

SHOVEL KNIGHT

◆ TREASURE TROVE ◆

Instruction Manual

Shovel Knight: Treasure Trove Instruction Manual

By: Yacht Club Games on November 25, 2019

Welcome to the Shovel Knight: Treasure Trove Instruction Manuals Page!

What is Shovel Knight: Treasure Trove?

Shovel Knight: Treasure Trove is the complete Shovel Knight collection, containing all 5 games in the epic saga!

Whether you're looking to dig, blast, slash, bash, or battle — select a game below to get started.



Instruction Manual



Instruction Manual



Instruction Manual



Instruction Manual

Or, if you were looking to learn more about a specific part of the game, read on!



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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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*Instruction Manual*

Shovel Knight: Shovel of Hope Instruction Manual

By: Yacht Club Games on June 17, 2014

Welcome to the Shovel Knight: Shovel of Hope 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.

If you want to read about a different game or feature, go to the main [Shovel Knight: Treasure Trove manuals](#) page.

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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 (1-20) and press A. After entering your name and selecting a Body Swap mode, 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

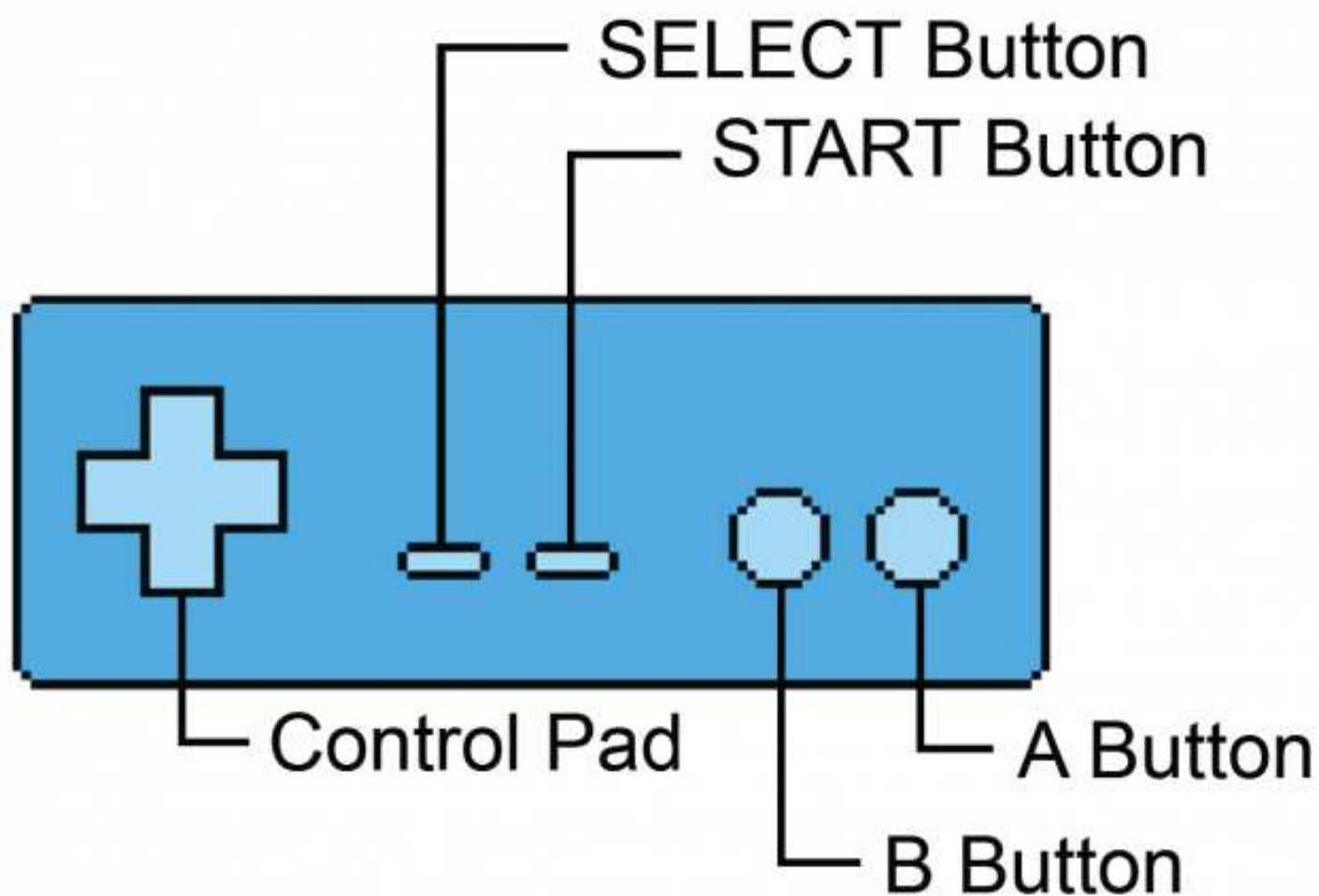
Choose the trash can on the profile select. The cursor will change. Move the new cursor over the file you want to delete and choose it to delete. You can also choose "ALL" to delete all saved data, including feats and options.

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 the 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 Magician!

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.

Body Swap

Enable, disable or customize Body Swap mode.

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.

Body Swap



After creating a new save file from the profile select screen, you'll be asked whether you want to enable Body Swap mode. This allows you to customize the appearances and pronouns of Shovel of Hope's main cast.

You can change these settings later at any time, from the Pause Menu.

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!

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Cooperative Play Instruction Manual

Shovel of Hope: Co-op Instruction Manual

By: Yacht Club Games on April 24, 2017

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It's time to team up and shovel with a friend! Shovel Knight co-op is here! As of version 3.0 onward, co-op is available in Shovel Knight: Shovel of Hope on all platforms (the only exceptions being on portable systems: 3DS and Vita).

If you want to read about a different game or feature, go to the main [Shovel Knight: Treasure Trove manuals](#) page.

Activating Co-op



Join before selecting a profile to start in co-op!



Or join an adventure in progress right from the map!

On the Profile Select or Level Map screen, there will be a prompt in the upper left hand corner inviting you to start co-op! Press the button to bring up the Co-op Join Menu. You will also be

prompted to activate a controller of your choice. Shovel Knight supports many types of controllers, check our [Controller Support](#) for more information.

TIP: Co-op is only supported within Shovel of Hope/Shovel Knight's campaign.

Playing Together



For Shovelry-lry!

Now that there are 2 Shovel Knights, a lot has changed! Familiarize yourself to become a good partner and a co-op pro!

TIP: Player 1 defaults to blue, and Player 2 defaults to green. don't lose track of yourself!

Share, Share Alike

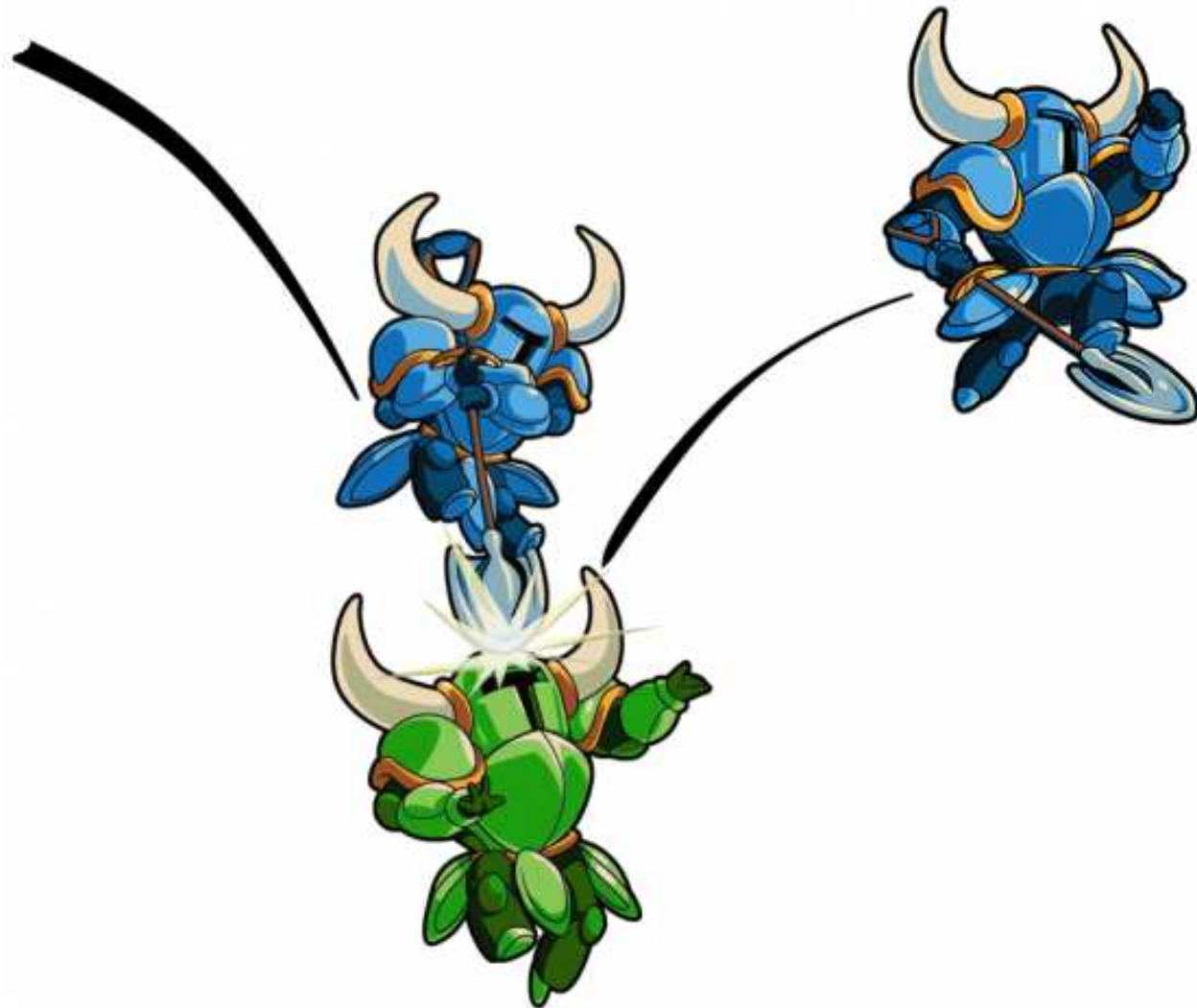
In co-op, all gold is shared between players, so there's no need to hoard it! Even if you collect your partner's money bags, the gold is shared.

Unlike gold, health is separate for each player. You'll need to decide who gets that next turkey or apple... or just grab it for yourself!

Finally, you share the screen! If two players are too far away, the screen will stop scrolling. Also, when one player goes to a new screen, the other player is brought along automatically during the screen transition. Make sure to stick together, but give each other enough space!

Lending a Helping Hand

Your partner will be affected by your Shovel and Relic attacks, getting knocked around but not taking damage. It may be fun to antagonize your friend, but it won't get you very far!



Make sure to let the other player know your plan! ...or not!

Luckily, you can also help each other out! By Shovel Dropping on your partner's head, you can bounce to new heights unattainable on your own!

Mix and Match Modes!

Co-op works with other modes in Shovel of Hope too! Change things up with Body Swap Mode! Take on the [Turbo Tunnel](#) with a toadally rad friend on Xbox One! Summon a [friendly fairy](#) for your friend, or compare and contrast Custom Knights with [amiibo](#) on Switch and Wii U!

Falling in Battle and Reviving

If one player falls in battle, not all is lost. In fact, the fallen partner can return to life!

When the remaining player is in a safe spot (not in the air or in a place where you might fall), the fallen player can press the Jump Button to revive, leaping back into the fray! However, this action splits the remaining health between the two players equally. Be careful not to drain all of your health reviving one another!

Note: If the remaining player has less than 1 bubble of health, the fallen player will be unable to revive.

The Knight Rankings Screen



Better luck next time! Although the most important thing is that you cleared the stage together!

New to co-op is a Knight Rankings Screen, which tabulates your totals at the end of each level. It counts gold earned, enemies defeated, and number of times each player fell in battle. Next, it determines a winner for that stage!

This ranking is only for bragging rights, so make sure to have fun and don't take it too seriously.

Leaving Co-op



Either player can choose Leave Game from the Pause Menu to leave the game at any time.

To join again, players must exit to the Level Map or Profile Select screen.

Secret Tips!

Teamwork Wins!

You can get all sorts of places by Shovel Dropping on your partner! Use it to bypass places you otherwise could not!

Synergize your Relics!

Two long range Relics to decimate enemies from afar? A defensive Relic combined with an offensive one? Strategize with multiple relics and be more than the sum of your parts. But don't get caught in the crossfire!

One Head is Better Than Two?

If one player is having an especially tough time on a particular section, it may be best to avoid reviving and let the other player pass it. Revive when it's safer and both players will have more health for the next challenge!

Betrayal!

We encourage everyone to work together with one another to achieve harmonious shoveling but sometimes you might choose to let off some steam... If you're looking to really send your partner flying, try the Charge Handle! Some relics can really do the job too! If another player is being a bit of a bully, try a defensive relic like the Phase Locket to psyche them out! That'll show 'em!



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*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 a different game or feature, go to the main [Shovel Knight: Treasure Trove manuals](#) page.

The Legend Begins!

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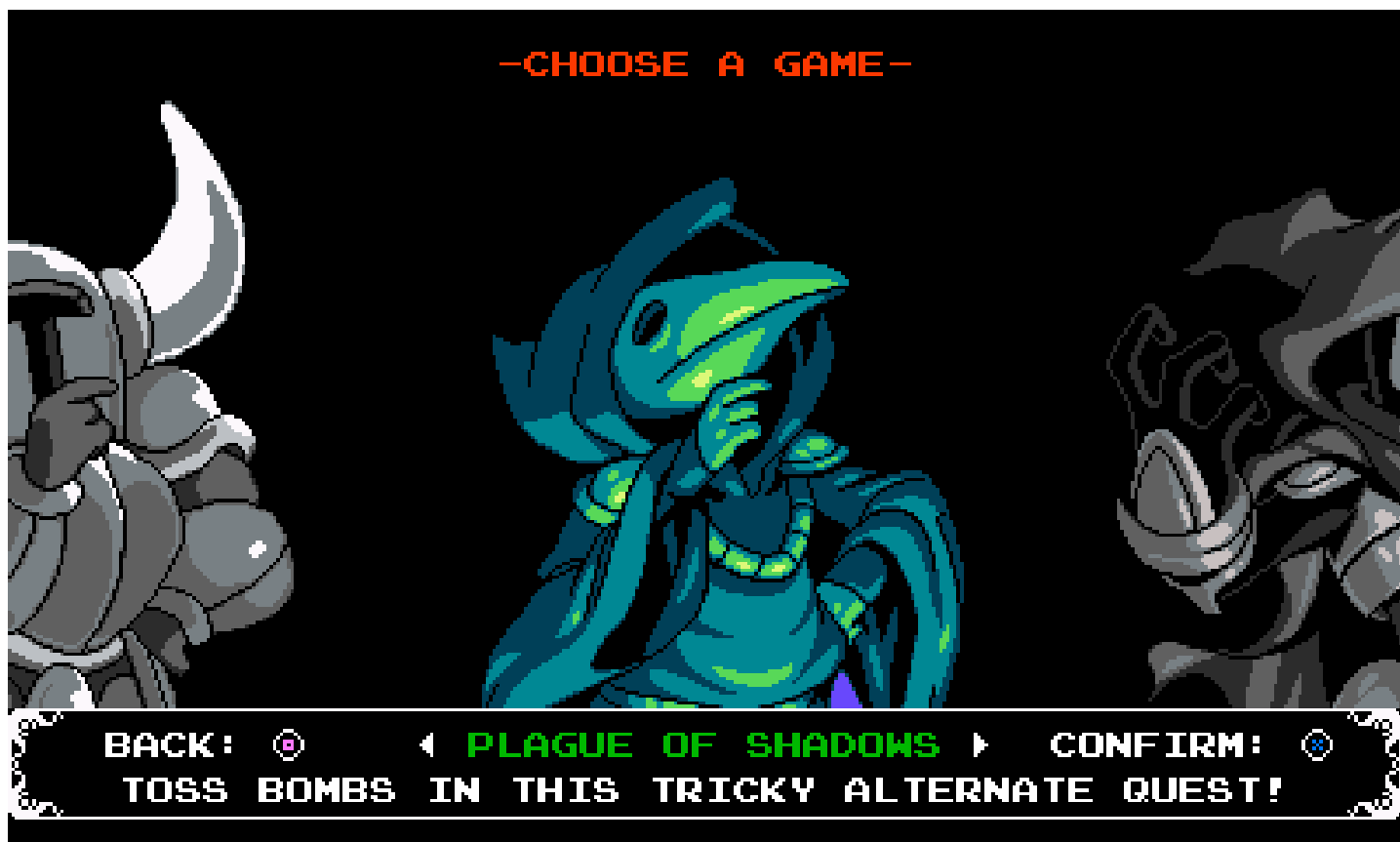
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Long ago, the lands were untamed, and roamed by legendary adventurers! But villainy ran rampant, and in time, even the most stalwart heroes fell. In the absence of champions, The Enchantress and her Order of No Quarter swept into power.

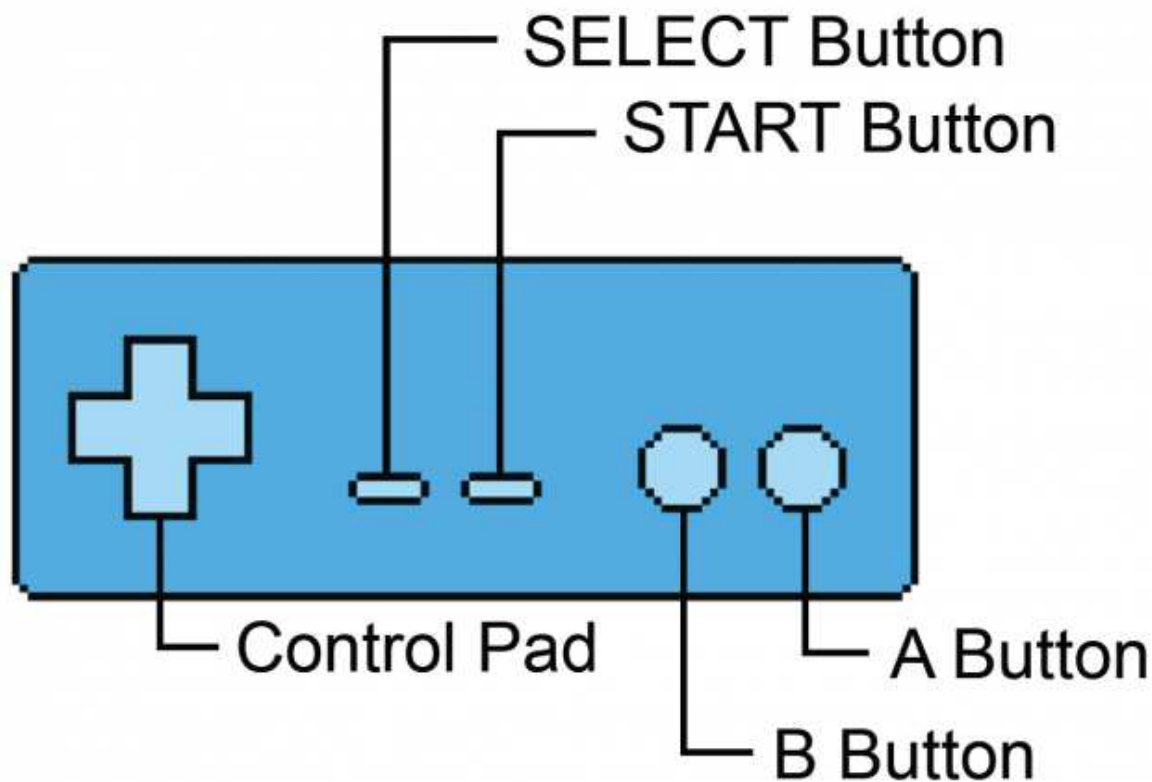
Unbeknownst to everyone, the maniacal alchemist Plague Knight had plans of his own. He sought nothing less than to concoct a potion of unlimited power – a draft so fiendishly potent that nothing he desired would be out of his reach. Each Knight unknowingly guards a crucial ingredient. Now, the collection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

Starting a Game as Plague Knight



To start Plague of Shadows, create a new profile and choose Plague Knight from the Character Select menu!

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

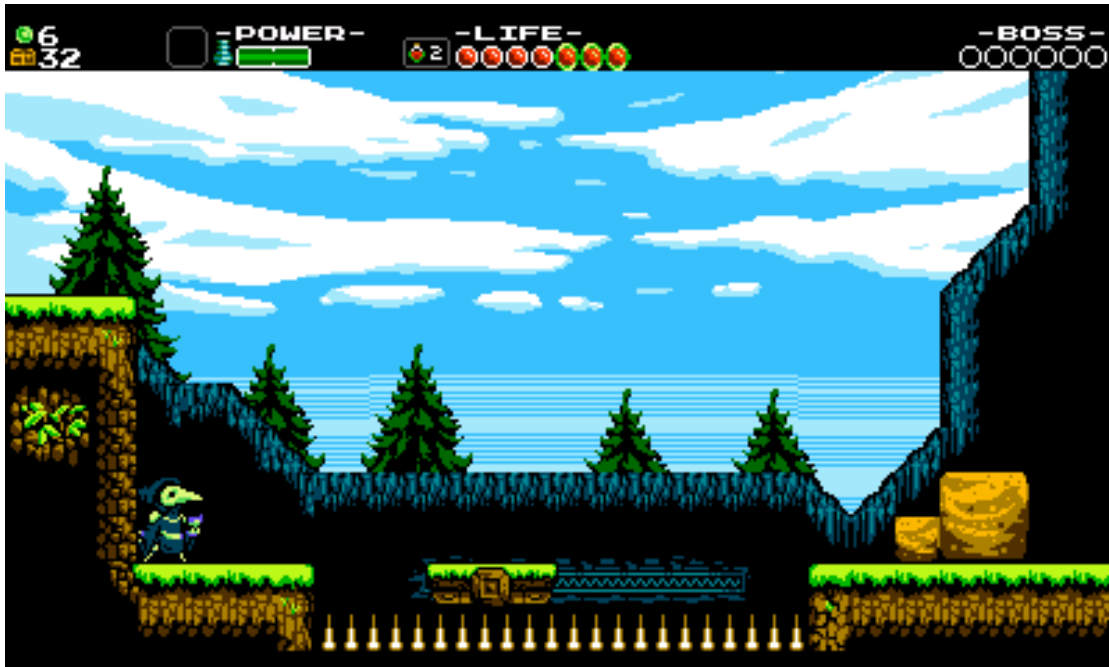
Slow yourself down with bombs!

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



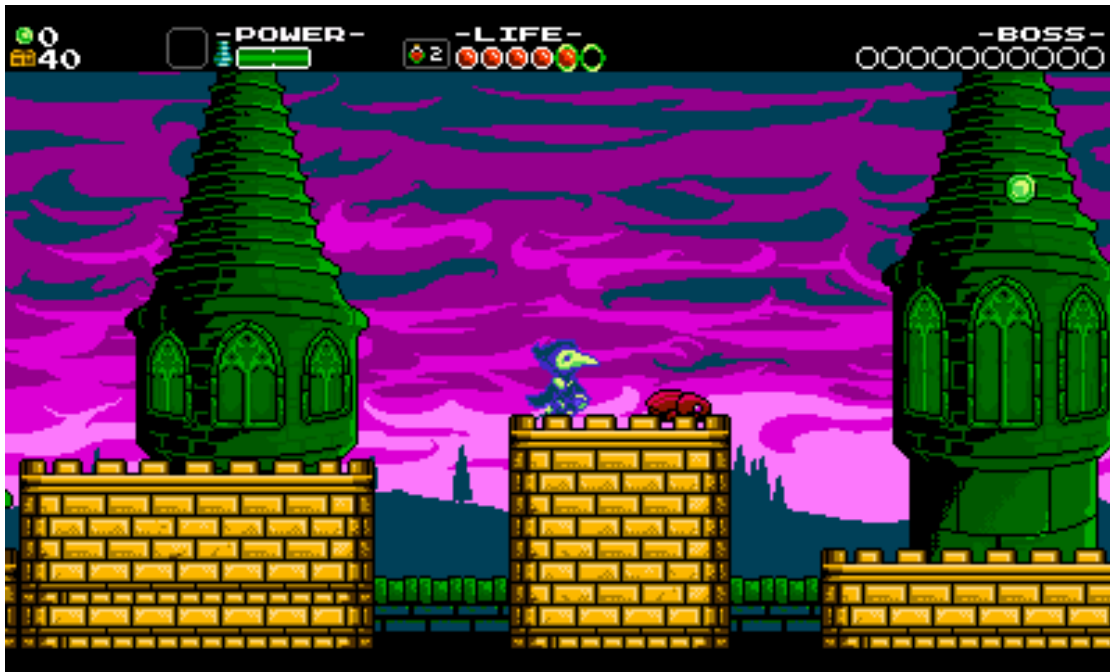
Jump, Burst, Jump

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.



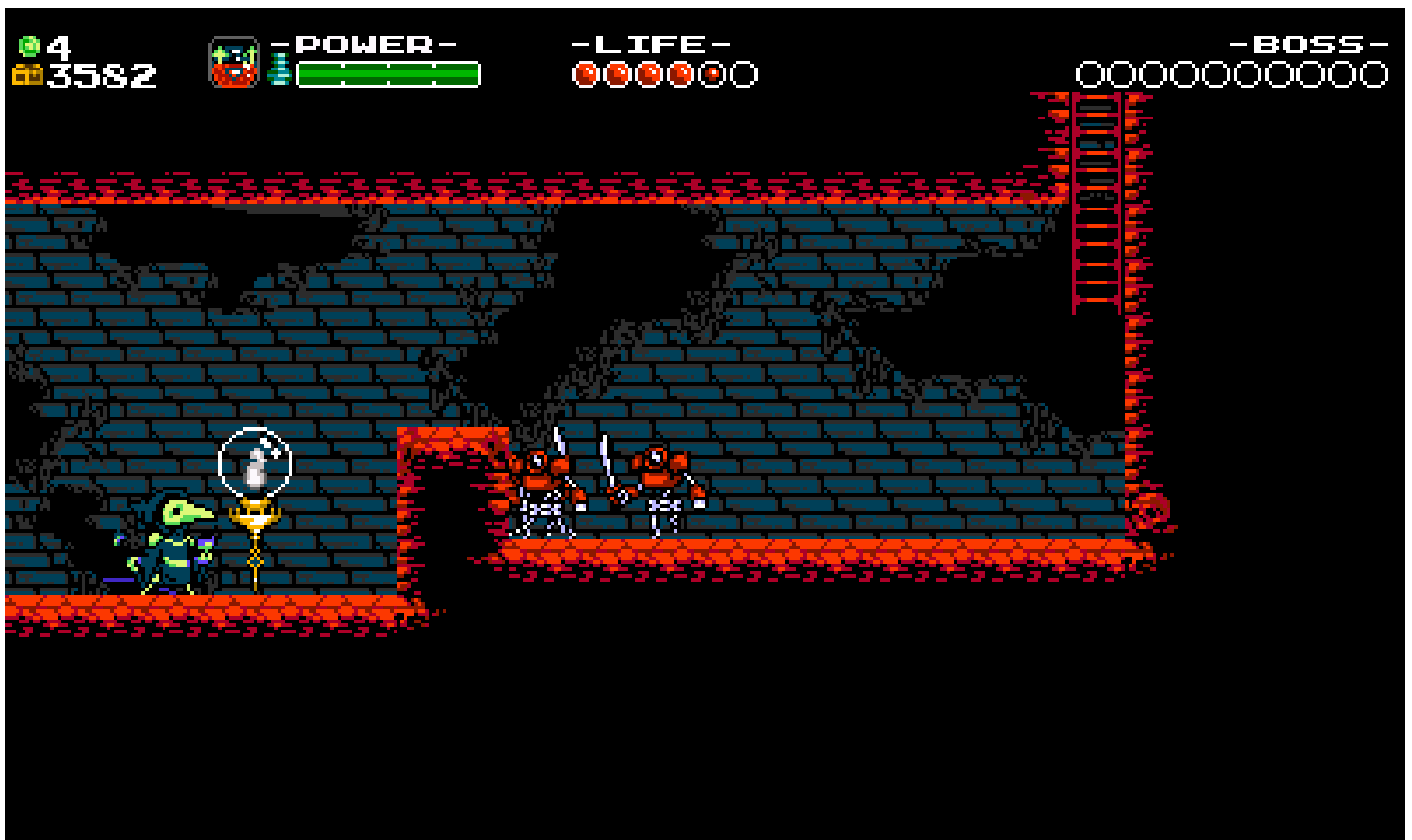
Bomb Burst from Falling!

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!



Alchemy Quick Select

Alchemy Quick Select lets you switch between Bomb parts and Arcana quickly! You can use tonics too!



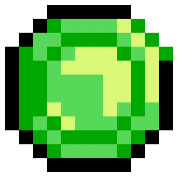
Press and Hold R, then press the Control Pad up/down/left/right to choose your Bomb Cases, Fuses, Powders, and Burst Type!

When Holding R, press A to use a tonic.

Press and Hold L, then use the Control Pad to choose Arcana.

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



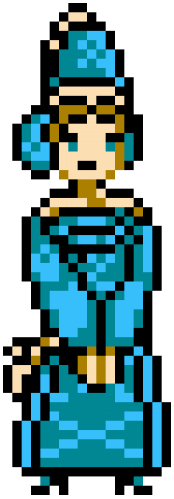
An alchemical genius who is always creating new concoctions. Mona devises new bomb parts for Plague Knight. But upgrades aren't cheap... you'll need all the Cipher Coins you can grab to advance her research.

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!

Troupple 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

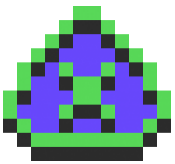
Bombs are made up of powders, cases, and fuses. You have an unlimited supply- mix and match the combination that gives you the biggest boom!

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.

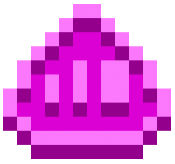


Black Powder



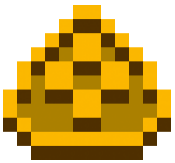
Causes a focused, powerful explosion. 3 bomb maximum.

Cascade Powder



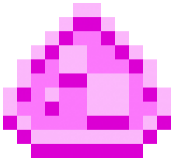
Produces waves of fire in both directions. Good for creating a constant wall of attacks! 1 Bomb Maximum.

Cluster Powder



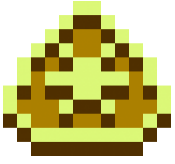
Rapidly forms several explosions. Perfect for alchemists who only need one good throw to hit their mark. 1 Bomb Maximum.

Component Powder



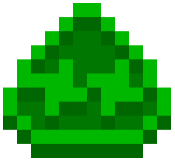
Keep throwing in bombs to make a bigger boom! 3 Bomb Maximum.

Sparkler Powder



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

Tracer Powder



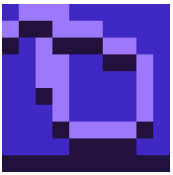
Produces wall-climbing flames. Great for hitting around corners or chasing down bothersome enemies. 2 Bomb Maximum.

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



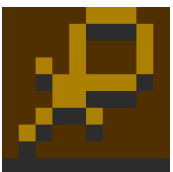
Bounces along the ground before exploding. When in doubt, this classic case is good for almost all situations.

Float Casing



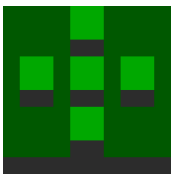
Floats up and away when thrown. Useful when your other bombs are too weighed down by gravity.

Lob Casing



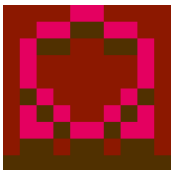
Arcs into the air before it comes crashing down. Use it for enemies high above you!

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!

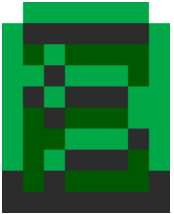


Standard Fuse



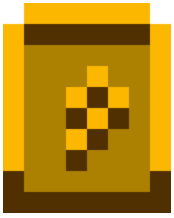
Blows up after a few moments.

Long Fuse



Blows up a long time after throwing.

Quick Fuse



Blows up almost immediately when thrown.

Remote Fuse



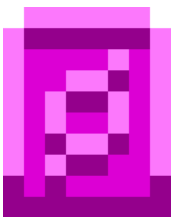
Set a bomb and also detonate a previously thrown bomb.

Impact Fuse



Explodes on contact.

Sentry Fuse



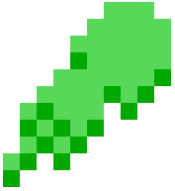
Hovers in place before seeking out targets.

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

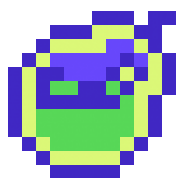


Fires a blast in front of you when launching.

Arcana

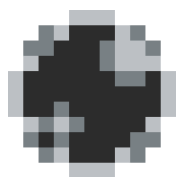
As if bombs and bursts weren't enough, Arcana can be used to give Plague Knight some extra special firepower!

Big Boom



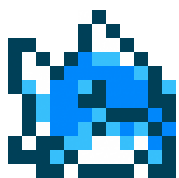
A potent explosion with a far-reaching radius.

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!

*Instruction Manual*

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 a different game or feature, go to the main [Shovel Knight: Treasure Trove manuals](#) page.

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The Legend Begins!



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SHOVEL KNIGHT

Specter of Torment

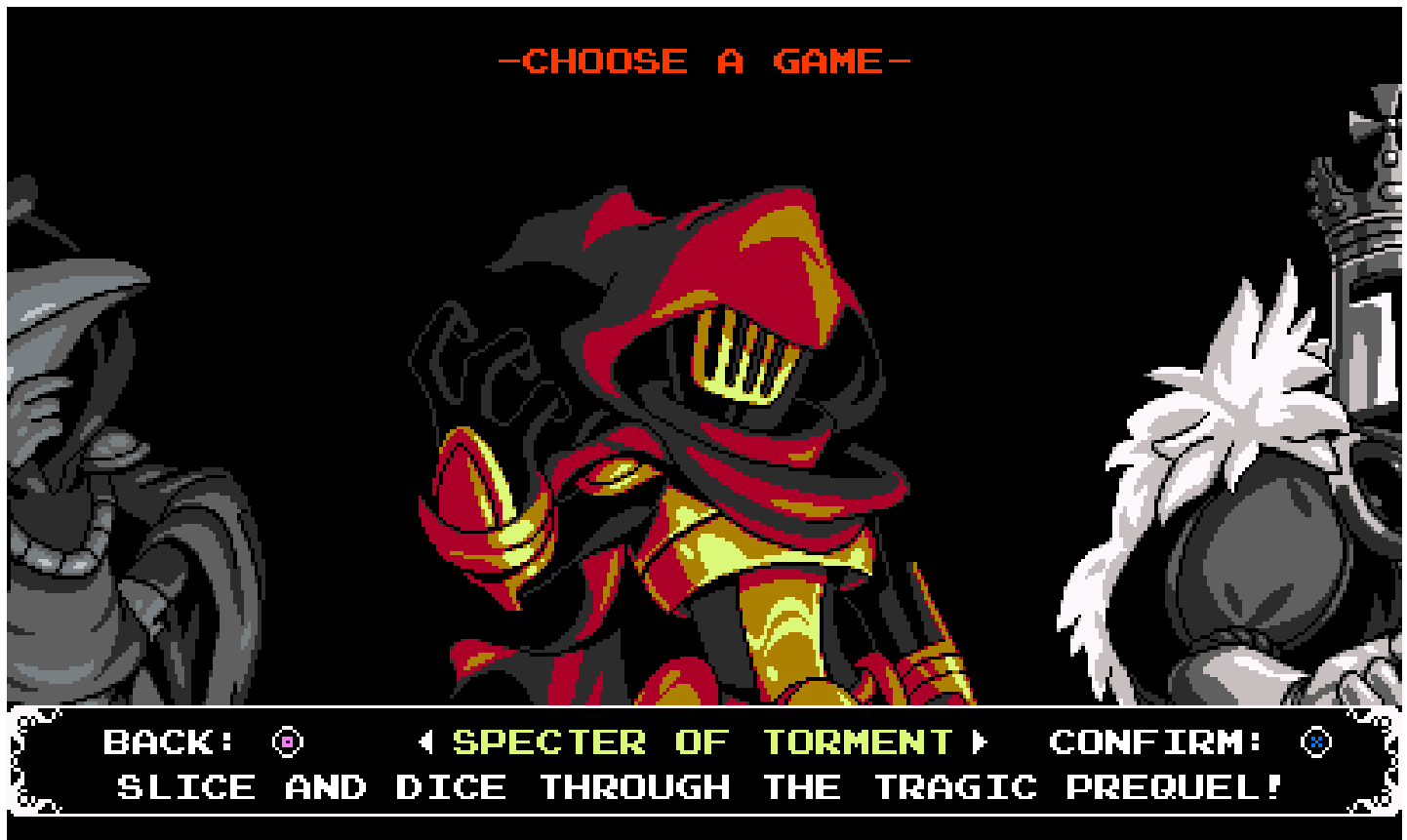


Long ago, the lands were untamed, and roamed by legendary adventurers! But although the land is peaceful... for some, freedom is a far gone memory. Specter Knight, servant to the Enchantress, has been given a harrowing task.

He must recruit a group of knights and form an invincible order!

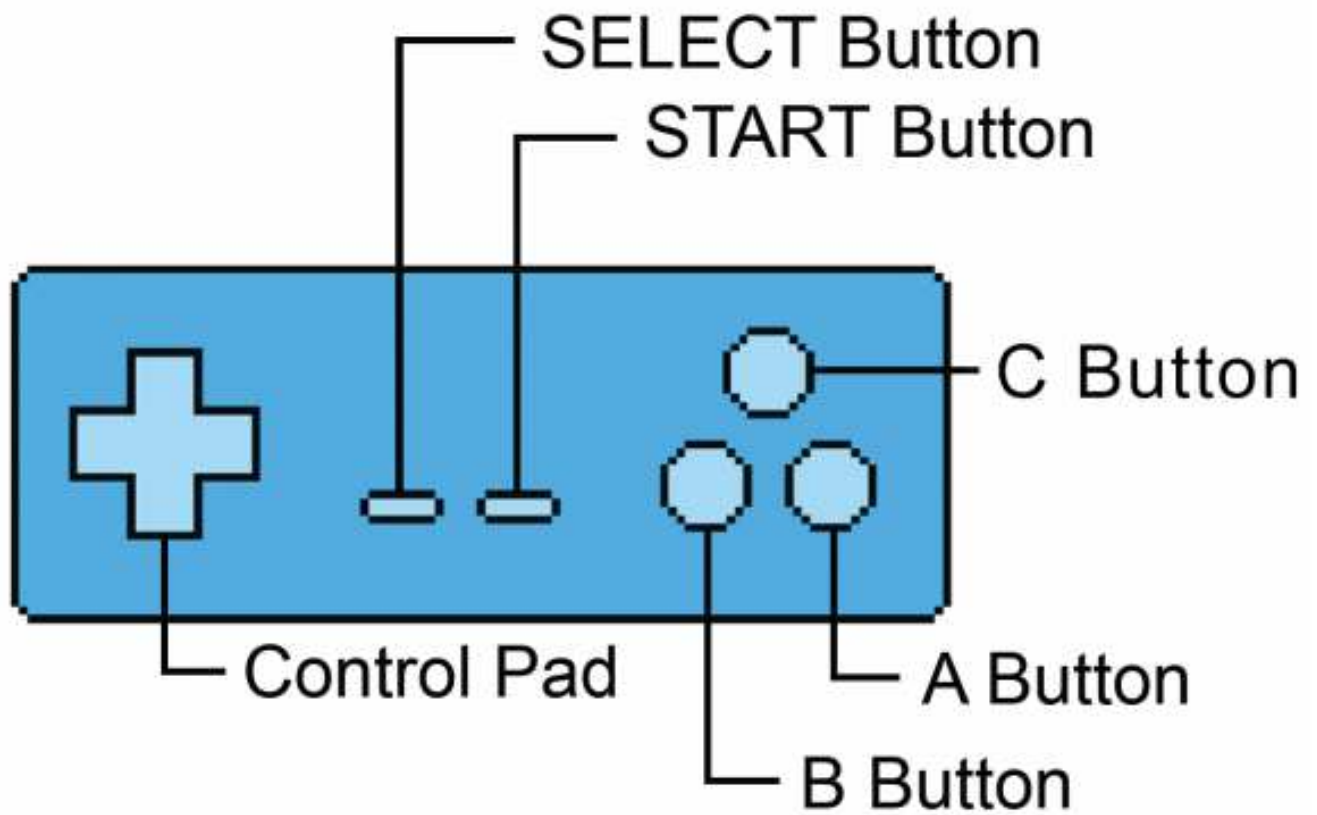
With each member gathered, a treasured keepsake grows in power... an artifact that can restore his humanity, but only when his task is complete. Now, he leaves the confines of the Tower of Fate. It's time for the reaper to pursue his quarry.

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

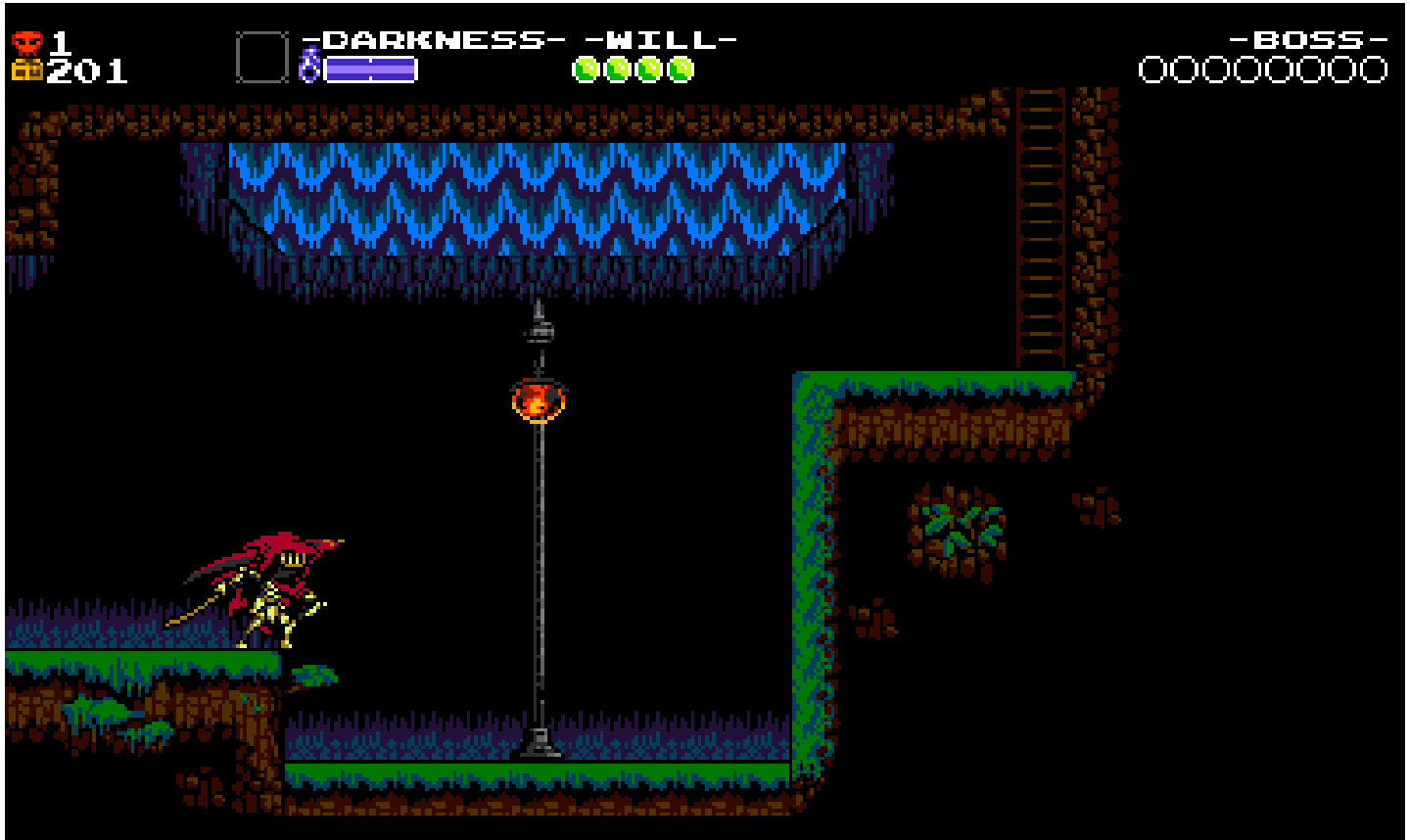


Slash

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



The slash reticule was invaluable.

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.

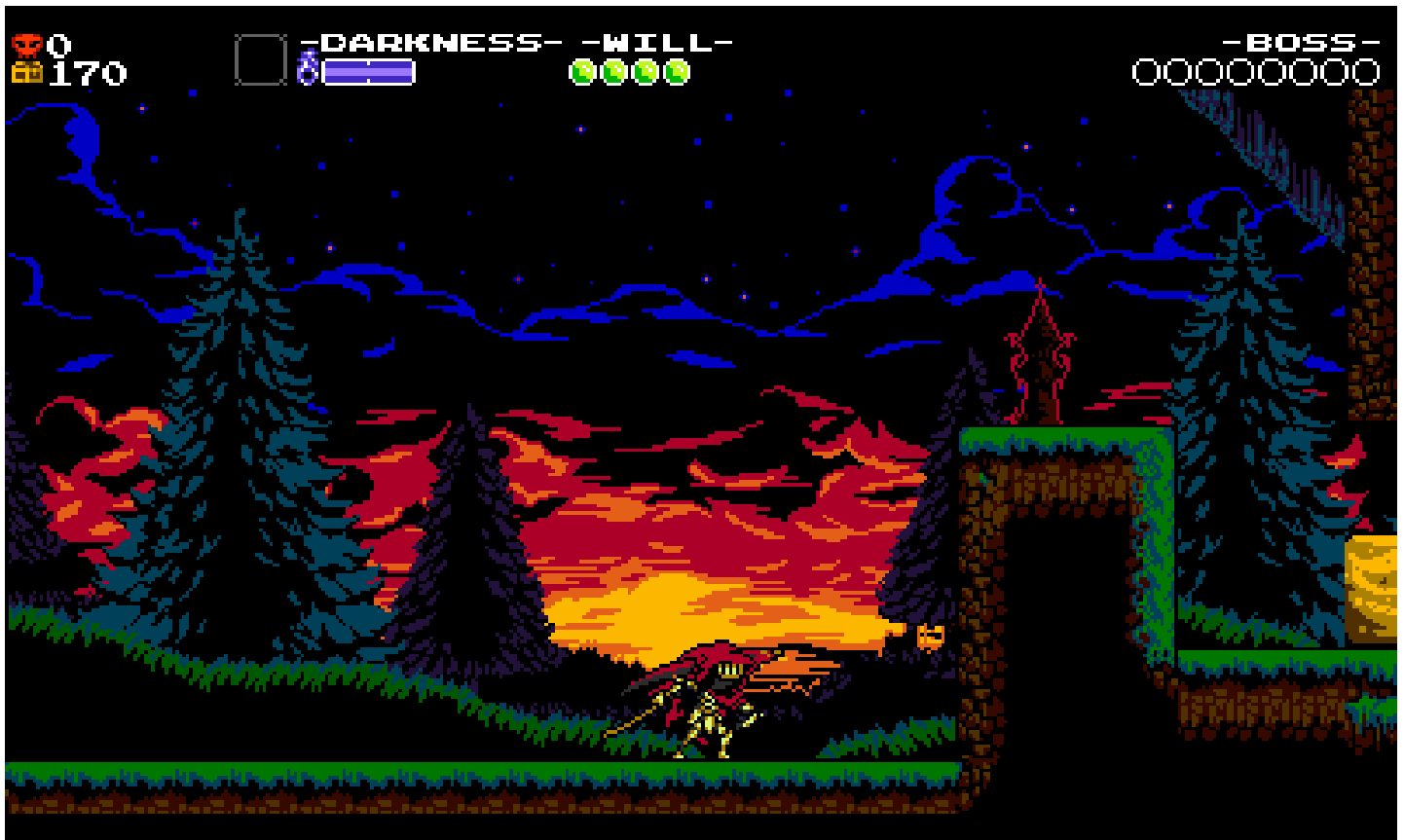
More Basic Moves

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.



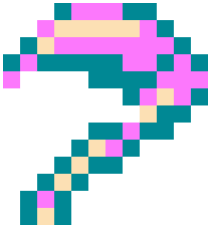
Throwing Sickle

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

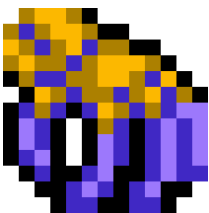


Throw a scythe which climbs along walls and over obstacles. It's thrown downward at a 45 degree angle.

Upgraded version

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

Dread Talon

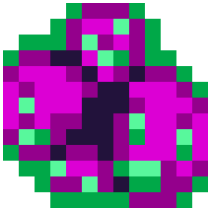


Unleash a powerful close range strike. Great for tough enemies like Goldarmor, but a little difficult to use!

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

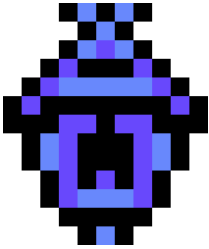


Consume a spirit to regain some Will. Invaluable sustenance will be yours! However, if you take damage while using it, Specter Knight will drop the skull and not heal.

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

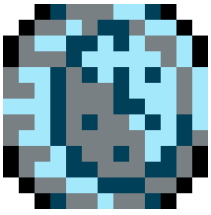


Grasp this jewel to rush at the nearest enemy and strike. This attack can send Specter Knight across pits and through walls!

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!

*Instruction Manual*

Shovel Knight: King of Cards Instruction Manual

By: Yacht Club Games on November 25, 2019

What is Shovel Knight: King of Cards?

King of Cards is a regal prequel to Shovel Knight – a new adventure starring King Knight, the gilded goon! If you've played any of the Shovel Knight games before, you'll have a leg up here, but there is a whole new world to learn! So, study this manual, as any King knows that knowledge is true power!

If you're looking for a primer on how to play Joustus, check out the [Joustus Instruction Manual](#).

Need an instruction manual for another game? Head to the [Shovel Knight: Treasure Trove Instruction Manuals](#) page.

The Legend Begins!

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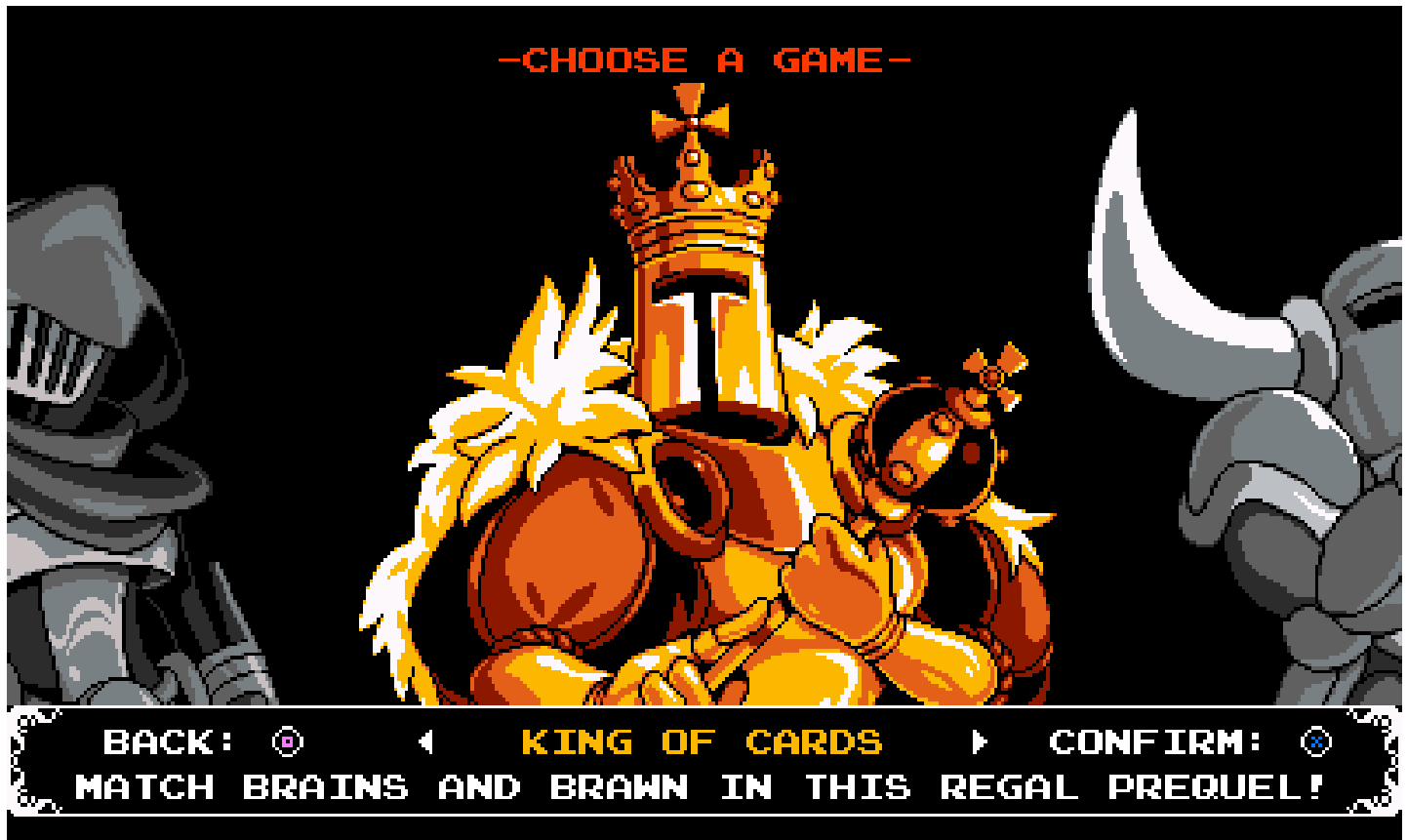
Long ago, the lands were untamed, and roamed by legendary adventurers! By all appearances, peace has flourished, and carefree new pastimes have taken hold.

A card game called Joustus has swept the land, and with it, word of a grand tournament. Presiding over the contest are three Joustus Judges. These wise kings have been chosen to spread joy and unity.

This contest is of great interest to King Knight. For though some call him a fool who merely plays at king, even fools know this: whoever defeats all three Joustus Judges will win an incredible treasure, and be crowned King of Cards!

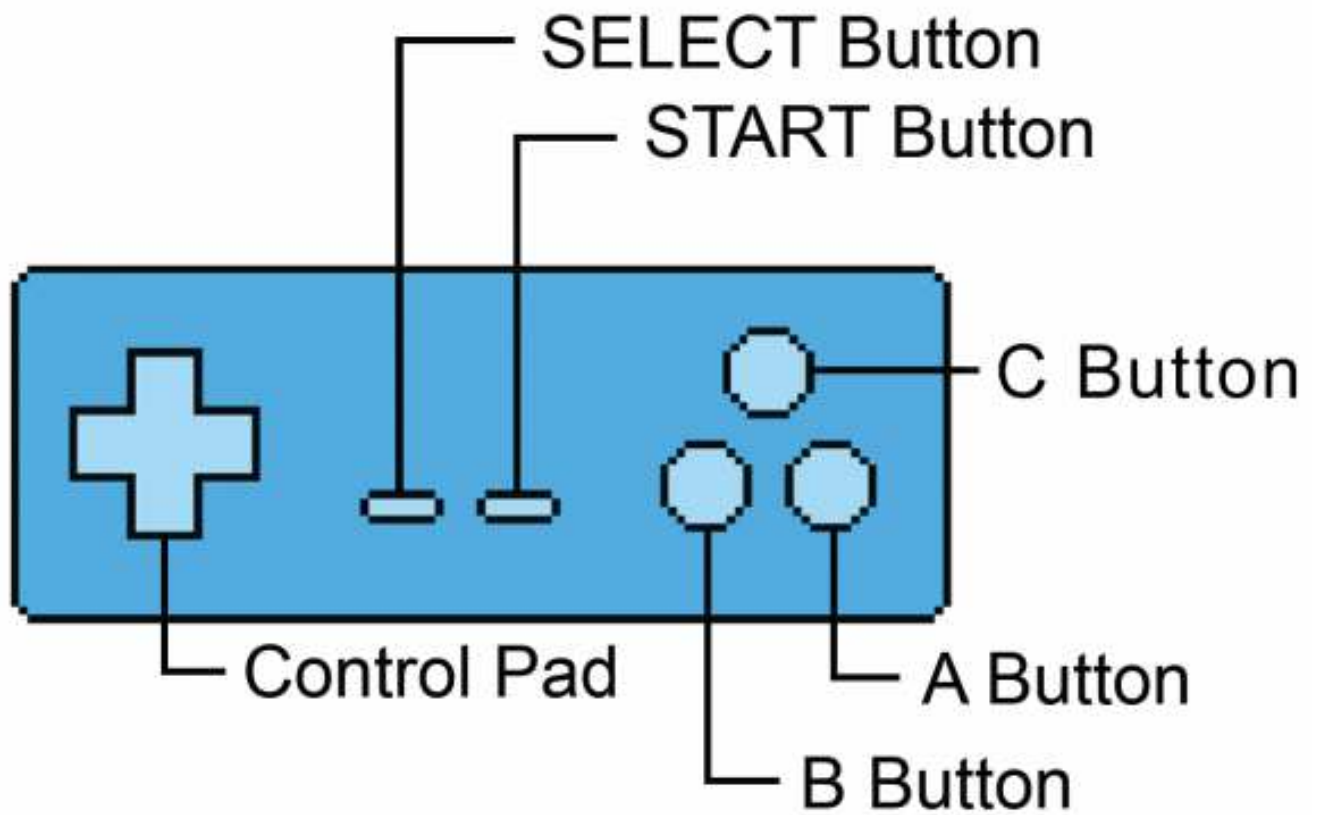
Competing for the Joustus Crown is no simple matter, but King Knight schemes, undeterred, toward a kingdom of his own.

Starting a Game as King Knight



To start as King Knight, create a new profile and choose “King of Cards” from the game select menu.

Controls



Control Pad

Run

Press left or right and King Knight will run!

Climb Ladders

If King Knight is standing in front of a ladder, press Up and he will climb up. If King Knight is near the top of a ladder, climb Down by pressing Down. Note: King Knight can Bash while holding onto a ladder! Just press B and the direction you want to Bash.

Talk / Examine

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

A Button

Jump

Press A to make King Knight jump!

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

B Button

Shoulder Bash



Press B to use King Knight's trusty Shoulder Bash. You can Bash along the ground or through the air. Try bashing against enemies, objects, walls...everything you see!

Roll



During your bash, press B again to roll. You can roll through dirt or enemies without stopping or going into your spin!

Tip: You need a little bit of runway before rolling, so make sure you have some space.

C Button

Use Heirloom

Press C to use whichever Heirloom is equipped. You must acquire one first!

Tip: Heirlooms deplete your Vigor, so use them wisely!

More Basic Moves

Spin

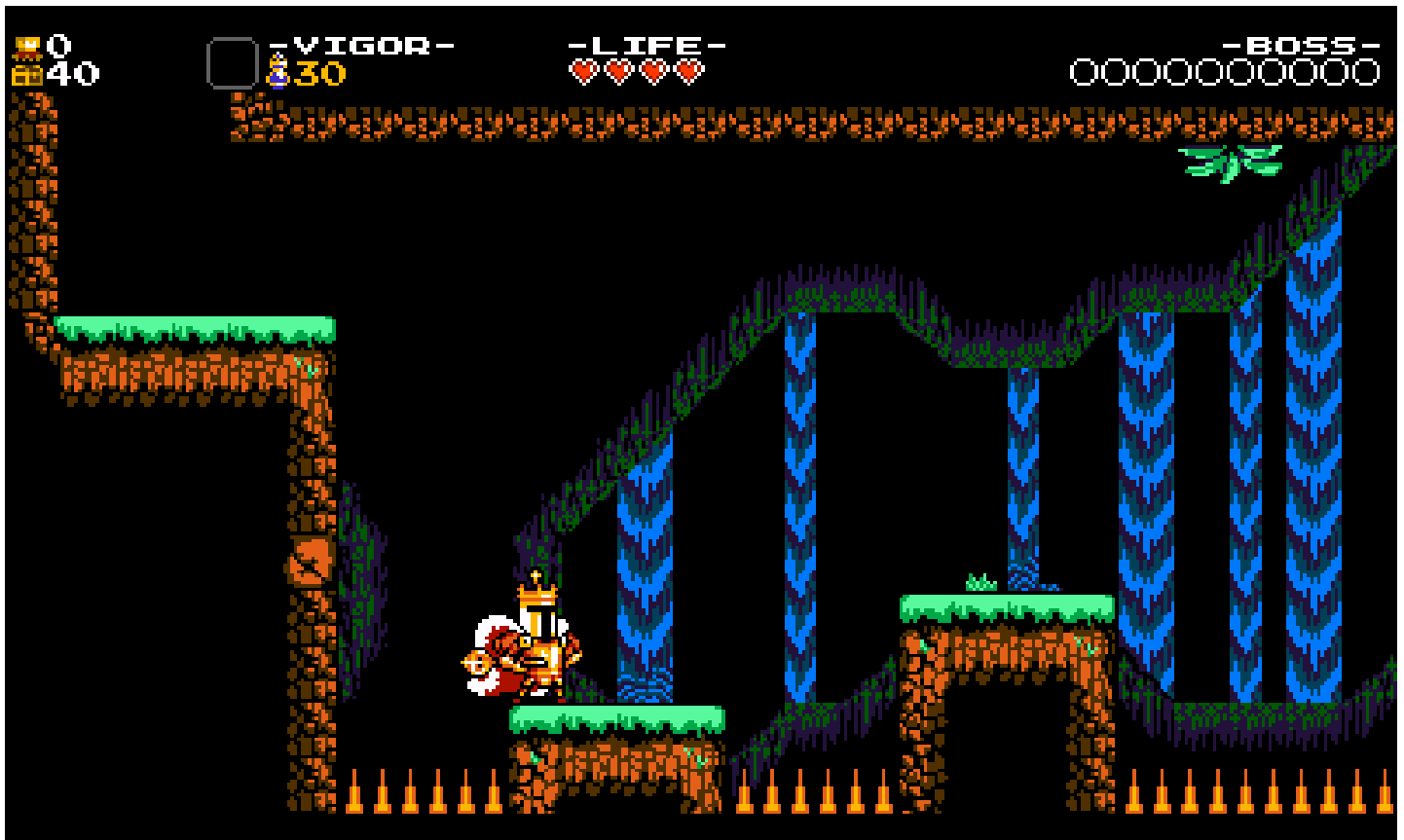


Bashing into most enemies, walls, or objects will cause King Knight to pop up into his Spin. When spinning, King Knight can damage enemies and destroy blocks beneath him!

Tip: When you bounce on an enemy, you regain your ability to Bash.

Advanced Moves

Stop on a Dime!



During your bash, press in the opposite direction. King Knight will skid to a stop instantly, even in the air!

Quick Select Your Heirlooms!

Press L and R to scroll through your Heirlooms without pausing the game. How convenient!

Save Yourself from a Pit!



If you Bash a wall when you're falling, you can catch the side and save yourself. Don't lose your cool!

Chain Bashing and Spinning



After you bounce on an enemy or object, you'll be able to bash again. This lets you bash and spin over and over without touching the ground!

Know your Items!

Gems / Wall Gems



Winning the Joustus Crown requires a great deal of coin, so gather as much as you can! You can release Wall Gems by Bashing into them.

Merit Medals



Merit Medals can be found scattered around the world, stashed in Treasure Chests, or given as rewards. Use them to purchase items when gold just won't do!

Tip: Platform Stages contain 3 Merit Medals each. Houses of Joustus contain 5 each!

Checkpoints



Pass by a Checkpoint to ignite it. If you fall in battle, you'll return here. Most checkpoints can be broken to get the treasure inside... but that destroys the checkpoint!

Health and Platters



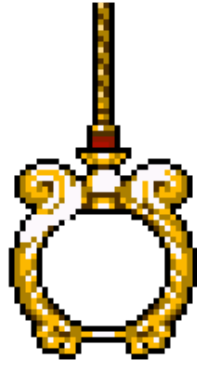
Restore your Health Hearts by finding apples, carrots, and turkeys. They can be in dirt piles or stashed in platters!

Vigor Vials



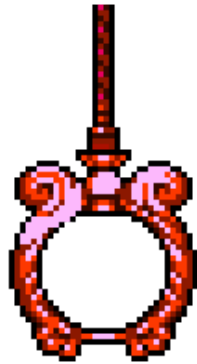
Collect these vials to restore your Vigor for more Heirloom Usage! Small vials restore 10 Vigor, while large vials restore 30 Vigor.

Rat Rope



Reach the ring at the end of each stage to complete it!

Secret Rat Rope



If you take a Secret Rat Rope, you'll open up a secret red path on the Level Map!

***Tip:** Secret Rat Ropes can be well hidden. Keep an eye out and look for red signs pointing the way.*

Bonus Ring



Grab this ring and you'll be whisked off to a bonus area! You may find great treasures, but take heed: bonus areas can be tougher than the regular path.

Plotting Your Path



Move King Knight along the path by pressing any direction. Press A over a location to visit that area.

Paths

You can move along solid paths. Dotted paths are currently blocked. Complete stages to unlock more paths!

Secret Paths

Some stages have red secret paths. You can see red secret paths on the map!

Info Panel

This displays your health, gold and merit medals totals. If King Knight is standing over an area he can enter, the name and details for that area will appear.

Markers on the Map Screen



Stages

Most of the Markers on the map are stages. Clear stages to open new paths!



Joustus Judge Stage

At the end of each map awaits a Joustus Judge! Play their stages and defeat them to become King of Cards!



Heirloom Stage

These stages let you trade Merit Medals for powerful one-of-a-kind Heirlooms!



King Knight Icon

After you beat a stage, it will be replaced by a King Knight icon. If that icon is still flashing, there is another path to discover by replaying that stage!



House of Joustus

Enter here to play some Joustus! Each House of Joustus has a different set of opponents to face and cards to win!



Bonus Chests

These little stages are jam-packed with loot! You can find loads of gold and maybe even other things!



Wandering Encounters

Watch out! If you cross paths with a wanderer on the map, you'll have to battle.



Bonus Gem

These bonus areas are loaded with gold, but can be really dangerous! Try not to lose your stuff by being too greedy!

Other Areas

The map has all sorts of interesting stuff on it. Don't worry too much, just try everything! What could go wrong?

Tip: *You don't need to complete every stage to beat a world's Joustus Judge. Explore however you want! You can always return later.*

The Glidewing

A robust airship with a fearless crew, the Glidewing serves as King Knight's transitory residence on his quest to become King of Cards. Visit often to purchase upgrades, practice Joustus, and rally your loyal subjects!

Doe



The steadfast navigator Doe pilots the Glidewing. He can help you quickly travel between Kingdoms. He enjoys a nice chat, too!

Cooper



This cocksure airship captain guides the Glidewing's crew with a steady talon. Cooper will give you the lowdown on whatever area you're currently flying over.

The Bard



The ever-excitable Bard is Cooper's partner in seeking the Joustus Crown. If King Knight can gather enough Merit Medals to impress the Bard, he'll reward King Knight with song and coin alike!

Mom



King Knight's doting mother cooks up power-enhancing meals to raise your maximum health or vigor. An avid reader of *King's Weekly*, she's positive and encouraging towards the monarchical goals of her shining son.

King Pridemoor



As the first Joustus Judge, King Pridemoor is a shining example of Kingliness. A disciplined leader, strategist, and combatant, he's also a formidable blacksmith!

Hengineer



In addition to keeping the Glidewing flying, the mechanically-inclined Hengineer can upgrade King Knight with permanent abilities.

Vicar of Vigor



Haunting the engine room of the Glidewing, the Vicar of Vigor must bequeath his heirlooms unto a worthy person. He might have some sage advice for King Knight, too!

Gouache



What better way to celebrate your monarchy than to commission a grand portrait? Gouache can accommodate your request, but fine art is expensive and time-consuming!

Chester



Need to get the upper hand at Joustus? Chester's your guy. Speak with him to reclaim your lost cards, buy Mystery Cards, or maybe acquire something even shadier...

Cardia



Cardia is a mysterious traveler who has great interest in this land's diversions. She promises to reward those who can defeat the Champions at each House of Joustus.

Joustus Table



The Glidewing's upper deck always seems to have another Joustus challenger waiting. Maybe if you cross paths with someone, they'll appear here for a match?

House of Joustus!

In each world, you may happen upon a House of Joustus.

Read up on how to play Joustus in the [Joustus Instruction Manual](#).



Banners

The banners hanging from the ceiling show the Joustus challengers in that House, including the champion.

Joustus Challengers

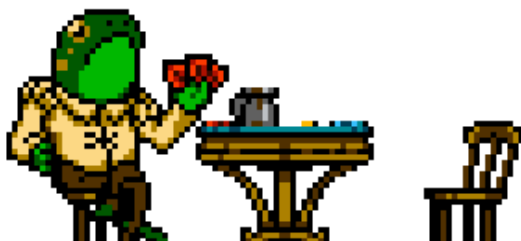
You'll see challengers sitting at Joustus Tables. Speak with them and see if they'll play Joustus with you. Finding and defeating the challengers may not be as simple as it seems!

Tip: A little flag will appear at each Joustus Table next to a defeated challenger.

House Champion

You'll need to defeat the 3 challengers in each house before you can challenge the champion. If you can beat them, you'll be the new champ.

Croaker and Toader



These affable amphibians are struggling with Joustus puzzles. Maybe you'd hand them a heaping help of strategy? You'd surely be rewarded!

Building a Joustus Deck

If you're looking to learn the basics of playing Joustus, head over to the [Joustus Instruction Manual](#)! Curious collectors, read on for more info about making your Joustus Deck. A true King of Cards needs a legendary deck!

Joustus Deck



Joustus Instruction Manual

By: Yacht Club Games on December 6, 2019

Calling all Joustus Jockeys!

[How to Play Joustus](#)

[Move Preview](#)

[Know your Joustus](#)

[Special Arrow Types and Card Properties](#)

[Gem Sweep](#)

[Secret Tips](#)



If you want to become the King of Cards, you might need to learn how to play Joustus, too. This guide will explain the mechanics of how to play Joustus.

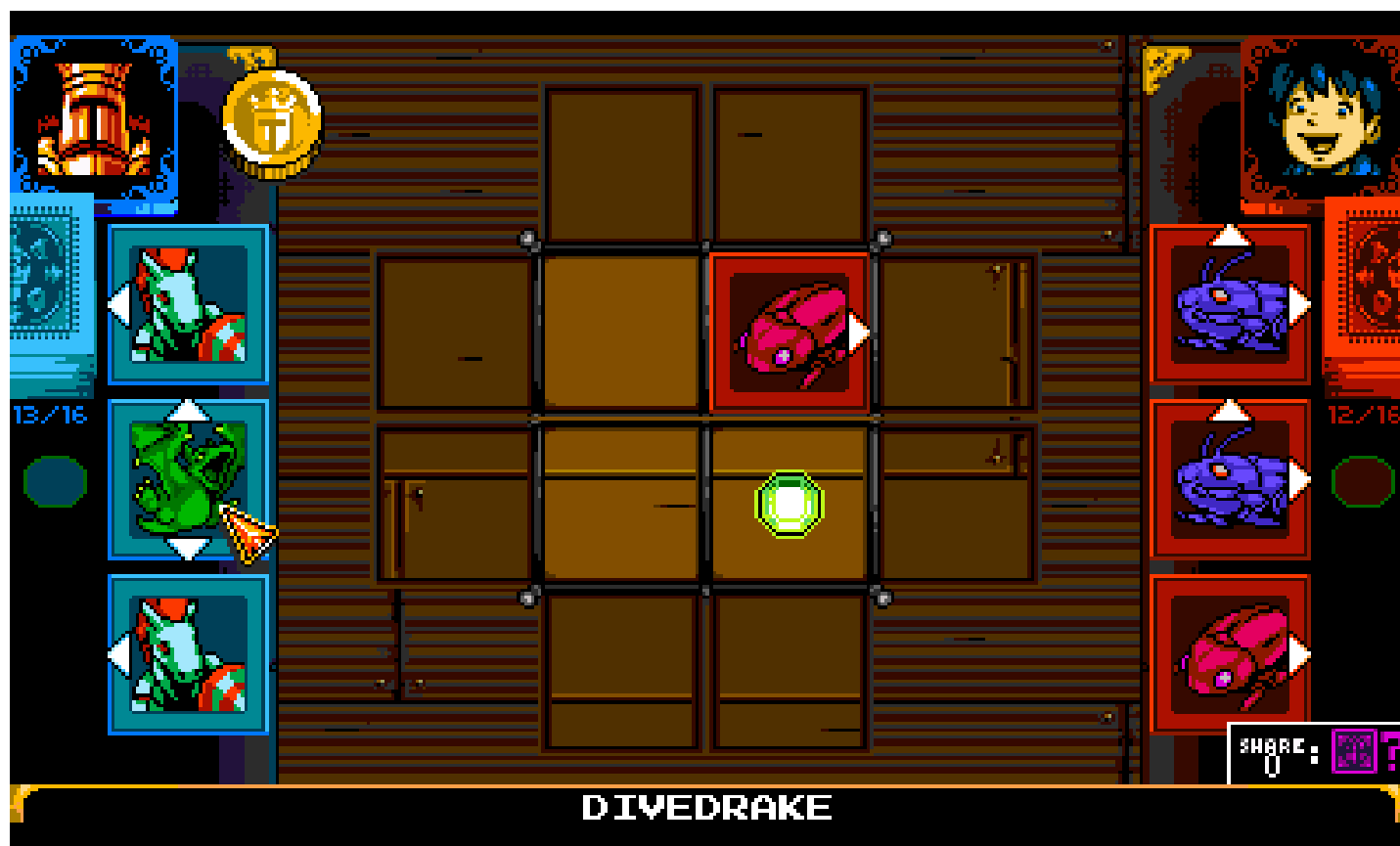
Making your deck and navigating the menus is crucial, but you won't find that in this guide! For info about Joustus menus, building your deck, conquering the Houses of Joustus, as well as the rest of your regal adventure, check out our [King of Cards Instruction Manual](#).

Or check out any of the other cool [Instruction Manuals for Shovel Knight](#)!

OK, neophytes. Time to study up!

How to Play Joustus

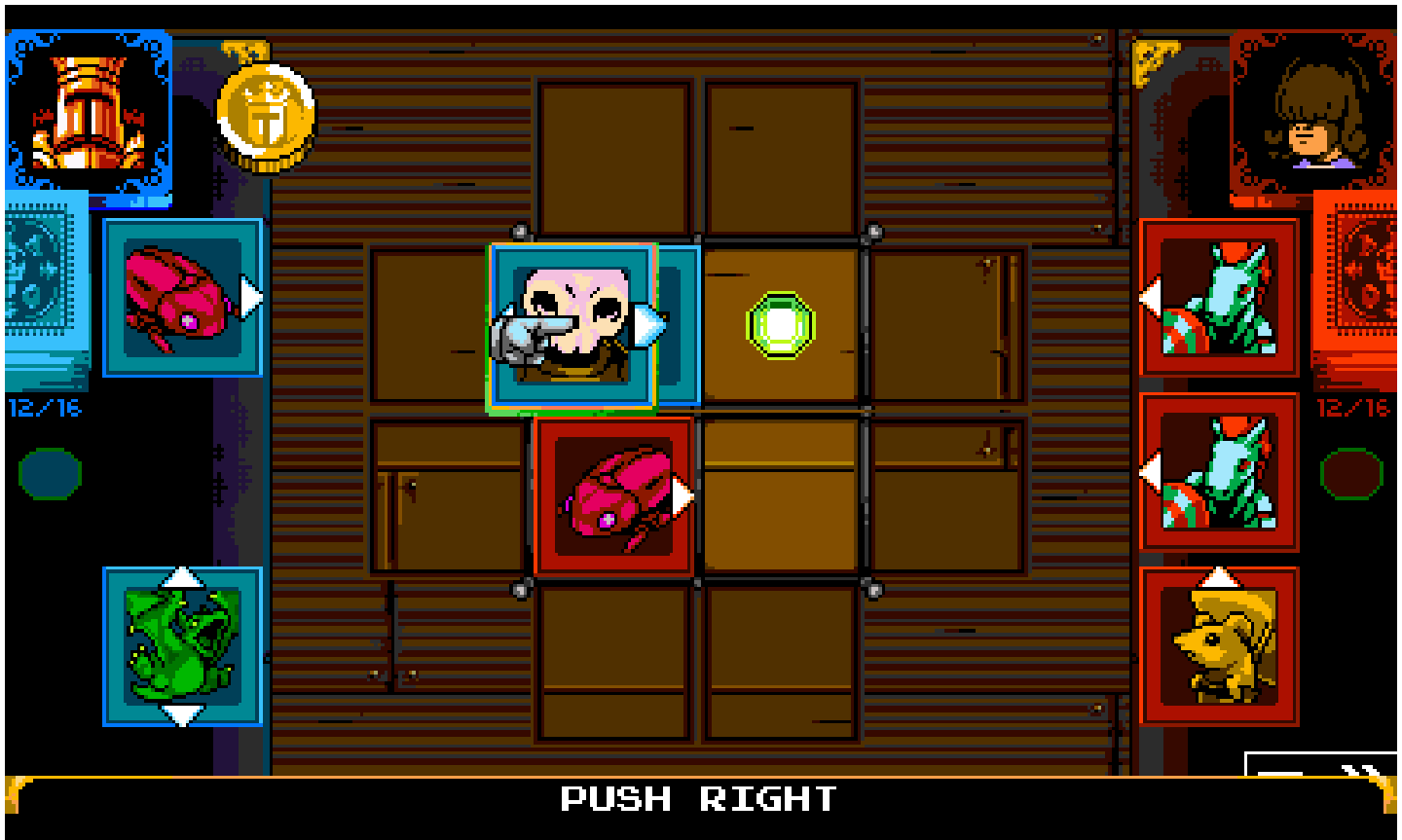
The goal of a Joustus match is to claim more gems than your opponent. After a coin toss to determine who goes first, players take turns placing or pushing cards until no more moves can be made.



Blue places Divedrake into an open (lighter colored) square on the board.

If your card covers a gem, you've claimed it! But you can't just place cards directly onto gems, you have to push them on.

The arrows on each card indicate which direction that card can push. You may push your own cards, or your opponent's cards.



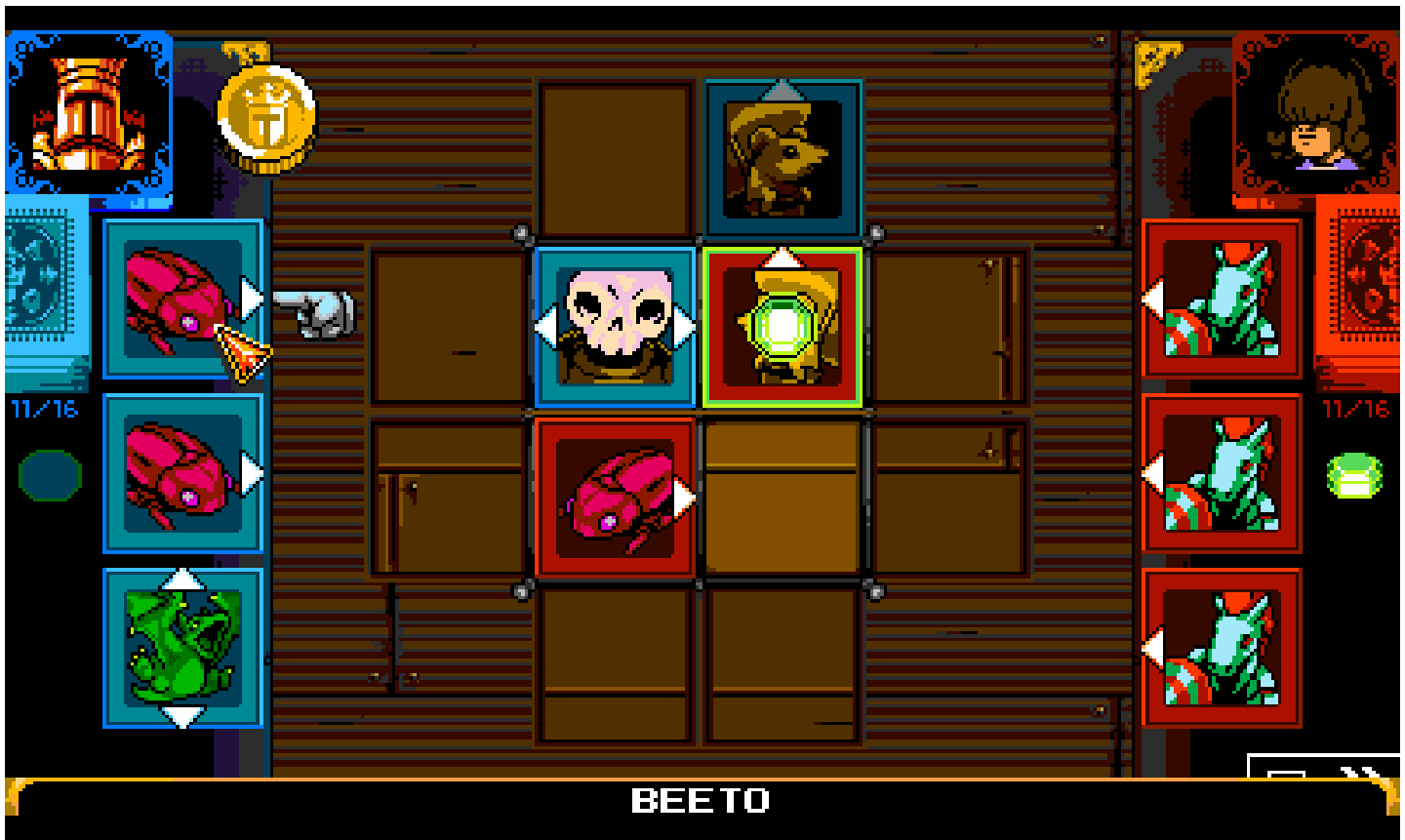
Boneclang's right arrow pushes Propeller Rat to the right and onto the gem, claiming the gem for Blue.

Pushing cards around is not always simple, because arrows are blocked by any other arrows in the opposing direction!



Blitzsteed cannot push Fleeto to the left because Fleeto's right arrow blocks Blitzsteed's left arrow.

You don't have to place a card directly onto an empty square. You can place it onto an occupied square if you're able to push that card out of the way!



Beeto is inserted between Boneclang and Propeller Rat, pushing right and claiming the gem! Propeller Rat is pushed into the graveyard.

Even if you've claimed a gem, your opponent can always push you off and claim it for themselves. Stay vigilant until the match is over!

You may not pass a turn – if you can make a valid move, you have to make a move, even if it is disadvantageous. The match ends when the open squares are full. Whoever has the most claimed gems wins! If both players have the same amount of gems, it's a draw.



When you defeat an opponent, you may choose one of their cards from the board! But if you lose, you will lose a card...



If you win, take your opponent's card!

TIP: You can press the Card Info button to check whether you own the currently highlighted card. This can help you fill out your collection.



Card Info shows you all the properties of a card, and displays how many you own. Convenient!

Move Preview!

Novices and pros alike may often ask: why can't I push this card? Why can't I place a card? In a complicated match, what order will all of the card events occur?

Fear not – the move preview shows exactly what will occur.



Just move your card over a spot to preview what will happen. Here, you can see that Propeller Rat and Blorb would be pushed right.



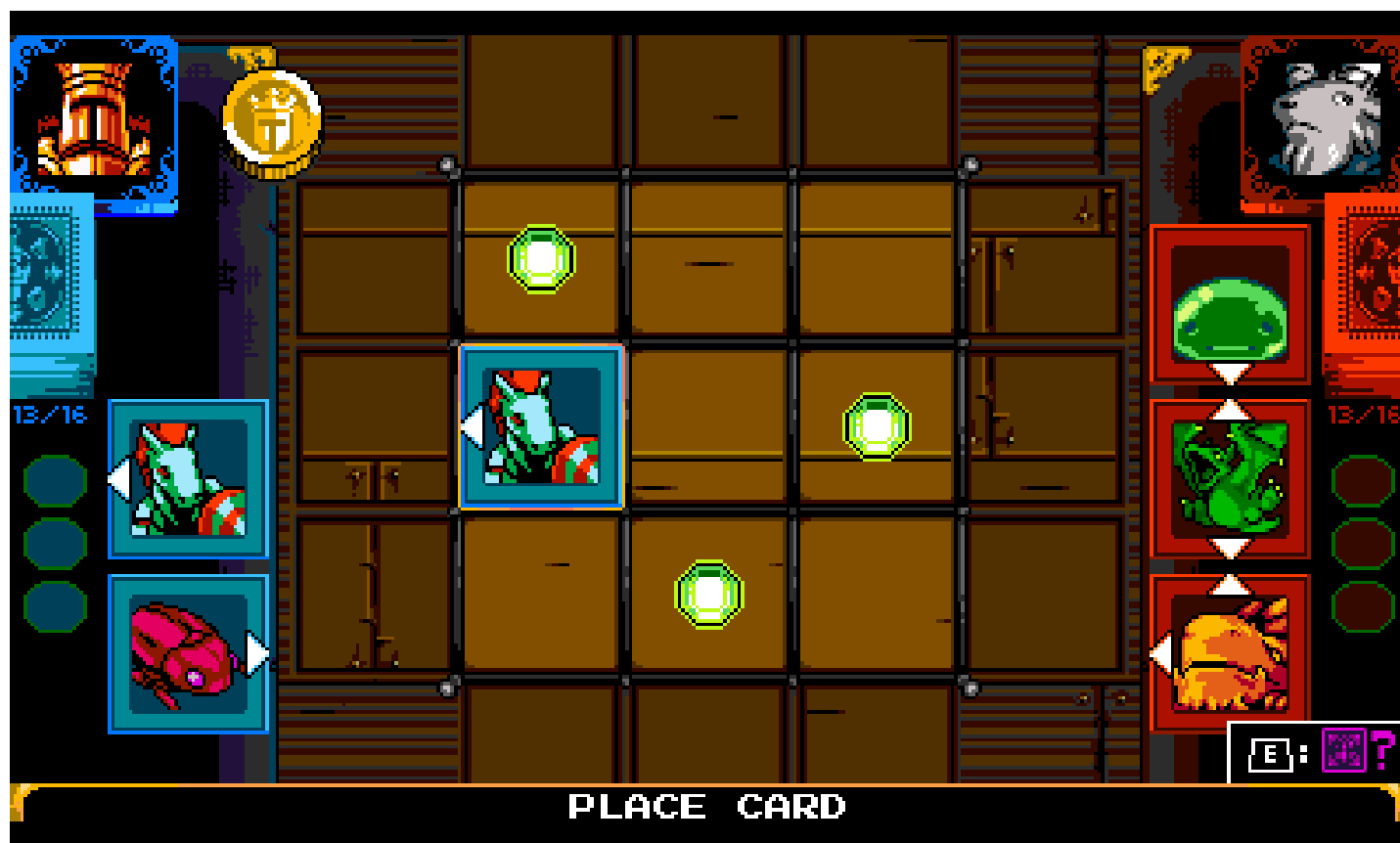
If you can't move a card, the preview will explain why. In this case, Blitzsteed's arrow is opposing Beeto's arrow.

In addition to giving you a preview of the effects of your card's current position, a readout along the bottom of the screen explains it too. If you check the gems on the sides, you can even see how the move will affect the current score.

Feel free to experiment with the move preview to see all of your possibilities!

Know Your Joustus

There's lots happening on the Joustus board. Here's a breakdown of the basics:



The Joustus board! The most common dimensions are 2x2 and 3x3 boards, bordered by graveyard squares.

Portraits



You and your opponent are displayed in the corners.

Coin



A coin toss determines who starts, and also shows whose turn it is. Convenient!

Deck & Hand



Your remaining deck and hand are displayed. Joustus hands always consist of 3 cards. The number below each deck indicates your remaining cards. If you run out of cards, you lose!

Gem Holes



The holes on the sides of your hand show your claimed gems at a glance.

Gem



Win by claiming gems! To claim a gem, push a card onto it. You cannot place a card directly onto a gem.

Open Square



Any card can be placed here. The game ends when all open squares are filled.

Graveyard Square



Cards in the graveyard become inactive. Cards cannot normally be placed directly in the graveyard – cards can only be pushed into the graveyard.

Special Arrows Types and Card Properties!?



Unique "foil" cards, different arrow types, and special card abilities await!

During a Joustus match, you may see new types of arrows, card properties, and more! We'll leave these abilities a surprise and let you discover them on your own.

Always be ready – check Card Info to see what these abilities do as you encounter them, even your opponent's hand!

Gem Sweep!

If you win the match by claiming every single gem on the board, you Gem Sweep your opponent!



Blue claims all 3 gems, ending the game and earning a Gem Sweep. Blue can now take 3 cards from Red!

Instead of stealing just one of their cards, you get to take as many as there are gems on the board! Payday!

Note: Gem Sweep does not occur if there's only 1 gem in play. And luckily, your opponent can't gem sweep you!

Joustus Secret Tips!

Master Your Deck!

Make sure to add your best cards to your deck, and seek out good cards! Sometimes the best way to beat an opponent is to just overpower them with a better deck.

Read Their Moves!

Look at your opponent's hand to see what arrows they have, then make moves you know they can't counteract! Use Card Info to see what they can do. Knowledge is power!

Push 'em Off!

Push your opponent's cards off the board or the gem just like a sumo match! It's a good strategy!

Block 'em!

Sometimes, blocking out the opponent with opposing arrows is just as useful as pushing them around. It's a good strategy too!

Reclaim From Chester... and More!

If you lose a card in a Joustus match, you can reclaim it from Chester for a fee. You can also buy cheater cards if you feel like being a scoundrel. Who knows- it might be worth it if your opponent is really tough!



Weary traveler, I am Cardia. But don't look over at me.
Pay close attention to the tips you're reading.

Obey the Order?

Each world's House of Joustus is tougher than the last. Play them out of order at your own peril!

Buy Shovel Knight: King of Cards on Steam



Step into the gilded boots of King Knight in the biggest and most regal Shovel Knight game of them all! Leap, Shoulder Bash, gather new subjects, and strategize your way through this prequel in your quest to become King of Cards!

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*Instruction Manual*

Shovel Knight Showdown Instruction Manual

By: Yacht Club Games on December 7, 2019

Welcome to the world of Shovel Knight Showdown!

Shovel Knight Showdown is the ultimate platform fighting experience, where you can duel with up to 4 players and scramble after gems as your favorite heroic or villainous knight from the Shovel Knight: Treasure Trove saga. Gather your pals for endless multiplayer clashes, or choose from more than 16 playable characters in Story Mode, each with their own unique story to tell. Master every move, explore a vast array of items and locales, and discover new revelations in Shovel Knight Showdown!

When a magical catastrophe creates a world of never-ending battle, the heroes and villains of the Shovel Knight saga must discover the source of the disaster and fight to set things right! Play as your favorite character (alone or with a friend in co-op battles), face off against powerful rivals, and perfect your platform fighting skills in full-featured practice and target modes on your way to an all-new final encounter. Unlock new content and revisit Shovel Knight Showdown again and again as you dig into an immense variety of single-player and local multiplayer modes, features, and customizations.

[Contents](#)[The Legend Begins](#)[Getting Started](#)[Controls](#)[Characters](#)[Stages](#)[Game Screen](#)[Battle Mode](#)[Game Types](#)[Targets!](#)[Story Mode](#)[Practice Mode](#)[Unlockables](#)[Items Galore](#)[Secret Tips](#)

If you want to read about a different game or feature, go to the main [Shovel Knight: Treasure Trove manuals](#) page.

The Legend Begins!



All was not well at the Tower of Fate. A terrible truth had been revealed. Specter Knight stormed off, filled with rage at The Enchantress. Their final battle was imminent!

The residents of the tower gathered. They boldly decided to rebel and help their friend. Hastily, they hatched a plan to modify the magic mirror. Perhaps they could trap The Enchantress inside!

With the preparations complete, the ramshackle contraption sprang to life. But something went terribly wrong...

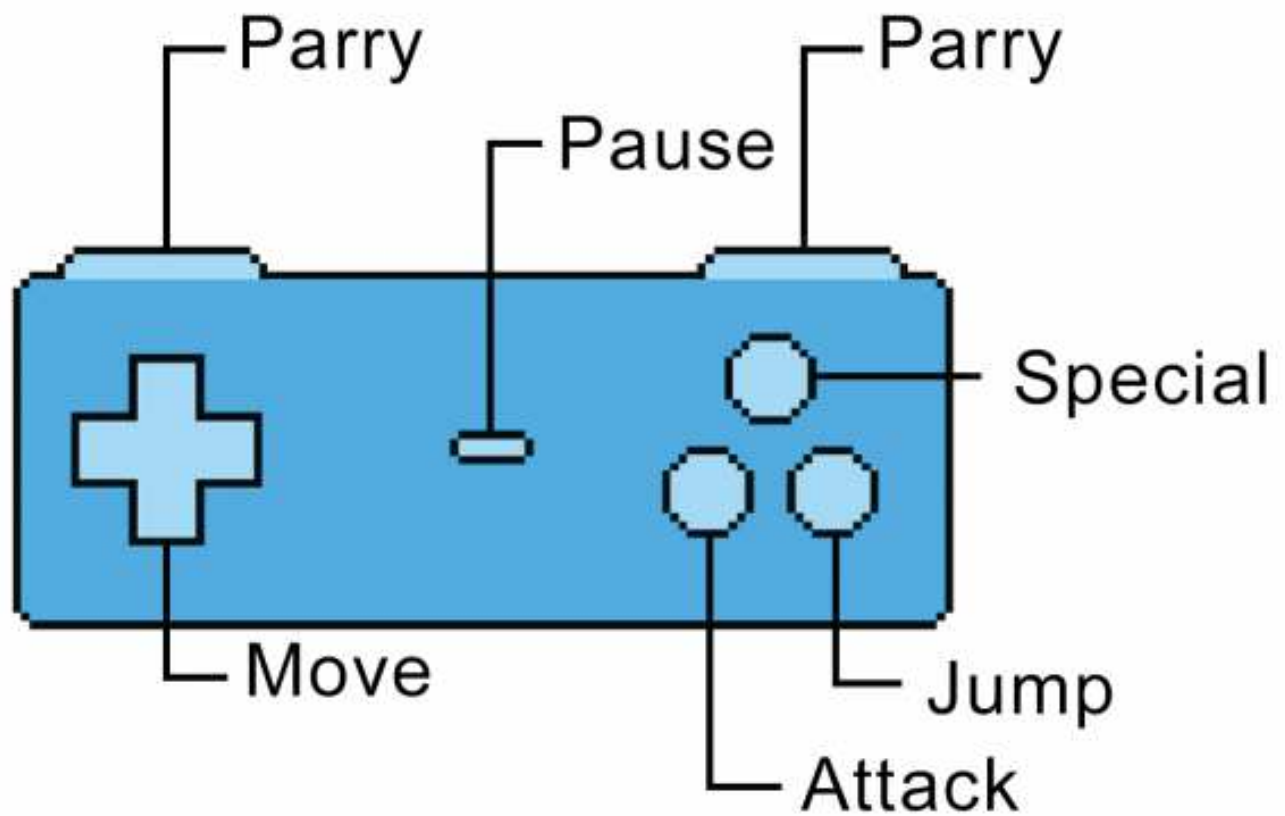
Getting Started



Just choose “Showdown” from the Treasure Trove Title screen. You’ll be whisked to the Showdown Title Screen!

Controls

Take a moment to familiarize yourself with the controls. Each character has a different move set, but the buttons are the same across all characters!



- *Tip: To customize your controls, choose “Allow Custom Controls” in the Title Options . You’ll be prompted to create a custom control layout at the Character Select menu.*

Essential Mechanics

From attacking, hitting, parry, recovery, clashing and more! Check out the [Essential Showdown Mechanics](#) for an in-depth look.

Moves List



Access the Moves List by pausing during gameplay. You can view the moves for each player's character. Scroll the list using the Control Pad.

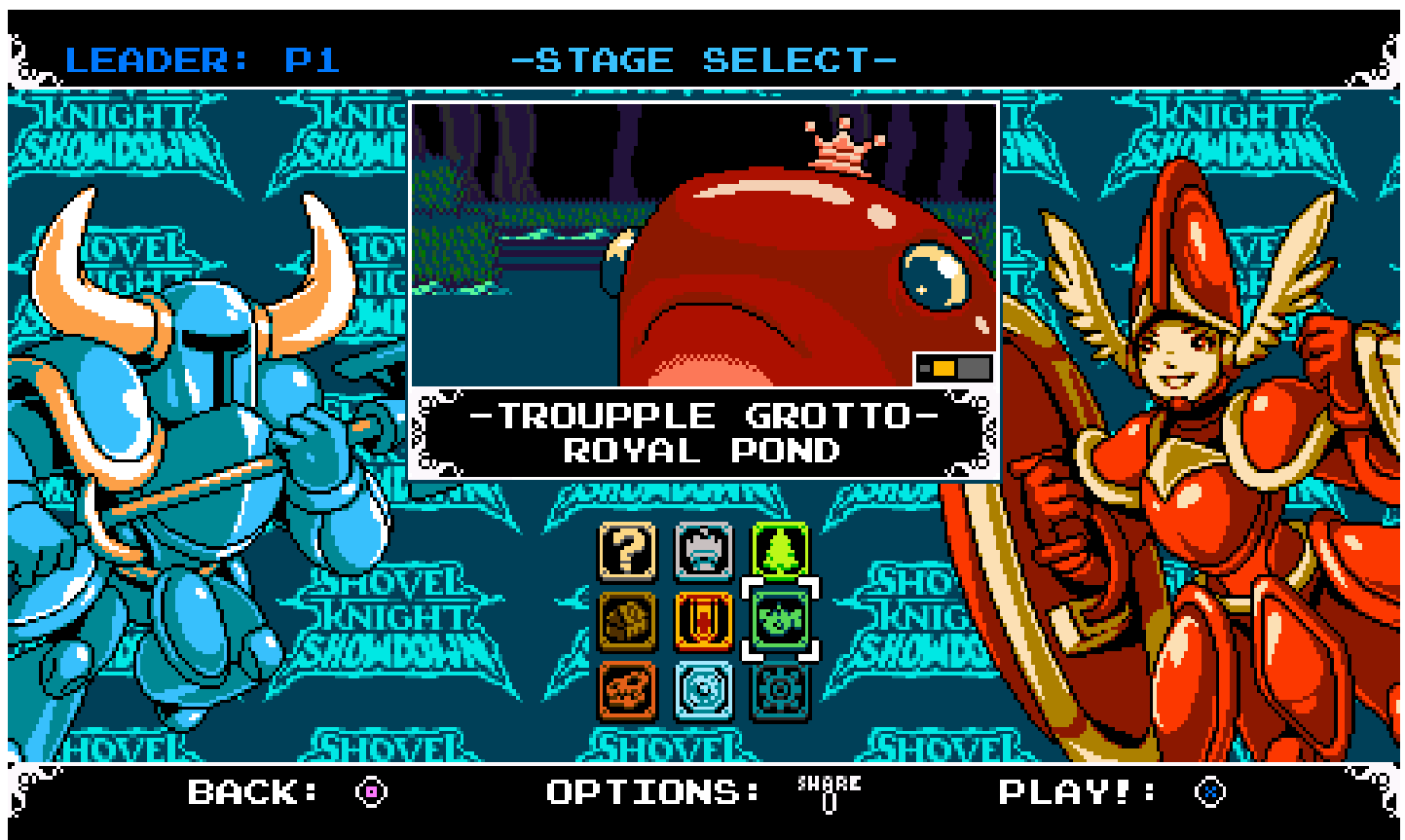
Characters



You'll see your available fighters on the Character Select Menu. There are all sorts of fighters, so pick whoever seems like they'd fit your style! As you play the game, many more combatants will be unlocked! However, there may be a way to unlock the characters instantly...

For details on each character, please head to the [Shovel Knight Showdown Character Guides page!](#)

Stages



On the Stage Select Menu, you can choose from a variety of stages to explore. As you play the game, many more stages will be unlocked! However, there may be a way to unlock the stages instantly...

For details on each stage, please head over to the [Shovel Knight Showdown Stages page](#)!

Game Screen



- **Health HUD**– All players have the same amount of health- 4! You'll lose a bubble every time you get hit.
- **Stock HUD** – If playing with Stock, this shows how many stock are remaining.
- **Gems HUD** – If playing Treasure Clash, this shows how many gems have been collected.
- **Goal Banner** – This banner appears at the beginning of the match, giving you info on the goal and any special rules.
- **Mini HUD** – The mini-HUD shows you your info at a glance. A crown will appear above the winning player/s.
- **Goal / Timer** – The goal or gem display will be displayed here, as well as the remaining time!
- *Tip: Playing on teams and out of lives? You can 'borrow' your teammates' stock if they have a spare!*
- *Tip: The HUD of the winning player will flash. Get that player!! It might even help if you call it out so everyone will target them!*

Battle Mode

Play against your friends or battle AI opponents by choosing BATTLE on the title screen!



Joining the Game

Up to 4 players can play together. Just press a button to enter, choose a character, and press confirm. You can change your costume too!

- *Tip: Unlock more costumes by playing multiplayer battles and/or completing objectives in Story Mode!*

Adding CPU opponents

You can easily add an AI-Controlled CPU character to battle with or against.



On the Character Select screen, Press the add CPU button.

Choose a difficulty level and character, then confirm. A CPU will be added!

Now just choose your characters and play!

If you want to add or edit your CPU, just press the add CPU button again.

Battle Options

There are a wealth of battle options! You can play any way you want!

Some options can only be accessed from the Character Select Menu:

- **Game Type** – Covered in more detail under Game Types
- **Time Limit** – Set the total match time. 'Stage Default' picks the time based on the stage, 'Unlimited' lasts until someone wins.
- **Stock** – Set how many times each person can withstand KOs here! Unlimited means you'll always remain in the match.
- **Gem goals** – (Tip – Gem goals like '2x' mean twice as many gems as the stage default. Try them out for longer matches!)

- **Sudden death** – When the game is tied and the time runs out, the winner will be decided in Sudden Death! You can turn it on/off here.
- **Teams** – You can team up in any way you like, or assign CPUs to teams too. (*Tip – Try team shuffle to have the teams randomized every match! It's a fun way to play with friends.*)
- **Auto-balance** – Auto-balance gives the winning player or players increasing handicaps! Health, stock, or gems may be lower than other players. You can see the current auto-balance handicap on the Character Select screen.
- **Stage choice** – Who gets to choose the stage? (By default, anyone can choose.)
- **Hazards** – Set hazards to off for more basic versions of some of the wackier stages.
- **Items** – Choose how often items appear, and which ones may appear. There are lots of options here so mix and match at your leisure.
- **Cheats** – There are lots of cheats available, from fast movement to giant characters. Try them out!

Game Types

Treasure Clash



In Treasure Clash mode, players compete for gems! Collect the amount on the gem goal to win, but don't lose all your stock first!

Each stage has its own default gem goal amount.



Sometimes gems appear in bubbles that must be broken first. Sometimes they appear two at a time! It all depends on the stage.
























Showdown

In Showdown mode, you battle to be the last one standing! Set the number of stock and timer in the options.

Chester's Choice



Chester's Choice is an ever-shuffling roulette of fun! Teams, modes, and setups are mixed around to create a new experience each time. Here are Chester's Choices!

Timeless Battle  Battle without a time limit! It could go on forever!	Just Gems  Treasure Clash with no items and no hazards. Just gems!	Bubble Bonanza  Fight among endless empty bubbles!	Fairy Frenzy  Everyone is fairies. Flutter to victory!	Repeller Rally  Repellers are set to high. Don't get pushed around!
Big Hits  Attacks have strong knockback. Hold your footing and don't get knocked far!	Hurricane  A hurricane has landed! Watch for the ever-changing winds.	Beeto Breach  Beetos rain from the sky. Take cover!	Winner Takes All  When a player is knocked out, they drop all of their gems!	One hit KO  All attacks are 4x more powerful. All items are turned off.
Duel of Zorix  Players cannot hit one another. Use Propeller Packs and the Cube of Zorix to battle!	Duel of Bombs  Players cannot damage one another. Use the Boom Basket instead!	Birder Paradise  Birder eggs are everywhere. Hatch a plan!	Fight of Fate  Battle using the Warping Glass and Remnant Spiral! Don't lose yourself in the shuffle!	Covert Combat  Battle without any HUD to guide you!
Eggstravaganza  Griffloth, Birder, and Fairy eggs are set to high. Recruit some friends!	Sudden Death  The match begins in Sudden Death. Be the last one standing!	Giants  Everyone is huge. Throw your weight around!	Hyper Brawl  Everyone runs fast and jumps high!	Single Stock  Each player has one stock. Make the most of it!
Bombs Away  Bomb items are set to high. Don't explode!	Treasure Clash  Battle over gems with standard rules.	Showdown  Battle to be the last one standing with standard rules.		

Tip: Want to play or tweak certain game type found in Chester's Choice? All of these modes can be setup in Showdown's option menus too! Check out Options, Cheats, and Items to create your own ultimate mode!

Targets!



Everyone's favorite equine equation enthusiast, Percy, is on deck with an intense new target game! Try to last as long as possible and rack up a high score by destroying an endless procession of targets! Your high scores are recorded and displayed on the Character Select Screen.

Scoring / Rules



- The timer begins with 30 seconds. When it runs out, the game is over!
- Targets appear in groups from the sides of the screen. Hit all the targets in a group to get a “Chain Bonus” score and earn some more seconds on the timer. Getting chains is the best way to earn a high score!
- As you destroy targets, your combo meter fills. Each time it fills up, your score multiplier goes up to 2x, 3x, all the way up to 5x.
- If you take damage or hit a bomb, your combo goes back down to 0!
- As your score increases, the stage begins to become more perilous! Try survive the many hazards that Percy tosses your way!
- *Tip: You can play Targets with a friend in co-op mode too!*

Target Types and Hazards

Hay Target  These targets are easy to destroy. Get 'em all in a row for a chain bonus!	Bomb Target  Leave bomb targets alone! You'll earn points if they leave the screen unharmed.	Clock Target  Clock targets refill a few seconds on the timer.	Flashing Target  The flashing target is like a smart bomb that destroys all targets on-screen, and awards you all the points! Sometimes a platter can be flashing, too.	Goo Target  These targets bounce you around when hit. Plan accordingly and don't fall in a pit because of the knockback!
Percy  Whoops! Sometimes Percy gets caught in his own contraption and appears clinging to a target. Smack him a few times for a big bonus. Look out, Percy!		Platter  Yum, someone is servin' up a hot helping of something! Open with caution: the contents may be dangerous!		

Story Mode



Battle across the Mirror of Fate, defeat your rivals, and see each character's ending. You'll unlock some goodies as well! Story Mode is different for every character, so you'll want to experience them all to see the whole story!

At each difficulty level, your opponents become much tougher and you will have fewer continues. Playing at a higher difficulty will earn you a shinier medal on the Character Select screen. If you lose all of your continues, it's game over! Steel yourself and try again from the beginning.

Practice Mode



Showdown has a full-featured practice mode for you to train your gem-getting skills. Choose your character, opponent, and stage, and customize to your liking.

Practice Options

- **Moves list** – View your character's moves here.
- **Spawn item** – You can make any item appear in front of you!
- **Player** – Change your player without going back to the Character Select.
- **Health** – Choose between normal and infinite health.
- **Enemy Options** – Choose your opponent, as well as a wealth of AI options. You can even have another player control the enemy!
- **Hazards** – Set hazards for the current stage on or off.

Unlockables!



Shovel Knight Showdown gets bigger as you play because you'll unlock new Characters, Stages, and Palettes!

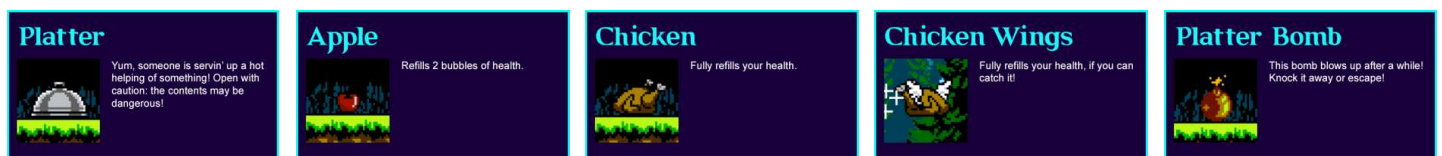
Some methods to unlock content:

- Finish Story Mode with each character!
- Achieve certain Feats with each character. You can see these goals in the unlocks menu.
- Just play in Battle mode! After playing for a certain amount of time, you'll obtain more unlocks.

Items Galore!

During play, you'll see items floating onto the screen in bubbles! Hit the bubble to pop it, then collect the item inside! Items can really turn the tide of a match!

You can adjust the appearance rates of items or simply turn them off in the options menu.



Bubble



Bubbles hold items. Pop 'em to release the goods. Watch out for red bubbles - they'll damage you if you touch them!

Bubble Bomb



A bomb in a bubble!

Siege Bomb



This giant bomb does double damage and covers a huge part of the screen! Knock it away or escape before it blows!

Bomb Basket



Get yourself a whole basket of bomb babies that follow you around! Jump to release a bomb from the end of the line.

Repeller



A strange force will push all opponents away from you for 20 seconds!

Birder Egg



A Birder emerges and attacks your enemies by bouncing at unpredictable angles! Your pal can be damaged by friends and enemies alike, so be careful not to hurt it!

Fairy Egg



A baby Fairy emerges and attacks your enemies by chomping when they get close! Your pal can be damaged by friends and enemies alike, so be careful not to hurt it!

Griffoth Egg



A baby Griffoth emerges and attacks your enemies by spitting spiked balls. Your pal can be damaged by friends and enemies alike, so be careful not to hurt it!

Berserker Bee



Getting stung by this bee will make your attacks do double damage and knock everyone back farther for 15 seconds. Go berserk!

Fairy Wand



Everyone becomes a fairy except for you! Fairies can't hurt you unless you're a fairy too, so get 'em!

Slamvil



The Slamvil slams into the ground, stunning anyone who is also standing on the ground. Jump to avoid its slammin'!

Propeller Pack



Strap this to your back to jump much higher than usual for 16 seconds. You can also hold Jump to float slowly down!

Ichor of Fortitude



Quaff this to become invulnerable and knock your foes away just by touching them! Wears off after 10 seconds.

Chronos Coin



Time will slow down for everything but you for 10 seconds.

Warping Glass



The Warping Glass gets ready, then switches everyone's positions randomly! Try moving into a bad position before the switch happens.

Joustus Card



This powerful Joustus Card targets the player in the lead! If the Joustus Card captures your opponent, they will be auto-defeated.

Cube of Zorix



A cube forged long ago by some foul demonic power. It hovers in front of the player, firing an energy beam periodically for 16 seconds! Be warned: the kickback can be quite forceful!

Witherbolt



Lightning zaps your foes down to 1 health! Now's your chance!

Remnant Spiral



Twin beams target the player in the lead and spiral toward them!

Secret Showdown Tips!



Shovel Knight Series amiibo™ Instruction Manual

Shovel Knight: amiibo Instruction Manual

By: Yacht Club Games on November 30, 2015

Welcome to the world of amiibo in Shovel Knight!

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Congratulations, lucky owner of a Shovel Knight series amiibo! When the power of amiibo combines with the might of Shovel Knight, amazing things can happen!

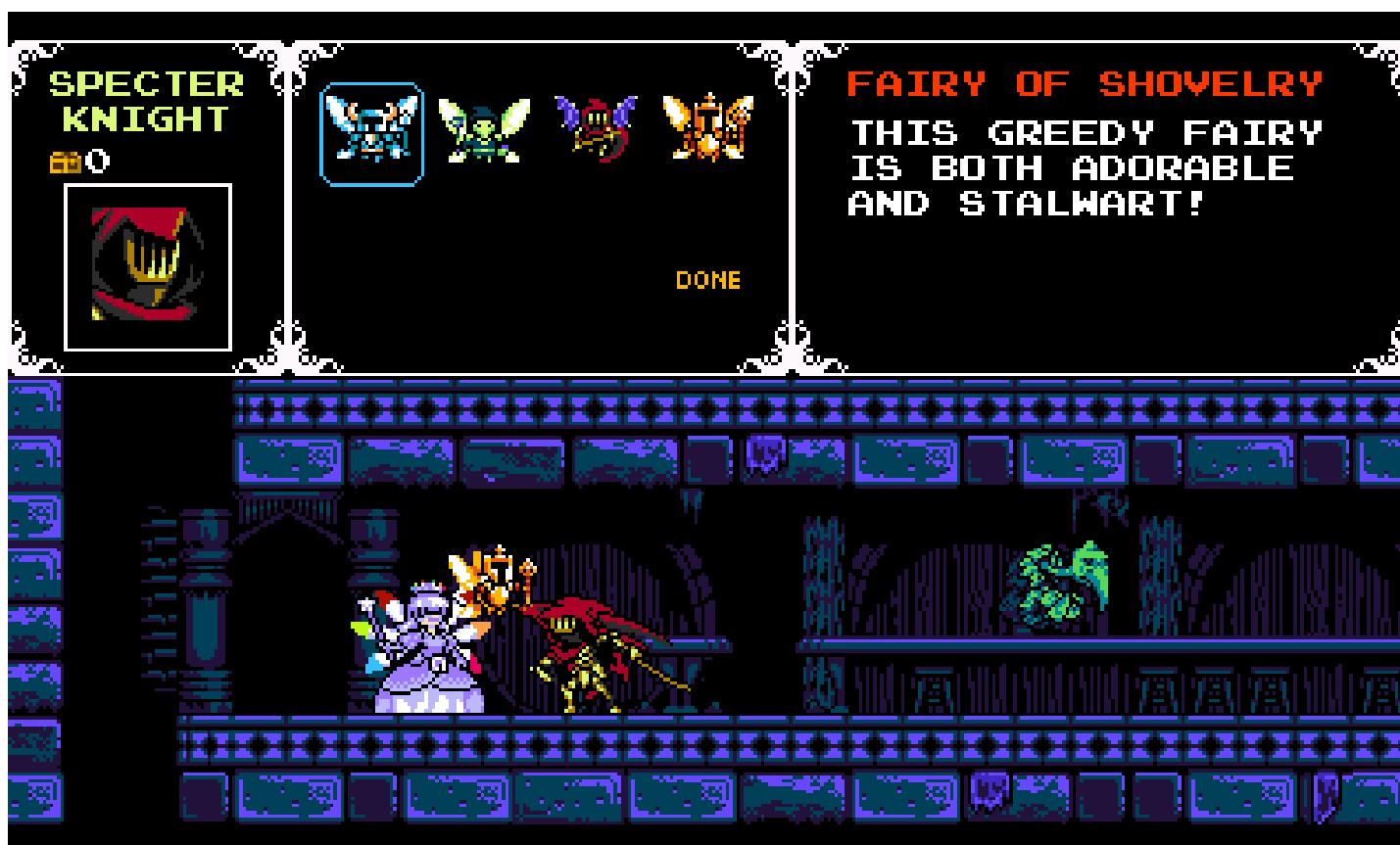
First, you may speak to Madame Meeber to access new costumes to wear and fairy friends to accompany you! Second, there's the ability to play as a Custom Knight, a version of the Blue Burrower that can be augmented and modified to your heart's content! Finally, new challenge levels await, each of them making use of your enhanced abilities!

If you want to read about a different game or feature, go to the main [Shovel Knight: Treasure Trove manuals](#) page.

Meet Madame Meeber!

The affable conjurer Madame Meeber can be found in every Shovel Knight game! Find her in the Village, Potionarium, the Glidewing, and even the Tower of Fate! If you speak with her and scan your Shovel Knight series amiibo, she will summon a flying friend or new costume for you!

Summoning a Fairy

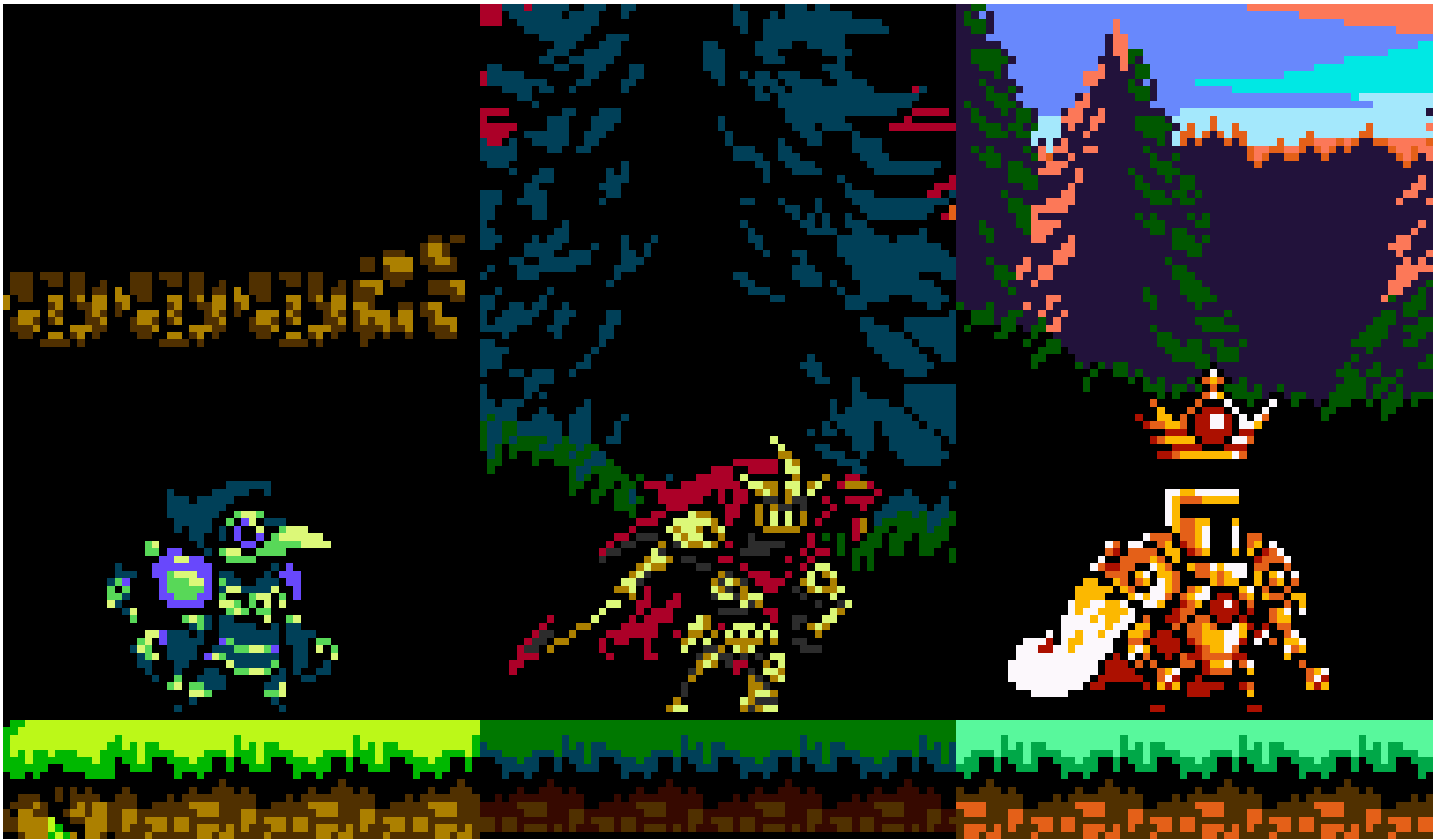


Just speak with Madame Meeber to get started. If it's your first time summoning a fairy, choose "scan amiibo". From then on, you can just choose "summon" to summon that fairy. Your Fairy friend will accompany you wherever you go! Fairies are just for fun and don't confer any gameplay benefits. But things sure are less lonely with a flying friend around!

If you want to dismiss your pal, just choose "dismiss".

Tip: *You'll need to summon your fairy each time you turn on the game.*

Wearing a new Costume



Madame Meeber also lets you change your costume for Plague Knight, Specter Knight, and King Knight. If you have the matching amiibo, just speak with Meeber and scan it to become Boom Tech Plague Knight, Lich Lord Specter Knight, or Ultimate Supreme King Knight! These costumes are just for fun and you'll still keep the effects of whatever armor you're wearing.

If you want to change back to your default costume, simple speak with Madame Meeber again.

***Tip:** You can also change your costume at each game's Armor Smith!*

Introducing Custom Knight!



What is Custom

Knight? It's a new way to play Shovel Knight: Shovel of Hope! Instead of earning upgrades from Chester or purchasing them in the village, you will automatically unlock upgrades when your Shovel Knight amiibo levels up. These upgrades range from visual flair to all-new relics. Let's dig in and take a look!

Activating Custom Knight

On the Profile Select or Level Map screen, press the button to bring up the amiibo scan menu. When the menu appears, scan your Shovel Knight amiibo by tapping it to your console's NFC Reader/Writer.



Once scanned, choose to set P1 or P2 as a Custom Knight (Player 2 only available on Wii U/Switch)! Now you are ready to choose a profile and get going!



TIP: Custom Knight is only supported in Shovel of Hope.

Leveling Up Custom Knight

Your Custom Knight will level up as you earn gold, all the way up to level 50. Even if your co-op partner grabs the gold during play, it will still count toward your total. You can see your level progress on the Custom Knight Edit Screen.

When you level up, you will earn a new upgrade, and a message will appear to let you know. The upgrades are somewhat randomized, so you never know what you are going to get! But don't worry – by the time you are level 50, you will have everything.

Custom Knight Edit Screen



Name

The name of your Shovel Knight amiibo.

Level

Your current level. The blue bar shows your progress to the next level. It takes more and more gold to reach each new level, so keep at it!

Custom Knight Appearance

This shows what your Custom Knight looks like. Choose this option to customize your Shovel Knight to look amazing!

Abilities

Choose Relics, Charge moves, and Special moves to outfit Shovel Knight like never before!

Save Custom Knight

Choose this to save your progress to your amiibo.

Change Custom Knight Appearance!



Choose the Shovel Knight avatar to edit your appearance.

Changing your color

You earn a new color palette for every level you gain! Stylin'.

Costume



Whoa, nice armor! Costumes can completely change the look of Shovel Knight! When you change your costume in the field, the change will not be shown until you fall in battle, complete the level, or return to the level map.

Special FX

If you want to kick up a cool trail or maybe befriend a floating companion, you'll love Special FX!

Gesture

Hold down on the +Control Pad to perform a move with attitude!

Relics



As a Custom

Knight, you can earn all of Shovel Knight's original Relics. However, there is a slew of amazing new Relics! Like the original Relics, you can use the Touch Screen or the GamePad to quickly choose a new loadout. Get equipped!

Note: use Relic quick select! Just press L / R buttons to switch relics.

Flareo Rod



Conjure a close-range cluster blast!

Bait Bomb



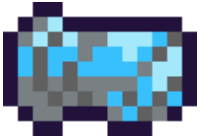
Toss into a sparkling pit and see what flies up! Just like Plague Knight!

Tow Anchor



Swing a massive anchor into the air and hold on tight!

Ghost Glove



Launch a flurry of far-reaching phantasmic fists!

Buzzsaw Boomerang



Throw this projectile to cut through enemies around you! The boomerang alternates paths with each toss.

Shadow Knight



Creates a shadow that fights and follows your every move! The Shadow Knight attacks instead of Shovel Knight, giving you enhanced reach.

Rising Dagger



Rise high into the air, skewering enemies in your way!

Infinidagger



Soar through the air until something blocks your path!

Charge Moves



Hold Y to charge up until you flash, then unleash these moves!

Burrow Bomber



Hold attack and release to unleash a diving forward attack. You can also do this while jumping in the air.

Flare Razer



Hold attack and release to crash to the ground with flames. Great for clearing enemies beneath you.

Bomb Burst



Hold attack and release to explode through the air. Just like Plague Knight!

Blink Dash



Hold attack and release to dash through danger without taking damage! You can use this to skip right past hazardous areas.

Coin Capture



Hold attack and release to absorb nearby treasure.

Special Moves



Special Moves are a grab bag of fun. Try them all out and see what Custom Knight combination works best for you!

Dash Boots



Double tap in a direction to sprint.

Shovel Upgrades



Longing for your original Shovel Blade? Fully upgrade your trusty weapon with the Charge Handle, Trench Blade, and Drop spark. Note that if you have a Charge Move equipped, the Charge Handle will be disabled.

Glide Cloud



Float slowly to the ground by holding jump.

Double Jump



Gain extra height by jumping again in the air.

Diagonal Drop



Your Shovel drop now descends at an angle. Weird!

Bounce Bomb



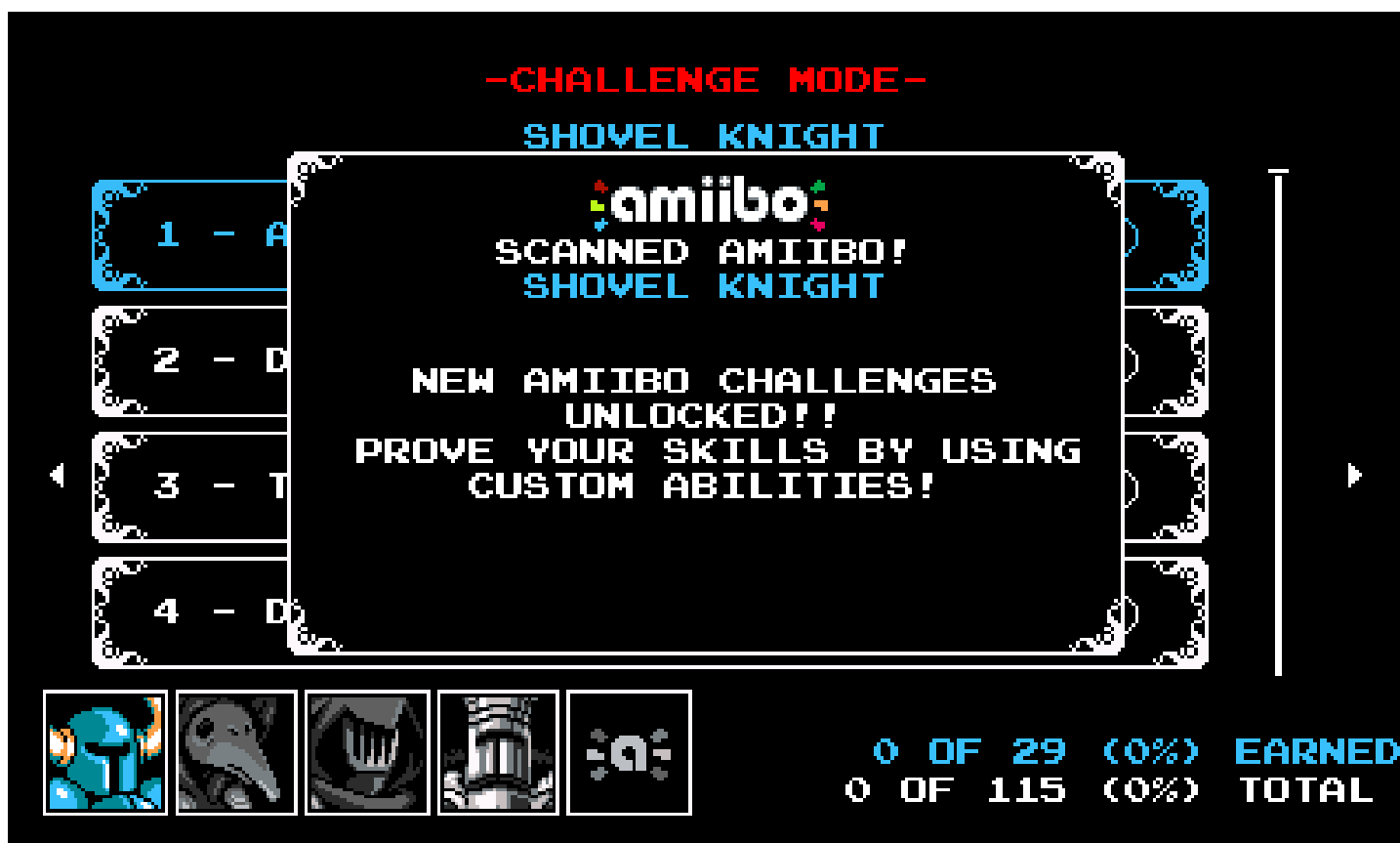
Throw small explosives, just like Plague Knight!

amiibo Challenge Levels!



Care to master
your new custom moves or your teamwork? New challenge levels await you!

Unlocking amiibo Challenge Levels



From the Challenge Mode menu, press the button to open the amiibo scan menu. Scan your amiibo by tapping it to your console's NFC Reader/Writer. This will unlock the new Challenge Levels!

Single Player Challenges are new challenges that use Shovel Knight's custom amiibo Relics.

Co-op Challenges (available only on Switch and Wii U) will challenge you and a friend to work perfectly in tandem to get through. Can you beat them all?

Note: Haven't unlocked Challenge Mode? You need to complete at least one game first! Although, there may be a secret way to [unlock Challenge Mode...](#)

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Support

By: Yacht Club Games on October 9, 2013

Yacht Club Games is an independent game developer that is located in Los Angeles, CA.

So what are we all about? We want to create fun and challenging gameplay. We want to both tug at your heartstrings and delight you with levity and charm. We want to make games that you play together with friends and family. Most of all, we want to give everyone the same collective types of game experiences that have defined our generation. It's such an exciting time to be a fan of games; the industry is experiencing a renaissance and creativity is flourishing. We are so, so excited to develop games that we love, in hopes that you love them too. Let's make a splash!

Help!

If you'd like to report a bug, have a retail/support issue, or are otherwise encountering problems playing a game made by Yacht Club Games, check out our [Support Page!](#)

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Jobs

If you're looking for a position at Yacht Club Games, [check out this page!](#)

FAQ

We get asked a bunch of questions repeatedly so maybe we can predict your next questions! If you have a Shovel Knight, Specter Knight, or Plague Knight campaign support question, [maybe we've got you covered here!](#) For anything else, let's get to it:

♥ What program do you use to do pixel animation?

It's called Promotion and it's super cool. Check it out:
<http://www.cosmigo.com/promotion/index.php>

♥ Will Yacht Club allow YouTube content creators to monetize videos featuring gameplay footage?

Yes! For more information, visit our [Video Policy](#).

♥ What engine are your games made in?

We use our own custom c++ engine. It uses DirectX on PC and OpenGL on Mac+Linux. For our level editor, we use tiled:
<http://www.mapeditor.org/>

♥ Do you love Mega Man?

Yes.

♥ Will you make Shovel Knight forever and ever?!

Definitely. Wait, maybe. Ehhhh we don't know. Depends on our mood. We all love Shovel Knight, but we have millions of ideas. It would be fun to take the series the same route that other great games went and create a Super Shovel Knight or a Shovel Knight 64. We could also see us using the brand for other crazy genres or games (ie Shovel Kart, anyone?).

♥ How can I stop thinking about Shovel Knight?

Let us know when you find the cure.

♥ Will Shovel Knight become a mermaid?

Oh! I thought you would never ask! We'll just have to see!

Contact Us

If the FAQ doesn't have you covered, or you just feel like dropping us a line, here's the info you need:

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