

DR. ROBOTNIK'S MEAN BEAN MACHINE

TM



Evil Dr. Robotnik™ has invented a machine that turns good folks into rotten robots! Village bean folk from the planet Mobius are being rounded up by the Doctor's henchbots and thrown into his dungeons. There they await their turn in this latest evil masterpiece!



An addicting, fun-filled puzzle! Unite four beans of the same color so they can stick together and escape!



Defeat characters from the *Adventures of Sonic The Hedgehog*™ TV series, including Dr. Robotnik and his wicked henchbots!



Three ways to play! Challenge a friend, go head-to-head with Dr. Robotnik or practice on your own.

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SEGA



SONIC 3 THE HEDGEHOG



SEGA™

EPILEPSY/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 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.**

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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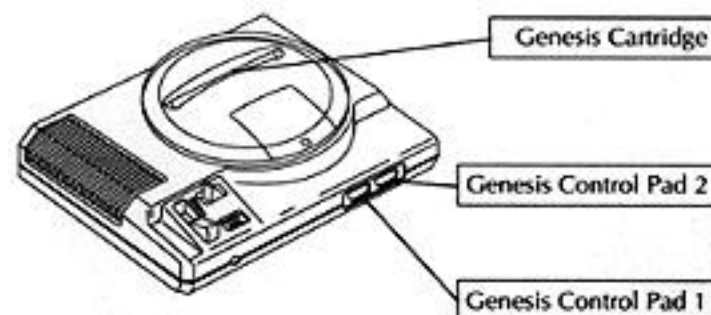
Handling The Cartridge

- ◇ The Sega Genesis cartridge is intended for use exclusively on 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 break during extended play, to rest yourself and the Sega cartridge. Remember, *Sonic The Hedgehog 3* now has a Game Save feature that allows you to store your game data.

Game Play Hotline:

Starting Up

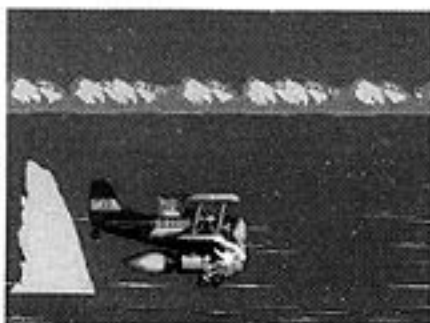
1. Set up your Genesis system.
2. Plug in Control Pads 1 and 2.
3. Make sure the power switch is OFF. Place the *Sonic The Hedgehog 3* cartridge into the cartridge slot and press it down firmly.
4. Turn the power switch ON. You'll see the SEGA screen, and then the main title screen.



- ◇ If you don't see the Sega screen, turn the power switch OFF. Check your Genesis setup, make sure the cartridge is **firmly** in the console, and turn the power switch ON again.
- ◇ Always turn the power switch OFF when you're inserting or removing the 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

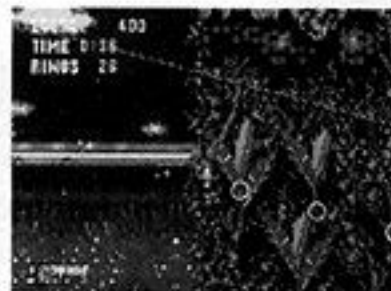
From the main title screen, you can choose to play a one-player game and then select to control Sonic, Tails or Sonic and Tails together. Use the D-Pad and the START button to choose a one-player game and then select the character you want to control.

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 stop Sonic and Tails.

Basic Moves



START:

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

DIRECTIONAL BUTTON:

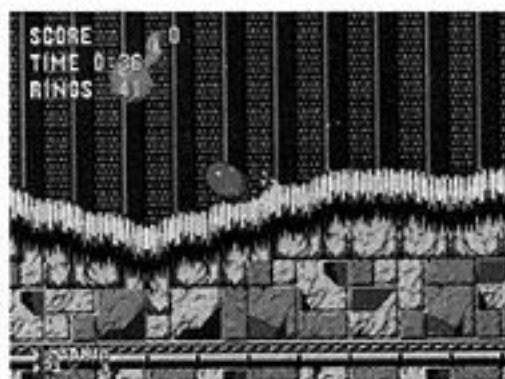
- ◇ Choose a 1 or 2 Player Game from the main title screen.
- ◇ Press UP or DOWN on the D-Pad to choose your character.
- ◇ Pressing the D-Pad moves the cursor on the Game Save screen and on the Two-Player screen.
- ◇ Move Sonic and Tails left and right. Hold down LEFT or RIGHT on the D-Pad to speed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

A, B or C BUTTON

- ◇ Jump and perform a Super Spin Attack.
- ◇ Pressing the B button 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-Pad DOWN and press the A, B or C button multiple times. When you release the D-Pad, 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 the A, B or C button 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 the A, B or C button 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-Pad 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-Pad 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-Pad to select the Game Save Window you want to begin playing and press the START button. You can only restart a game from the last Zone it was saved.

Erasing a Saved Game

Use the D-Pad to highlight Dr. Robotnik and press the A or C button. Next, move the cursor to the Game Save Window that you want to delete. Press the A or C button 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 the A, B or C button.



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 the A, B or C button 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

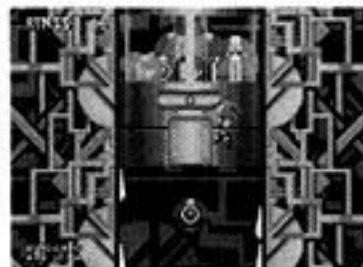
Within every Act, you'll discover at least one hidden room containing a giant Gold Ring. When Sonic or Tails leap into the ring, they'll teleport into the Special Stage.

Use the D-Pad 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 of. Press the A, B or C button 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 of 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.

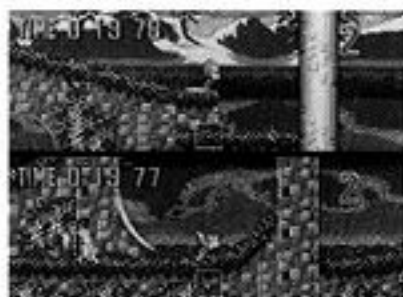
Choose Your Character

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-Pad to select his/her character at the start of the game.

The Floating Island - Two-Player Mode -

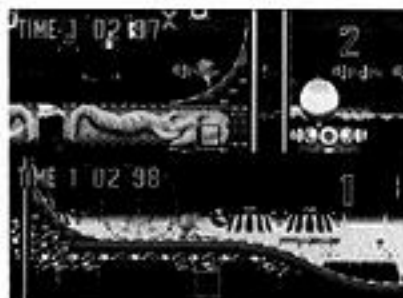
Azure Lake

Race around 360 degree loops and leap into the air as you run off of 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.



The Floating Island - Two-Player Mode - (Continued)

Chrome Gadget

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



Desert Palace

Trek across a desert which is lined with dry sand. You'll have to leap off of 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



Pointdexter



Mantis



Tunnelbot



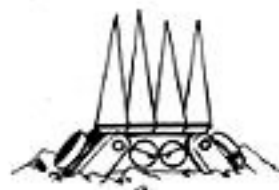
Catakiller, Jr.



Turbo Spiker



Bugernaut



Spiker



Bubbles



Batbot



Jawz



Blastoid



Mega Chopper



Blaster



Clamer



Blastoid

Dr. Robotnik's New Badniks (Continued)

Dr. Robotnik's New Badniks (Continued)



TechnoSqueek



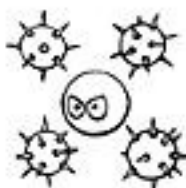
Flybot767



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 the A, B or C button 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 underwater 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.

Credits

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| Lead Programmer | Yuji Naka |
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| | |
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| Special Thanks | Dominique Adevereaux, Jina Ishiwatari, Emi Kawamura, Deborah McCracken |
| Manual | Jason R. Rich |

Sonic The Hedgehog 3
One-Player Mode
- Player's Log -

Character: _____
Zone/Act: _____
Final Game Score: _____
Number of Emeralds: _____
Date: _____



Character: _____
Zone/Act: _____
Final Game Score: _____
Number of Emeralds: _____
Date: _____



Character: _____
Zone/Act: _____
Final Game Score: _____
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Character: _____
Zone/Act: _____
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Zone/Act: _____
Final Game Score: _____
Number of Emeralds: _____
Date: _____



Character: _____
Zone/Act: _____
Final Game Score: _____
Number of Emeralds: _____
Date: _____

Sonic The Hedgehog 3

Two-Player Mode

- Player's Log -

Match Race & Time Attack Scores

Character: _____

Zone: _____

Time: _____

Date: _____

Character: _____

Zone: _____

Time: _____

Date: _____

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis 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 limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at:

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitations or exclusions may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.