

# UNENDING EXCITEMENT!



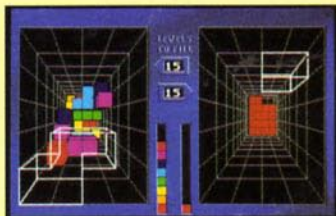
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ELECTRONIC ARTS®



# DARK CASTLE™

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### **THREE-SIXTY PACIFIC**

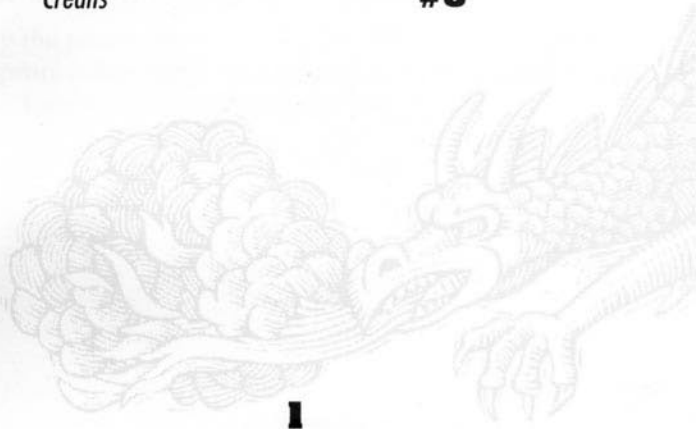
Three-Sixty Pacific Inc., creators of Dark Castle, is made up of approximately 225 software publishers specializing in a wide variety of games exclusively distributed by Electronic Arts. Established in 1987, Three-Sixty was responsible for other hits such as Harpoon, Armor Alley, and Megafortress.

#### **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.

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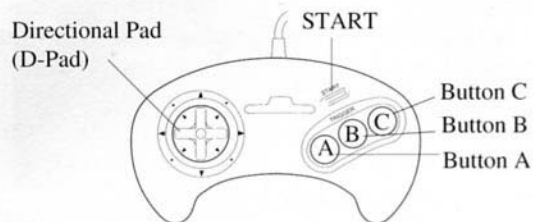
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## BEWARE THIS BRIMMING TOME! (for it brims

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



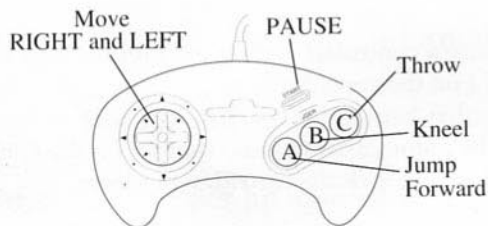
1. Move the power switch on your Sega Genesis to OFF. Never insert or remove a game cartridge when the power is on.
2. Make sure a controller is plugged into the port labeled *Control 1* on the console.
3. Insert the game cartridge into the slot on the Genesis. Press firmly to lock the cartridge in place.
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.



Status Bar Score Bonus Rocks Lives Elixir Items Box

**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: **Artek Digital Productions**

Documentation Layout: **Jennie Maruyama**

Quality Assurance: **Jonathan Skolnick**

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