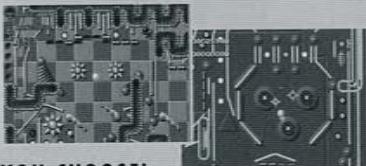


"STANDS OUT AS ONE OF THE BEST PINBALL CARTS TODAY"

•Mega Play Magazine

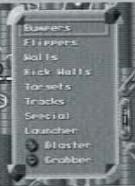
VIRTUAL PINBALL

YOU DESIGN YOUR OWN GAME
IN THE ULTIMATE PINBALL ARCADE!



YOU CHOOSE!

6 cool game themes from
a blood-drenched gorefest
to a smooth pool table!



YOU DECIDE!

Pick all the parts from
the bumpers to the
background!



YOU PLAY!

It's like a complete arcade with
29 awesome pre-made games!

SUPER FLIPPIN' FEATURES:

- CREATE YOUR OWN GAMES
— FROM THE LAYOUT TO THE
BALL SPEED
- 6 COOL GAME THEMES AND
TEN SUPER BACKGROUNDS
- 38 DIFFERENT GAME PARTS
TO CHOOSE FROM
- SAVE UP TO 10 GAMES
- 29 AWESOME PRE-MADE
GAMES — 6 GAMES BY A TOP
ARCADE PINBALL DESIGNER
- SUPER MULTI-LEVEL PLAY AND
SPECIAL BONUS ROUNDS
- 1 TO 4 PLAYERS



ELECTRONIC ARTS®

716605

ELECTRONIC ARTS®



JAMES POND 3



JAMES POND™ 3

OPERATION

STARFISH

Calling James Pond **STOP** Urgent message **STOP** Dr Maybe is once again threatening the world **STOP** Report immediately to FISH HQ for Operation Starfish Mission Briefing. **STOP**
MESSAGE ENDS

WARNING To Owners of Projection Televisions!

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

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 previously 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 doctor 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 doctor before resuming play.

DOSSIER CONTENTS

LOADING INSTRUCTIONS	2
JAMES POND BACKGROUND	3
FISH MISSION BACKGROUND AND BRIEFING	4
GETTING STARTED	9
Main Menu	9
Map Screen	10
Finishing a Level	11
Movement	11
Equipment	12
Other Pickups	14
Bonuses	15
F.I.S.H. PERSONNEL FILES	16
J.A.W.S. PERSONNEL FILES	18
ARTIST BIO	22
HINTS	22
CREDITS	25

LOADING INSTRUCTIONS

1. Turn off the power switch on your Sega™ Genesis™. Never insert or remove a game cartridge when the power is on.
2. Insert the game cartridge into the slot on the Genesis. Press the cartridge down firmly to lock it in place.
3. Turn the power switch ON.
4. The EA logo appears and the introduction begins.
5. Press START to skip the Intro and go to the Main Menu.

JAMES POND BACKGROUND



James Pond is F15H's top secret agent — so cool, he's glacial. Unfailingly polite and unruffled, he's never been seen with a gill out of place.

Pond rubs out enemies with the swish of a fin. As an agent he is fishtastic with a 100% success rate.

Pond is a master of disguise, a fabulous athlete and an accomplished gymnast - his favorite move is the double back flipper. He learned how to wriggle out of tight corners from his grandad, the Great Pondini. Whenever world safety is threatened you can bet Pond is first on the scene.

No mission too dangerous, no location too hostile, James Pond is the best.

James Pond lives and travels in style. His base is a submerged luxury liner and his favorite transport is an amphibious Austin Marlin Lagoonda. Pond's base is crammed full of gob-smacking gadgets and gizmos.

As well as being an expert with all forms of weaponry, Pond also has a formidable arsenal of jokes. His

rapier sharp wit rarely misses it's target, and many a captured villain has heard a knockout punchline just before a knockout punch.

Pond is the world's coolest secret agent. If you haven't heard of him, where have you been? If you live in a cave at the summit of an undiscovered, unclimbable mountain, then maybe we'll let you off. If not, you'd better stop drifting, start swimming with the tide and float with JAMES POND.

FISH MISSION BACKGROUND AND BRIEFING

POND:

Congratulations on your record-breaking results in the Aquatic Games, but now it is time to put your gold medals away. Dr Maybe has returned to threaten world safety!

Following his defeat at your fins in Robocod, Dr Maybe adopted a low profile. Our special surveillance teams trailed his movements (see report from FISH Agent Hake below), but their sightings shed little light on any plans. We hoped that Dr Maybe and the criminal cronies at J.A.W.S. were all washed up, but this has proved to be far from the truth. Once again Maybe is threatening the planet.

FISH SURVEILLANCE

SUBJECT: Dr Maybe

12.9.92. Reported to FISH HQ to receive my assignment - to track down Dr Maybe and keep him under surveillance. I travelled to the toy factory where Maybe was defeated by James Pond. Picked up Maybe's Arctic escape route but the trail soon went cold.

30.11.92. At last I received some news - a tip-off from an informer. A J.A.W.S. meeting was rumoured to be taking place at an abandoned airport in Death Desert. I took up position and waited.

2.11.92. **SUCCESS!** After two dusty days on duty I spotted Dr Maybe leaving the meeting. He was heavily disguised, but I'd recognize that ugly mug anywhere. Maybe roared off at an incredible speed. Keeping up proved impossible. As I was radioing in my report, I saw a flash of light curving up into the sky.

Since then, no new sightings have been reported. My agent instincts tell me something is about to happen. Dr Maybe MUST be planning something big if he's gone to all this trouble to evade surveillance.

Our fears were roused by the sudden disappearance of a space shuttle (see newspaper cutting). There is only one criminal genius capable of masterminding such an audacious act - Dr Maybe.

SPACE SHUTTLE SHOCK

by ace reporter Lewis Lean

At 0830 today, NASA confirmed the disappearance of one of their space shuttles. Officials were remaining tight lipped about the causes of the shuttle's disappearance and about the contents of its cargo hold.

BALDERDASH

Mr Ponsonby-Smythe, a NASA spokesman, denied that the shuttle was on a top secret military mission. However, papers in my possession confirm that the shuttle's cargo was a spy satellite.

HAS DR. MAYBE RETURNED?

Is it possible that Dr Maybe has returned? NASA's reassurances remain deeply unconvincing. My undersea sources have revealed that the aquatic agency FISH has put all operatives on red alert and that their top agent, James Pond is on the verge of wading into action.

As a result we picked up one of Maybe's known associates. Unfortunately the vermin was no squealer. After the coward was tickled into submission we discovered vital evidence in his coat pocket. See below.

RATS REQUIRED

If you are a human hating rat, contact **J.A.W.S.**



We have great job opportunities with plenty of cheese benefits.

Applicants must be hard working - **no mooners** - and prepared to travel.

I immediately smelt a rat. The evidence we had gathered pointed to one thing - Maybe had set up a secret base on the moon. But why? I instantly dispatched a team of three top agents to the moon. They never arrived! See transcript of their last message.

FISH SURVEILLANCE

SUBJECT: Dr Maybe

Further losses could not be risked. I launched 'Claw' space probes and directed spy satellites at the dark side of the moon. The contents of the probes, analysed by Dr Gordon Zola, and the photographs developed by our Codak boffins are truly amazing. Detailed results are shown below. They prove beyond doubt that the moon is not only made up of cheese, but a whole variety of dairy products.

From our findings we are certain that Dr Maybe has one aim in mind - to mine finest quality Moon Cheese and monopolize the world's cheese markets. The effects of this would be devastating. As our top Fl5H operative, you have been assigned to Operation Starf15h. Your mission is to rescue fellow agents, destroy Maybe's Cheese mines and defeat Dr Maybe, but beware, it will be no picnic. Unfortunately three of our other agents are still missing, one of them, Finnius Frog, is vital to the success of the mission — rescue Finnius and he'll help you out.

Our scientists have developed new Fl5H equipment for use in the special moon environment.

Further details on these subjects as well as detailed moon reports are enclosed in this dossier, along with a short Moon acclimatization program.

Remember, one fish can make the difference. The world is relying on you.

GETTING STARTED

Press **START** to stop the intro and go to the Main Menu.

Main Menu

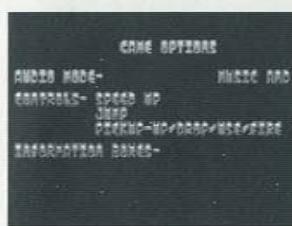
All of the options on the Main Menu are selected by moving the highlighter with

Up and **Down** on

the D-Pad — and then pressing **START** to choose.



Options Screen



Here you can change the music, sound FX and control settings of the game. Select a setting with the D-Pad and use buttons **A** and **B** to cycle

through the options. Press **START** to return to the Main Menu.

Password Screen



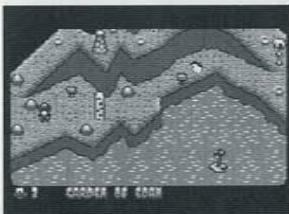
Here you enter the passwords that are given to you after destroying a guardian or on levels with a password beacon.

The password is kind of like a save game feature — by using the password you can start the game at the level where the code was given.

Use the D-Pad to move the selector among the items. Button **A** or **B** selects an item. Button **C** changes the color of the items. After entering a password, choose the rocket icon to try the code, if it's successful you start the game.

Map Screen

- Orange routes are normal paths to normal levels.
- Blue routes are to secret levels (blue stars) that have been opened by special tokens
- Happy green stars are completed levels.
- Sad orange stars are uncompleted levels.



Secret route tokens can be found in some levels — collecting these gives you access to new levels and secret routes.

Press **A**, **B** or **C** to bring up a Status screen that tells you how well you're doing. On the map, press START to play the level Pond is hovering over.

Finishing a Level

To complete a level, Pond must destroy the beacon. On some levels you must perform a special task (like collecting certain items) before ending the levels. Any special missions are described at the beginning of the level.

Movement

Pond

PAUSE — Press START at any time to pause the game. Press START again to return to play, or press **A** to restart the level.

PUNCHING — Press button **C** and D-Pad **left** or **right** to direct the punch.

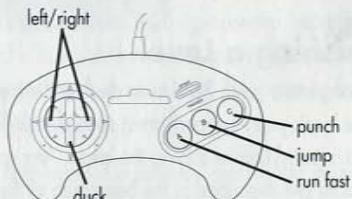
CLIMBING — Some surfaces can be climbed, D-Pad **up** and press **B**.

PICKING UP ITEMS — Pressing **C** allows Pond to pick up items.

THROWING ITEMS — To throw an object, press **C** and D-Pad in the direction you want it to travel.

Finnius

Finnius becomes active when you run into the frog icon. Finnus is needed only on certain levels.



JUMPING — Press **B**, to jump higher hold **B** on the way up and D-Pad **down** when falling.

EATING/CARRYING — Press button **C** to use Finnius's tongue, all pickups can be carried in his mouth.

Equipment

FI5H experts have identified the following items as essential equipment for Operation Starfi5h. Find them as you travel on the moon.

Helmet

Gives protection from falling objects and spiked ceilings.



Fruit Gun

**NO PICTURE
ON FILE**

Fires homing cakes, strawberries, oranges, apples and lemons. Collect powerups for more ammo — if Pond is holding the gun and he knocks a square holding fruit it will flash, this is a powerup.

Umbrella

Allows the holder to slow down and control his fall.

**NO PICTURE
ON FILE**

Dynamite

Timed to explode after a short delay — starts to count down after being picked up.

**NO PICTURE
ON FILE**

Spring Boots

Used to jump very high. Press button **B** and D-Pad **down** on the descent. Take off the boots by pressing **B** and D-Pad **down**, while static on the floor.

**NO PICTURE
ON FILE**

Fruit Suits

To wear a Fruit Suit, stand behind it (Pond cannot be carrying an item) and D-Pad **down**. When put on they allow the wearer to roll into enemies to cause damage. Fruit suits can also offer an extra protective layer. Replenish energy by picking up a matching fruit. Explode the suit by pressing **C**.



Thruster

Hover using button **B**. Fire yogurt by pressing button **C**. Watch the fuel gauge. To drop the Thruster, you must first be on solid ground. Hold the D-Pad down, and press **C**.



X-Ray Specs

Wear these to see hidden headblocks.



Bomb

Extra powerful. They need to be dropped to work.

**NO PICTURE
ON FILE**

Other Pickups

Weight — Makes Pond very heavy.

Heart — Extra life.

Teeth — Can be thrown at enemies. Finnius Frog can use the teeth to help him pickup objects easier. Press **C** to have Finnius pick up the teeth and put them in his mouth.

Cheese — Can be thrown at enemies.

Boot — Can be thrown at enemies

Rock — Can be thrown at enemies, shatter after lots of use.

Fuel — Fills up thruster.

T.V. — Can be thrown at enemies, very fragile. If you throw the T.V. down four times, it breaks and a ghost appears. Pick up the broken T.V. and jump continually on the ghost's head to reach a higher area.

Poison — Hurts Pond, but not Finnius.

Red Herring — Invulnerability.

Bonuses

Coin — 25,000pts

Trophy — 50,000pts

Crown — 100,000pts

Moons — 50pts, 1000 moons gives an extra life.

Tea Cups — 4 are hidden on each level for an extra bonus.

Star — One fish/frog of energy.

F.I.5.H. Personnel Files

Name: Finnius Frog

Position: Agent in training

Age: 15 leap years

Current Address: FI5H HQ

Likes: Amphibious maneuvers

Dislikes: Dr Maybe, any JAWS operatives

Personal Data: Following successful completion of basic training, Finnius Frog has been assigned to Operation Starfi5h. He is to track James Pond's movements in order to pick up operational tips and advice.

Finnius Frog is slower than James Pond, but due to immensely powerful back legs, he can leap higher. Being smaller than Pond, he can also squeeze through small gaps or spaces.

Name: Admiral 'Half' Nelson

Position: Founder of F.I.5.H.



Age: Not known

Current Address: Secret underwater headquarters

Likes: Favorite joke - I was flounder of F.I.5.H.

Dislikes: Dastardly Doctors, land lubbers

Personal Data: An ex-wrestler who wears an eye-patch and pins his sleeve to his jacket. He is in fact perfectly healthy.

A crusty old sea salt, the Admiral talks in nautical terms such as 'Batten down the hatches' whenever appropriate.

Name: Classified : Known only as F

Position: Chief of Fl5H Operations world wide



History: Information on F is highly classified. His identity is never revealed. He keeps his face in the shadow at all times, but can be identified by the ring on his finger with the distinctive TOP SECRET imprint.

F's Offices are inside an aquarium and the walls are lined with fish tanks. F briefs all agents for their missions and also supplies them with any special equipment. He is quiet, calm and incredibly efficient.

J.A.W.S. Personnel Files

Dr Maybe selected the most feared gangsters in the galaxy to join forces with him to form J.A.W.S. (JUNTA AGAINST WORLD SAFETY).

Headed by Maybe, Pond's greatest enemy, JAWS aims are simple: to destroy Fl5H and to take over the world for it's own gain.

Shown below are our current intelligence on Dr Maybe and his underlings:

**NO PICTURE
ON FILE**

Name: Dr Maybe

Age: Unknown

Address: Currently - the moon



Likes: Attempting to take over the world

Dislikes: James Pond and all F.I.S.H. agents

Personal data: Dr Maybe is one of the most dangerous criminals at large and is the arch enemy of James Pond.

The monocled, mad-cap scientist is the founder and chairmad-man of JAWS. He has already masterminded two attempts to take over the world. Both were foiled by Pond. He has a grudge against the world which laughed at his inventions (see illustration of egg peeler - consisting of mallet suspended over an egg).

His fondest wish is to turn James Pond into Fl5H fingers.

WARNING: This man is dangerous.

Name: Mervin and Melvin Rat

**NO PICTURE
ON FILE**

Age: 15

Current Address: The moon. Previously lived at No 12 The Sewers, Outfall Pipes Nos 1 - 23 and at Wotawhiff Waste Tip.

Likes: Cheese, anything they can get their teeth into.

Dislikes: Fish, Pied Pipers, squealers.

Personal Data: Mervin and Melvin are Dr Maybe's personal hench-rats. They are constantly hungry and always squabbling amongst themselves. These rats enjoy wearing Maybe's monocle and ordering everyone else about.

Mervin and Melvin are direct descendants of an infamous criminal clan. Their most notorious forefather is the medieval black rat, Verminus, who is believed to have brought the Black Death to Europe, wiping out half the population of England.

Name: Space Yob

**NO PICTURE
ON FILE**

Age: 25

Current Address: The moon, precise location on the planet unknown

Likes: Dr Maybe, yogurt

Dislikes: James Pond, toys, small children

Personal Data: Despite much speculation and surveillance, Space Yob's precise role in Dr Maybe's plans is unclear. The current theory is that he is being trained to be Maybe's evil office junior. But, Dr Maybe is so busy with his schemes to take over the world that Space Yob is left to his own pathetic devices. As a result, this near redundant blob is left to wander the moon in search of something to do.

Artist Bio

CHRIS SORRELL

Age 21. Interests — anything morbid.

ALAN McCARTHY

Age 22. Interests — anything life-threatening.

SEAN NICHOLLS

Age 28. Interests — anything crudely comedic.

LEAVON ARCHER

Age 21. Interests — anything involving guitars.

Hints

Here are some interesting points and hints about James Pond III:

- There are three possible endings.
- Pond has more than one objective!
- There are over 100 full levels. Exactly how many, even we aren't sure!
- There are MANY secret routes.
- There are countless ways of getting secret bonuses.
- Despite appearances, Pond hasn't actually grown feet, his anti-grav boots fit cleverly around the bottoms of his fins.

- Punching exits at the right time gives you extra points — you could even try bouncing on them.
- Finnus, being a young frog has yet to grow teeth, but this is the only thing holding back his voracious appetite!
- If you come to what seems like a dead-end, look around for hidden blocks.
- Watch out for chain-reactions!
- Some enemies may seem indestructible but careful use of explosives may prove effective.
- Not every level need be completed to reach Dr Maybe's lair.
- Pond's rocket's proximity scanner gives you an idea how close to Maybe's base you are.
- Pond's girlfriend, Angel Fish is one of the three missing agents.
- Collecting moons can offer worthwhile rewards!
- Certain items can be used in ways you might not expect!
- There are a number of interesting cheats!

Some facts about James Pond III's development:

- The cartridge size was originally intended to be 4Mbit and was increased to 8Mbit and finally 16Mbit to account for the game's size (thankyou E.A.!).
- Work on Pond III continued around the clock in the final months!
- The finished program consists of 130,893 lines of assembly language and includes data from 633 files. This makes it more than four times as complex as James Pond II!
- The hero's ground detection was a programming nightmare!
- James Pond was first created with the name 'Guppy'.
- The passwords may seem complicated but a lot of time and effort was spent making them as short and easy to use as possible, there's simply a lot of data to store!

Credits

Original Design, Programming & Graphics

Chris Sorrell

Additional Graphics

Sean Nicholls, Leavon Archer

Additional Programming

Alan McCarthy

Music and Sound Effects

Richard Joseph

Map Designs

Phil Bak, Katie Lea, Rupert Easterbrook, Gary Richards, Stuart Green, Stuart Burrows

Producer

Kevin Shrapnell

Associate Producer

Rupert Easterbrook

Package Design

Graphic Descriptions, Inc.

Product Manager

Sean Ratcliffe; US: Lisa Higgins

Testing

Nick Goldsworthy, Graham Harbour, David Bowry, Jamie Bradshaw & Darren King

Quality Assurance

UK: Ashley Richardson & Richard Wilson; US: Michael Yasko

Documentation Layout:

Jennie Maruyama

Documentation UK:

Martin Oliver

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS - THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRONIC ARTS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRONIC ARTS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

RETURNS AFTER WARRANTY - To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$20.00:

Electronic Arts
Customer Warranty
P.O. Box 7578
San Mateo, California 94403-7578
If you need to talk to someone about this product, call us at (415) 572-9448 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time.

In Australia and New Zealand, contact:

Electronic Arts Pty. Limited
P.O. Box 432
Southport Qld 4215
Australia.

Within Australia call:
Phone: (075) 711 811

Within New Zealand call:
Phone: +61 75 711 811
between 9am-5pm Eastern Standard Time

James Pond is a trademark of Millenium.

Software ©1993 Millennium Interactive/VectorDean. All rights reserved.

Documentation ©1993 Electronic Arts. All rights reserved.

This game is licensed by Sega Enterprises Ltd. for play on the **SEGA™ GENESIS™ SYSTEM**.

SEGA and **GENESIS** are trademarks of Sega Enterprises, Ltd.

