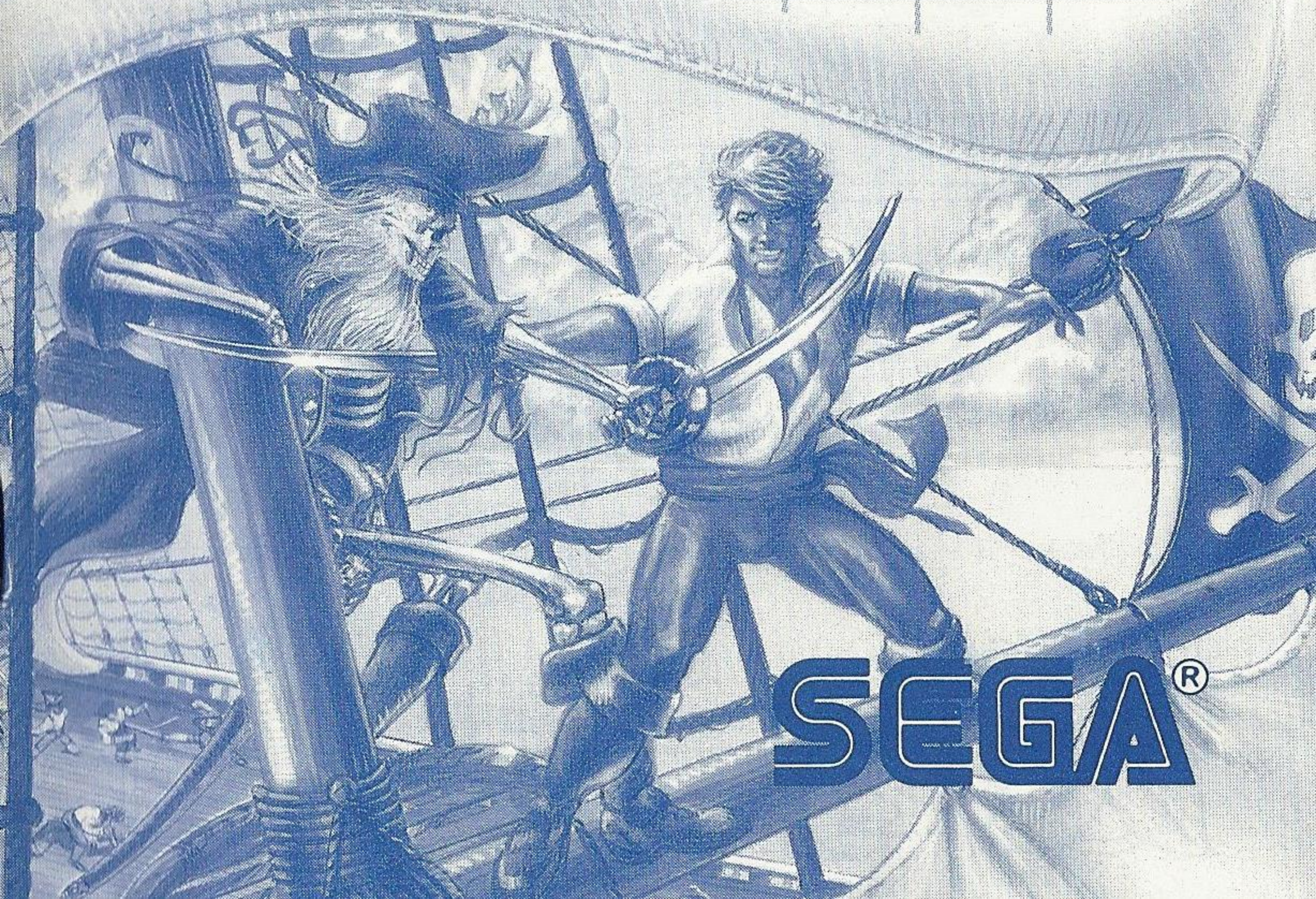
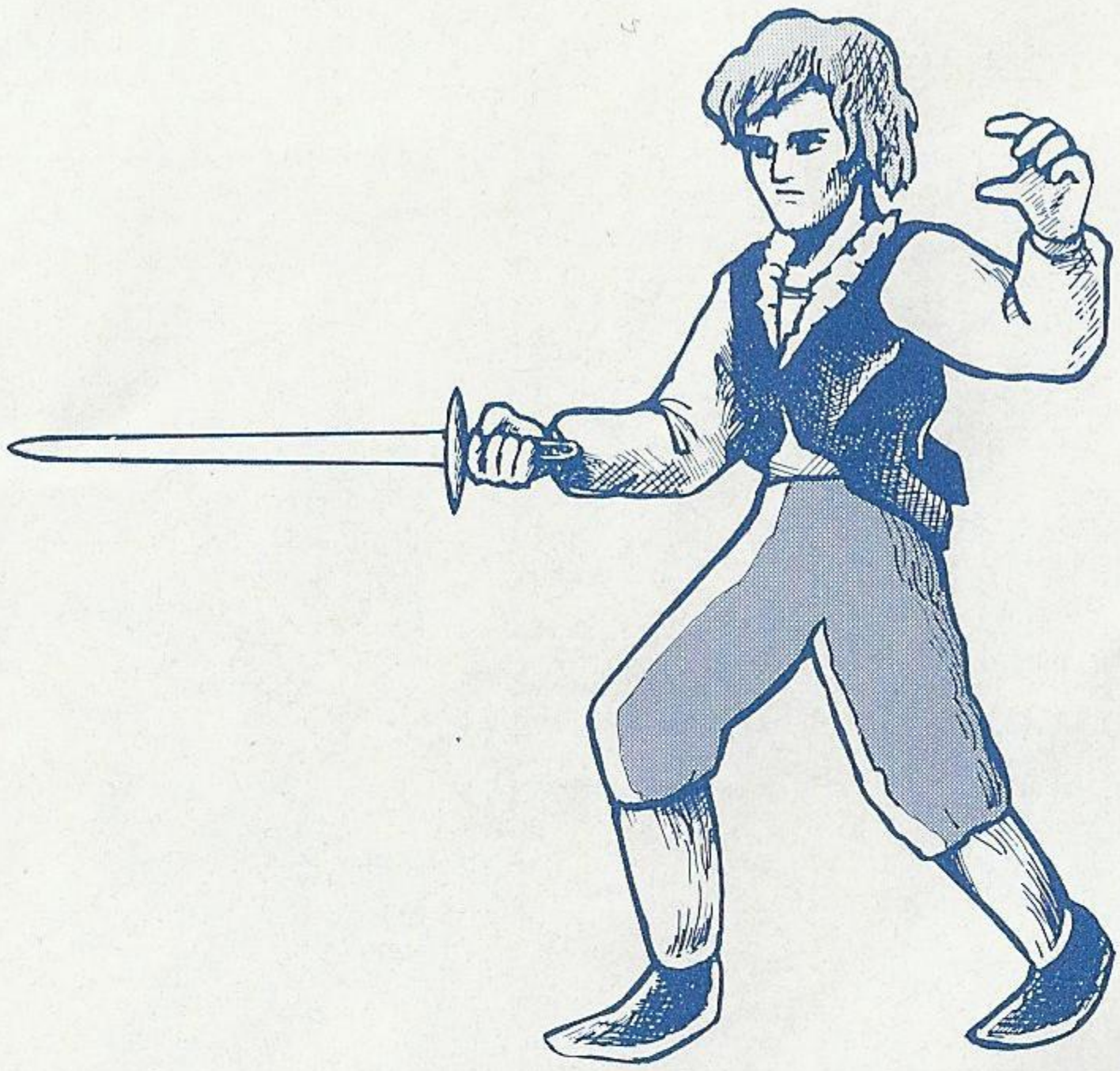
Captain Silver™



SEGA®

Weigh anchor, mate, for a swashbuckling adventure on the high seas. With your trusty cutlass in one hand, and a treasure map gripped tightly in the other, set out upon pirate waters in search of mystery, fantasy, and buried riches!



Loading Instructions:
Starting Up:

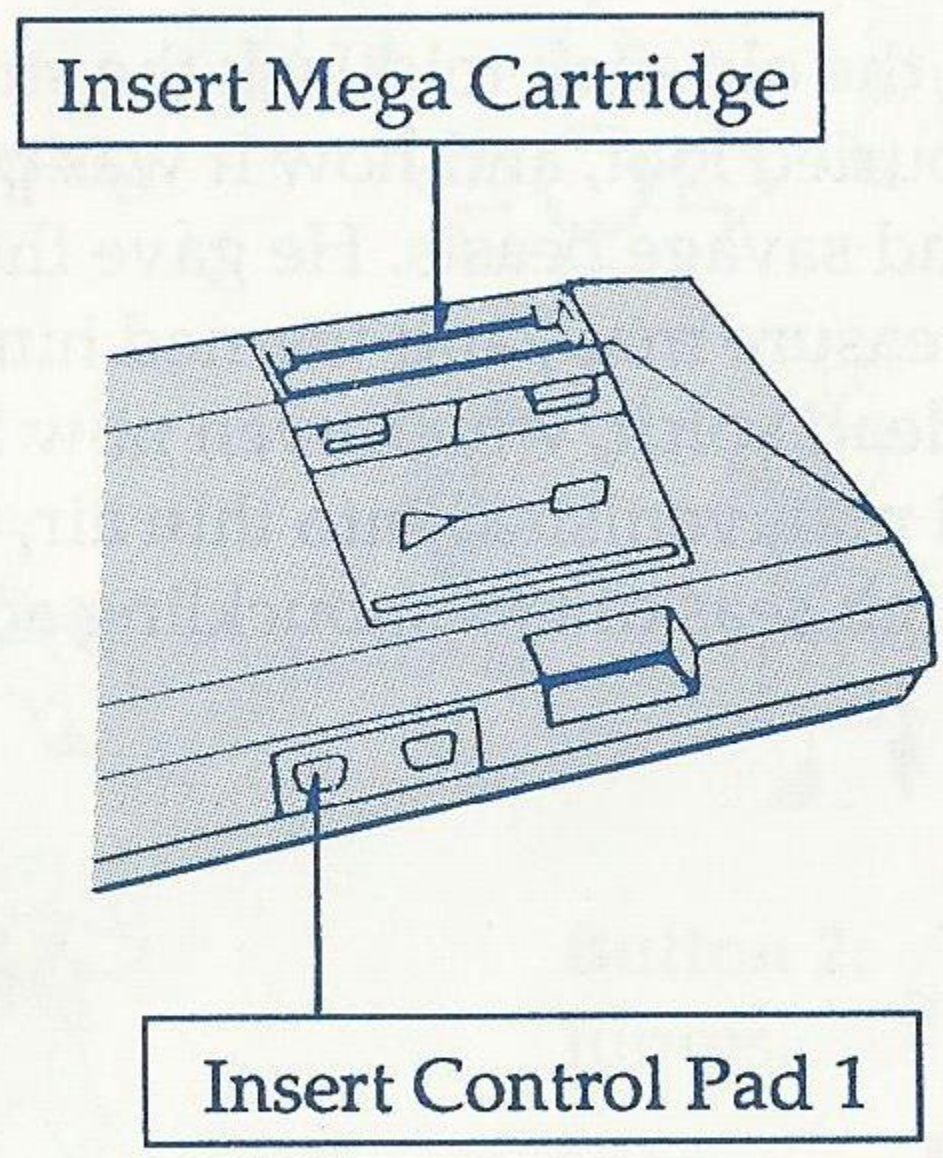
1) Make sure the power switch is OFF.

2) Insert the game cartridge in the Power Base (shown below) as described in your SEGA SYSTEM manual.

3) Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.

4) At the title screen, press Button 1 to start the game.

IMPORTANT: Always make sure that the Power Base is turned OFF when inserting or removing your Mega Cartridge.



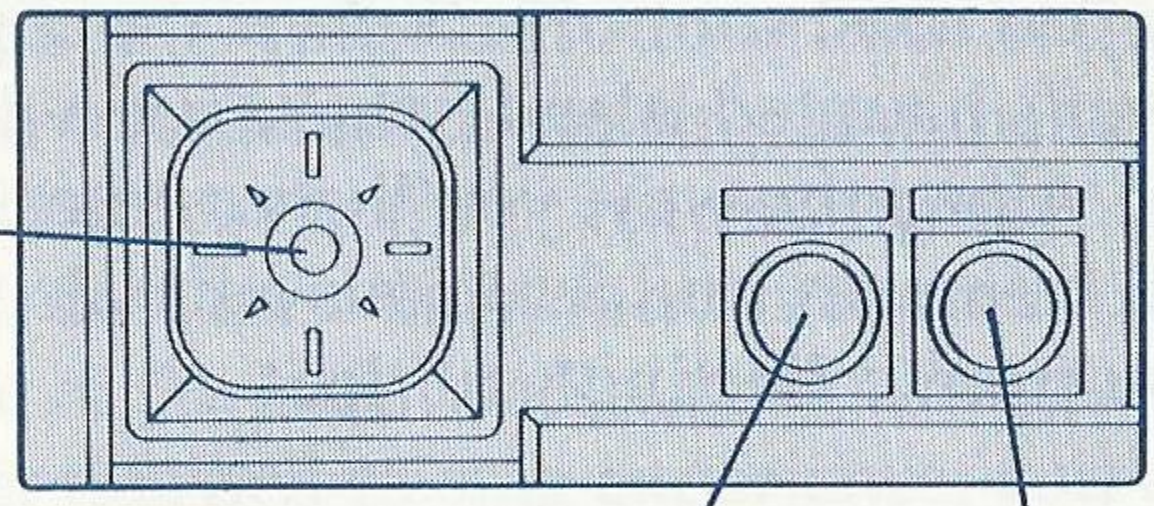
What's Happening

It was a time when pirates roamed the open seas, terrorizing merchant ships and plundering unprotected cargo vessels at will. The most feared brigand of all was Captain Silver, a ferocious buccaneer whose only pleasure was in looting treasure and seeing his victims tremble before him in defeat. Even in death, the wild-eyed Captain Silver sent fear into even brave hearts, for his ghost could be seen wandering at night under tropical moons, protecting his buried treasure from fortune-seeking swabs.

One young sailor, however, wanted to get his hands on Silver's treasure, ghost or no ghost. One morning, while sitting in a tavern eating breakfast and waiting for the next merchant ship to set sail, First Mate Jack Avery was approached by a mysterious old man, shrouded in black and sporting a bleached white beard that hung to his waist.

For a small price, the old man told Jack the strange tale of Captain Silver's buried loot, and how it was protected by pirates, ghosts, and savage beasts. He gave the young sailor a tattered yellow treasure map, and warned him to beware of the Captain's undead spirit, which even now haunted him! With that, the old man vanished into thin air, leaving Jack to set forth for the high seas of swashbuckling adventure!

Taking Control



Directional Button (D-Button): Moves Jack Avery to the left or right. Also used to make him ascend or descend stairs and ladders, or to stoop down to avoid oncoming hazards.

Climbs.



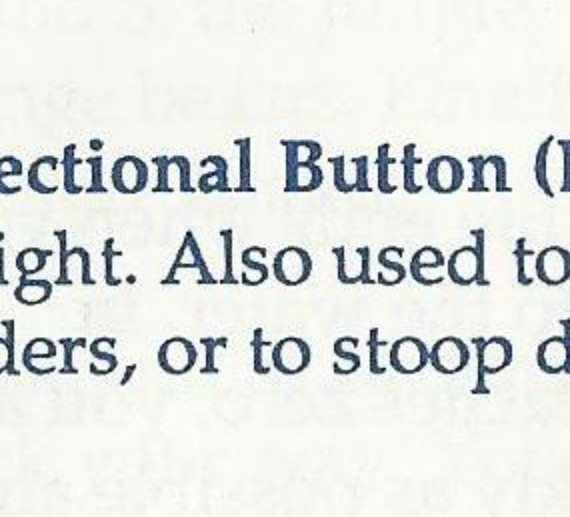
Moves left.

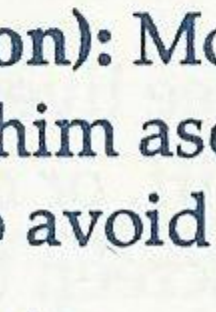


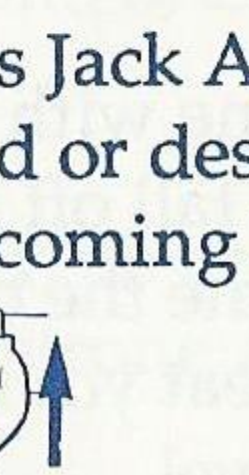
Moves right.



Walks while stooping down.







Stoops, or climbs down.

Button 1: Swings the cutlass.



Button 2: Jumps.



Game Objective

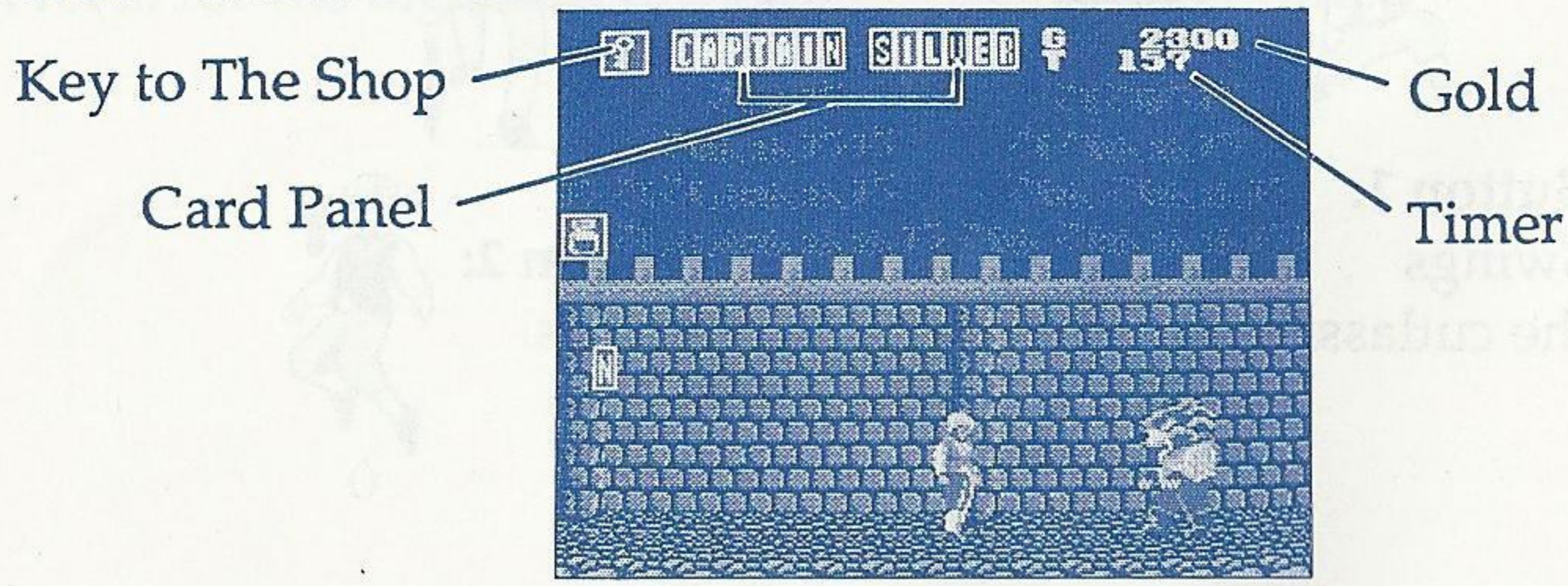
To win, you must control Jack Avery and guide him to Captain Silver's haunted island, where you will find his buried treasure. Along the way, you'll encounter a host of pirates, mystical creatures, and ferocious animals, all intent on stopping you from collecting your loot.

Game Over

You start the game with three lives. Each life ends when you touch an enemy, fall off a cliff, or drop into the water. In addition, each time the on-screen timer reaches zero, you also lose a life, so defeat your enemies as quickly as possible and get to the next level.

The Game Screen

The game screen shows you a variety of useful information. If you've picked up the key to The Shop, it will be displayed here. (With this in hand, you can purchase needed equipment the next time you have the opportunity to enter The Shop.) The amount of gold you own is displayed here, as is the on-screen timer. A card panel is also displayed, spelling out the words "CAPTAIN SILVER."



Rounds

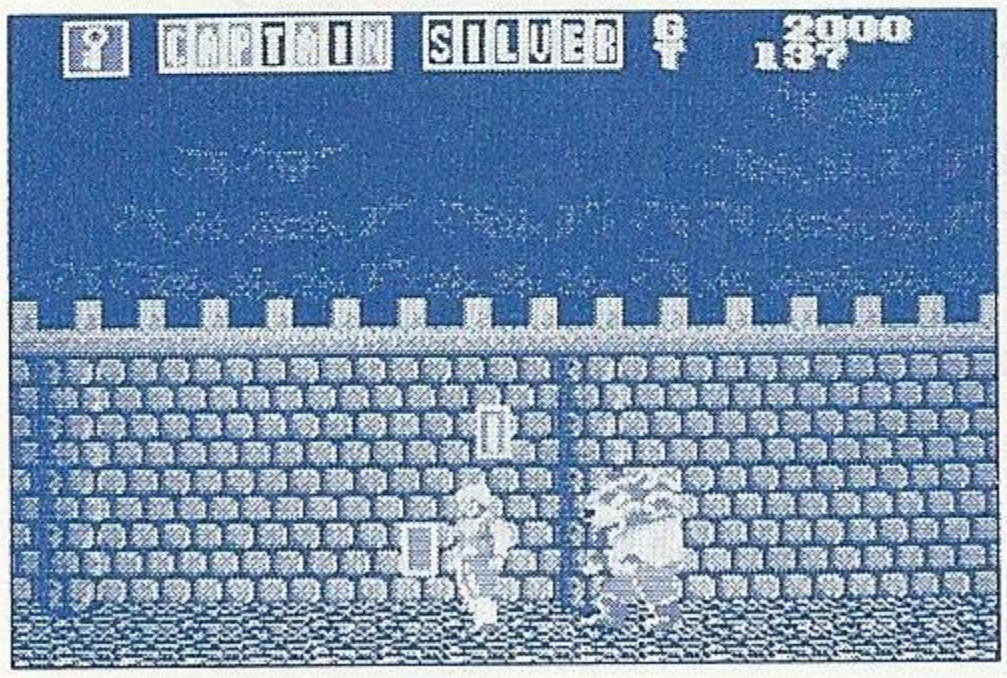
The game consists of six (6) rounds. You start out in Round 1, the town of Barren. If you defeat the enemy and make it to the end of the round before the timer reaches zero, you then progress to Round 2, the Pirate Ship. Next is Round 3, the Island. In the middle of the Island is Round 4, the Cave. If you're still alive after this hell-raising experience, you reach Round 5, the Jungle, which contains fierce natives and strange beasts. Finally, you reach Round 6, Captain Silver's Treasure Island.

At the end of each round after Round 1, an area boss will block your way. You must defeat this strong adversary in order to progress to the next level.

When you clear a round, you gain 100 gold coins for each second left on the timer.

Fighting the Enemy

The enemy will attack by rushing forward or from behind, by dropping down from above, or by flying. You can defeat them with a swing of your cutlass, although some creatures take more than one slice to destroy.



Whenever you defeat an enemy, a card will appear. Move through the card to pick it up. Each card will either be blank, which represents 100 gold coins, or will contain a letter. Each letter

card picked up gives you 300 gold coins. In addition, the letter is recorded on the card panel on the game screen. When all the letters in "CAPTAIN SILVER" are filled in, you get a free life.

Gold

Icons representing treasures of gold can be picked up along the way. Pick these up in order to buy needed equipment at The Shop.



Gold Coin (300 G)



Large Gold Coin (500 G)



Small Gold Coin (300 G)



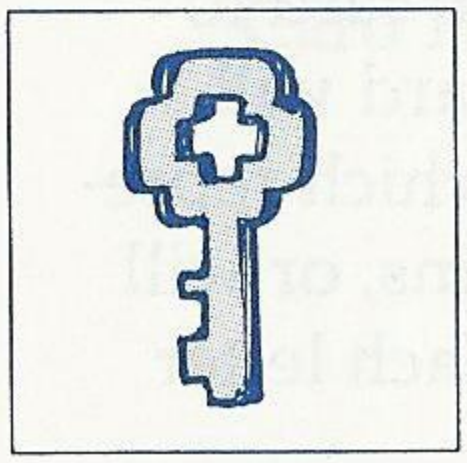
Ring (2,000 G)



Crown (3,000 G)

Items

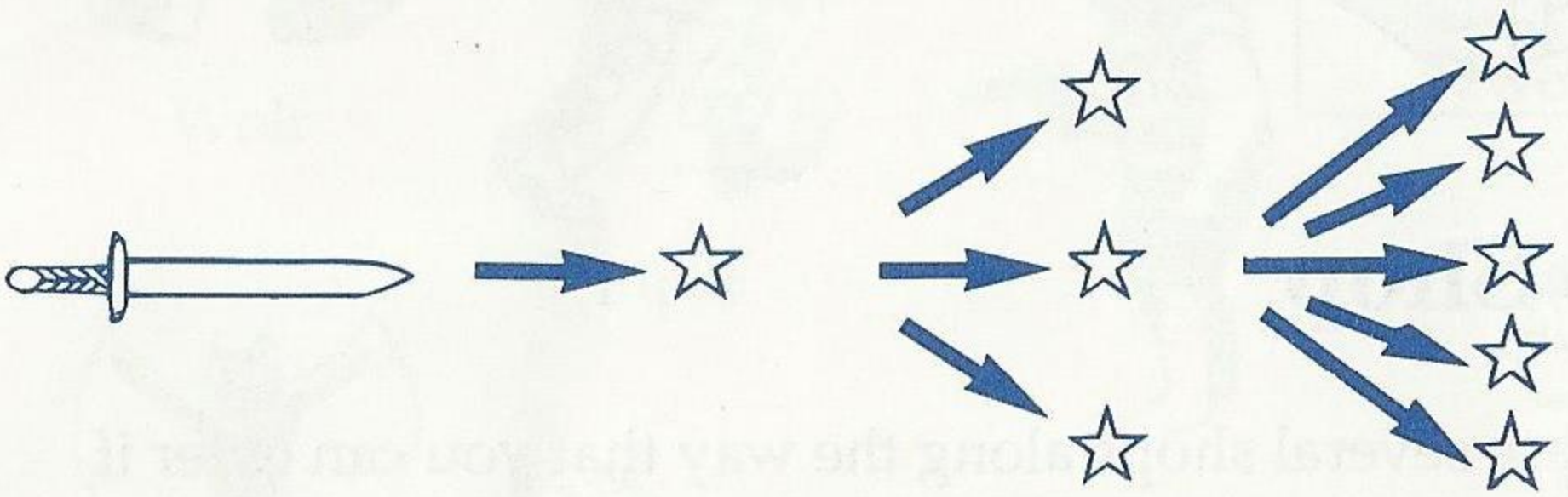
While on your way to Captain Silver's Treasure Island, you'll have the opportunity to pick up many useful items, either along the path or inside The Shop.

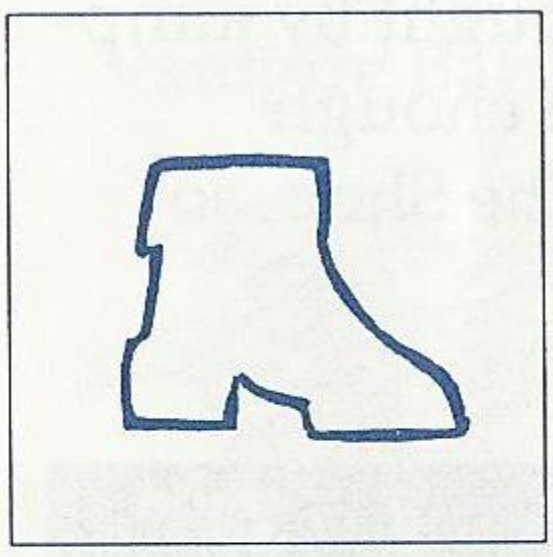


Key:
When taken, a key icon is displayed on the game screen. If you stand in front of The Shop when you have this key, the door will automatically open for you.

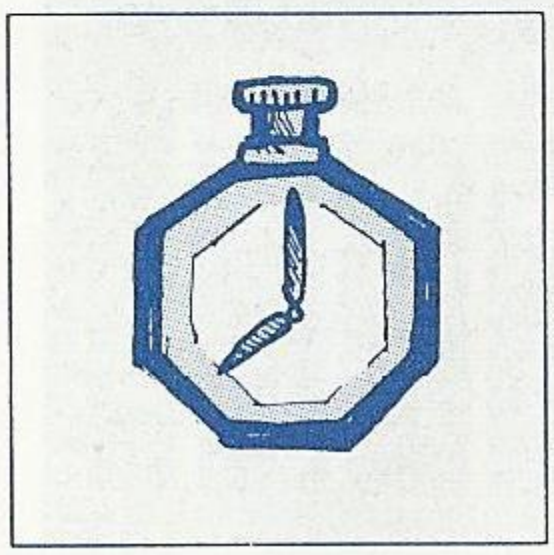


Power-Up Pixie:
You may be approached from time to time by this magical little creature. If you can catch her, she'll reward you by casting a spell on your cutlass. A magic star will shoot from its tip each time you swing it, damaging the enemy who might otherwise be outside the cutlass' normal range. Each time the Pixie casts a spell on your cutlass, the effect grows: One shooting star becomes three, then five! (If you lose a life, your cutlass reverts to its normal characteristics.)





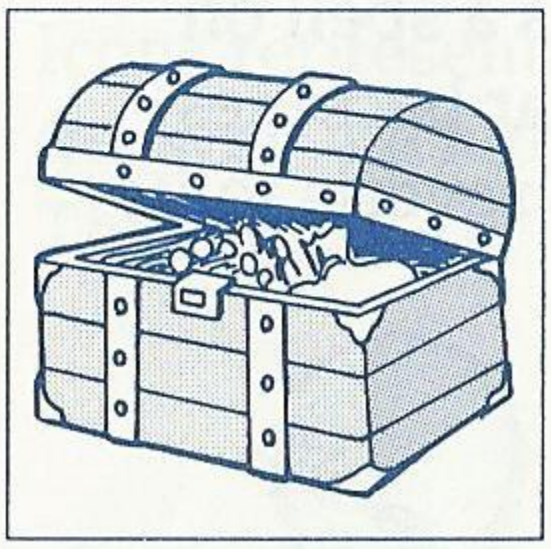
Boot:
By taking this object, you can jump great heights for a limited amount of time. (Hint: You can use this as an easy way to jump over the fountain.)



Clock Freeze:
For a limited time, your on-screen clock is frozen when you pick up this object.



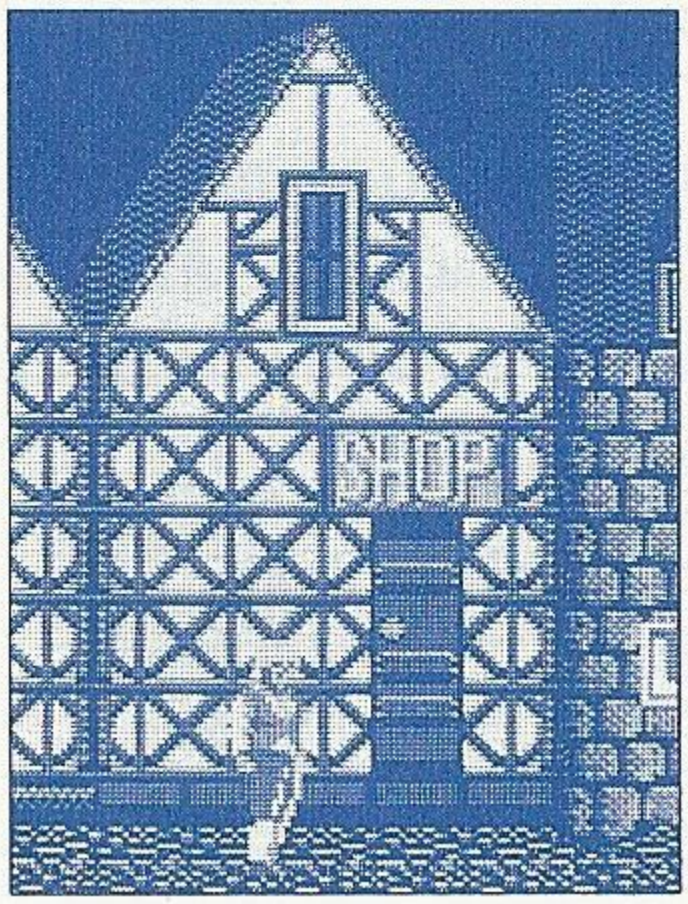
Protection Potion:
When you take this object, your coat begins to flash. This protects you from the enemy's touch once. However, if you fall into water or down a hole, the potion will not protect you.

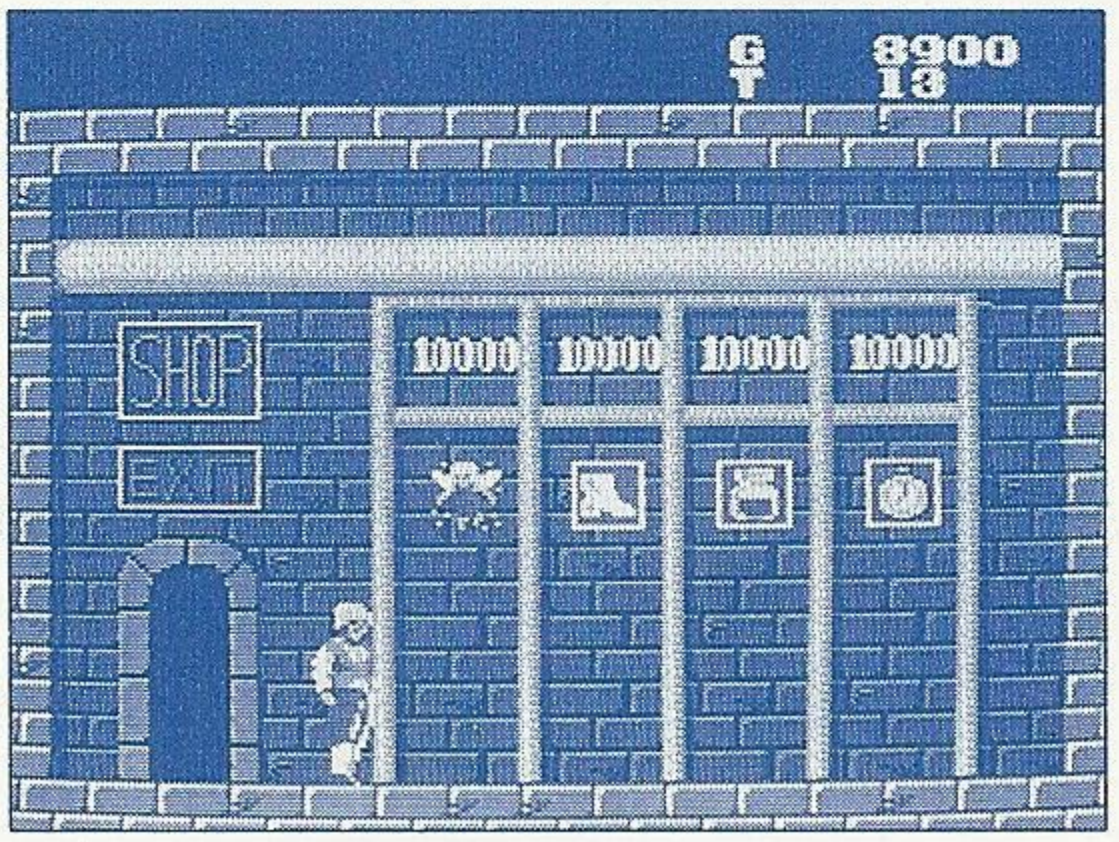


Treasure Chest:
Inside are coins and other surprises.

The Shop

There are several shops along the way that you can enter if you have the key. (If you don't want to enter, pass The Shop by jumping over the front.) Items inside are bought by jumping up and touching them, provided you have enough money. There is a time limit for being inside The Shop, so make up your mind quickly!





Know Your Enemy



Wolf



Piper



Cheshire Cat



Pumpkin



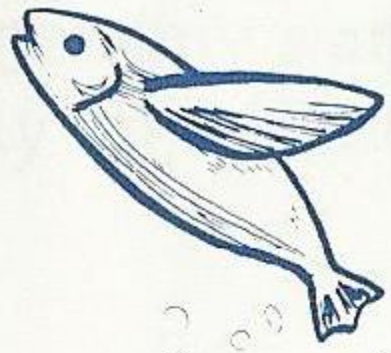
Sewer Rat



Black Beard



Vampire Bat



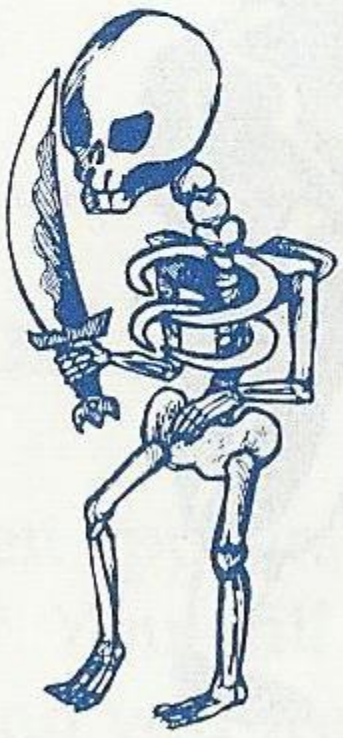
Flying Fish



One-Eyed Boatswain



Witch



Ghost Skeleton



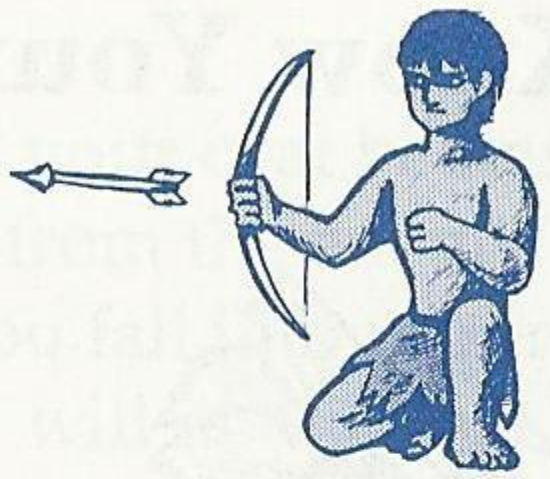
Poison Frog



Coconut Crab



Native Spearman



Native Bowman



Piranha



Butterfly



Eagle



Carnivorous Plant



Seagull



Black Panther

Round Bosses:



Captain Cappard



Dragon



Cyclops



Banana King



Ghost of Captain Silver

Helpful Hints

- Figure out your enemy's attacking pattern.
  This is especially important when it comes to defeating the area bosses.

- Some letter cards change periodically. Wait to pick the letters you need, but don't delay too long, or the card will disappear.

Game Continue

When the "GAME OVER" screen appears, press Button 1 while pushing the D-Button UP. You will restart the game at the beginning of the last round you were in.
You can use the Continue feature up to three (3) times.

Scorebook

Name				
Date				
Score				

Name				
Date				
Score				

Name				
Date				
Score				

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

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