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SUNSOFT

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Cypress, CA 90630

Developed by



Iguana Entertainment, Inc.

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SUNSOFT



Instruction Manual

LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GENESIS™ SYSTEM.





Thank You

...for purchasing the Sunsoft Pirates of Dark Water™ video game. Please read this instruction manual carefully before starting to play the game. In doing so, you will understand the game better and enjoy it even more. Be sure to keep the manual in a safe place.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with SEGA™ GENESIS™ SYSTEM.



Handling Your Cartridge

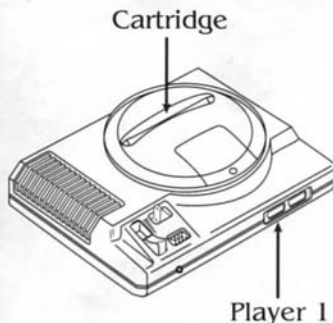
The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.

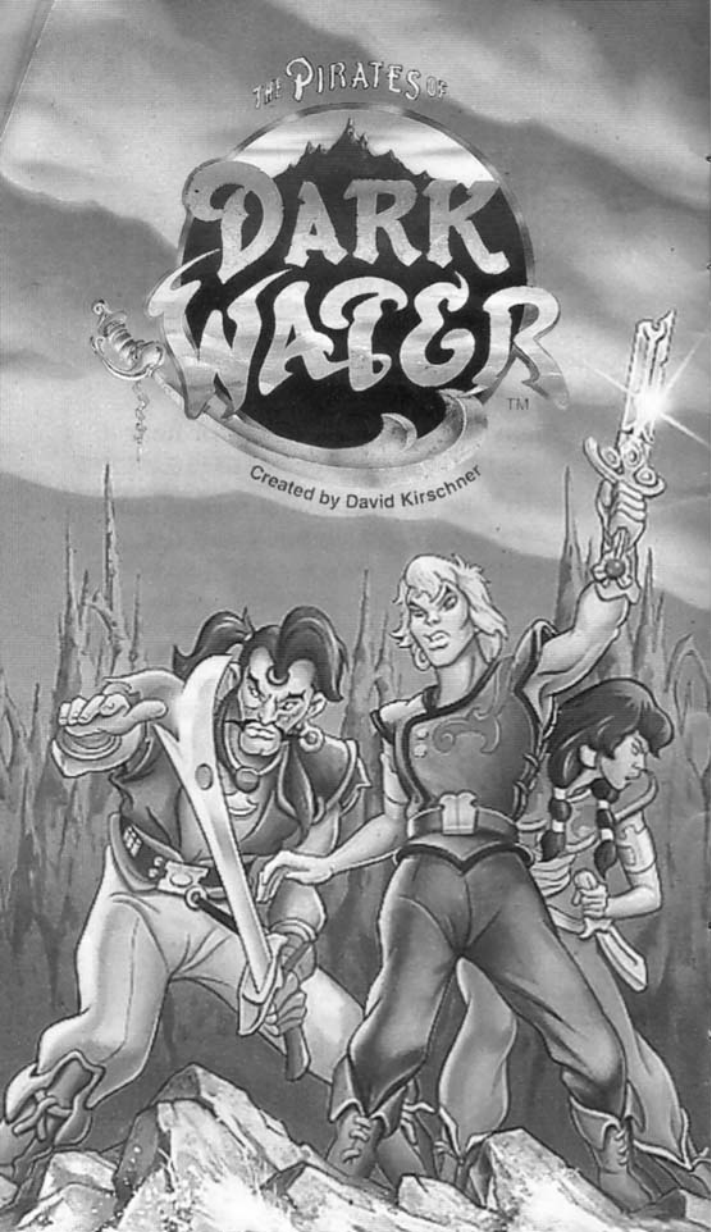
Do not bend it, crush it, or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.





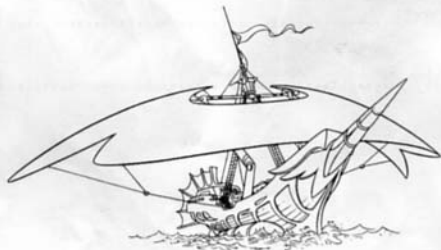
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What is Dark Water?


The adventures of Dark Water take place on the mysterious, watery world of Mer where strange floating patches of Dark Water consume anything unfortunate enough to make contact with it. Only the Treasures of Rule appear to have an effect on this ominous force. Young Ren, heir to the throne of Octopon, takes to the high seas with his crew — Ioz, the hardened ex-irate, and Tula, the adventure-seeking heroine — to face bloodthirsty beasts and the blackhearted Pirate Lord Bloth on a quest for the fabled lost treasures! The crew's monkey-bird friend, Niddler, is also on hand to assist the heroes, but usually for the price of fruit. Whoever gains the Treasures of Rule first will have the power to control the Dark Water and chart the course of Mer for ages to come.



How to Start the Game

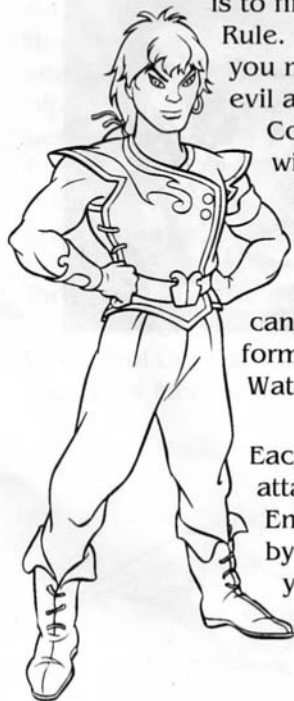
Insert the Pirates of Dark Water game cartridge, then turn the system ON. At the title screen press the Start button or go into the Menu screen.





The Quest for the Treasures of Rule


The Pirates of Dark Water is a one-player action adventure where you choose one of three heroic characters — Ren, Tula or Ioz. Each game begins with 3 lives. Your quest is to find the Treasures of Rule. In order to do this, you must fight off Bloth's evil army of pirates.



Completing each level will bring you closer to finding each of the treasures. Only after you have collected all the Treasures of Rule can Mer be returned to its former glory and the Dark Water controlled.

Each character has several attack techniques.

Enemies can be defeated by slashing them with your sword, releasing a potion or using a special attack. You



have a limited supply of special weapons which is indicated in the top right corner of the screen. To continue using your special weapon, pick up icons to refill the inventory. Attacks vary, depending on which character you are and the enemy's location.

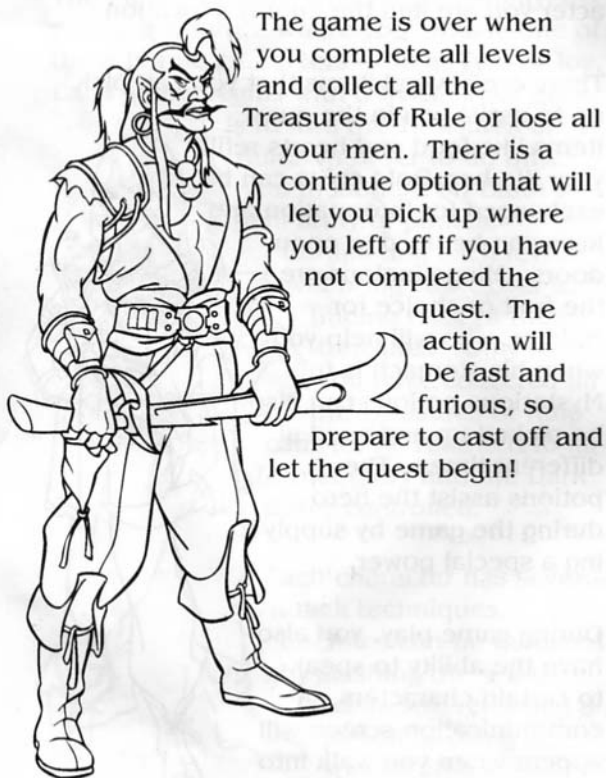
There are several items that you can pick up to assist you in the quest.

Items like food and hearts refill your life bar. Gold coins can be exchanged for information and keys can be used to open doors. Minga melons are the fruit of choice for Niddler, who will help you when his stomach is full. Mysterious potions can also be picked up and used at different times. The potions assist the hero during the game by supplying a special power.

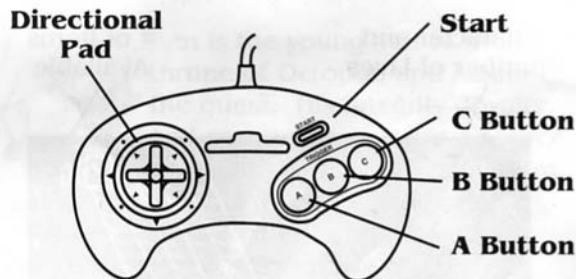
During game play, you also have the ability to speak to certain characters. A communication screen will appear when you walk into



characters that will talk to you. Some characters will trade information for gold. They might give you hints that lead to the end of the level or open doors for you.



How to Use the Control Pad

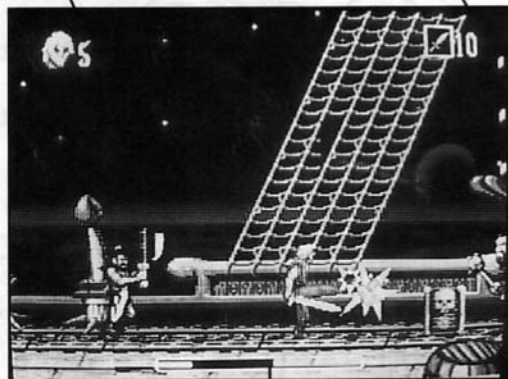


- Directional Up:** Climb ladders: grasp overhead structures
- Directional Down:** Duck
- Directional Down + B:** Drop to a platform below
- Directional Left/Right:** Walk left or right
- A Button:** Sword Slash
- B Button:** Jump; Press B again while jumping to spin and jump further
- C Button:** Use selected item
- Hold A + Up + Up:** Release special attack
- Start:** Begin game/Enter Menu Screen

Game Play Screen

Character and
Number of Lives

of Items
Available



Life Bar

The Heroes

Ren



Ren is the young heir to the throne of Octopon and leader of the quest. His integrity, loyalty and sense of honor are a source of strength to those around him.

Special weapon: Dagger

Tula

Tula is a spirited warrior who can hold her own against any man. As an excellent strategist, Tula can be relied on in a tight spot. Her special weapon fires a burst of electrical energy straight at enemies in her path.



Special weapon: Ecomancer Energy

Ioz



Ioz is a fortune hunter and ex-pirate who will do almost anything for a handful of gold. He has a quick temper and is a force to be reckoned with.

Special weapon: Dragon-Bow

Niddler

Also assisting you in the quest for the treasures is the monkey-bird, Niddler. Niddler can be called upon when the ship drops anchor at a location. He will usually give information to the heroes but if he is hungry he will expect some fruit in return.

Niddler can also be called upon while completing a level. Here he can be given fruit (10 Minga melons to be exact) and in return, Niddler will fly the hero back to the Wraith. At the Wraith, you may select another hero to return to the scene.



Inventory Screen

The inventory screen provides information on the special pick-ups and treasures collected. Potions and other special pick-ups must be selected from the inventory screen before you can use them. To access the inventory screen press the Start button.



The number of special weapons available is shown in the inventory screen as well as the number of keys available to open doors. The amount of food available can increase the hero's health while the number of hearts available can increase the actual life bar. The maximum number of



food and hearts the hero can hold in the inventory screen is three. The inventory screen also shows how many coins and Minga melons have been collected.

There are four types of potions that can be collected. When the gravity potion is released, the hero can jump further than normal. The stone elixir will freeze enemies for a short time. The shield magic gives the hero invincibility for a short time. The vortex magic surrounds the hero with a protective sphere. The hero may still attack enemies but can't be harmed.



World Map Screen

At the beginning of each game and in between levels, the world map of Mer will appear. The present position of the Wraith is marked by the face of a hero. Overlaying much of the map is the ominous Dark Water.

You can choose your next location by sailing the Wraith to a port. Position the icon over the city or location. When a destination is chosen, Niddler will give a description of the location.





Passwords

At the completion of each level, you will be given a password. This password will allow you to begin game play at a specific level. To use the password, enter the Menu screen at the beginning of the game and select the password option. Use the directional button to enter the password and you will begin at the level for which you entered the password.



Limited Warranty

SUNSOFT warrants to the original purchaser only that the cartridge provided with this manual and the software program code on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to SUNSOFT or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THE PRODUCT.

SUNSOFT shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if SUNSOFT has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

The warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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