

SEGA™

SEGA™
GENESIS™



Data East USA, Inc.
1850 Little Orchard Street
San Jose, CA 95125

© 1993 DATA EAST USA, INC.
SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD.
ALL RIGHTS RESERVED.

Printed in Japan



DATA
EAST

HIGH SEAS
HAVOC™



INSTRUCTION MANUAL

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

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 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.



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 the SEGA™ GENESIS™ SYSTEM.

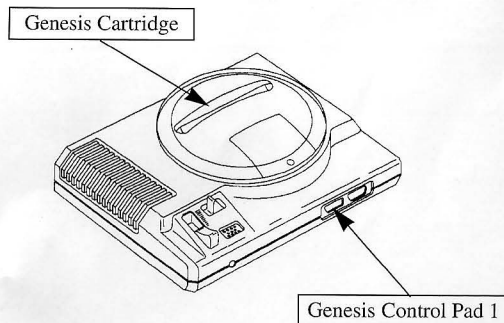
Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for 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 damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Getting Started

1. Check the power switch on your Genesis System. Make sure it is OFF before inserting or removing a cartridge.
2. Insert the High Seas Havoc cartridge into the Genesis System and press it down firmly.
3. Turn the power switch ON. If the screen stays blank, check to see if the cartridge is fully inserted and your system is properly set up.
4. When removing the High Seas Havoc cartridge, be certain the system is turned OFF.



Ahoy Maties! Pull up a chair and listen to an old seafarer's tale

Far away, in the land of Cape Sealph, stormy seas have brought disaster! Brutal Bernard, the scurviest dog to sail the ocean blue, has stolen the map that will lead him to the hidden treasure chest that every pirate is after. Legend has it that the magical gem Emeraldal is in the booty - he who finds it will rule the world! Only one swashbuckling hero can recover the map and get to the treasure first - Capt'n Havoc!

Help Havoc outsmart boatloads of salty scoundrels and rescue his captured friends, held prisoner by Bernard. Ahead of you lie whirling waterways, perilous pitfalls and creepy caverns! Speed through exciting stages that will take you from land to boat to mountain top. Use the Flipper Flip to zip through the air and level the meanest of pirates! If luck is on your side, you will come face to face with Bernard the Blackhearted for the final challenge!

Avast! Stormy seas, dastardly pirates and hidden treasure await you!



Take Control!

For best game play, learn the different button functions before you start.

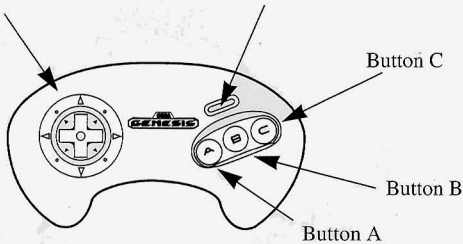
Directional Button
(D-Button)

Start Button

Button C

Button B

Button A



Directional Button (D-Button)

- Press right or left to move Havoc in those directions. Press and hold in either direction to keep him moving.
- When Havoc is standing still, press up or down to make Havoc squat or look up.

Start Button

- Press to start the game.
- Press to pause the game; press again to resume play.

Button A, Button B and Button C

- Use these buttons to make Havoc spring into the air to escape danger or leap from a cliff.

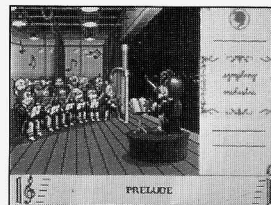
Havoc's Super Stunts

- Press Button A; B or C when Havoc is in the squat position to make him do the Slippery Slideaway Roll - this is a good escape method.
- Press Button A to jump and smash open treasure chests to score energy points or to jump on an enemy pirate.
- Double Press Button A, B or C to make Havoc do the Flipper Flip - the best way to defeat oncoming scoundrels!

Getting Started



When you turn the power on, the tale of Capt'n Havoc will be told. Press the Start Button to go to the Title screen. You can choose to start the game or you can select "Options" and pick the level of difficulty you would like for your upcoming game. Your choices for level of difficulty are Easy, Normal, Hard or Expert. Pick your level by pushing the Directional Button left or right to scroll through the options.



You can also select "Orchestra" and have some fun with the High Seas Havoc Orchestra, led by Capt'n Havoc himself. By pressing the directional button to the left or right, you can scroll through a menu of several musical orchestrations and listen to your favorite. Press the Start Button again to begin the game.

Power-Ups

At the beginning of the game and as you go along, Havoc will need to gain energy and power. Keep your eyes open for power-ups that will increase his jumping range, speed and recovery ability.

Throughout the game, you will come across diamonds you should try to collect and hidden treasure chests that contain the power-ups Havoc needs. Once you smash them open, you'll see what's inside (each box is different):



Diamonds = each diamond is worth a special diamond point.

Chicken Leg = semi damage recovery.



Roast Ham = full damage recovery.

Golden treasures = 50 points



Goblet = 10 points



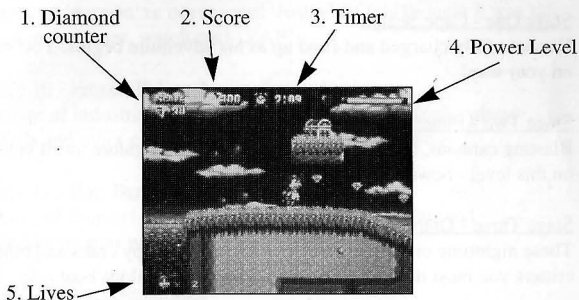
Boots = magical boots that make Havoc run faster.



Mini Havoc Doll = one extra life

Scoring

You can keep track of your power rating, the chances you have left and your score by looking at the counters on the screen.



1. Number of diamonds collected.
2. Your present score.
3. Timer: Shows how much time has elapsed since you began the Level. You have ten minutes to clear each level. If you go over ten minutes, a "TIME OVER" message will appear and you will lose one chance to complete the game. (The time is based on Game time and not on actual time.)
4. The power level you have.
5. The number of lives Havoc has left to get through the level.

Clear Points: You get a clearing point when you clear a Level.

Time Points: You may get these points if you clear a level super fast.

Treasure Points: These come from how many diamonds you have scored. If you score 100 diamond points, you get an extra life and increase your playtime.

Saving Points: There are a few saving points in each level. By touching these orbs, they will turn from blue to red and you can start over at this point if you are defeated later on.

All enemies are worth 100 points.

Leap Through the Levels!

Here's your path to victory. Stay sharp along the way and remember - anything can happen!

Stage One - Cape Sealph

Havoc is fully charged and fired up as his adventure begins. You're on your way!

Stage Two - Pirate Ship

Blasting cannons, flying chomper fish and pirates galore await you on this level - beware of a big surprise!

Stage Three - Otarucean

These nighttime city streets are crawling with creepy crabs and other critters you must dodge before embarking on a perilous boat ride.

Stage Four - Otarucean 2

An underwater trek means all kinds of fish with bad attitudes and clams with razor sharp teeth! Watch out for wacky blow-fish, like you've never seen before!

Stage Five - Burning Hamlet

Flames licking at your heels will keep you moving at a fast pace through this stage!

Stage Six - Burning Hamlet 2

Those hot headed devils are back for more as you race through this burning town and outsmart their white hot tempers!

Stage 7 - Mount Chester

Chilly surprises await you on this mountain top - rolling boulders, icicle pits and divebombing vultures!

Stage 8 - Mount Chester 2

Snow capped adventure as you scale majestic Mount Chester and take your chances in the heartstopping checkerboard maze - you never know when everything will drop out from under you!

Stage 9 - Frozen Palace

A factory like you've never seen! Just when you thought it was safe to go in the water, watch out! ZAP!

Stage 10 - Frozen Palace 2

A maze of industrial disaster as you zoom through high voltage pitfalls and other goofy goons who will try to stop you!

Stage 11 - Fort Bernardo

A cave of despair! Moving bridges, falling stalactites and bloodthirsty bats will keep you on your toes!

Stage 12 - Fort Bernardo 2

Bernard's troops of meanies will stop at nothing to defeat you! Keep sharp and move quickly through this fort of fear! You're almost at the end!

Stage 13 - The Final Stage

The final challenge on Bernard's turf!

Game Over

You have three chances to complete the game. If you lose all three chances, the game ends.

Continue

If Havoc is lucky enough to obtain a Continue, the Continue screen will appear after Havoc loses his last life. On this screen, press the Start button to continue where Havoc lost his last life.

Scorebook Chart

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

GET THERE YOUR FRIENDS DO!
BEFORE

Burnt?
Befuddled?
Bamboozled?

Call the Data East Tipline and get insightful answers and gaming tips on all Data East games. Be the first on your block to master everything from Side Pocket to Atomic Runner.

Call 1-900-454-5HELP

.95 first minute. .75 each additional minute.

Higher Scores

Are Just A Phone Call Away!

Limited Warranty

Data East USA, Inc. warrants to the original purchaser only that the cartridge provided with this manual and the software program coded 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 this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Data East USA, Inc. 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 IMPLIED WARRANTIES, INCLUDING THOSE OR MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Data East USA, Inc. 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 Data East USA, Inc. has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of any incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This 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.

Data East USA, Inc., 1850 Little Orchard Street, San Jose, California 95125. (408) 286-7080.

Patents: U.S. #'s 4,442,486/4,454,594/4,462,076/4,026,555; Europe #80244; Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029; Japan #'s 1,632,396/82-205605 (Pending).