

namco

NAMCO HOMETEK, INC.
150 Charcot Ave., Suite A
San Jose, CA 95131-1102
Phone: (408) 922-0712

SPLATTERHOUSE 3 IS A TRADEMARK OF
NAMCO LTD., © 1993 NAMCO LTD. ALL RIGHTS
RESERVED. LICENSED BY SEGA ENTERPRISES,
LTD. FOR PLAY ON THE SEGA™ GENESIS™
SYSTEM. SEGA AND GENESIS ARE TRADE-
MARKS OF SEGA ENTERPRISES, LTD.
ALL RIGHTS RESERVED.
PRINTED IN JAPAN.

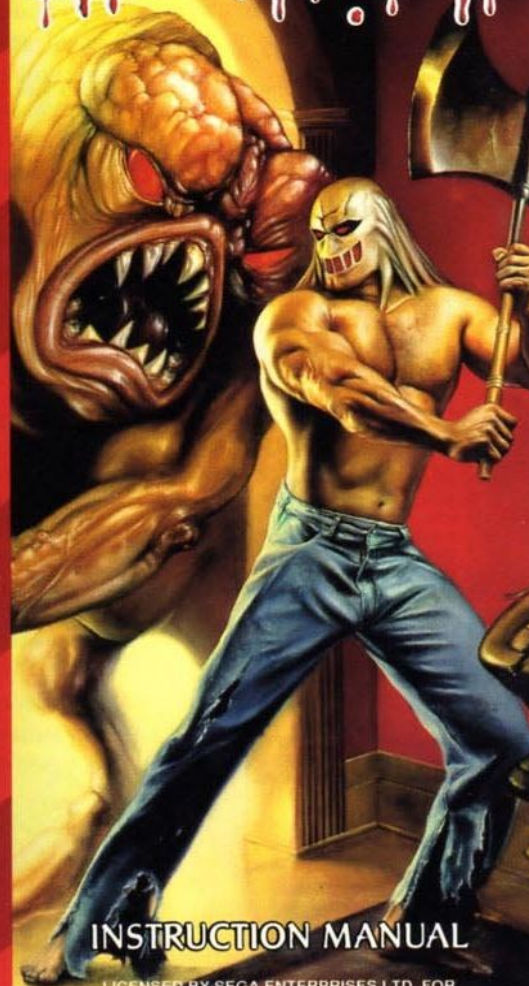
SEGA™

GENESIS™



namco

SPLATTERHOUSE 3™



INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES LTD. FOR
PLAY ON THE SEGA™ GENESIS™ SYSTEM.

SPLATTERHOUSE 3™

HANDLING YOUR CARTRIDGE

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

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.

namco

NAMCO HOMETEK, INC.
150 Charcot Ave., Suite A
San Jose, CA 95131-1102
Phone: (408) 922-0712

SPLATTERHOUSE 3 IS A TRADEMARK OF
NAMCO LTD., ©1993 NAMCO LTD., ALL RIGHTS
RESERVED. LICENSED BY SEGA ENTERPRISES,
LTD. FOR PLAY ON THE SEGA™ GENESIS™
SYSTEM. SEGA AND GENESIS ARE TRADE-
MARKS OF SEGA ENTERPRISES, LTD.
ALL RIGHTS RESERVED



This official seal is your assurance that
this product meets the highest quality
standards of SEGA™. Buy games and
accessories with this seal to be sure that
they are compatible with the SEGA™
GENESIS™ SYSTEM.

LIMITED WARRANTY

Namco Hometek Inc. warrants to the original purchaser that this Namco Hometek, Inc. cartridge shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek, Inc. will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall Namco Hometek, Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Send inquiries to:
Namco Hometek, Inc.
150 Charcot Ave., Suite A
San Jose, CA 95131-1102
(408) 922-0712

Patents: U.S. Nos. 4,442,486; 4,454,594; 4,462,076; 4,026,555; Europe No. 80244; Canada No. 1,183,276; 1,082,351; Hong Kong No. 88-4302; Germany No. 2,609,826; Singapore No. 88-155; U.K. No. 1,535,999; France No. 1,607,029; Japan No. 1,632,396/82-205605 (Pending)

HINTS

Splatterhouse 3 has multiple endings. The ending you see is determined by the time it took you to finish each level. If you finish a level with time remaining, you are on the best path. If you finish a level with no time left, you will not lose a life, but you will not be on the best path. There are several ways to help you finish a level with time remaining.

1. The best path through a level is not always the shortest path.
2. Each enemy has a unique weakness. Find the attack that is most devastating to a particular enemy and use it!
3. Find the weapons hidden on each floor.
4. Master the special moves and power moves.
5. Throwing enemies on other enemies will damage both of them.
6. Check the map often!!!
7. Shortcuts are indicated by yellow doors on the map.
8. One-way doors are indicated by white doors on the map.
9. Save your POW bar for tough fights only!

PROLOGUE

Connecticut, U.S.A.

Wall Street doesn't seem so brutal after what you've been through. Better to face legions of feral commodities traders than blood-thirsty zombies. To get away from the noise and danger of the city you buy a nice mansion in a sleepy Connecticut town. Life is good and comfortable. The dreams of the terror mask are gone. The whole experience fades into a blurry memory...an occasional nightmare. You have a son. You have a future.



The Abyss

It doesn't understand time. It doesn't feel fear...it hungers for power. Before science, before fire, it was. Primal fury....waiting for a chance....waiting for a tool....waiting.

Mexico City

Energy, the temples flowed with energy. Then there was nothing. Dry dust and dreams of past glory. Then the sun. Strange men and a new land filled with energy. In their dreams they sense you. You are drawn to one...Rick. You don't question. It is your destiny. You tap your powers for Rick. The carnage, the marvelous gore. Now back to the dust and dreams.



PROLOGUE CONT.

Once again, you feel the energy stirring and you dream.
Dream to Rick...

"Rick, it's time to play again..."

"Time to fulfill our destiny...."

"Dream with me Rick....we'll have fun...."

"We'll have power...."

"We'll have total control"



WEAPONS CONT.

Bat- You might not knock 'em out of the ballpark, but you can knock 'em out of their socks! Batter up....



Knife- Use this weapon to stay on the cutting edge.

Cleaver- Chop 'til they drop!



WEAPONS

Yes! Why go around empty handed when you can have a smashing time with all those goodies lying around the house! Read on to learn about handy household weapons!

2"x4" - Remember to yell "Timber" when you swing this baby 'cause the monsters will be falling like flies!



Cinder Block - If you use this the right way you'll give a new meaning to the word block-head!



TABLE OF CONTENTS

Handling Your Cartridge.....	2
Introduction	6
Starting Up Your System	7
Jump Start.....	8
Taking Control	9-14
Mutant Rick.....	15
Game Screen.....	16
Options	17-18
Password	19
Weapons	20-21
Hints.....	22
Limited Warranty	23

INTRODUCTION

Normally the familiar creaks and rattles of your house settling are comforting; tonight they seem ominous. You pace, not wanting to sleep, not wanting to dream. It's back. The mask...taunting you...and tonight a winter storm is pounding outside. The perfect setting for a B horror movie. Only you know it can happen.

You go outside. Thunder rolls across the hills to the north spiking the air with ozone. Trees whipped into a frenzy from the relentless wind. It's here you can feel it. Tonight is the night.

PASSWORD

Passwords are given on the Game Over screen when all of Rick's lives have been lost. The passwords return Rick to the beginning of the area last completed. The password also stores the path you are on, based on how much time you have used in each level.



- From the Menu screen press the D button to highlight Password.

- Press the Start button to advance to the Password screen.



- Press the D button to select a character.

- Press the A button to input a selected character.

- Press the B button to delete a character.

- After entering a correct password you will advance to the game.

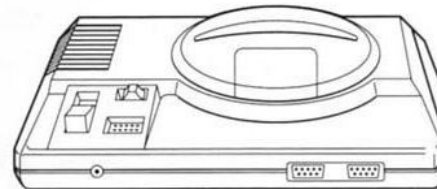
- If an incorrect password is entered you will return to the Title screen.

OPTIONS CONT.

- Level-* Choose from Easy, Normal, Difficult, or Game Master.
- Music-* Listen to the eerie tunes.
- S E-* Listen to the bizarre sound effects.
- Voice-* Listen to all of the digitized sound effects from the game.
- Control-* Change the configuration of the Joy pad to suit your tastes.
- Exit-* Return to the Title screen.

STARTING UP YOUR SYSTEM

1. Set up your Genesis System, following the instructions in your Genesis System Instruction Manual. Plug in Control Pad 1.
2. Make sure the console's power switch is turned Off.
3. Insert the Splatterhouse 3 cartridge into the console with its label facing towards you. Press the cartridge firmly into the slot.
4. Turn the power switch On. The Namco screen appears.
Note: If nothing appears on screen, turn the switch Off. Check your cartridge to make sure it is inserted correctly, and check all cables to make sure they are properly connected. Then try again.
IMPORTANT: Always make sure your Genesis System is turned Off before inserting or removing the game cartridge.
5. Press the Start button on Control Pad 1. The Title screen appears and the screams begin.



JUMP START

The goal of Splatterhouse 3 is to save your wife Jennifer and son David from the Evil One. You save them by clearing levels as fast as you can. The more time you spend clearing a level the more likely something bad will happen to them. So stop wasting time and read this section to jump into the action.

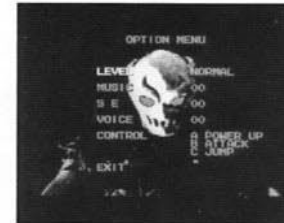
- Press the Start button to skip the introduction and advance to the Title screen
- Press the Start button to advance to the Menu screen.



- Press the D button to highlight Start.
- Press the Start button to begin the game.

OPTIONS

Options allow you to tailor the game to your playing style. Check 'em out.



- From the Menu screen press the D button to highlight Options.
- Press the Start button to advance to the Options screen.
- Press the D button up/down to highlight the options you wish to change.
- Press the D button left/right to change the highlighted option.
- Highlight Exit and press the Start button to return to the game.

GAME SCREEN

Roll through this section to learn all about the information on the screen. It could save Rick a life.

Time- Indicates time remaining to clear a level.

Lives- Indicates number of Rick's remaining.

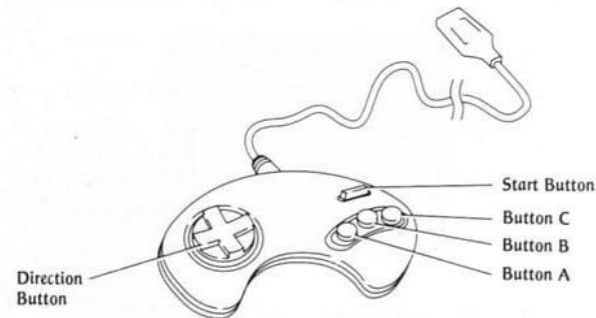


Power- Indicates the amount of Eldritch power accumulated.

Life- Indicates amount of damage Rick has taken.

TAKING CONTROL

Rick is bad! To totally tap into all of Rick's power you have to learn his special moves. Guess what! If you read this section you'll learn how.



Basic Control:

<i>A button</i>	Press to mutate (If there is energy in the POW meter)
<i>B button</i>	Press to attack
<i>C button</i>	Press to jump
<i>Control Pad</i>	Press to move in 8 directions

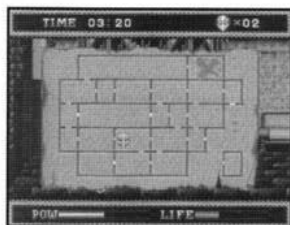
Pick up items

- Press the D button to move Rick above an item.
- Press the B button to grab the item.

TAKING CONTROL CONT.

Map

After clearing a room you'll have the chance to look at a map of the level you are currently on. Use it to plot out the best route to the next level.



- Press the Start button to view the map.
- Press the Start button to return to the game.
- Note: The clock stops running while you view the map.

Attacks

Rick has the moves! Check them out!

Punch-Rick's punch sends them packing!

- Press the B button to punch.

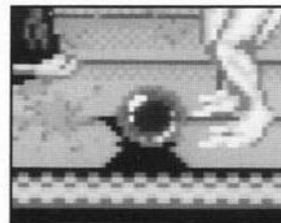
Jump Kick-Guaranteed to send them flying!

- Press the C button to jump.
- While in the air, press the B button to attack.

MUTANT RICK

You'll find Eldritch Orbs scattered around the house. These glowing orbs contain intense bursts of energy that magnify the effect of the Terror mask on Rick causing him to literally mutate in a bigger, more powerful creature with better attacks.

- Rick can only mutate when his Power bar is charged.
- Charge Rick's Power bar by collecting Eldritch Orbs.



- Press the A button to mutate Rick.
- The power bar decreases with time as energy is consumed.
- Rick will return to normal when all energy in the Eldritch Orb is used or when a room is cleared.

TAKING CONTROL CONT.

Backwards Throw

- Press the B button while pressing the D button away from the enemy.

Megaton driver

- Press the A button while pressing up or down on the D button.

Power Move

Mutant Rick shows how much guts he has with this move!



- While facing the enemy, press the D button away from the enemy.
- Press the D button towards the enemy.
- Press the D button away from the enemy.
- Press the B button.
- *Note:* all the above moves must be made within one second or the Power Move will not work.

TAKING CONTROL CONT.

Special Attacks

All of Rick's special attacks are based on holds. To hold an enemy:

- Walk up to an enemy.
- Press the D button towards the enemy.
- Rick will grab the enemy.

Once Rick has a hold on a monster you have the following options.

Head-butt

- Press the B button.

Throw

- Press the B button while pressing the D button towards the enemy.

Throw backwards

- Press the B button while pressing the D button away from the enemy.

Throw down

- Press the B button while pressing the D button down.

TAKING CONTROL CONT.

Power Move

Rick has a move that really cleans house – The Quad Spin Kick! Wire this move and you'll rock!



- While facing the enemy press the D button towards the enemy.
- Press the D button away from the enemy.
- Press the D button towards and the enemy.
- Press the B button.
- This move takes some practice so keep trying until you nail it.
- *Note:* all the above moves must be made within one second or the Power Move will not work.

TAKING CONTROL CONT.

Mutated Rick's Attacks

You guessed it! When Rick mutates he gets a new set of seriously powerful attacks.

Basic moves

Punch - This punch packs even more power!

- Press the B button.

Jump Kick - Like the terror mask says: "Bones are made for breaking."

- Press the C button and then press the B button.

Special Moves

Mutant Rick's special moves are also based on holds. Mutant Rick grabs enemies just like the normal Rick.

Choke

- Press the B button.

Ab Jab

- Press the B button while pressing down on the D button.

Throw

- Press the B button while pressing the D button towards the enemy.