

SONICTM
THE HEDGEHOG

**BATTLE
RACERS**



©SEGA

1

BRAKE

**SPEED
-4**



2

SHIFT

RUN
1 SPACE



OR

SPEED
+1



3

SPRING



RUN

OR

JUMP



UP TO 2 SPACES



4

SPIN DASH



SPIN

and if current
Speed is 1 or 2,

THEN

SPEED
+3



5

SPIN

SPIN



OR

SPEED
+1



6

BOOST

JUMP
1 SPACE



OR

SPEED
+1



7

SPRINT



SPEED
+2



8

POWER



Activate Racer
POWER



9

BRAKE

SPEED
-4



10

SHIFT

**RUN
1 SPACE**



OR

**SPEED
+1**



11

SPRING



RUN

OR

JUMP



UP TO 2 SPACES



12

SPIN DASH



SPIN

and if current
Speed is 1 or 2,

THEN

SPEED
+3



13

SPIN

SPIN



OR

SPEED
+1



14

BOOST

JUMP
1 SPACE



OR

SPEED
+1



15

SPRINT



**SPEED
+2**



16

POWER



Activate Racer
POWER



17

BRAKE

SPEED
-4



18

SHIFT

RUN
1 SPACE



OR

SPEED
+1



19

SPRING



RUN

OR

JUMP



UP TO 2 SPACES



20

SPIN DASH



SPIN

and if current
Speed is 1 or 2,

THEN

SPEED
+3



21

SPIN

SPIN



OR

SPEED
+1



22

BOOST

JUMP
1 SPACE



OR

SPEED
+1



23

SPRINT



**SPEED
+2**



24

POWER



Activate Racer
POWER



25

BRAKE

SPEED
-4



26

SHIFT

RUN
1 SPACE



OR

SPEED
+1



27

SPRING



RUN

OR

JUMP



UP TO 2 SPACES



28

SPIN DASH



SPIN

and if current
Speed is 1 or 2,

THEN

SPEED
+3



29

SPIN

SPIN



OR

SPEED

+1



30

BOOST

**JUMP
1 SPACE**



OR

**SPEED
+1**



31

SPRINT



SPEED
+2



32

POWER



Activate Racer
POWER



33

BRAKE

SPEED
-4



34

SHIFT

RUN
1 SPACE



OR

SPEED
+1



35

SPRING



RUN

OR

JUMP



UP TO 2 SPACES



36

SPIN DASH



SPIN

and if current
Speed is 1 or 2,

THEN

**SPEED
+3**



37

SPIN

SPIN



OR

SPEED

+1



38

BOOST

JUMP
1 SPACE



OR

SPEED
+1



39

SPRINT



SPEED
+2



40

POWER



Activate Racer
POWER



41

BRAKE

SPEED
-4



42

SHIFT

RUN
1 SPACE



OR

SPEED
+1



43

SPRING



RUN

OR

JUMP



UP TO 2 SPACES



44

SPIN DASH



SPIN

and if current
Speed is 1 or 2,

THEN

SPEED
+3



45

SPIN

SPIN



OR

SPEED
+1



46

BOOST

JUMP
1 SPACE



OR

SPEED
+1



47

SPRINT



SPEED
+2



48

POWER



Activate Racer
POWER



49

BRAKE

SPEED
-4



50

SHIFT

RUN
1 SPACE



OR

SPEED
+1



51

SPRING



RUN

OR

JUMP



UP TO 2 SPACES



52

SPIN DASH



SPIN

and if current
Speed is 1 or 2,

THEN

SPEED
+3



53

SPIN

SPIN



OR

SPEED
+1



54

BOOST

JUMP
1 SPACE



OR

SPEED
+1



55

SPRINT



SPEED
+2



56

POWER



Activate Racer
POWER



57

BRAKE



SPEED
-4



58

SHIFT

**RUN
1 SPACE**



OR

**SPEED
+1**



59

SPRING



RUN

OR

JUMP



UP TO 2 SPACES



60

SPIN DASH



SPIN

and if current
Speed is 1 or 2,

THEN

SPEED
+3



61

SPIN

SPIN



OR

SPEED
+1



62

BOOST

JUMP
1 SPACE



OR

SPEED
+1



63

SPRINT



SPEED
+2



64

POWER



Activate Racer
POWER

