

# BACK TO THE FUTURE THE FUTURE PART III



SEGA  
GENESIS



## The Sega Genesis Cartridge

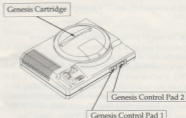
- Use the Sega Genesis Cartridge only in the Sega Genesis video entertainment system.
- Handle with care. Do not submerge in liquids, crush or bend.
- Heat can damage the cartridge. Keep away from direct sunlight or indoor heat sources.

### **WARNING: For owners of projection television.**

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.

## Getting Started

1. Check the power switch on your Genesis System. It **MUST** be OFF before inserting or removing a cartridge.
2. Insert the Back to the Future III cartridge into the Genesis System and press it down firmly.
3. Turn power switch ON. If screen stays blank, check to see if the cartridge is fully inserted and your system is properly set up.
4. When removing the Back to the Future III cartridge, be certain the system is turned OFF.



# BACK TO THE FUTURE III

When we left our heroes Doc and Marty, at the end of Back to the Future II, the evil Biff had stolen a sports almanac and traveled back to 1955 to make a killing by betting on games and races. Marty and Doc return to 1955 to stop Biff, but then the flying DeLorean is hit by lightning and disappears, leaving Marty stranded 30 years in the past.

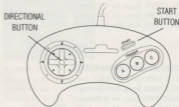
Within seconds, Marty receives a letter from Doc dated 1885! Doc **LIKES** it in the past, wants to settle there, and wants no help from Marty. The letter includes instructions on how to find the DeLorean, which Doc hid in a mineshaft, and how to use it to get back to 1985.

On the way to get the DeLorean, Marty passes a graveyard and spots a headstone with Doc's name on it, with the date of death just a few days after the date of Doc's letter from the past. Marty has to travel back to 1885 if he's to save Doc.

It's on you to save Doc and return everyone safely to their own time. You'll have to deal with quintessential bad-guy Buford "Mad Dog" Tannen, progenitor of the long line of evil Tanfens of Hill Valley. Since Doc arrived in 1885, Mad Dog has been gunning for him. Now...uh, then... he's after you, too!

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## The Game Controls



Back to the Future III features four levels of hot arcade action based on scenes from the hit movie.

### START BUTTON:

Pause The Game (All Levels)  
Re-Start The Game After Pausing

### Level 1: The Buckboard Chase

**A BUTTON:** Shoot Your Gun  
**B BUTTON:** Jump  
**C BUTTON:** Duck/Pick Up Luggage  
**D BUTTON:** Turn Doc—Left and Right

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## Level 2: The Shooting Gallery

- A BUTTON:** Shoot Your Gun  
**B BUTTON:** Same As A Button  
**C BUTTON:** Same As A Button  
**D BUTTON:** Aim The Cross Hair—All Directions

## Level 3: Pie Throwing

- A BUTTON:** Throw A Pie  
**B BUTTON:** Same As A Button  
**C BUTTON:** Same As A Button  
**D BUTTON:** Move Marty—Left and Right  
Aim Pies—All Directions

## Level 4: Pie Throwing

- A BUTTON:** Throw A Pie/Punch  
**B BUTTON:** Jump  
**C BUTTON:** Not Used In Level 4  
**D BUTTON:** Move Marty—Left and Right  
Duck—Down  
Crawl—Down and Left or Right  
Pick Up Speed Logs—Down

## THE BUCKBOARD CHASE



As Marty and Doc plan their escape to the future, they hear a scream. Clara, Hill Valley's winsome new school teacher is on a runaway buckboard that's heading for a cliff. Doc's off to the rescue! Will he save the fair Clara?

The way is littered with obstacles and, as luck would have it, highwaymen lay in wait, ready to waylay our hero. As Doc, you must leap over assorted luggage that has fallen from the buckboard, jump ravines, avoid bouncing boulders and low-flying birds. If you can shoot a spinning tomahawk out of the air or a pursuing highwayman, you get points, that show up on the scoreboard at the bottom of the screen. Get more points by picking up miscellaneous articles—also fallen from the buckboard that litter the scene.

On the lower screen, along with the scoreboard, you can see a miniature depiction of the chase, with the buckboard careening out of control, and Doc in pursuit. At the right, there's a clock tower ticking off the minutes you have left to make the rescue.

## THE SHOOTING GALLERY



It's a night of celebration in Hill Valley. Construction of the clock tower that played such an important role in Marty's first time-travelling episode has finally been completed, and Marty and Doc attend the open air party. While he's there, Marty notices an old-style Shooting Wagon. Unable to resist the temptation after all the practice he's had back in the future, Marty pays his money, loads up and takes aim...

As Marty, your goal is to shoot as many ducks and other objects—like bandits in the hotel windows—as you can in the time allowed. The harder the target is to hit, the more points you score. If you don't rack up enough points before the clock ticks down, Mad Dog appears to blow YOU away.

## PIE THROWING



While Doc and Marty are at the Clock Tower opening ceremony, Mad Dog Tannen and his gang show up, just looking for trouble—and for Doc. They didn't count on running into Marty, and particularly didn't expect him to be a first-rate pie plate thrower. Armed with a pile of empty pie pans from the pie stall, Marty has what it takes to put up a good fight.

You, as Marty, can grab 10 pie pans at a time at the pie table and fling them at bandits who appear in doorways, windows, and on the roof.

To the top left of the screen, you see how many pie pans you have in your hands. You also see how many of Mad Dog's boys are still after you—you must hit each one of them three times.

Being one resourceful 20th Century dude, you've taken the precaution of using an old oven door as a shield. It does a good job, but not a great one. Keep track, also in the upper left of the screen, of the number of times you've been hit by the gang's bullets. Too many hits and the oven door breaks, exposing Marty to the next bullet—the fatal one.

## THE TRAIN



At last, Marty and Doc come up with a plan to return to 1985—having agreed that that's what they should do. How do you get a DeLorean up to 88 MPH when there are NO gas stations in the vicinity, and won't be any for at least 30 years to come?

You push the thing in front of a steam locomotive, the fastest wheels of the Wild West era.

On this level, you're Marty. You start by hopping aboard the caboose of the train as it chugs along at 11 MPH. You make your way along the cars, looking out for obstacles and duking it out with assorted train engineers and bad-guys. Good thing you brought along some of those pie pans from level 3. Throw them at your opponents or slug the bad-guys when you get up close.

But wait—this is not as easy as it might seem. You'll have to dodge mailhooks, water towers and signals that speed by as the train picks up momentum.

At times, these obstacles, or the bad-guys, manage to knock Marty from the train. Never fear! Marty has his hoverboard nearby, so he can get back on the train, a car or two back, and continue making his way toward the engine.

To get the train up to speed you'll need to collect the Speed Logs you find along the way. They add to the speed of this powerful locomotive that must catapult you into the 20th Century. You'll find the logs on top of cars as you cross, and also near stairways. The train gives a little bump as it picks up speed, so be ready for a jolt or two on the way to 88 MPH—and back to the future.

## Limited Warranty

Arena Entertainment warrants the Back to the Future III cartridge to be free of defects in material and workmanship for 90 days from the day of purchase. Warranty applies to original purchaser only.

Should a defect occur within that period, Arena will repair or replace the defective cartridge. Return the cartridge to Arena, along with proof of purchase, for a full refund. This warranty does not cover defects caused by negligence, accident, improper use, tampering or normal wear and tear.

Arena's software program is sold "as is," and is not covered by this warranty. Arena Entertainment is not liable for any damages resulting from the use of this program.

Should you need to replace a defective cartridge after the 90-day period has expired, send the cartridge, a statement describing the defect, your name and address and a check or money order for \$20.00 to:

Arena Entertainment  
2061 Challenger Way  
Alameda, CA 94501

To discuss the product with an Arena representative, call 415-522-3571 during regular business hours, Pacific Standard Time.

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