



NTSC U/C

PlayStation

CINEMAWARE®

P R E S E N T S

The THREE STOOGES®



MOE



CURLY



LARRY



SLUS-01486
01486



Metro3D

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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, including games played on the PlayStation game console, 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 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



The THREE STOOGES[®]

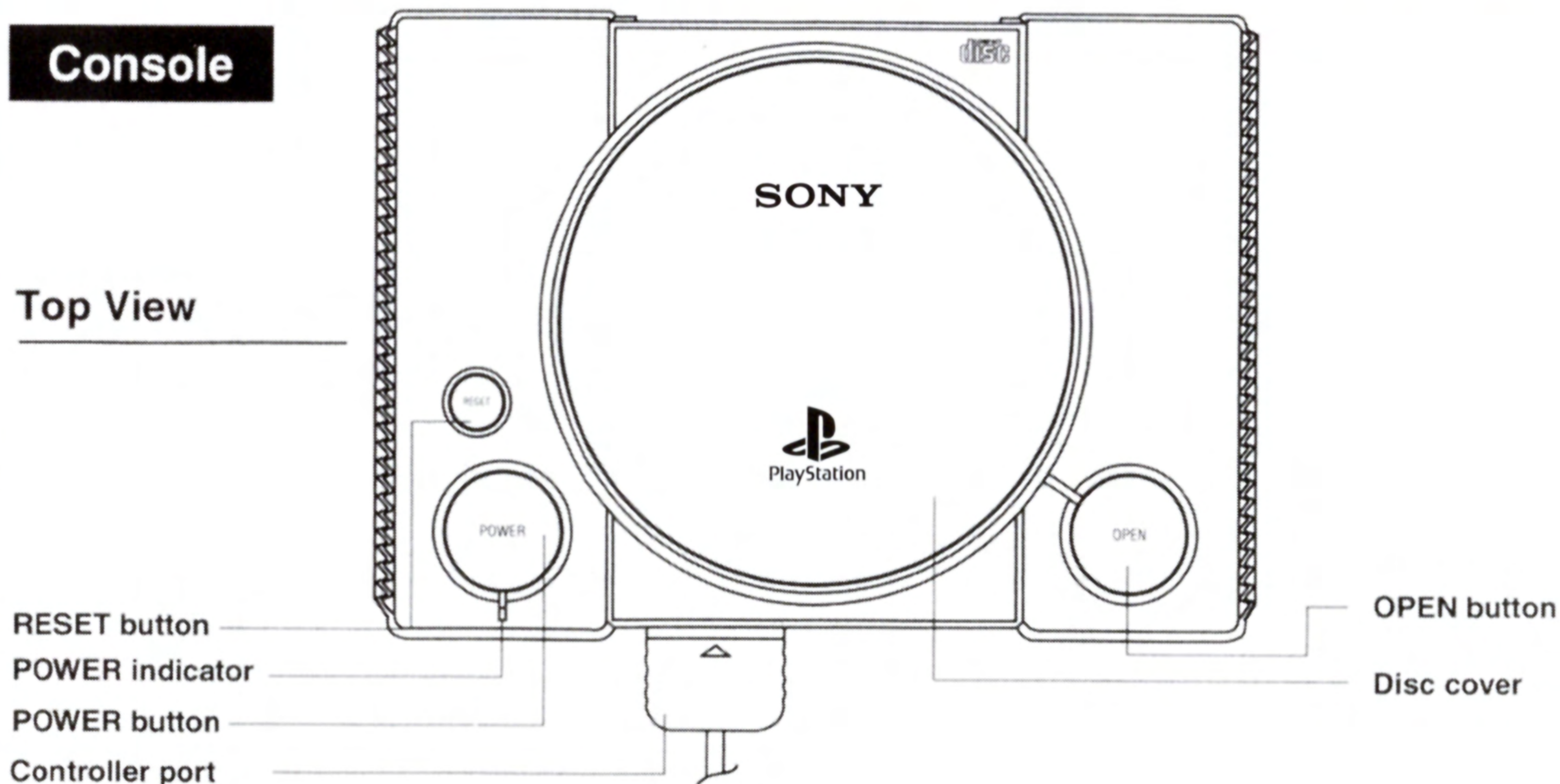
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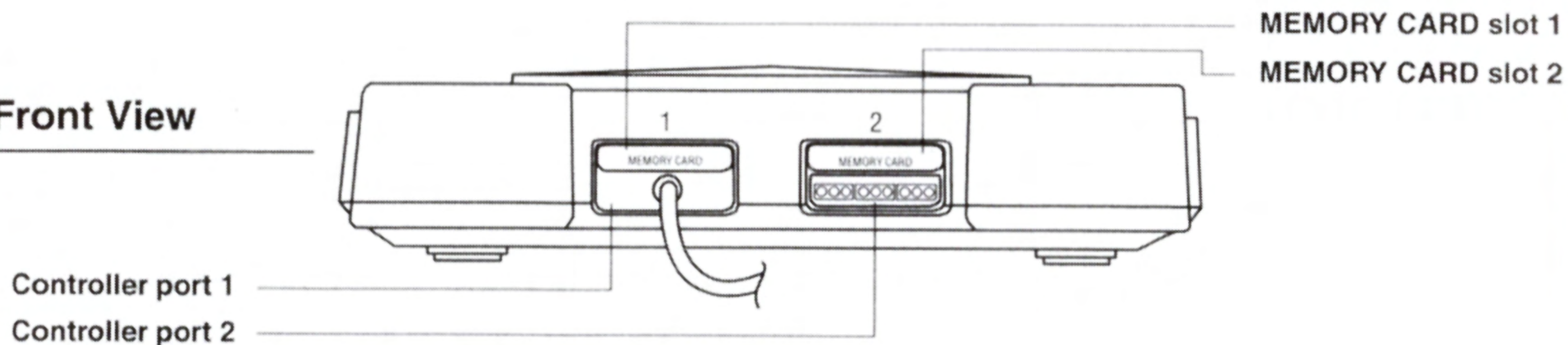
GETTING STARTED

Console

Top View



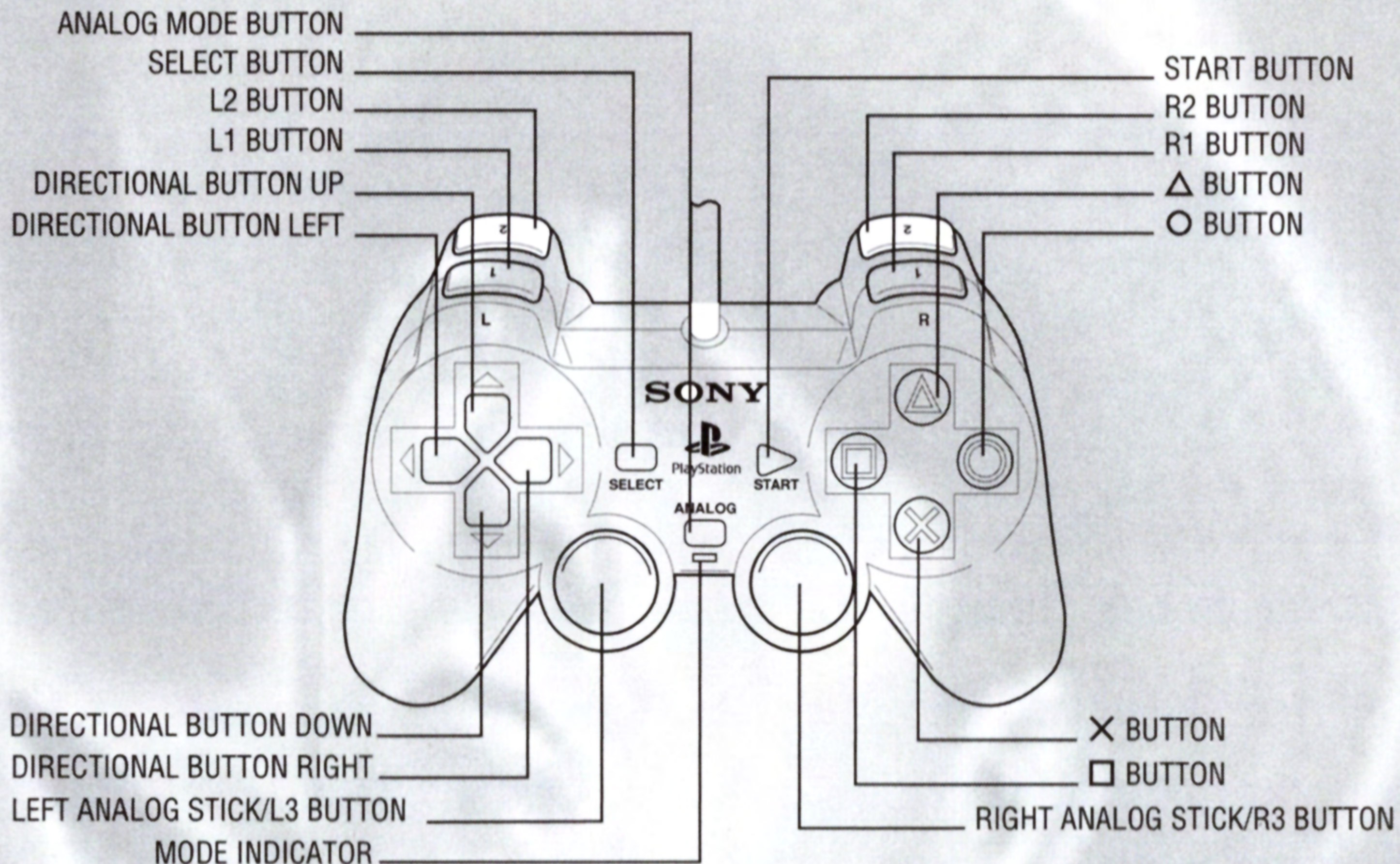
Front View



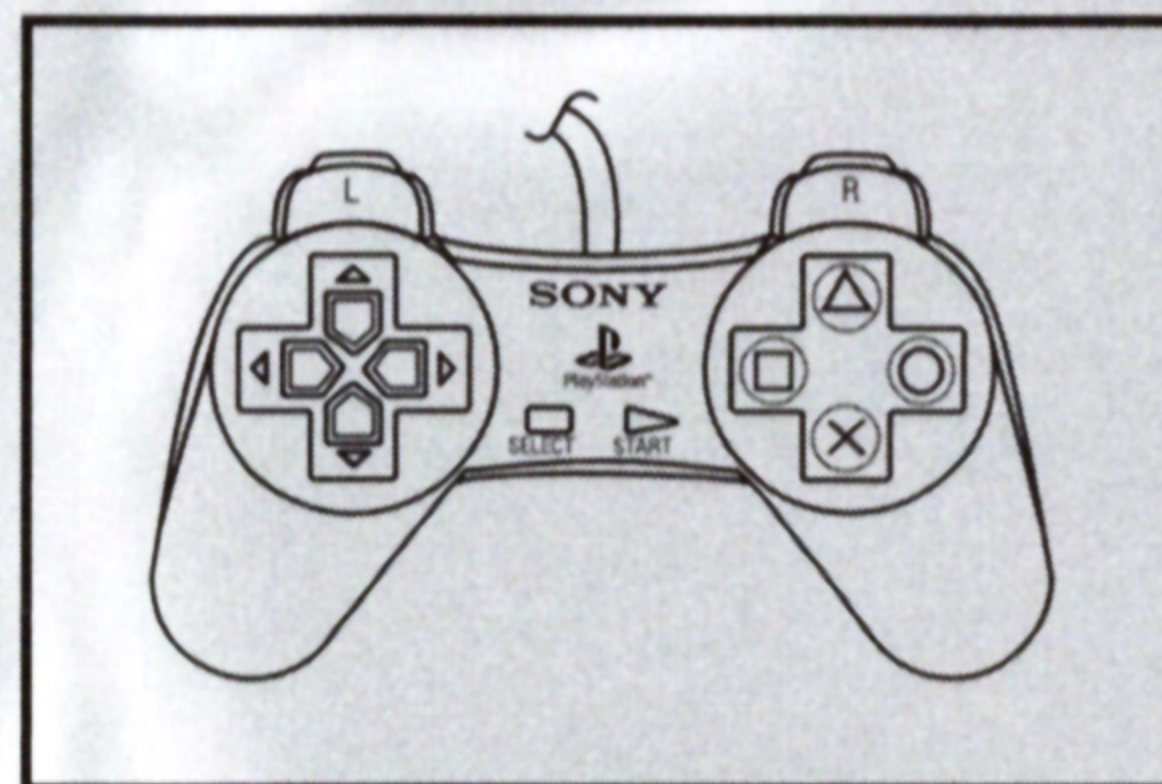
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the The Three Stooges disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

the *CONTROLLER DIAGRAM*

DUALSHOCK® analog controller



NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.



SAVE the ORPHANAGE!



The nasty banker I. Fleecem has threatened to tear down Ma's Orphanage unless the mortgage is paid. He wants \$5000 in 30 days - or else. The Three Stooges, known for their soft hearts and their hard heads, volunteer to

rescue Ma from her plight. Being desperate, she accepts their offer.

"We'll get the dough!" vows Curly.

"5000 smackers? Where are we going to get that kind of money?" asks Larry.

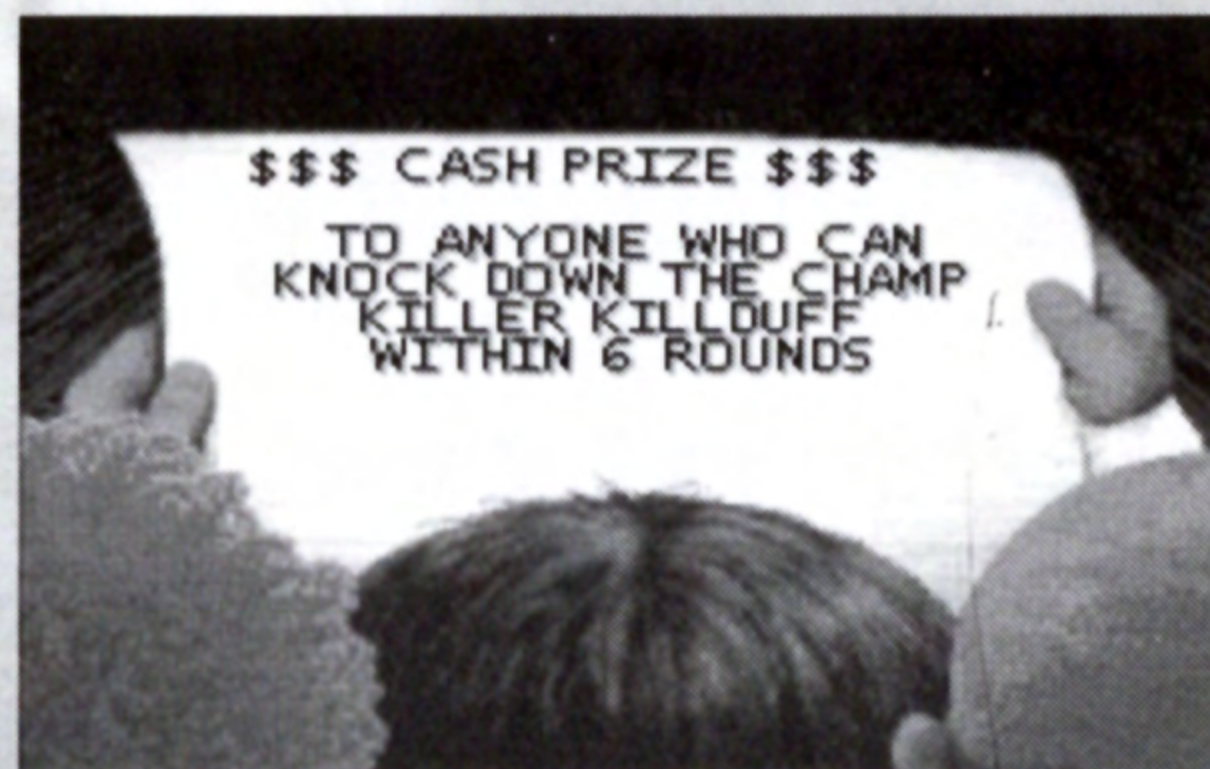
"We'll get a job, you knucklehead!" says Moe.


And so the trio head into Stoogeville...

the *STOOGEVILLE JOB MARKET*

At the beginning of each day Moe looks over a map of Stoogeville to choose a job for the Stooges. Stoogeville is laid out like the squares of a board game.

The next six places on the map appear at the top of the screen each time Moe has to make his decision.



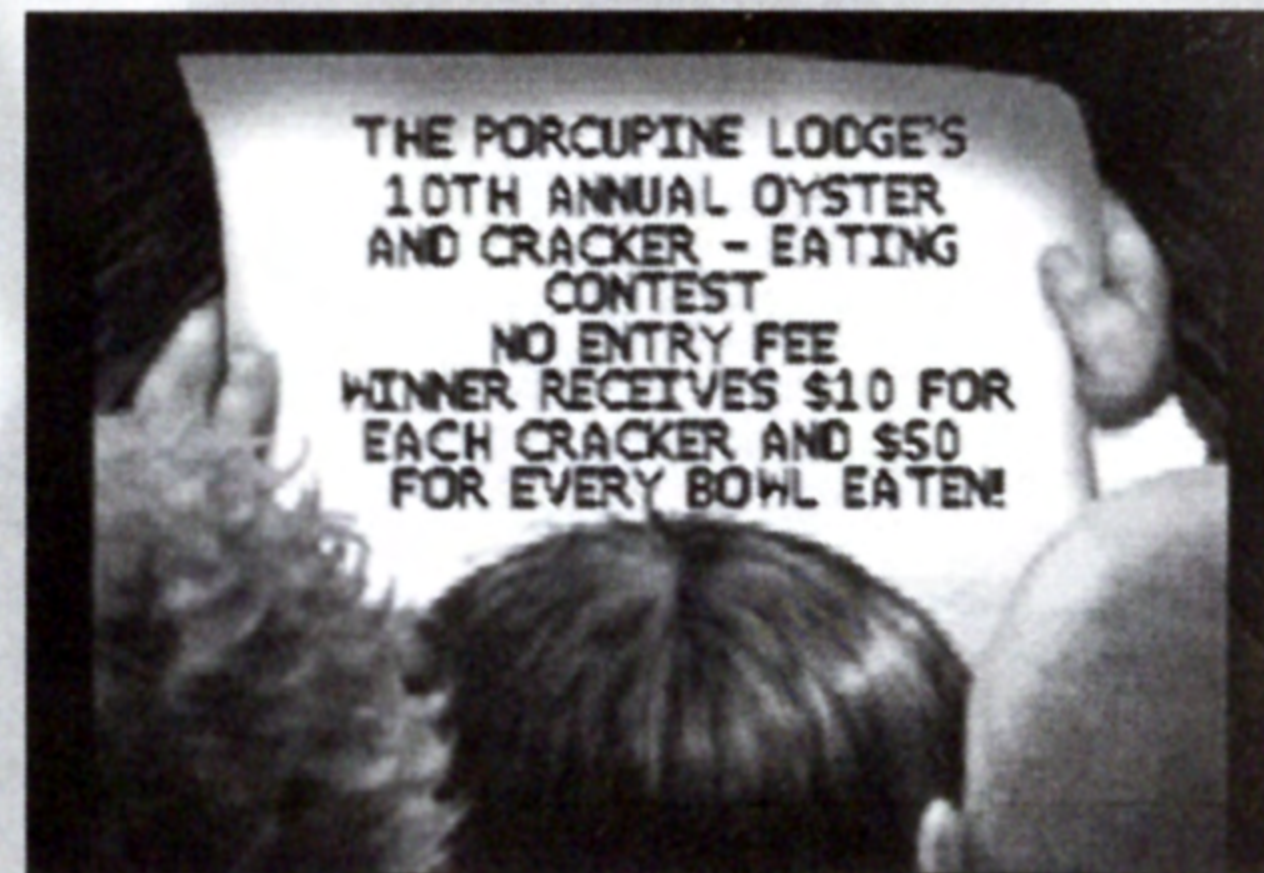
To choose a Job, stop Moe's hand as it runs along the map by pressing the  Button. If you don't press the button before the Day timer ends, Moe's hand will automatically select the Mousetrap (See Mousetrap, page 12). Moe's hand moves progressively faster as the game continues, so it gets tougher to stop the hand on the job you want. You can slow the hand down by playing "Antics" (**See "Antics" later in this guide**).

Hint: Concentrate on the job square you want and not the motion of Moe's hand.

the **CRACKER EATING CONTEST**

Curly thinks this one's going to be like taking candy from a baby. In fact, it's like taking crackers from an oyster. Curly must compete with several greedy oysters for the crackers in his bowl of chowder.

He earns \$10 for every cracker he scoops, plus \$50 for every bowl he completes.



Controls:

Directional Buttons: Maneuver Curly's spoon

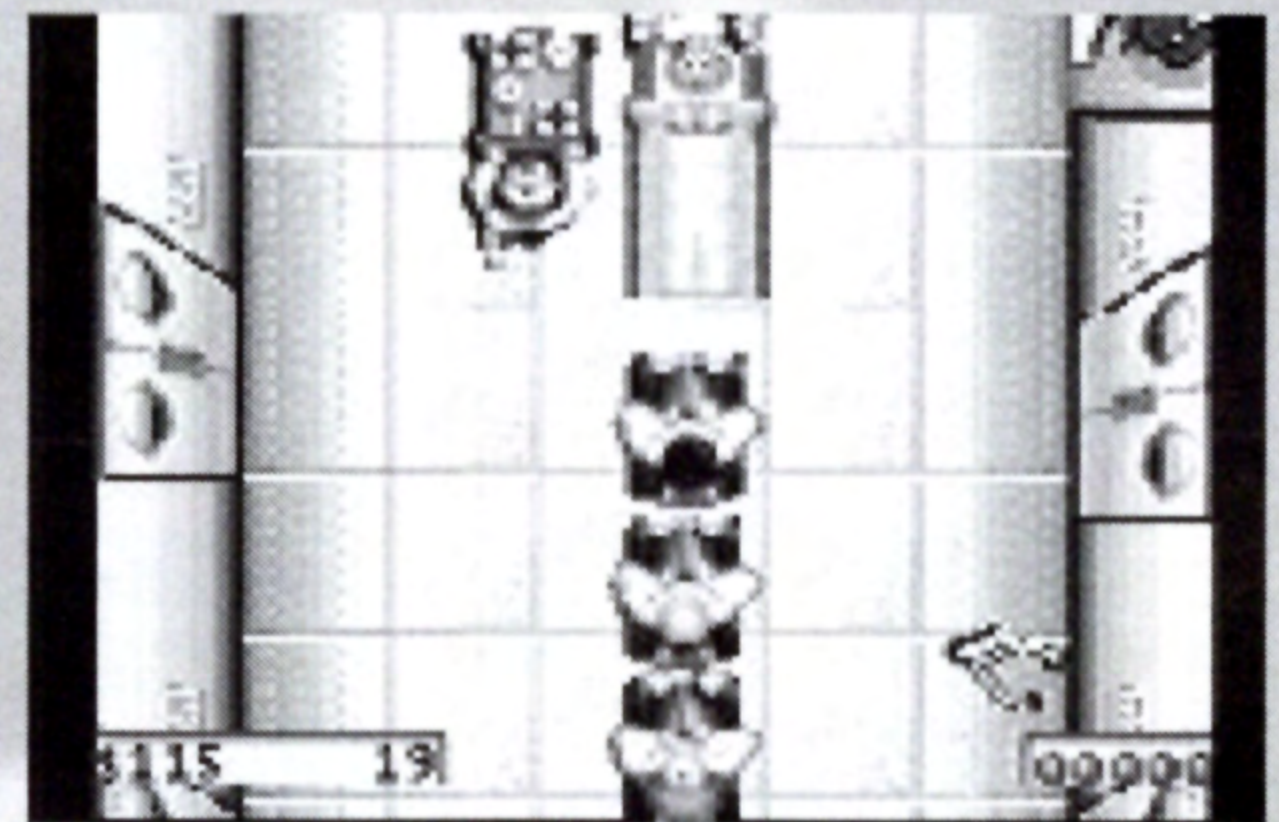
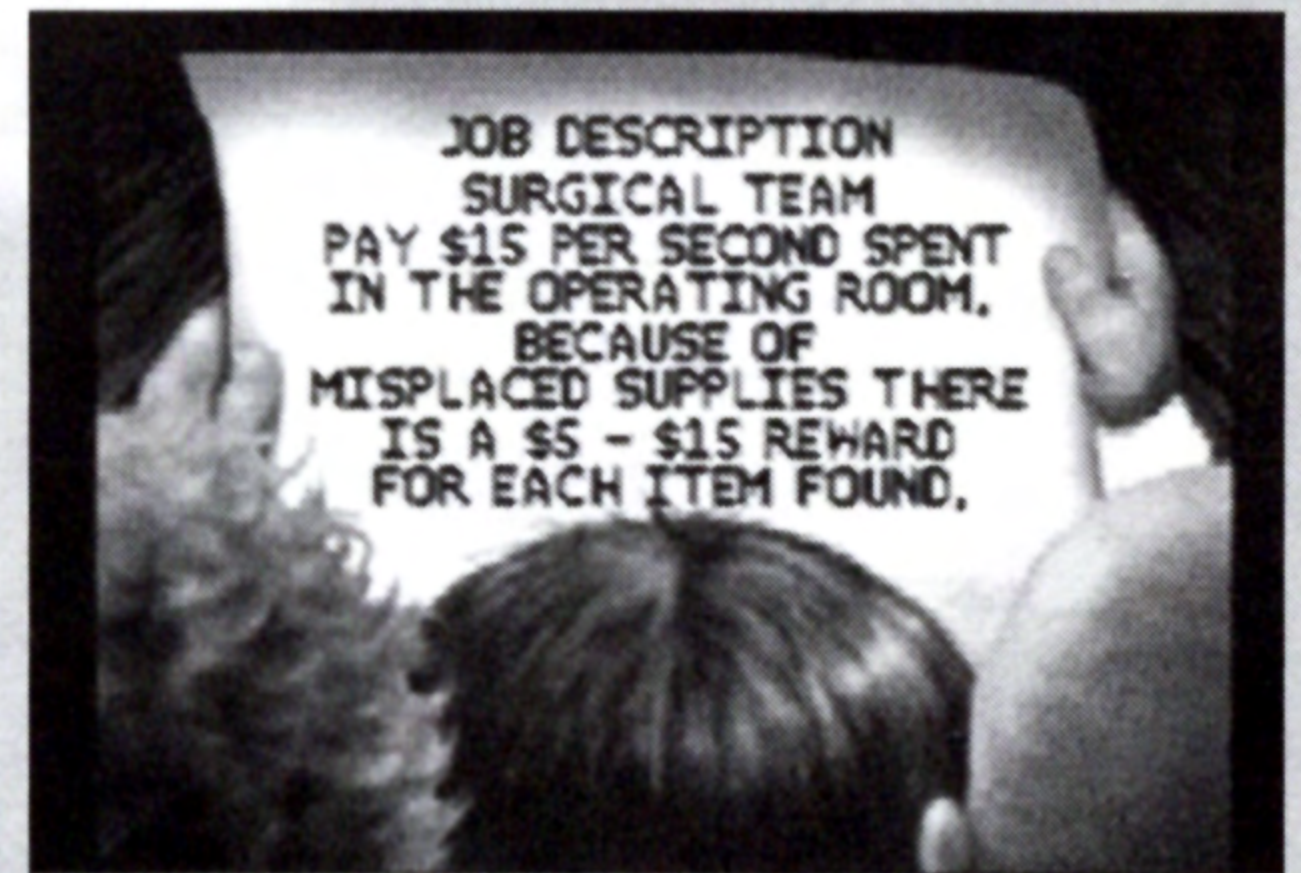
⊙ Button: Scoop up a cracker

Hint: Curly would be smart to snatch the cracker right out of the open oyster shells.

HELP WANTED: DOCTORS

It's a **real** medical emergency when the Three Stooges are in charge at the hospital. They're driving midget race cars through the hospital on their way to assist in the operating room, where they can earn \$15 per second - if they get there.

The Stooges have to follow an orderly through the crowded hospital corridors while trying to grab medical supplies worth \$5 to \$15 a piece.



Controls:

Directional Buttons: Steer the Stooges

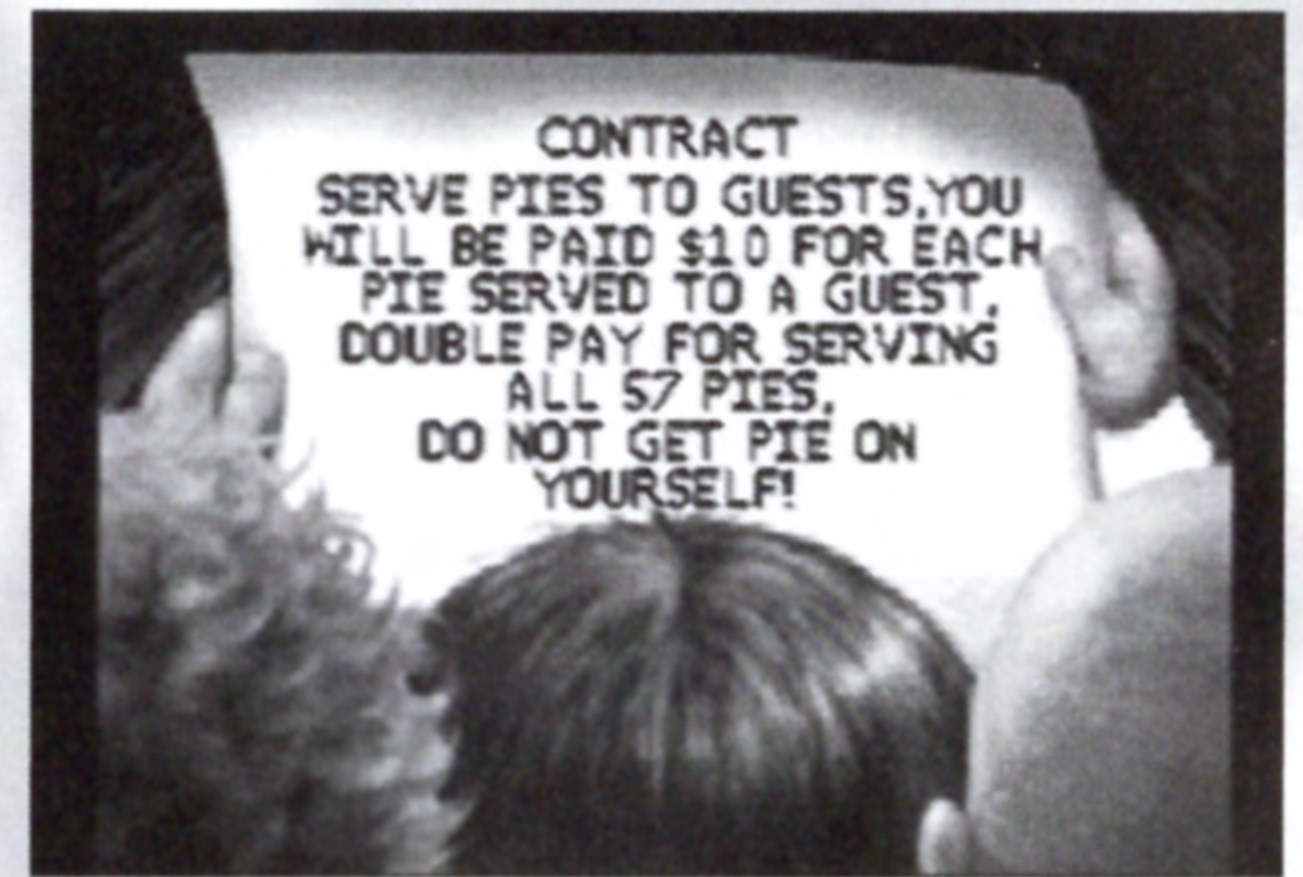
⊙ Button: Accelerate

⊗ Button: Slow down

Hint: Follow the orderly closely. He never collides with patients.

HELP WANTED: WAITERS

The Stooges have been waiting for a job like this—serving pie to the Upper Crust. When the wealthy ladies and gentlemen complain about the slow service they soon find themselves - well, eating their own words, so to speak. They don't just sit there, though. They can throw a mean pie, too.



But the Stooges can still make a buck -

- Each time they hit a person, they earn \$10



- If the Stooges throw all their pies before getting hit five times, they double their money.

Controls:

Directional Buttons: Select a stooge. (He will automatically get up when selected.)

● Button: Throw a pie

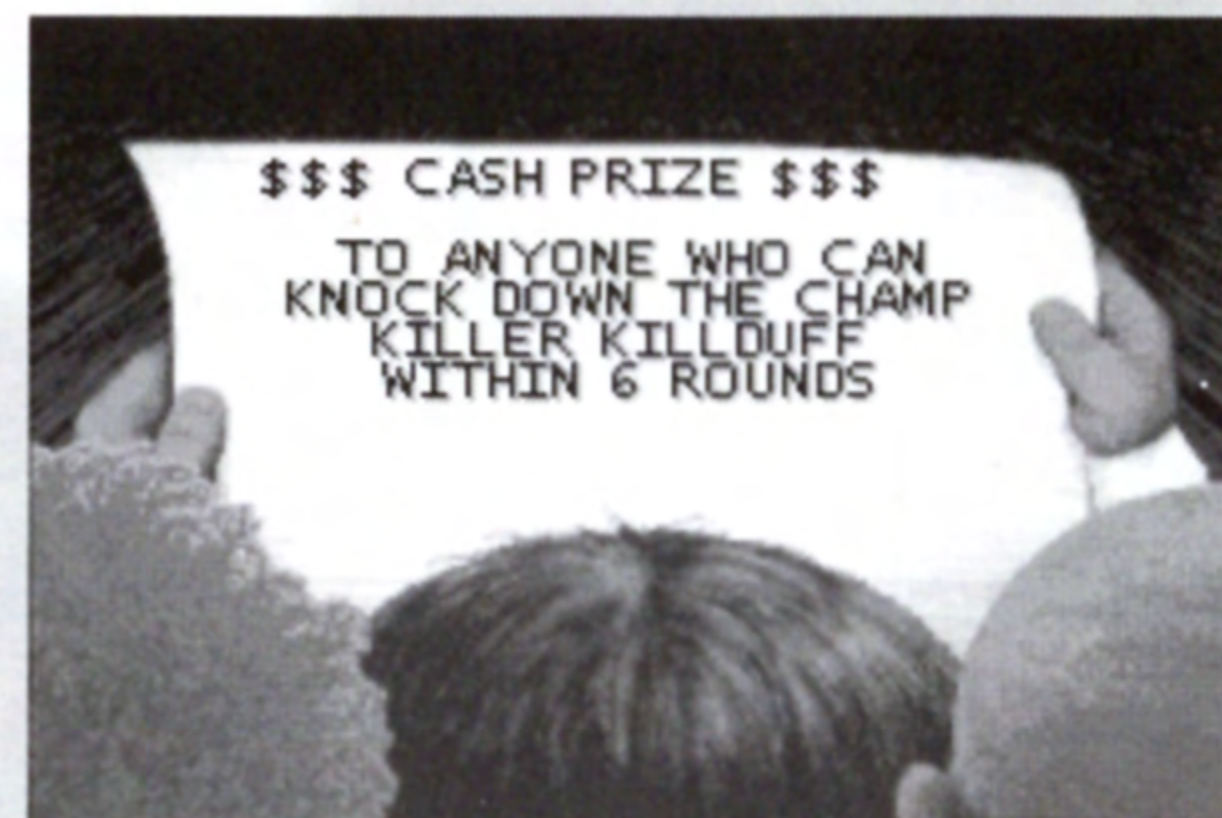
Hints: Throw as many pies as possible, as quickly as possible.



the **BOXING MATCH**

Curly enters the boxing ring to go six rounds with the Champ. Since Curly goes berserk when he hears the song "Pop Goes the Weasel," Moe's plan is for Larry to serenade him on the violin while he's boxing.

Uh oh! Just as Curly enters the ring, Larry breaks the violin. Now he's got to rush to and from the radio store - along a sidewalk loaded with obstacles - to bring back a radio playing Curly's fighting song before the six rounds are up.



If he's back by—

- Round 4, Curly wins \$700
- Round 5, Curly wins \$600
- Round 6, Curly wins \$500

If it's too late, Curly loses the match, the Stooges lose a day, and they don't earn any money.

Controls:

Directional Buttons: Move Larry

⊙ Button: Jump over an obstacle

Hint: Find a comfortable running speed for Larry. Learn the pattern of the obstacles.

ANTICS

It doesn't take long before Larry and Curly do some numskull thing that gets on Moe's nerves, and he has to stop and slap some sense into them. You can control Moe as he slaps, pokes, punches, and kicks Curly and Larry.




The Stooges don't gain any money but the outcome can have an effect on the game. Because the more blows Moe lands on Larry and Curly, the slower his hand will move when you return to the Stoogeville map - and the easier it will be to choose the jobs the Stooges want.




The fewer blows Moe lands the faster his hand will move along the map - and the **harder** it will be to choose the jobs the Stooges want.

Controls:

Directional Buttons Left and Right: Make Moe face that direction

Directional Buttons +  Button: Execute attacks on the Stooge Moe is currently facing

 Button: "Fake out" the Stooge Moe is currently facing

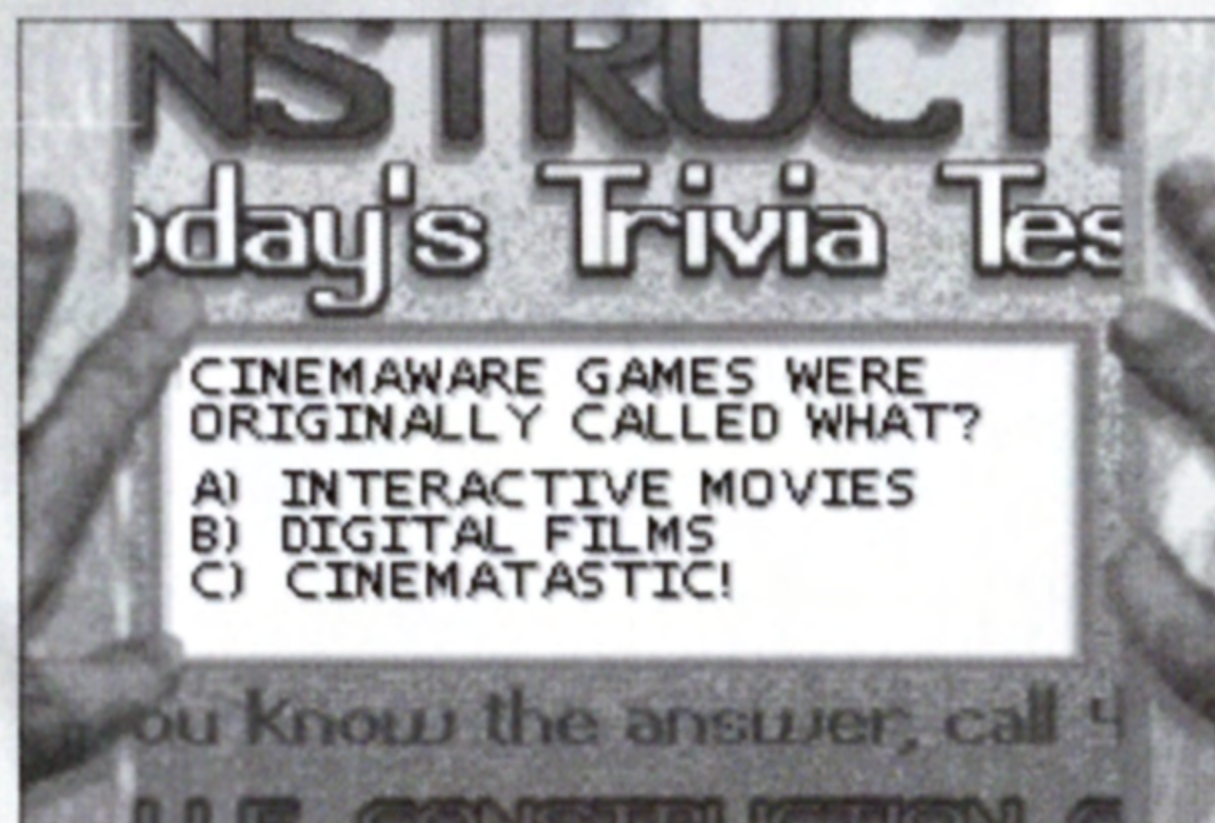
TRIVIA

Do you know your Stooges and Cinemaware history? This game gives you the chance to help the fellas earn some money by answering trivia questions about their personal lives and show careers, as well as a few questions about the history of Cinemaware.

Controls:

Directional Buttons: Highlight an answer.

⊙ Button: Select currently highlighted answer.



OTHER PLACES ON THE MAP..

Be on the lookout for other jobs around Stoogeville. The Stooges may find themselves serving pizza at a local restaurant or racing their midget racers through a crowded market! Besides the job opportunities described above, there are other squares on the Stoogeville map. Some of these squares can help our heroes get



OTHER PLACES ON THE MAP..

money, some take away their hard-earned cash, and most mean the loss of a day.

Mousetrap

If Moe's hand stops on the mousetrap, one of his fingers gets snapped and the Stooges can't work that day - which means they also can't earn any money that day. If all four fingers have been snapped, the Stooges can't work at all - and the game is over.

Banker

Try to avoid this square. I. Fleecem the banker is a nasty guy, with two moods: bad and worse. A visit to him might cost 10% of your money or it might mean only a cruel comment. In any case, the Stooges waste a day when they have to see him.

Money

The day Moe chooses this square may be a lucky day, because it means that the Stooges find money someone has lost in the street. Sometimes the money is as much as they could earn by working. Sometimes it's not. No matter what they use up a day.

Chance

There's no telling what this square will bring up - either a visit with I. Fleecem or a cash bonus - but it **always** means a lost day.



THE 31ST DAY - ARE THE STOOGES HEROES OR KNUCKLEHEADS?

The game ends when the 30 days have been used up, or when all four of Moe's fingers have been snapped in a mousetrap. The Stooges' stash of cash is counted. **Have they saved the orphanage?**

Money Needed

Outcome

Less than \$5000

Ma loses the Orphanage

\$5000 - \$9,999

Ma keeps the Orphanage

\$10,000 - ??

Ma keeps the Orphanage and makes repairs

? and up

Ma keeps the Orphanage and makes repairs, and a great surprise awaits the Three Stooges!

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NOTES

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