Sonic 3 A.I.R.

Sonic 3 A.I.R. (Angel Island Revisited) is a fan-made remaster of Sonic 3 & Knuckles by Eukaryot. It is built on a custom engine that reimplements the original Mega Drive game with widescreen support, smooth 60fps gameplay, enhanced visuals, quality-of-life features and mod support. It requires the original Sonic 3 & Knuckles ROM to run. This system scrapes metadata for the “ports” group(s) and loads the sonic3-air set from the currently selected theme, if available. Grouped with the “ports” group of systems.



Quick reference

- **Emulator:** Sonic 3 A.I.R.
- **Folder:** `roms/sonic3-air/`
- **Accepted ROM formats:** `.s3air`

BIOS

No Sonic 3 A.I.R. emulator in Batocera needs a BIOS file to run.

ROMs

You need the original Sonic 3 & Knuckles ROM file. The file must be named exactly `Sonic_Knuckles_wSonic3.bin` and placed in `/userdata/roms/sonic3-air/`. Then create an empty file called `Sonic 3 - Angel Island Revisited.s3air` in the same directory.

The ROM file name must match **exactly**: `Sonic_Knuckles_wSonic3.bin`. Other names will not be recognized by the engine.

Directory structure

```
/userdata/roms/sonic3-air/
               ├── Sonic_Knuckles_wSonic3.bin
               └── Sonic 3 - Angel Island Revisited.s3air
```

Saves

Save location `saves/sonic3-air/`

Emulators

Sonic 3 A.I.R.

Standardized features available: `sonic3-air.videomode`, `sonic3-air.padtokeyboard`, `sonic3-air.bezel`, `sonic3-air.bezel_stretch`, `sonic3-air.hud`, `sonic3-air.hud_corner`, `sonic3-air.bezel.tattoo`, `sonic3-air.bezel.tattoo_corner`, `sonic3-air.bezel.tattoo_file`, `sonic3-air.bezel.resize_tattoo`

Controls

Sonic 3 A.I.R. has built-in gamepad support via SDL. The controls follow the standard Sonic layout:

Gamepad button	Action
D-pad / Left analog stick	Move
A (South)	Jump
B (East)	Jump
X (West)	Jump
START	Pause

Additional controls and button remapping can be configured in the in-game settings menu.

Troubleshooting

My game does not launch

- Make sure the ROM file is named exactly `Sonic_Knuckles_wSonic3.bin`.
- Verify that the ROM is a valid Sonic 3 & Knuckles combined ROM (not Sonic 3 alone or Sonic & Knuckles alone).
- The `.s3air` launch file must exist in `/userdata/roms/sonic3-air/`.

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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