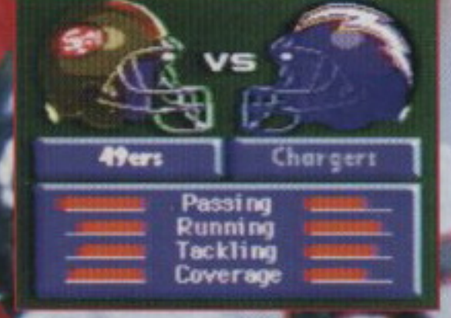
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KIDS TO ADULTS
AGES 6+

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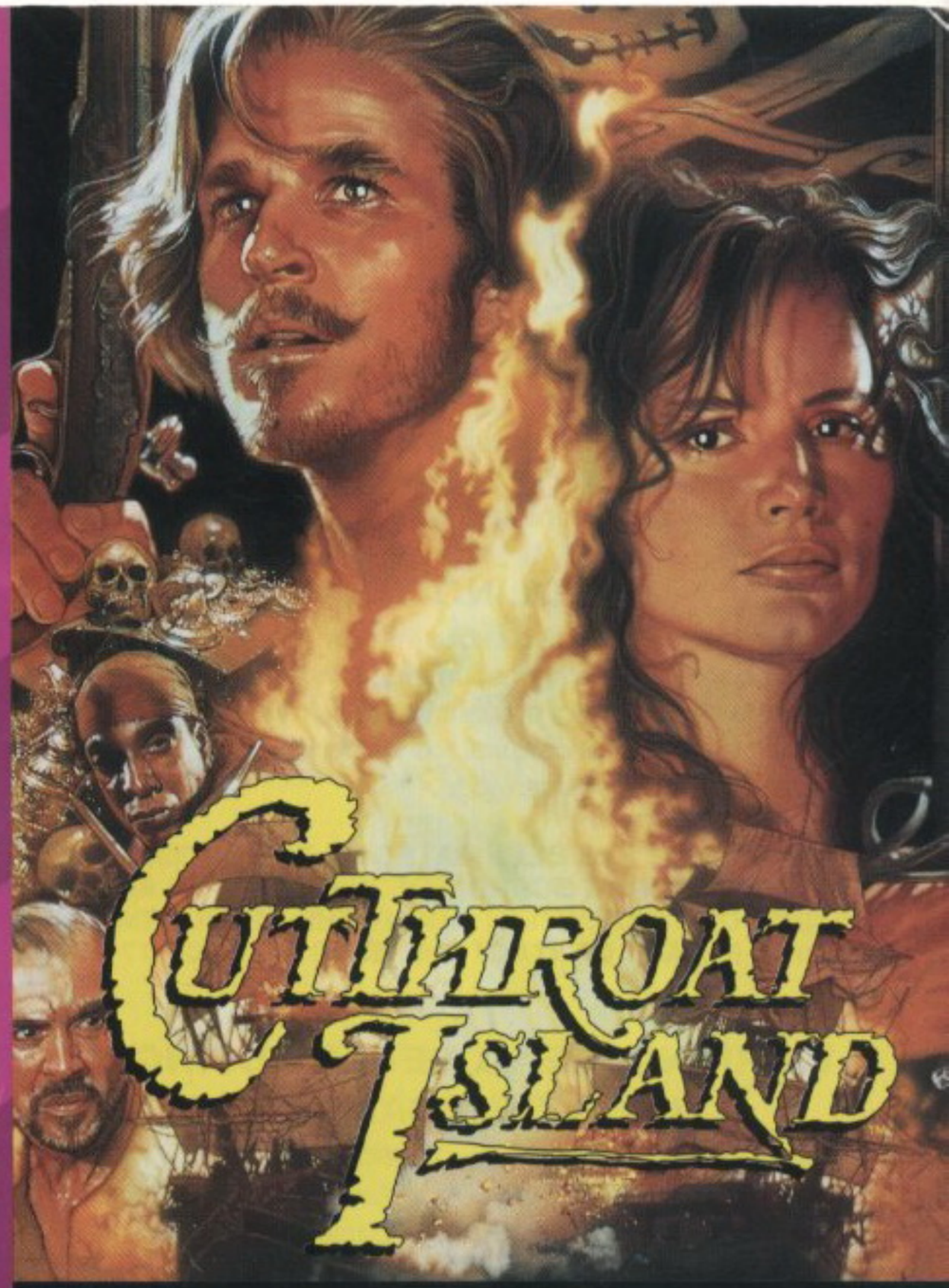
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SEGA

GAME GEAR™

OFFICIAL SEGA SEAL OF QUALITY



CUTTHROAT ISLAND

INSTRUCTION MANUAL

Acclaim entertainment, inc.

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KIDS TO ADULTS
AGES 6+

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HANDLING YOUR CARTRIDGE

- This Cartridge is intended exclusively for the Sega™ Game Gear™ 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.

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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 an epileptic seizure in these individuals. Certain conditions 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.

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The year is 1688. Britain is at war with Spain, whose rich holdings in the Americas fill the holds of Spanish galleons with untold treasures. Privateers in the employ of the British crown prey on these treasure ships with the full support of the government, while Pirates who sail under no flag save the Jolly Roger prey on Spanish and British merchant ships alike. If captured, the gallows is their fate. Hapless citizens are waylaid by roving press gangs and unwillingly thrust into service in His Majesty's Navy. Many perish. Some choose to escape this fate by becoming Buccaneers. In the English island colony of Jamaica, convicted petty criminals are sold as slaves to the highest bidder. It is a brutal time, when even stout hearts tremble at the thought of...Pirates!

In 1619, the Spanish cargo ship Santa Susanna was taken by a pirate cutter, the Sea Devil. She headed for Tortuga with the richest cargo ever to leave the Americas. Caught in a gale, the Sea Devil was wrecked on uncharted Cutthroat Island™, an island only one man ever left alive. The treacherous survivor, a merciless pirate named Fingers Adams, managed to escape the island, but without the treasure, which he was forced to leave behind. On his deathbed he made a map and tore it into three pieces, posting one to each of his legitimate heirs. His illegitimate son Dawg got nothing. One of the pieces showed the latitude, another the longitude, and the remaining piece of the map the location of the treasure itself. Now you will join in the quest for that treasure, a quest that will take you from the high seas of the Caribbean to the deadly jungles of the reef-ringed atoll of Cutthroat Island™!

Before you weigh anchor...

LOADING:

1. Make sure the power switch is OFF.
2. Insert the Cutthroat Island™ Game cartridge as described in your SEGA™ Game Gear™ instruction manual.
3. Turn the power switch ON. An introduction will tell you the story of Cutthroat Island™. When the Cutthroat Island™ title screen appears, press the START BUTTON. You will go straight to the opening adventure of Cutthroat Island™!

Game Features

THE CUTTHROAT ISLAND™ SCREEN



Energy Meters

Your energy is displayed in a horizontal yellow bar at the top left of the screen. As Morgan is hit, her energy is depleted, and the bar progressively empties. When it becomes completely empty, you lose a life. Picking up various icons will partially or completely restore energy.

Aggression Indicator

This meter is a horizontal white bar at the top left of the screen below the Energy Meter. When the indicator is full, it will flash red and white, and special moves may be performed! If you lose a life or 25% of your health within 3 seconds, the indicator will reset.

Lives Remaining

A player begins Cutthroat Island™ with 3 lives. The number of lives a player has left is displayed at the top left of the screen next to an icon of Morgan at the start of a new level or when Morgan loses a life and begins a new one.

Boss Energy

When battling a boss, that foe's energy will be displayed in a Boss Energy Meter at the top right of the screen.

Scoring

Your score is displayed on a scoring screen after defeating an enemy, upon successful completion of each area, and at the end of the game. Points in Cutthroat Island™, are awarded for defeating enemies, accuracy (hits vs. misses), health, collecting map pieces, etc.

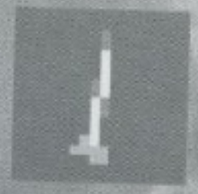
Continues

Players can earn continues, which allow for continued game play after all lives have been lost. A continue is automatically awarded every 30,000 points.

Weapons

While the sword is your default weapon, different weapons can be collected throughout the game. When you collect a weapon, it will appear in your hand. To use a throwing weapon, press the D PAD in the desired direction of the throw while pressing the 1 BUTTON. Below is a guide to the weapons you may encounter on your search for the elusive treasure.

Sword



The major weapon in Cutthroat Island™ is the sword. Mastery of this conspicuous cutlery will be needed in order to defeat the foes that stand between you and the vast treasure of Cutthroat Island™! This cutlass is your default weapon. Use it to slash, jab, thrust and parry the attacks of your foes. Your sword can never be used up.

Other Weapons

At various levels and locations in Cutthroat Island™, weapons which are featured below may be used to thwart your enemies. Be resourceful and ever-alert to the potential for pistols, bombs and other useful items to appear. Some weapons in Cutthroat Island™ are temporary, and will break or be discarded after one or more hits. To pick up a new weapon, stand in front of it and press DOWN. To use the weapon, face the appropriate direction and press the 1 BUITON.

Knife



Collecting this knife is very useful, as you can either throw it at an enemy or jab him with it.

Bomb



It's a hard way to go, blown to glory by a fiery ball of death! Collect this bomb and throw it before it explodes!

Bottle

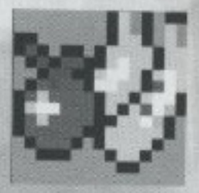


Grabbing a bottle can save your skin in close quarters.

Pistol
A ball and cap will blast your many enemies to kingdom come. The pistol can be fired once, after which it is discarded.



Pick Ups
Food
Throughout the game, food which will restore a player's energy partially or completely (depending on the amount of food) can be found and consumed.



Key
Sometimes, the characters must find keys which will allow them to escape pursuers by opening locked doors.



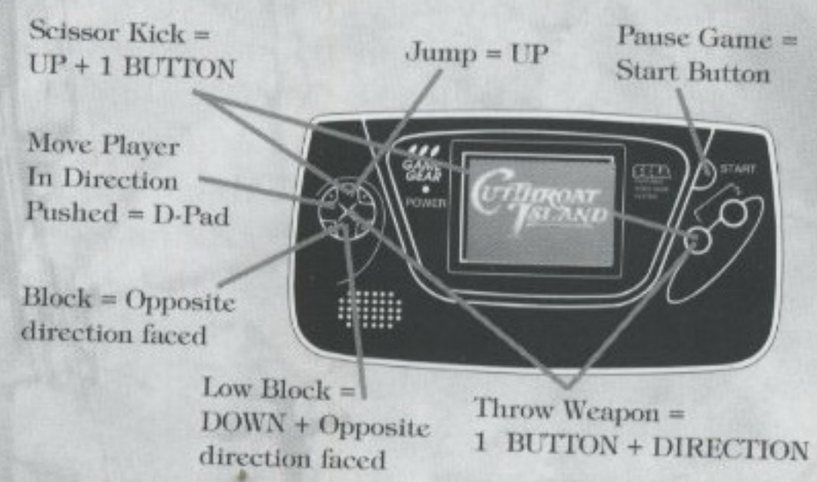
Medicine
Collecting a medicine icon instantly restores a character to full strength.



Extra Life
Gain one more chance to outwit (and outlive!) the pirates and pursuers who covet the Cutthroat Island™ treasure by picking up the extra life icon.



Controls



There are moves which aren't given away here. Can you discover them?



Bonus moves
After successfully getting through some areas, you are awarded a "bonus move" which you couldn't do before. This move will be demonstrated, along with the button controls, on screen. Bonus moves can only be performed when your aggression meter is flashing.

To successfully find and win the precious treasure hidden on Cutthroat Island™, you must first master the art of swordplay. Practice these moves until they are second nature. Combining moves is often the most effective way to dispatch a foe. Keep in mind that there are many items which can be picked up and used as weapons in Cutthroat Island™. Use your wiles to find them and be as ruthless as the many enemies you face. Remember, you're up against the most ruthless of pirates, and mistakes are costly, if not fatal!

Pirate Action!

Cutthroat Island™ features many exciting areas of play. To complete the game and earn the highest score, you must meet the goals of each area.

PRISON



The action begins in the rank prison overseen by a cruel Warden. Looking for someone who can translate the Latin inscribed on her treasure map, Morgan goes to the prison, where she gains the unwanted attention of a clever prison guard who recognizes her from a wanted posting. With the alert sounded, Morgan feverishly tries to escape the prison. To do so, you must find the key which will open the gate. But you must act quickly, as swarms of Redcoats deploy on the double to capture them. You will have to overcome a fair number of guards before you face the final foe who stands between you and freedom: the Warden! Vanquished enemies may drop useful items which you can collect.

QUARRY CART CHASE



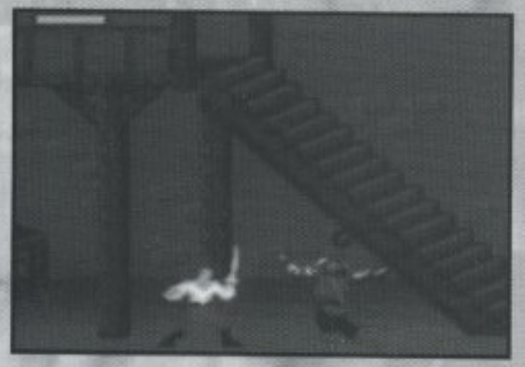
Morgan desperately flees pursuing prison guards, using whatever means are at hand. Leaping into an abandoned quarry cart, she's soon careening down a steep grade out of the prison quarry and into the surrounding hills, with a troop of determined guards all around! It's a daring plan, but the way is littered with huge boulders and angry Redcoats. The escaping pirate must lean the right way to direct her runaway quarry cart out of harm's way, all the while fighting off the enemy.

SPITTALFIELD



The lively town of Spittalfield is full of shops, and townspeople who don't much care for lawless pirates! Morgan can expect less than open arms when she arrives looking for Dawg, who has the remaining treasure map. Morgan finds all manner of mayhem in the various streets and shops she visits, but she must stop at the Blacksmith's in order to temper her sword, and so defeat the pirates guarding the entry to Spittalfield Tavern, where Dawg and his crew await with pistols primed and sabers drawn!

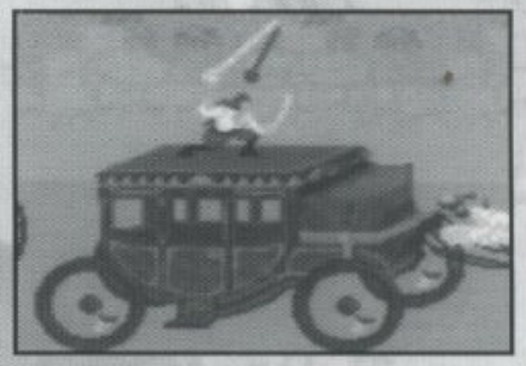
SPITTALFIELD TAVERN



Morgan falls into the filthy fingers of Dawg Brown's band of brigands, who have taken over the Spittalfield Tavern! The tavern erupts in a furious donnybrook as pirates and patrons alike fight with anything handy against anyone standing! Dawg's First Mate, Snelgrave (a man

of pure evil who loves a good fight) must be thoroughly beaten if you are to retrieve the map from its hiding place. Look out for the trap door that offers escape back into the town, but don't forget the map!

CARRIAGE CHASE



The town is in an uproar, with a hornet's nest of British Redcoats out in force to subdue the raucous pirate outrages! Morgan, having narrowly escaped death at the hands of Dawg and crew, now must flee the town and return to the Morning Star with both pirates and Redcoats fast on her heels. In a typically bold manner, Morgan leaps to the roof of a passing carriage and attempts to ride it along the harborside to the docks. When there's a price on your head, even timid souls seem to gain the courage to dare to bring you down! From windows and rooftops, the way to the harbor is a gauntlet of ferocious would-be warders! Watch for the flagpoles... and don't lose your head!

MUTINY ON THE MORNING STAR



Morgan manages to return to the supposed safe haven of the Morning Star with a complete map in hand giving the location of the treasure. She sets sail for Cutthroat Island™, only to find that the simmering hatred of First Mate Scully has finally exploded into open defiance: Mutiny! Morgan must battle for command of the Morning Star. The fight rages on deck, with all hands slashing and slicing for their very lives!

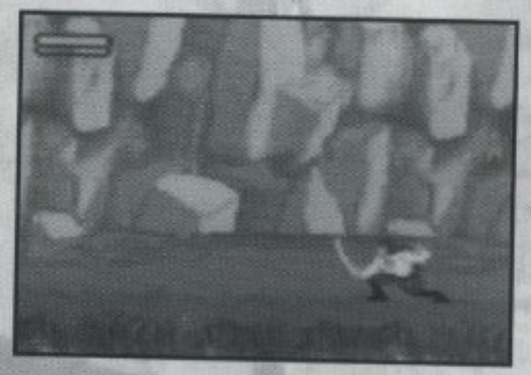
JUNGLE



Dawn finds the weary, water-logged survivor miraculously washed up on the beach of Cutthroat Island™. When Dawg's ship The Reaper is spied anchored in a secluded inlet, it becomes clear that Morgan will have more than monkeys to deal with! From jungle treetop to quicksand-filled swamps, the hardy pirate sets off to explore Cutthroat Island™. As you make your way, you must climb up vines and be mindful as you

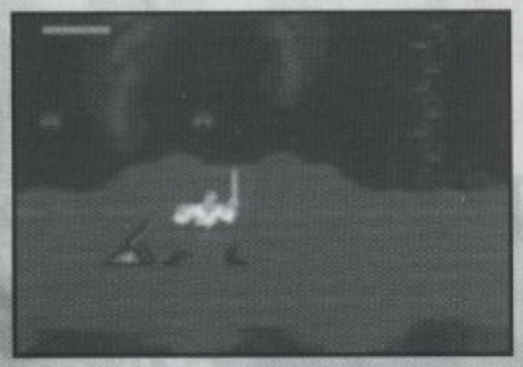
cross rotting rope bridges. The jungle island has many dangers! Beware of fierce jungle creatures as you search for Dawg and his men.

THE CLIFFS



Governor Ainslee has promised Dawg a full pardon if Dawg can deliver Morgan and half the treasure to him. This uneasy bargain means that Morgan must now contend not just with Dawg and the Reaper's crew, but with a company of British Redcoats as well. You've got the map, but are you leading your enemies right to the treasure? The map indicates that the treasure is—down a cliff? The intrepid searchers must now confront a sheer cliff face in order to pursue the treasure that is so close! You'll have to rappel down the cliff on jungle vines, moving from ledge to ledge as you battle the enemies that now dog your every step. The odds are uneven at best, but who said a pirate's life was fair?

TREASURE CAVERN



In a vast cavern lies the treasure you've fought so hard to find. The chambers of the cavern are full of dangers like bats watched over by the bones of those who never lived to tell of the treasure they now silently guard. The gloomy cavern is full of traps for the unsuspecting. If you can find a torch to light your way, you may have a dead man's chance of finding the bounty that you seek!

There are further adventures ahead— discover them if you can!

Characters

Morgan Adams



That rarest of heroes, a pretty pirate, Morgan has been raised at sea among the lowest and meanest of men. A veteran of many exploits, she is as cunning and fierce as any man. Following the death of her father Harry, she must prove herself worthy of finding the treasure and leading his crew— before Dawg can get his eager hands on her and the maps!

Dawg Brown



Dawg Brown grew up with a deep appreciation for all things criminal. Scorned by his family, he is the wickedest sibling of all. Learning of the three treasure map pieces, he became obsessed with finding the treasure, no matter what the cost. Dawg will be after Mordechai next, and then? Morgan better beware!

Snelgrave



Dawg's terrible toady, Snelgrave is as vicious a rogue as you're likely to find, next to Dawg himself. In place of his missing left hand, Snelgrave has a length of sturdy chain, which he whips with deadly accuracy at his foes!

Governor Ainslee



Governor Ainslee is the corrupt Governor of His Majesty's Royal Island Colony of Jamaica. A tyrant with an appetite for spoils, Ainslee proves a suitable, if untrustworthy, partner in crime to Dawg Brown. He has cast an appreciative eye towards Morgan before, but now his interest has turned to treasure!

Warden



A cruel caretaker of Jamaica's criminal outcasts, the Warden is a tense man whose career is about to take a turn for the worse. He'll rue the day William Shaw and Morgan Adams crossed his path!

Redcoats



The British garrison at the crown port of Jamaica is known for its disciplined fighting under the leadership of Governor Ainslee. When a troop of Redcoats is on the quick march after you, you'd best step lively and have your affairs in order.

Pirates





Desperate men who forsake crown and country in pursuit of illusory riches, pirates live a dangerous and unfailingly harsh existence. A treasure like that of Cutthroat Island™ is the stuff of dreams! But a pirate's code of honor means only that the last left alive enjoys the spoils!

Notes

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