

SEGA®



Designed for  
  
Microsoft  
Windows 95

FEATURING:

**SONIC 3**  
THE HEDGEHOG™

**SONIC &  
KNUCKLES**

**SONIC 3**  
& KNUCKLES



85037

## Epilepsy Warning

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 monitors or television screens or while playing games on a computer 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 CD-ROM 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.

## 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.

## Visit Sega's Internet Sites At:

Web site: <http://www.sega.com>

Email: [webmaster@sega.com](mailto:webmaster@sega.com)

CompuServe: GO SEGA

## Hints & Tips

<b>1-900-200-SEGA</b> 	<b>Learn SEGA game secrets from the masters. Call Now.</b> <small>U.S.: 1-900-200-SEGA \$ .95/min (recorded), \$1.50/min (live) Must be 18 or have parental permission. TDD Phone required. Sega of America Canada: 1-900-451-5252 US \$1.50/min (recorded/live)</small>
--	---

## Handling Your Compact Disc

- The PC compact disc is intended for use exclusively on IBM compatible systems with the minimum configurations as specified on the system requirements of the game purchased. Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

## Technical & Customer Service

Need help with set-up or installation? Call (510) 371-3131, 9:00AM - 9:00PM (Pacific Standard Time) Monday through Friday, and 9:00AM - 5:00PM weekends and holidays.

To purchase products directly from Sega, call 1-888-SEGA SALES, or visit SEGA DIRECT at [www.sega.com](http://www.sega.com).

# **CONTENTS**

<b>INTRODUCTION</b>	<b>3</b>
<b>SYSTEM REQUIREMENTS</b>	<b>4</b>
<b>GETTING STARTED</b>	<b>5</b>
<b>BASIC CONTROLS</b>	<b>7</b>
<b>GAME MENU</b>	<b>8</b>
<b>OPTIONS</b>	<b>9</b>
<b>HELP</b>	<b>9</b>
<b>SAVE GAME FEATURE</b>	<b>10</b>
<b>PLAY AS SONIC OR TAILS</b>	<b>11</b>
<b>GOALS</b>	<b>12</b>
<b>SONIC SUPER MOVES</b>	<b>14</b>
<b>KNUCKLES SIGNATURE MOVES</b>	<b>15</b>
<b>POWER-UPS</b>	<b>16</b>
<b>SPECIAL STAGE</b>	<b>18</b>
<b>SPRING BARRIER</b>	<b>19</b>
<b>BONUS STAGES</b>	<b>20</b>
<b>TWO PLAYER MODE</b>	<b>21</b>
<b>SONIC SUPER PLAY TIPS</b>	<b>22</b>
<b>SONIC SCREEN SAVER</b>	<b>24</b>
<b>CREDITS</b>	<b>26</b>

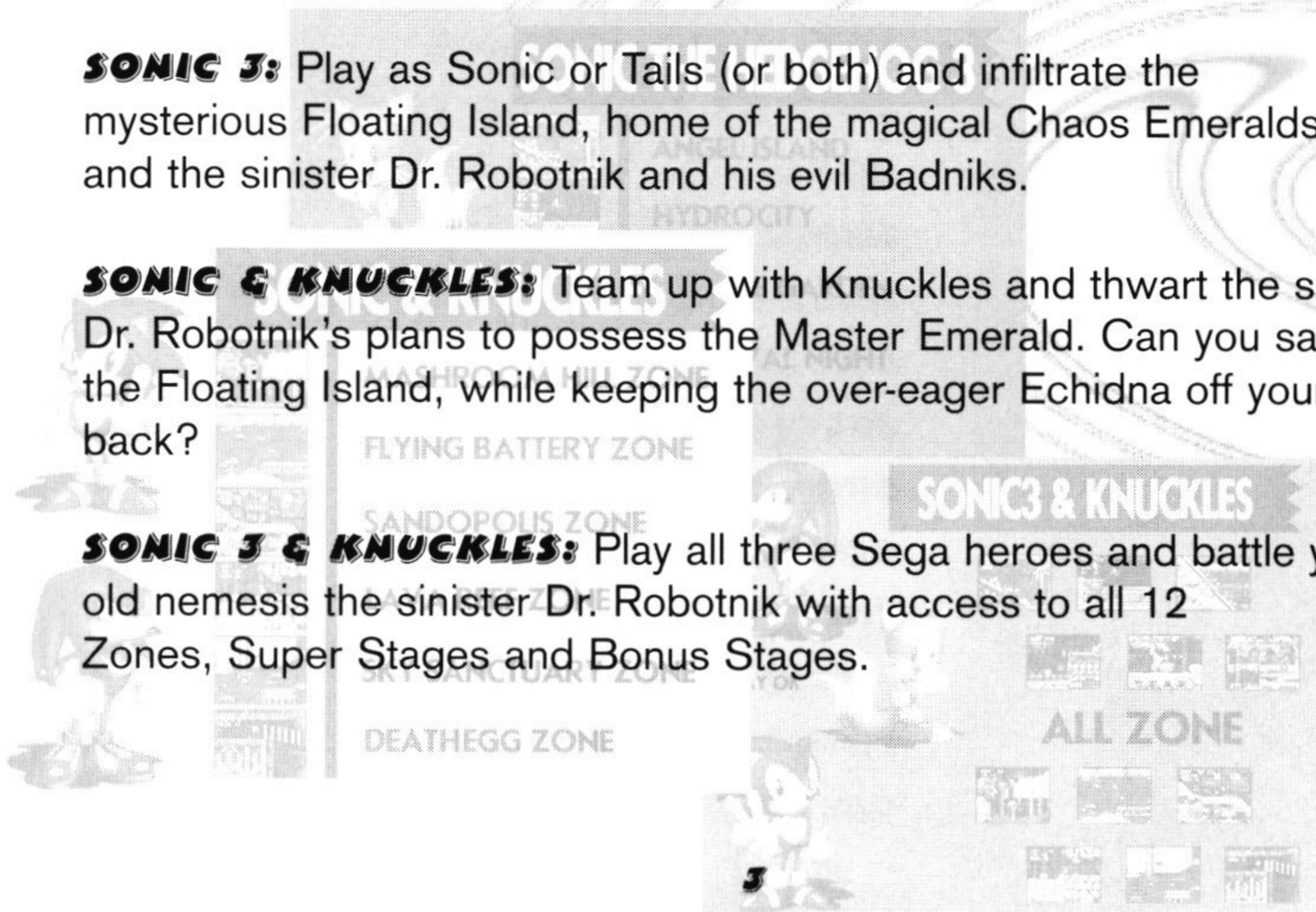
# **THREE SEGA HEROES, THREE CLASSIC ADVENTURES, THREE TIMES THE SONIC ACTION.**

**AT YOUR FINGERTIPS ARE THE WORLD'S MOST FAMOUS VIDEO GAME CHARACTERS, IN THEIR MOST INCREDIBLE ADVENTURES. ALL YOURS TO PLAY. ONLY QUESTION IS, WHICH GAME WILL YOU PLAY FIRST?**

**SONIC 3:** Play as Sonic or Tails (or both) and infiltrate the mysterious Floating Island, home of the magical Chaos Emeralds - and the sinister Dr. Robotnik and his evil Badniks.

**SONIC & KNUCKLES:** Team up with Knuckles and thwart the sinister Dr. Robotnik's plans to possess the Master Emerald. Can you save the Floating Island, while keeping the over-eager Echidna off your back?

**SONIC 3 & KNUCKLES:** Play all three Sega heroes and battle your old nemesis the sinister Dr. Robotnik with access to all 12 Zones, Super Stages and Bonus Stages.



# ***SYSTEM REQUIREMENTS***

**Operating System:**

Windows® '95

**Minimum CPU Type & Speed:**

486 DX4 100Mhz Pentium®  
processor, 75 Mhz

**Memory:**

8 MB

**Graphics:**

SVGA, 256 colors

**Sound Card:**

Sound Blaster 16 or compatible

**Optional:**

Keyboard, game pad, and  
joystick



# GETTING STARTED

**SONIC & KNUCKLES COLLECTION**  
runs in Windows 95 only.

To play **SONIC & KNUCKLES COLLECTION** in Windows 95, follow these steps:

1. Place the **SONIC & KNUCKLES COLLECTION** in the CD-ROM drive, label side up. Close the tray.
2. After a few moments, a dialog box will appear, giving you a choice of options.

The first time you insert the **SONIC & KNUCKLES COLLECTION** CD-ROM, the dialog box will give you the option of installing the game or exiting the program.  
Select **INSTALL** to begin the installation process.

If you have a special brand video card like Diamond ([www.diamondmm.com](http://www.diamondmm.com)),

STB ([www.stb.com](http://www.stb.com)), #9 ([www.nine.com](http://www.nine.com)), SIS ([www.chips.com](http://www.chips.com)), or Matrox Millineum ([www.matrox.com](http://www.matrox.com)), you will need to download special Direct X drivers from their website.

If you do not wish to install **SONIC & KNUCKLES COLLECTION** at this time, select **CANCEL**. If you already have DirectX3 you do not have to re-install DX3.

Under Windows 95, the **SONIC & KNUCKLES COLLECTION** installation procedure analyzes your specific system configuration and loads the appropriate drivers for your sound card and video display card. In addition, **SONIC & KNUCKLES COLLECTION** will create a new program group called **SONIC & KNUCKLES COLLECTION** and place the **SONIC & KNUCKLES COLLECTION** program icon in that group.

## WELCOME SCREEN

Here you can elect to Play, (Re) Install, Uninstall and/or Exit the **SONIC & KNUCKLES COLLECTION** program.

Once **SONIC & KNUCKLES COLLECTION** is installed, you will be given the option to Play, (Re) Install, Uninstall or Cancel. Whenever you insert the CD-ROM in the drive, click Install to Reinstall **SONIC & KNUCKLES COLLECTION**. Click UNINSTALL if you wish to remove **SONIC & KNUCKLES COLLECTION** from your system, or CANCEL to take no action. See "Using Menus," below for more information on starting or resuming games.

## USING MENUS

When you play **SONIC & KNUCKLES COLLECTION** in a window, you will be able to access the menu items at any time. To access a menu, move the arrow pointer to the menu title on the menu bar and press the Left mouse button. To select an item from the menu, move the pointer down to highlight the item and click the Left mouse button. You can toggle between full screen display and window view using the F4 Key.

## ***BASIC CONTROLS - KEYBOARD***

**MOVE:** Press the Direction Keys LEFT or RIGHT.

**LOOK UP:** Press the Direction Key UP.

**CROUCH:** Press the Direction Key DOWN.

**JUMP/SPIN ATTACK:** Press the ENTER Key.



**Enter**

## ***BASIC CONTROLS - JOYSTICK***

**MOVE:** Hold Joystick LEFT or RIGHT.

**LOOK UP:** Hold Joystick UP.

**CROUCH:** Hold Joystick DOWN.

**JUMP/SPIN ATTACK:** Press Joystick Button 1.

## ***2 PLAYER KEYBOARD CONTROLS***

***(AND TAILS CONTROL, WHEN PLAYING IN SONIC & TAILS)***

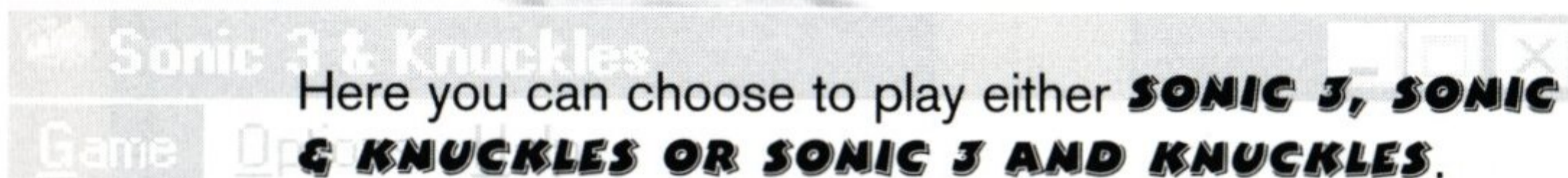
**X** = LEFT

**V** = RIGHT

**C** = CROUCH

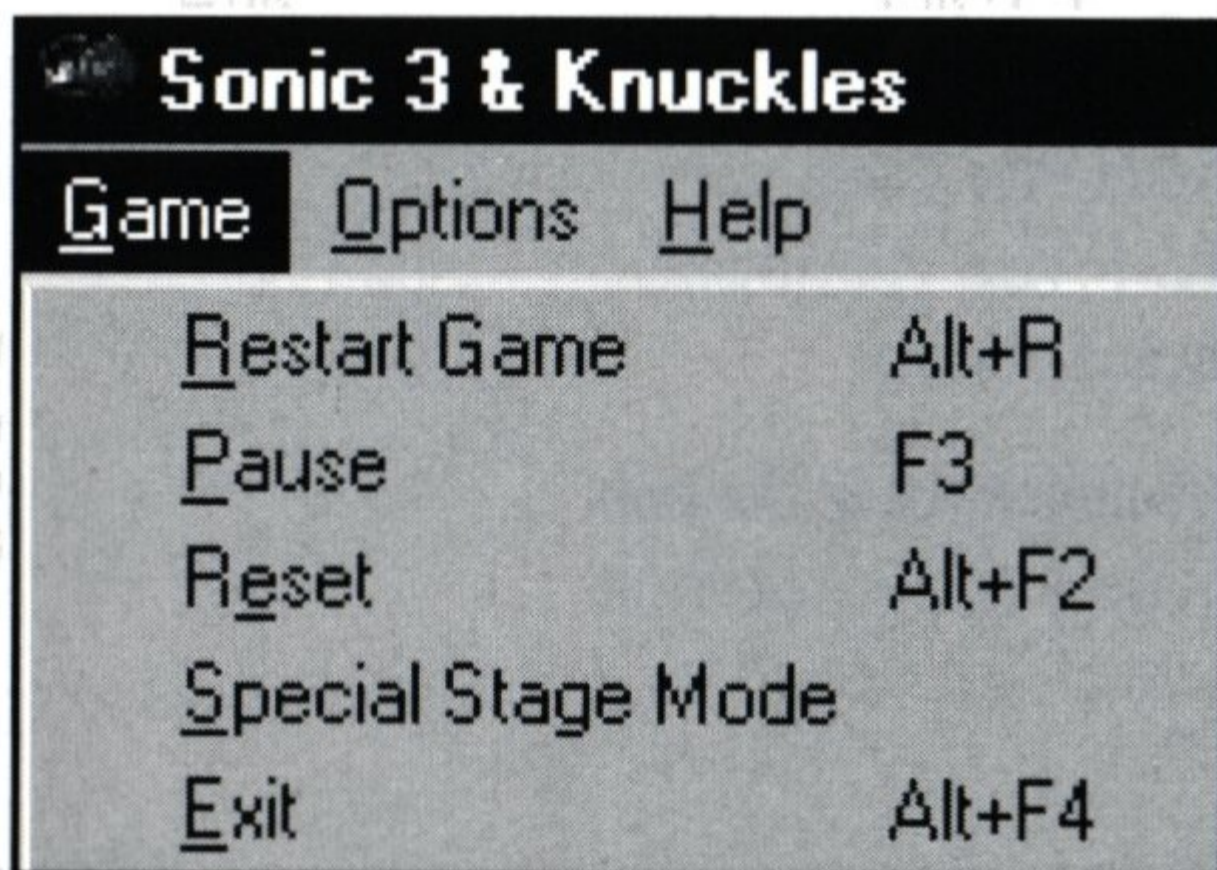
**A** = JUMP/FLY ( Fly over Sonic to pick him up)

# GAME MENU

Here you can choose to play either **SONIC 3, SONIC & KNUCKLES OR SONIC 3 AND KNUCKLES**.

To choose, click on the LEFT or RIGHT arrow icon and press the **ENTER** Key (or click on "PLAY") to make a selection.

## MAIN GAME SCREEN



The following selections appear under the Game Screen:

**Restart Game**  
(Alt+R)

Select this to restart the game.

**Reset (Alt+F2)**

Select this to return to the Game Menu Screen.

**Pause (F3)**

Select this to pause the game.

**Special Stage Mode**

Select this to skip to a bonus 3D game.

**Exit (Alt+F4)**

Select this to exit the game.

## OPTIONS

<u>O</u> ptions	<u>H</u> elp
<u>F</u> ull Screen	F4
<u>M</u> enu Bar	F5
<u>C</u> hange Controls...	F7
<u>U</u> se JoyStick...	F8
<u>S</u> ound Test...	

### **Full Screen View (F4)**

Toggle between Full and Window view.

### **Menu Bar (F5)**

Toggles menu bar on/off.

### **Change Keyboard Controls (F7)**

Here you can change the control configurations.

### **Use Joystick (F8)**

This is where you elect to use the Joystick.

### **Sound Test**

Here you can sample the various sound effects and sound tracks.

## HELP

<u>H</u> elp	
<u>C</u> ontents	F1
How to play the Game	
<u>K</u> eyboard and Joystick Controls	
<u>G</u> ameplay Hotline	
<u>H</u> ow to use Help	

### **Contents (F1)**

Displays contents of the game.

### **How To Play Game**

Gives you gameplay instructions.

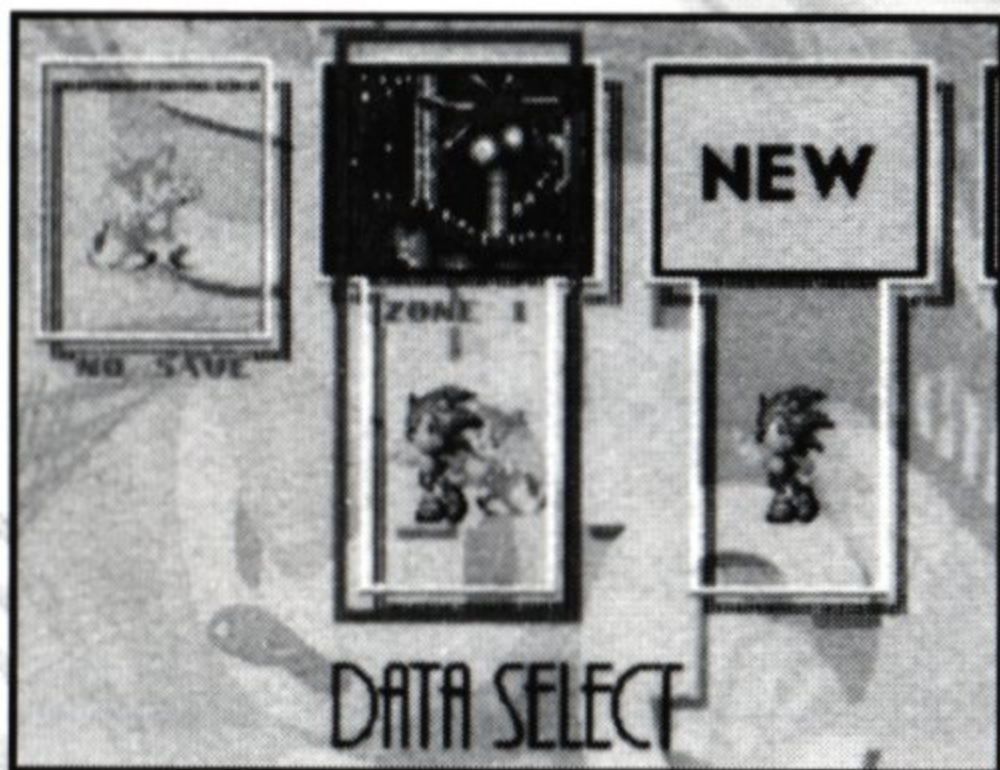
### **Keyboard/Joystick Controls**

Gives you the default control set up.

### **Gameplay Hotline**

For gameplay tips, call  
1-900-200-SEGA or email  
SEGA at [segapc@sega.com](mailto:segapc@sega.com)  
For technical support call  
(510) 371-3131.

## **START-UP SAVE GAME FEATURE**



The Sonic & Knuckles Collection disc has a special Save Game Feature that allows you to store game data for up to six different games. Each game you save will be stored in one of the six Game Save Windows.

After selecting one-player, the Game Save Feature screen will appear. To start a game, select a

Game Save Window from one of the 6 slots. They are initially labeled "NEW." Press the Directional Keys UP or DOWN to select which character you want to control. Next, press the ENTER Key to begin a game. After your game is over, or if you select RESET, your game will automatically be saved in the slot you selected.

\*To play a game without saving, select the window with the "No Save" option.

\*If you finish the game and collect all of the Chaos Emeralds, you will be able to play in any Zone by pressing the Direction Keys UP or DOWN at the finished Game Save Window slot.

**Note: Cannot Save games in Sonic & Knuckles, only Sonic 3 and Sonic3 & Knuckles have a save feature**

## **RESTARTING A SAVED GAME**

At the main title screen, choose a 1 or 2 player game and select which character you want to control. Select the Game Save Windows you want to begin playing and press the ENTER Key. You can only restart a game from the last Zone in which it was saved.

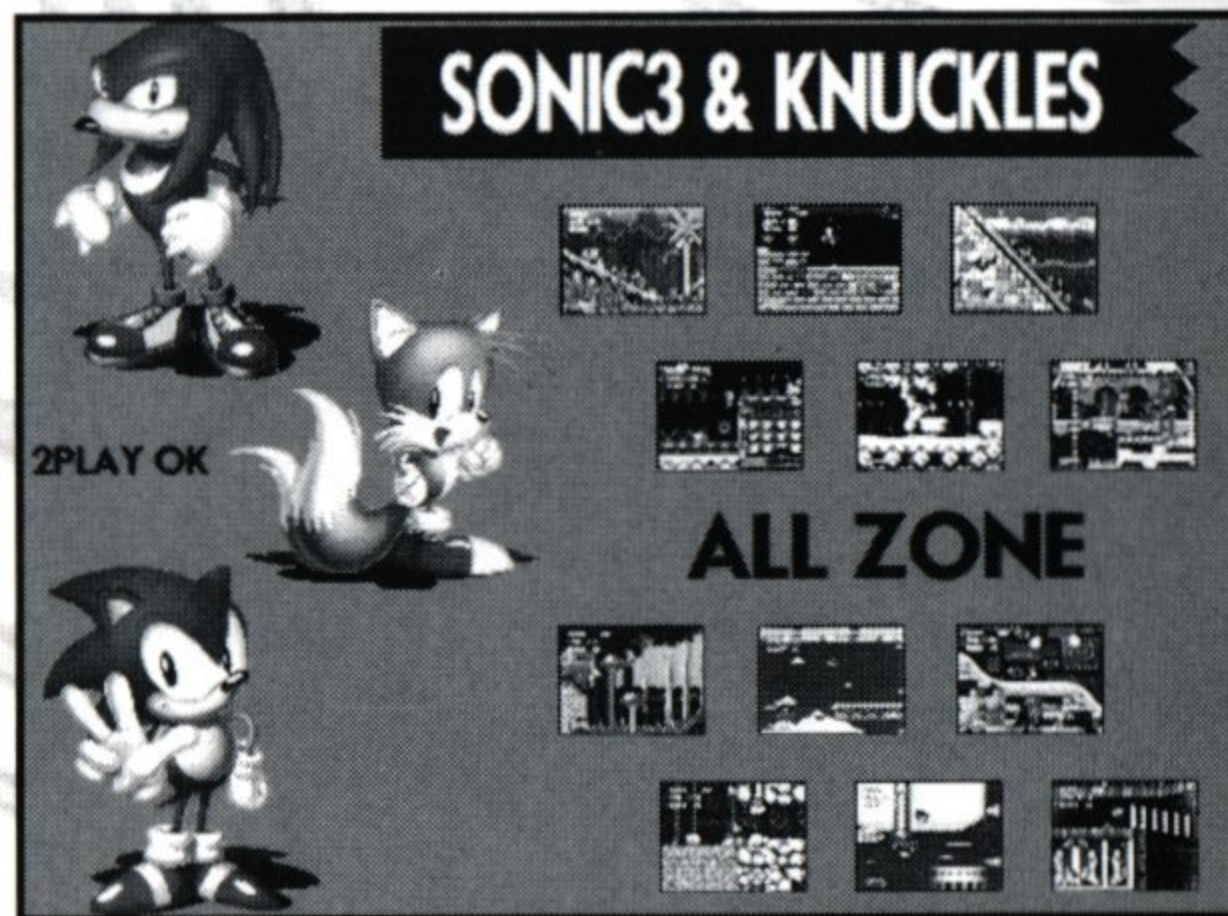
## **ERASING A SAVED GAME**

Use the Direction Keys to highlight Dr. Robotnik and press the ENTER Key. Next, move the cursor to the Game Save Window that you want to delete. Press the ENTER Key again and select "YES" to confirm your choice.

## **PLAY AS SONIC, TAILS OR KNUCKLES**

From the main title screen, you can choose to play a one-player game and then select to control Sonic, Tails or Sonic and Tails together.

Note: In Sonic & Knuckles, you can choose Sonic or Knuckles. In Sonic 3, you can choose Sonic, or Sonic & Tails. In Sonic 3 & Knuckles, you can choose Sonic, Sonic & Tails, Tails, or Knuckles.



# GOALS

As Sonic, Tails and Knuckles explore the exciting Zones, you must help them collect gold Rings and locate the Chaos Emeralds. The following is a detailed rundown of your goals for the game.

## 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 your character hits a trap, or gets attacked by a Badnik, your character will lose his rings. When he has no rings, an enemy hit costs your character 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 Dr. Robotnik.

Note: You cannot save a Sonic & Knuckles game, only Sonic 3 and Sonic 3 & Knuckles have a save game feature.

## **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.

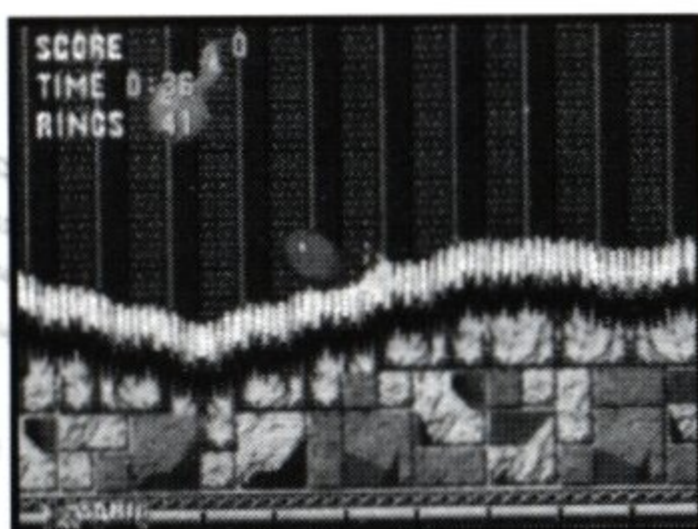
## **Continues**

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 the ENTER Key and get back into the game.

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

# SONIC SUPER MOVES



## Spin Dash Attack

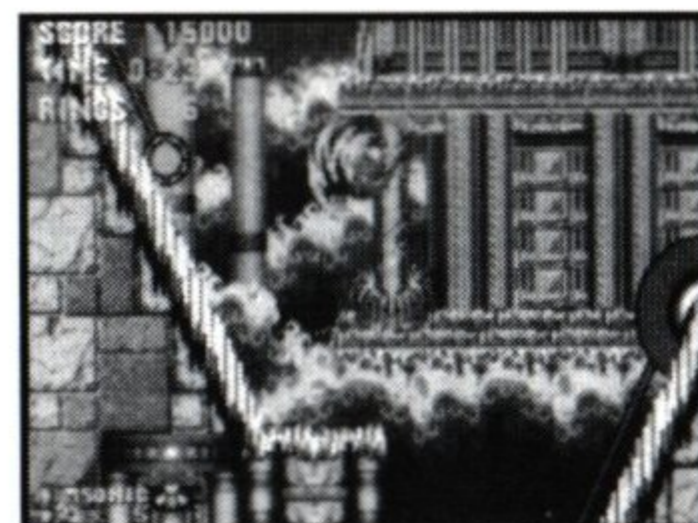
Blast through obstacles or smash a Badnik with this power-packed maneuver.

Hold the Direction Key DOWN while pressing the ENTER Key. When you release the Directional Key, your character will shoot forward.



## Tails To The Rescue

While playing a one-player game with Sonic and Tails together, use Player 2's keys to control Tails. Use Tails to lift Sonic out of danger or to areas which are unreachable by Sonic alone.



## Insta-Shield

Quickly press the ENTER Key twice and you'll generate enough energy to be protected by a shield for a split second.



## Make Tails Fly or Swim

Quickly press Player 2's JUMP keys (default "a") twice, and your character will fly or swim (for a limited time) if it is necessary.

# ***KNUCKLE'S SIGNATURE MOVES***

## **Glide**

- Press the ENTER Key twice quickly - once to get some air and again to start gliding.
- Press the Direction Keys LEFT or RIGHT for direction.

## **Gliding Knuckles Attack**

- Press the ENTER Key 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 and press the the ENTER Key twice quickly - once to jump, and a second time to stick to the wall or vertical surface.
- Press the Direction Keys UP/DOWN to climb.
- Press the ENTER Key to jump off.

## **POWER-UPS**



### **Super Ring**

This is worth 10 Gold Rings.



### **Invincibility**

No Badniks can harm your character when he activates this icon and becomes invincible for a short time. Some moving objects are still harmful, so be careful.



### **Flame Shield**

Protects Sonic, Knuckles and Tails from a fire attack.

When this shield is activated, Sonic can perform a mid-air "Fireball Spin Dash" by leaping into the air and pressing the ENTER Key.

### **Water Shield**

Sonic, Knuckles and Tails can breathe underwater and Sonic can bounce like a ball. Sonic can also defeat most Badniks by bouncing on their heads when you are surrounded by the Water Shield bubble.

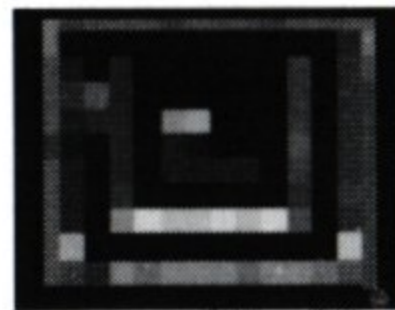
### **Lightning Shield**

When activated, Gold Rings will gravitate toward Sonic, Knuckles or Tails. This shield will also protect you from electric attacks and energy ball attacks from Badniks. While this shield is active, Sonic can double jump in mid-air (quickly press the ENTER Key twice).



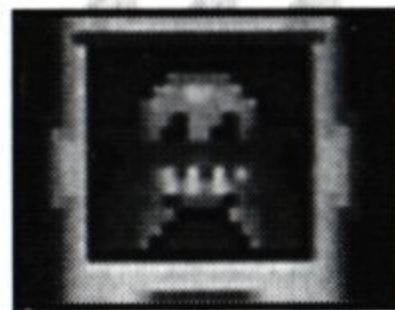
### **1-UP**

This power-up is worth one extra life.



### **Super Shoes**

High-speed sprinting shoes. Watch your character go!



### **Robotnik**

Danger! Activating this power-down icon causes the same amount of damage to your character as an attack from a Badnik. You will either lose your character's Gold Rings, or without Gold Rings, lose a life.

## ***SPECIAL STAGE***

Within every Act, you'll discover at least one hidden room containing a giant Gold Ring. When you leap into the ring, you'll teleport you into the Special Stage.

Be careful, however, because the longer you stay in the Special Stage, the faster it gets!

\* To make Gold Rings appear, look for square formations of blue spheres, then grab the spheres along the outer edge of the square. All of the blue spheres that make up the square will turn into Gold Rings.

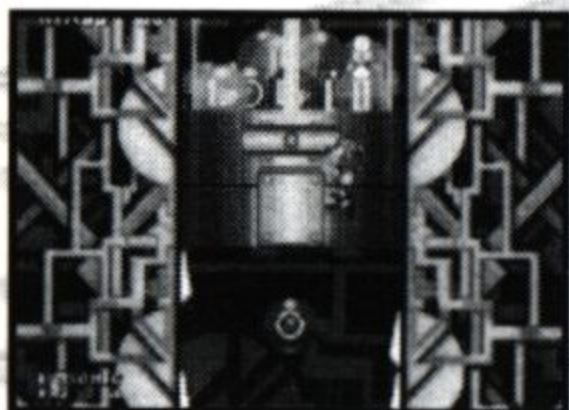
\* Grab the blue spheres. If you get them all, you win a Chaos Emerald.

\* 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.)



### ***THE BONUS STAGE'S GUMBALL MACHINE***

Grab extra 1-Ups, bonus power-ups and Gold Rings by turning the crank of this special Gumball Machine. To find this Bonus Stage, collect 50 or more Gold Rings during a single Act, activate a Star Post and then leap into the tiny stars that appear.

## **THE BONUS STAGE'S POWER-UPS**



### **Barrier Shield**

Grab a 'B' gumball and your character will be rewarded with a random type of shield.

## **SPRING BARRIER**



Each time your character bounces off the catapults below the Gumball Machine, it will disappear. Grabbing a 'REP' gumball will replace the catapults. When your character falls past the catapults, he will automatically exit the Bonus Stage.



### **Super Ring**

These gumballs are worth 10 Gold Rings.



### **Bumper Gumballs**

Bounce off of these gumballs.



### **1-UP**

Earn an extra life.



### **Clear Gumballs**

The joke is on you! Nothing happens if your character grabs a clear gumball in The Bonus Stage.

## **BONUS STAGES**

Pass a Star Post when you have 20-50 rings (depending on the game) 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

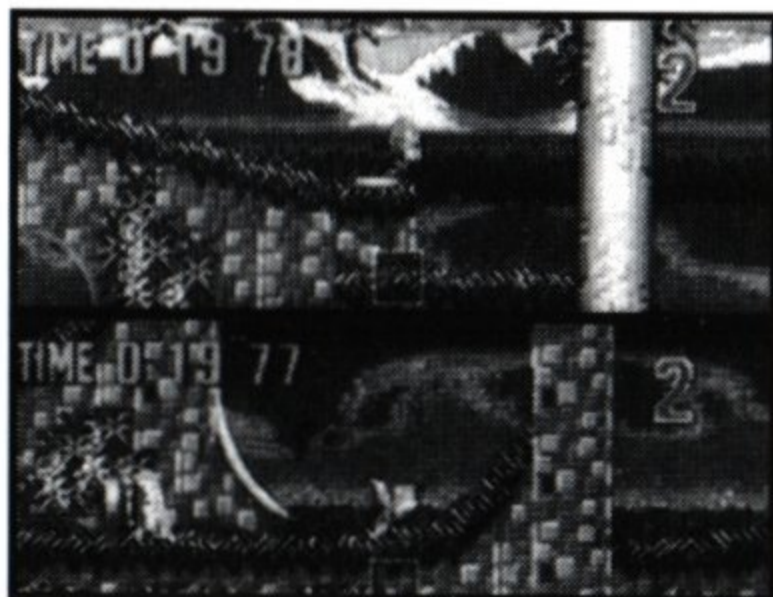
**3 Knuckles** 25 Rings

**3 Sonics** 30 Rings

**3 Jackpots** 100 Rings

**3 Robotniks (Rats!)** Lose 100 Rings

# **TWO PLAYER MODE**



Get ready for the new and improved two-player action. Even if you've mastered this game's 12 one-player Zones. There are five totally unique Zones, and three different gameplay modes in two-player, split-screen mode.

## **GRAND PRIX MODE**

Experience all five of the two-player Zones as you compete against a second player and race against time.

## **MATCH RACE**

It's a race against time as you compete against a second player in any one of the two-player Zones that you select.

## **TIME ATTACK**

This is a one-player practice mode that will help you prepare for a two-player competition. Select and practice in any one of the five two-player Zones. Your goal is to move as quickly as possible.

# **SONIC SUPER PLAY TIPS**

\*Grab Gold Rings. They will provide protection from Badniks and obstacles, help you earn extra lives and enter The Bonus Stage.

\*When you lose the Gold Rings you're holding, quickly re-grab as many of them as possible. Earning 100 Gold Rings will earn you one extra life. Having 20 Gold Rings when you activate a Star Post allows you to enter the Bonus Stage.

Note: You collect 50 or more rings in Sonic 3.

\*Always be on the lookout for hidden room and passageways. Look for different patterns in the walls. You can smash open some solid walls by performing a Spin Dash Attack. You can also use this move to smash open rock formations.

\*Beware of Badniks that shoot energy weapons. Even if you keep your distance from the Badnik, their weapons can reach you and cause your character to lose a life. If you must get past a series of Badniks, spend a few moments watching them as you learn how they move. Be sure to time your attack perfectly.

\*Don't forget, in Sonic The Hedgehog 3, Tails has the ability to help Sonic. When caught in a difficult situation, use Player Two's control to take control of Tails. Press the A Key twice to make Tails fly.

\*Always look for ways to improve your point score. Defeating Badniks, collecting Gold Rings and getting through each Act as quickly as possible (for a Time Bonus) are all excellent ways to boost your score.

## **PLAY TIPS (CONT.)**

\*Prepare yourself to travel underwater in the various Zones. Remember, Sonic can't last too long underwater without breathing, so jump into giant air bubbles that rise from the ground. If you wait too long, Sonic will drown (lose a life). Activating a Water Shield allows Sonic to breathe underwater until the shield breaks.

\*Learn to use Sonic's new power-up moves and shields. They will prove to be extremely valuable as you help Sonic and Tails trek across The Floating Island in search of Dr. Robotnik.

\*Use Sonic's Spin Dash Attack to climb up steep hills.

\*When an Act's end level marker appears, leap towards it before it lands and an extra power-up might appear.

\*In the IceCap Zone and throughout the game, avoid having your character get stuck in passageways. You might get caught in traps. Have your character activate Star Posts or enter into a Special Stage as quickly as possible.

\*Dr. Robotnik has created many diabolical traps which take advantage of your Sonic's ultra-fast speed. Watch out for traps that Sonic cannot escape. If you fall into the wrong trap, you might have to reset the game and start again at the beginning of the Zone you were last in. When Sonic is flashing (after being hit) don't let him travel too quickly.

# ***SONIC SCREEN SAVER***

## **To Install:**

1) Insert disc into CD-ROM drive.

2) Choose "EXIT" and then "OK".

3) Right mouse click on Sonic 3K CD ROM disc icon and select "OPEN" from the menu.

4) Double left mouse click on the SonicSS Folder.

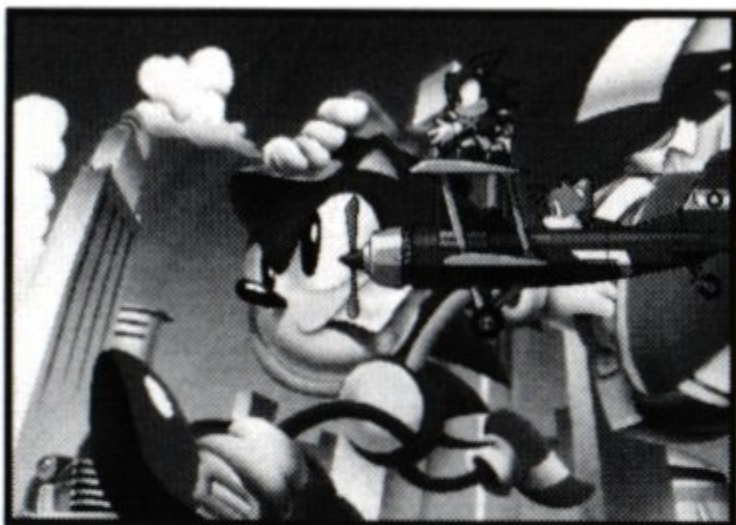
5) Double left mouse click on "SET-UP".

6) From the Sonic Screen Saver Set-Up Screen, click on "INSTALL".

7) Choose where on your hard drive you want to install the program and hit "OK." (Program runs under both Windows 3.1 and Windows '95).

8) Choose a Minimum Install, or a Custom Install. Custom Install allows you multiple resolutions for the background pictures. Here you can choose the picture size and type of background music for your game.

9) When you have made your selection, click "OK".



## **EDIT MENU**

Here you can tailor the screen saver to your own specifications. Arrange the background music, graphics and animation any way you like. Here's how:

To the left side of the screen is the Effect Inventory. This contains a collection of available background music, picture and animation effects. You will use these effects to customize your own Sonic Screen Saver. Use the LEFT/RIGHT arrows to toggle between the various items.

To begin customizing your screen saver, use the mouse to drag the effects into their appropriate spot in the

Edit Window (center of screen).

Once you have placed all the effects in their desired position in the Edit Window, click on "SAVE" to preview your new screen saver. Click "APPLY" to save changes to your new screen saver.

Click on "OK" to close the display and return to the Properties Window.

## **To Adjust Your Screen Saver Settings After It Has Been Installed for Windows 95**

- 1) Right mouse click on the desktop.
- 2) Choose "Properties".
- 3) Click on the "Screen Saver" Tab.
- 4) Choose the Sonic Screen Saver as the current screen saver.
- 5) Click on the "Settings" Button.
- 6) Click on "Editor" to tailor the special effects and music, then you can save the settings.

# **CREDITS**

## **SEGA OF JAPAN**

### **PRODUCER**

Toshinoi Asai

### **DIRECTOR**

Tadahi Kuroi

### **PROGRAMMERS**

Tetsuji Mukai (HIC)

Hitoshi Ohta (HIC)

Satoru Sugisaki (HIC)

Hiroaki Ishiki (HIC)

Masaaki Watabiki (HIC)

Shinichi Aso (HIC)

### **INSTALLER PROGRAM**

Kei Takashima

### **GAME SELECT SCENE DESIGNERS**

Hisato Fukumoto

Katsufumi Yoshimori

### **SOUND COORDINATOR**

Masaru Setsumaru

### **SOUND ARRANGERS**

Shigeaki Irie (USP)

Masaaki Nishizawa (USP)

Goro Takahashi (USP)

### **TESTER**

Takashi Akiyama

### **SPECIAL THANKS TO**

Hirokazu Yasuhara

Hisayoshi Yoshida

Tchie Tokoro

Shinji Fujiwara

## **SEGA Entertainment Inc.**

### **Executive Producer**

Matt Wolf

### **Producer**

Scott Hawkins

### **Product Manager**

Jill Braff

### **Lead Tester**

Fernando Valerrama

### **Assistant Lead Testers**

Nicolas Azizian, Jason Bartholomew,  
Elton Brown

### **Art Director**

Bob Schonfisch

### **Designer**

Scot Allen

### **Production Manager**

Eileen Sacman

### **Testers**

David Dodge, Tai Huynh, Christian Clausen,  
Peter Young, Rick Greer, Jon Regul, Art  
Detangel, Doug Broadhurst, Jeremy Campbell,  
Eugene Valenzuela, Daniel Madar, Steve Peck,  
Ryan Hurth, Mo Berry, Howard Gipson, Lorne  
Asuncion, Andrew Byrne, Matt Ironside,  
Grant Luke, Dennis Lee, Wesley Ng, Aaron  
Guadamuz, Stewart Stanyard, Jeremy Caine,  
Dennis Cheng, Anthony Borba, Ben Malto, Ty  
Johnson, John Diamonon, Yobo Shen

### **Special Thanks**

Shinobu Toyoda, Bernie Stolar, Greg Suarez,  
Kristi Walker, Toni Werner, Sue Price, John  
Hurst, Eileen Noguchi, Jeannie Ash, Arvin  
Carlson

### **Manual**

Verdoni Multi Media  
Curtis Clarkson

Notes

## Notes

## Notes

---

---

---

---

---

---

---

---

---

## **Limited Warranty**

Sega Entertainment, Inc. warrants to the original consumer purchaser that the PC compact disc 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 compact disc, 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 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 (510)371-3131.

**DO NOT RETURN YOUR PC COMPACT DISC TO YOUR RETAIL SELLER.** Return the compact disc to Sega Consumer Service. 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 compact disc to us. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

## **Repairs After Expiration of Warranty**

If your Sega Entertainment compact disc requires repairs after termination 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 Entertainment, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc 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 the conditions set forth herein. In no event shall Sega Entertainment, 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 and Canada 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.

ALSO AVAILABLE  
FOR YOUR PC

# SONIC'S SCHOOLHOUSE™



- Reading, Math & Spelling with Sonic
- Ages 5-9

Windows® 3.1 or Windows® '95

**SEGA®**  
*Entertainment*

[www.sega.com/segapc](http://www.sega.com/segapc)