

Back to the Future III FAQ/Walkthrough

by Punisher_x

Updated to v1.0 on Nov 16, 2011

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| Title: Back to the future 3 |
| System: Sega Genesis/Megadrive |
| Guide type: FAQ/walkthrough |
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1. INTRODUCTION

Hello GameFAQs readers. It's me Philip Petrov from Punishing X Guides bringing you another FAQ/walkthrough on yet another Genesis game. Ok first about this game, I know that it's just a game that you pick from the store and return it just before you beat the first stage. Now to be honest I did this FAQ just because I am bored and have nothing better to do so try to enjoy this game (If you can).

2. VERSION HISTORY

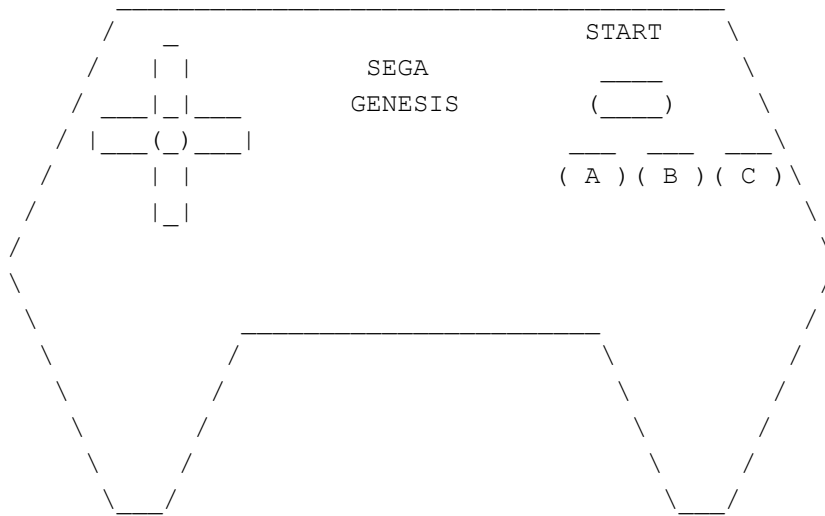
Version 1.0 (15.03.10) - Guide created and uploaded

3. STORY

1885 was never like this! The time-travelling adventures of Marty McFly and Doc Brown step up pace for this, the final and most exciting in the Back to the Future trilogy! Stranded in Hill Valley back in the Wild West, you play both Marty and Doc in a frantic race against time - not easy with Buford "Mad Dog" Tannen and his gang of gunslingers standing in your way!

Copied from the game's back cover.

4. CONTROLS



Basic controls:

D-pad - Move

A button - Action button

B button - Jump

C Button - Duck

Start - Pause the game

5. WALKTHROUGH

From here you will read a full walkthrough on all four stages in the game.

Stage 1: Capture the Buckboard

Controls: D-pad up - Face up

D-pad down - Duck

A button - shoot

B button - Jump

C button - Duck under

OK, so this stage might be very tough for some people but thats why I am here right? Now first you are riding a horse and you will need do dodge everything in order to catch the Buckboard. First, jump over the box then shoot at the flying axe. Another one will appear so make sure to shoot at it too. Jump over the tree and then shoot at the birds. Now duck before the rock hits you and shoot another axe. Duck again and jump over a hole in the ground. Now a cowboy with a horse will appear behind you so press down and stay like that until he goes away. After a few seconds jump over another hole and grab the items ahead. Press C to get the item beneath you. Jump over this hole and you will see a small bridge. Jump over it's hole shoot the clock to get some extra time. Here duck and shoot and duck again and then again. Jump again over the box and shoot a bird (this is getting ridiculous). Now shoot the axe and jump over the box and shoot the bird and axe. Duck, shoot and duck again and now jump over the hole. Another stupid cowboy will appear from behind so press down and wait for him to leave the screen. Ok so jump over the hole and shoot at the multiple items ahead. Don't forget to jump over the hole. Here shoot many birds and axes and jump over a tree. Shoot some more and another cowboy shall appear. Do the same and get over the hole and shoot the bird. Now jump and duck after that. Do it a few times a then kill the bird. Here you will have to jump and shoot and repeat. Now you should be have beaten the stage and saved Clara.

Stage 2: Shoot out practice

Controls: D-pad down - Upper your gun

D-pad Up - Lower your gun

A, B ,C Buttons - Shoot

This is a first person shooting stage that you have to shoot at duck, gunman, pegions and bandits in the background buildings. Press down once to shoot at the gunman and press up two times to be able to shoot the pegions and bandits. You have got to make certain scores in order to get far in the stage and eventually beat it. A little advice, don't waste your time with the small ducks in front but shoot at the other stuff to get lots of points. Good luck!

Stage 3: Urban shoot out

Controls: D-pad - Move and aim

A, B ,C Buttons - Shoot

Here you will need to throw some dishes at the cowboys shooting at you. Make sure when you are out of dishes to go to the table on the right to get some ammo. First move a little and destroy the window. Get to the table and press up to shoot at the thug there. Press left once and throw at the next thug. The other thug will be on top of the saloon so get walk further and aim to throw. Now get to the fares left side and press up to aim at the thug that comes out of the door. Now go down a little and throw at the thug next to the table. Get to the center and throw at the thug at the window you first broke. Do this over and over to beat the stage and watch out for the bullets. At the end a big gunman will appear from the saloon to shoot at you. Reload here and keep

throwing until he is down.

Stage 4: Train ride

Controls: D-pad: Move or duck

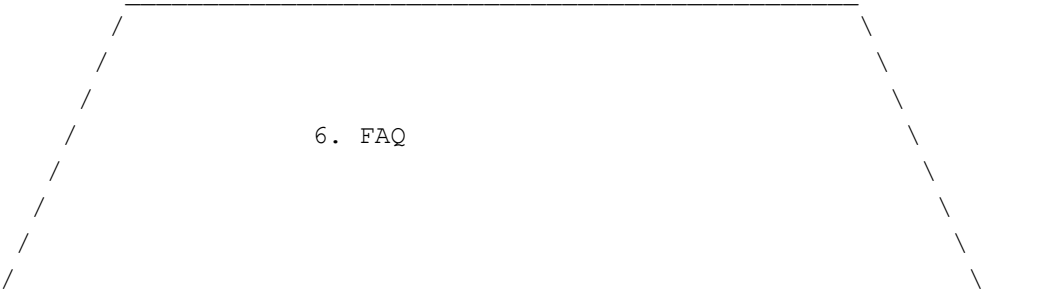
A button - Throw weapon

B button - Jump

Note: On the ground or on objects you will see different colored objects that you need to get to increase the boilers temperature so don't forget to get them.

You have a time limit here so make sure to hurry. First move only left and jump on the other side. Wait for a platform to come and quickly jump over it. Throw you weapon at the thug in front and move on. As soon as you see the next enemies keep throwing your weapon at him and jump over the next platform. Now kill the thug and go down where the lion is and kill another enemy. From the left you will barely notice some stairs. Climb them and kill the enemy. Wait a little for the platform to move then continue. Go down again and kill the enemy. Stand on top of the trees to kill the enemy on the train ahead. Jump At the train and kill another enemy. Jump again over the platform and move. Kill another enemy and for the next one be careful because he throws his knives both down and up. From there another one will appear so take him down too. Go down at the empty spot and kill another thug. Get on top of the crate to kill another thug (it will take a few hits) and jump across. Now you will see some gas coming from the ground. You are going to have to keep an eye out for the gas on the ground from where it comes in order to move forward. Get the last object you will beat the stage.

Congratulations! You have beaten Back to the future 3. Now "enjoy" your ending :)



6. FAQ

Here you will find all kinds of questions related to this game:

Q: How long is this game?

A: About 4 stages. One of the shortest games for the Genesis.

Q: How do I get the items in stage 1 that are above me?

A: Try shooting at them.

Q: Can I use this guide on my site?

A: Just ask me first.

If you have a question and want it to be posted in this FAQ then see the contact info section.

7. CHEATS

Here is a code for skipping a level.

Pause the game the,
hold A and press Up, Down, Left, Right
to skip a level.

While holding A press Up, Down, Left, and
then Right. Move to any level.

8. LEGAL STUFF

I am in no way associated with the developers of the game or the creators of the films. The game is owned by Image Works, Arena and the Back to the future 3 movie is owned by Universal Pictures.

9. CONTACT INFO

If you want to ask/tell me something, Inform me of any spelling mistakes, want permission to use this guide on your web site, then send me an E-mail to this address: the_punisher_x@mail.bg or visit my website: http://www.wix.com/The_punisher/punishing-x-guides

Don't forget that Punishing X Guides is on MySpace too:

<http://www.myspace.com/520502709>

Follow direct updates at our Twitter:

http://twitter.com/Punisher_X

Make sure to become a fan at our Facebook page:

http://www.facebook.com/gettingstarted.php#!/pages/Sofia-Bulgaria/Punishing_X_Guides/340702081550?ref=ts

Note: If you ask me about emulators, roms or anything like that you won't get any answer.



10. CREDITS AND END

Thanks goes to:

Probe Software - For making this game

Robert Zemeckis - For creating the Back to the future franchise

Special thanks goes to:

My family - For supporting me

My friends - For the advice

You - For reading this guide

Important: If I missed something (item description, enemy info etc.) please tell me.

Support: If you like this guide, please send me an E-mail saying you want me to make more guides. Who knows, I might even add you to the credits section!

Advice: If you don't like the style or the way this guide is written, tell me and give me some advice on how to make this guide better.

Thank you for reading this FAQ/walkthrough

- Philip

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