CAPCOM®

3303 Scott Blvd.
Santa Clara, CA 95054

Game counselors available 8 a.m. to 5 p.m. (408) 727-1665

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Nintendo®

GAME BOY®

CAPCOM®

DMG-W3-USA

MEGA MAN III™

INSTRUCTION MANUAL

A special message from CAPCOM

Thank you for selecting **Mega Man III™** for your Game Boy system. We are proud to offer you this action-packed adventure, Capcom's latest contribution to the Game Boy! Following such hits as **Mega Man II™** and **Bionic Commando™**, **Mega Man III™** continues the tradition of action-packed games for the Game Boy.

Mega Man III™ offers the finest graphics and stereo sound available for the Game Boy. We hope you enjoy the excitement and challenges that await you in **Mega Man III™!**

Very truly yours,

Joseph Morici

Joe Morici
Senior Vice President
CAPCOM, U.S.A.

LICENSED BY

Nintendo

NINTENDO, GAME BOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

SAFETY PRECAUTIONS

Follow these suggestions to keep your **MEGA MAN III™** Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic case.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and / or convulsions.

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GETTING STARTED

1. Insert your **MEGA MAN III™** Game Pak into your Nintendo Game Boy and turn it on.

2. On the title screen, you can choose to begin a new game or use a password to continue a previous game.

   To begin a new game, move the arrow next to START, then press the **START** button on your control pad.

   To continue a previous game, see the *Using Your Password* section later in this manual.

3. When the next screen appears, you will see mug shots of four of Dr. Wily's robot masters. Use the control pad to highlight the robot master you wish to battle and press the **A** button to start the action!

4. To end the game at any time, simply turn off your Nintendo Game Boy and remove your Game Pak.

AN OCEAN OF TROUBLE!

"Light to Mega Man! Light to Mega Man! Come in Mega Man!"

"We have a CODE: RED emergency off our northern coast. Dr. Wily has taken control of an oil platform and is drilling through the earth's crust. He plans to tap the energy generated by the earth's magma to fuel his newest robotic monstrosity! We need you to go in and melt this robot down to size."

"My intelligence sources say that Dr. Wily has eight of your old foes waiting for you, so I'll have Rush and Flip-Top meet you there. Get going and good luck."

"Light out."



CONTROLLING MEGA MAN

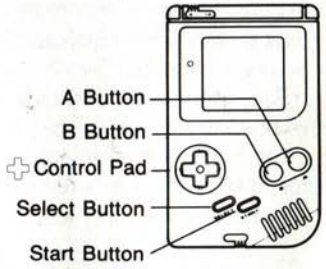
Move right or left - Press the control pad **right** or **left**.

Charge the Mega Buster - Press and hold the **B** button. (Only works when the normal cannon is selected.)

Fire a weapon - Press the **B** button.

Jump - Press the **A** button.

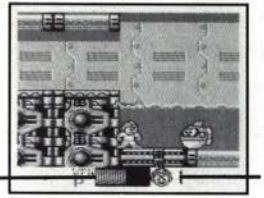
Slide - Press down on the control pad and hit the **A** button. Mega Man will slide in the direction he is facing.



See the status screen - Press the **START** button.

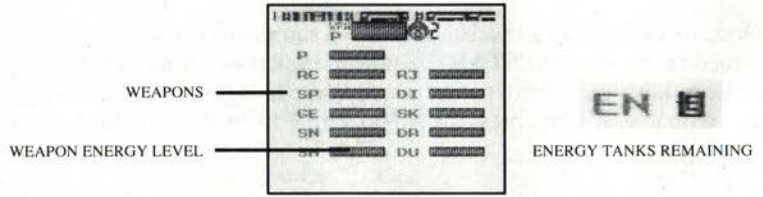
METAL MANIACS ON THE LOOSE

Standing in Mega Man's way are eight of his greatest android adversaries. Each of these robotic rebels have surrounded themselves with treacherous traps which are guaranteed to put Mega Man on the scrap heap for good. It's up to you to run, jump and climb past death-dealing robots and metallic maniacs to get into the inner sanctum of the robot master. Once you arrive, you'll dig in and stand toe-to-toe against the awesome power of the robot master. Bombard him with your arsenal of lethal lasers until he's reduced to a pile of spare parts. Then, grab his weapon and get ready for action as you face the next robotic rebel!



MEGA POWER!

As you blast Dr. Wily's cybernetic creations, you will gain their special weapon and add it to your collection. You can view the various weapons you have collected by pressing the **START** button. When the weapon box appears, you can see each of the weapons, energy tanks and extra lives you have collected so far. Press the control pad in any direction to select the weapon you wish to activate and then press the **A** button. When you return to action, Mega Man will be armed with that weapon.



RUSH AND FLIP-TOP TO THE RESCUE

When Mega Man is in need of a little help, his canine companion Rush is ready to leap to his side.

The 2 Rush adaptors are:

Rush Coil: Rush turns into a springboard to send Mega Man flying over obstacles.

Rush Jet: Rush turns into a jet sled for super-sonic travel.

Once you acquire a Rush adaptor, you can summon Rush using your weapon box. Press the **START** button and when the weapon box appears, press the control pad in any direction to highlight the machine you wish to use. Then press the **A** button to activate the machine.

RUSH AND FLIP-TOP TO THE RESCUE

When you return to battle, press the **B** button to call Rush and he will materialize next to you. Just jump on him and away you go!

Flip-Top, Dr. Light's cybernetic suitcase, will appear from time to time and give Mega Man a power-up item. Once he has dropped off his package, he will automatically transport himself back to Dr. Light's lab.



SPECIAL ITEMS



Energy Pellets: These pellets increase Mega Man's energy level.



Weapon Capsules: These capsules increase the energy level of Mega Man's current special weapon.



Energy Tanks: These tanks of energy replenish Mega Man's supply. Mega Man can store these tanks until needed.



1-Up: A 1-Up gives Mega Man one more life.

USING YOUR PASSWORD

As you reduce Dr. Wily's crafty creations into scrap metal, Mega Man may be rewarded with a secret password. Using a piece of paper and a pencil, copy the locations of the dots in the password grid. When you finish, place your password in a safe place.

The next time you play **Mega Man III™**, you can continue from where you received your password. Here's how:

1. On the title screen, move the arrow next to *PASSWORD* and press the **A** button.
2. When the empty password grid appears, use the control pad to move the brackets to the location of the first dot. Press the **A** button to place the dot. (To erase the dot, press the **A** button again.)
3. Once you have finished placing each of the dots in your password, press the **START** button. If the password is correct, the game will return you to where you received the password.

MEGA HINTS

1. Each robot master is vulnerable to a certain type of weapon. If a robot master seems hard to defeat using the normal cannon, you may need to acquire a special weapon to defeat him.

2. If your special weapon runs out of energy, pick up a weapon capsule while the special weapon is active and it will recharge the weapon.

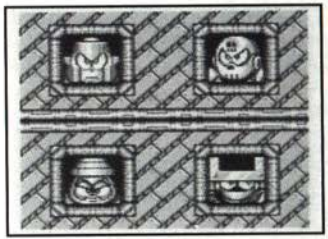
3. If you can't jump over obstacles, try sliding under them!

4. If you get hit by an enemy, you will be invincible for a moment. Use this time to get by any tough obstacles.

5. Charge up the Mega Buster as you run, so it is ready when you need it.

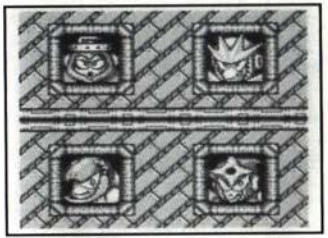
ROBOT MASTERS

Dive Man *Skull Man*



Drill Man *Dust Man*

Spark Man *Gemini Man*



Snake Man *Shadow Man*

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Boy Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408) 727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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

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