

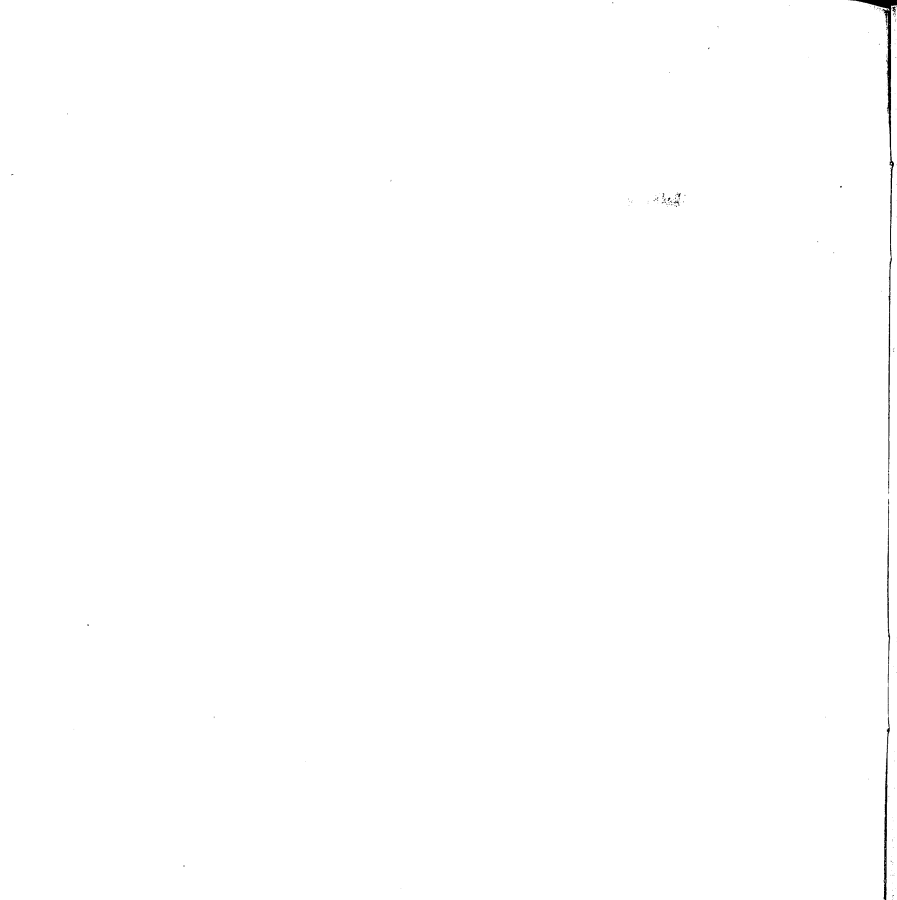
Three Dirty DWARVES™



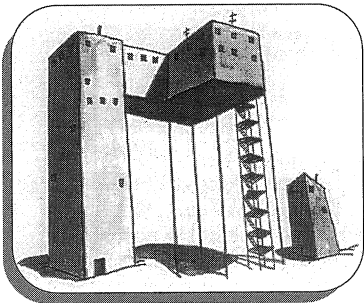
WINDOWS®/PC CDROM

SEGA SOFT™

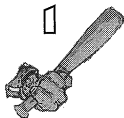




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TO WHOMEVER IS OUT THERE!

Our parents were test tubes. Our nursery was a genetics lab. A top secret military installation somewhere in upstate New York is our only home. We are four children being held against our will. Our names are Laura, Gregory, Billy, and Kyle.

Surrounded by guards, experimental weapons, and a hostile environment, we have no hope of escaping by ourselves.

But we have a plan.

We combined Einstein's theory of relativity, superstring theory, and the laws of chance to create a game. This game begins in a parallel world, populated by dragons and swarming with nasties. There is a gate between that world and ours.

We have avatars in that world, three Dwarves named Greg, Taconik, and Cortthag. They are our champions. With skill, endurance, and a lot of luck, the Dwarves will find the gateway to this world, and come for us. We have faith that this will happen.

It will not be easy. Nasties and dragons are bound to come through the gate with them. The Dwarves will be alone in a strange world armed only with what weapons they can find. The humans they meet will probably not give them a warm reception.

So the Dwarves need your help. We will try to give you all the information you need. This is a game to you, but it could mean freedom for us. Thank you.

Laura

INSTALLATION

To play 3 DIRTY DWARVES under Windows 95, follow these steps.

Place 3 DIRTY DWARVES in the CD-ROM drive, label side up.

Close the tray.

After a few moments, a dialog box will appear, giving you a choice of options.

The first time you insert the CD-ROM, the dialog box will give you the option of installing the game. Select INSTALL to begin the installation process. Select EXIT if you don't want to install the game at this time.

Under Windows 95, the game's installation procedure analyzes your specific system configuration and loads the appropriate drivers for your sound card and video display card. In addition, the 3 DIRTY DWARVES program group will be created. A 3 DIRTY DWARVES icon will be placed in that group.

Once 3 DIRTY DWARVES is installed, whenever you insert the CD-ROM in the drive, you will be given the option to Play, Uninstall, or EXIT.

Some systems will not have autoplay. In this case follow these directions:

Highlight the 3 DIRTY DWARVES D: icon in the MY COMPUTER group.

Click on the right side of the mouse. A menu appears.

Highlight OPEN. Click on the left side of the mouse. The program group 3DD(D:) appears.

Double click on the icon Setup.exe. A dialog box appears. Follow directions as described above to Install or Exit.

Note: D: represents the drive of your CD-Rom.

Click on the Help icon to get more details on how to play the game.

Click GAME on the Menu bar during gameplay to see the following:

Restart Game... (Alt + R)

Start the game from the beginning.

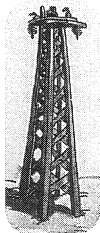
Exit Game... (Alt + F4)

Quit the game.



MOVING AROUND & SWITCHING DWARVES

I PLAYER



The Dwarf you're controlling leads and fights. The others follow but don't fight (they're dimmed). Switch Dwarves at will with one tap on the **SPACE BAR**, you may also use **Q** or **E**. It's your job to pick the best leader for whatever trouble you're up against.

If your Dwarf gets bashed and dizzy, another Dwarf takes the lead and you now control him. Revive bashed Dwarves by smacking them 'til they come to.

Leaving a dizzy Dwarf behind is a bad idea. If a Dwarf turns up missing in action, look in trash cans and boxes down the road. You'll find him.

NORMAL ATTACKS

Press **Z** to bag an Orc with a long-range hit. Press **X** for a solid, straightforward clout at close quarters. Cracking ribs with a bat, busting kneecaps with bowling balls, and blasting away with a 12-gauge all have their own time frame. Relax and learn 'em. There is no rapid fire.

DEFAULT SETTINGS

Z= Distance Attack

X= Punch

C= Jump

A= Special 1

S= Special 2

D= Special 3

Q= Switch

E= Switch

Space Bar= Switch

Enter= Pause

Arrow Keys= Direction

SKULLS

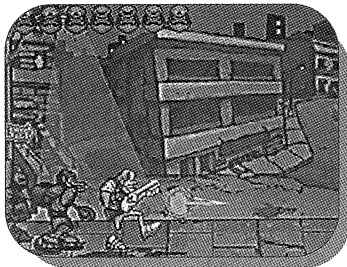


HEALTH SKULLS

In all modes, levels end when all three Dwarves are knocked cold. HARD mode, has a double whammy: the level will also end when you lose all seven whirling white Health Skulls at the top of the screen. One Health Skull disappears any time any Dwarf takes a hit. Lose all the Health Skulls and slink back to the beginning of the level, or start a different level.

POWER SKULLS

Red Power Skulls at the top of the screen fuel the Dwarves' Power Attacks, Brawls and Morph Dwarfs. When bashed, Orcs, boxes, trash cans and other containers might drop Skulls or sometimes the kids' red game die. Capture these to collect Power Skulls. (You can have up to seven at a time.)



CAPTURE:

7 White Skulls
Game Die

TO GET:

1 Power Skull
5 Power Skulls

Read on and discover the many fine uses for Power Skulls.

POWER ATTACKS

Each Dwarf has a pair of Power Attacks he can pull off for impressive solo Orcbutt-kicking. See each Dwarf's profile page for details.

CONTROL

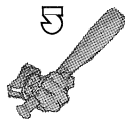
Button A
Button S

EFFECT

Power Attack 1
Power Attack 2

REQUIRES

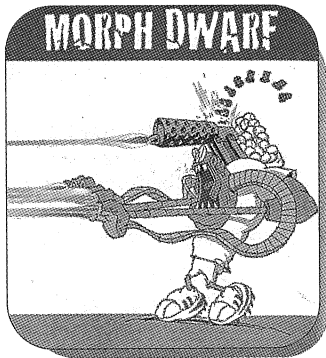
1 Power Skull
2 Power Skulls



MORPH DWARF

The boys are tough on their own, but when Morph Dwarf happens, they turn into a big ugly gang of one.

All three Dwarves must be conscious to activate Morph Dwarf. How they morph depends on who is lead Dwarf when the Morph moment occurs. Be sure Orcs are in your line of fire. Morph Dwarfs are timed, so plan these attacks to get the most mileage.



CONTROL:

Button D

MODE:

EASY
NORMAL
HARD

REQUIRES:

3 Power Skills
3 Power Skills
3 Power Skills

BRAWL

Brawl is perfect for scouring an area of Orcs. All Dwarves must be conscious to brawl, and the attacks are timed.

Actually, Brawl begins when the boys start slapping each other around until they get mad. The Orcs are just innocent bystanders who get creamed accidentally while the Dwarves are pounding each other senseless.

CONTROL:

5 quick taps on
either **Space Bar, Q or E** button:
aim with **Arrow Keys**

MODE:

EASY
NORMAL
HARD

REQUIRES:

3 Power Skills
3 Power Skills
3 Power Skills

GREG

POWER ATTACKS

BATTLE AXE

Control: **Button A**

Requires: 1 Power Skull

Swings bat in a downward arc.

BAT BALET

Control: **Button S**

Requires: 2 Power Skulls

Whirls bat in a 360° arc.

Use the **Arrow Keys** to direct the spin.

MORPH DWARF

Transforms the boys into a sloppy, disgusting, but accurate baseball and "chaw" hocker.

Control: **Button D**

W.S.T. WEAPONS SYSTEMS TECHNOLOGY
CASE FILE 478723
REPORT: GENETICALLY
SYNTHESIZED MILITARY PERSON

GREG

Name: Greg Vital St: [Handwritten initials]

Sex: Male **CONFIDENTIAL**

Color: Rusty, severe acne

Nationality / Species: unknown

Occupation: Warrior

Area of activity: The Bronx

Height: 3'

Build: Squat muscular weighing 300lbs


Weapons: Using a wooden bat and baseballs as projectiles attacks vary

Likes/Dislikes:

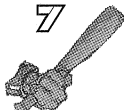
Favorite Color: Black and blue

Food: Chili Dogs, bunnies

Movie: Rumble in the Bronx



7

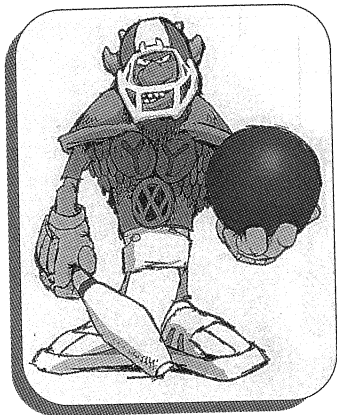


W.S.T. WEAPONS SYSTEMS TECHNOLOGY
CASE FILE 478723
REPORT: GENETICALLY
SYNTHESIZED MILITARY PERSONNEL

TACONIC

Vital Statistics

Name: Taconic
Sex: Male
Color: ~~White~~ **RED**
Nationality/Species: unknown
Area of activity: The Bronx
Height: 3'
Build: Squat, medium build
Weapons: bowling ball, pin, special
attack X button, helmet
Hobbies: complicated battle cries
Favorite food: pork rinds, smores
Sample quote: "I'll paste thy vitals
on the parching streets."



TACONIC

POWER ATTACKS

PIN SPIN

Control: **Button A**

Requires: 1 Power Skull

Pistol-whips Orc mugs with
a bowling pin.

FLYING BALL SLAM

Control: **Button S**

Requires: 2 Power Skulls

Grabs air and beans the nearest
Orc heads with the bowling ball.
Use the **Arrow Keys** to direct the
strikes.

MORPH DWARF

Transforms the team into a rapid-
fire bowling ball shooter.

Control: **Button D**

CORTHAG

POWER ATTACKS

KICK 'N' FIRE

Control: **Button A**

Requires: 1 Power Skull

Throws an overhead kick and follows up with a rowdy shotgun blast.

TRIPLE SHOTS

Control: **Button S**

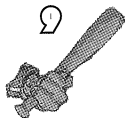
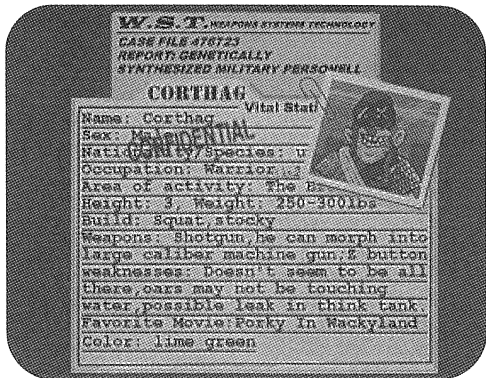
Requires: 2 Power Skulls

Corthag's scatter gun goes full auto.

MORPH DWARF

Unleashes a firestorm of heavy artillery.

Control: **Button D**

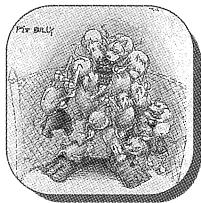


MOST-WANTED HIT LIST

PIT BULLY

AKA *Tore-Up Terry, Cuddles*

This fearsome opponent wears terriers the way some guys wear jewelry. (Despite appearances, no animals were injured in the making of this game.)



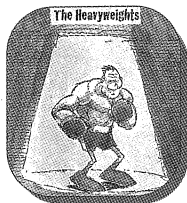
NAKED NINJA(S)

AKA *Skinja*

Early in their training, these deadly fighters took a vow of nudity. By overcoming embarrassment in social situations, they have become fearless warriors.

FRAZETTA

A four-armed freak determined to rip you limb from limb. Where did he come from? Nobody knows.



BOXER(S)

Lightweights AKA Erin "The Feather" Fritz,

Sparring Sean, Wuss

Heavyweights AKA Steve "Steam Rolla"

Bourdet, Glass Jaw George, Punchy Pete, Puss

They may have been hit in the head one too many times, but these punch-drunk pugilists are still a force to be reckoned with.

VOODOO CHILD

AKA *Chicken Surprise*

Do you believe in magic?

He does.



ONION MERCHANT

AKA *Stinky*

This enemy will bring tears to your eyes.



MAN OF A THOUSAND SWORDS

AKA *MOTS*

Believe it or not, this red-eyed swordsman was once a mild-mannered salesman from Jersey City. One day, something snapped.

AUTHORITY FIGURES

PRISON GUARD(S)

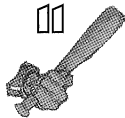
AKA *Pen Ref, Calaboose Cal, Porc, The Man, Billy Club*

Bad men with badges.

SECURITY GUARD(S)

AKA *Spam Man, Porker, Snoozer, Mr. Zees*

Awake these sleeping giants at your peril!



BAD APPLES

BOMB BOY(S)

AKA *Napalm Brothers, Mad Bomber, Molotov Man, Juvie Pyro*
Nuked-up nasties.

MOP GUY

AKA *Mop Convict, Abe the Custodian, Bubba the Cleaning Lady, Red Dust Wrangler*
Cleanliness isn't always next to anything.

TERRIBLE INFANT(S)

AKA *Cleaver Kid, MX Baby, Radioactive Baby, Fallout Baby*
Rug rats on a rampage!

CONVICT(S)

AKA *Stir Birds, Brig Rats, Geezoids, Square Johns*
Three-time losers have nothing left to fear.

DIGGING GUY

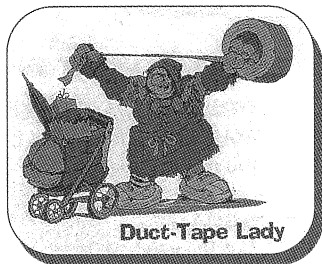
AKA *Thug on the Run*
Escape is impossible!

DUCT TAPE LADY

AKA *Duct Tape Lady*
The duct tape lady.

GEEK

AKA *Snitch, Spike Swingin' Psycho, Yadda-Yadda*
There's something wrong with this guy.



FIENDISH THINGIES

MOLE PEOPLE

AKA *Murk Dwellers, Reznors*

Watch out for these subterranean subhuman urban dwellers.

MUD PEOPLE

AKA *Sludge People, Dung Heapies, Dirt McGirt, Slime Time*

Wear your galoshes around these guys.

TRASH CRITTERS

AKA *Uncanny Critters, Garbage Fiends, Grouchy, Killer Can, Roaring Garbage*

Dispose of litter properly, but be careful.

SEWER THING

AKA *Grate Groper, Lurker, Hermit Hand, Sewer Hermit, Sir Grope-a-Lot*

Let's just say it's not out to lend a helping hand.

WALL STREET SNAPPER

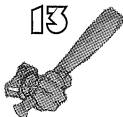
AKA *Daily Snarl, Rabid Times, Street Sheet, Ripper Rag, Rude Blat*

Bad news travels fast, and hurts a lot.

RAT(S)

AKA *Fuzzy Wuzzy, Fritz the Rat, Scuzzy-Wuzzy*

These filthy, annoying urban menaces
lurk everywhere.



LEAN MEAN FIGHTING MACHINES

DOZER

AKA *Ground Masher*

COMPACTOR

AKA *Doghouse Dozer*

TANK

AKA *Tractor Cannon*

CEILING GUN

AKA *M60 Chain Gun, X42 Prototype, Slayer Thing*

ROBOTS

AKA *Stomper, Griffbot, Symbot of Doom, Pogobot, Humpty, Bad Egg*

TRUCKS

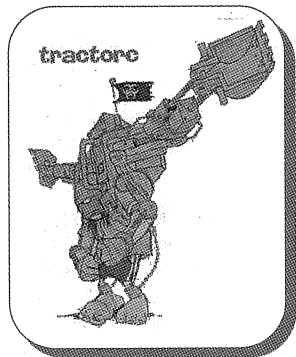
AKA *Maximus Truckie*

HELICOPTER

AKA *Menacer, Chop-Chop, Immortal Kopter*

CARS, JEEPS & TROLLEYS

The right vehicle will take you where you need to go.



SOME VERY SPECIAL ORCS

TRAPPER

AKA *Steely Don, Trapper John*

Some call him the Daniel Boone of Orcs.

TINMAN

AKA *Metallicur, Robo Orc*

This large metal robot has a creamy Orc at its center. Yum.



KISSING ORC

Be afraid. Be very afraid.

GENERIC ORC

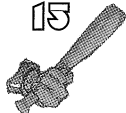
AKA *Troglodyte, Big Goon, Torc, Little Seizure, Porc, Trolley Trog, New Orc Yankees, Spork Tosser, Fork Flinger, Fix-It, Sporkman, Mechanic Trog, The Forc Be With You*

As you will see, besides the generic blue orc, these odoriferous creatures come in many shapes and sizes. They adapt quickly to any new environment.

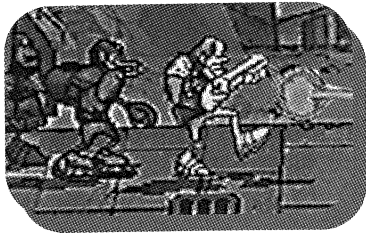
DRAGON

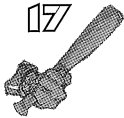
AKA *Nefarious Nagtalon, Thermazor, Puff, Big Lizard*

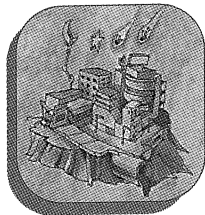
Your typical large smoky reptile.



MISSION MAP

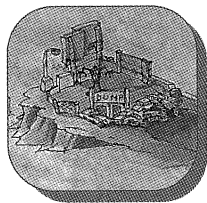






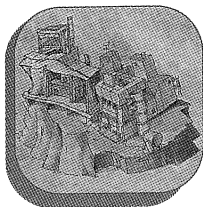
STREETS OF BRONX

You need quick reactions and a drool sense of humor when battling the iron-fisted, slobbering Orcs. Look out for flying appliances. The mean streets were never meaner.



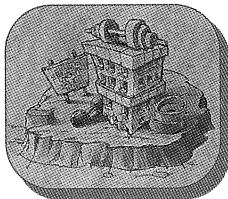
PIT BULLY

Bully has the personality of a fire hydrant, and twice the charm. Here's the gig: take out his hell-hounds, then bust up the big bonehead himself.



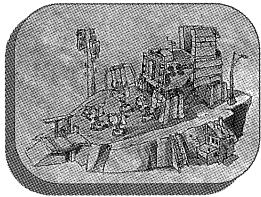
HILLS OF BRONX

Is that a rat on your face, or are you happy to see me?



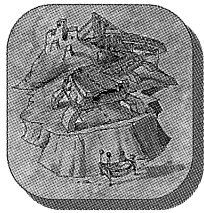
GYMHOUSE

Knock down a house-full of muscleheads without getting cleaned and jerked. Forecast for today is cloudy with barbell-sized hail.



BRONX BY DAY

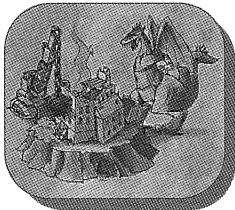
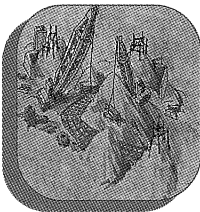
They call him Frazetta – a four-fisted bully who loves cholesterol and hates you. Some advice: forego the pizza or you could wind up as the special topping.



BOUNCING BED

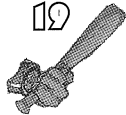
Some Orc is bent on triple dwarficide by boulder drop. Lucky for you, you're armed with a mattress. Pressing the **arrow keys** left/right moves the **mattress**, not the bouncing baby. No napping now. You snooze, you lose.

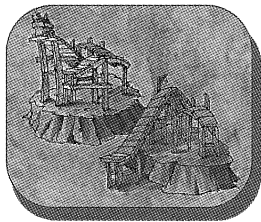
GARBAGE HILLS
What a dumppppp!
Die, Mr. Badwrench –
and take Skiploader
Face with ya!



HOUSE OF FIRE

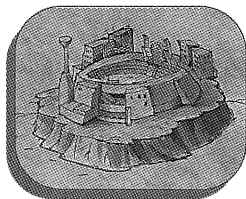
Every Dwarve should have a wrecking ball. Ride it, you bad thing, demolish the apartment and put a damper on the scaly thermal blowhard.





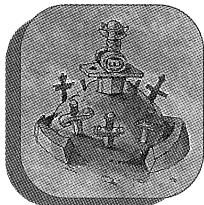
THE STADIUM

Orc outfielders catch the ball with their faces, the cheaters. RBI your team around the bases without getting beaten to a pulp. No bunting.



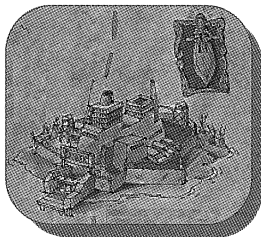
TROLLEY RIDE

Score some Skulls on these tricky tracks. You must be this tall to ride the trolley. As always, Dirty Dwarves ride free.



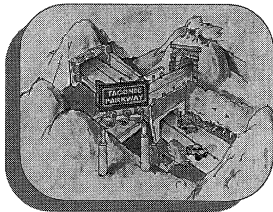
MAN OF A THOUSAND SWORDS

This former sales manager from Jersey opted for early retirement to pursue his hobby. It involves tall buildings and flying swords. Oh, and he doesn't dicker.



RIKER'S ISLAND

New York's famous prison is tailor-made for people who want to get out of the city but can't take that commute to Connecticut. Play "What's My Crime" with inmates while they get cute with a fork.



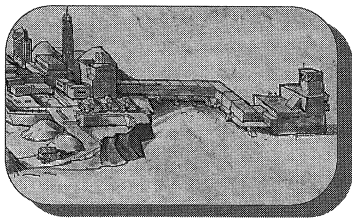
TACONIC PARKWAY

Time to thumb your way out of this burg. No whining about pedestrian rights here, pal. When you see your ride, take it.

12/2/87

LASER RESEARCH

Invade WST and meat the Cleaver Kids. June babies are so cute. You can keep them occupied for hours playing "Catch the Hatchet."



BARNEY'S MACHINES

The final showdown. You can make it, if you don't get stomped into steak tartare by a can opener on steroids. Hey, it could happen.



CREDITS

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Bevin Stone

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Senior Animator

Szórádi Csaba

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Greg Chiemingo

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Taconic Bevin Stone
Corthag Marlowe Keffley
Laura & Kyle Deborah Salc
Gregory & Billy Beth Kaufman
General Briggs Alan Bruce
Barney Marlowe Keffley
The Lawyer Marlowe Keffley
Orcs Szenttornyai László
Tassonyi Kadocsa
Makó Balázs
Jutasi Tamás
Szórádi Csaba

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Directed by

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Cartoon Animators

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Tassonyi Kadocsa

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Szungyi László

Staengler Ferenc

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Mezei Sándor

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Héger Attila

Dobos Attila

Sallai Tibor

Bikics Tibor

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Orbán Nándor

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Video Post-Production

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