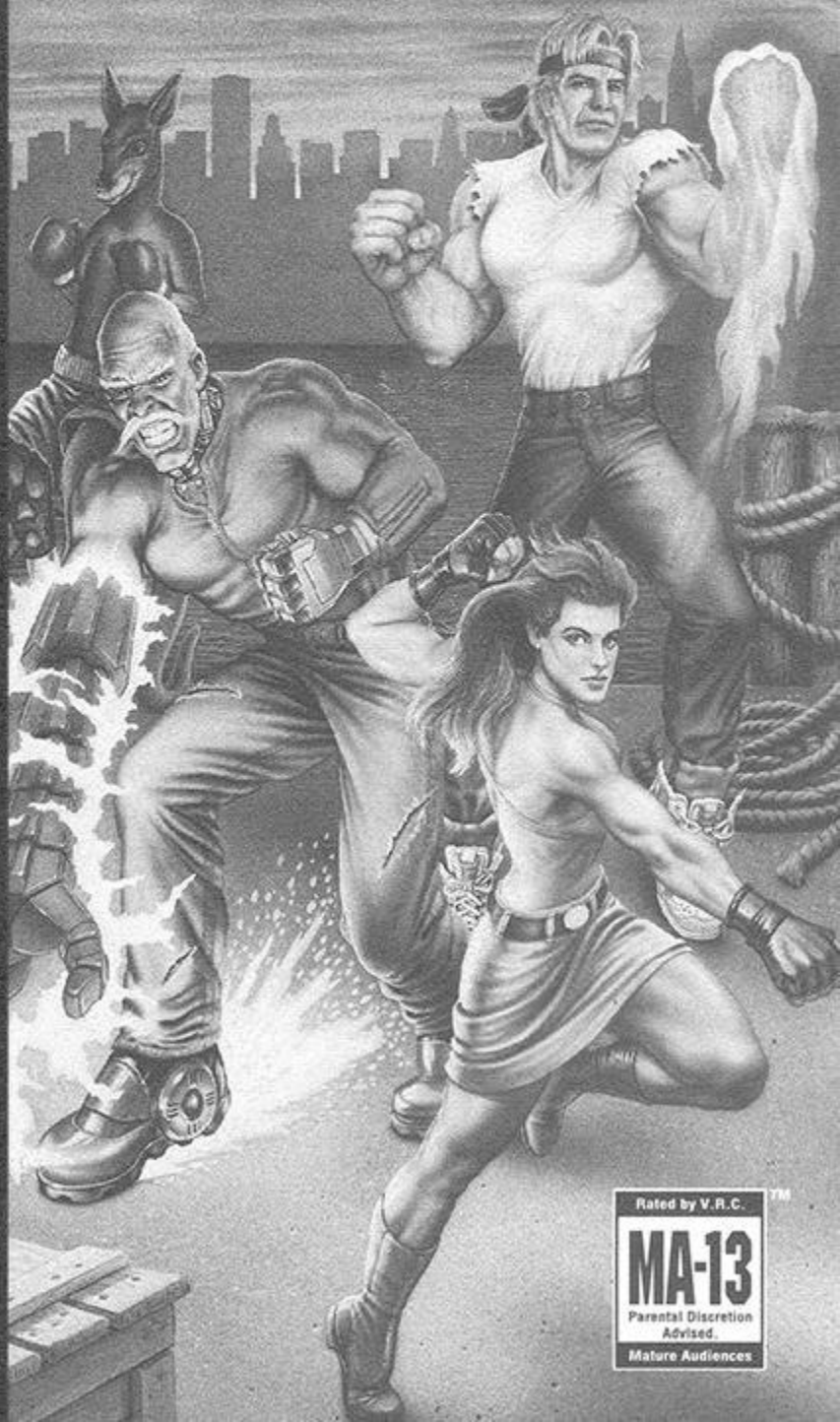


SEGA™

STREETS OF RAGE 3

GENESIS™

INSTRUCTION MANUAL



Rated by V.R.C.™
MA-13
Parental Discretion
Advised.
Mature Audiences

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.**

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for 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.



STREETS OF RAGE 3

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THESE PEOPLE WILL DECIDE THE FATE OF THE CITY

MR. X: This mysterious crime boss may be out of sight, but he's not out of the city. He's lying low, using a legitimate research company, RoboCy Corporation, as both a front for the Syndicate's business activities and the basis of his latest plan. He has brought in one of the world's most brilliant and eccentric roboticists—Dr. Dahm—to create lifelike robots to replace key city officials. When the replacements are completed, Mr. X can run the entire city by remote control. The Syndicate is using strategically placed bombs to divert the attention of the city police while Mr. X deals with the city leaders, one by one.



BLAZE FIELDING: An ex-cop who had helped overthrow Mr. X twice before, Blaze now works as a private detective. When informed by Dr. Zan that the next victim of the Syndicate's evil scheme will be her old friend, the Chief of Police, she immediately sets up a task force to go to his rescue.

DR. ZAN: A former RoboCy researcher converted into a cyborg during Dr. Dahm's early experiments. Dr. Zan probes a little too deeply into corporate files and discovers what the secret research is really for. He knows the Syndicate must be stopped once and for all, but because of his criminal record he can't approach the police. So he pays a visit to Blaze's agency and enlists her help.





AXEL STONE: After the Syndicate was defeated the second time, Blaze's old partner from the police force moved far from the city and set up a school of martial arts. The letter he receives from Blaze brings him back to the city at top speed.

ADAM HUNTER: Not long ago, Mr. X took out his anger on one of the three ex-cops responsible for his first defeat. Adam was kidnapped and held as bait for his friends, Axel and Blaze. Adam was rescued, and later rejoined the police force as a senior operative. He can't answer Blaze's call for assistance himself, but sends Skate instead.



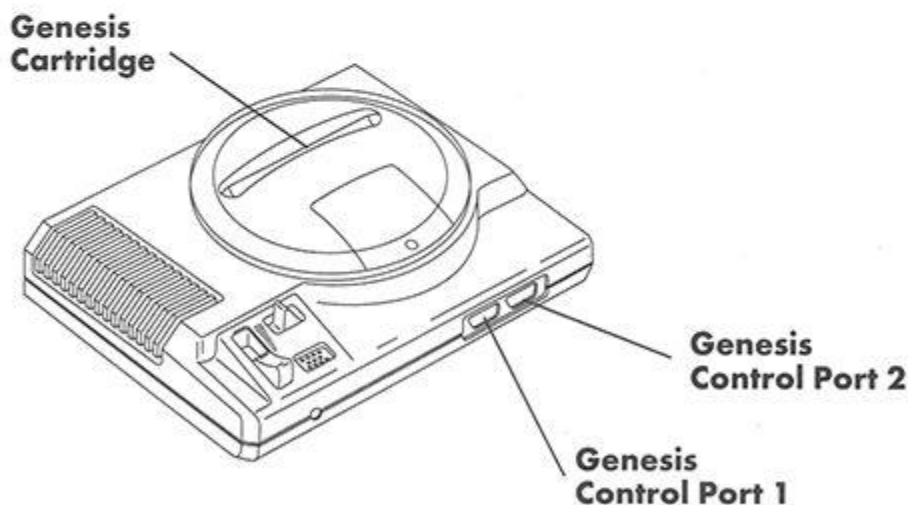
EDDIE "SKATE" HUNTER: Since his last encounter with Mr. X and his thugs, Adam's kid brother has grown smarter, stronger and faster. And he's ready and willing to hit the Syndicate where it hurts.

Blaze, Axel, Skate and Zan... can they prevent the city from falling back into the hands of Mr. X and his criminal organization? Only you can help....

STARTING UP

1. Set up your Genesis System as described in its instruction manual. Plug in Controller 1. For two-player games, plug in Controller 2 also.
2. Make sure the power switch is OFF. Then insert the *Streets of Rage 3* cartridge into the console.
3. Turn the power switch ON. You'll see the Sega screen. Then in a few moments, the Title Screen appears.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is firmly inserted in the console. Then turn the power switch ON again.
5. Press the Start button when the Title Screen appears.

Important: Always make sure the power switch is OFF before inserting or removing the cartridge or any control device. For instructions on using the Sega Activator with this game, see page 17.

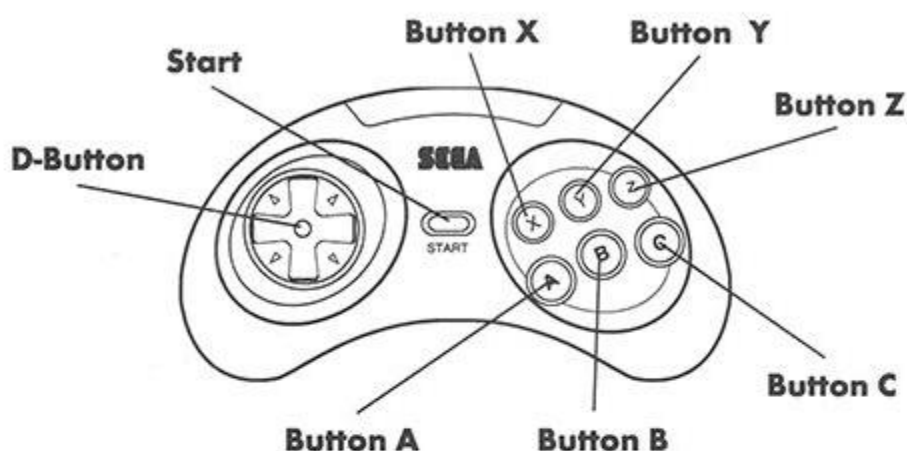


SEGA GAME PLAY HOTLINE

CALL 1-415-591-PLAY.

TAKE CONTROL!

Note: The following describes the default setting of the Control Pad. For more on setting button controls, see page 7.



To do this:

Press this

Start the game	START
Select items in menu screens	D-Button
Make choices in menu screens	Button A, C, or START
Cancel selections/return to previous menu	Button B
Speed story progression	Button A or C
Skip past story and score screens	START
Move left or right	D-Button LEFT or RIGHT
Move to front of screen	D-Button DOWN
Move to rear of screen	D-Button UP
Attack	Buttons B, Y, Z*
Jump	(D-Button and) Button C
Pick up items and weapons	Button B
Special Attack	Buttons A, X*
Pause game/resume play	START

* See pages 12-13 for details.

**Jump into the action with the Sega Activator!
Turn to the back of the manual for
instructions on fighting moves.**

START THE ACTION!

Following the *Streets of Rage 3* Title Screen is a demonstration of the game and profiles of the fighters. Press START to return to the Title Screen, and press again to bring up the Game Menu. Use the D-Button to choose a 1-player or 2-player game, open Battle Mode, or check out the Options Mode. Then press Button A, C, or START.

Note: You can choose 2-Player or Battle Modes only if a second Controller is plugged into your Genesis system.

OPTIONS



Press the D-Button up or down to highlight an option, then press left or right to cycle through the choices.

Level: Choose a difficulty level from Easy, Normal and Hard. If you choose Easy, you can only play the first five stages of the game.

Lives: Choose the number of lives per game.

BGM: Select this option to listen to the music tracks and continuous loop sound effects used in the game. Use the D-Button to cycle through your choice of tracks, and press Button A, C, or START to play each track.

SE: Here you can listen to any of the sound effects used in the game. Functions are the same as in BGM.

Voice: Listen to any of the voices and fighting sounds used in the game. Functions are the same as in BGM and SE.

Control: Select this feature and press Button A, C or START to bring up the Control Screen. Here you can select the functions for the buttons on your Control Pad. In addition to the SPECIAL, ATTACK and JUMP functions, you can choose the button for your

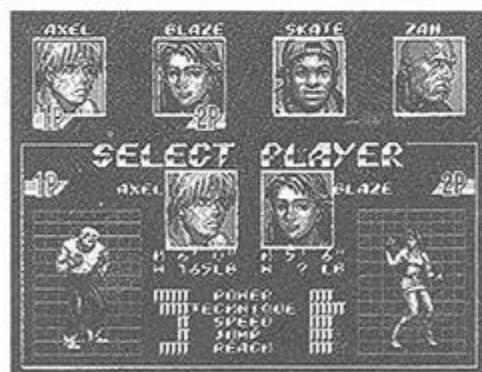


Back Attack (BACK), and a high kick or single punch (SERIES). There are two SPECIAL attacks. Press the D-Button left or right until the desired configuration appears. If you have a 6-button Control Pad, press the D-Button up or down to select the upper or lower three button functions. Press Button B to return to the Options Menu.

To return to the Game Menu, highlight EXIT and press Button A, C, or START. You can exit while any of the options are highlighted by pressing Button B.

Note: If you don't make any choices from the Options Screen, the Computer will automatically default to a Normal game with 3 lives.

SELECT PLAYER



Here you choose the fighter you want to take onto the streets. Player 1 uses the D-Button to move the flashing box with the letters, 1P, and Player 2 moves the box where 2P appears. The game begins when both players have made their choices by pressing

Button A, C, or START. Exit the Select Player Screen and return to the Game Menu by pressing Button B.

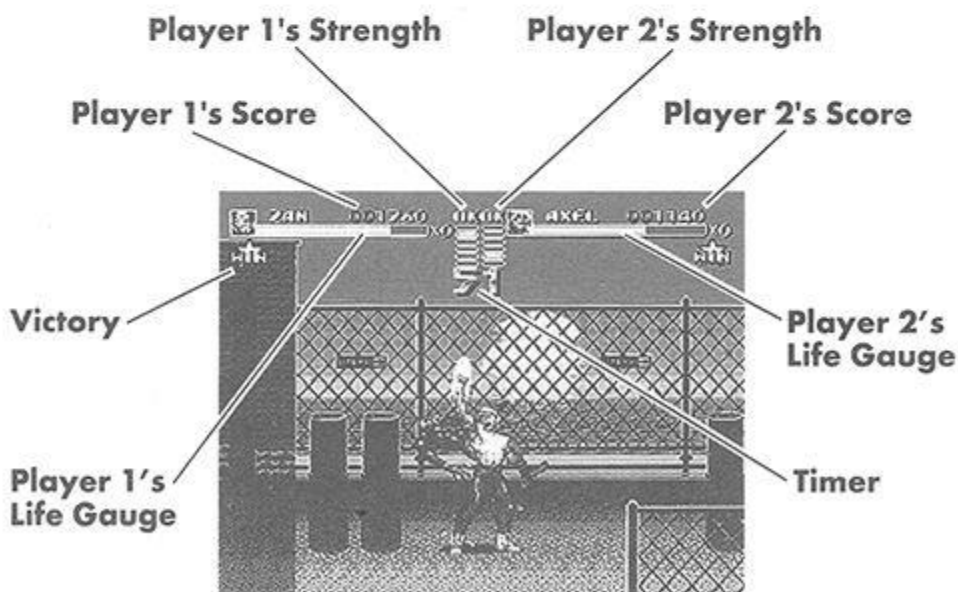
Note: In the regular 2-player game, Players 1 and 2 cannot select the same fighter.

BATTLING ONE-ON-ONE

You and a friend can take on the most devastating opponents of all: each other! Choose a fighter and a background setting, and come out with fists and feet flying!

Choose BATTLE from the Game Menu and press Button A, C, or START to bring up the Select Player Screen. Each of you makes your choice by using the D-Button to place the letters 1P and 2P over the desired fighter and pressing Buttons A, C, or START. (Either of you can cancel the Select Player Screen by pressing Button B.) In Battle Mode, both Player 1 and Player 2 can select the same fighter (for example, Blaze vs. Blaze). The two fighters appear in different colors.

The words ROUND SELECT appear. Player 1 cycles through the backgrounds by pressing the D-Button left or right. Press Buttons A, C or START to choose the background and begin the first round.



You have 99 seconds (computer time) to knock out your opponent. If you run out of time, the fighter with the most energy remaining on his or her Life Gauge wins the round. If both fighters fall at the same time, or the time runs out while both fighters have the same amount of energy on their Life Gauges, the round is declared a Draw Match.

Each time a fighter scores a victory, a star appears under his or her Life Gauge. The contest ends when one fighter scores two victories.

Note: For information on the Strength Gauge, see page 10.

THE 2-PLAYER GAME

In 2-Player Mode you and a friend can take part in the desperate fight to save the city! Naturally you'll be competing for the highest score, but you'll get much farther if you defend each other's backs and resources. Try not to hit each other—save that for Battle Mode!

JOINING A GAME IN PROGRESS

If Control Pads are plugged into both Control Ports on the Genesis, the words PRESS



ZAN

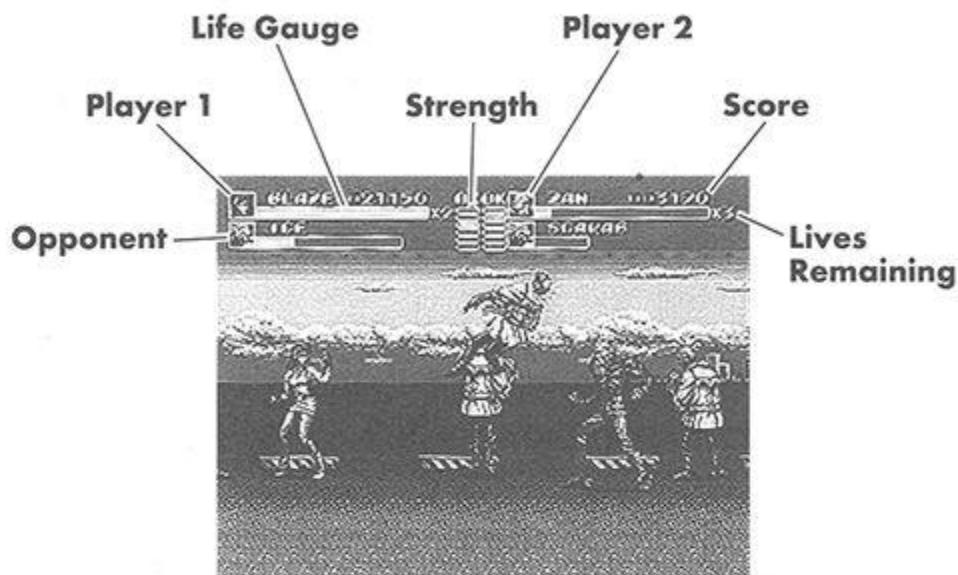
SELECT PLAYER

2UP START flash in the upper right hand corner of the screen during a 1-player game. Player 2 can join a battle in progress by pressing START on Control Pad 2 and selecting a fighter by pressing the D-Button left or right until the name and picture of the desired fighter appears. Press Button A, C, or START to bring that fighter into the fray.

Note: Make sure the Genesis is turned OFF before inserting or removing Control Pads.

LIFE ON THE BIG SCREEN

Use the information at the top of the screen to plan your attacks.



When your fighter's **Life Gauge** runs out, you lose a life. You receive a full Life Gauge at the beginning of each new Stage. Replenish your Life Gauge by grabbing items like apples and chickens.

Opponents' Life Gauges vary in length. A blue Life Gauge shows an enemy with more stamina than the average thug, and when the blue Gauge runs out, it will be replaced by a yellow Life Gauge.

The **Strength Gauge** shows the amount of strength you have available. The higher the gauge, the harder you hit. Using Special Attacks weakens you further, and you suffer more damage if you are hit while your Strength Gauge is low, so wait until you see the full gauge and an OK sign before you let your enemies have it.

With every 40,000 points you score in your current life, a **Star** (not shown) appears beneath your fighter's Life Gauge. Each Star increases the strength of your Blitz attacks. (See page 13.) You can get up to three Stars, and each time you lose a life, you lose one Star.

ITEMS

You'll find items lying on the ground or concealed in containers (crates, drums, road blocks, statues, stacks of life preservers, etc.). Pick up an item by moving your fighter over it and pressing Button B.

	Apple: Restores 1/3 of your Life Gauge.		Chicken: Fills your Life Gauge.
	1UP: Gives you an extra life.		Cash Bag: Worth 1,000 points.
	Gold Bars: Gives you a 5,000 point bonus!		

WEAPONS

You'll find weapons in the same kinds of receptacles as items, or in the hand of your enemies. To take a weapon from an enemy, knock the weapon to the ground, where you can pick it up. Press Button B to use the weapon, or simultaneously press Buttons B and C (or Button Z) to throw it.



When you pick up a weapon, a gauge appears beneath your fighter's Life Gauge. The gauge diminishes each time you

use the weapon, and when the gauge empties, the weapon disappears. Weapons can be knocked out of your hands as well, if you're not careful. You also lose the weapon you're carrying when you leave the scene of the battle.

USING WEAPONS

Each fighter uses weapons differently, and some are better with certain weapons than others. Try some of the special attack moves on each and check out the results! Be aware that these attacks don't work with grenades.

Here's an example: When Zan picks up a weapon, it becomes a ball of energy which can be used to bowl over enemies.



BASIC BRAWLING

These attacks work for all four fighters. In addition, each fighter has a series of special moves. How many can you find?



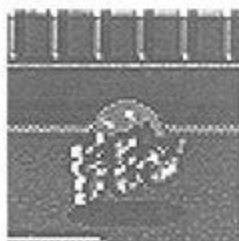
Fury

For a basic series of punches and kicks, press Button B repeatedly



Lights Out

For a single powerful punch or kick, press Button Y. Or hold Button B, then release.



Duck & Roll

To get to the front or the rear of the screen in a hurry, quickly press the D-Button TWICE UP or TWICE DOWN.



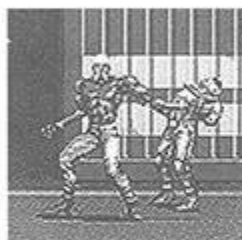
Dash

Press the D-Button TWICE LEFT or TWICE RIGHT and hold to dash across the screen.



Blitz

Press the D-Button twice in the same direction, then Button B for a devastating attack.



Back Attack

Press Button Z, or Buttons B and C simultaneously, to deal with any goons coming up behind you. Be careful that you're not holding a weapon while doing this, or the weapon will be thrown forward.



Jump Kick

Press Button C to jump. While in mid-air, press Button B to kick.

SPECIAL ATTACKS

Few enemies can stand up to the spectacular Special Attack, but your fighter will pay for it with his or her Strength Gauge. If you perform another Special Attack before your Strength Gauge has a chance to fill, you'll drain some of your fighter's Life Gauge.



Stationary Attack

Press Button A to blow them away. This is a good defensive move when your situation gets too intense.



Directed Attack

While pressing the D-Button in the direction of your opponent, press Button A.

SETTLIN' THE SCORE

Pick up points by shutting down Syndicate thugs and grabbing bonus items. Collect bonus points as you clear each Stage. The more difficult the level you play, the higher the bonus.



You'll also pick up extra lives by scoring the following:

1UP:	First	50,000 points
	Second	100,000 points
	Next	Every 100,000 points

GAME OVER/CONTINUE



▶ **CONTINUE 2**
GAME OVER

When you run out of fighters, the words **GAME OVER** and **CONTINUE**

appear. You can continue

the game from your present position (select **CONTINUE**) or go back to the beginning (select **GAME OVER**). Use the D-Button to make your choice, and press Button A, C, or **START**. If you choose to continue your game, the words **SELECT PLAYER** appear and you can pick a fighter for the next round. Use the D-Button to cycle through the fighters, and press Button A, C, or **START** to choose. When you continue, your score is reset to zero.

When you run out of Continues, it's **GAME OVER**

for the heroes. If you've achieved a high score, you can enter your initials. Press the D-Button up or down to cycle through the letters that appear, and press Button A, C, or **START** to enter your choice and go on to the next space. **GAME OVER** appears on the screen when you have entered three characters or selected **ED** in any space.



NAME **WM ED**

A FISTFUL OF GAME HINTS

- Grab items as soon as you can to collect additional points and stamina before the end of each scene.
- Go for the thug with the weapon first—he can do the most damage, especially when your back is turned.
- If you come across a weapon you're not good at using, pick it up and throw it before it gets into the wrong hands.
- Clear out crowds of thugs by tossing other Syndicate slimeballs on top of them. Better yet, toss them over the sides of elevators or into deep pits. However, avoid attempting to throw the heavy fire-breathers like Dwight, Big Ben and Ike—you'll just get squashed.
- Take your time and concentrate on your enemies a few at a time. If you rush ahead, you may find yourself surrounded by more thugs than you can deal with!

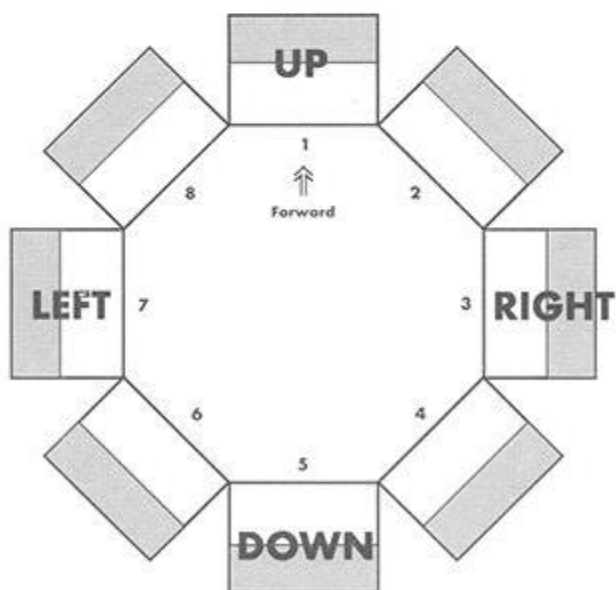
USING THE SEGA ACTIVATOR™

The Sega Activator lets you become one of the fighters, transforming your punches and kicks to the dazzling moves on screen!

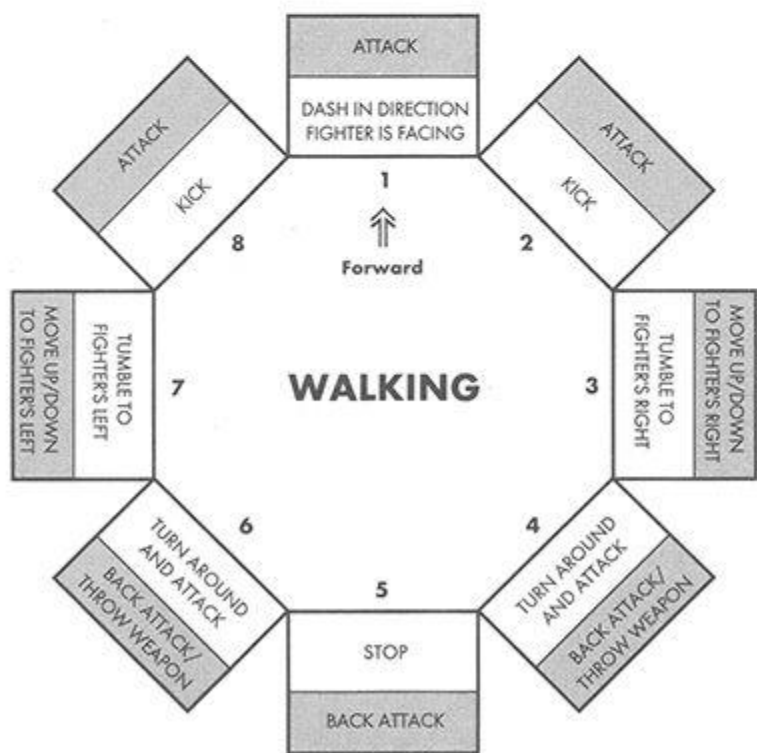
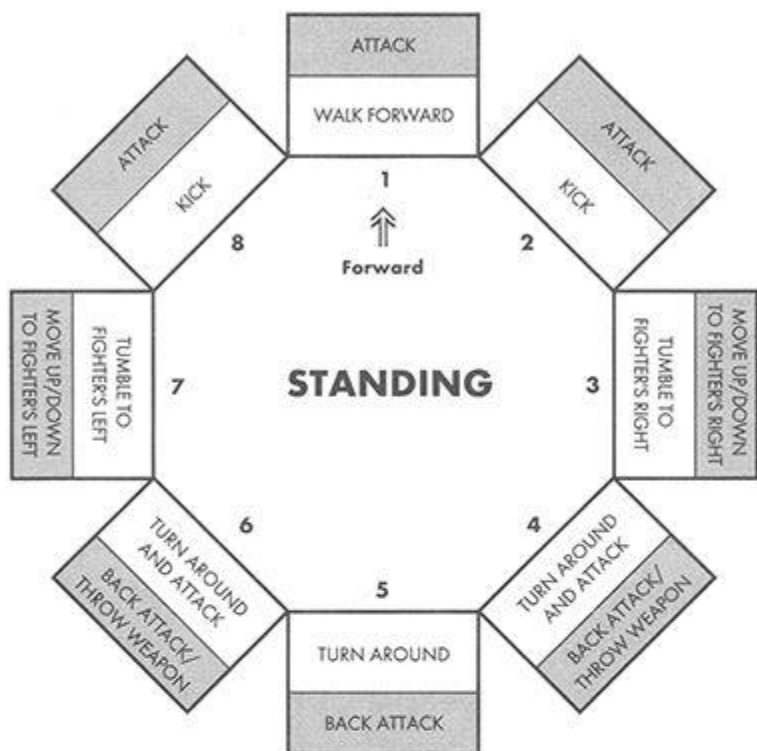
Getting Started

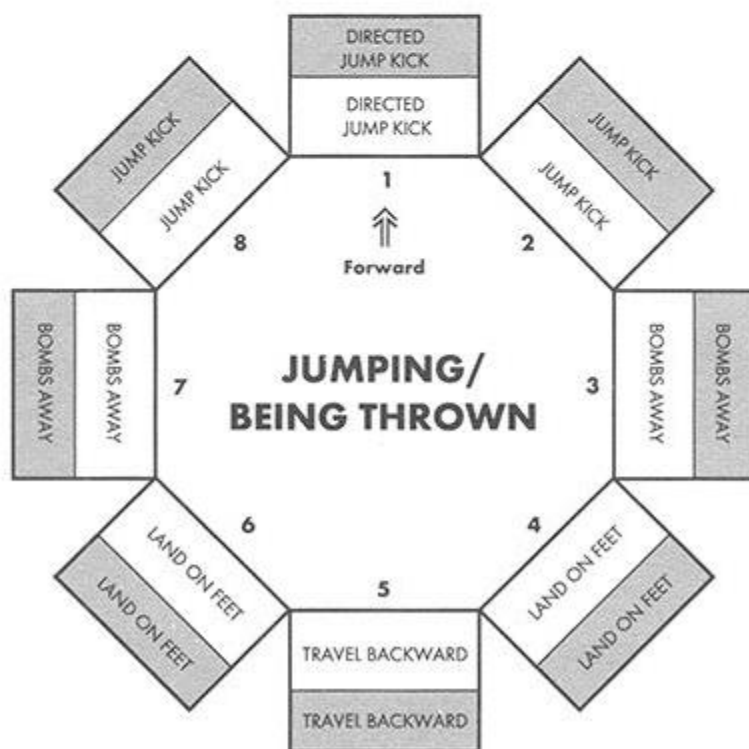
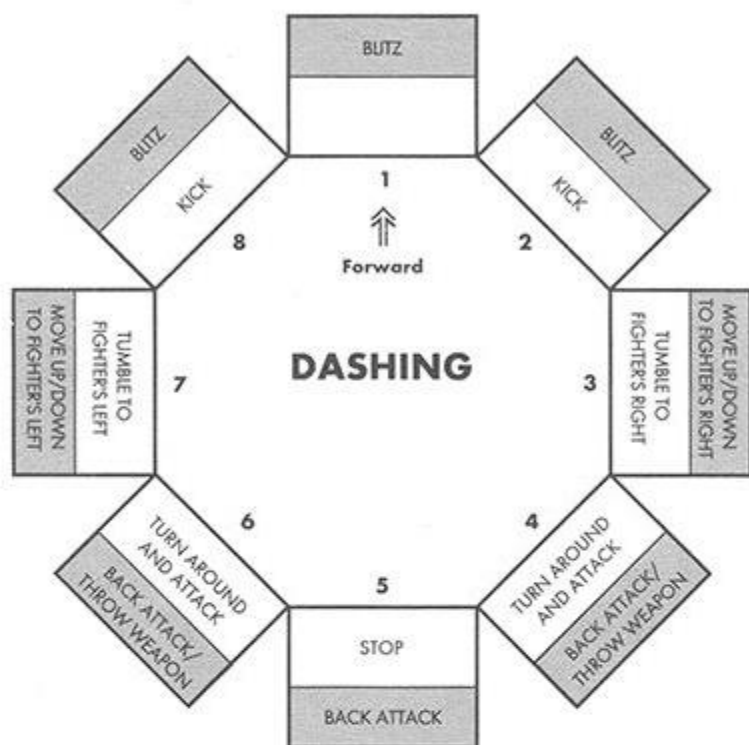
1. Plug in your Sega Activator as shown in its instruction manual.
IMPORTANT: You **MUST** turn on the Activator before turning on the Genesis. With two Activators, you must turn them both on before the Genesis. Do not break the Activator beams until the Title Screen appears.
2. Consult the diagrams below and on the following pages for selection and fighting moves. The panels are numbered from 1 to 8, starting with the Master Panel facing your Genesis (facing forward).
3. There are two kinds of breaks: high beam and low beam. Moves done with HIGH beam breaks are shown in the shaded rectangles.

MAKING SELECTIONS IN GAME MENUS



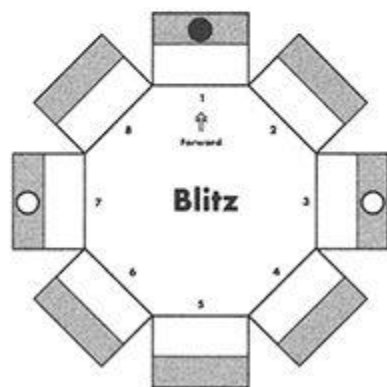
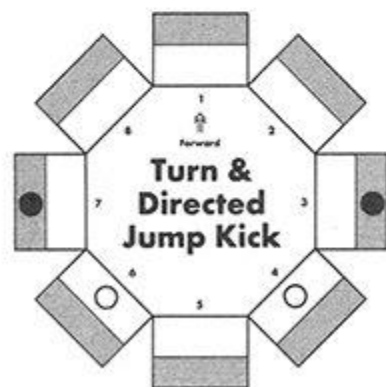
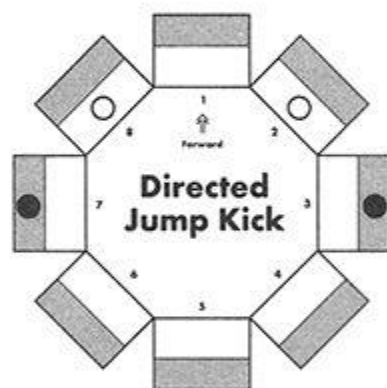
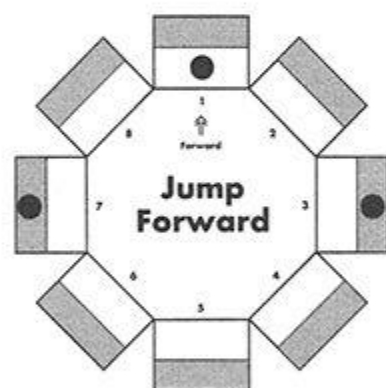
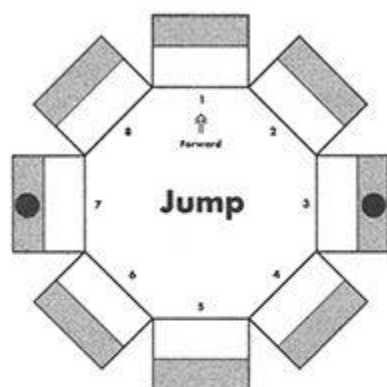
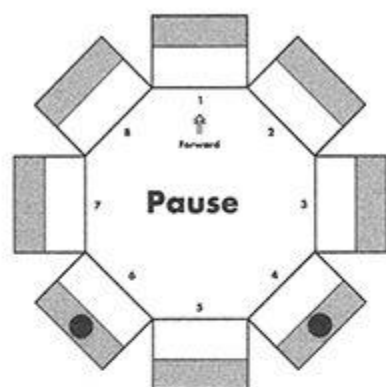
FIGHTING MOVES

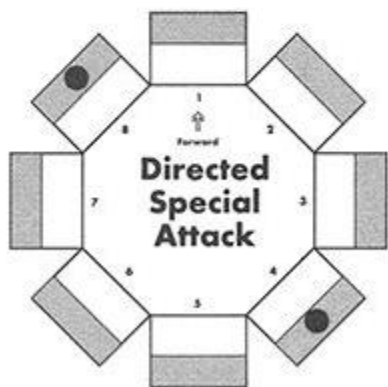
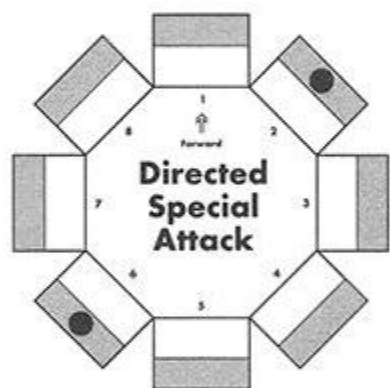
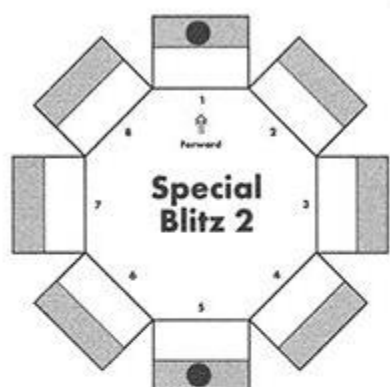
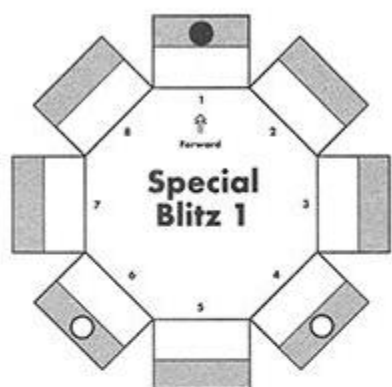


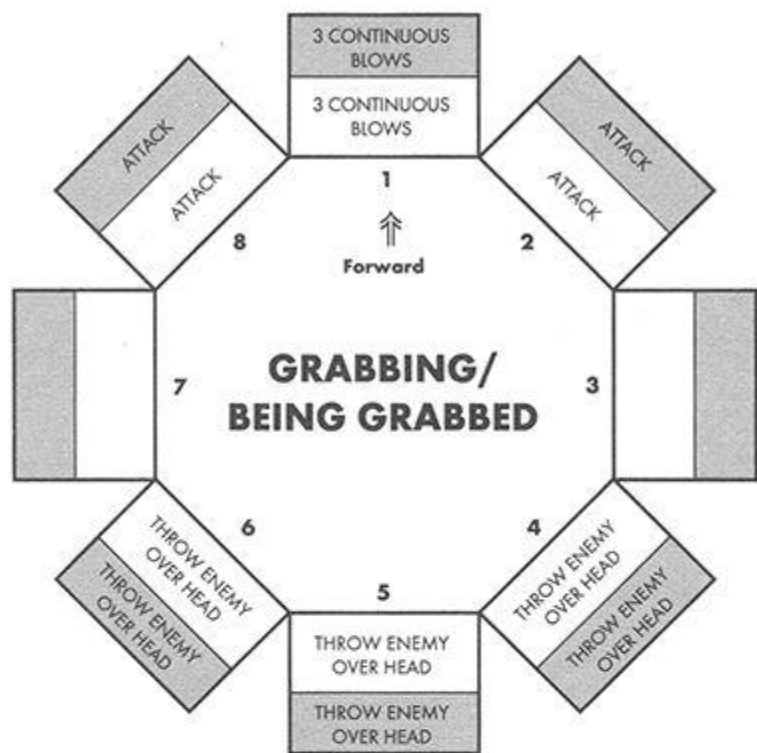


BASIC COMBINATIONS

Note: White dots indicate alternative positions which can be used in conjunction with those indicated by black dots.

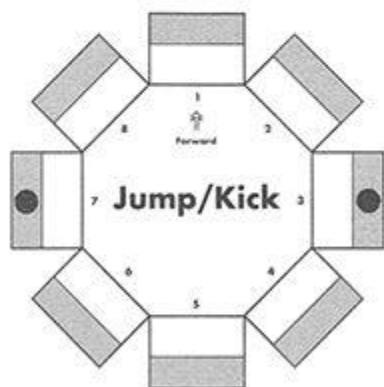






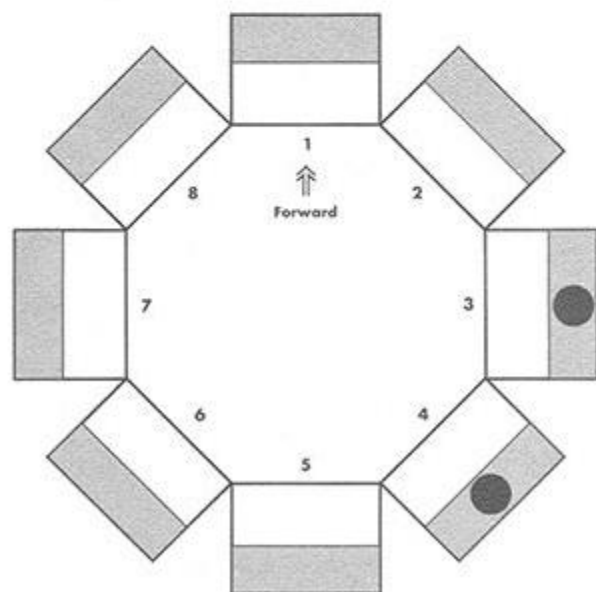
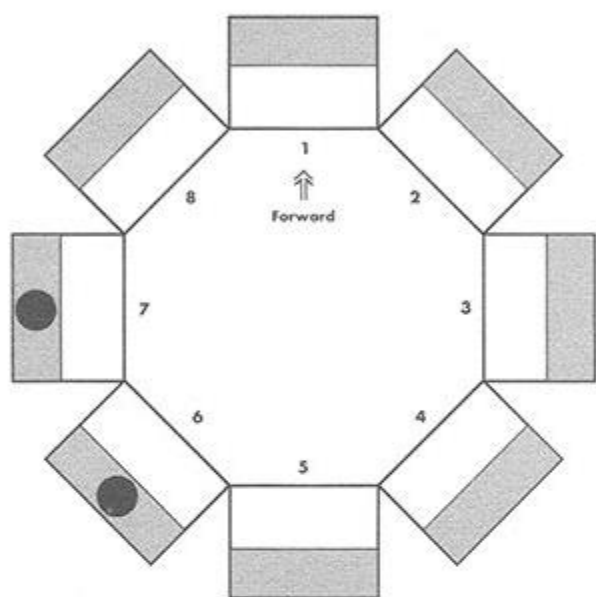
CONTACT COMBINATIONS

Note: White dots indicate alternative positions which can be used in conjunction with those indicated by black dots.

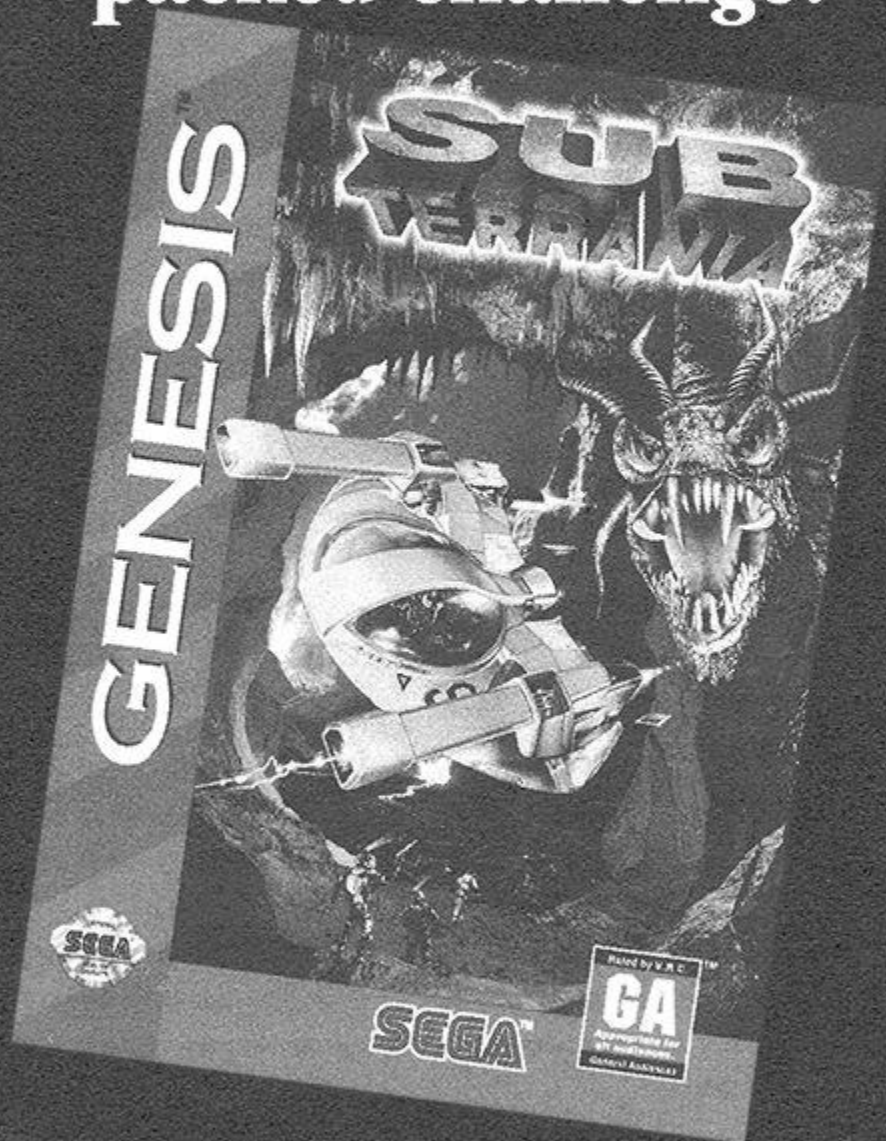


Jump & Neck Throw (Skate only) or Hyper Slam (Zan only)

Note: This is a contact move—start by grabbing your opponent from the front.



Sega unearths
SUB-TERRANIA™
the ultimate action
packed challenge!



Only on Genesis!

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