple times in a row!

Know your Items!

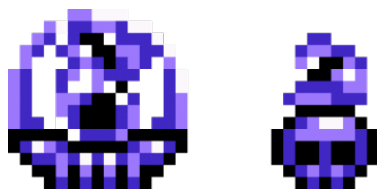
Red Skulls



Red Skulls are strewn throughout each stage. Collect them and return them to Red, who will exchange them for powerful Curios!

Tip: You can check your Red Skull count for each stage on the Gear Screen.

Darkness Jars



These purple jars contain concentrated Darkness. Grab them to continue using Curios!

Wisp Chests



There's a wisp chest hidden in each stage. Find it to permanently increase your Will or Darkness!

The Tower of Fate

This evil tower is the nexus of the Enchantress' plotting, and Specter Knight's home base. Make sure to work closely with your partners in evil!

Dark Acolyte



A loyal but gullible minion of the Enchantress, the Dark Acolyte can send you to any stage through the Magic Mirror. He can even give you information about the boss you're trying to recruit. All you need to do is ask!

Red



A romantic skeleton, Red is looking for the red skull of his lost love. He needs Specter Knight's help finding red skulls! In life, he was a Curio hunter, so he has many curios to trade. Red grants you access to a new Curio for each stage you complete.

Manny



Whatever this abomination is, it seems to like money. Pay him well, and he can change Specter Knight's cloak, giving him frightening new powers!

Legion



Who is this mysterious, lumpy entity? Pay Legion to upgrade your Curios, and he can make them more powerful than ever!

Missy



If you ever miss a Wisp Chest during your visit to a stage, Missy can give you the contents immediately... for a price.

Horace



This solitary suit of armor offers a game of his own design. Try his game, won't you? It would be a nice respite from the humdrum of eternity.

Cryptic Curios



Specter Knight can command a virtual reliquary of powerful Curios. They use your Darkness meter, so make sure keep up your supply by defeating enemies and collecting Darkness Jars.



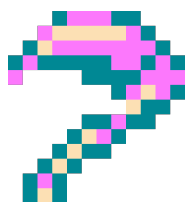
Throwing Sickle

A simple and straightforward attack that launches a boomeranging blade. Watch out because it's blocked by walls!

Upgraded version

The sickle passes through obstacles and enemies and recovers any gold it touches!

Spider Scythe



Throw a scythe which climbs along walls and over obstacles. It's thrown downward at a 45 degree angle.

Upgraded version

The Spider Scythe vastly increases in size and recovers gold as it travels along!

Dread Talon



Unleash a powerful close range strike. Great for tough enemies like Goldarmor, but a little difficult to use!

Upgraded version

You cannot be interrupted when the readying the Dread Talon. It also emits a projectile that increases its attack range!

Bounding Soul



Free a lost soul which reflects off of surfaces. It bounces around the room at 45 degree angles.

Upgraded version

The souls cut through enemies and recover gold. You can also send out more souls at once!

Shadow Mirror

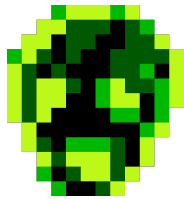


Cast a reflection and attack from a distance. The shadow image consumes some darkness with every scythe swing.

Upgraded version

The reflection extends even farther and can pick up items and gold!

Will Skull

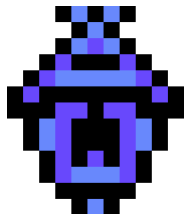


Consume a spirit to regain some Will. Invaluable sustenance will be yours! However, if you take damage while using it, Specter Knight will drop the skull and not heal.

Upgraded version

Yields even more Will per skull!

Barrier Lantern



Create a shield which blocks projectiles to charge up. The shield lasts indefinitely, but if you take damage, the shield dissipates. Press C again to shoot the barrier in the direction you are facing!

Upgraded version

The lantern's barrier becomes more powerful when fully charged.

Hover Plume



Float for a short time. Specter Knight doesn't travel far, but this curio can be invaluable when you need a little extra distance, or to save yourself from a pit.

Upgraded version

Grants invincibility while floating. Now you can hover right past enemies!

Judgement Rush



Grasp this jewel to rush at the nearest enemy and strike. This attack can send Specter Knight across pits and through walls!

Upgraded version

Activates even faster and grants invincibility before rushing, making this an even safer way to cross long distances and get right up in the enemy's face!

Chronos Coin



Slows down everything around you for a set period of time. Simply walk past enemies and hazards!

Upgraded version

Slows down time for even longer!

Skeletal Sentry



Summon a skeleton sniper! The skeleton aims in your direction, so you can guide his shots. Best of all, you can detonate him with C, turning him into a bomb!

Upgraded version

The Skeletal Sentry fires even more projectiles and has more health when upgraded.

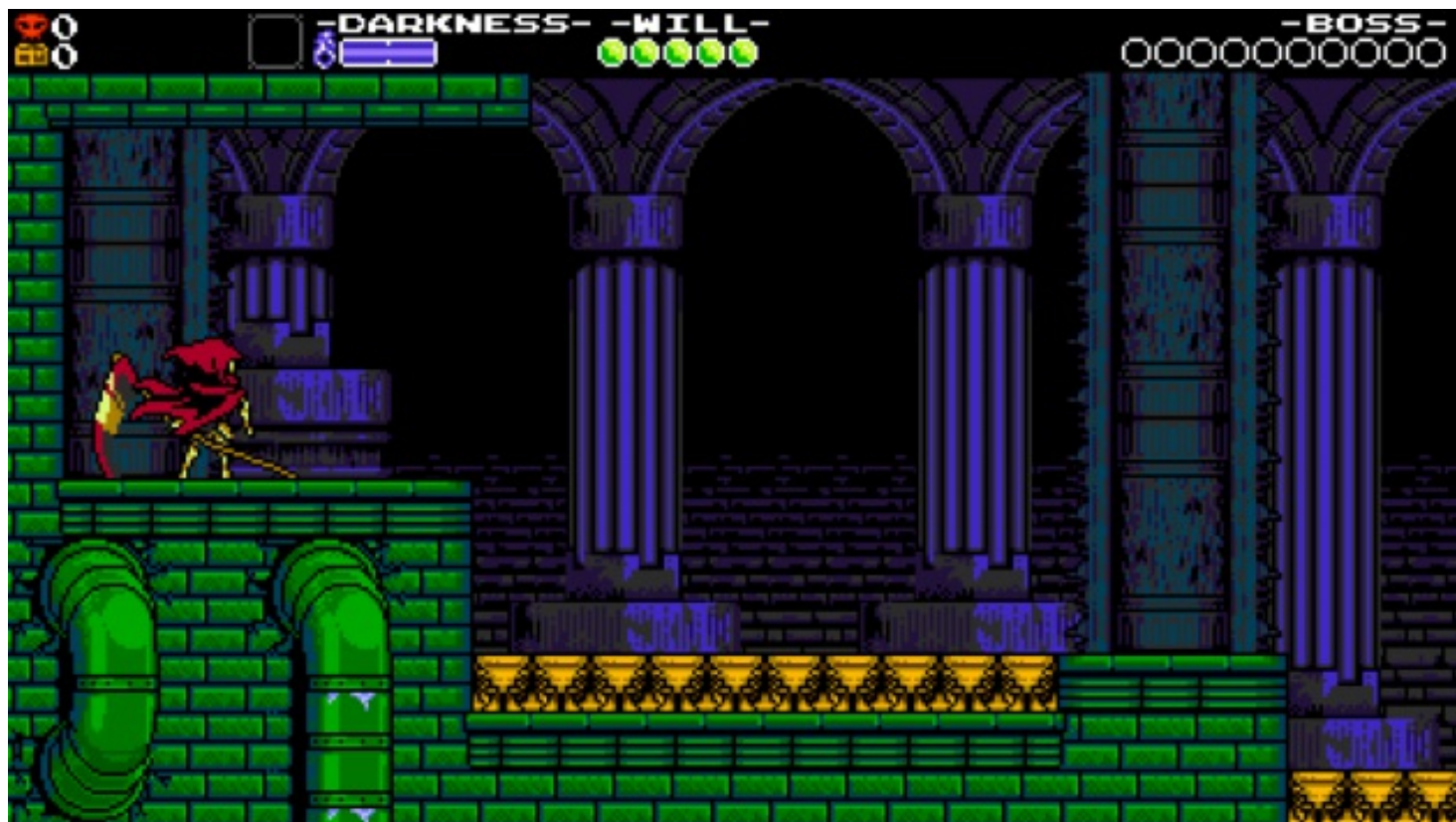
Caltrops



A weapon from a different time. Use them to Scatter spikes in front of unsuspecting foes. If enemies run into the Caltrops, they will take damage!

Field Screen

Specter Knight has a plethora of macabre details at his disposal.



Gold

Your current amount of money. Gold is used to buy things, so search for treasure everywhere!

Red Skulls

Your current Red Skull count. Return these to Red for Curios! Your total skulls collected can be found in the Gear Tab of the Sub Screen.

Curio Icon

Your currently equipped Curio is displayed here.

Darkness Meter

Your power meter for using Curios. You receive Darkness by defeating enemies and finding Darkness Jars, so make sure to keep a healthy supply. You can permanently upgrade your maximum Darkness by finding Wisp Chests or buying upgrades from Missy.

Will

The energy that powers Specter Knight's undeath. Keep your Will up if you want to stay 'alive' to scythe another day! You can permanently upgrade your maximum Will by finding Wisp Chests or buying upgrades from Missy.

Boss Health

The health of the current stage's boss.



Curios Tab

Choose your Curios on this tab. You can also read some information about them, including their Darkness costs.

Gear Tab



Here you can examine your collected equipment. Consult this tab to see how many Will and Darkness upgrades you've collected, and your Red Skulls too!

Secret Tips



Watch your Dash Slash Gash!

The gash that appears over Dash Slash targets indicates the direction that Specter Knight will Dash. Pay close attention and get a good feel for it!

Use your Standing Slash!

Specter Knight can attack much more quickly when he is standing on the ground. Instead of Dash Slashing

enemies repeatedly, stand your ground and hit them repeatedly!

Keep Calm and Grab a Wall!

If you slip and begin falling, try not to panic and attack wildly. Instead, grab a nearby wall and climb out. Stay calm under pressure!

Know Where You'll Go!

Your dash slash will recoil off of tougher enemies, but the fatal blow will cut right through! Always think about where you'll end up before committing to a Dash Slash.

Be Curious about Curios!

Curios are powerful and useful! If you are having trouble with a part of the game, maybe there is a Curio that can make that part easier. Enemies emit Darkness when damaged, so make sure you take care of this bountiful magic supply!

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