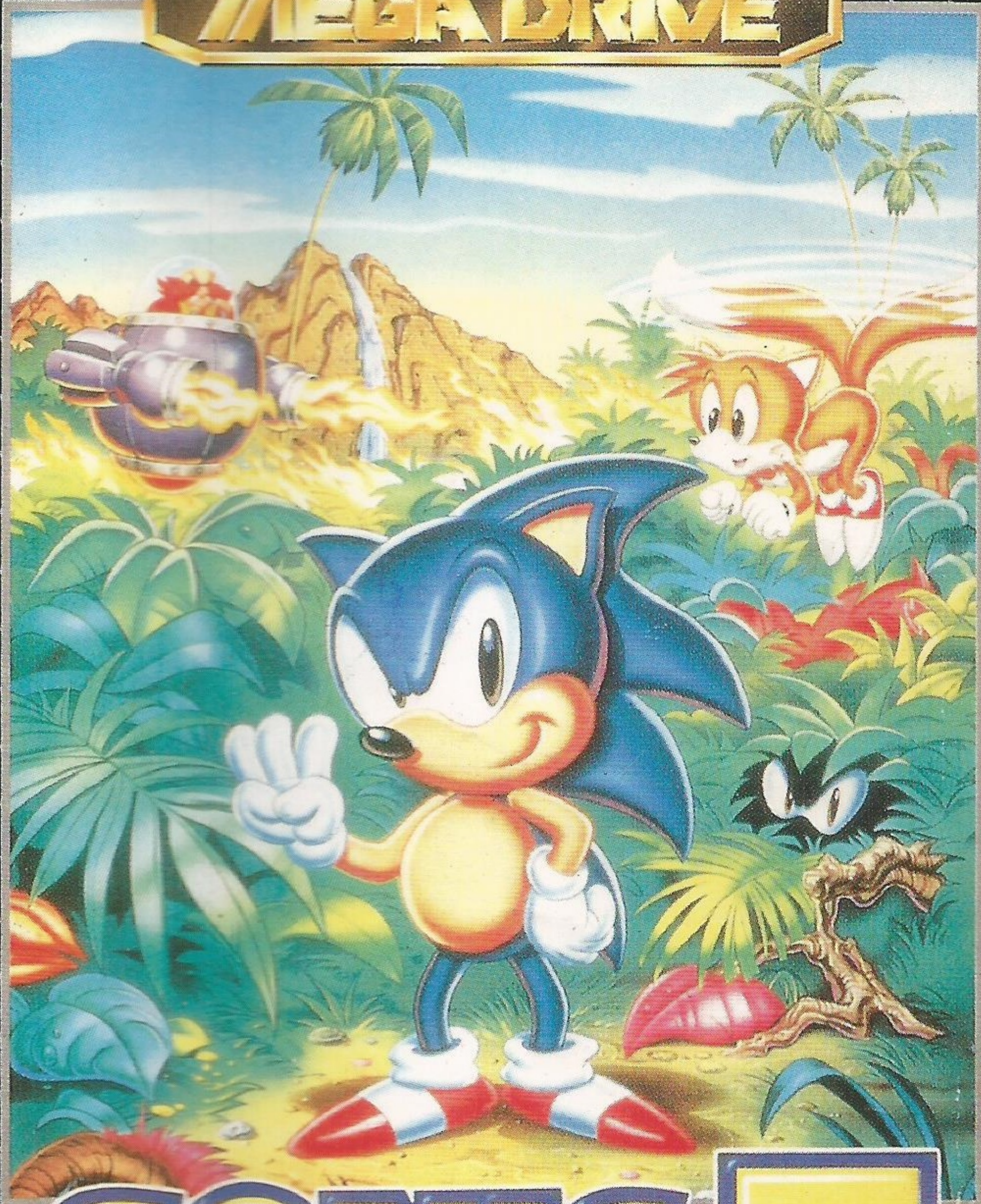


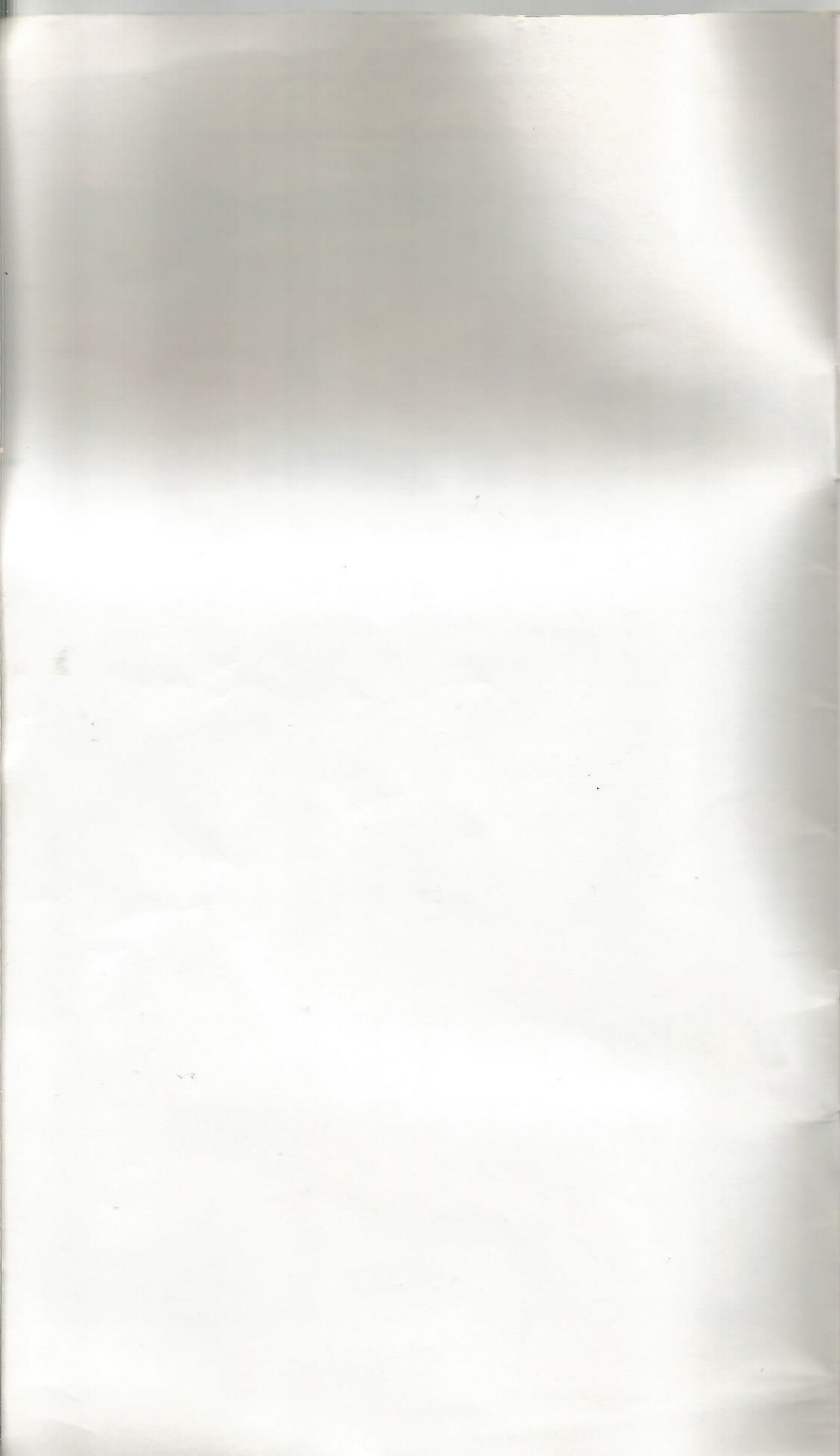
MEGA DRIVE



SONIC THE HEDGEHOG 3

**16-BIT CARTRIDGE
INSTRUCTION MANUAL**

SEGA







CAUTION

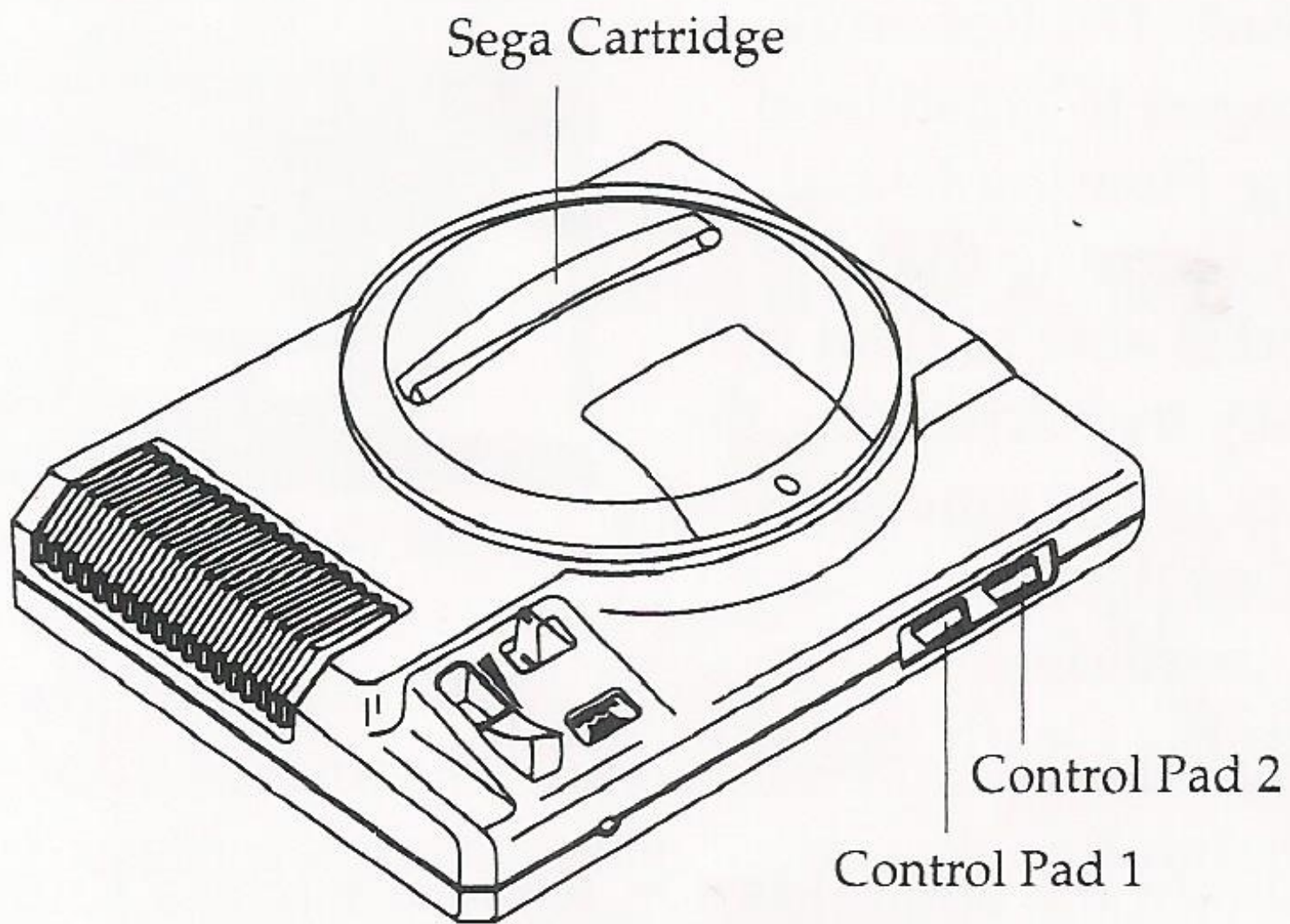
- Be sure to observe the following before and during play.
 - Before children play video games, the parent or guardian must make sure of the following.
-
- When playing video games for extended periods, take a break once an hour to rest yourself. If you are extremely tired or lacking sleep, refrain from playing until you are completely rested.
 - Keep the room bright where the game is being played and remain as far away from the television screen as possible.
 - If you have ever experienced loss of awareness or muscle twitches from watching TV or other strong flashing light stimuli, be sure to consult your physician before playing. If, while playing, you experience such symptoms, or if you experience unusual physical sensations, stop playing immediately and consult your physician.

Table of Contents

◆ Starting Up	3
◆ Sonic's Adventure Continues	4
◆ Play as Sonic or Tails	5
◆ Sonic's Goals	5
◆ Meet Knuckles The Echidna	6
◆ Basic Moves	7
◆ Super Moves	8
◆ Starting Up//The Game Save Feature	10
◆ Sonic Power-Ups	12
◆ The Special Stage	14
◆ The Bonus Stage's Gumball Machine	14
◆ The Bonus Stage's Power-Ups	15
◆ The Floating Island/One-Player Mode - A Guided Tour -	16
◆ Two Player Mode	18
◆ Two-Player Game Play Modes	18
◆ Choose Your Character	18
◆ The Floating Island - Two-Player Mode -	19
◆ Dr. Robotnik's New Badniks	21
◆ Sonic Super Play Tips	24
◆ More Sonic Super Play Tips	25
◆ Even More Sonic Super Play Tips	26
◆ Handling Your Cartridge	27

Starting Up

1. Set up your Sega Mega Drive System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF. Then insert the Sega cartridge into the console.

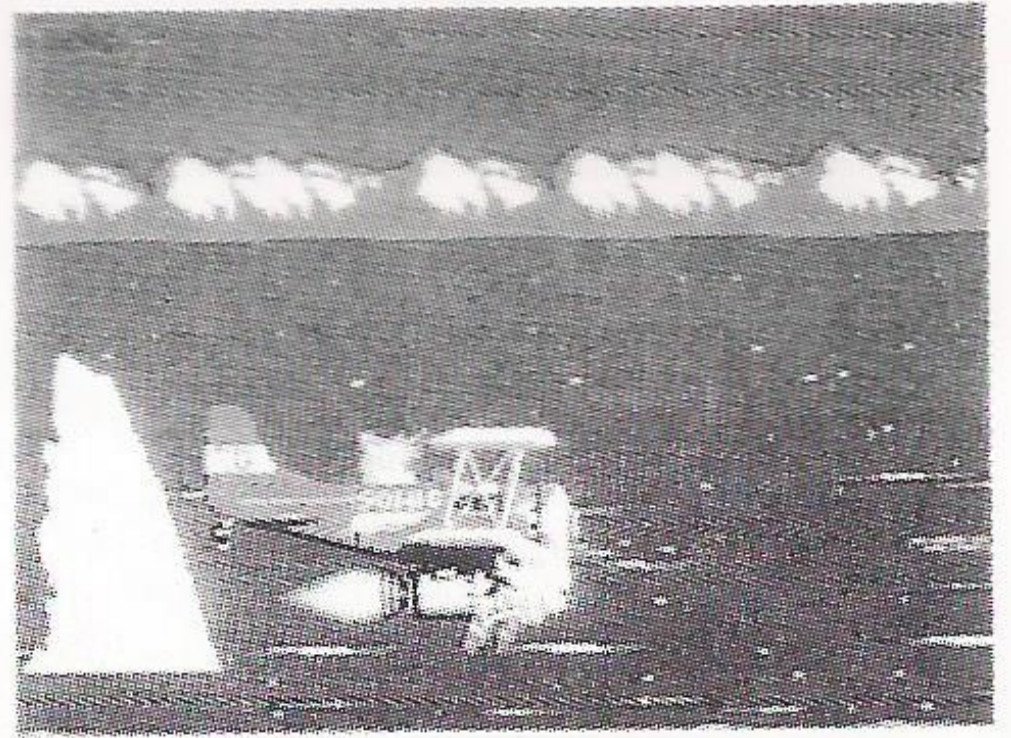


3. Turn the power switch ON, in a few moments, the Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure that the Console is turned OFF when inserting or removing your Mega Drive Cartridge.

Sonic's Adventure Continues

Sonic The Hedgehog 3 takes place on the mysterious Floating Island which holds many special powers. The source of these powers are Chaos Emeralds. In *Sonic The Hedgehog 2*, Sonic and Tails thought that they had destroyed the Death Egg, which was Dr. Robotnik's heavily armored ship. Instead, Dr. Robotnik managed to crash land on the Floating Island. After learning that the island is able to float in the sky by harnessing the power of the emeralds, the Doc decides to steal the emeralds so he can repair his Death Egg ship.



To obtain the emeralds, Dr. Robotnik tricks Knuckles, the guardian of the Floating Island's Chaos Emeralds. He also tells Knuckles that Sonic and Tails are the ones trying to steal the emeralds.

Between battling the new types of Badniks and trying to outsmart Knuckles, Sonic and Tails have their work cut out for them once they arrive on the Floating Island and search for Dr. Robotnik.

You'll soon discover that *Sonic The Hedgehog 3* is packed with Zones which are three times larger than those found in *Sonic The Hedgehog 2*. Each Zone is made up of two Acts, and each Act contains dozens of challenges and obstacles for Sonic and Tails to overcome.

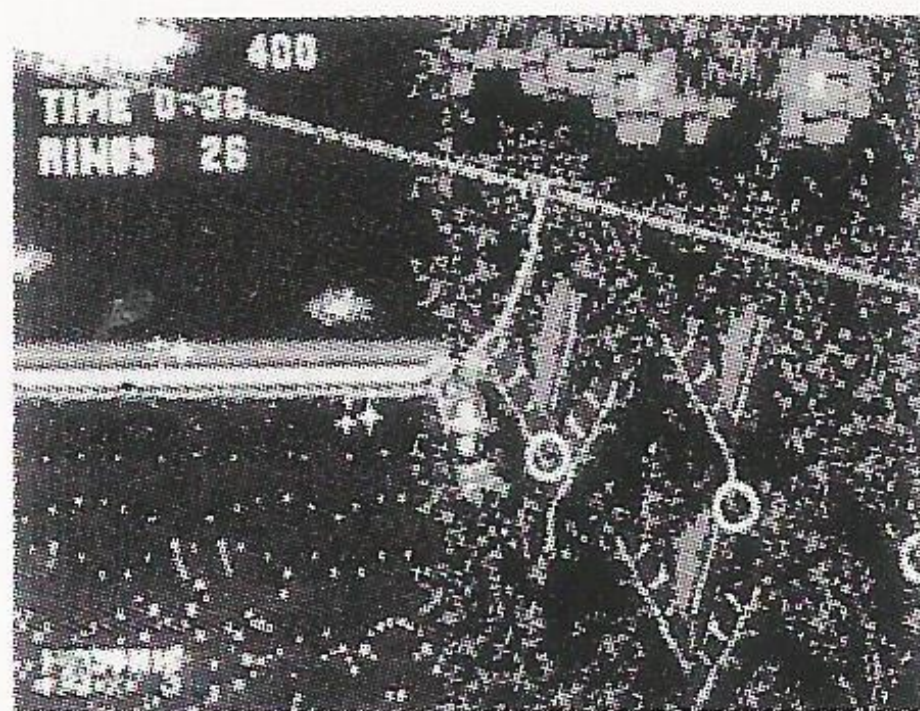
Play as Sonic or Tails

From the main title screen, you can choose to play a one-player game and then select to control Sonic, Tails or Sonic and Tails together. Use the D-Button and the START button to choose a one-player game and then select the character you want to control.

Sonic's Goals

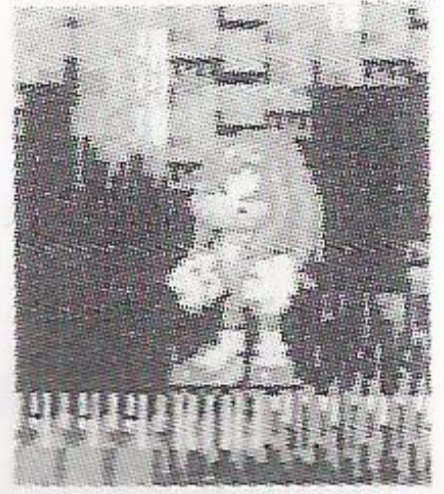
As Sonic and Tails explore the six exciting Zones, you must help them collect Gold Rings and locate the Chaos Emeralds.

At the start of the adventure, Sonic will have three lives. Additional lives can be earned by activating 1-Up icons, by collecting 100 Gold Rings within a single Act or by grabbing 50 Gold Rings in the Special Stage. Sonic and Tails must avoid the obstacles in their path and defeat the army of Badniks that roam throughout each Act. You'll discover a Chaos Emerald at the end of each Special Stage.



Meet Knuckles The Echidna

Age: 15 Years Old
Species: Echidna
Favorite Foods: Fruit (Especially Grapes)
Special Abilities: Discovering Hidden Passageways and Using His Knuckles to Dig.



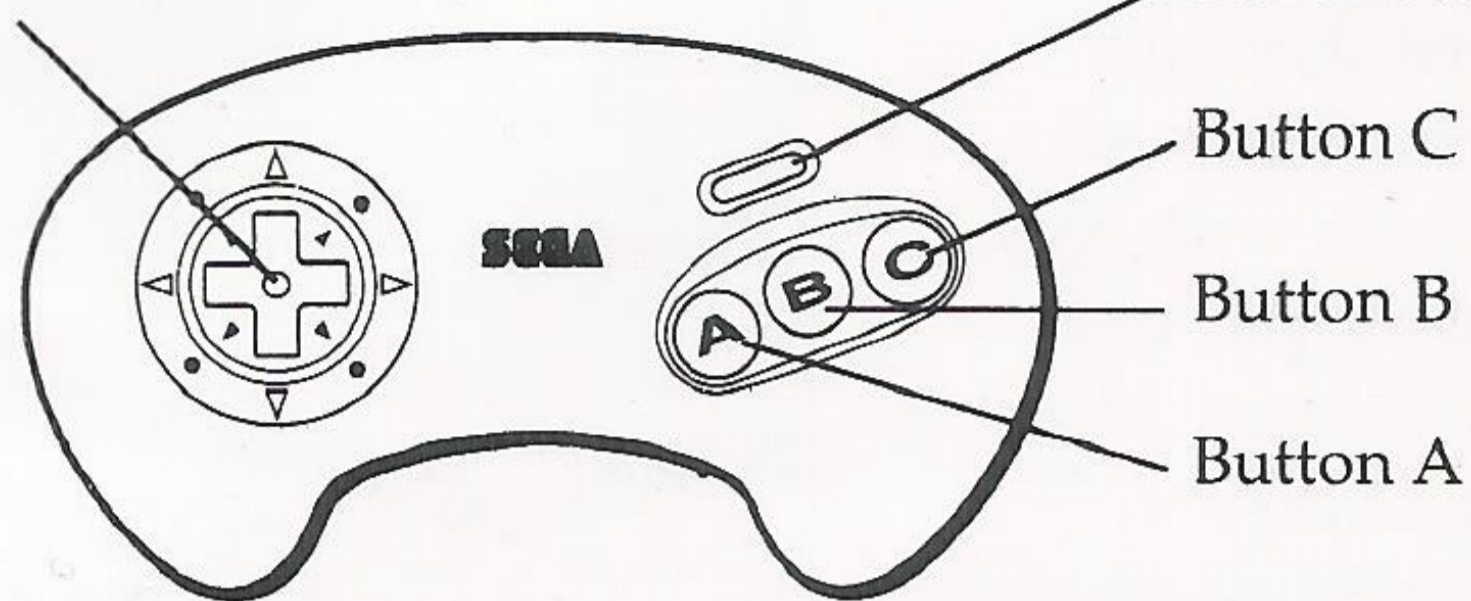
Knuckles was born and raised on The Floating Island and he knows all of its secrets. He's strong, athletic and clever. Because Knuckles knows every hidden passageway on the island, it's easy for him to block Sonic's path, create extra obstacles, set traps and steal Sonic's Gold Rings.

Long ago, an ancient civilization lived on The Floating Island. Before this civilization mysteriously disappeared, it left behind many secrets and mystical powers. Being the only living descendant of this lost civilization, Knuckles has become the guardian of the Chaos Emeralds, which are the source of the island's special floating power.

Dr. Robotnik's Death Egg has lost its ability to fly after crash landing on the island. Having learned that The Chaos Emeralds can make his ship fly again, the Doc decides to steal the emeralds. But first, he must make Knuckles believe that Sonic and Tails are his enemies, and that they're the ones trying to steal the emeralds. Once Knuckles believes Robotnik's lies, he'll do whatever it takes to stop Sonic and Tails.

Basic Moves

D (Directional) Button



Start Button

Button C

Button B

Button A

Start Button:

- ✧ Starts a game from the main title screen.
- ✧ Pauses a game. Resumes a Paused Game.

Directional Button:

- ✧ Choose a 1 or 2 Player Game from the main title screen.
- ✧ Press UP or DOWN on the D-Button to choose your character.
- ✧ Pressing the D-Button moves the cursor on the Game Save screen and on the Two-Player screen.
- ✧ Move Sonic and Tails left and right. Hold down LEFT or RIGHT on the D-Button to speed up.
- ✧ Press the D-Button DOWN to crouch down while standing still. While moving, press DOWN on the D-Button and Sonic or Tails will turn into a ball.
- ✧ Press the D-Button UP (when standing still) to look upwards.

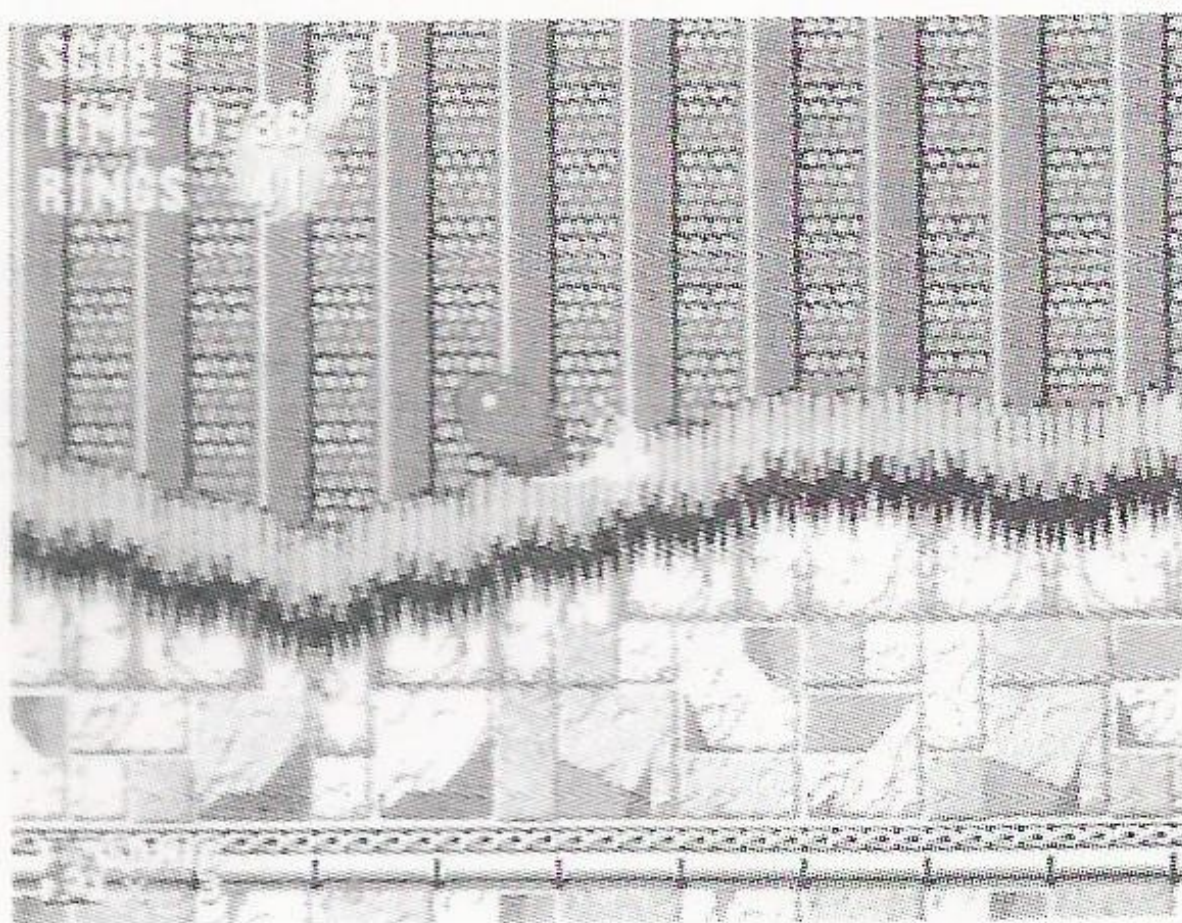
Button A, B or C

- ✧ Jump and perform a Super Spin Attack.
- ✧ Pressing Button B sends you to the previous screen before game play begins.

Super Moves

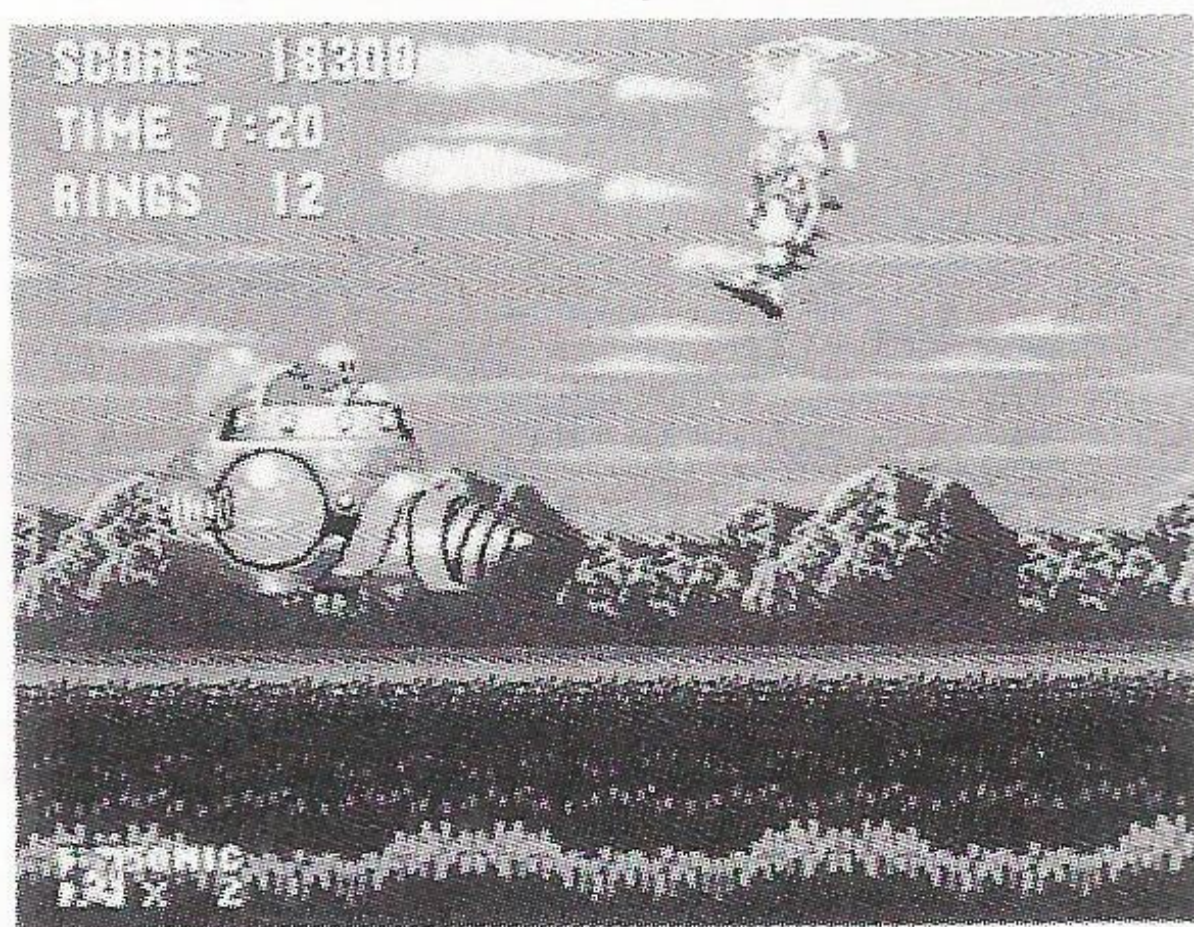
Spin Dash Attack

Blast through obstacles or smash a Badnik with this power-packed maneuver. Hold the D-Button DOWN and press Button A, B or C multiple times. When you release the D-Button, Sonic or Tails will shoot forward.



Tails To The Rescue

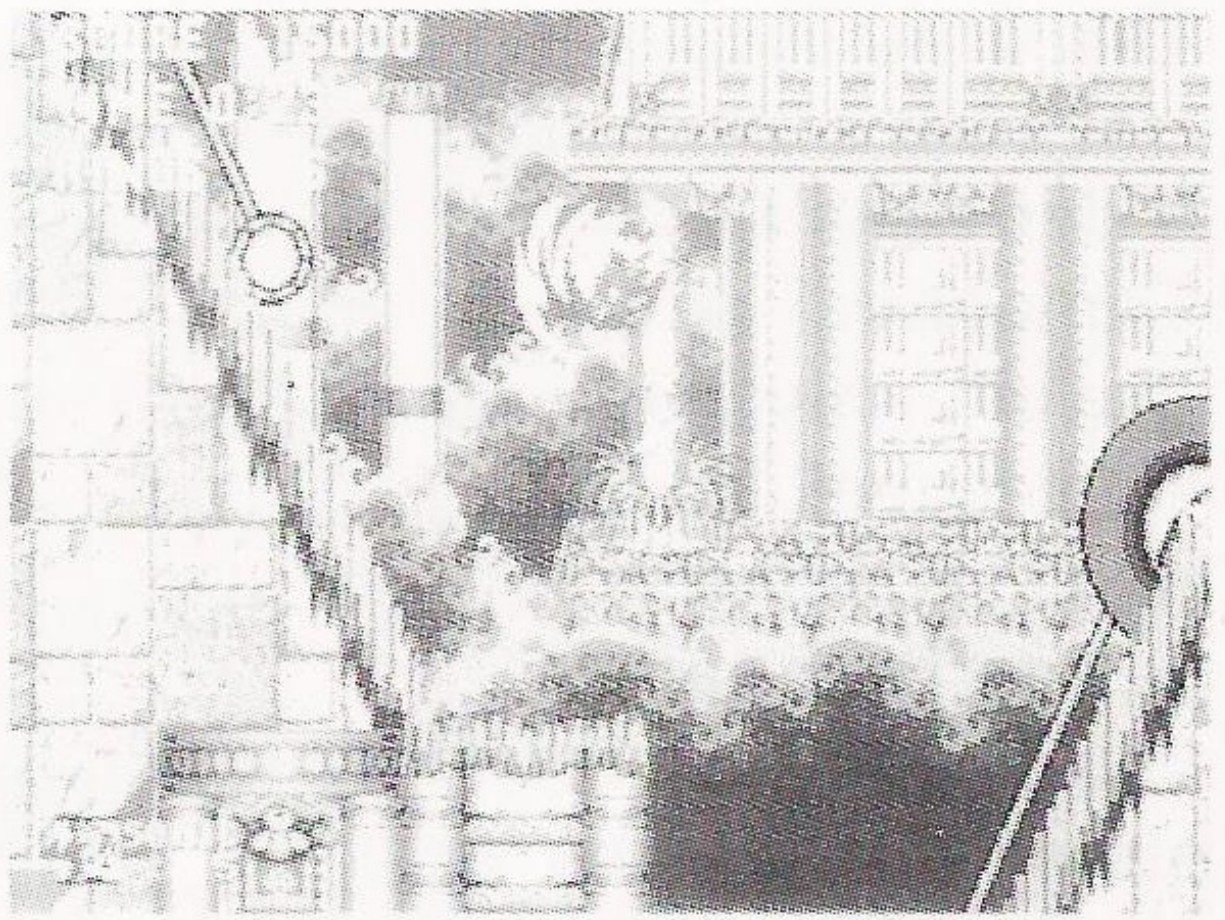
While playing a one-player game with Sonic and Tails together, use the second controller to control Tails. Use Tails to airlift Sonic out of danger or to areas which are unreachable by Sonic alone.



Super Moves (Continued)

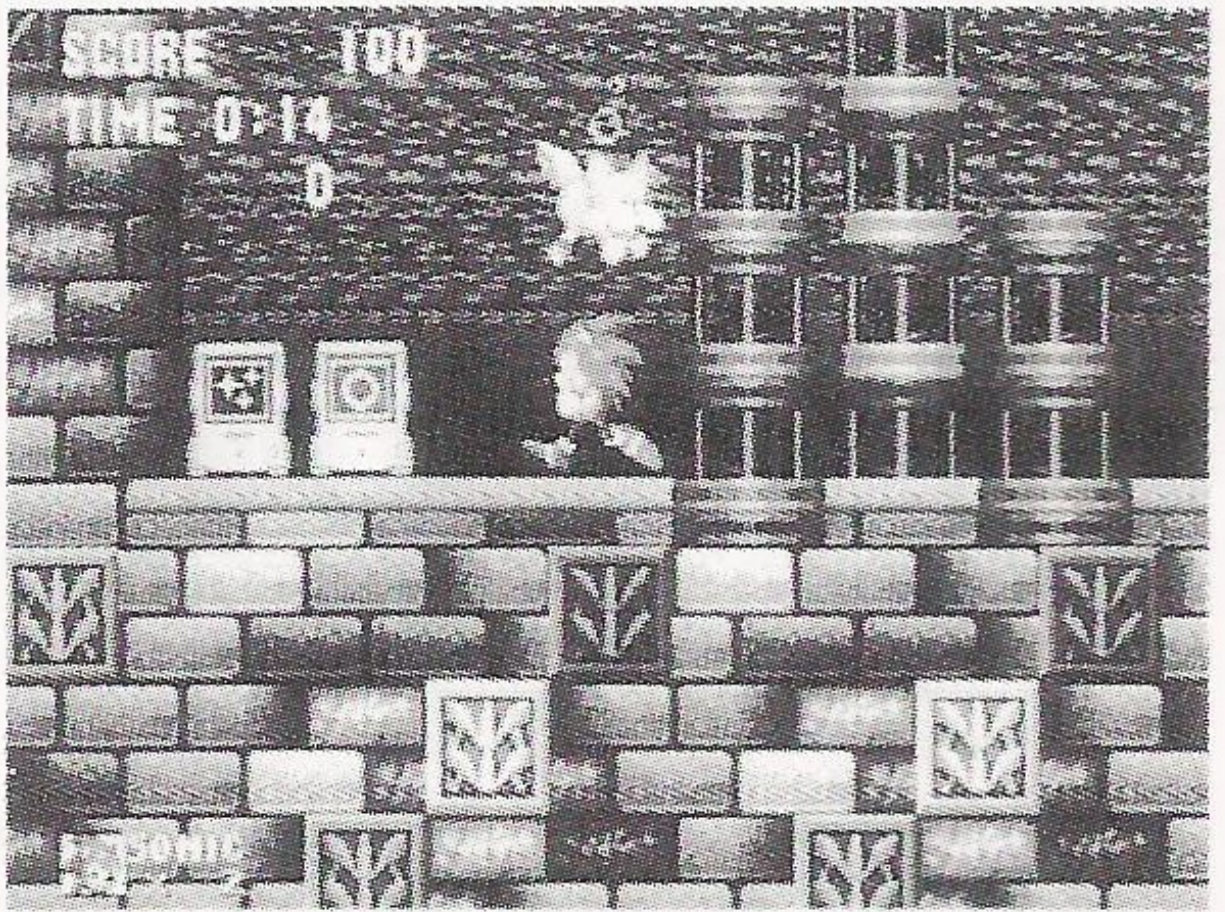
Insta-Shield

Quickly press Button A, B or C twice and you'll generate enough energy for Sonic to be protected by a shield for a split second.



Make Tails Fly or Swim

Quickly press Button A, B or C twice, while playing as Tails, and he'll fly or swim (for a limited time) if it is necessary.



Starting Up/The Game Save Feature

The *Sonic The Hedgehog 3* cartridge has a special Game Save Feature that allows you to store game data for up to six different games. Each game you save will be stored in one of the six Game Save Windows.



After selecting one-player, the Game Save Feature screen will appear. To start a game, select a Game Save Window from one of the 6 slots. They are initially labeled "NEW." Press UP or DOWN on the D-Button to select which character you want to control. Next, press START to begin a game. After your game is over, or if you press RESET, your game will automatically be saved in the slot you selected.

- ❖ To play a game without saving, select the window with the "No Save" option.
- ❖ If you finish the game and collect all of the Chaos Emeralds, you will be able to play in any Zone by pressing UP or DOWN on the D-Button at the finished Game Save Window slot.

Restarting a Saved Game

At the main title screen, choose a 1 or 2 player game and select which character you want to control. Use the D-Button to select the Game Save Window you want to begin playing and press the Start Button. You can only re-start a game from the last Zone it was saved.

Erasing a Saved Game

Use the D-Button to highlight Dr. Robotnik and press Button A or C. Next, move the cursor to the Game Save Window that you want to delete. Press Button A or C again and select "YES" to confirm your choice.

Sonic Power-Ups

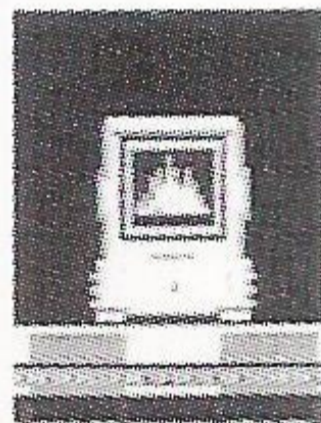
Super Ring - This power-up monitor is worth ten (10) Gold Rings.



Invincibility - No Badniks can harm Sonic when he activates this icon and becomes invincible for a short time. Some moving objects are still harmful, so be careful.



Flame Shield - Protects Sonic and Tails from a fire attack. When this shield is activated, Sonic can perform a mid-air "Fireball Spin Dash" by leaping into the air and pressing Button A, B or C.



Water Shield - Sonic and Tails can breathe underwater and bounce like a ball. Sonic can also defeat most Badniks by bouncing on their heads when he is surrounded by the Water Shield bubble.

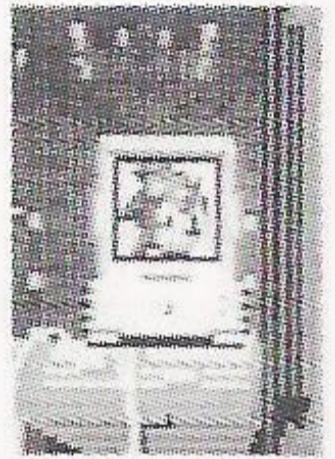


Sonic Power-Ups (Continued)

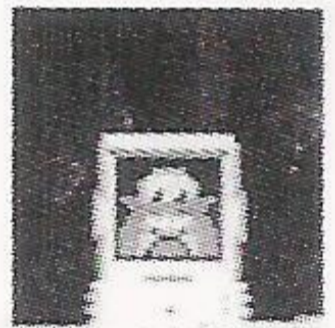
Lightning Shield - When activated, Gold Rings will gravitate towards Sonic or Tails. This shield will also protect Sonic and Tails from electric attacks and energy ball attacks from Badniks. While this shield is active, Sonic can double jump in mid-air (quickly press Button A, B or C twice).



1-Up - This power-up contains Sonic or Tail's picture and is worth one extra life.



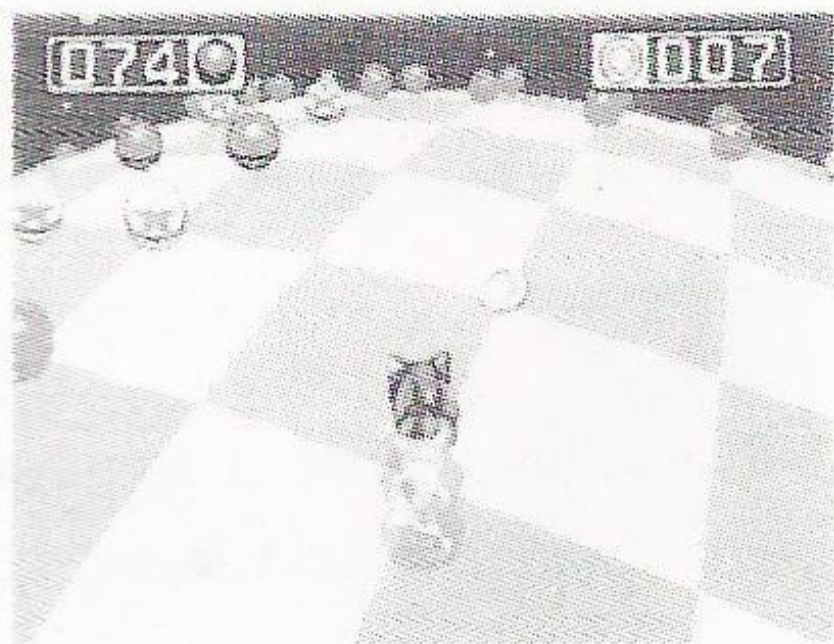
Robotnik - Danger! Activating this power-down icon causes the same amount of damage to Sonic or Tails as an attack from a Badnik. Sonic or Tails will either lose their Gold Rings, or without Gold Rings, lose a life.



The Special Stage

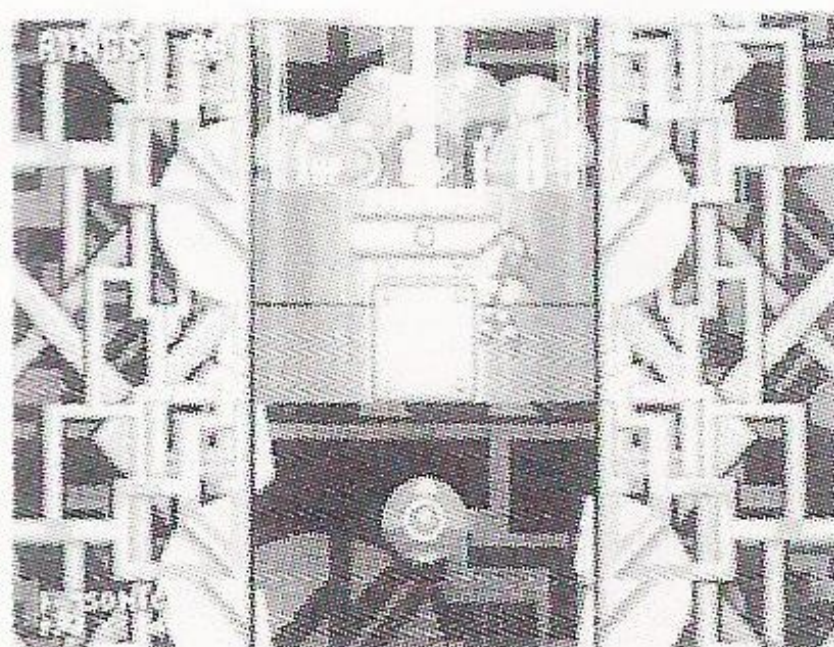
Within every Act, you'll discover at least one hidden room containing a giant Gold Ring. When Sonic or Tails leap into the ring, they'll teleport into the Special Stage.

Use the D-Button to dodge the red energy spheres and grab the blue ones. When the blue spheres transform into Gold Rings, grab them! To make Gold Rings appear, look for square formations of blue spheres, then grab the spheres along the outer edge of the square. All of the blue spheres that make up the square will turn into Gold Rings. White Star Spheres are bumpers which Sonic and Tails bounce off. Press Button A, B or C to jump up. Once you've collected all of the blue spheres, a Chaos Emerald will appear.



The Bonus Stage's Gumball Machine

Grab extra 1-Ups, bonus power-ups, and Gold Rings by turning the crank of this special Gumball Machine. To find this Bonus Stage, collect 50 or more Gold Rings during a single Act, activate a Starpost and then leap into the tiny stars that appear.



The Bonus Stage's Power-Ups

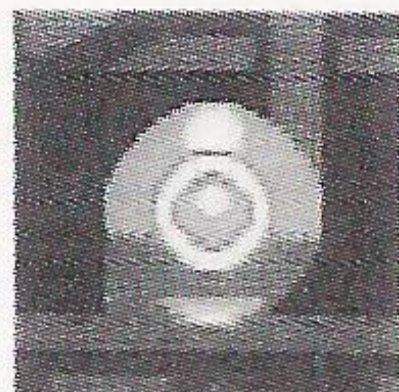
Barrier Shield - Grab a 'B' gumball and Sonic or Tails will be rewarded with a random type of shield.



Spring Barrier - Each time Sonic or Tails bounce off the catapults below the Gumball Machine, they disappear. Grabbing a 'REP' gumball will replace the catapults. When Sonic or Tails fall past the catapults, they'll automatically exit the Bonus Stage.



Super Ring - These gumballs are worth 10 Gold Rings.

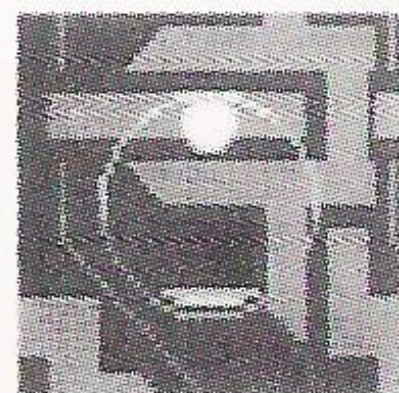


1-Up - Earn an extra life.

Bumper Gumballs - Bounce off these gumballs.



Clear Gumballs - The joke is on you! Nothing happens if Sonic or Tails grabs a clear gumball in The Bonus Stage.

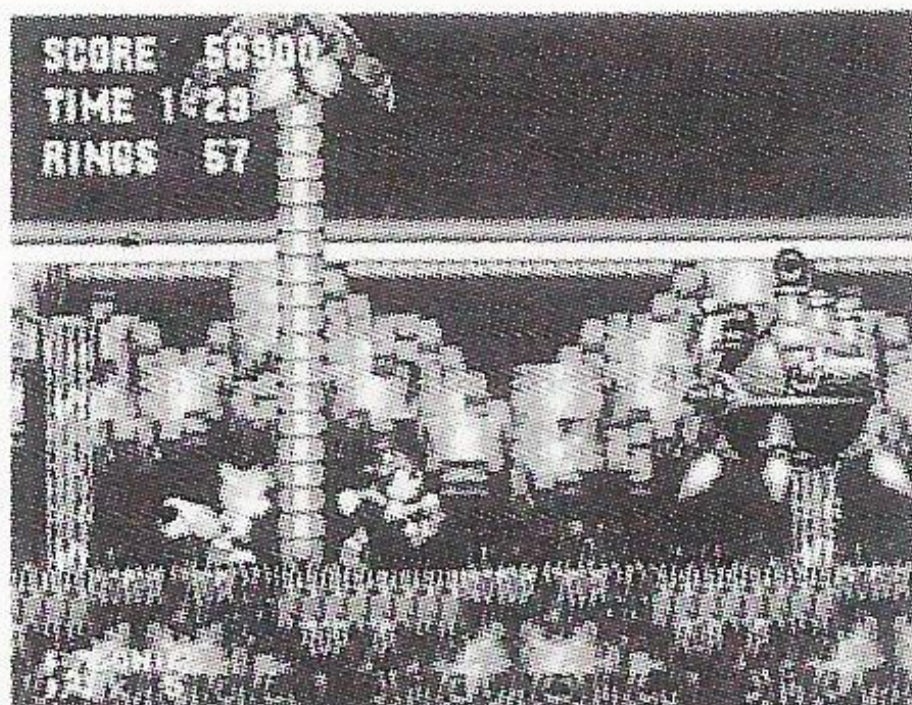


The Floating Island/One-Player Mode

- A Guided Tour -

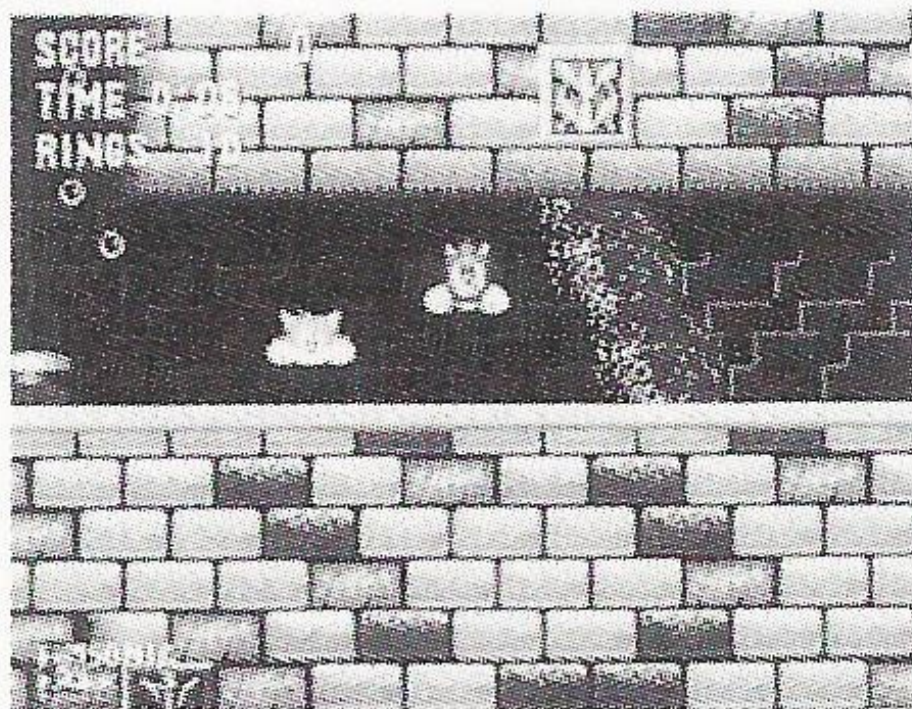
Angel Island

Welcome to the Floating Island. Things will really heat up once Dr. Robotnik sets fire to this area of the island. Beware of the Flying Battery blimp.



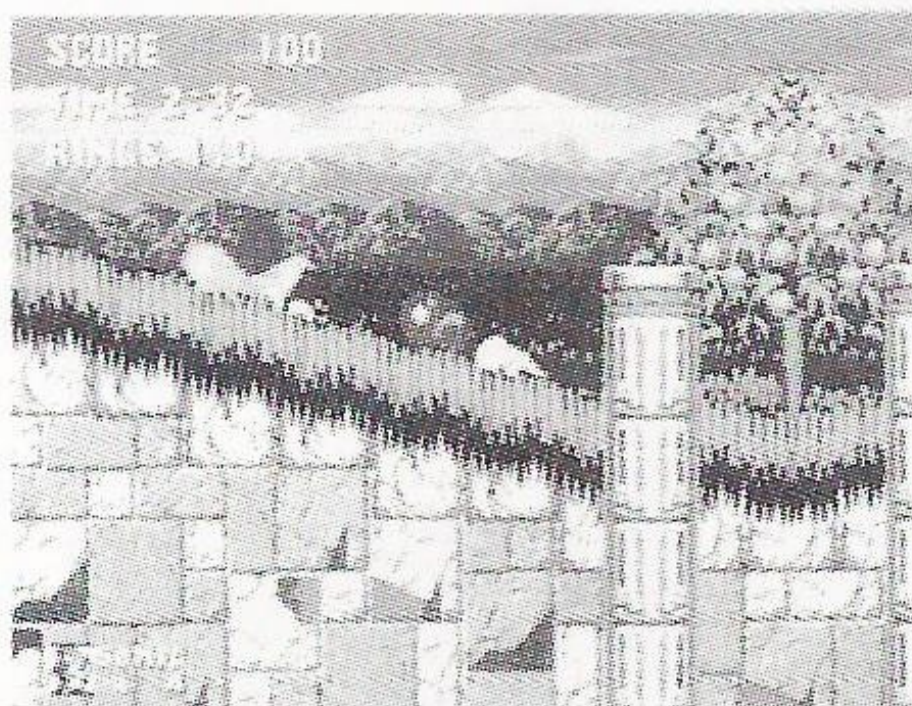
Hydrocity

Keep Sonic's lungs filled with air as you explore the under-water regions of the island.



Marble Garden

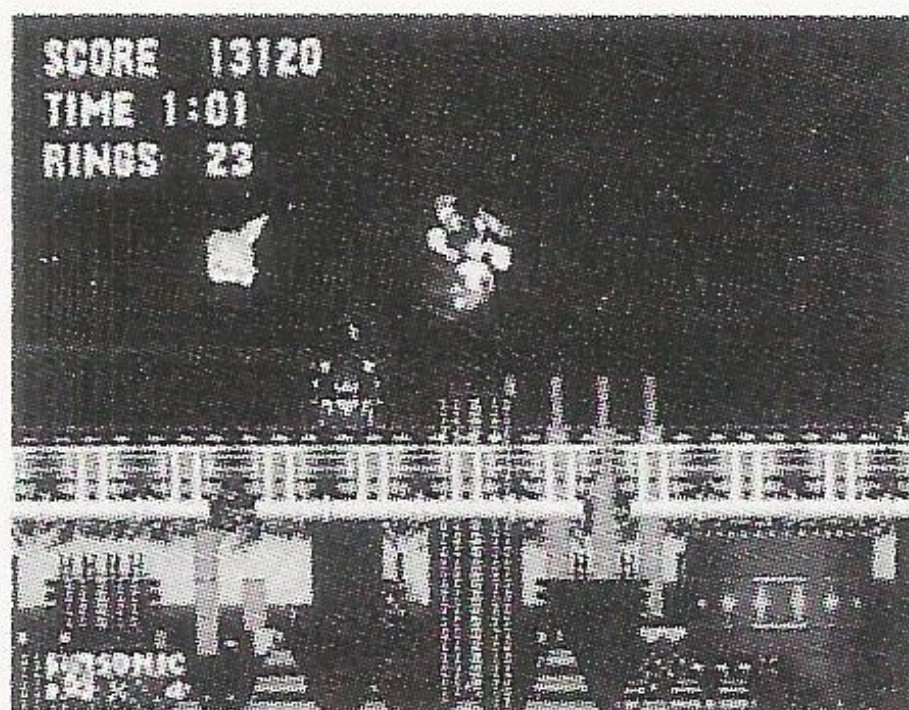
Use Sonic's Spin Dash Attack to crash through marble barriers and propel Sonic up steep hills as he explores this ancient city.



The Floating Island/One-Player Mode - A Guided Tour - (Continued)

Carnival Night

Night life on the Floating Island is exciting. Bounce and flip your way across this colorful Zone which is filled with anti-gravity platforms.



IceCap Zone

Things will get pretty chilly as Sonic and Tails slide their way through this arctic wasteland. Be sure to smash open blocks of ice to reveal power-ups and hidden passageways.



Launch Base

You're getting close to where Dr. Robotnik is repairing his Death Egg ship. This is your last chance to stop the Doc's evil scheme.

Two Player Mode

Get ready for the new and improved two-player action in *Sonic The Hedgehog 3*. Even if you've mastered this game's six one-player Zones, in two-player, split-screen mode there are five totally unique Zones, and three different game play modes.

Two-Player Game Play Modes

Grand Prix Mode - Experience all five of the two-player Zones as you compete against a second player and race against time.

Match Race - It's a race against time as you compete against a second player in any one of the two-player Zones that you select.

Time Attack - This is a one-player practice mode that will help you prepare for a two-player competition. Select and practice in any one of the five two-player Zones. Your goal is to move as quickly as possible.

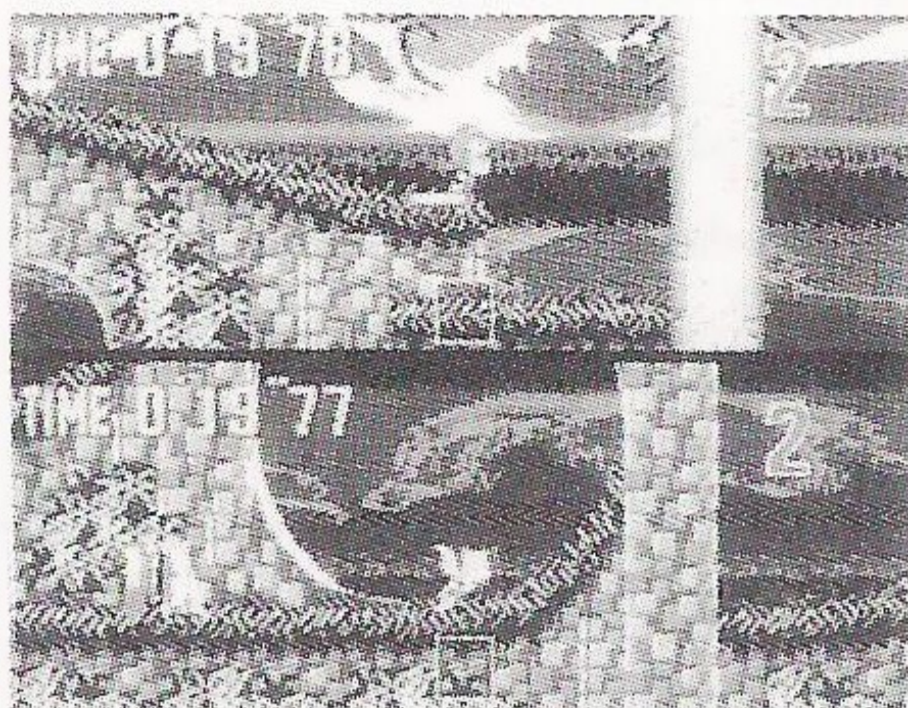
Choose Your Character

In two-player mode, you can control Sonic, Tails or Knuckles, then compete head-to-head against a second player. Using Controller 1 and 2, each player must use the D-Button to select his/her character at the start of the game.

The Floating Island/Two-Player Mode

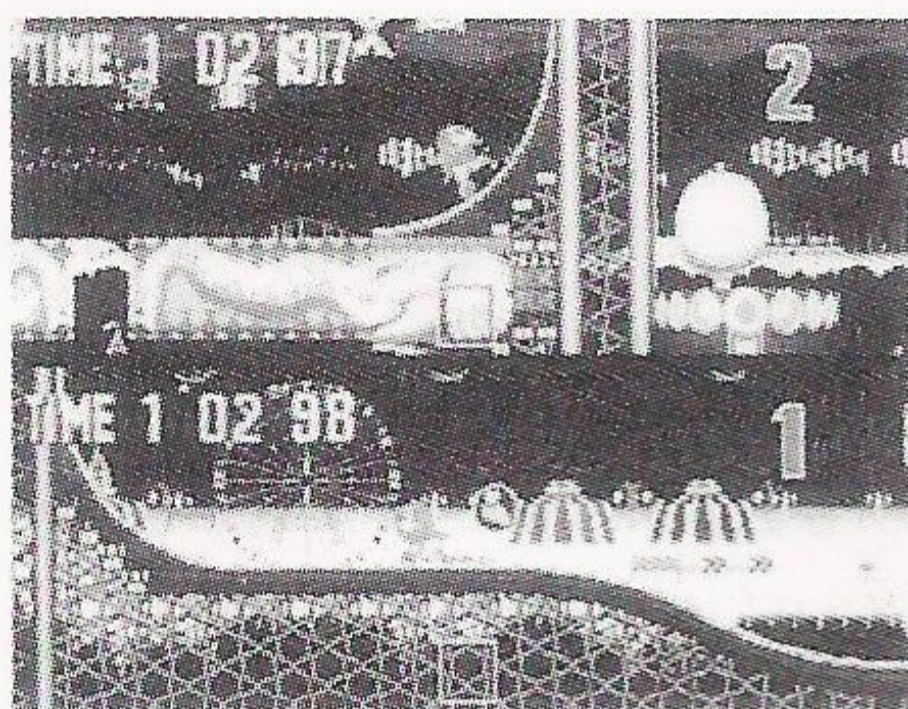
Azure Lake

Race around 360 degree loops and leap into the air as you run off ramps in this waterfront region.



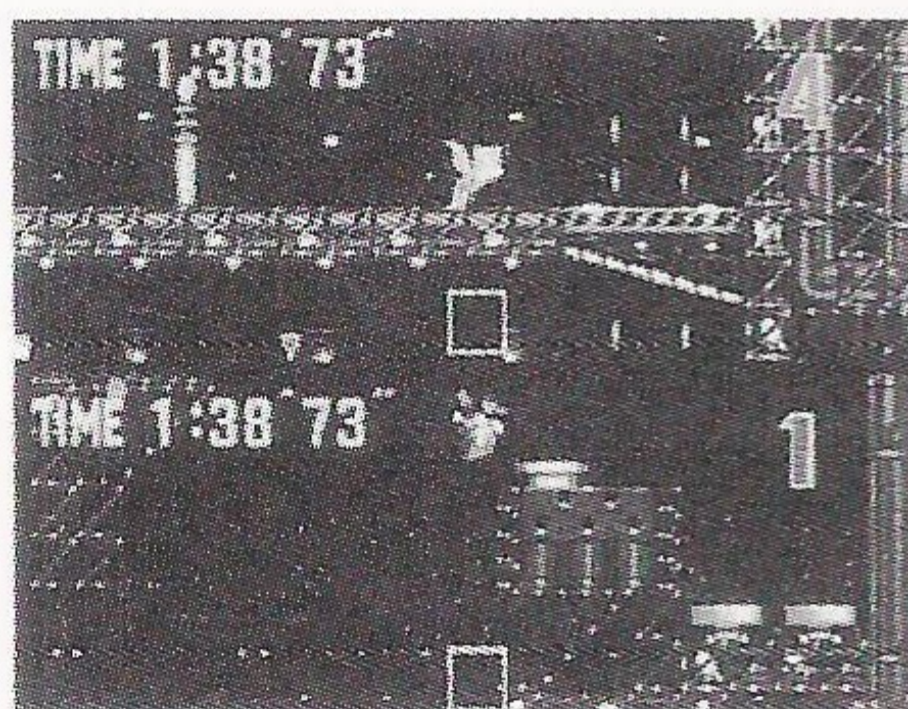
Balloon Park

You'll have a lot to celebrate after completing this Zone. Jump onto the top of large colorful balloons and you'll shoot Sonic, Tails, or Knuckles upwards.



Chrome Gadget

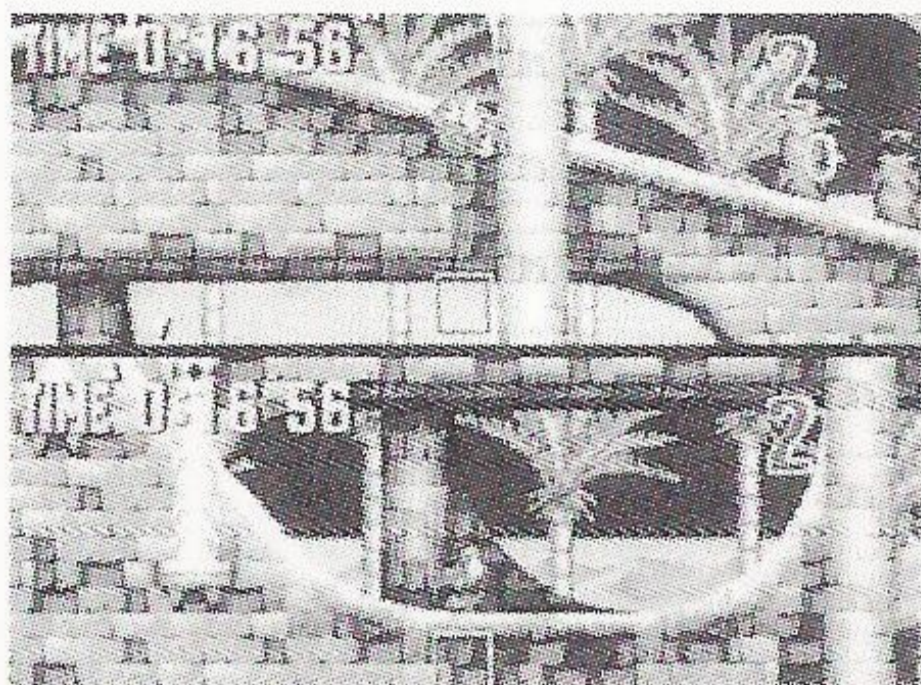
Ride moving platforms, bounce along bumper walls and use the fans to blow your character upwards.



The Floating Island/Two-Player Mode (Continued)

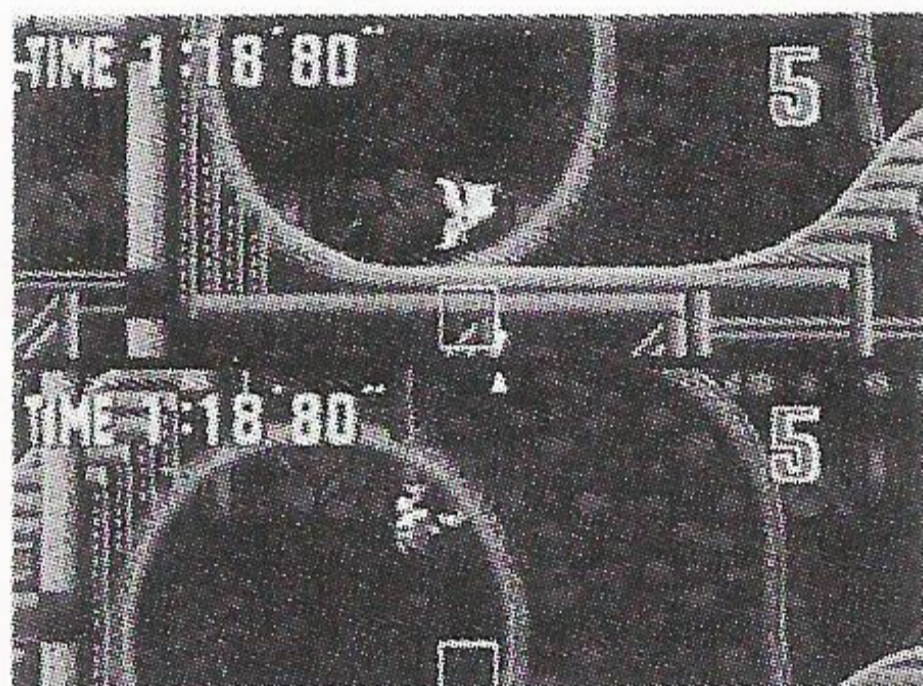
Desert Palace

Trek across a desert which is lined with dry sand. You'll have to leap off falling platforms and avoid sinking in pools of quicksand.

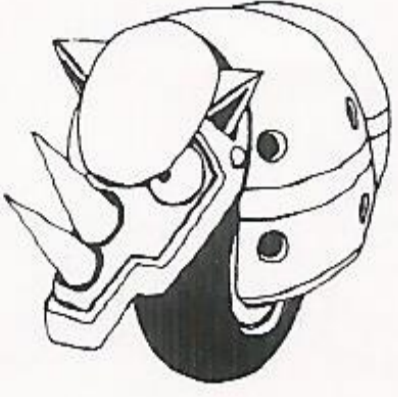


Endless Mine

While visiting this old mine shaft, use your Spin Dash Attack to smash rocks in order to clear your path.



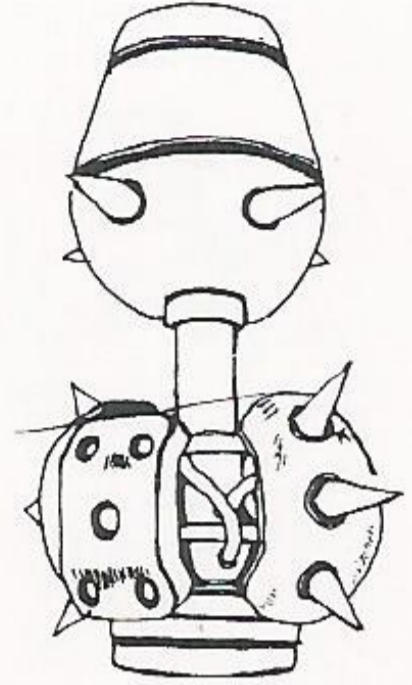
Dr. Robotnik's New Badniks



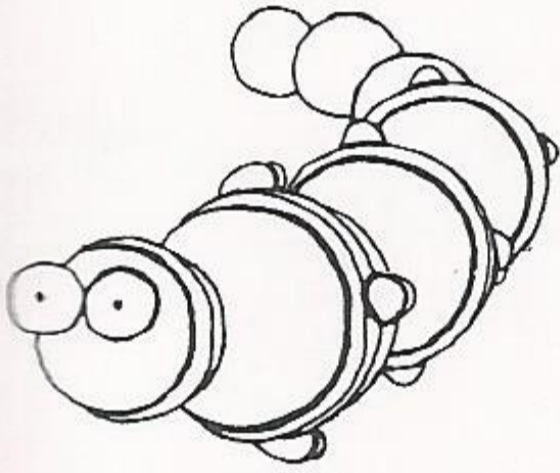
RhinoBot



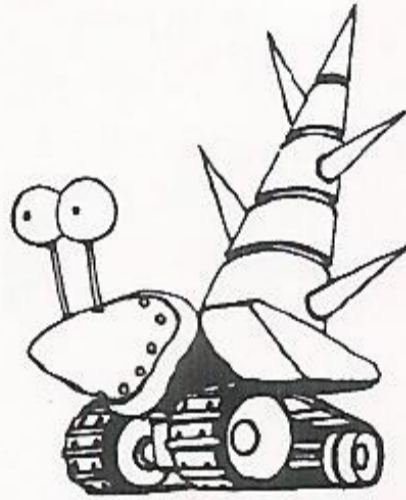
Monkey Dude



Bloominator



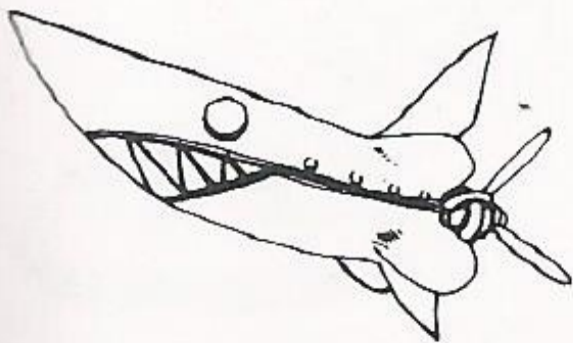
Catakiller, Jr.



Turbo Spiker



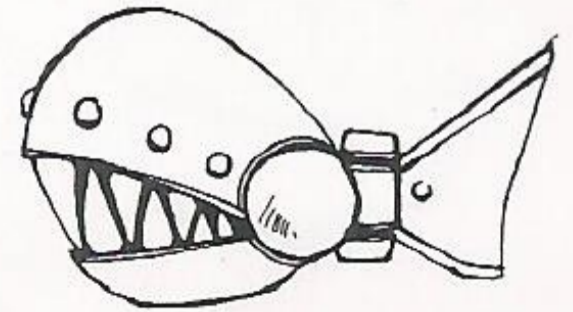
Bugernaut



Jawz

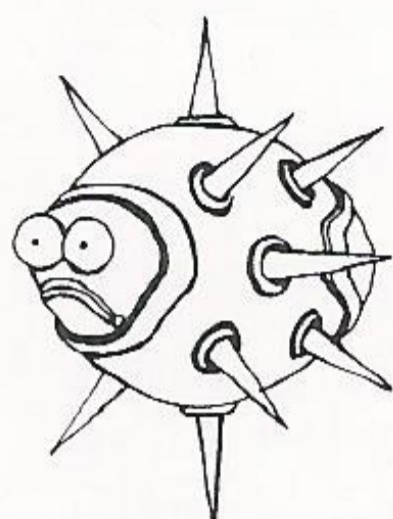


Blastoid

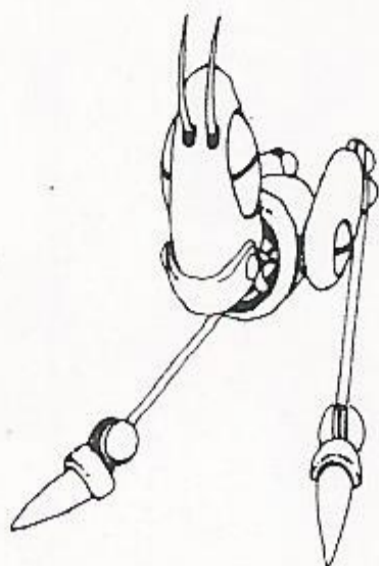


Mega Chopper

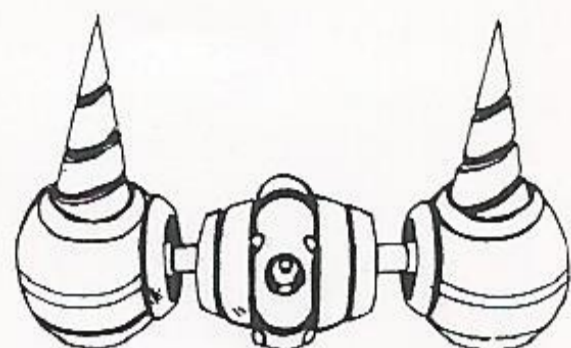
Dr. Robotnik's New Badniks (Continued)



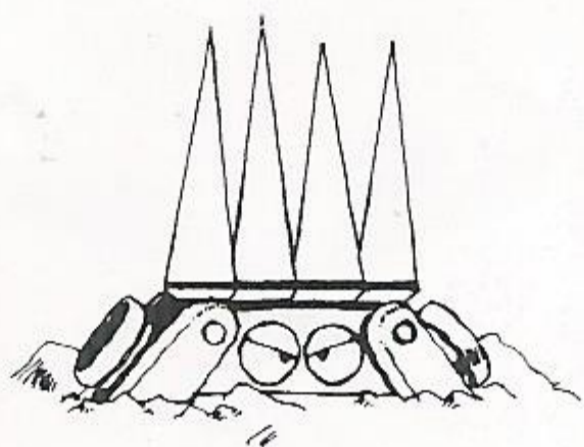
Pointdexter



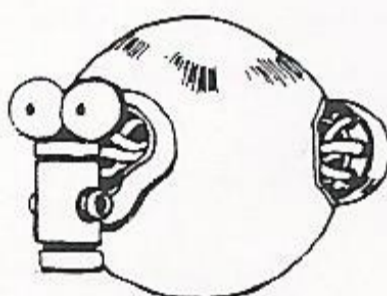
Mantis



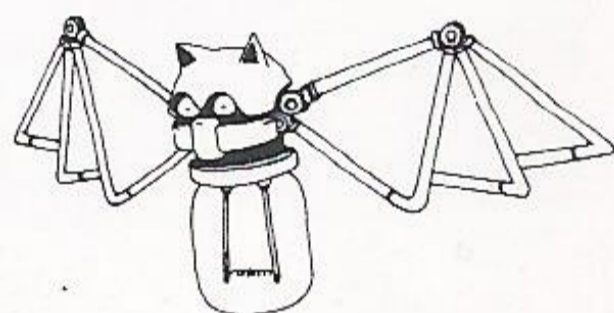
Tunnelbot



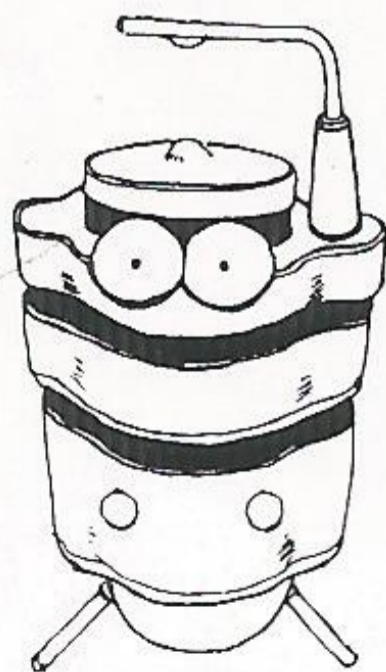
Spiker



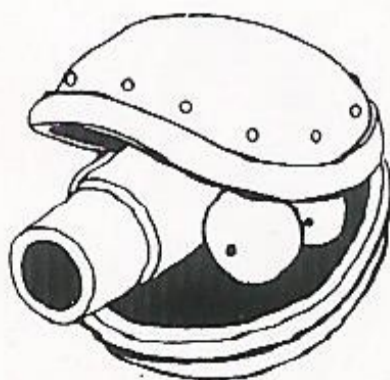
Bubbles



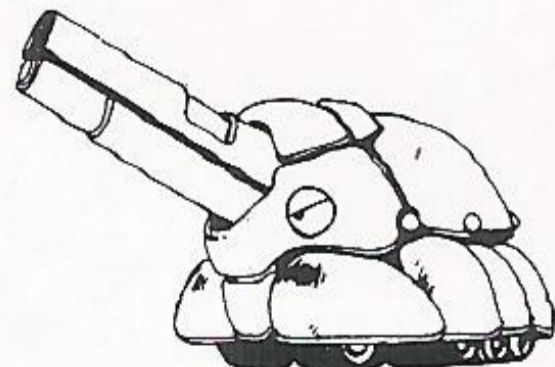
Batbot



Blaster

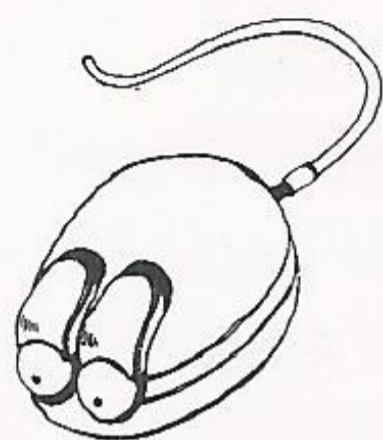


Clamer



Blastoid

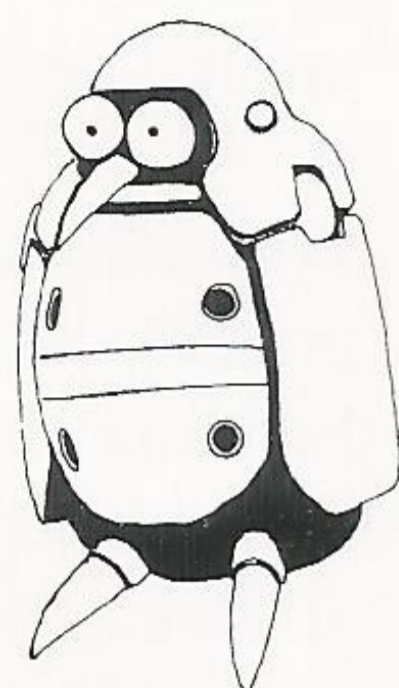
Dr. Robotnik's New Badniks (Continued)



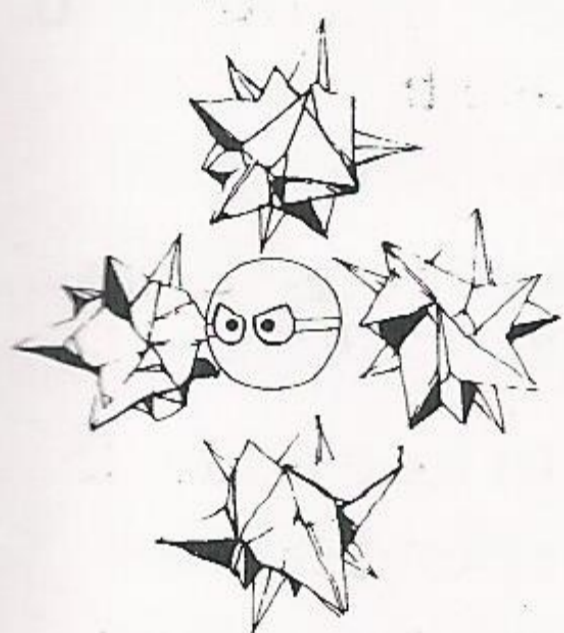
TechnoSqueek



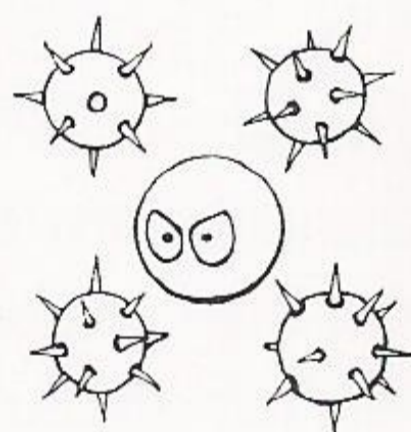
Flybot767



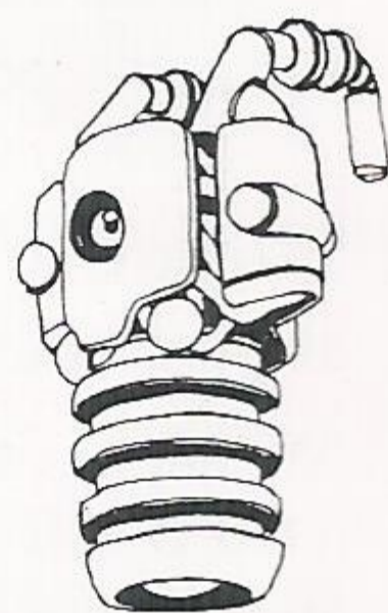
Penguinator



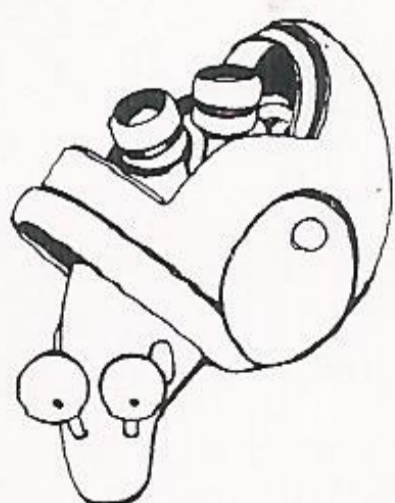
Star Pointer



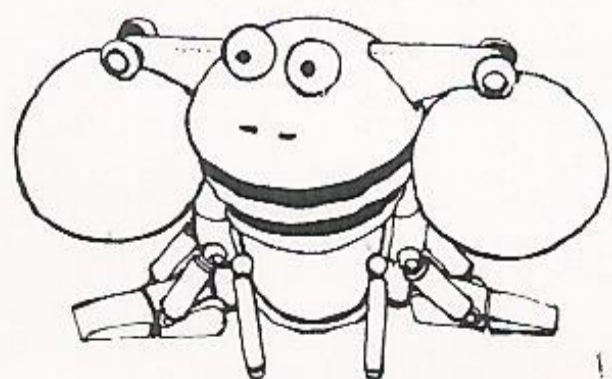
Orbinaut



Corkey



Snale Blaster



Ribot

Sonic Super Play Tips

- ✧ Grab Gold Rings. They will provide protection from Badniks and obstacles, help you earn extra lives and enter The Bonus Stage.
- ✧ When Sonic loses the Gold Rings he's holding, quickly help him re-grab as many of them as possible. Earning 100 Gold Rings will earn you one extra life. Having 50 Gold Rings when you activate a Starpost allows Sonic to enter the Bonus Stage.
- ✧ Always be on the lookout for hidden rooms and passageways. Look for different patterns in the walls. Sonic can smash open some solid walls by performing a Spin Dash Attack. You can also use this move to smash open rock formations.
- ✧ Beware of Badniks that shoot energy weapons. Even if you keep your distance from the Badnik, their weapon can reach you and cause you to lose a life. If you must get past a series of Badniks, spend a few moments watching them and learn how they move. Be sure to time your attack perfectly.

More Sonic Super Play Tips

- ❖ Don't forget, in *Sonic The Hedgehog 3*, Tails has the ability to help Sonic. When caught in a difficult situation, use Controller 2 to take control of Tails. Press Button A, B or C twice (on Controller 2) to make Tails fly.
- ❖ Always look for ways to improve your point score. Defeating Badniks, collecting Gold Rings and getting through each Act as quickly as possible (for a Time Bonus) are all excellent ways to boost your score.
- ❖ Prepare yourself to travel underwater in the various Zones. Remember, Sonic can't last too long under water without breathing, so jump into giant air bubbles that rise from the ground. If you wait too long, Sonic will drown (lose a life.) Activating a Water Shield allows Sonic to breath underwater until the shield breaks.
- ❖ Learn to use Sonic's new power-up moves and shields. They will prove to be extremely valuable as you help Sonic and Tails trek across The Floating Island in search of Dr. Robotnik.

Even More Sonic Super Play Tips

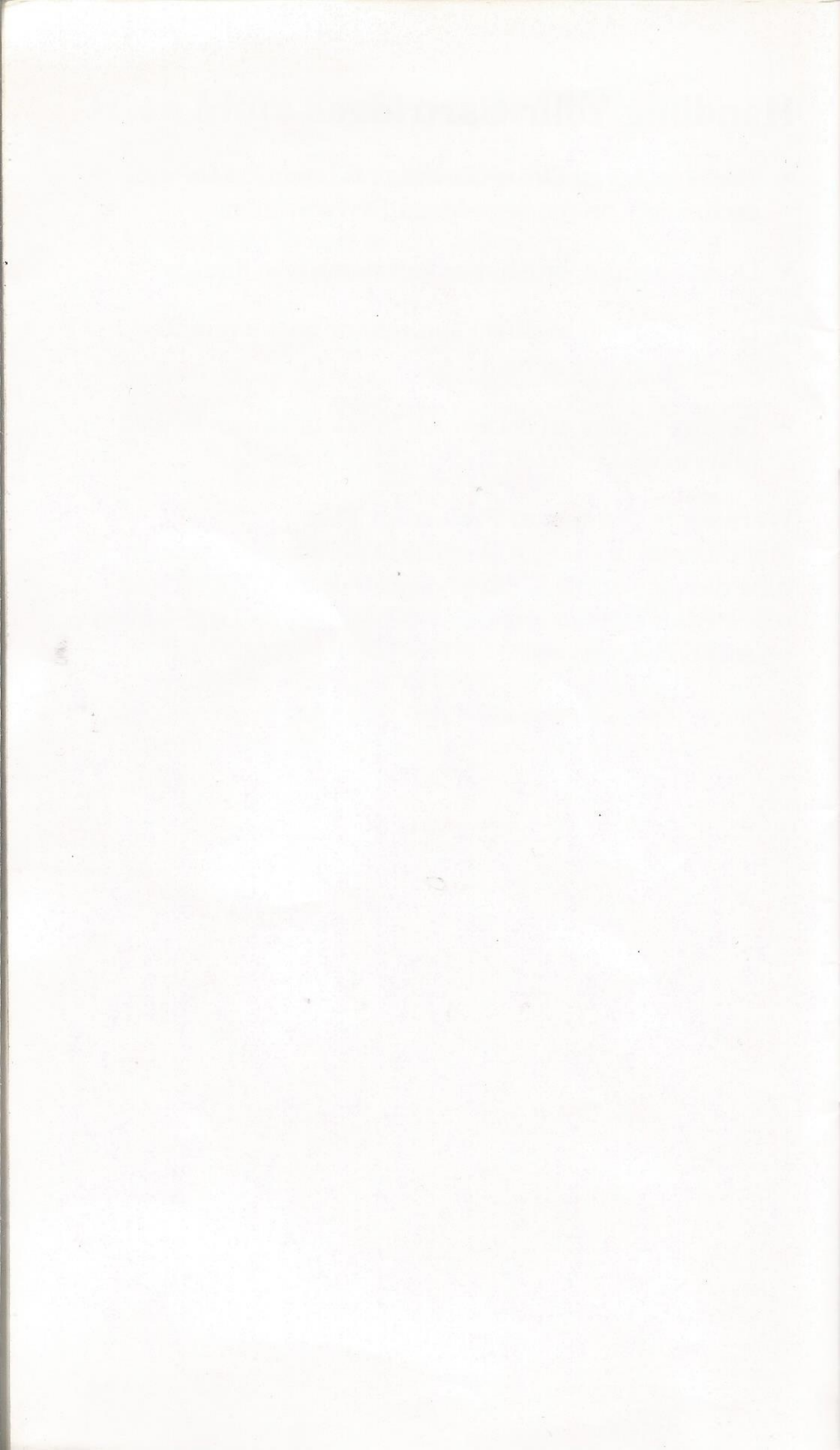
- ✧ Use Sonic's Spin Dash Attack to climb up steep hills.
- ✧ When an Act's end level marker appears, leap towards it before it lands and an extra power-up might appear.
- ✧ In the IceCap Zone and throughout the game, avoid having Tails get stuck in passageways or get caught in traps. Have Tails activate Starposts or enter into a Special Stage as quickly as possible.
- ✧ Dr. Robotnik has created many diabolical traps which take advantage of Sonic's ultra-fast speed. Watch out for traps that Sonic cannot escape. If you fall into the wrong trap, you might have to reset the game (by pressing the Reset Button) and start again at the beginning of the Zone you were last in. When Sonic is flashing (after being hit) don't let him travel too quickly.

Handling Your Cartridge

- The Sega Mega Drive Cartridge is intended for use exclusively on the Sega Mega Drive 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 break during extended play, to rest yourself and the Sega Cartridge.

Warning to Owners of Projection TVs:

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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Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076/4,026,555; Europe No. 80244; Canada Nos. 1,183,276/1,082,351; Hong Kong No. 88-4302; Germany No. 2,609,826; Singapore No. 88-1156; U.K. No. 1,535,999; France No. 1,607,029; Japan Nos. 1,632,396/82-205605 ((Pending))

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