

UNENDING EXCITEMENT!



ROAD RASH™

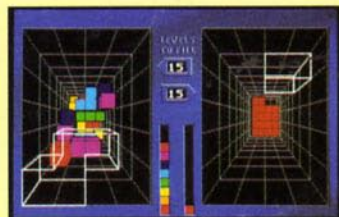
Strap on your helmet and get ready to shove your opponents into oncoming traffic. Compete against 16 other motorcycles on public roads. Negotiate obstacles and fight off attacks from opponents. The races are unsanctioned, unofficial and probably unlawful.



JAMES POND™

UNDERWATER AGENT

The name is Pond... James Pond. The only fish with the guts to stop Doctor Maybe from polluting the world's oceans. Packed to the gills with superb graphics and 12 dangerous missions. Discover hidden worlds filled with surprises.



BLOCKOUT™

Based on the hit coin-op arcade game! Manipulate 3D blocks as they fall to the bottom of a multi-layered pit. Flip, rotate, and move the blocks to form complete

layers, which disappear to make room for more. Your biggest challenge is to try and stop playing!

For play on Sega™ Genesis™ machine • Printed in the U.S.A.
Electronic Arts Customer Service
P.O. Box 7578, San Mateo, CA 94403-7578



703405

ELECTRONIC ARTS®



DARK CASTLE™



THREE-SIXTY PACIFIC

Three-Sixty Pacific Inc., creators of Dark Castle, is made up of approximately 225 software publishers specializing in a wide variety of games exclusively distributed by Electronic Arts. Established in 1987, Three-Sixty was responsible for other hits such as Harpoon, Armor Alley, and Megafortress.

WARNING!

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions. If you use your projection television with this video game, neither Electronic Arts nor Sega of America, Inc. will be liable for any damage.

TABLE OF CONTENTS

Getting Started #3

Objectives #4

Gameplay #4

What you see #5

Adventures in Dark Castle #7

Guaranteed Trouble #7

Fireball Warehouse #8

Maze to the Shield #8

Quest for the Black Knight #8

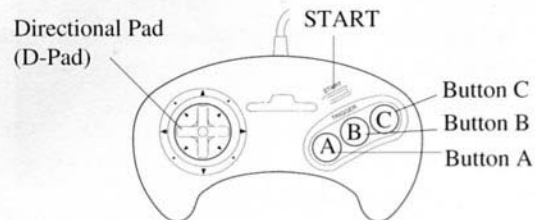
Credits #8



BEWARE THIS BRIMMING TOME! (for it brims

with information). Spewing forth the most informative information available to the naked eye!! Be not afraid, underlings, for I, The Great and Renown **BEULA OF DARK CASTLE**, will guide you through the following informative information. For fun, adventure, and information, stiffen thine upper lip against the cold wind at your back and read on...

GETTING STARTED



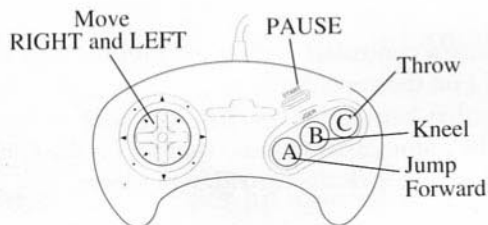
1. Move the power switch on your Sega Genesis to OFF. Never insert or remove a game cartridge when the power is on.
2. Make sure a controller is plugged into the port labeled *Control 1* on the console.
3. Insert the game cartridge into the slot on the Genesis. Press firmly to lock the cartridge in place.
4. Flip the power switch to ON. The Electronic Arts logo appears followed by the Dark Castle title screen. If you don't see the screens, begin again at step 1.
5. Press **START** to get to the Difficulty menu.

OBJECTIVES

An evil outcast of Brightland known as the Black Knight resides in cold and forboding Dark Castle. Your ultimate quest is to find him and rid the land of him forever.

To meet the Black Knight, you must first complete three quests: Trouble, Fireball, and Shield. Each quest has several rooms, which are described herein.

GAMEPLAY



To pick up an item or pull chains, D-Pad **DOWN** and press B.

To walk up or down stairs, D-Pad diagonally in the direction of the stairs.

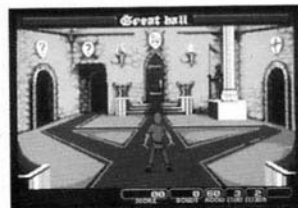
To throw a rock or fireball,

- 1) D-Pad **UP** or **DOWN** to adjust throwing angle
- 2) Press C to throw

WHAT YOU SEE



Press A from here to reach the Great Hall



In the Great Hall, the first thing you'll see is the difficulty menu.



Selection Arrows

- 1) D-Pad **UP** or **DOWN** to move the selection arrows
- 2) Press **A** to adjust difficulty, sounds, and music
- 3) Press **C** to begin play

When you're ready to play,

- 1) D-Pad **RIGHT** or **LEFT** to select a room

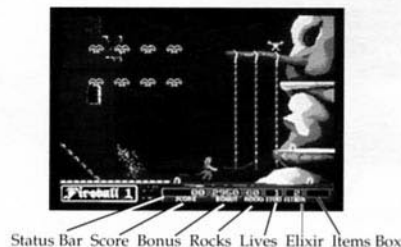
A doorway is selected when the shield above it blinks red and white. See *ADVENTURES IN DARK CASTLE* for more information about the different rooms.

- 2) Press **C** to walk through the doorway

At the bottom of the screen watch the Status Bar to keep an eye on things.

Your score is your current point total. Score points by hitting rats and bats with rocks.

Your bonus points begin at a certain amount and decrease with time. If you wait too long to act on something your bonus points will dwindle to zero.



Number of Rocks can be increased by picking up bags you find during your adventures. When you complete the Fireball adventure, your rocks become fireballs.

Remaining lives is the number of tries you have to finish the game.

Number of elixirs goes up by one each time you pick up a bottle. A single elixir protects you from rat and bat bites, but you lose one elixir each time you're bitten.

The items box shows a key if you have the key, a fireball if you have the Fireball Spell, and a shield if you have the Shield of Protection.

ADVENTRES IN DARK CASTLE

Guaranteed Trouble Fireball Warehouse Maze to the Shield



GUARANTEED TROUBLE

You're sure to find trouble throughout the Dark Castle, but the kind of trouble you'll find in here is excellent practice for the other rooms. One of the two keys you'll find in the last room opens a door somewhere. Collect rocks and elixirs here to use on your journeys for Fireballs and the Shield.
Hint: Watch prisoners for unspoken advice when making a choice!

FIREBALL WAREHOUSE

In the last room of the Fireball Warehouse you'll receive a gift from Mordamir the Master Wizard of Brightland — a fireball spell. Once you have the spell, all your rocks become fireballs. *Hint: Clear the room of beasts before you make a break for the exit.*

MAZE TO THE SHIELD

Go from room to room in search of the shield of Protection. Once you find it, press **B** to use it. *Hint: lightning is only a good thing after you have the shield!*

QUEST FOR THE BLACK KNIGHT

Search for the Black Knight only when you have had practice in the other rooms! The only way to defeat him is to break the platform he sits on. There are seven levers placed around the room that will topple his terrorship. *Hint: Pull the levers at the sides of the bottom floor first.*

CREDITS

Producer: **Keith Francart**

Product Manager: **David Bamberger**

Programming, Music, and Sounds: **Artekt Digital Productions**

Documentation Layout: **Jennie Maruyama**

Quality Assurance: **Jonathan Skolnick**

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts

Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS - THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRONIC ARTS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRONIC ARTS SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

RETURNS AFTER WARRANTY - To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$20.00.

Electronic Arts
Customer Warranty
P.O. Box 7578

San Mateo, California 94403-7578

If you need to talk to someone about this product, call us at (415) 572-9448 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time.

If you're outside the United States, you can contact one of our other offices:
In the United Kingdom call 753-546465, or write to:

Electronic Arts Ltd.
Langley Business Centre
11-49 Station Road
Langley, Berkshire SL38YN

In Australia, call 008-074-298 or write to:
Electronic Arts Pty. Ltd.
PO Box 539
Ashmore City
Queensland, Australia

Unless indicated otherwise, all software and documentation is © 1991 Electronic Arts. All Rights Reserved.

Software © 1991 Three-Sixty Pacific Inc. All Rights Reserved.

Dark Castle™ is a trademark of Electronic Arts.
This game is licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM.
"SEGA" and "GENESIS" are trademarks of Sega Enterprises, Ltd.