

ELECTRONIC LCD VIDEO GAME

SONIC 3

THE HEDGEHOG™

1 THE SONIC 3 STORY

"Sonic the Hedgehog 3" takes place on the mysterious floating island which holds many special powers. The source of these powers is chaos emeralds.

Dr. Robotnik has 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!

Knuckles was born and raised on the floating island and knows all 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.

Once Knuckles believes Robotnik's lies, he'll do whatever it takes to stop Sonic and Tails!

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 in search of rings, emeralds and Dr. Robotnik!

2 THE OBJECT OF THE GAME

There are six exciting stages of play. Each stage is full of challenges and obstacles for Sonic and Tails to overcome. Help Sonic and Tails collect gold rings and locate the chaos emeralds!

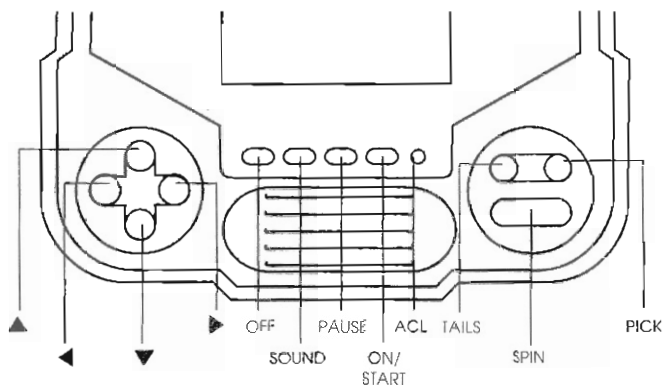
You begin each stage with 4 lives. You can gain additional lives during each stage by picking up the "1 - UP" icons. Within each stage, if you are able to pick up 10 rings, you will enter a GUMBALL BONUS STAGE!

However, whenever you are hit by an enemy, you drop all the rings you have picked up!

The bonus stage is a gumball machine! After you have picked up 10 rings, within any stage, the "tiny star" ring will appear. Pick it to enter the Gumball bonus stage! Score extra points! You can only enter the GUMBALL BONUS STAGE once per stage.

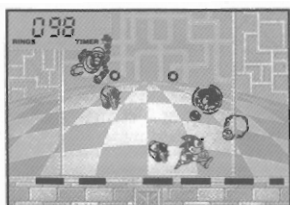
Score as many points as you can throughout all six stages and the gumball bonus stages - and if you can defeat Dr. Robotnik in all 6 stages, you WIN the game!

When obstacles get too difficult, call on Tails to help you! He will airlift you out of danger!

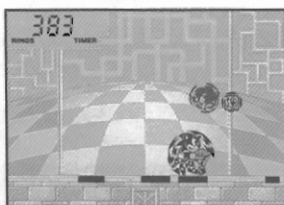


- ON/START**
 - to turn on the unit.
 - to start the game.
 - to start each stage.
 - to exit pause.
- PAUSE**
 - to pause the game
- SOUND**
 - to control sound: on or off.
- OFF**
 - to turn off the game.
- "◀"**
 - to move left.
- "▶"**
 - to move right.
- "▲"**
 - to jump up
- "▼"**
 - to move down (after jumping up).
- TAILS**
 - to call for Tails to airlift you out of danger or take you to areas which are otherwise unreachable.
- SPIN**
 - to perform your famous "spin dash attack".
 - to enter GUMBALL BONUS STAGE once tiny stars appear.
- PICK**
 - to pick up gold rings and chaos emeralds when they appear.

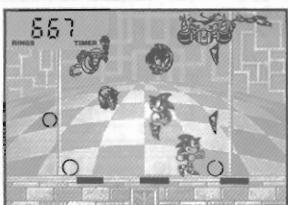
4 STAGE SUMMARY



There are 6 stages of play. You begin each stage with 4 lives. Try to discover chaos emeralds and destroy Dr. Robotnik. Use your "SPIN DASH ATTACK" to destroy obstacles in your way and to score points!



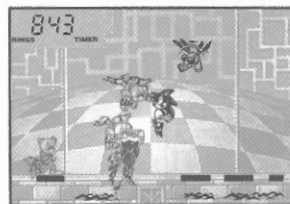
Picking up the icon gives you special power! There are four kinds of power: INVINCIBILITY (no Badnik can harm you); FLAME SHIELD (protects you from attack by fire); SUPER RING (it's worth 4 gold rings); LIGHTNING SHIELD (protects you from electric attacks and Badnik energy balls).



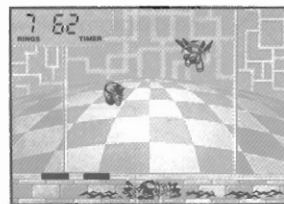
Pick up gold rings to score more points!



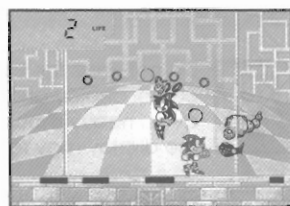
At the end of each stage, find the "chaos emerald"! Pick it to score even more points!



When you are in trouble, call for TAILS! Tails will airlift you out of danger or take you to areas which are otherwise unreachable.



When you are underwater, you can't last too long without breathing! Jump into giant air bubbles that rise up from the ground or jump out of the water! If you wait too long, the UNDERWATER TIMER counts down to zero you will drown and lose a life! Activating a water shield allows you to breathe underwater until the shield breaks!



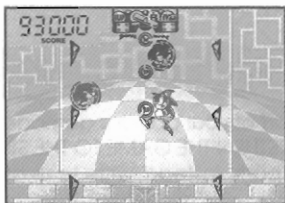
When you are hit by enemies, you drop and lose all the rings you have collected!



When you have picked 10 rings, tiny stars will appear. SPIN through the tiny ring of stars to enter the GUMBALL BONUS STAGE!



In the bonus stage, you enter the gumball machine!



Super ring gumballs in the bonus stage are worth extra points. Bounce off of bumpers and pick up more rings to earn more points! Run through the "1-UP" ICON to earn an extra life! When Sonic drops down out of the screen, he will be out of the bonus stage and back to the position before entering the bonus stage.



Dr. Robotnik appears at the end of each stage. Destroy him to score a bonus and to advance to the next stage!



When you are under massive attack, call on Tails to help you. He can fly you out of danger and take you to places you otherwise can't reach. HOWEVER, YOU CAN ONLY CALL ON TAILS 3 TIMES PER STAGE, SO CALL ON HIM WISELY!

The game pauses as you complete each stage. Press the ON/START button to enter the next stage when you are ready.

Press the PAUSE button to pause the game. Press the ON/START button to resume play.

Press the SOUND button to play in silence. Press it again to regain all the sounds and excitement of Sonic and Tails.

After a GAME OVER, press the ON/START button to begin a new game from stage 1.

Press the OFF button to turn off the game when you are finished playing. But don't worry if you forget because the game automatically shuts itself off after about three minutes of no action!

Remember, if you can defeat Dr. Robotnik in stage 6, you WIN the game! Good luck! (You'll need it.)

5 SCORING

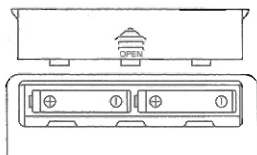
You score points for all your hard work:

50 POINTS	for each gold ring you pick.
100 POINTS	for defeating Rhinobots, monkey dudes, catakillers, and bugernauts.
200 POINTS	for defeating the mega chopper, Pointdexter, and Tunnelbot.
2000 POINTS	for picking up the emerald (after defeating Dr. Robotnik) in stages 1 - 5.
4000 POINTS	for defeating Dr. Robotnik (2000 points) and picking up the emerald (extra 2000 points) at the end of stage 6.

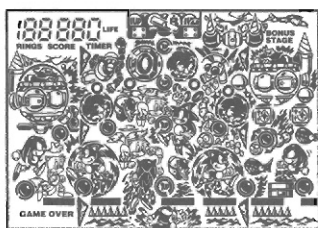
6 INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



7 CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

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Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

8 DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, **DO NOT RETURN THE GAME TO THE STORE.** The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly about the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

9 90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to TIGER ELECTRONIC TOYS, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO RECEIVE SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER FOR YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address

TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.

Also, don't forget to show your return address.

- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.

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