AGB-B3SE-USA

GAME BOY ADVANCE®

SONIC ADVANCE 3™

INSTRUCTION BOOKLET

THQ®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

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Thank you for purchasing Sonic Advance™ 3. Please note that this software is designed only for use with the Game Boy® Advance. Be sure to read this Instruction Booklet thoroughly before you start playing.

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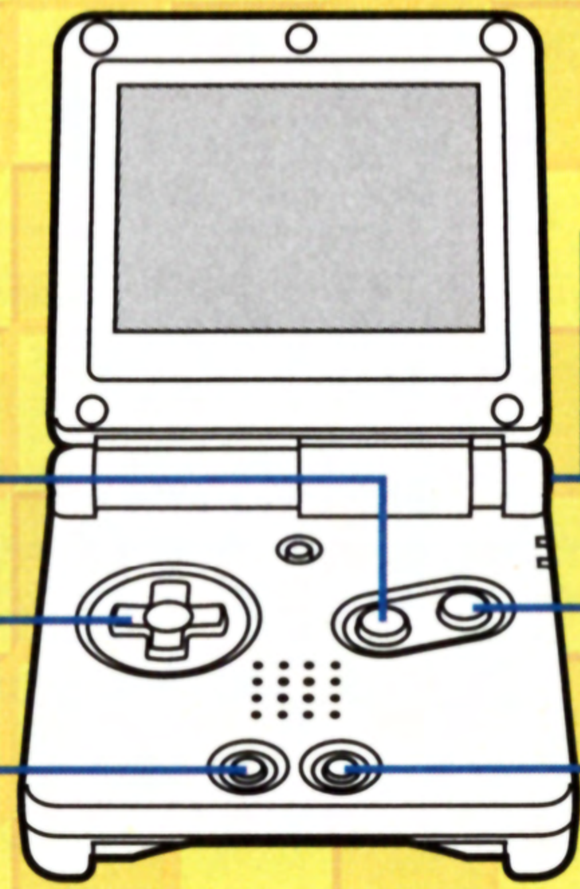
STORY

Dr. Eggman has used Chaos Control to break the world into 7 parts, and plans to rain confusion by turning each into a Dr. Eggman Empire.

Sonic and Tails, having been separated from their friends, are teaming up to return the world to its original state. To do this, they must find all 7 Chaos Emeralds and use Chaos Control to undo Dr. Eggman's mischief.

But Eggman isn't resting on his laurels. He's used his engineering genius to perfect the ultimate fighting robot, and will do all in his power to stand in Sonic's way.

BASIC CONTROLS



Ⓑ Button

Cancel

Special Attack

✚ Control Pad

Select Mode, Menu Items

Walk or Run Left/Right

SELECT

View Chao Map

Upper Items: Menu controls

Lower Items: Gameplay controls

Ⓡ Button

Adjust Color Settings

Tag Action, Trick Action

Ⓐ Button

Enter Selection

Jump/Attack/Fly

START

Pause

- Button assignments can be changed from **OPTIONS** (p.32).
- Holding down START and SELECT while pressing the Ⓐ and Ⓑ Buttons will reset the game to the Title Screen.

COMMON ACTIONS

The following controls are common to all characters.

Press and hold Control Pad ◄ ►

Move left or right. Hold down to increase speed, and press the reverse direction to brake quickly.

Press and hold Control Pad ▲ ▼

Look up/down. After a short while, the screen will scroll revealing what is immediately above or below.

TAG ACTIONS

Depending on your partner character, a series of unique Tag Actions are available with both characters working together.

To perform a Tag Action, first hold down the R Button. After a short time, your partner character will appear and start spinning, indicating that the Action is charged and ready.

When you release the R Button, either on the ground or while jumping, you and your partner will perform the move together.

Experiment with each partner character to find the best use of Tag Actions.

INDIVIDUAL CHARACTER ACTIONS

In addition to the common and Tag Actions, each character has their own sets of unique moves and attacks, which vary depending on their choice of partner.

Refer to the charts on pages 8 through 17 for a full list of Individual Character Actions, broken down for each player and partner combination. For example, p.8 shows actions available to Sonic while partnered with Tails, and p.9 shows Sonic's actions when partnered with other characters.

SONIC THE HEDGEHOG

A free spirited hedgehog that hates evil. He can be short tempered at times, but never turns his back on those in need of help.

REGULAR ACTIONS	⬇ Spin (while running) ⬇ + Ⓐ Button Spin Dash
Ⓐ BUTTON	Spin Jump
Ⓑ BUTTON	Skid Attack
Ⓐ BUTTON WHILE JUMPING	NO ACTIONS
Ⓑ BUTTON WHILE JUMPING	NO ACTIONS
SPECIAL ACTIONS	(R) Button Mid-Air Trick Action Boost mode (while running)

⬇ Spin (while running) ⬇ + Ⓐ Button Spin Dash	⬇ Spin (while running) ⬇ + Ⓐ Button Spin Dash	⬇ Spin (while running) ⬇ + Ⓐ Button Spin Dash
Spin Jump	Spin Jump	Jump
Fire Sliding	Skid Attack	Hammer Attack
NO ACTIONS	Jump Dash Homing Attack	NO ACTIONS
Wind Attack ⬆ Upper Spin ⬇ Bound Attack	NO ACTIONS	Spin Attack
Boost mode (while running)	Breathe (in water) Boost mode (while running)	Boost mode (while running)

TAILS

MILES "TAILS" PROWER

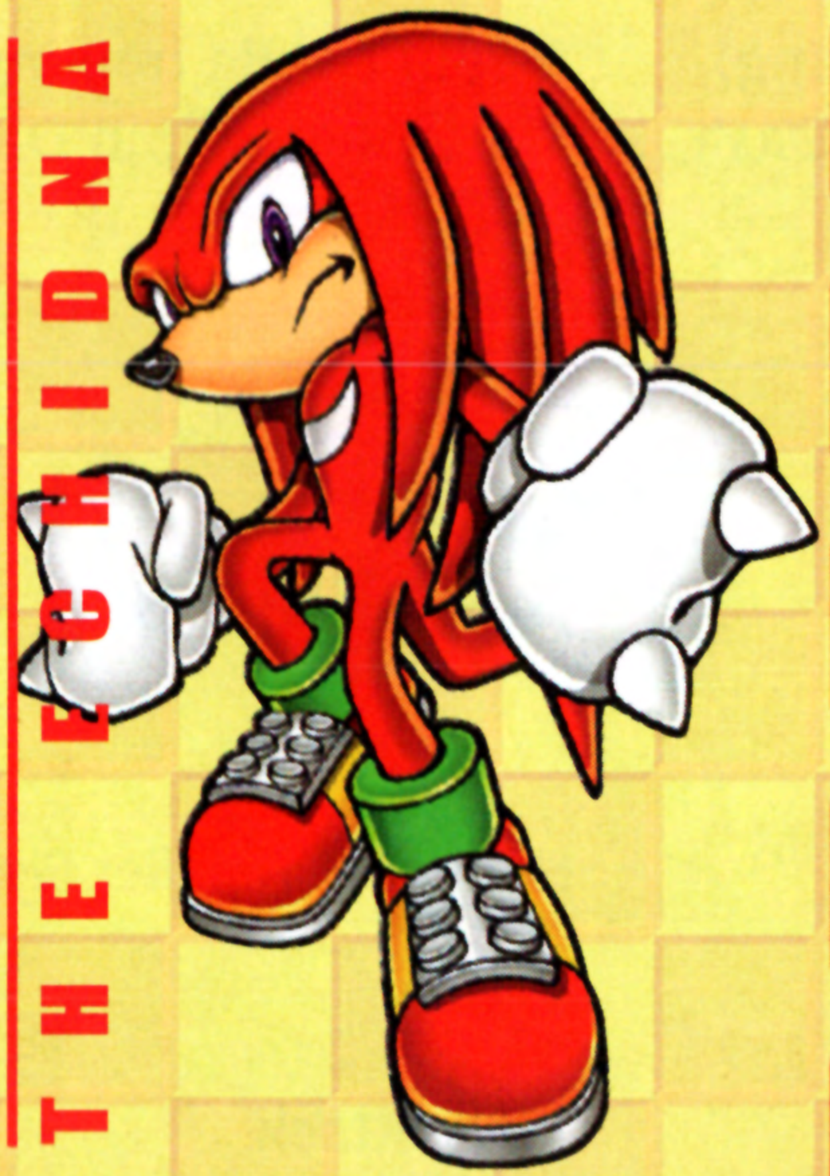
A friendly kid fox with two tails, who thinks of Sonic as a favorite big brother. He loves tinkering with machinery.

REGULAR ACTIONS	▼ Spin (while running) ▼ + Ⓐ Button Spin Dash
Ⓐ BUTTON	Spin Jump
Ⓑ BUTTON	Tail Swipe
Ⓐ BUTTON WHILE JUMPING	Propeller Flying
Ⓑ BUTTON WHILE JUMPING	NO ACTIONS
SPECIAL ACTIONS	R Button Mid-Air Trick Action Ⓐ Button Dog Paddle (in water) Boost mode (while running)

⬇ Spin (while running) ⬇ + Ⓐ Button Spin Dash	⬇ Spin (while running) ⬇ + Ⓐ Button Spin Dash	⬇ Spin (while running) ⬇ + Ⓐ Button Spin Dash
Spin Jump	Spin Jump	Jump
Tornado Attack	Tail Swipe	Hammer Attack
Mid-Air Glide	High Propeller Flying Homing Attack	Hammer Propeller Flying
Tail Spin Attack	NO ACTIONS	Spin Attack
Ⓐ Button Breast Stroke (in water)	Ⓐ Button Dog Paddle (in water)	Ⓐ Button Dog Paddle (in water)

KNUCKLES

THE ECHIDNA



A powerful Echidna with spiky fists, and Sonic's best friend and rival. He's sincere in nature, but a little gullible and easily misled.

REGULAR ACTIONS	⬇ Spin (while running) ⬇ + Ⓐ Button Spin Dash
Ⓐ BUTTON	Spin Jump
Ⓑ BUTTON	Double Punch
Ⓐ BUTTON WHILE JUMPING	Mid-Air Dash Glide
Ⓑ BUTTON WHILE JUMPING	NO ACTIONS
SPECIAL ACTIONS	Breast Stroke (in water) Boost mode (while running)

⬇ Spin (while running) ⬇ + Ⓐ Button Spin Dash	⬇ Spin (while running) ⬇ + Ⓐ Button Spin Dash	⬇ Spin (while running) ⬇ + Ⓐ Button Spin Dash
Spin Jump	Spin Jump	Jump
Spiral Upper	Double Punch	Hammer Attack
Double Mid-Air Glide Wall Climb (towards wall)	Mid-Air Glide Wall Climb (towards wall)	Mid-Air Glide Wall Climb (towards wall)
NO ACTIONS	NO ACTIONS	Spin Attack ⬇ Drill Claw
Breast Stroke (in water)	Breast Stroke (in water) Ⓑ Button Homing Attack (during Glide)	➡ + Ⓐ Button Dash Climb (wall) Breast Stroke (in water)

CREAM

THE RABBIT

Cream is a polite little rabbit that takes her tiny Chao "Cheese" wherever she goes. She means well, but can act a little childish at times.

REGULAR ACTIONS	⬇ Spin (while running) ⬇ + Ⓐ Button Spin Dash
Ⓐ BUTTON	Spin Jump
Ⓑ BUTTON	Chao Ball Attack
Ⓐ BUTTON WHILE JUMPING	Flying
Ⓑ BUTTON WHILE JUMPING	Mid-Air Chao Ball Attack
SPECIAL ACTIONS	Life Ring (in water) Boost mode (while running)

⬇ Spin (while running) ⬇ + Ⓐ Button Spin Dash	⬇ Spin (while running) ⬇ + Ⓐ Button Spin Dash	⬇ Spin (while running) ⬇ + Ⓐ Button Spin Dash
Spin Jump	Spin Jump	Jump
Chao Attack	Chao Spinning Attack	Hammer Attack
Floating Fall	Flying (Chao Spin)	Flying
Mid-Air Chao Attack	Mid-Air Chao Spinning Attack	Mid-Air Chao Attack ⬇ Hip Drop
NO ACTIONS	NO ACTIONS	R Button Mid-Air Trick Action

AMY

AMY ROSE

Sonic's self professed girlfriend that he can't seem to escape from. She never leaves home without her trademark Pikopiko Hammer.

REGULAR ACTIONS	⬇ Spin (while running) ⬇ + Ⓐ Button Spin Dash
Ⓐ BUTTON	Spin Jump
Ⓑ BUTTON	Hammer Attack
Ⓐ BUTTON WHILE JUMPING	Jump Dash
Ⓑ BUTTON WHILE JUMPING	Mid-Air Hammer Attack ⬇ Spinning Hammer Attack
SPECIAL ACTIONS	Boost mode (while running)

▼ + Ⓐ Button Leap	▼ + Ⓐ Button Amy Dash	▼ + Ⓐ Button Leap
Jump	Jump	Jump
Hammer Attack	Big Hammer Attack ▼ Hammer Jump	Hammer Attack
Floating Fall	NO ACTIONS	Floating Fall
Mid-Air Hammer Jump	Mid-Air Hammer Attack ▼ Spinning Hammer Attack	Mid-Air Hammer Attack
Ⓑ Button Head Slide (during Leap)	NO ACTIONS	R Button Mid-Air Trick Action Ⓑ Button Head Slide (during Leap)

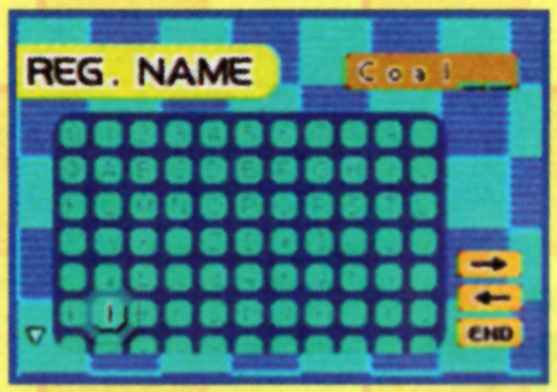
STARTING UP

1 Make sure that the power is switched OFF. Never insert or remove a Game Pak when the power is ON.
2 Insert the Sonic Advance™ 3 Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction booklet.
3 Turn the POWER switch ON.

SELECT LANGUAGE

The first time you play, you will be asked to select a language. Use the Control Pad ♠ ♥ to choose and the Ⓐ Button to select.

ENTER USER NAME



You will then be asked to enter a User Name. Select up to 6 characters using the Control Pad and press the Ⓐ Button to enter. The Ⓑ Button deletes the last character entered. Move the cursor to edit characters by selecting the arrow marks on the right of the screen, and select **END** to finish name entry.

- ✪ The name you enter will be displayed on record and ranking screens.
- ✪ User Name and language settings can be modified by selecting **OPTIONS (p.32)** at the Title Menu.

STARTING THE GAME MODES

From the Title Screen, press START to proceed to the Title Menu. Use the Control Pad ▲ ▼ to choose from the following and press the Ⓐ Button to select.

MAIN GAME

The main story mode game for 1-2 players

SINGLE PLAYER Play the game with a CPU partner (p.20).

MULTI PLAYER Connect 2 Game Boy® Advance systems to let a second player control the partner character (p.26).

BATTLE

Multi Player Battle mode for 2-4 players.

MULTI-PAK MODE Team Race. 1 Game Pak required for each player (p.29).

SINGLE-PAK MODE Find Chao. 1 Game Pak required (p.27).

TIME ATTACK

Retry previously opened Zone Acts from the Main Game for the fastest possible time (p.31).

OPTIONS

Change various game settings (p.32).

SINGLE PLAYER

First select a player character and partner character from those available. The first time you play, only Sonic and Tails can be selected. In **SINGLE PLAYER** mode, the partner character is controlled by the CPU.

Once the characters are selected, you will be transported to the Zone 1 Map. In each Zone Map there are various Act Rings and Transporters that take you to the different Action Stages and gameplay areas for that Zone.

To begin play in Zone 1, search for and jump through the Act Ring marked "1". This will transport you to Act 1 where the fun begins.

When all 3 Acts have been cleared (in any order), challenge the Boss and move on to the next Zone.

At various points in the game, you will come across certain walls that look different. Try using various character combinations and techniques to see if you can break through them!

ACTION STAGES

Each Zone has 3 Acts entered via the numbered Act Rings found in the Zone Map area. The aim of each Act is to jump through the Goal Medal at the end of the course. The Goal Medal will turn gold, silver or bronze depending on the clear time.

Rings
Collect Rings to protect against attacks. If a player character is attacked while holding Rings, then they will not be harmed, but all Rings will be dropped leaving the character vulnerable.

Time Elapsed
You have 10 minutes to clear each Act.

Lives Remaining
Each character has 3 lives at the start of the game. If you lose a life when there are no lives remaining, then the game will end.

Checkpoint
If you lose a life, you will automatically restart from the last Checkpoint touched.

ITEMS

The following Items can be found in Boxes in each Act. Burst open a Box to receive the Item.

Invincibility	Keeps you safe from traps and enemy attacks for a limited period of time.
Shield	Protects against damage by traps and enemy attack once only.
Ring Magnet	Protects against damage by traps and enemy attack once only and draws Rings towards you.
5 Ring Bonus	Increases your Rings by 5.
10 Ring Bonus	Increases your Rings by 10.
Random Ring Bonus	Increases your Rings by a random amount.
Maximum Speed	Increases running speed to maximum.
1-Up	Increases remaining lives by 1.

HIDDEN CHAO

At various locations in each Zone you will find Hidden Chao. Pick them up and they will be transported to the Chao Playground for that Zone (p.25).

OMOCHAO

Additionally, friendly Omochao can also be found positioned around the course. Approach one and press Control Pad ♠ for a gameplay hint.

SPECIAL KEYS

A Special Key is earned when you clear each Act, once the 10 Hidden Chao have been found. Collect 1 Special Key to unlock the Special Stage Transporter found in the Zone Map area. See Special Stage (p.24) for further details.

MINI GAMES

Each Zone has 2 mini-games entered via Transporters which can be found in the Zone Map area. To play the Mini-Games, find the Transporter and stand beneath to be tractored in. The Mini-Games for each Zone can only be entered once per game.

SPECIAL STAGE

Each Zone has 1 Special Stage, entered via a transporter in the Zone Map area, allowing you to obtain 1 of the 7 Chaos Emeralds. To enter the Special Stage you must be holding a Special Key (p.23). Each Key can only be used once, after which you must earn another if you wish to re-enter the Special Stage.

To play the Special Stage, use the Control Pad and Ⓐ Button to control both characters as they fly through a 3D environment. Aim to collect the required amount of Rings before you reach the end of the course.

BOSS AREA

Each Zone has an area where you must defeat Dr. Eggman's boss robot. This area can only be entered after all 3 Acts have been cleared (in any order). Find the Boss Transporter in the Zone Map, and stand beneath to be tractored in.

SONIC FACTORY

At the start of each Zone Map is a Ring that leads to the Sonic Factory. Here you can transport to other Zones that have previously been cleared, change the player characters, and check your game progress in the Chao Playground.

The exit on the lower right takes you to the currently selected Zone Map, while the exit on the middle left takes you to the Chao Playground. Jump into any of the numbered pipes to transport to the corresponding Zone, or jump into the single pipe on the lower level to change the player characters.

CHAO PLAYGROUND

Entered via the Sonic Factory, the Chao Playground allows you to check how many Hidden Chao have been found in each Zone, and whether or not a Chaos Emerald has been obtained.

Whenever you find a Hidden Chao, they will automatically be transported to the Chao Playground for that Zone where they'll happily keep themselves amused. The number collected for that Zone will also be displayed at the center of the screen. Press SELECT to display the Chao Map and see the number collected for all Zones.

MULTI PLAYER

The **MAIN GAME** can also be played by 2 players connected via the Game Boy® Advance Game Link® cable. 2 Game Paks are required to play in **MULTI PLAYER** mode, though game data will only be accessed and saved on 1P's Game Pak. See p.33 for details on connecting the systems.

Game play is the same as for **SINGLE PLAYER** mode, except the partner character is chosen and controlled by 2P. Use Player 1's system to enter boss areas, Sonic Factory and the Act Rings in each Zone Map. Both characters are also able to perform Tag Actions, and both will forfeit Rings or sustain damage when attacked.

BATTLE

There are two **BATTLE** modes available, each of which can be played by 2 to 4 players.

SINGLE-PAK MODE

Before attempting to select **SINGLE-PAK MODE** connect the Game Boy® Advance systems as detailed on p.33. Only 1 Sonic Advance™ 3 Game Pak is required for this mode.

After all systems are connected and switched ON, 1P should select **BATTLE** from the Title Menu, and then **SINGLE-PAK MODE**.

Once the Chao has confirmed the connection on-screen, the game will be sent to each Game Boy® Advance without a Game Pak and a confirmation message will be displayed.

On completion, a character confirmation screen will be shown, and the game will begin when 1P presses START.

The aim of the game is to find the Hidden Chao before the other players do, and to keep hold of it until the time runs out.

Unlike the other game modes, all characters are controlled in the same way, and no Trick or Tag Actions are available. Each character plays for themselves.

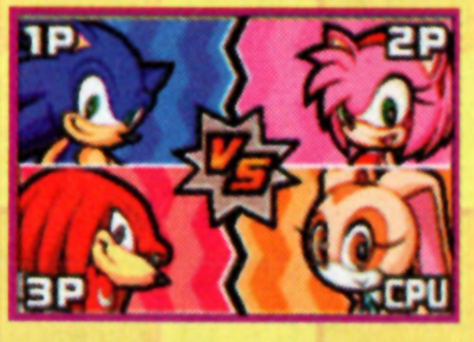
- Watch the player cursor to check where the player holding the Chao is.
- Attacking the player holding the Chao causes them to drop it, allowing you to pick it up for yourself. Make sure you use an Attack move, as simply running into other characters will cause your own character to sustain damage.
- Game operates in English when other languages are selected, except Japanese, which has Japanese in-game text.

MULTI-PAK MODE

Before attempting to select **MULTI-PAK MODE**, connect the Game Boy® Advance systems as detailed on p.33. A Sonic Advance™ 3 Game Pak is required for each player.

After all systems are connected and switched ON, each player should select **BATTLE** from the Title Menu, and then **MULTI-PAK MODE**. When all the players are ready, a Chao will appear on each player's screen confirming the number of players and signaling that the connection is complete.

Each player must then select a character. During a 4 player game, 1P and 3P are teamed against 2P and 4P. If there are less than 4 players, the remaining characters are chosen by the corresponding teammate and controlled by the CPU as a partner. On completion, a selection confirmation screen will be shown, which is confirmed by 1P pressing START.



Finally, 1P must select a Zone and Act. Only Zones that have been cleared in the **MAIN GAME** by at least 1 player connected will be displayed.

The aim of the game is to race through 1 of the **MAIN GAME** Acts. The game ends when the first character jumps through the Goal Medal.

When a player finishes the Act, his or her team wins, and "**WIN**" or "**LOSE**" will appear on each player's screen. The game will also end if game time reaches 10 minutes.

- Watch the Player Cursors and Icons to check the positions of other players. The progress of each player in relation to the goal is represented by the Player Icons at the bottom of the screen.
- All Unique, Trick and Tag Actions from the **MAIN GAME** are available in this mode.
- CPU controlled partner characters are not displayed on opponents' screens.

TIME ATTACK

Clear the selected Act in the shortest time possible. The fastest five time records for each Act and the character pair that achieved each are recorded.

SELECT CHARACTER

Choose the character you wish to control, and a partner character in the same way as the **MAIN GAME** mode. Only characters available in the **MAIN GAME** can be selected.

SELECT ZONE

Use the Control Pad ◀ ▶ and the Ⓐ Button to choose the Zone and Act you wish to attempt. To begin with, only the Acts in Zone 1 can be selected, but an additional 3 Acts will become available whenever a new Zone is opened in the **MAIN GAME**. The records for the selected Zone and Act are displayed at this time.

When you have completed the Act, you will have the option to try again, change characters, change zones, or return to the Title Menu.

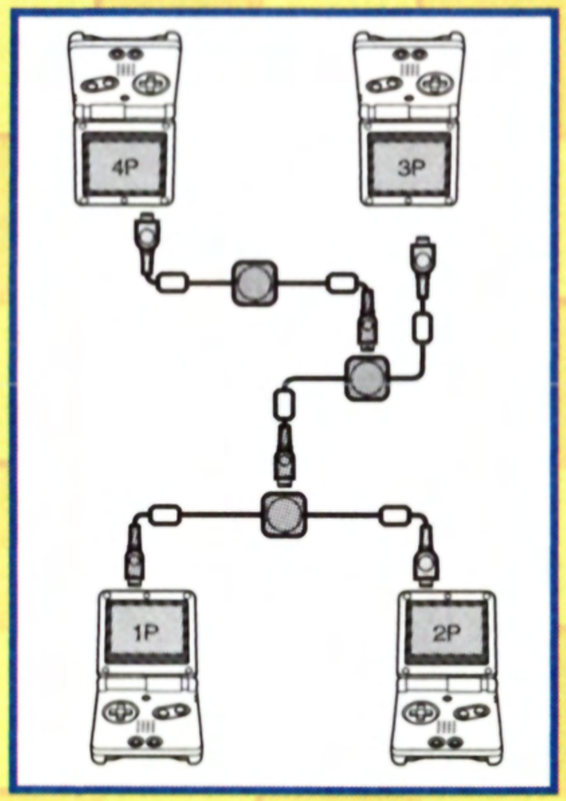
OPTIONS

Change various game settings. Use the Control Pad and the Ⓐ Button to select.

PLAYER DATA	
CHANGE NAME	Enter a new User Name using up to 6 characters.
TIME RECORD	See the top **TIME ATTACK** scores for each Zone.
VS RECORD	See the top **MULTI PLAYER** scores.
END	Return to the **OPTIONS** Screen.
DIFFICULTY	Select between **NORMAL** and **EASY**.
TIME UP	Select whether or not to lose a life when time runs out.
LANGUAGE	Set the display language.
BUTTON CONFIG	Select the functions for each Button.
DELETE GAME DATA	Delete all game data saved on the Game Pak.
END	Return to the Title Menu.

CONNECTION METHODS

For some game modes it is necessary to connect up to four Game Boy® Advance systems using the Game Boy® Advance Game Link® cables. See the individual game mode instructions for Game Pak requirements and player limitations.



Necessary Items

Game Boy® Advance	2-4
Sonic Advance™ 3 Game Paks	1-4
Game Boy® Advance Game Link® cables	1-3

Connection Method

1. First make sure that the POWER on each Game Boy® Advance is switched to OFF, then insert the Game Paks into all systems for **MULTI PLAYER (MAIN GAME)** and **MULTI-PAK MODE (BATTLE)**, or into Player 1's system for **SINGLE-PAK MODE (BATTLE)**.
2. Connect the Game Boy® Advance Game Link® cables to the external connection sockets on each Game Boy® Advance (see figure).
3. Turn all systems ON.
4. Refer to the individual game mode instructions for further information (p.26 to 30)

✪ When playing with 2-3 players, do not attach systems which are not used in play.

✪ The smaller plug must be inserted into Player 1's system.

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Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

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