

SEGA®

MEGA HIT SERIES

GENESIS®

SONIC 3

THE HEDGEHOG

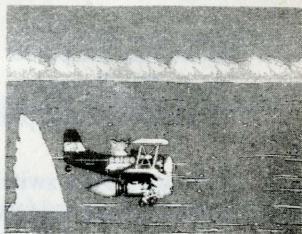


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Sonic's Adventure Continues

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.

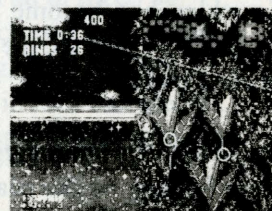
Play As Sonic or Tails

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.

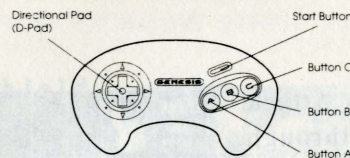


Knuckles was born and raised on The Floating Island and he knows all of its secrets. He's strong, athletic and clever. Because Knuckles knows every hidden passageway on the island, it's easy for him to block Sonic's path, create extra obstacles, set traps and steal Sonic's Gold Rings.

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.

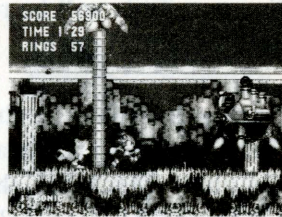
A, B or C BUTTON

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

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.



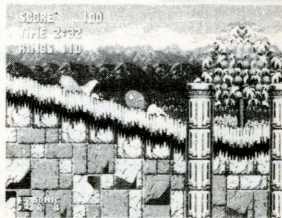
Hydrocity

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



Marble Garden

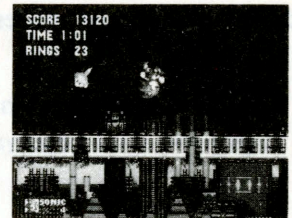
Use Sonic's Spin Dash Attack to crash through marble barriers and propel Sonic up steep hills as he explores this ancient city.



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

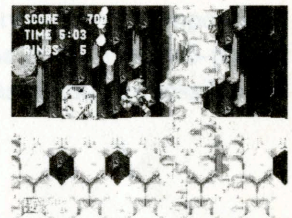
Carnival Night

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.

Dr. Robotnik's New Badniks



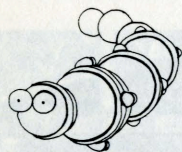
RhinoBot



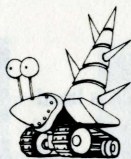
Monkey Dude



Bloominator



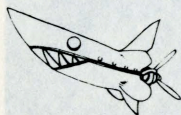
Catakiller, Jr.



Turbo Spiker



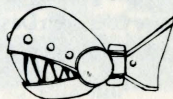
Bugernaut



Jawz



Blastoid

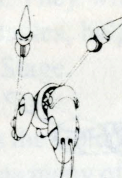


Mega Chopper

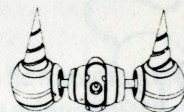
Dr. Robotnik's New Badniks (Continued)



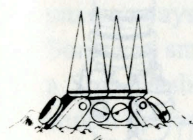
Pointdexter



Mantis



Tunnelbot



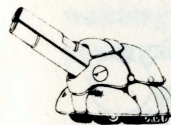
Spiker



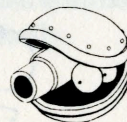
Bubbles



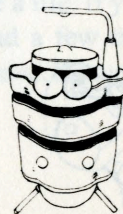
Batbot



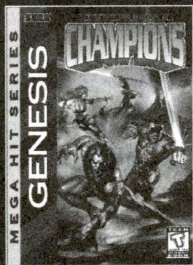
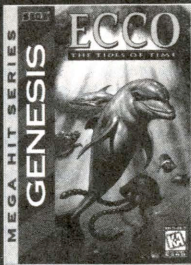
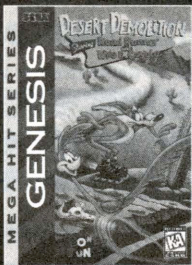
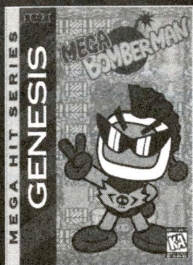
Blaster



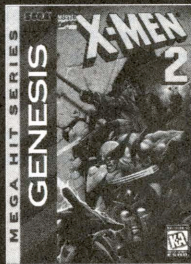
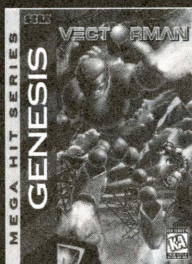
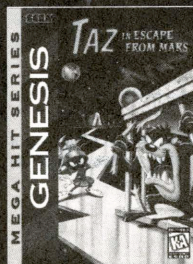
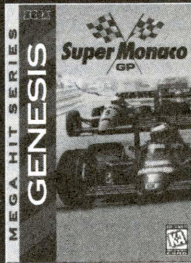
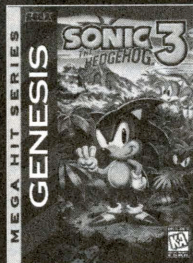
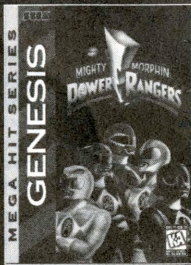
Clamer



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