

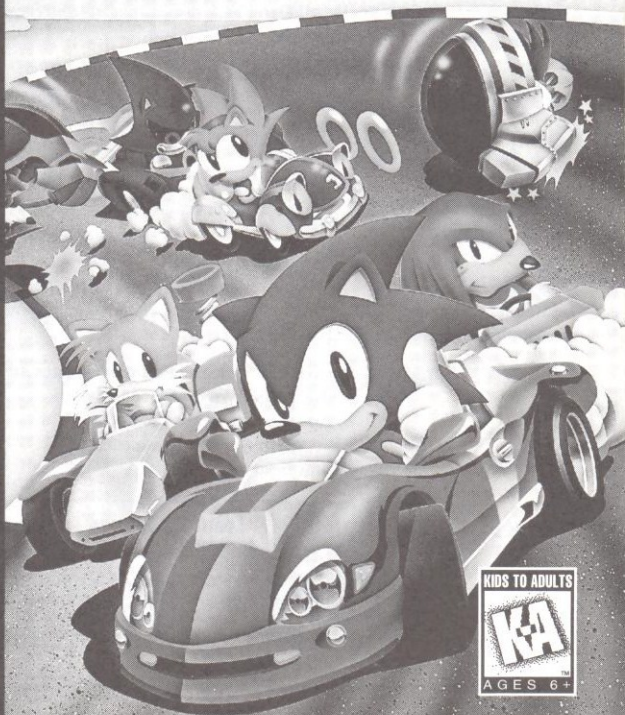
SEGA®

GAME GEAR™

INSTRUCTION MANUAL



SONIC DRIFT™



EPILEPSY WARNING

Read Before Using Your Sega Video Game System

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 may induce an epileptic seizure in these individuals. Certain conditions may induce 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.**

HANDLING YOUR CARTRIDGE

- ❖ The Sega cartridge is intended for use only on the Sega Game Gear.
- ❖ Do not bend the cartridge, crush it or get it wet.
- ❖ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ❖ Be sure to take an occasional break during extended play, to rest yourself and the cartridge.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

For More Information, Visit Sega's Internet Sites at:

web site: <http://www.segaoa.com>

ftp site: [ftp.segaoa.com](ftp://www.segaoa.com)

email: webmaster@segaoa.com

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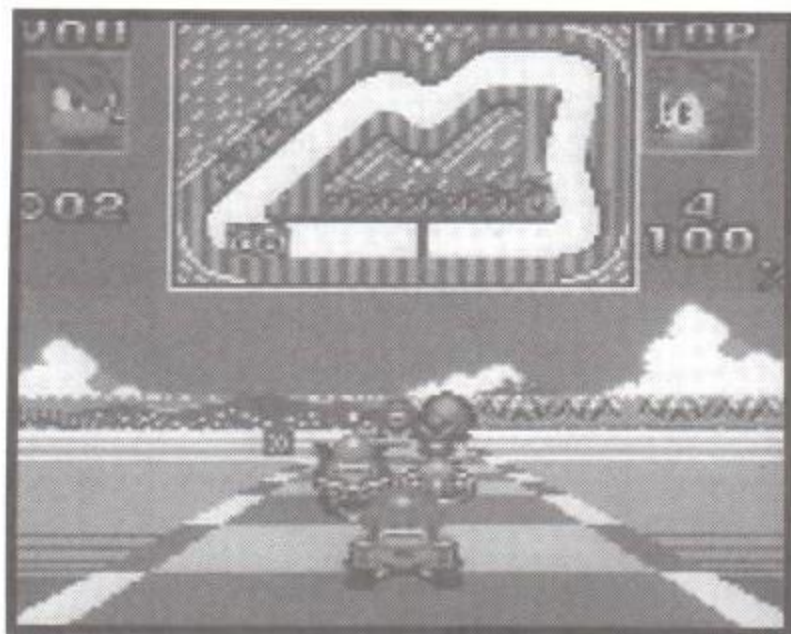
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DRIFT TO VICTORY!

He's back! Everyone's favorite blue hedgehog, Sonic, and six of his friends (and enemies) have come with their souped-up vehicles to battle it out on the track! There's more to this than just speed and control, as these zany racers will resort to just about anything to slow each other down.

Choose one of the seven characters—Sonic, Knuckles, Tails, Dr. Robotnik (known to his fellow racers as the "Eggman"), Amy, Fang or Metal Sonic—and battle the clock (and sometimes Mother Nature) on any of 18 courses. Enter the Chaos GP, where you pick a character and test your skill and trickery against three other drivers over six courses. Or, for great head-to-head action, get a friend to join you and try the Versus mode.

Once these drivers hit the track, those who were friends become rivals. They'll use every trick in the book (and a couple that aren't) to put each other out of the running. Be ready for anything!



STARTING UP

1. Set up your Sega Game Gear System as described in its instruction manual. For two-player games, use the Gear-to-Gear Cable™ (sold separately) to connect the Game Gear units.
2. Make sure the power switch is OFF. Then insert the *Sonic Drift 2* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the Sega logo appears.
4. If the Sega logo doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

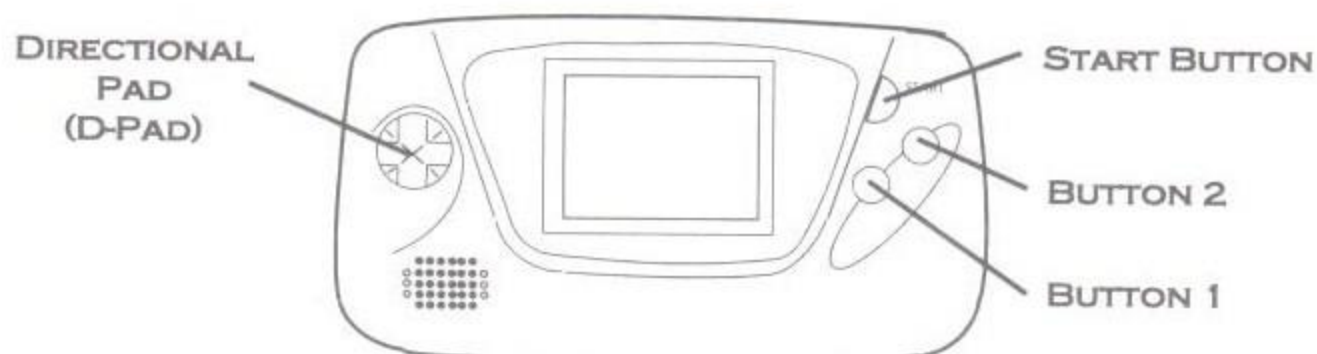
Note: *Sonic Drift 2* is for one or two players.

PLUG IN GEAR-TO-GEAR CABLE

INSERT SEGA CARTRIDGE



TAKE CONTROL!



D-PAD:

PRE-GAME	Moves hand cursor in selection screens
DURING PLAY	Steers your car LEFT and RIGHT. When pressed UP, activates Special Ability (see "The Drivers" on page 7) or "Power-ups" (page 13)

START:

PRE-GAME	Brings up Mode Select screen
DURING PLAY	Pauses game/resumes play when paused (while paused, elapsed time of current lap is displayed)

BUTTON 1:

PRE-GAME	Returns to previous screen/cancels selections
DURING PLAY	Slows car down (brakes)

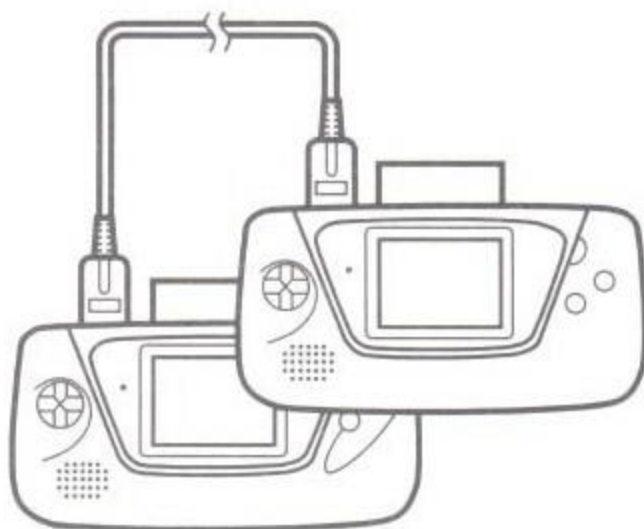
BUTTON 2:

PRE-GAME	Enters selections
DURING PLAY	Accelerates

FOR TWO-PLAYER ACTION . . .

. . . you need the following items:

- Two Game Gear units
- Two Sonic Drift 2 game cartridges
- One Gear-to-Gear™ Cable (sold separately)



Follow these steps to get set up:

- 1) Make sure the power to both Game Gear units is OFF.
- 2) Insert a Sonic Drift 2 game cartridge into each Game Gear.
- 3) Plug one end of the Gear-to-Gear Cable into the proper jack on each Game Gear.
- 4) Turn the power to both Game Gear units ON.

GETTING STARTED

The Title screen follows the Sega logo. Press Start to bring up the Mode Select screen.



MODE SELECT

Choose one of three game modes, or enter the Option screen and set game conditions. Place the hand cursor next to your choice by pressing the D-Pad UP or DOWN, then press Button 2.



CHAOS GP: Choose one of three circuits (PURPLE, WHITE or BLUE), a driver and three opponents (or let the Computer choose them) and see if you can outlast them over the six tough courses in the selected circuit.

FREE RUN: Pick any one of the 18 courses, choose a driver and try to beat the record time (see "RESULT" on page 12).

VERSUS: Test your skill and trickery against a friend.

* * This mode is only available when you have the proper equipment. (See page 5)

OPTION: Set certain game conditions before hitting the road.

THE DRIVERS

Each driver has a Special Ability that they use to gain the advantage over their opponents. To use the Ability, press the D-Pad UP. Each use of the Ability costs two Rings (see "POWER-UPS" on page 13).



NAME: Sonic

CAR: Cyclone

STRENGTH: High Speed

WEAKNESS: Handling

SPECIAL ABILITY: Sonic uses the Dash, a sudden burst of speed that blows him past other drivers. Its effect is short lived.



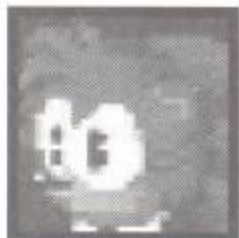
NAME: Tails

CAR: Whirlwind S7

STRENGTH: None

WEAKNESS: None

SPECIAL ABILITY: Tails uses the Jump to propel him over obstacles and opponents' cars. The Jump can be used even in a turn.



NAME: Amy

CAR: Breeze

STRENGTH: Acceleration

WEAKNESS: High Speed

SPECIAL ABILITY: Amy distracts her rivals with the Heart Attack, which makes them lose their sense of direction. While they're confused, she blazes on ahead.



NAME: Eggman (a.k.a. "Dr. Robotnik")

CAR: Egg Typhoon

STRENGTH: Sturdy chassis

WEAKNESS: Acceleration

SPECIAL ABILITY: The evil Doctor tosses Mines that, when hit by other drivers, detonate and destroy their cars. Do they affect the Eggman's Egg Typhoon? Only one way to find out . . .



NAME: Knuckles

CAR: Tempest

STRENGTH: Handling

WEAKNESS: High Speed

SPECIAL ABILITY: Knuckles can Punch opponents (if one is near him) or Jump over them. The Jump is also good for avoiding obstacles such as Mines.



NAME: Fang

CAR: Marvelous Queen

STRENGTH: Acceleration

WEAKNESS: Handling

SPECIAL ABILITY: Fang's a slick one. He chucks Oil Balls onto the track that, when hit, cause other cars to spin out of control.



NAME: Metal Sonic

CAR: Blue Devil

STRENGTH: High Speed

WEAKNESS: Handling

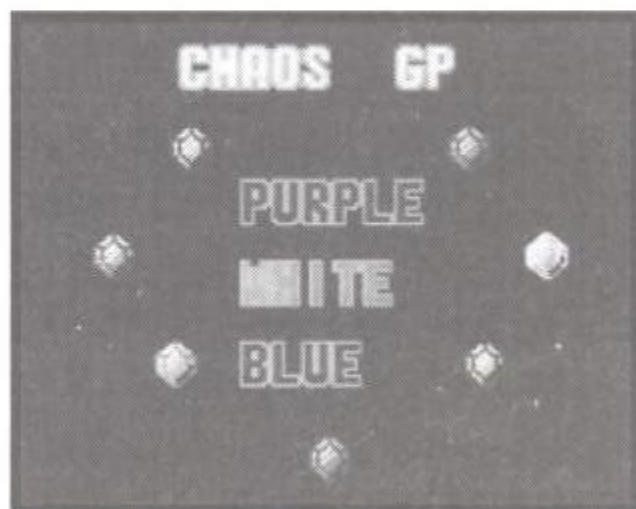
SPECIAL ABILITY: If you think Sonic's Dash is hot stuff, wait 'til you see Metal Sonic's Super Dash! It's so hot it costs three rings for him to use it.

THE CHOICE IS YOURS

Here's how to move around in the selection screens.

LEVEL

Set the difficulty level of the game for **NORMAL** or **HARD**. Make sure the cursor is next to **LEVEL**. **NORMAL** is the default setting, so if you want to play at the **HARD** level, press Button 2 once.

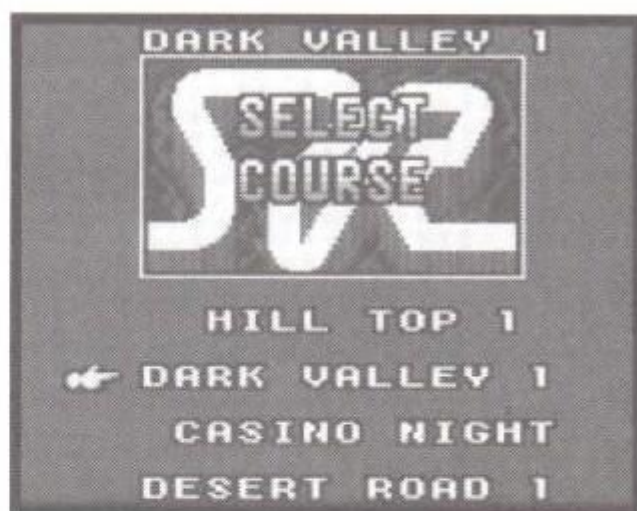


ENEMY

This option affects the **CHAOS GP** mode only. It's normally left **ON**, but if you turn it **OFF** some of the obstacles that would usually be on the courses disappear.

COURSE

In the FREE RUN mode, you first choose one of the three circuits—PURPLE, WHITE or BLUE. Place the cursor next to your choice and press Button 2. The next screen lists the names of the six courses in the selected circuit, and the currently selected course is shown in the map window in the top half of the screen. Select a course the same way you choose the circuit.

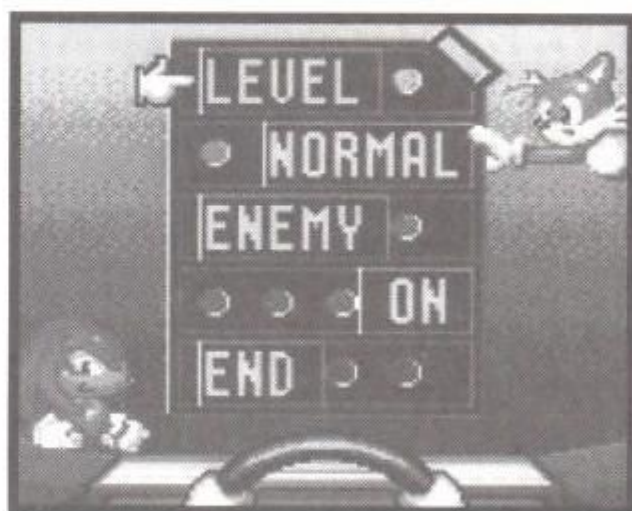


In the VERSUS mode, six set courses from the eighteen are available. A map of the currently selected course appears in the top half of the screen. Press the D-Pad UP or DOWN to scan the list, then place the cursor next to the name of the course you want to race and press Button 2.

CIRCUIT SELECT

There are three circuits—PURPLE, WHITE and BLUE—each offering six courses.

In the CHAOS GP mode, choose one of the circuits and you'll battle three other drivers over the six courses. Place the cursor next to the desired circuit and press Button 2.





In the FREE RUN mode, you have to choose one of the three circuits before selecting a particular course to run. Make your selection as above.

DRIVER

In the CHAOS GP mode, you first choose a driver for yourself, and then you decide whether to select your three opponents or let the Computer select them. As you press the D-Pad LEFT or RIGHT, the characters rotate through the frame at the bottom center of the screen.



When the character you want appears in the frame, press Button 2. At the center of the screen, beneath the word RIVAL, the word AUTO appears. That means you want the Computer to choose three drivers to race against you. To make the driver choices yourself, press the D-Pad UP or DOWN until AUTO is replaced by MANUAL. Then make your selections as before.

In the FREE RUN mode, simply select a driver for yourself. When you're done, the menu screen reappears.

In the VERSUS mode, player one (the player who selected the game mode) chooses his or her driver first. "WAIT" appears on player two's screen. Once player one is done, player two selects.



NOTE: Two players cannot choose the same driver.

RESULT

DARK VALLEY1	
1LAP	0'25"76
2LAP	0'34"38
3LAP	0'49"38
TOTAL	1'49"52

Here the lap times, total time and the name of the driver appear for the best run you've made at the selected course in the current session of play. Run the same course in a faster time, and the new time will appear the next time you check the RESULT screen.

= POWER-UPS (Player-Controlled) =

On every course, different types of Power-ups appear. Drive over a Power-up to grab it, and press the D-Pad UP to use the one you're holding. You can only have one at a time. If you drive over a Power-up while you're already holding one, the one you drive over is left behind and another driver can pick it up.



RING: Two of these (three for Metal Sonic) allow you to use your driver's Special Ability.



DASH (RED): Take off in a burst of speed that may make the difference between first and second!



JUMP (YELLOW): Jump over opponents or obstacles, or just jump for the fun of it.



MINE (GRAY): Detonates when hit by a car. It can be thrown forward or backward, depending on where the closest opponent is.



INVINCIBLE (BLUE): When activated, it makes the driver and car immune to damage from other Power-ups, bumps from other drivers and obstacles (for a limited time). If you drive off a cliff, though, this Power-up can't help!

==POWER-UPS AND OBSTACLES==

(Automatic)

These Power-ups and obstacles affect you immediately upon being touched or driven over. You can't pick them up and use them at will. Some are good, some not so good. Learn the difference!



SPRING: This propels you over obstacles, opponents and sudden breaks in the road. Learn how to use these to your best advantage.



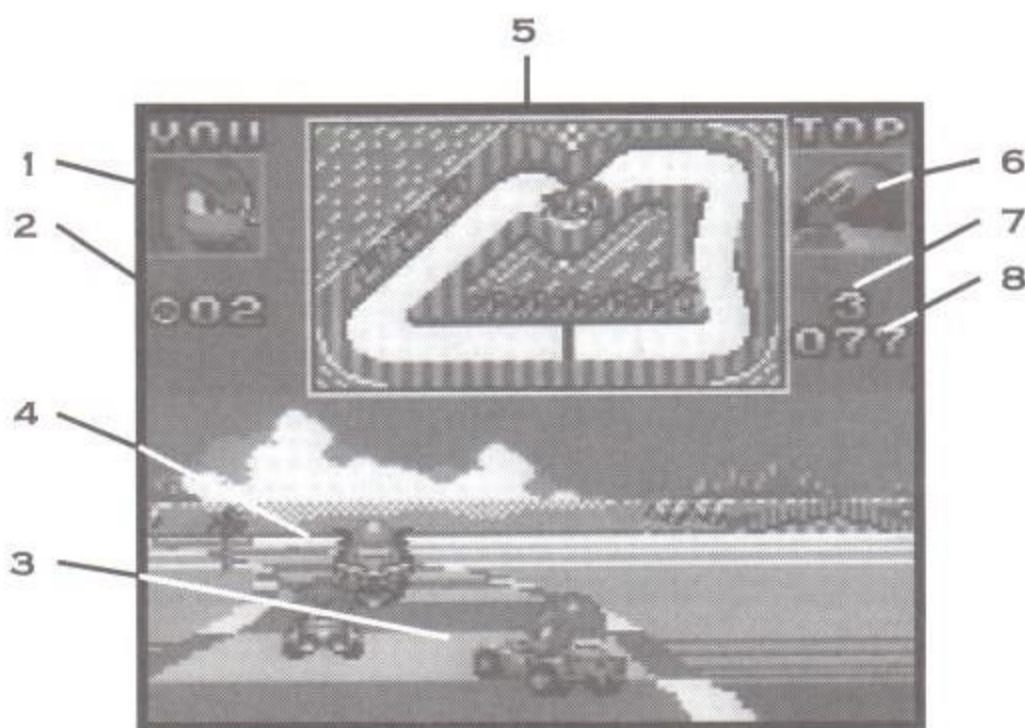
FLASH: This flashing star explodes when hit, whiting out the screen momentarily.



REVERSE: Drive over this and your steering (D-Pad control) will flip-flop. Pressing LEFT will send you RIGHT and vice versa. Wears off after a short time.

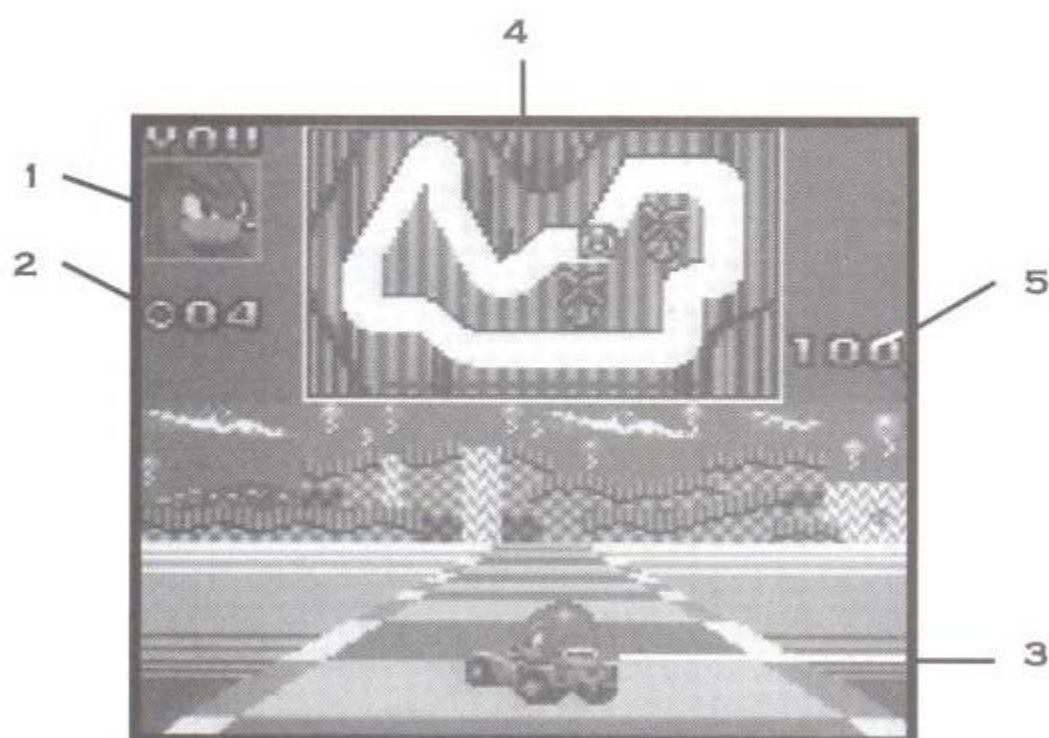
SCREEN SIGNALS

CHAOS GP



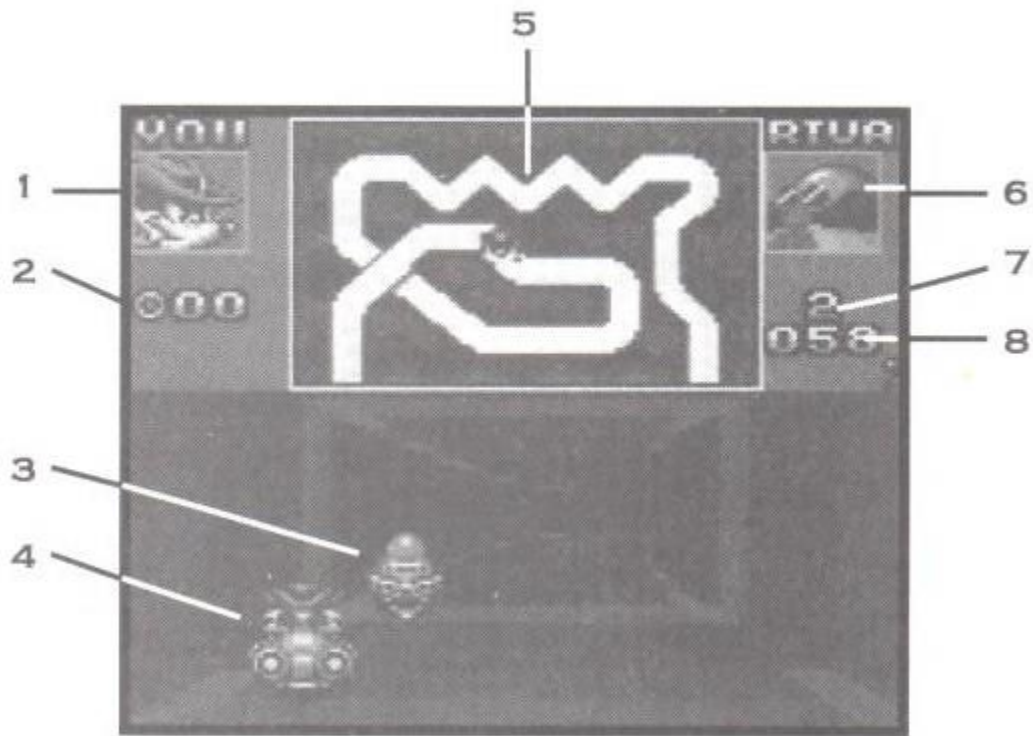
- 1) Your driver
- 2) Number of Rings you currently have
- 3) Your driver and car
- 4) One of three opposing drivers
- 5) Course map
- 6) Opposing driver currently in best position (if you're in 1st, this driver's in second)
- 7) Your current position
- 8) Power your engine is putting out (highest is normally 100%, but can go higher if you grab and use a Dash Power-up)

FREE RUN



- 1) Your driver
- 2) Number of Rings you have
- 3) Your car and driver
- 4) Course map
- 5) Power your engine is putting out





VERSUS



- 1) Your driver
- 2) Number of Rings you have
- 3) Your car and driver
- 4) Opponent's car and driver
- 5) Course map
- 6) Opposing driver
- 7) Your current position
- 8) Power your engine is putting out

OF COURSE

Here's a look at the 18 courses. Any course with a "2" after the name is a slightly more difficult version of the original course.

NAME	CIRCUIT	WATCH OUT FOR ...
Emerald Hill 1/2	Purple/White	<i>Mines</i> are scattered about. If hit, they explode. On the last lap of the race, they explode automatically.
		
Hill Top 1/2	Purple/White	<i>Ramps</i> can help and hurt you. If you take them straight on, you can maintain your speed. Grazing one, however, slows you down. <i>Motora</i> zigzags around the track, trying to get in the way. You'll spin if you hit it, so watch out.
		

NAME

CIRCUIT

WATCH OUT FOR . . .

Dark Valley 1/2



Purple/Blue



Rocks block your path. Hit one and your car is totaled. To get over the Gorges, find the *Springs* directly in front of them. The wind is also a problem here—don't get blown away!

Casino Night

Purple



Hit a *Bobbin* and you bounce off it like a pinball. A *Triangle Bumper* sends you reeling sideways when you hit one.

Desert Road 1/2

Purple/White



#1 features large bank turns while #2 has tunnels you have to get through. *Sand Piles* can make you spin out of control if you try to steer through them.

Iron Ruin

Purple



Mecha Vulture looms over your car, slowing you down if he lands on your hood. Swerve from side to side to try and avoid him.

NAME

CIRCUIT

WATCH OUT FOR . . .

Emerald Ocean

Blue



Slowing down on certain parts of the course will cause you to slide sideways toward the water. Avoid *Rocks*, as they either make you spin or slow you down.

Milky Way

Blue



Don't go off the course, 'cause it's a long way down. Be careful when you jump or you might get slammed by a *Meteorite*. You'll spin out and lose ground.

Death Egg

Blue



This course is a true test of your cornering ability. *Electromagnetic Poles* line the course, and hitting one makes you spin out.

HIT THE ROAD

CHAOS GP

The CHAOS GP mode pits you against three other drivers, each intent on leaving the others—including you—behind as they speed on to glory.

First, choose a circuit (PURPLE = EASY, WHITE = MEDIUM, BLUE = HARD). Then pick the driver you want, and select (or let the Computer select) the other three racers. The GP takes you over each course of the selected circuit, with the drivers picking up points depending on their finishes.



- 1st— 3 points
- 2nd— 2 points
- 3rd— 1 point
- 4th— Nothing but shame!!

After the six races, the driver who's amassed the most points wins the GP. If there's a tie for total points, the racer with the most 1st-place finishes takes the crown. A win is indicated by a gem appearing under the driver's score.

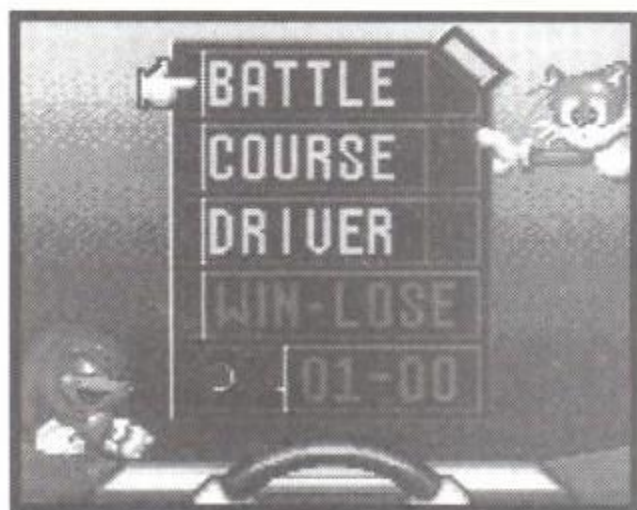
The top three drivers at the end of the GP take their places on the stand for the awards presentation. If you won, press Button 2 and enjoy the special screen just for you. Congratulations!

FREE RUN

This mode is useful for practice, to improve your techniques and to get used to the layouts of the various courses. Choose a course and note the top three total times. This should give you a goal to shoot for. Then select a driver and hit the track. To exit this mode during a race, press Start to pause the action, then press Buttons 1 and 2 simultaneously. After the race, your times are displayed. Press Button 2 to return to the FREE RUN menu screen.

VERSUS

This two-player battle mode pits you against a friend. The player who selects this mode becomes player one. Player one makes his or her driver choice first, and also must choose the course from the six available.



It's race time! Don't hold anything back, because your friend sure won't. After the race the results are posted. Press Button 2 to return to the VERSUS menu screen. Race as many times on as many different courses as you want. Each time you return to

the menu screen, you can see how many races you've won and lost.

TIPS FROM THE TOP

- Hit the FREE RUN mode and try all of the courses at least a few times before you enter the CHAOS GP. It helps to know the course well when you've got three drivers bumping you, throwing Mines at you and otherwise trying to leave you eating dust!
- Try to glance at the course map now and then. It gives you the position of all drivers on the course. If someone is well ahead or well behind you, it's still good to have some idea where everyone is.
- Learn what each item looks like so you can take the ones you want, or the ones that best suit the course you're running.
- Knuckles the Echidna isn't the fastest racer of the group, but nobody takes the turns and corners like him. He's a good driver to pick while you're getting used to the game.
- Power-ups and Rings cannot be carried over from one race to the next, so don't let them go to waste!
- Press Buttons 1 + 2 together and the D-Pad LEFT or RIGHT to make your driver perform the Drift. What does it do? Try it and find out! It wouldn't be any fun if we told you everything, would it?

NOTES

NOTES

NOTES

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective Cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive United States warranty service, call the Sega Consumer Service Department at
1-800-USA-SEGA.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at
1-800-872-7342.

DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER. Return the Cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective Cartridge to us. The cost of returning the Cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Game Gear Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your Cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

For French instructions, please call:
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on Game Gear*

SONICTM LABYRINTH

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