

Sonic has picked up odd readings from the space station where his friend Tails is on vacation. The station was built as a resort for weary space travelers, with 7 zones of wondrous rejuvenation spheres. But Sonic's instruments show that the station is losing power! And there has been no word from Tails... Worried, Sonic has blasted off to investigate.

Dr. Robotnik is the culprit! He's concealed the rejuvenation spheres and is converting them into traps that send unwary travelers hurtling unprepared into space, so he can take over the station for himself. And he has imprisoned Tails!

To win, Sonic will need a lot of power. He must find and activate remaining rejuvenation spheres to score all the energy points he can. The station atmosphere is at zero gravity and Dr. Robotnik has installed magnetic force beams to ensnare Sonic in repetitive patterns that could keep him trapped. He has also placed a holographic image of Tails in every zone. Not knowing which Tails is real, Sonic has to free each one.

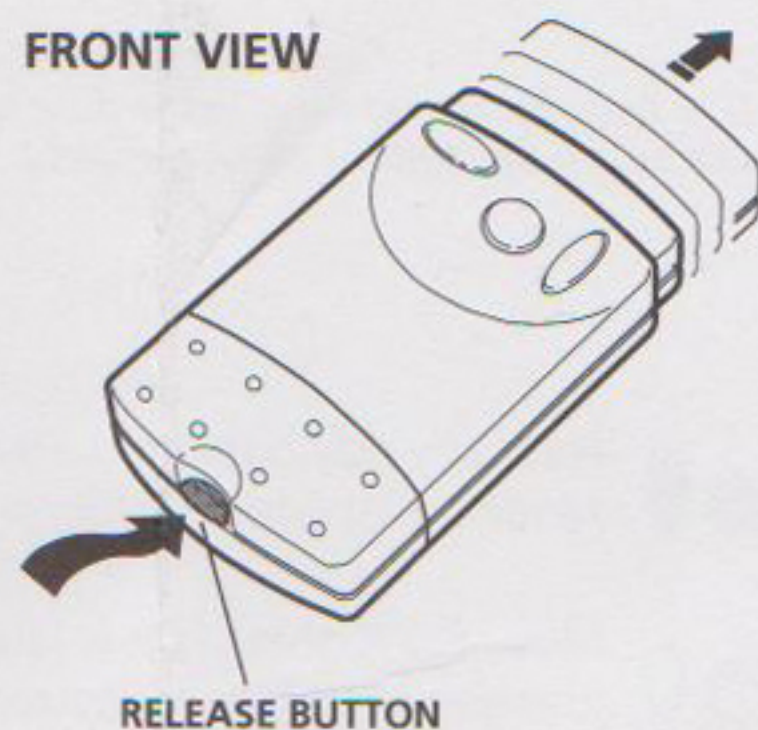
**SONIC NEEDS YOU!** Help Sonic to escape from the magnetic force patterns, avoid the traps, rescue Tails, and defeat Dr. Robotnik's foul plan!

**To start the game:** Press the release button at the base of the unit. The unit pops open to reveal the screen. Then press the round **Launcher** button (between the other two large buttons) to start the game.

**Note:** In play mode, if you go too long without pressing a button, the game will turn itself off automatically to save batteries. To turn the game back on, press any button.

**Warning:** Always open your Pocket Arcade by pressing the release button. Forcing the unit open could break it.

**FRONT VIEW**



**RELEASE BUTTON**

Shows Sonic's energy point **score**.

**Dr. Robotnik** in his evil destructo-craft. Sonic wins 100 points whenever he hits the craft's pincers, disturbing Dr. Robotnik's work.

The **bumper** symbols show what each bumper contains. Some have rejuvenation spheres or traps, and a different combination of bumpers is available in each space station zone. All the bumper symbols are explained on the back of this page.

Indicates the number of **lives** Sonic has left. Sonic normally has four lives per zone (his starting life plus three more). He may get an extra life or the equivalent energy points if he finds and activates the regeneration sphere.

**Sonic** is about to enter the space station.

Internal **launch pad**.

Sonic's **launch tower**.

Move the **flashing cursor** to activate the station's internal launch pads and to fill the gaps in the station walls opened by Dr. Robotnik and his traps. Use it to keep Sonic from being hurled into outer space and to release him from the magnetic force patterns.

Press **Sound** to toggle the sound off and on at any time. (The batteries will last longer the less you use the sound.)

**SOUND**

**ZONE**

**PAUSE**

**TURBO**

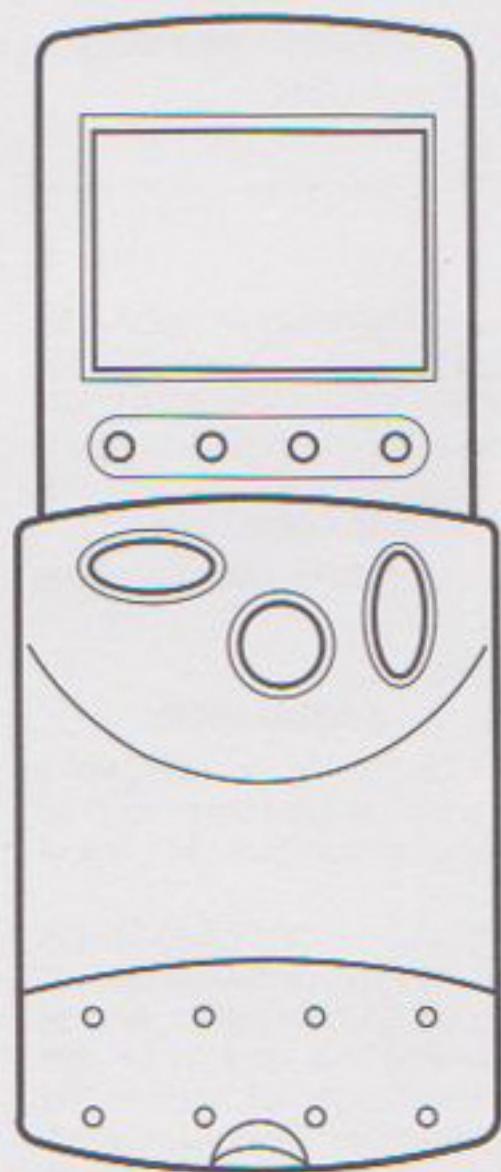
**Zone** lets you select the difficulty level for the game—from Station Zone 1 to 7. Your choice of Zone level is indicated by the number of black launch bars shown in the base of Sonic's launch tower when you are pressing the Zone button; e.g., turn on 5 bars if you want to launch Sonic into Zone 5 when the game begins. You can play the zones consecutively or choose any single zone to play.

Then press any large play button to start your game. (Pressing Zone will also end the game you are in and begin a new one.)

Press **Pause** to pause the game for up to 60 seconds; press any button to start playing again. If no buttons have been pressed after 90 seconds, the game will go into "Halt" mode, automatically shutting itself off to save batteries.

Pressing **Turbo** temporarily energizes super-Sonic speed. Turbo is available once in each zone and lasts about 5 seconds.

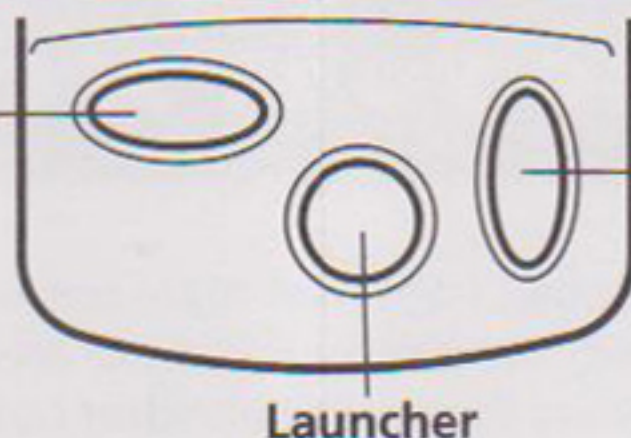
**Important:** If you accidentally press the Sound and Turbo buttons at the same time, the unit will go into its test mode. To return to the play mode, you will have to reset the unit. To do this, press Pause and Turbo at the same time. The unit will go into Halt mode. Then press any key to start another game.







Left/Right




Up/Down



(The buttons shaded black in the diagrams below are the buttons being pressed.)

## GAME CONTROLS









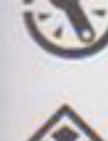





-  Press any play button to energize Sonic's launch tower, sending him into the station and starting play.
-  Move the flashing cursor left and right to fill gaps and energize launch pads horizontally along the upper and lower walls. The action always starts with the flashing cursor on the lower wall. Be careful! Dr. Robotnik has already made some holes here.
- **Turbo** Once per zone, give Sonic a burst of extra super-Sonic speed. You may want to use this when Sonic's shield is on, so he won't fall out of the station while he quickly finds the bumpers he needs.

-  Move the flashing cursor vertically, up and down the side walls of the station.
-  Press the Launcher button together with Left or Right to send the flashing cursor onto the left or right station wall, respectively.
-  Pressing the Launcher button together with Up or Down sends the flashing cursor to the upper or lower wall.

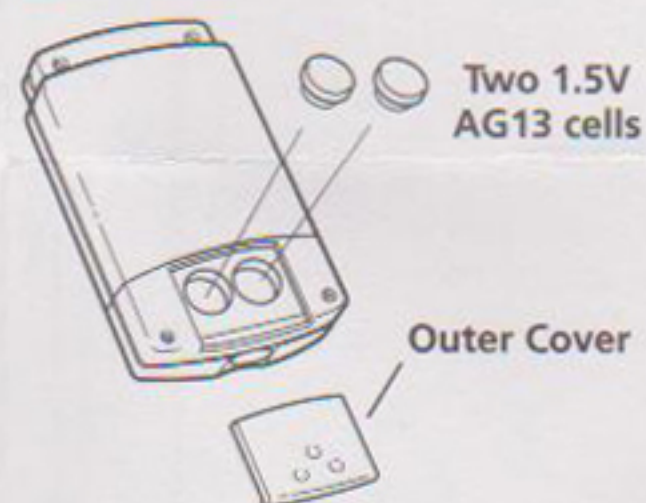
**Hint** Watch Sonic's movement carefully. If you can energize a station launch pad by moving the flashing cursor there just as Sonic hits the pad, you may give him a boost that will break him free of a repetitive pattern and send him off to find more bumpers to activate.

## BUMPERS

### Rejuvenation Spheres and Traps

-  Bonus Zone indicators. In some station zones, if Sonic can find and turn these on before hitting the Star Post, they flash and direct him into a bonus zone, where there are no holes in the station walls and he can safely finish his tasks of activating the rejuvenation spheres and rescuing Tails before exiting. 500 energy points.
-  Star Post exit bumper. To complete each zone and leave, the last thing Sonic must do is hit the Star Post bumper, which sends him into the next zone. 500 energy points.
-  Rejuvenation Shield. When Sonic activates this shield, it generates an invisible energy field that keeps him from hurtling through any holes in the walls. 100 energy points.
-  Regeneration Sphere. This gives Sonic an extra life. If he still has three lives when this happens, he gets 2,000 energy points instead.
-  Rejuvenation Booster. 200 energy points.
-  Rejuvenation Orb. 250 energy points.
-  Healing Cube. 250 energy points.
-  Acid Trap. Eats out a hole in the station wall.
-  Lightning. A flash of magnetic lightning blinds Sonic for 2 seconds and he can't see the bumpers or the walls.
-  Music Cube. Soothing music rejuvenates. 200 energy points.
-  Tails. Is it a holographic image or the real Tails? Sonic has to free them all. 250 energy points.
-  Sonic Wrench. Gives the ability to activate bumpers with only one hit. 200 energy points.
-  End of bonus zone. Just before a bonus zone ends, these bumpers flash a pattern to let Sonic know that the walls will reopen and he will have to hit the Star Post to exit. 500 energy points.
-  Electronic Spike. Breaks open a hole in the station wall.

### BACK VIEW



### BATTERY REPLACEMENT

If your Pocket Arcade batteries wear out, use a small screwdriver to remove the screw holding the battery cover in place. Then slide off the battery cover and replace the batteries with two new **1.5V AG13** button cell batteries (sold separately), slide the cover back on, and replace the screw.

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Please retain your dated sales receipt (photocopies are acceptable) to easily establish the date of purchase for in-warranty repairs.

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