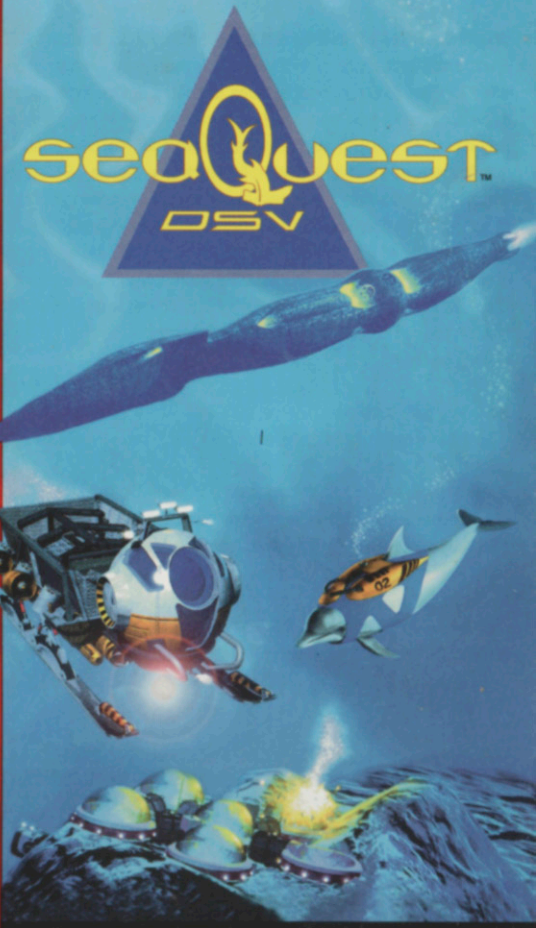
SEGA

GENESIS™

seaQuest DSV™



Instruction Manual

Black Pearl Software

OFFICIAL SEGA SEAL OF QUALITY

KIDS TO ADULTS

K-A

AGES 6+

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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.

Handling Your Cartridge

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

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welcome aboard

In your fitful sleep, you dream of adventure on the seas: pirate skirmishes, sunken treasures, lost cities beneath the waves... You awake to the gentle chime of the message pad. Looks official - maybe it's about graduation.

UEO Training Center, Hawaii

Congratulations. Due to your exceptional scores throughout Academy training, you have been invited to participate in a computer-simulated maneuver to evaluate your potential as captain of the seaQuest DSV. You will be expected to perform to the highest standards during this simulation, demonstrating your technical skills as an officer as well as diplomatic skills as a keeper of the peace.

The United Earth Oceans organization was formed in the hope of bringing together the confederacies formed beneath the seas. Multinational corporations exploit the vast riches of this unexplored territory, guarding their mines, farms and factories while they prey on their competitors. Industrial sabotage and human error on land cost fortunes – undersea, they cost lives.

The UEO is the law down there, and the seaQuest DSV is enforcer, protector, explorer, and symbol of what we hope the world will become. It is the largest, fastest, most powerful research vessel ever launched. The UEO is looking for the very finest officer to captain this vessel. It is our hope that you are that officer.

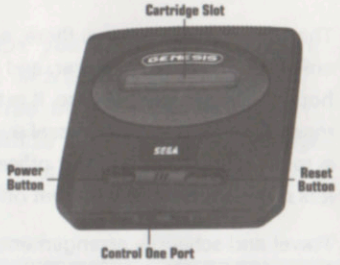
Travel and schedule arrangements are attached. Good luck.

Admiral Mori
UEO Central Command

Heavy stuff. You check the address and read it two more times. You've got time to pack and catch the next jump-jet.

Hmmm. Maybe dreams come true after all...

initiate simulation



Deactivate power to your Genesis System and place the seaQuest game cartridge in the Genesis's aft receptacle. This is a one-trainee simulation - attach a Control Pad to the Control One Port of your Genesis System. Reactivate your Genesis System. At the title screen, use the D-Pad to select NEW GAME or PASSWORD, then press the A Button.



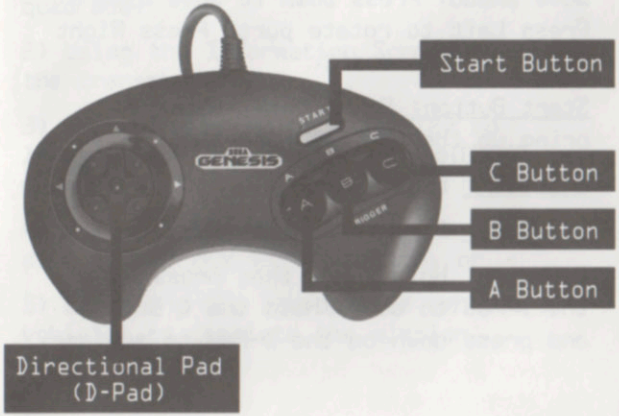
Selecting PASSWORD will take you to the Password Entry Screen. Entering a password here will allow you to start at the beginning of a quadrant. You will start off with a minimal amount of items to be purchased with the money that you had when you received the password. Passwords can be obtained at any time from the Information or Main Bridge Screens.

Select NEW GAME to begin your training simulation.

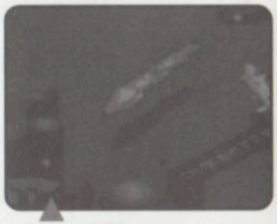
controlling the simulation

This simulation has been designed as a replica of the bridge controls of the seaQuest.

Further information regarding controlling the seaQuest and its vehicles will be detailed later in this manual. At this time, familiarize yourself with the general button configuration of your Control Pad.



the seaQuest



The future's most powerful submarine is at your command. The controls for your simulation are the same as the controls of the real seaQuest.

Controls for the seaQuest Explore Mode:

Directional Pad (D-Pad): Pilot the seaQuest in any direction. Press Up to move ahead. Press Down to move astern. Press Left to rotate port. Press Right to rotate starboard.

Start Button: Pause game action and bring up the Control Menu.

A Button: Fire Weapon A.

B Button: Fire Weapon B.

C Button: Hold down, then press up on the D-Pad to dive. Hold the C Button and press down on the D-Pad to surface.

captain on the bridge



Your simulation has begun, trainee. You must quickly become familiar with the operation of the seaQuest if you are to advance in rank and pass this test of your abilities.

In general, missions will consist of:

1) Receiving an incoming transmission, alerting you to a situation in your quadrant,

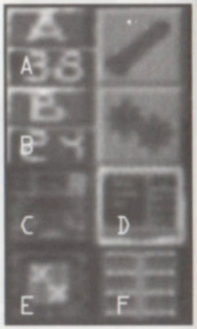
2) Using the Information Screen to read the transmission,

3) Using the Navigation Display to locate the mission site with WHISKER probes,

4) Piloting the seaQuest to the mission site to correct the situation, or

5) Launching the appropriate vehicle or vehicles to complete the mission.

control menu



While in the seaQuest's Explore Mode, pressing the Start Button will pause the game and bring up the Control Menu. Use the D-Pad to select from the different options and press the A Button to select.

[A] Weapon A: Press left and right on the D-Pad to select from different weapons. The display below the A shows how many of the selected weapon remain. See pages 20 & 21 for more information.

[B] Weapon B: Use as above to assign a weapon to the B Button.

[C] Main Bridge Screen: Select to go to the Main Bridge Screen (see page 9).

[D] Information Screen: Select to go to the Information Screen (see page 10).

[E] Navigational Screen: Select to go to the Navigational Screen (see page 11).

[F] Launch Bay: Select to go to the Launch Bay (see page 12). You will only be able to access the Launch Bay if you are within range of a mission site.

Press the Start Button to exit the Control Menu and return to Explore Mode.

main bridge screen



[A] Vehicle Display: shows the number of each vehicle in the seaQuest's bay, and if Darwin and the Hyper-Reality Probe are on-board. Vehicle descriptions are on pages 12-19.

[B] Ship's Readiness: shows whether the seaQuest is in top condition (100%) or needs time for repairs (less than 100%).

[C] Weapons Display: shows how many of each torpedo, missile or mine remains in store. Press right on the D-Pad to see additional weapons. Weapon descriptions are on pages 20 & 21.

[D] Total Funds: displays your collective contributions, which are used to determine your score.

[E] Current Funds: used to purchase and replace equipment.

[F] Rank and Rank Insignia: show your current UEO ranking (see page 23).

[G] Password: shows your current password.

Press the Start Button to return to Explore Mode.

information screen



This is where you will receive your first mission briefing. The Information Screen will also display incoming transmissions from the UEO and its confederates.

Read all messages and transmissions carefully; they will give you clues as to how you should proceed.

The inventory display shows the name of the items in store, the number remaining and the purchase cost. To purchase items, use the D-Pad to move to the inventory display and press the A Button. Press up and down on the D-Pad to move the arrow to select the item you want, then press the A Button to purchase. See pages 12-21 for descriptions of inventory items.

Press the Start Button to return to Explore Mode.

navigation screen



The Navigation Screen displays your current ocean quadrant. Press the D-Pad up, down, left and right to scroll across the map to see the entire quadrant.

Gold crosses on the map indicate mission sites. Silver crosses indicate potential mining sites where minerals may be found. A skull-and-crossbones symbol indicates the location of an enemy vessel. The UEO symbol indicates the current position of the seaQuest.

Hit the Start Button to return to Explore Mode.



launch bay



Inside the seaQuest's Launch Bay, you can select different vehicles to carry out missions. If you are not within range of a mission site, you cannot enter the launch bay.

Upon reaching a mission site, you will have to decide which mission vehicle is most appropriate for the task. Read the following vehicle descriptions, incoming transmissions and mission briefings carefully. At times, more than one vehicle may be needed to complete a mission.

Use your D-Pad to highlight one of the mission vehicles and hit the A Button to launch. If the counter for a vehicle reads zero, that vehicle is not in the bay and cannot be launched. To purchase additional mission vehicles, highlight BUY SHIPS.

Once a vehicle has been launched, it will appear outside the seaQuest near a pick-up buoy. If you return to this buoy, the vehicle will be taken aboard the seaQuest to be exchanged for a different vehicle or to move on. If a

launch bay

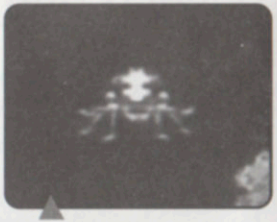
vehicle is damaged on a mission, you will be shown a readout of remaining hull integrity. If a vehicle is destroyed, you will return to the launch bay to select another vehicle. Once you start a mission, you must complete it successfully. If you press the A, B and C buttons simultaneously, you will self-destruct your mission vehicle, which may be helpful during certain missions.

Do not injure sea life during your mission - you are here to protect them.

From the Launch Bay, press the Start Button to return to Explore Mode.



crab



The crab is a multi-functional mining and recovery vehicle with several manipulator arms.

Armament: Sonar-directed plasma charge.

Armor: High-pressure plastic with steel plating.

Propulsion: Attitude jets.

Crew: 2.

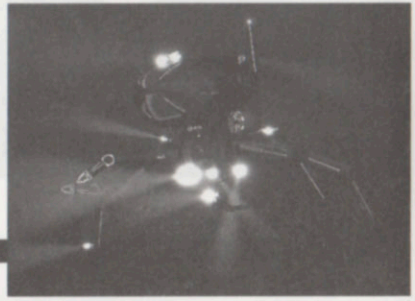
Special features: Equipped with thruster jets for upward thrust or for removing sediment for salvage operations.

Control Pad: Move in any direction.

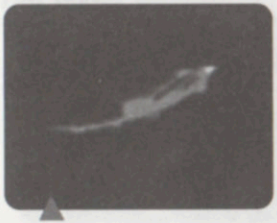
A Button: Fire thruster jets.

B Button: Fire seeker plasma charge (SPC*).

*SPC is a homing Plasma Charge that will zero in on the closest enemy target.



stinger



The Stinger is a one-person attack sub.

Armament: Hydro-pulse laser.

Armor: Bio-organic carbonite plating.

Propulsion: Mechanical tail.

Crew: 1.

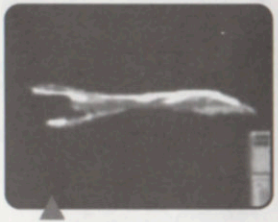
Special features: Very fast and maneuverable, the Stinger is capable of moving in all directions.

Control Pad: Rotate left and right.

A Button: Forward thrust.

C Button: Fire plasma weapon.

sea speeder



The Speeder is a fast, heavily armored transport and defense vehicle.

Armament: Low-charge energy-plasma torpedoes and sonar-directed plasma charges.

Armor: Carbon-fiber plating.

Propulsion: Hydro-jet turbines.

Crew: 2.

Special features: The Speeder serves as a fast, armored shuttle or attack sub.

Control Pad: Move in any direction.

A Button: Turn Speeder about.

B Button: Fires Seeker Plasma Charge (SPC)*

C Button: Fires torpedo.

*SPC is a homing Plasma Charge that will zero in on the closest enemy target.

sea truck



The Sea Truck is a large, multi-purpose transport for people, equipment and supplies.

Armament: High-charge energy-plasma torpedoes and rear-launched proximity mines.

Armor: Steel beams and hull.

Propulsion: Multi-directional jets.

Crew: 2-6.

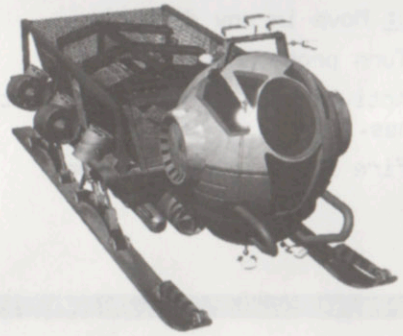
Special features: Equipped to pick up objects, the Truck is ideal for salvage operations.

Control Pad: Move in any direction.

A Button: Turn Truck about.

B Button: Fire torpedo.

C Button: Release mine from astern.



hyper-reality probe



Not a vehicle, the H-R Probe is used for exploration, reconnaissance, and repair operations in dangerous situations. The Probe is controlled by a crew member aboard the seaQuest through a virtual reality headset and handpiece.

Armament: Low-energy hydro-pulse laser.

Armor: Carbon plating.

Propulsion: Servo-controlled hydro-jets.

Crew: None (remote-controlled).

Special features: Extension arm is equipped for underwater welding and can be used to activate switches. H-R Probe is capable of diving to extreme depths. Used to repair broken pipes and can withstand great temperatures.

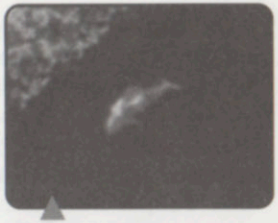
Control Pad: Move in any direction.

A Button: Turn probe about.

B Button: Activate arm for welding or to flip switches.

C Button: Fire low-intensity weapon.

darwin



Darwin is a bottle-nose dolphin and a member of the seaQuest's crew. He is highly intelligent and through the use of his underwater rebreathing apparatus can perform many underwater missions.

Armament: None.

Armor: None.

Propulsion: Tail.

Special features: Darwin can activate switches and can swim against strong ocean currents which can disable other craft.

Control Pad: Rotate left and right.

A Button: Swim forward.

B Button: Flip switches.

weapon systems

Although the seaQuest is a research vessel, it has been equipped with the latest armaments to enforce peace on the ocean floor. Weapons can be assigned to the A and B Buttons (see page 13). All weapons are limited in supply. Weapons can be purchased by highlighting the weapon on the Information Screen and pressing the A Button.



Type I Torpedo: Short range non-guided torpedo. 50 in store.



Type II Torpedo: Moderate range guided torpedo. Using a primitive guidance system, Type II torpedoes seek targets at different depths. 25 in store.



Type III Torpedo: Moderate range guided torpedo with large payload. Targeting and guidance systems operate at moderate range. Can be decoyed by enemy counter measures. 15 in store.



Type IV Torpedo: Long range guided torpedo with large payload. Targeting and guidance systems operate at long range. Cannot be decoyed by enemy counter measures. 10 in store.

weapon systems



Small Pulse Laser: Short range plasma burst weapon. 50 shots in store.



Medium Pulse Laser: Moderate range plasma burst weapon. 25 shots in store.



Large Pulse Laser: Long range, high-intensity plasma burst weapon: 15 shots in store.



Triton Missile: Extremely long range guided missile. Largest payload and greatest targeting distance. A formidable weapon. 2 in store.



Decoy Counter Measure: A stern-ejected decoy pod. Can detonate tracking missiles or mislead enemy subs into attacking it. 25 in store.



Confusion Counter Measure: High energy defensive electromagnetic pulse momentarily scrambles guidance and tracking of enemy missiles. 2 in store.



Mine: Powerful timed explosive ejected from stern. Can detonate tracking missiles or damage pursuing enemy subs. 50 in store.

technical data



seaQuest DSV 4600

DATA: Commissioned by United Earth Oceans Organization in 2018 as the largest, fastest, most powerful submersible in history. Contains both scientific and military personnel and is capable of accomplishing extensive research, defense, and peacekeeping missions. Equipped with a variety of sensory probes and multifunction utility vehicles.



ensign Darwin

DATA: Bottlenose dolphin rescued and trained by Captain Bridger. Taken on as one of the seaQuest's crewmembers. Experimental Mammal Vocorder can be used to translate Darwin's native speech into rudimentary english words.

ueo ranking

Enlisted:



Seaman Second Class



Seaman First Class



Petty Officer

* (Must achieve this rank to receive active duty)



Chief Petty Officer

Officers:



Ensign



Lieutenant J.G.



Lieutenant

* (Must achieve this rank to advance to next quadrant)



Lt. Commander



Commander



Captain



Commodore



Admiral

* (Must achieve this rank to complete the final mission)

You will encounter a variety of missions during your simulation and the active duty that will follow: rescue missions, salvage operations, repairs to damaged facilities, etc. Be prepared for any situation and remember that the seaQuest was constructed to keep the peace. When a confederation calls your ship, it is your duty to help as best you can. When you successfully complete your missions, the various organizations that you help will gratefully contribute funds that will help keep the seaQuest afloat!



Some of your missions (for example rescues and repair of critically damaged equipment) will be timed, and a timer will appear in the upper right of your display to indicate time remaining. Unless you complete timed missions before the timer reaches zero, the mission will fail. If you leave a timed mission, the timer will keep running. To return to the seaQuest's controls from any mission, press the Start Button.

Keep in mind that advances in rank are based upon completing your missions and that you will have to achieve certain rankings before you can proceed to different ocean quadrants. You may find that the seaQuest will receive multiple transmissions at once, all asking for assistance. As commanding officer, you must set priorities and determine which situations require the presence of your vessel first. If you need to review past transmissions, go to the Information Screen and re-read them - don't worry, you won't lose time by returning to the Information Screen.



As you proceed with your missions, they will increase in complexity and you may find that you will need to use several tactics to achieve your goal. For instance, shutting down a power reactor under attack might involve fighting off pirate submarines with the seaQuest, sending out a Stinger to eliminate small enemy vessels, and then having Darwin flip the switches to close the reactor down.

mission log

* NOTE: YOU WILL ENCOUNTER MISSIONS IN ADDITION TO THE ONES RECORDED IN THIS LOG, AND YOU MAY CHOOSE NOT TO COMPLETE MISSIONS IN THIS ORDER *

* MISSION LOG * SECTOR 0 * seaQuest SIMULATION *



RECOVER PLUTONIUM IN PLANE WRECKAGE:

> UEO vessels have located the wreckage of a WWII plane. Records indicate that large amounts of plutonium were on board. Pirate ships have been spotted in the area looting the wreck. Recover the plutonium and stop the pirates.



RESCUE SHUTTLE CREW

> An exploration vessel has been trapped in a cavern. Its two passengers are alive but running out of oxygen. Locate the vessel and rescue the crew. Only the Crab is equipped with a docking hatch to rescue the passengers.

* MISSION LOG * SECTOR 1 * PACIFIC CONFEDERATION *



SPEEDER CHASE

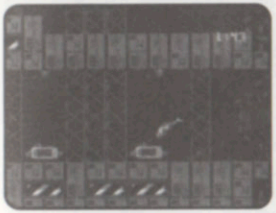
> The seaQuest is stationed south of Pearl Harbor. You will rendezvous with her and assume command. Incoming transmissions indicate drug smugglers in the area. Return fire if necessary.

mission log



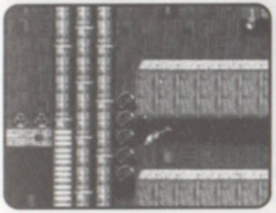
SEAL LEAKS IN OIL TANKER HULL

> An oil tanker has been sunk by ecological terrorists who are attempting to destroy it. Scan the entire area and use the seaQuest attack subs to defeat the pirates. Any damage to the tanker must be repaired by the Hyper-Reality Probe's welder.



DISARM CITY SECURITY SYSTEMS

> The security system of an undersea city has malfunctioned. You must use Darwin or the H-R Probe to change the display in each of the power switches. There are 8 systems with 3 switches in each system - 24 switches altogether. Avoid destroying security devices.



REPAIR NUCLEAR REACTOR

> The cooling system of a nuclear reactor has failed and meltdown will occur in 10 minutes. You must use various ships to seal coolant leaks and gain access to the reactor's core. Radiation shielding must be located and used to shield your ship before removing the core.

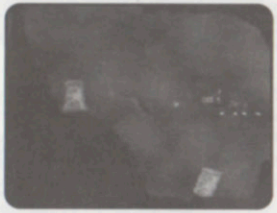
mission log

* MISSION LOG * SECTOR 2 * ANTARCTIC SECTION *



GREAT BARRIER REEF

> UEO has discovered that the Morey pirate organization intends to destroy the Great Barrier Reef. They have planted an explosive device at a fragile spot in the reef. The seaQuest must send Darwin to find and defuse the bomb.



DISPOSE OF TOXIC WASTE

> Morey pirates have been illegally dumping toxic waste in a deep-sea ravine. Scans indicate Morey activity at dump site. Eliminate or dispose of all waste canisters. All pirate ships must be destroyed before the seaQuest leaves the area.



DESTROY DRUG WAREHOUSE

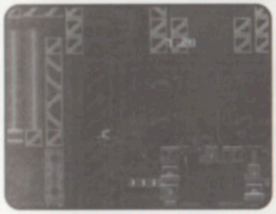
> UEO intelligence agents have located a Morey drug processing lab. You must eliminate all of the pirates and their equipment. If the seaQuest leaves any Morey forces behind, they will relocate their lab to a new location.

mission log



ATTACK ON ARC-CON PRISON

> Inmates at a security facility have seized control of the security system and are escaping. Locate and destroy all of the power relays in order to reach and disable the main power relay. The seaQuest must restore order before pirates arrive.



RESTORE LIFE SUPPORT

> Morey forces have endangered a colony by removing six sections of the life support system. Locate each of the pieces inside the colony and return them to the colony's central power structure quickly, or the Moreys will take over the colony.



DISARM BOMB IN BATTLESHIP

> The Morey organization has placed a hydrogen bomb inside a sunken battleship. They plan to detonate the bomb, causing a massive earthquake. Since the battleship is located in a deep ocean trench, you will have to use the H-R Probe to reach it.

> Intelligence sources have located the Morey base of operations. They inform us that the +h++++++ + + +

* SATELLITE UPLINK BROKEN * END MISSION LOG*



passwords

mission assistance

Keep an eye on the damage your vessel has received. If the seaQuest has been damaged, use your countermeasures to escape from attackers.

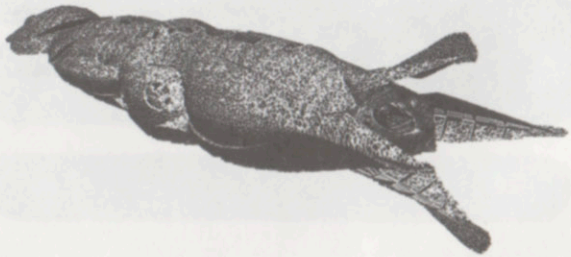
Your ability to self-destruct a mission vehicle may be useful during the nuclear reactor mission.

Conserve the seaQuest's weapons - they are limited and if you fire wildly, you're more likely to hit a friendly oil refinery.

All of your mission vehicles are useful for different purposes - experiment and find out how to accomplish various tasks. On-screen hints may let you know which vehicles will work in a particular situation.

Do not attack Triton turrets from the front. Use buildings to shield you from the missiles and use your large pulse laser to attack.

If your mission vehicle is damaged, return to the Launch Bay. Once in the Bay, your vehicle will be repaired and you may either select a different vehicle or the same vehicle to complete your mission.



limited warranty

90 DAY LIMITED WARRANTY:

BLACK PEARL SOFTWARE warrants to the original consumer purchaser that this Game Cartridge ("Cartridge") shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, BLACK PEARL SOFTWARE will repair or replace the CARTRIDGE, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Cartridge to the retailer.

2. Notify the BLACK PEARL SOFTWARE Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.

3. If the BLACK PEARL SOFTWARE service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Cartridge, and return your Cartridge freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

BLACK PEARL SOFTWARE Consumer Service Department,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the Cartridge has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the Cartridge develops a problem after the 90 day warranty period, you may contact the BLACK PEARL SOFTWARE Consumer Service Department at the phone number noted. If the BLACK PEARL SOFTWARE service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective Cartridge freight prepaid to BLACK PEARL SOFTWARE. BLACK PEARL SOFTWARE will, at its option subject to the conditions above, repair the Cartridge or replace it with a new or repaired Cartridge. If replacement Cartridges are not available, the defective Cartridge will be returned and the $10.00 payment refundable.

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