

INSTRUCTION MANUAL

SONIC & KNUCKLES



SEGA
MEGA DRIVE

EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, **IMMEDIATELY** discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

Save Floating Island!

The last time Sonic and Robotnik went head-to-head, Sonic blasted Robotnik's Death Egg to smithereens. The explosion heaved Sonic deep into Floating Island's Mushroom Hills!

Sonic knows that many Emeralds, including the Master Emerald, are hidden somewhere on Floating Island. He bets this Knuckles character knows where they are! Sonic can't let Robotnik get his hands on the Master Emerald. He'd have Death Egg fuel forever — and Floating Island would be destroyed!

Now Sonic's got two problems. How to protect the Master Emerald? And how to keep Knuckles off his back? He'll have to deal with that wild echidna right away!



Knuckles has problems, too. As Guardian of Floating Island and all the Emeralds, Knuckles has a mission — to wage war on all invaders. Whoever threw that bomb is in DEEP trouble. Knuckles is ready with tricks, traps and bare-fisted attacks to keep Floating Island safe.

Sonic's not taking any chances. Neither is Knuckles! But while they're going the rounds with each other, who's stopping Dr. Robotnik? Could this be the end of Floating Island?

Getting Started

Cartridge



Control Pad 1

1. Set up your Mega Drive System as described in its instruction manual.
2. Plug in Control Pad 1.
3. Make sure the power switch is **off**.
4. Fit the **Sonic & Knuckles** cartridge into the cartridge slot and press it down **firmly**.
5. Turn the power switch **on**.

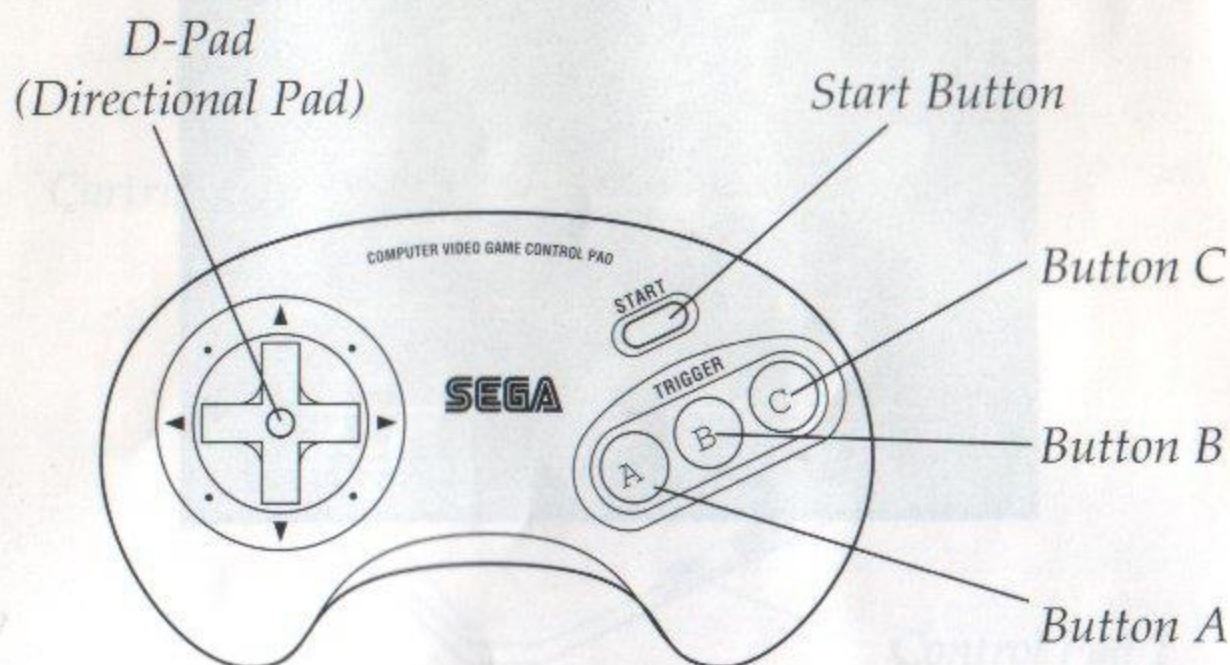


6. You'll see the Sega logo, and then the **Sonic & Knuckles** Title screen. Wait a few moments to watch the game demos.
7. Press the **Start** button on the control pad to bring up the Title screen again.
8. Press the **D-Pad up/down** to select your character. Choose either Sonic or Knuckles.
9. Press **Start** to begin the game.

IMPORTANT

- If you don't see the Sega screen, turn the power switch **off**. Check your Mega Drive setup, make sure the cartridge is **firmly** inserted in the console, and turn the power switch **on**.
- Always turn the power switch **off** before inserting or removing the cartridge.

Basic Moves



To Do This:

Press This:

- Move right/left **D-Pad right/left**
- Jump **Button A, B or C**
- Duck **D-Pad down**
- Spin Dash **Hold the D-Pad down.**
Press **Button A, B or C** to start spinning. Tap the button repeatedly to rev up your spin. Release the **D-Pad** to dash away like a road rocket.
- Look Up/Down **Stand still, press D-Pad up/down and hold**
- Pause/resume play **Start**

HINT

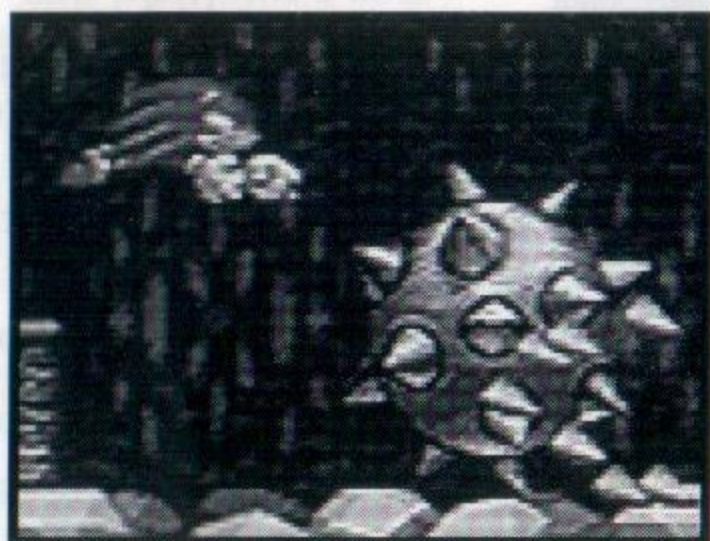
Sonic's moves can get even more spectacular! Find all the Emeralds and see what happens!

Knuckles' Signature Moves

Knuckles uses a Spin Dash just like Sonic, but he also has unique moves of his own. For one thing, he bashes through walls like nobody else! Check out these other Knuckles specialties:

Glide

- Press **Button A, B or C** twice quickly — once to get some air and again to start gliding.
- Press the **D-Pad left/right** for direction.



Gliding Knuckles Attack

- Press **Button A, B or C** twice to start gliding.
- Put Knuckles' best fists forward to knock out Badniks. Perform this attack just like the Glide and whack into robots on the fly!

Wall Climb

- Get close to a wall.
- Press **Button A, B or C** twice quickly — once to jump, and a second time to stick to the wall or vertical surface.
- Press the **D-Pad up/down** to climb.
- Press **Button A, B or C** to jump off.

Floating Island Patrol

Dr. Robotnik is out there somewhere. If he gets his hands on the Master Emerald and repairs the Death Egg, Floating Island is in peril!

Rings

Defend Floating Island by collecting gold rings.

- Collect as many rings as you can for high score and protection from enemy hits or hazards.
- When Sonic or Knuckles hits a trap, or gets attacked by a Badnik, they lose their rings. When they have no rings, an enemy hit costs them one life.
- In Special and Bonus Stages, you earn a Continue when you grab 50 rings.
- Grab 100 rings and get an extra life!

Badniks

Each time you defeat a Badnik, it breaks apart and the animal trapped inside is freed!

Bosses

At the end of every Zone, you must defeat an extra-nasty Boss specially created by Robotnik!

Time

The Time Limit for each Act is 10 minutes. If you take too long and the Time Limit runs out, you must repeat the Act. Zip past Star Posts during the Act, and you'll only have to repeat from the last Star Post you passed.



Lives

You begin the game with 3 lives. If you lose a life, you must restart the Act from the last Star Post you passed. If you lose all your lives, the game ends.

Continues

You earn one Continue for every 50 rings you collect in the Special and Bonus Stages. Continues are worth a whopping 3 lives each!

When you lose all 3 of your original lives, but have earned Continues, you'll see the Continue screen. Then, you have 10 seconds to press **Start** to get back into the game.

Once you press **Start**, you will re-enter the game at the last Star Post you passed.

Power Up!

Power-ups are everywhere in the Zones. They look like monitors. Fuel up on these prizes by bouncing on top of them or doing a Spin Dash into them.



SUPER RING

Collect 10 gold rings at once!



1-UP

Bounce on Sonic or Knuckles for an extra life.



INVINCIBILITY

Makes Sonic or Knuckles Badnik-proof, for a limited time only. Some moving objects are still harmful, so be careful!



WATER SHIELD

Encloses Sonic or Knuckles in a Badnik-proof air bubble, and lets them breath underwater. Now you can defeat most Badniks by bouncing on their heads!



LIGHTNING SHIELD

Sonic or Knuckles becomes a gold ring magnet. Just pass close by and the rings will follow you anywhere! The Lightning Shield also absorbs energy ball attacks. As Sonic, you can press **Button A, B or C** twice quickly for a double jump!



FLAME SHIELD

This device protects Sonic or Knuckles from a fire attack. As Sonic, you can also power up for the Fireball Spin Dash. Press **Button A, B or C** twice quickly to jump and **D-Pad left/right** for horizontal attacks.



SUPER SHOES

High-speed sprinting shoes. Watch Sonic and Knuckles go!

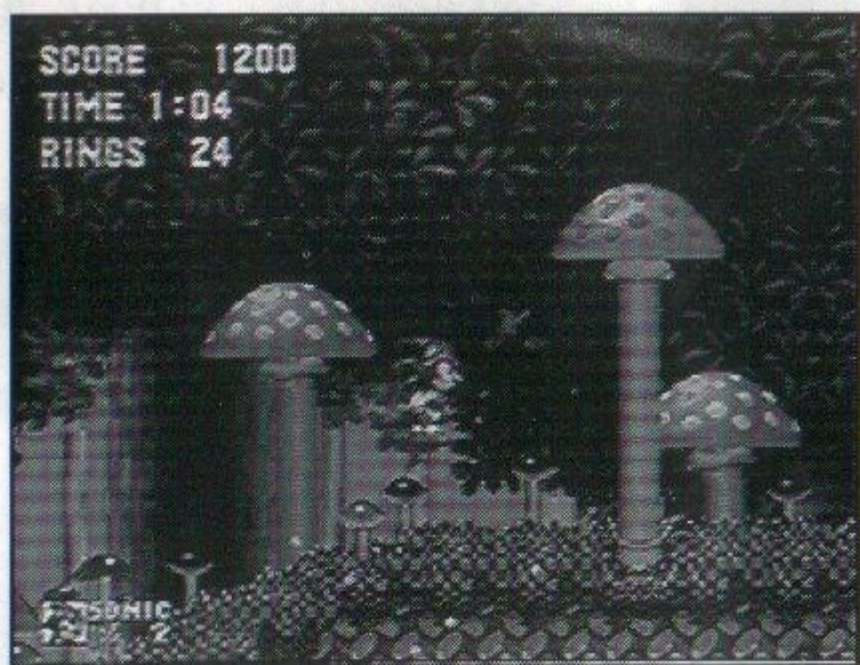


ROBOTNIK

If you see this one, **STAY AWAY!** Robotnik steals all your rings, or takes a life!

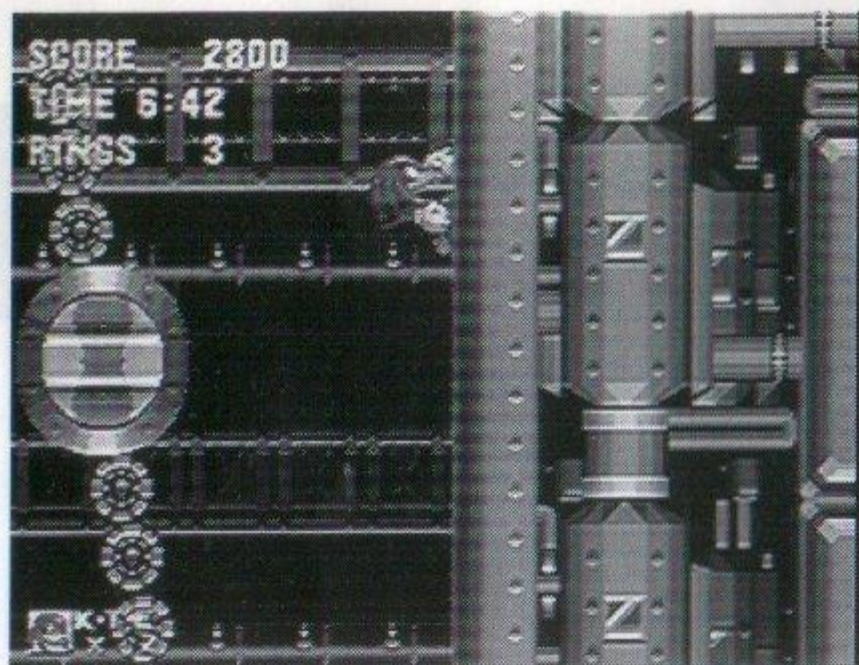
Zip Through the Zones!

Mushroom Hill Zone



Fantastic mushrooms cover the lush hills deep in Floating Island's interior. Many useful kinds of plants grow here. See how they can help you.

Flying Battery Zone



Go flying on Robotnik's warship. Watch where you step — sneaky traps are everywhere!

Sandopolis Zone



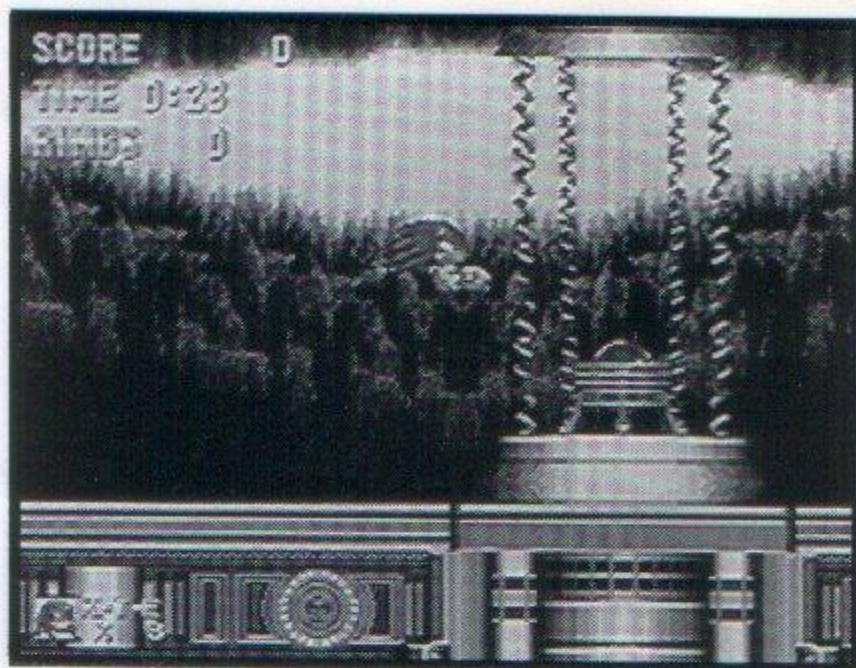
No desert has shiftier sands than this treacherous terrain. Play the sands to your advantage. Time your attack on the Skorp just right!

Lava Reef Zone



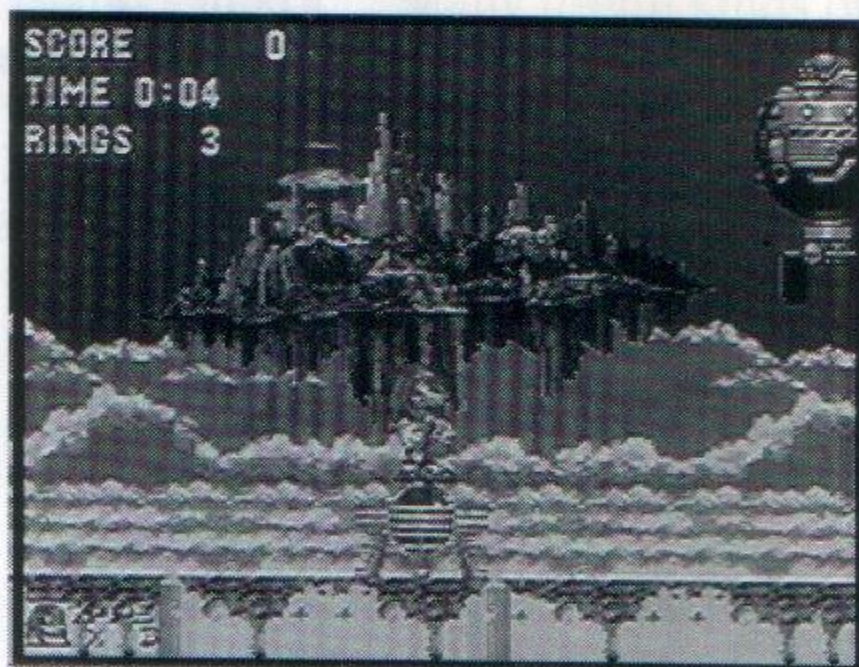
Enter the biggest, hottest Zone on Floating Island! Beware of exploding rocks and Toxomisters that poison the air!

Hidden Palace Zone



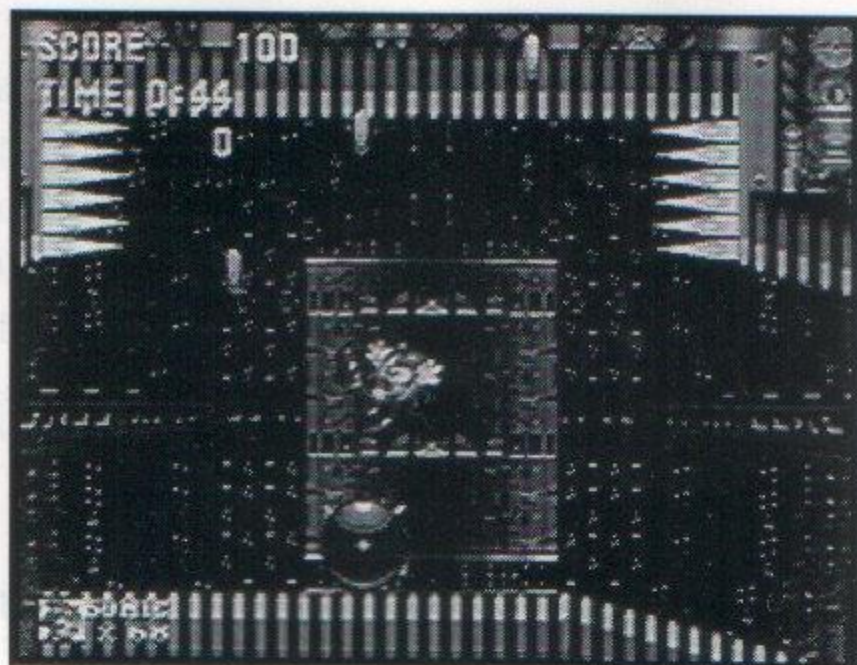
Some mysteries are solved! Robotnik makes his big play, and Knuckles finds out who the REAL bad guy is!

Sky Sanctuary Zone



Take the battle to the clouds when Sonic fights Robotnik's Badniks on the floating ruins of an ancient time!

Death Egg Zone

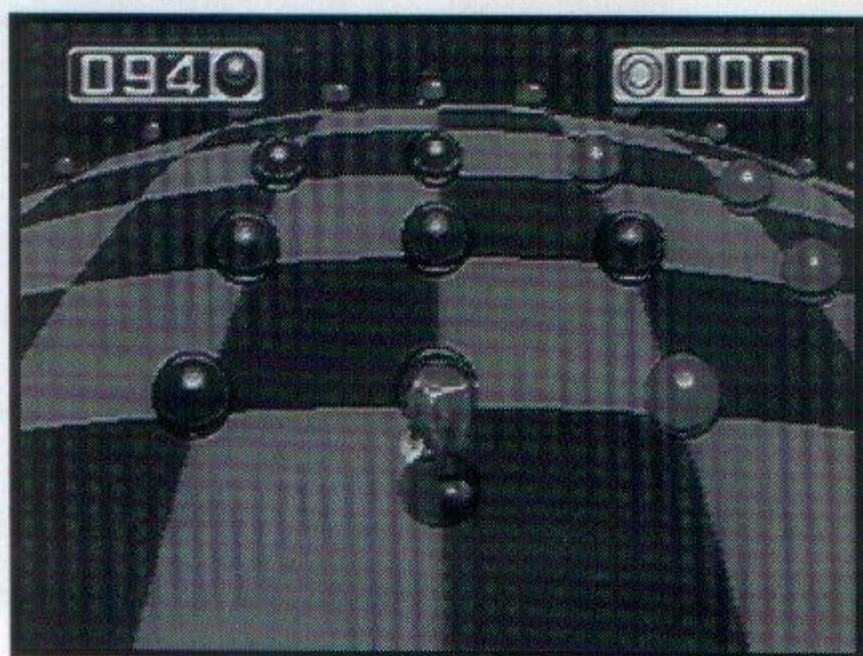


Face bald, belligerent Robotnik in his whirling Death Egg!

Doomsday Zone

Sonic unleashes incredible Emerald forces in this final shattering showdown with Robotnik!

3D Special Stage



3D Special Stages are hidden throughout the game. Find the giant gold ring in each Act and jump through it to enter the Special Stage. Once you're there:

- Grab the blue spheres. If you get them all, you win a Chaos Emerald!
- Collect 50 rings and you'll be awarded a Continue.
- Grab a yellow sphere to catapult for a distance of 5 spheres.
- Red and white star spheres are bumpers that ricochet you in the opposite direction.
- Dodge the red spheres. (Hint: Try jumping over them.)

Bonus Stages

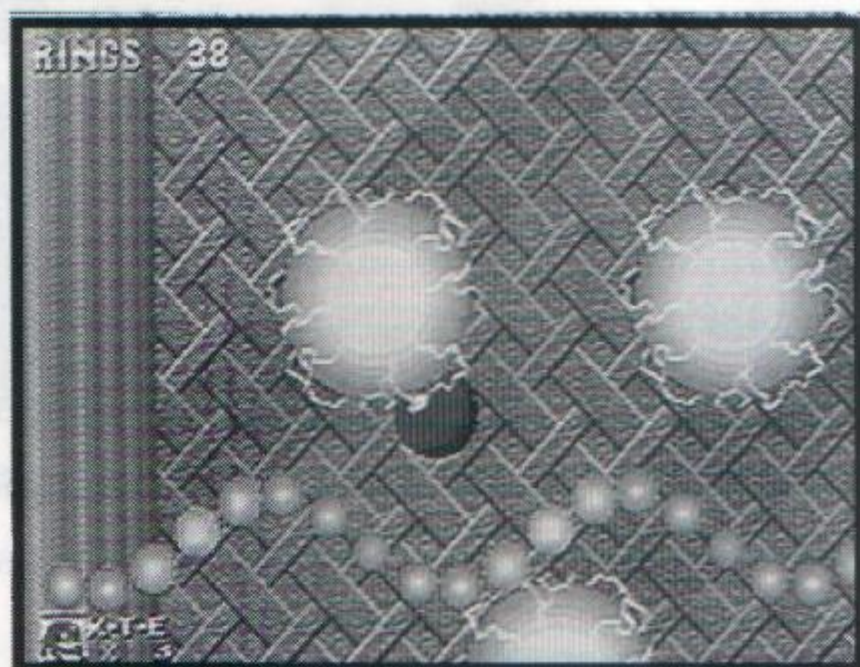
Pass a Star Post when you have 50 rings (or more) and a Star Circle will appear. Jump through the circle to enter a Bonus Stage. The number of rings you have when you jump into the halo determines which stage you'll enter.

Collect 50 rings in any Bonus Stage and win 1 Continue.

Glowing Spheres Stage

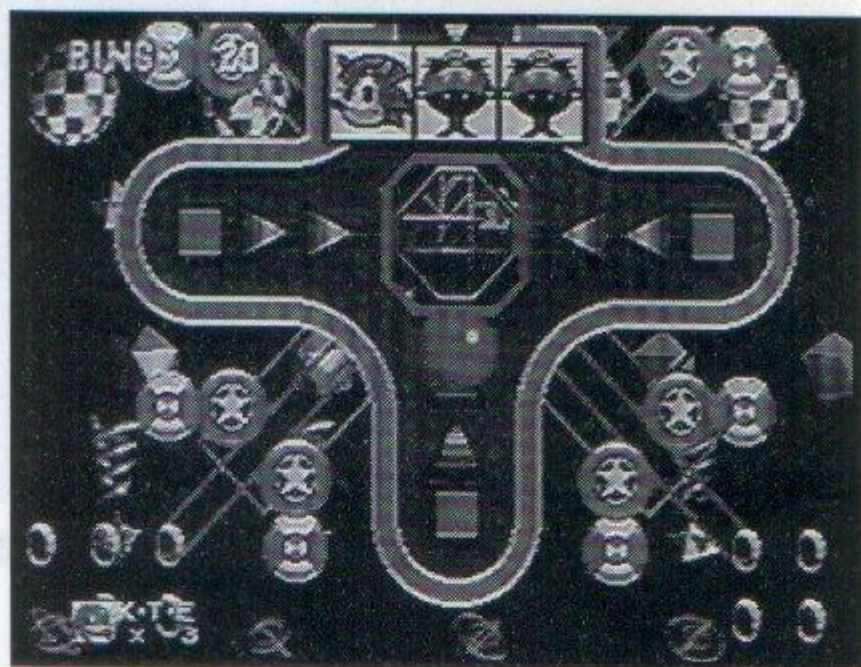
You are stuck to a magnetic sphere! Roll to the top of the sphere and then jump to a higher one. Activate the flippers to help you to the top.

Look out for the force field creeping up from below!



Slot Machine Stage

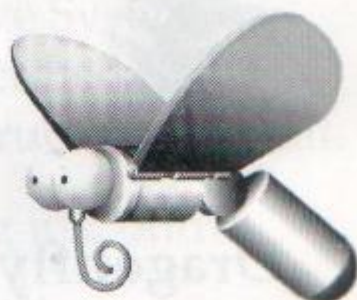
Collect rings when the tumblers roll. Jump toward the center to stay in the game.



1 Bar	2 Rings
2 Bars	4 Rings
3 Bars	8 Rings
3 Tails	20 Rings
3 Knuckles	25 Rings
3 Sonics	30 Rings
3 Jackpots	100 Rings
3 Robotniks (Rats!)	Lose 100 Rings

Badniks!

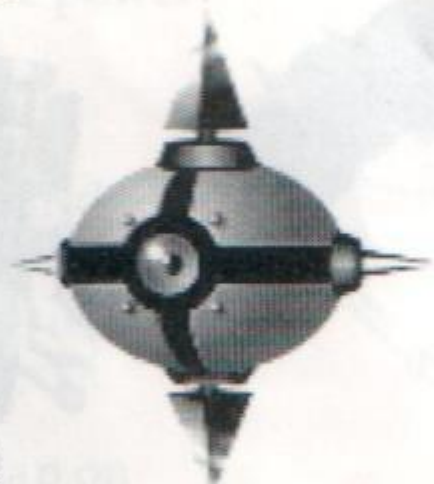
Robotnik's army is made up of your unfortunate robotized friends, who've been turned into Badniks. Give 'em a whack to set them free!



Butterdroid



Blaster



Chainspike



Toxomister



Technosqueek



Cluckoid



Mushmeanie



Fireworm



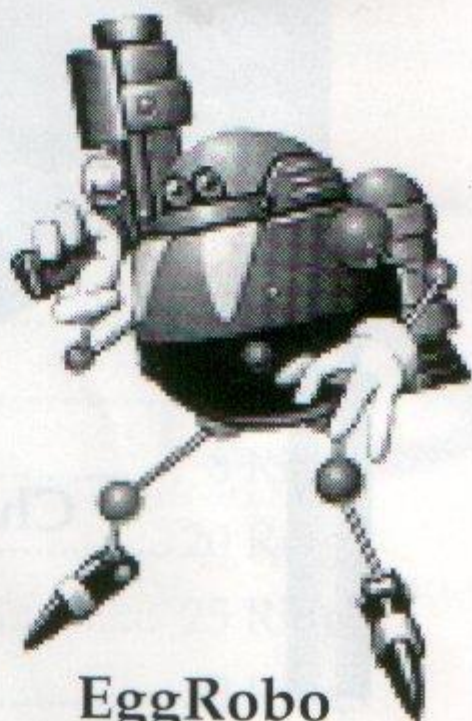
Dragonfly



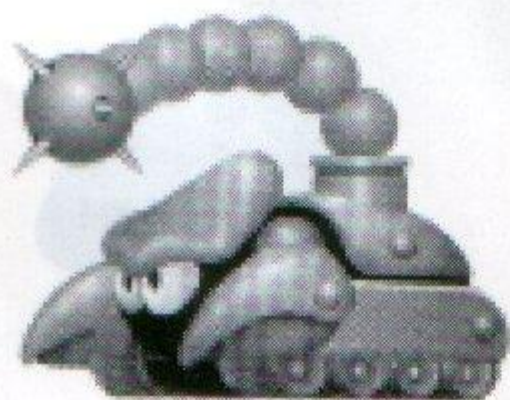
Sandworm



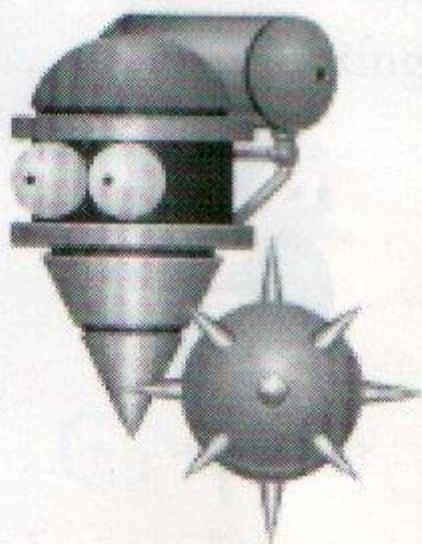
Madmole



EggRobo



Skorp

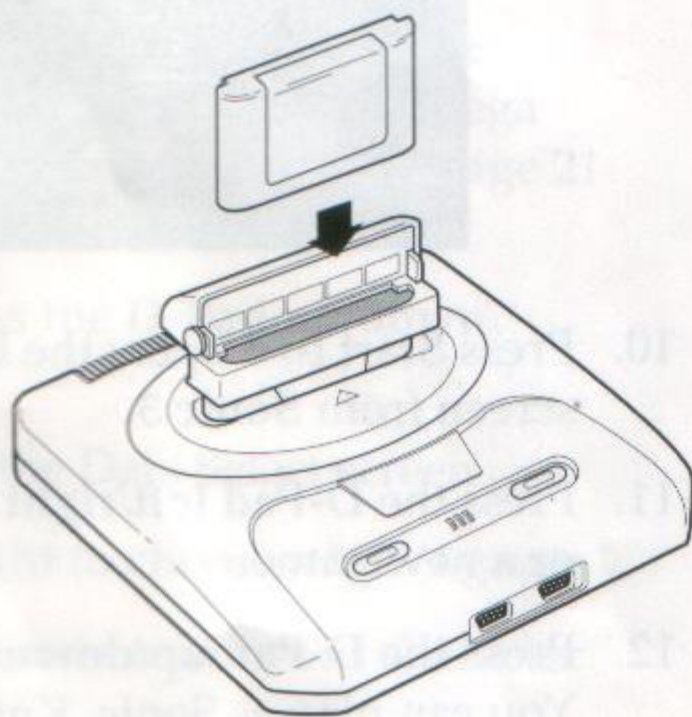


Spikebonker

Lock-On Sonic 3!

Sonic 3 & Knuckles

1. Set up your Mega Drive System as described in its instruction manual.
2. Plug in Control Pad 1.
3. Make sure the power switch is off.
4. Fit the **Sonic & Knuckles** cartridge into the cartridge slot and press it down firmly.
5. Lift up the flap on the top of the **Sonic & Knuckles** cartridge, and fit the **Sonic 3** cartridge into it, just like you would fit it into the Mega Drive cartridge slot. Press the cartridge down firmly. You've now Locked-On **Sonic & Knuckles** and **Sonic 3** to create **Sonic 3 & Knuckles**.
6. Turn the power switch on.
7. You'll see the Sega logo, and then the **Sonic 3 & Knuckles** Title screen. Wait a few moments to watch the game demos.
8. Press **Start** to bring up the Title screen again.
9. Press the **D-Pad up/down** to select 1 Player.



Turn the page to continue.



10. Press **Start** to display the Data Select (Game Save) screen from **Sonic 3**.
11. Press the **D-Pad left/right** to select a stored game or a new game.
12. Press the **D-Pad up/down** to select a character. You can play as Sonic, Knuckles, Tails, or Sonic and Tails.
13. Press **Start** to begin the game. See what new surprises you can find that were not possible in **Sonic 3** alone. (Hint: Look for new routes!)

Note: Please see your **Sonic 3** manual for more gameplay information.

IMPORTANT

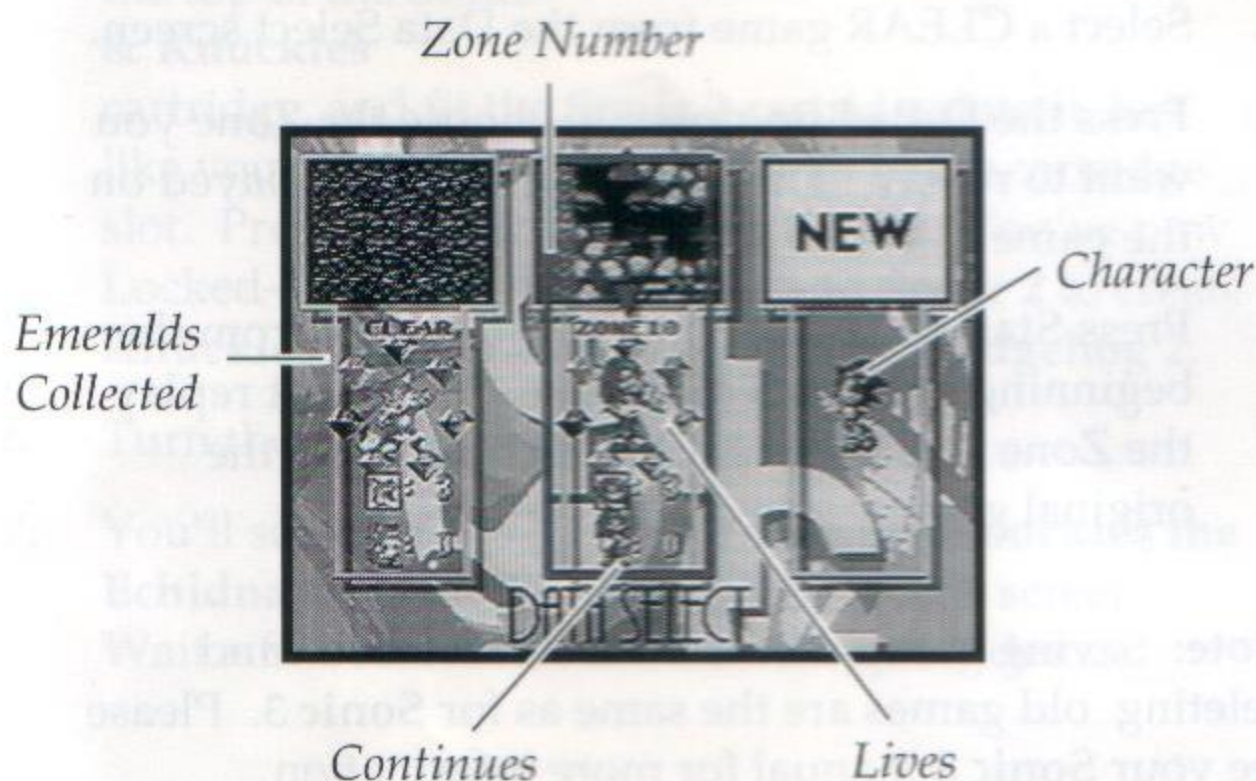
- If you don't see the Sega screen, turn the power switch **off**. Check your Mega Drive setup, make sure the cartridge is **firmly** inserted in the console, and turn the power switch **on**.
- Always turn the power switch **off** before inserting or removing the cartridge.

Data Select (Game Save) Screen

When you Lock-On **Sonic 3** to **Sonic & Knuckles**, the Data Select screen offers you special options. For example, now you can play **Sonic 3 & Knuckles** as Sonic, Knuckles, Tails, or Sonic and Tails!

SELECTING A CHARACTER

1. Lock-On the **Sonic 3** cartridge to the **Sonic & Knuckles** cartridge that's already in your Mega Drive, and turn your Mega Drive **on**. (See page 21 for complete instructions.)
2. At the Title screen, press the D-Pad **up/down** to select 1 Player mode.
3. Press **Start** to bring up the Data Select screen.
4. Press the D-Pad **left/right** to choose a NEW game.
5. Press the D-Pad **up/down** to select your character.
6. Press **Start** to begin the game.



Turn the page to continue.

Sonic 3 & Knuckles continued

RESUMING SAVED GAMES

The **Sonic 3** games that you've saved (up to 6) show up on the **Sonic 3 & Knuckles** Data Select screen. You'll see the lives, Continues and all rescued Chaos Emeralds that are saved with the games.

To resume a saved game:

1. Bring up the Data Select screen.
2. Press the **D-Pad left/right** to choose a saved game.
3. Press **Start** to begin. You will resume the game from the beginning of the last Zone that was played. You must play as the character who played the original game.

REPLAYING ZONES FROM COMPLETED GAMES

Completed games are marked with the word "CLEAR." You can replay any Zone from a cleared game.

To replay a Zone:

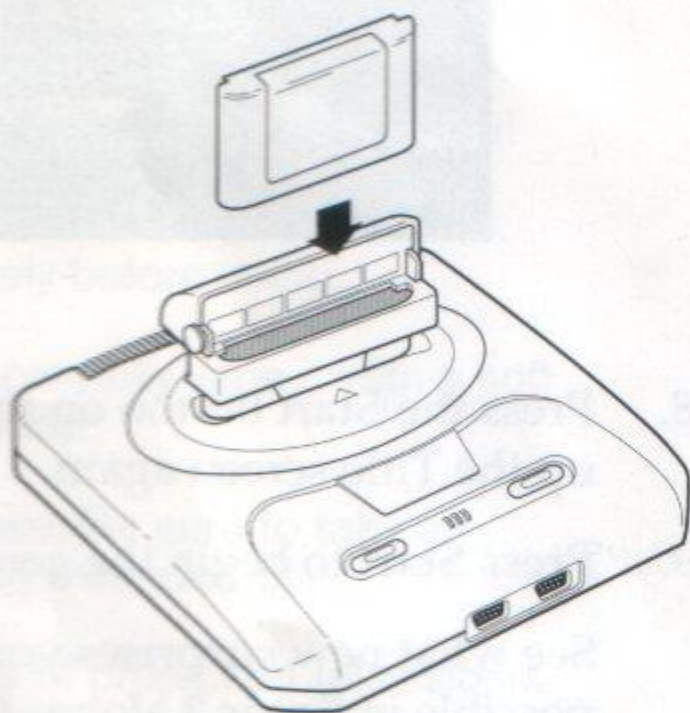
1. Select a CLEAR game from the Data Select screen.
2. Press the **D-Pad up/down** to choose the Zone you want to replay. The Zone number is displayed on the game.
3. Press **Start** to begin. You will start play from the beginning of the selected Zone. You must replay the Zone as the character who completed the original game.

Note: Saving games to the Data Select screen and deleting old games are the same as for **Sonic 3**. Please see your **Sonic 3** manual for more information.

Lock-On Sonic 2!

Knuckles the Echidna in Sonic The Hedgehog 2

1. Set up your Mega Drive System as described in its instruction manual.
2. Plug in Control Pad 1.
3. Make sure the power switch is **off**.
4. Fit the **Sonic & Knuckles** cartridge into the cartridge slot and press it down **firmly**.
5. Lift up the flap on the top of the **Sonic & Knuckles** cartridge, and fit the **Sonic 2** cartridge into it, just like you would fit it into the Mega Drive cartridge slot. Press the cartridge down **firmly**. You've now Locked-On **Sonic & Knuckles** and **Sonic 2** to create **Knuckles the Echidna in Sonic The Hedgehog 2**.
6. Turn the power switch **on**.
7. You'll see the Sega logo, and then the **Knuckles the Echidna in Sonic The Hedgehog 2** Title screen. Wait a few moments to watch the game demos.



Turn the page to continue.

Knuckles the Echidna in Sonic The Hedgehog 2 continued



8. Press the **Start** button on the control pad to bring up the Title screen again.
9. Press **Start** to begin the game as Knuckles.

See what new surprises you can find that were not possible in **Sonic 2** alone. (Hint: Look for new Knuckles power-ups and new places to explore using Knuckles' signature moves!)

Note: Please see your **Sonic 2** manual for more gameplay information.

IMPORTANT

- If you don't see the Sega screen, turn the power switch **off**. Check your Mega Drive setup, make sure the cartridge is **firmly** inserted in the console, and turn the power switch **on**.
- Always turn the power switch **off** before inserting or removing the cartridge.

HANDLING THIS CARTRIDGE

This cartridge is intended exclusively for the Sega Mega Drive System.

FOR PROPER USAGE

Do not immerse in water!

Do not bend!

Do not subject to any violent impact!

Do not expose to direct sunlight!

Do not damage or disfigure!

Do not place near any high temperature source!

Do not expose to thinner, benzine, etc.!

When wet, dry completely before using.

When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.

After use, put it in its case. Be sure to take an occasional recess during extended play.

WARNING: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

This product is exempt from classification under UK Law.
In accordance with The Video Standards Council Code of Practice
it is considered suitable for viewing by the age range(s) indicated.

Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076;
Europe No. 80244; Canada Nos. 1,183,276/1,082,351;
Hong Kong No. 88-4302; Germany No. 2,609,826;
Singapore No. 88-155; U.K. No. 1,535,999; France No.
1,607,029; Japan Nos. 1,632,396.

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