

SONIC

PLUS

MEGA COLLECTION™



SEGA®

SEGA PC DISC – NOTES ON USE

HEALTH ISSUES

Use this software in a well-lit room, staying a good distance away from the monitor or TV screen to not overtax your eyes. Take breaks of 10 to 20 minutes every hour, and do not play when you are tired or short on sleep. Prolonged use or playing too close to the monitor or television screen may cause a decline in visual acuity.

In rare instances, stimulation from strong light or flashing when staring at a monitor or television screen can cause temporary muscular convulsions or loss of consciousness for some people. If you experienced any of these symptoms, consult a doctor before playing this game. If you experience any dizziness, nausea, or motion-sickness while playing this game, stop the game immediately. Consult a doctor when any discomfort continues.

PRODUCT CARE

Handle the game disc with care to prevent scratches or dirt on either side of the disc. Do not bend the disc or enlarge their center hole.

Clean the disc with a soft cloth, such as a lens cleaning cloth. Wipe lightly, moving in a radial pattern outward from the center hole towards the edge. Never clean the disc with paint thinner, benzene, or other harsh chemicals.

Do not write or attach labels to either side of the disc.

Store the disc in its original case after playing. Do not store the disc in a hot or humid location.

Sonic Mega Collection™ Plus game disc contains software for use on a personal computer. Please do not play the disc on an ordinary CD player, as this may damage the headphones or speakers.

- * Also read the manual of your personal computer.
- * The game disc may not be used for rental business.
- * Unauthorized copying of this manual is prohibited.
- * Unauthorized copying and reverse engineering of this software is prohibited.

Thank you for purchasing Sonic Mega Collection™ Plus. Please be sure to read this instruction manual thoroughly before you start playing.



CONTENTS

SETTING UP	2
STARTING THE GAME	5
SONIC THE HEDGEHOG	10
SONIC THE HEDGEHOG 2	14
SONIC THE HEDGEHOG 3	19
SONIC & KNUCKLES	24
SONIC 3D BLAST	28
SONIC SPINBALL	32
DR.ROBOTNIK'S MEAN BEAN MACHINE	36
GAME GEAR SERIES	41
CREDITS	45

While the games in this collection retain the original form of their respective game systems, minor graphical modifications have been made for this PC release. Your gameplay may be interrupted by screen distortions and graphical errors – press the Pause Menu button and return to the Title Screen from the Pause Menu (P.7) to recover from such interruptions.

SETTING UP

SYSTEM REQUIREMENTS

MINIMUM

- Microsoft Windows 2000 (with Service Pack 4 or higher) or Windows XP
- Intel Pentium III running at 1.0 GHz
- 256 MB System RAM
- 8x DVD ROM Drive
- 3.2 GB Hard Disk Space
- 640 x 480 – 16 bit (High Color) display
- DirectX 9.0c
- Direct3D compatible video card with 32 MB VRAM
- DirectSound3D compatible sound card
- Windows compatible keyboard and mouse

*Must be a TFT LCD if your PC monitor is LCD.

*CPU must support SSE to play the movies in EXTRAS correctly (P.6).

RECOMMENDED

- Intel Pentium 4 running at 1.8 GHz
- 320 MB System RAM
- 640 x 480 – 24/32 bit (True Color) display
- Direct3D compatible video card with 64 MB VRAM

*Refer to Minimum Requirements above for unlisted items.

INSTALLATION

NOTE: For copy protection reasons, you must ensure that you have the original Sonic Mega Collection Plus disc in the DVD drive each time you wish to play this game, otherwise the game will not load. An on-screen prompt will remind you in case you forget to insert the disc.

To install the game, insert the Sonic Mega Collection Plus disc into your computer's DVD drive. If you have auto-run enabled on your computer, the installation program will automatically open and install Sonic Mega Collection Plus to your hard drive. If auto-run is not enabled, browse the content of the CD via My Computer and double-click the "setup.exe" icon. Follow the on-screen prompts to install the game and its components to your computer.

*Dropped frames may result during playback of this game's movie scenes if all of the movie files included on the game disc are not installed.

LAUNCHER MENU

To launch the game, insert the game disc into your computer and double-click on the shortcut on your desktop, or select **SONIC MEGA COLLECTION PLUS** from your program list via the Start Menu. The Launcher Menu will be displayed with the following options.



◆ READ ME

Please check for last minute implementation and additional information of this software.

◆ PLAY GAME

Open the Title Screen of Sonic Mega Collection Plus to start the game.

◆ OPTIONS

Change the language, number of players, control device, button assignments, graphics, and sound options for this software. See P.4 for details.

◆ UNINSTALL GAME

Prompt to uninstall this program from your computer.

◆ OFFICIAL WEB SITE

Access SEGA's official web site for the latest information.

◆ EXIT

Close the Launcher Menu.

CREATING SETTING DATA

If the game cannot locate previously saved Setting Data, you are given an option to create Setting Data before you enter the Main Menu (P.5). The Setting Data will store variety of information such as game logs, unlockable contents and Options Settings. This data will be stored on your local hard disk – C:\Documents and Settings\ (User Name) \Application Data\SEGA\MegaCollectionPlus\SAVEDATA\

SETTING UP

OPTIONS

Select Options from the Launcher Menu to open the Options window. Change the type of option by clicking the tab section (top) of the interface, then adjust the available options by clicking the items in the interface.

◆ GRAPHICS

Play the game in either **Full Screen** or **Windowed** mode.

◆ SOUND

Switch on/off the background music/sound effects option.

◆ PLAYER

Select **PLAYER 1** or **PLAYER 2** to display the respective player's Button Setting.

◆ BUTTON SETTING

To change the key/button assignments, first click a button under the Button Setting, then directly press a key/button or a direction of the control pad/stick you'd like to assign from your device. To reset the assignments to its default setting, click **KEYBOARD** or **CONTROL PAD** at the bottom of the interface. Remember to click **OK** (bottom of the interface) to save and implement the new settings.



Note that functions for **A**, **B**, **C**, **X**, **Y**, and **Z** are subject to change per game. Please refer to each section of this manual for details on game-specific controls.

The **ESC** key is not available in the Button Setting, and it is recommended that you turn off the Sticky Keys option (accessibility options for Windows operating system) if you choose to use the **Shift** key.

◆ LANGUAGE

Change the language setting of the software.

USING CONTROL PADS

This game can be played with PC game controller(s). Refer to the controller's instruction manual for details on installation and setup. Please use both the controller and keyboard if your controller doesn't have enough buttons to support all of the functions displayed in the Button Setting.

STARTING THE GAME

Please note that this manual will use the functions represented in the Button Setting (P.4) to explain the menu and game controls, and not on the keys or buttons of your input device(s).

MENU CONTROLS

The following are the default controls for the menu screens. Note that the KEY FUNCTION refers to the function represented in the Button Setting (P.4).

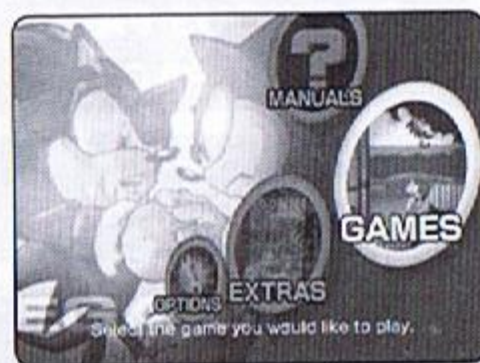
MENU ACTION	DEFAULT KEY	KEY FUNCTION
START / CONFIRM	Enter Key (1P) Right Control Key (2P)	Start
BACK / CANCEL	Space Key (1P) End Key (2P)	B
MOVE CURSOR	↑ / ↓ / ← / → (1P) 5 / 2 / 1 / 3 (2P)	Up/Down/Left/Right

*1P: Player 1 / 2P: Player 2.

*The number keys assigned to move the cursor are the keys of the numeric keypad.

MAIN MENU

Press the Start button at the Title Screen and the first menu screen you will access is the Main Menu. Highlight and confirm one of the following menu items to bring up the next menu screen.

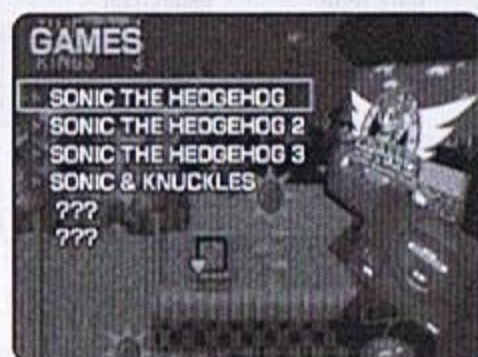


MANUALS	Check the original game manuals (P.6).
GAMES	Play the games of this collection. (P.6).
EXTRAS	See illustrations, comics, and movies. (P.6).
OPTIONS	View Hints and Credits of this game (P.7).

STARTING THE GAME

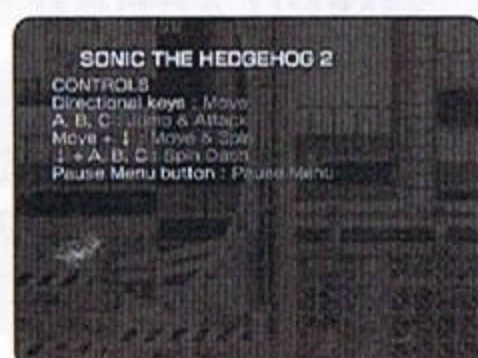
GAME MENU

Highlight a title from the Game Menu and press the Start button to begin a game. Games listed as ??? are unlocked when the set requirements are fulfilled.



◆ GAME CONTROL / 2P CONFIRMATION

Controls of the game will be displayed when you select a title from the Game Menu. Scroll down the screen if needed to read all of the information. Press the Start button when you are ready to start the game.



For a game that features simultaneous two-player gameplay, Player 1 can choose to enable the second controller before starting the two-player game.

***Press the A button from the second device to confirm.**

MANUALS / EXTRAS

ACTION	DEFAULT KEY	KEY FUNCTION
PREVIOUS PAGE NEXT PAGE	D S	C X
MOVE ITEM	↑ / ↓ / ← / → (1P) 5 / 2 / 1 / 3 (2P)	Up/Down/Left/Right
ZOOM IN/OUT	F / E (1P) Page Up / Home (2P)	Z/Y

*1P: Player 1 / 2P: Player 2.

*The number keys assigned to move the displayed item are the keys of the numeric keypad.

View the game manuals of the original game system from **MANUALS**, and find the classic artwork and movies of Sonic in the **EXTRAS**.

Highlight and confirm an item of your choice from the respective menu to check the selected content.



STARTING THE GAME

OPTIONS

Select one of the menu items detailed below from the Options Menu. To return to the Main Menu, select and confirm **EXIT**.



◆ HINTS

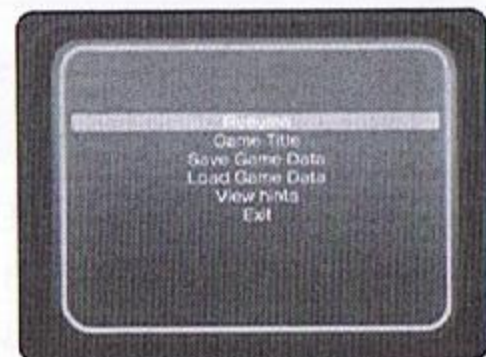
List of secret commands based on your progress, plus other useful tips.

◆ CREDITS

This game was made possible by the people credited here.

PAUSE MENU

Once you've entered a game from the Game Menu, press the Pause Menu button at any time to bring up the Pause Menu as detailed below. To Pause the game without calling out the Pause Menu, press the Start button instead.



*The **Back Space** key (Player 1) is the default key to bring up the Pause Menu.

◆ RESUME

Continue the current game.

◆ GAME TITLE

Reset your current game – start over from the Title Screen.

◆ SAVE GAME DATA

Save your current game (up to 100 different games). See P.8 for details.

◆ LOAD GAME DATA

Load previously saved Game Data. See P.8 for details.

◆ VIEW HINTS

Check the secret commands and other useful tips based on your progress.

*A hint must be unlocked before you can access this option.

◆ EXIT

Quit your current game and return to the Main Menu.

STARTING THE GAME

SAVE GAME / LOAD GAME

Up to 100 games can be saved at the exact location and condition you paused the game. Access the Save Screen from the Pause Menu (P.7), select a data slot by moving the cursor up/down/left/right, then press the Start button to save the game. The saved Game Data will be stored on your local hard disk – C:\Documents and Settings\ (User Name) \Application Data\SEGA\MegaCollectionPlus\SAVEDATA\



Load any of the previously saved Game Data by simply accessing Load Screen from the Pause Menu and choose a Game Data of the game that you're currently playing.

GAME SCORE

All enemies are worth 100 points. Defeating Dr. Robotnik at the end of a Zone earns you 1,000 points. Both a Time Bonus and a Ring Bonus will be added to your final score when available.



◆ TIME BONUS

Bonus based on the time it took to clear the Act.

◆ RING BONUS

Bonus determined by the number of Rings you had at the end of an Act.

The scoring featured above does not apply to Sonic 3D Blast™, Sonic Spinball™, Dr. Robotnik's Mean Bean Machine™, some Game Gear® games, and other unlockable games.

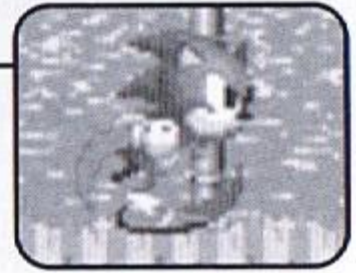
STARTING THE GAME

COMMON CONTROLS

The following game controls are common to the Sonic the Hedgehog series featured in this collection. Additional game/character-based controls will be explained under each game title. Please note that the below controls do not apply to **Sonic 3D Flickies' Island** (P.28) or **Dr. Robotnik's Mean Bean Machine** (P.36).

MOVE / DASH

Use the Left/Right button to run, and keep holding either direction down to accelerate even more. Quickly press in the opposite direction to brake your dash.



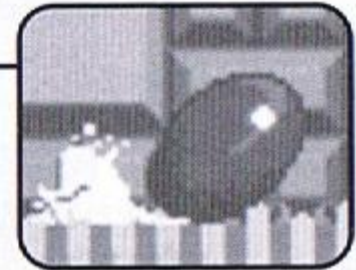
SPIN / SPIN ATTACK (JUMP)

Press the Down button while in motion to perform a spin (attack move), or press the A, B, or C button to Spin Attack (jump and attack) the enemies.



SPIN DASH

Hold down the Down button while standing still, then press the A, B, or C button to spin and release to perform a Spin Dash.

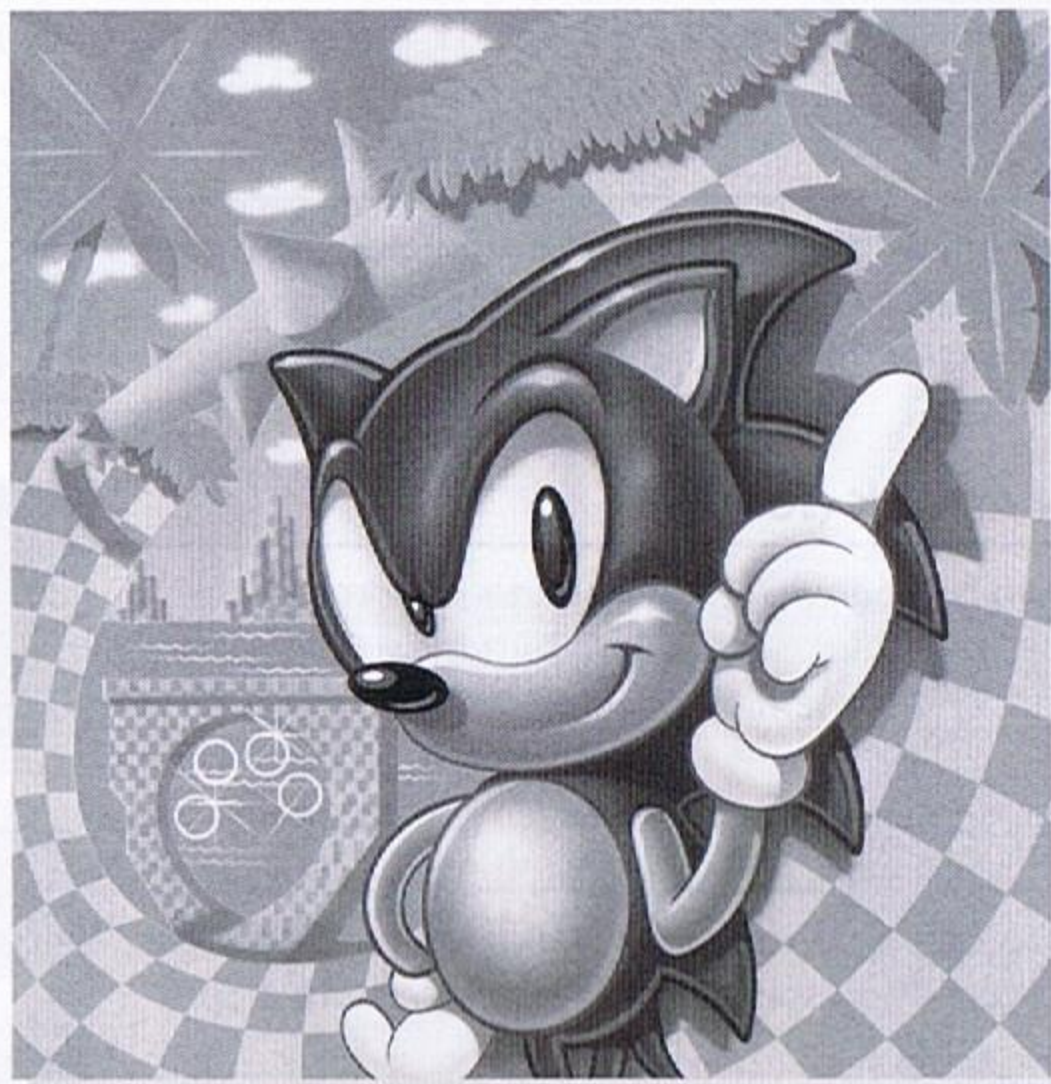


*Not available in Sonic the Hedgehog (P.10)

SHORTCUT COMMANDS

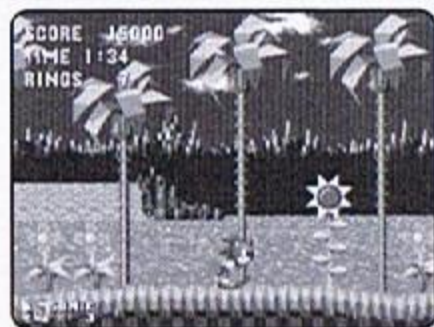
- ★ Press Alt + F2 to reset the game – title screen of Sonic Mega Collection Plus.
- ★ Press Alt + F4 to shut down this game.

SONIC™ THE HEDGEHOG



Original Release 06/23/1991

Dr. Ivo Robotnik (AKA Dr. Eggman), the mad scientist, is snatching innocent animals and turning them into evil robots! Help our hero to fight enemies, rescue the helpless animals, and stop Dr. Robotnik from succeeding with his evil plot.



SONIC THE HEDGEHOG

◆ GAME OBJECTIVE

Avoid traps and crazed robots as you dash through 6 hazardous Zones, each with three thrilling Acts. You will face Dr. Robotnik at the end of every Zone (third Act). You have 10 minutes of Game Time to clear each Act. After 10 minutes, a **TIME OVER** message will appear and you will lose a Life.

EXTRA CONTROLS

The following controls are also used in this game. Press the Start button at the Title Screen to start the game. Note that Spin Dash (P.9) is not available for this game.

- ⊛ While standing still, use the Up/Down button to scroll the screen up and down. The screen will not scroll when Sonic is already at the highest or lowest point. (Also used in other Sonic the Hedgehog series)

GAME SCREEN



- ① **Current score**
- ② **Time elapsed**
- ③ **Number of Rings**
(Flashes when zero)
- ④ **Remaining Lives**

ITEMS & OBJECTS

◆ RINGS



Staying alive will be tough, but by grabbing Rings, Sonic won't get hurt when attacked. If an enemy attacks, you will lose the Rings you have collected. If an enemy attacks while Sonic has no Rings, you will lose a Life.

◆ LAMPPOSTS



By crossing through a Lamppost, your present score and time will be recorded. If you fail to complete the Act, you will return to the last Lamppost you touched.

SONIC THE HEDGEHOG

◆ SPECIAL ITEMS

Smash the video monitors with a Spin Attack to get Special Items.



Super Ring

Earns you 10 Rings at once!



Power Sneaker

Makes you run super fast!



Shield

Prevents you from losing Rings or being hurt when attacked (but won't protect you from all obstacles).



Invincible

Keeps you safe from enemy attack for a short time (but won't protect you from all obstacles).

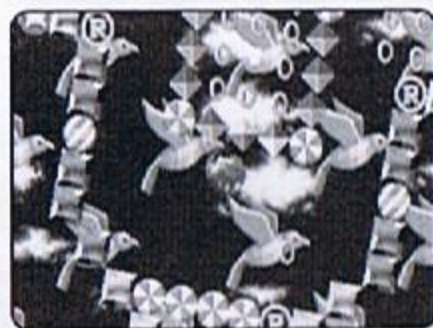


1-Up

Gives you an extra Life.

SECRET ZONE

If you have 50 Rings at the end of any Act, you can warp to the Secret Zone by jumping into the giant gold Ring.



Use the Spin Attack by ricocheting off multi-coloured blocks in a 360° rotating maze. In each Secret Zone, the aim is to grab the **Chaos Emerald** and as many Rings as you can while keeping away from the **Goal Blocks**.



Chaos Emeralds: These come in 6 different colours: yellow, pink, blue, green, red and white. You can find one in every Secret Zone so collect them all!



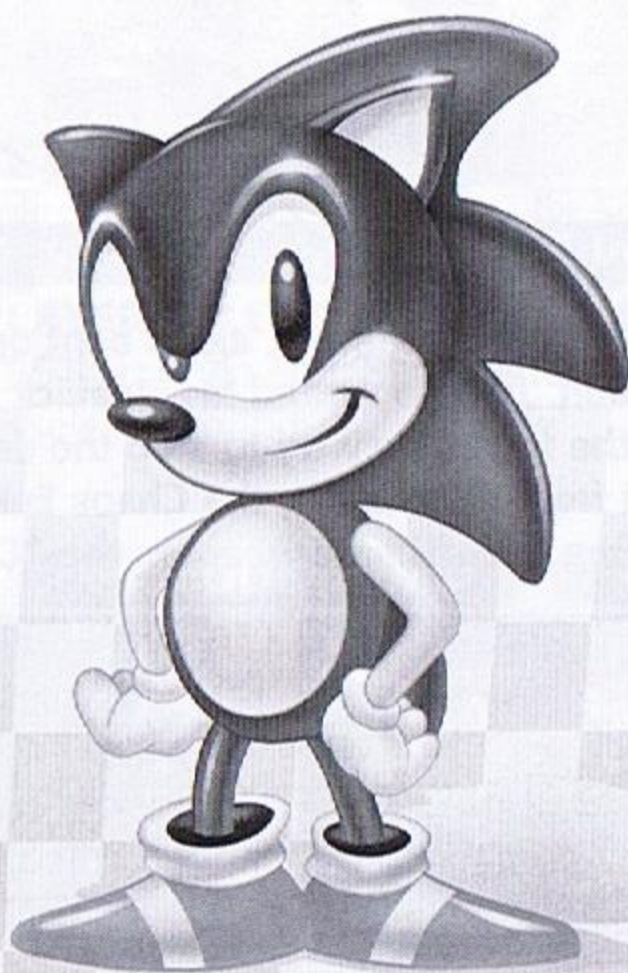
Goal Block: This is the end of the Zone. Touch this and you will return to the previous Zone empty handed.



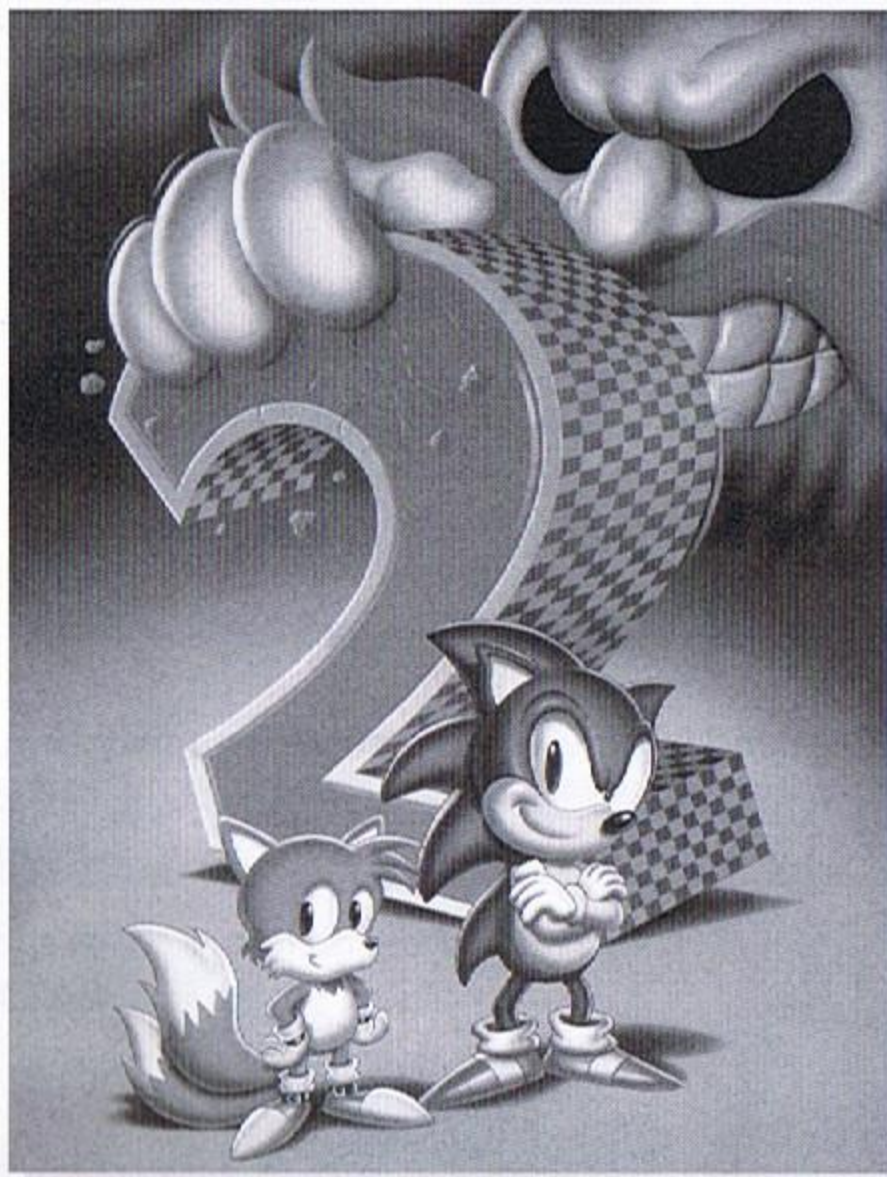
SONIC THE HEDGEHOG

PLAY TIPS

- ✦ Grab all the Rings you can. When you lose the Rings, rush to grab them before they disappear.
- ✦ Watch the traps carefully to see how they move and improve your chances of avoiding them.
- ✦ Look for ways to get to places that seem impossible to reach.
- ✦ Use the Spin Attack to find hidden items.
- ✦ Look for secret rooms.
- ✦ Remember the Time Bonus. There's no time to lose!
- ✦ Destroy enemies in succession for bonus points.
- ✦ By collecting Rings and improving your score, you may be lucky and obtain a Continue worth three more lives after GAME OVER. Press the Start button before the timer expires during the Continue Screen.

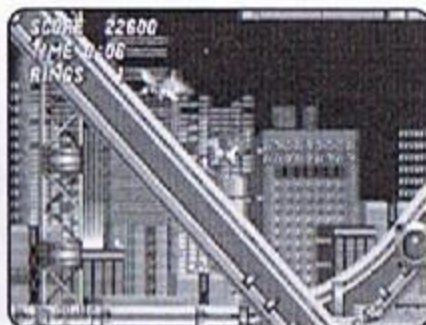


SONIC THE HEDGEHOG 2™



Original Release 11/24/1992

Dr. Robotnik has returned, again bent on world domination. Join Sonic and his sidekick Miles "Tails" Prower the fox as they try to stop the demented scientist from discovering the Chaos Emeralds and completing the ultimate weapon, the "Death Egg."



SONIC THE HEDGEHOG 2

◆ GAME OBJECTIVE

Avoid traps and Badniks as you guide Sonic and his sidekick Tails through ten different Zones on the trail of the mad scientist Dr. Robotnik.

You have 10 minutes to clear each Act. After 10 minutes, a **TIME OVER** message will appear and you will lose a Life.

◆ 2 PLAYER MODE (SIMULTANEOUS COMPETITION)

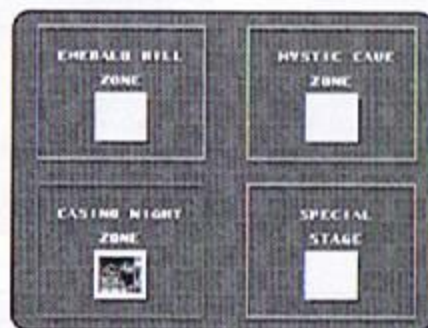
Sonic (Player 1) and Tails (Player 2) will compete to clear each Act in the fastest time while earning Points, Rings and Super Items. The game has a total of 3 Regular Zones (2 Acts each), plus a Special Stage.

GETTING STARTED



Use the Up/Down button in the Title Screen to select either **1 PLAYER**, **2 PLAYER VS**, or **OPTIONS** and press the Start key to confirm. A single-player game will begin when you select **1 PLAYER**.

If you select **2 PLAYER VS** from the Title Screen, the Zone Selection screen will be displayed. Select from the three Zones or the Special Stage and press the Start button to begin your 2 Player VS Competition.



Select **OPTIONS** from the Title Screen and enter the Option Screen. Use the Up/Down button to select **PLAYER SELECT**, **VS MODE ITEMS** or **SOUND TEST**, and the Left/Right button to change the setting or select a sound.

PLAYER SELECT

Choose **SONIC AND TAILS**, **SONIC ALONE**, or **TAILS ALONE** for 1 Player games.

VS MODE ITEMS

Choose **ALL KINDS OF ITEMS** Mode or **TELEPORTATION ONLY** Mode for 2 Player VS games.

SOUND TEST

Use the A button and Left/Right to change the sound number and the B button to hear the music or sound.

For **PLAYER SELECT** and **VS MODE ITEMS**, press the Start button to start your game from the Options Screen.

SONIC THE HEDGEHOG 2

EXTRA CONTROLS

The following controls are also used in this game.

- ✪ In Metropolis Zone, use the Left/Right button to turn the metal nut up or down the screw.



- ✪ In Casino Night Zone, hold down the A button on the spring to push down the spring, and release for a lift off!

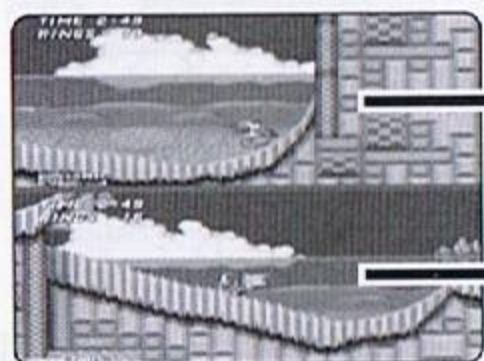


- ✪ In 1 Player mode, Player 2 can take control of Tails. Rings collected by Tails are added to Sonic's total.

GAME SCREEN



- 1 **Current score**
- 2 **Time elapsed**
- 3 **Number of Rings**
(Flashes when zero)
- 4 **Remaining Lives**
Screen of **1 Player** game



PLAYER 1
SONIC

PLAYER 2
TAILS

*Split-screen of
2 Player VS game

ITEMS & OBJECTS

◆ RINGS



By grabbing Rings, Sonic won't get hurt when attacked by an enemy. If Sonic is attacked when you don't have any Rings, you will lose a Life. An extra Life is awarded when you collect 100 and 200 Rings. Rings collected by Tails are also added to your total.

SONIC THE HEDGEHOG 2

◆ STARPOSTS



By touching a Starpost, your present score and time will be recorded. If you lose a Life, you will return to the last Starpost you touched.

Touch a Starpost while holding 50 Rings or more and you'll see a Star Circle spinning above it. Jump in to enter a Special Stage (See below).

◆ SPECIAL ITEMS

Smash open the video monitors with Spin Attack to get Special Items.



Super Ring

Earns you 10 Rings at once!



Power Sneaker

Makes you run super fast!



Invincible

Keeps you safe from enemy attack for a short time (but won't protect you from other obstacles).



Shield

Prevents you from losing Rings or being hurt when attacked once only (but won't protect you from other obstacles).



1-Up

Gives you an extra Life.

SPECIAL STAGE

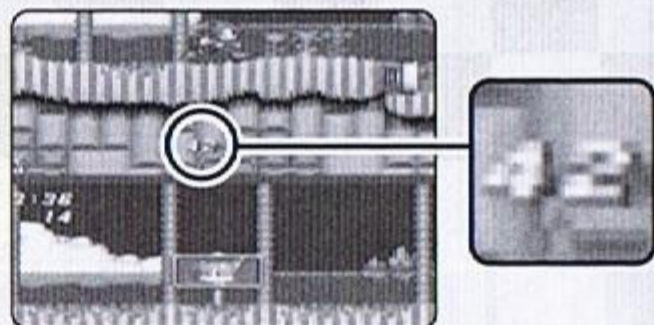
This is your chance to collect a **Chaos Emerald**. Speed around the chute, picking up as many Rings as you can. Sidestep or jump over the bombs to stay in the race. If you finish the Stage, you will receive a Chaos Emerald and return to the Star Post of your original Zone.



SONIC THE HEDGEHOG 2

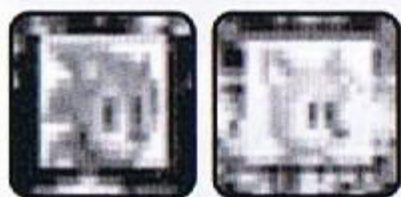
2 PLAYER COMPETITION

Compete to earn the highest score and to clear the Act in the fastest time. When the first player finishes, a timer will count down from 60 seconds (see right). The other player must finish within 60 seconds or lose a life.



◆ SPECIAL ITEMS

Break open monitors to receive a mystery Special Item. The Special Items are revealed when they pop out.



The face you see on a **1-Up Item** is the character that receives it, regardless of who uncovers it.



Watch out when you see **Robotnik's face**! You will lose all of the Rings that you have collected.



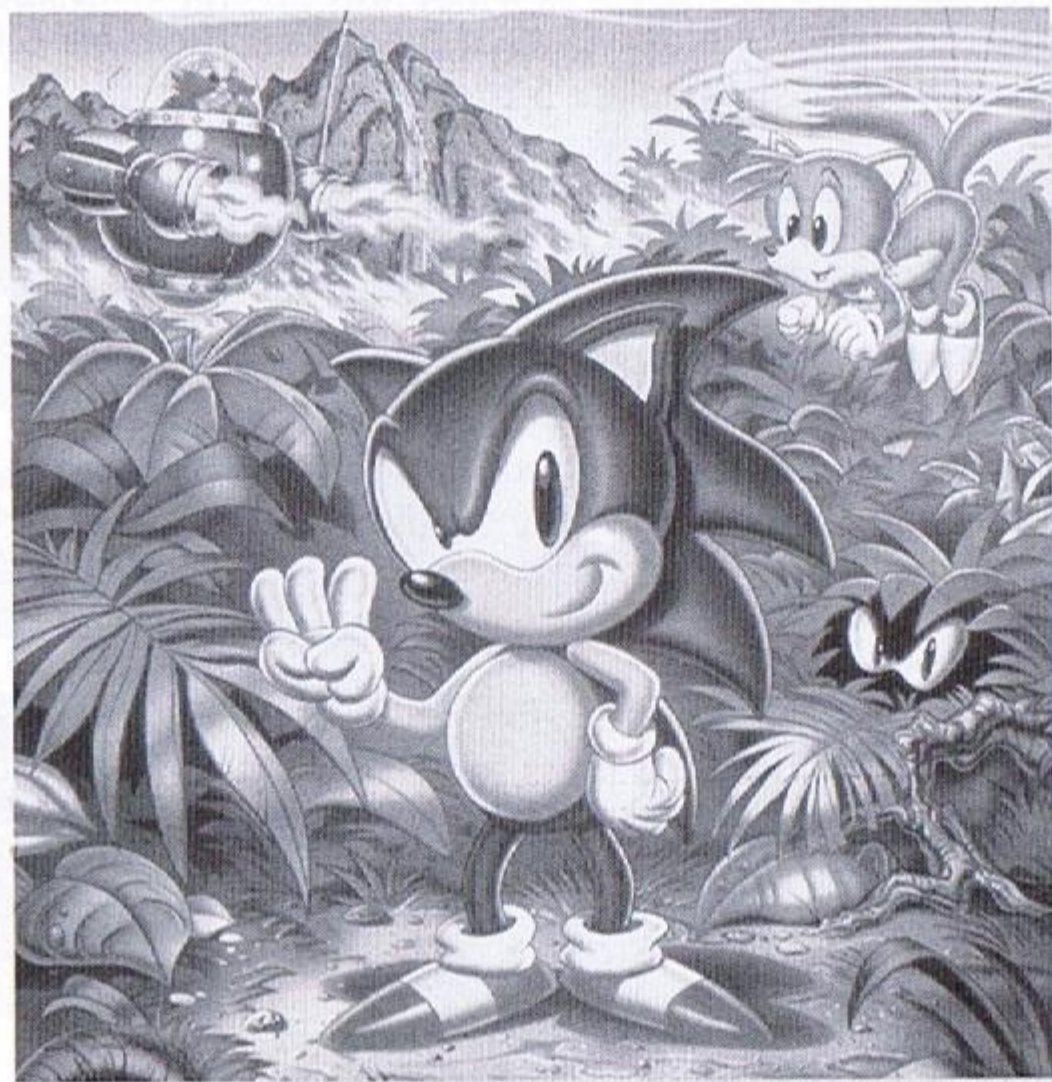
When **Teleportation Only** is selected on the Options Screen (of this game), Sonic and Tails will switch places whenever a monitor is smashed.

PLAY TIPS

- ✦ Jump on levers, hang from vines, or use the Spin Attack to find hidden items.
- ✦ In the Special Stage, don't move too fast or you may miss the Rings!
- ✦ In 2 Player VS Competition, concentrate on your own screen. Regardless of the end time, you can always win by collecting Rings and Special Items to improve your overall score.
- ✦ You can Continue once for every 100,000 points after GAME OVER. Press Start button before the timer expires during the Continue Screen.

SONIC 3

THE HEDGEHOG™



Original Release 01/24/1994

Dr. Robotnik's "Death Egg" has lost its ability to fly after crash landing on Floating Island, and only the power of the Chaos Emeralds can repair his ship. To obtain these, he tricks their guardian Knuckles the Echidna convincing him that Sonic and Tails are really his enemies...



SONIC THE HEDGEHOG 3

◆ SPECIAL ITEMS

Smash open the video monitors with Spin Attack to get Special Items.



Super Ring

Earns you 10 Rings at once!



Power Sneaker

Helps you run super fast!



Invincible

Protects against harm from Badniks for a short period. Some moving objects are still harmful though.



Flame Shield

Protects from fire attacks. Sonic can perform a Fireball Spin Dash by using either A, B, or C button while he is in mid air.



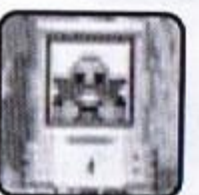
Water Shield

Allows Sonic to breathe underwater. Sonic can bounce along like a ball by using either A, B, or C button while he is in mid air.



Lightning Shield

Attracts Rings like a magnet, and protects against electric and energy ball attacks. Use either A, B, or C button in mid air to perform a double jump.



Robotnik

DANGER! Causes the same damage as a Badnik attack!

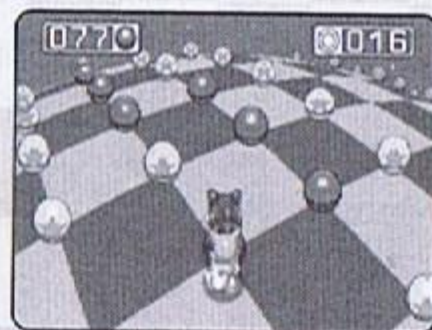


1-Up

Gives you an extra Life.

SPECIAL STAGE

Every Act has a hidden room with a giant Ring. Leap into the Ring to enter the Special Stage. This is your chance to collect the **Chaos Emerald**. Grab the blue spheres and avoid the red. When you collect all the blue spheres, a Chaos Emerald will appear.

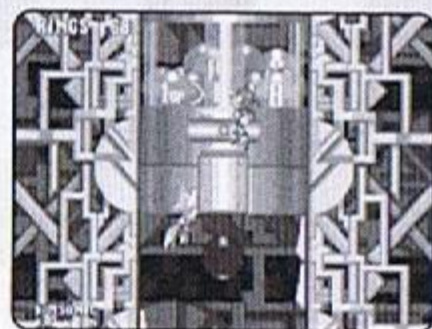


SONIC THE HEDGEHOG 3

BONUS STAGE

To find the Bonus Stage, collect 50 or more Rings during an Act, touch a Starpost and then leap into the tiny stars that appear.

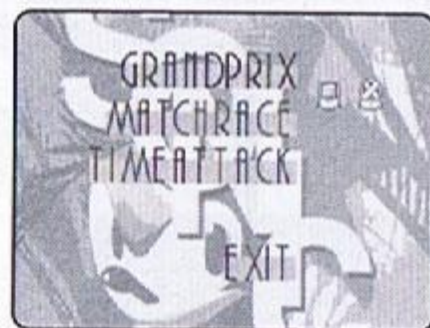
In the Bonus Stage, grab extra 1-Ups, Special Items, and Rings by turning the crank of the Gumball Machine.



COMPETITION GAMES

After selecting **COMPETITION** on the Title Screen, you will enter the Competition Selection screen. Use the Up/Down button to select the menu items as detailed below, and the Left/Right button to choose whether or not to have Special Items in the game.

Press the Start button to enter the character/course selection and the B button to return to the previous screen.



GRAND PRIX MODE

Race through all five Zones.

MATCH RACE

Race in any single Zone.

TIME ATTACK

Single-player practice mode.

PLAY TIPS

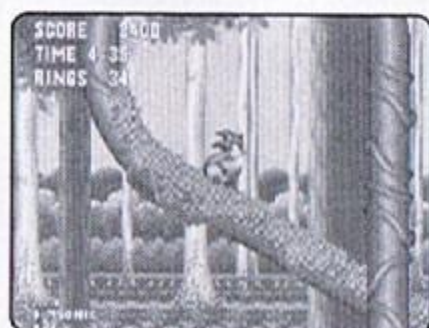
- ★ Look out for secret hidden areas. Walls with different patterns can some times be smashed through using the Spin Dash attack.
- ★ Be prepared for underwater travel. Jump into giant air bubbles to breathe. If you stay in the water too long, you will lose a life. The water shield allows Sonic to breathe until it breaks.
- ★ Throughout the game, don't let Tails get stuck in passageways or traps. Have him activate Starposts or enter Special Stages as quickly as possible.
- ★ Some traps take advantage of Sonic's ultra-fast speed, and some are impossible to escape from. When Sonic is flashing, don't let him travel too fast.

SONIC & KNUCKLES



Original Release 10/18/1994

Having blasted Robotnik's "Death Egg" to smithereens, Sonic is determined to find the Emeralds hidden on Floating Island, but Knuckles is equally determined to stop him by all means available. While they're going the rounds with each other, who will stop Dr. Robotnik?



SONIC AND KNUCKLES

◆ GAME OBJECTIVE

Help Sonic or Knuckles collect Rings, avoid Badniks and escape traps as Dr. Robotnik attempts another dastardly plot to take over the world.

You have 10 minutes to clear each Act. If you go over 10 minutes, a **TIME OVER** message will appear, costing you a Life.

TITLE SCREEN

Use the Up/Down button on the Title Screen to select either **SONIC** or **KNUCKLES** and press the Start button to begin the game.



EXTRA CONTROLS

The following controls are also used in this game.

✪ Press the A, B, or C button while Sonic is jumping to generate a temporary **shield**.

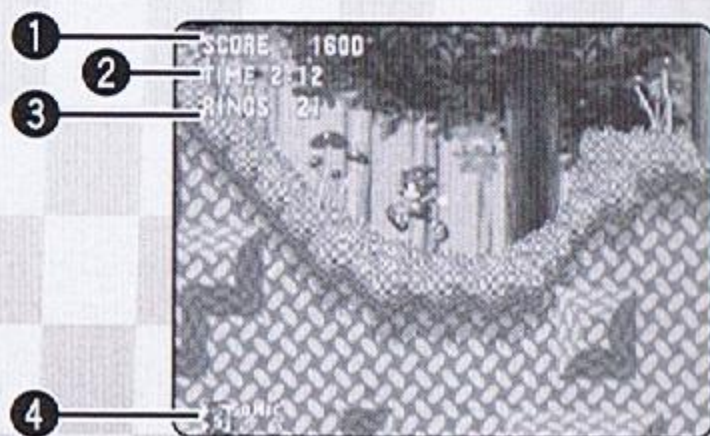
✪ While Knuckles is jumping, hold down the A, B, or C button to **glide** through the air, and use the Left/Right button to control the direction of the glide. You can use this move to attack opponents.



✪ Knuckles can perform a **wall climb** by leaping towards a vertical surface and pressing the A, B, or C button to stick to the surface. Use the Up/Down button to climb and then press the A, B, or C button to jump off.



GAME SCREEN



- 1 **Current score**
- 2 **Time elapsed**
- 3 **Number of Rings**
Flashes when zero
- 4 **Remaining Lives**

SONIC AND KNUCKLES

ITEMS & OBJECTS

◆ RINGS



By grabbing Rings you won't be hurt when attacked by an enemy. If an enemy attacks when you don't have any Rings, you will lose a Life. Collect 100 Rings to get an extra Life, and 50 Rings during a 3D Special Stage or Bonus Stage (See P.27) to earn a Continue.

◆ STARPOSTS



By touching a Starpost, your present score and time will be recorded. If you lose a Life, you will return to the last Starpost you touched.

Touch a Starpost with 50 Rings or more and you'll see a Star Circle spinning above it. Jump in to enter a Bonus Stage (See below).

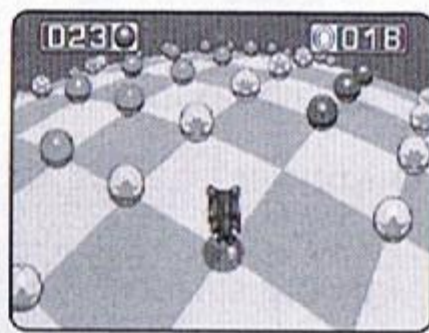
◆ SPECIAL ITEMS

Smash open the video monitors with Spin Attack to get Power-Ups. For details of the Special Items for this game, please refer to the Special Items section in Sonic the Hedgehog 3 (See P.22).

3D SPECIAL STAGE

Every Act has a hidden room with a giant gold Ring. Leap into the Ring to teleport to the 3D Special Stage. This is your chance to obtain a **Chaos Emerald**.

Collect the blue spheres and avoid the red ones. Look for square formations among the blue spheres, and by grabbing the spheres around the edge, all inner spheres will turn to Rings. When you collect all the blue spheres, a Chaos Emerald will appear. Collect 50 Rings in this Stage to earn a Continue worth 3 Lives after GAME OVER.



SONIC AND KNUCKLES

BONUS STAGE

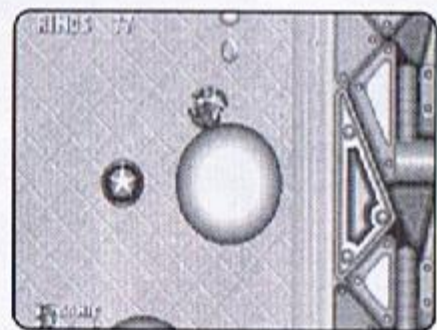
Collect 50 Rings, activate a Starpost, and leap into the tiny stars that appear above to enter a Bonus Stage. The amount of Rings you are holding determines which Stage you will enter.



PLAY TIPS

◆ GLOWING SPHERES STAGE

Sonic is stuck to a magnetic sphere. Roll to the top before jumping to a higher one. Use the flippers to help you, and watch out for the force field creeping up from below!



◆ SLOT MACHINE STAGE

Collect Rings when the tumblers roll. Jump towards the center to stay in this Stage.





Original Release 11/07/1996

Sonic travels to Flicky Island only to find that Dr. Robotnik has turned the mysterious birds known as Flickies into vicious robots! Help Sonic rescue his friends and foil the deranged scientist's fiendish plot.



SONIC 3D BLAST

◆ GAME OBJECTIVE

Defeat the enemies and rescue the Flickies by bringing them back to their own dimension through the Giant Rings!

Jump on or Spin Dash into a robot to free the Flicky inside. Once freed, move past them to attract their attention and they will follow you obediently. Take care though as they tend to scatter when Sonic is attacked by enemies.

GETTING STARTED

◆ OPTIONS MENU

Press the Start button on the Title Screen to enter the Options Menu for this title. Use the Up/Down button to select either **START**, **CONTROL**, or **SOUND TEST** and press the Start button to confirm.



CONTROL

Set the game controls in **CONTROL**. Press the A button to toggle between the two settings, and press the Start button to return to the Options Menu. Note that "A (A button)," "B (B button)," and "C (C button)" are the functions represented in the Button Setting (P.4).

SOUND TEST

Select **SOUND TEST** and listen to the **BGM** (music) and **SFX** (sound) from this title. Use the Up/Down button to select BGM or SFX and the Left/Right button to change the track number, then press the A button to play. To stop the BGM, press the B button.

START

Select **START** and press the Start button to begin the game.

◆ PROLOGUE SCENE



The prologue scene will play when you start your game. Press the A button to move on to the next scene. To skip the prologue sequence, press the Start button and begin Zone 1.

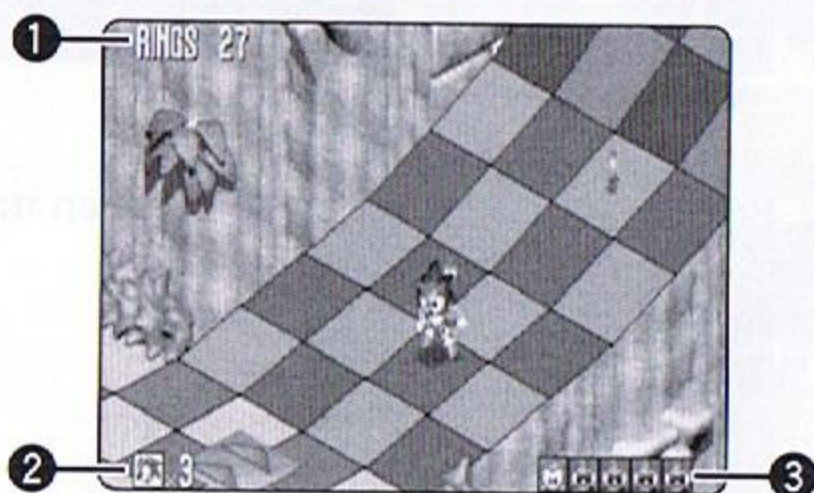
SONIC 3D BLAST

GAME CONTROLS

The following are the default controls for this game.

- ✦ Use the A or C button to jump and **Spin Attack**.
- ✦ Hold down any direction to run and press the opposite direction to quickly brake.
- ✦ Hold down the B button while standing still to spin, and release the button to execute the **Spin Dash**.
- ✦ Roll freely while Sonic is in motion by holding down the B button.

GAME SCREEN



- ❶ **Number of Rings**
Flashes when zero
- ❷ **Remaining Lives**
- ❸ **Flicky Counter**
Lights on when found.

ROBOTS & FLICKIES



Spin Attack or Spin Dash into a robot (top) to break it open and release the Flicky that is trapped inside. Once the Flicky is free, run past it to attract its attention. The Flicky will then follow Sonic (bottom). When Flickies are following, they can help you get items in places that are tough to reach.



If Sonic gets hurt by a robot, the Flickies following will scatter, so try to pick them up again.

ITEMS & OBJECTS

◆ RINGS



Collect Rings to protect Sonic from enemy attack and increase your score. Grab 50 Rings or more to gain access to Knuckles and Tails Bonus Stages.

◆ SPECIAL ITEMS

Smash open the video monitors with Spin Attack to get Special Items.



Rings

Earns you 10 Rings at once!



Shields

Blue Shields protect against normal damage and electricity, Red Shields against normal damage and flame, and Gold Shields against enemy attacks and enable Sonic to perform Blast Attacks - press the jump button twice to home in on the enemy!



Sonic Icons / Extra Life

Collect 10 Icons to earn a Continue. Extra Lives can be found inside the video monitors or the Bonus Stage if you collect all 7 Chaos Emeralds.

◆ SPRINGS AND TRANSPORTS

Use Springs to jump from one place to another. You can also collect the Rings and Sonic Icons above the Springs.



Transports move Sonic up and down levels. Use the Spin Dash to activate some Transports.



◆ DIMENSION RINGS

Jump and grab the red part of the Dimension Ring whenever Sonic has Flickies following him. This will transport them back to the safety of their own dimension.

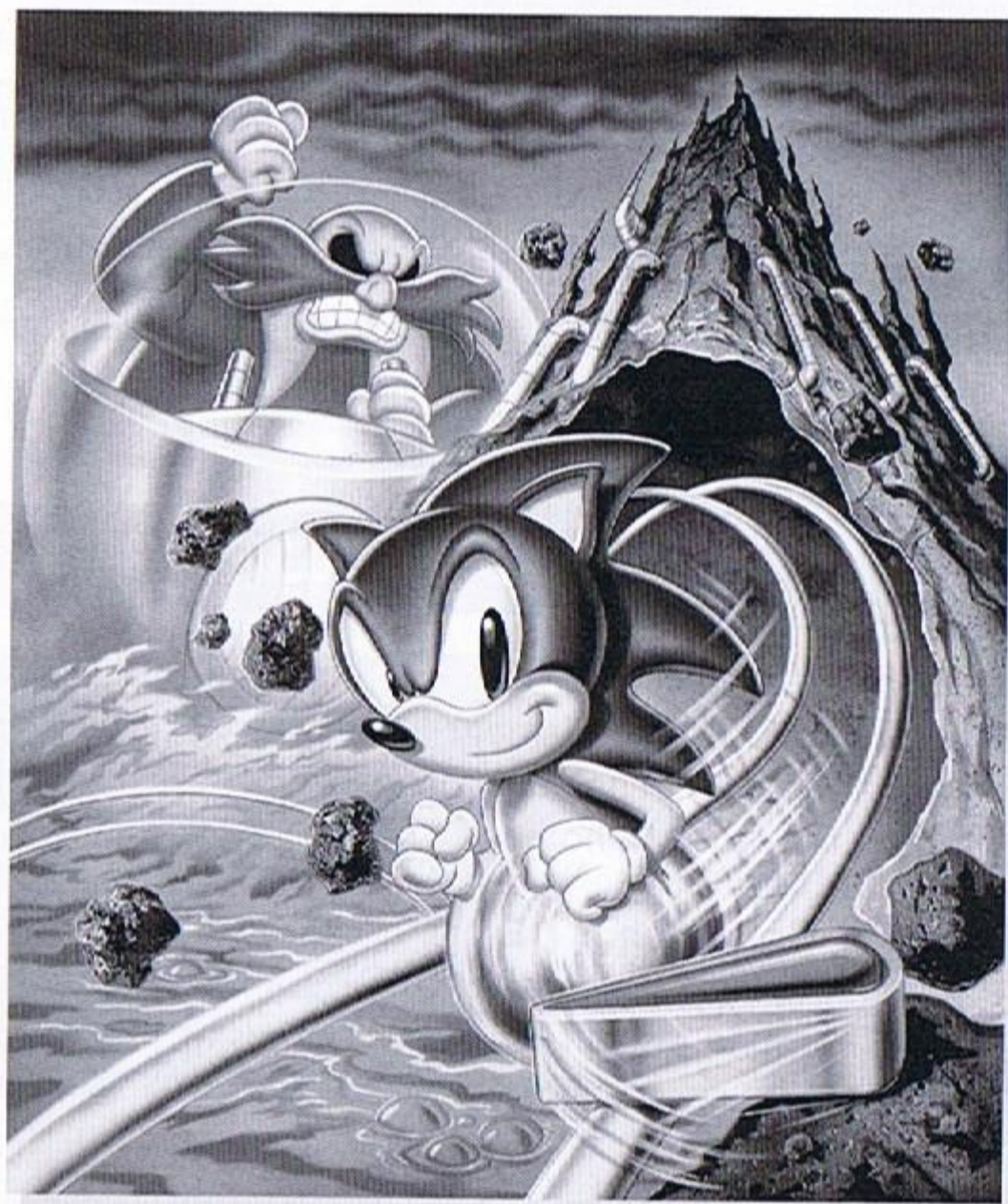


◆ CHAOS EMERALDS

When you have 50 Rings or more, find Tails or Knuckles and they will transport you to a Bonus Stage where the Chaos Emeralds can be found.



SONIC THE HEDGEHOG SPINBALL™



Original Release 11/15/1993

The deranged scientist Dr. Robotnik is once again turning the animals of Mobius into robots using his monstrous contraption the Veg-O-Fortress. Only Sonic can penetrate the pinball defense system, free the animals, collect the Emeralds and put a stop to his fiendish plan.



SONIC SPINBALL

◆ GAME OBJECTIVE

Using Sonic as a pinball, work your way up through the Veg-O-Fortress uncovering concealed passageways, collecting Emeralds and avoiding deadly traps. Up to four people can take turns to play this game.

GETTING STARTED

◆ TITLE SCREEN



Use the Up/Down button on the Title Screen to select either **START** or **OPTIONS** and press the Start button to confirm.

For multiplayer game (alternating play), change the number of players in **OPTIONS**.

◆ OPTIONS MENU

Use the Up/Down button during the **OPTIONS** to select different menu items. Use the Left/Right button to change settings and press the Start button to return to the Game Menu to start the game. Note that "**A** (A button)," "**B** (B button)," and "**C** (C button)" are the functions represented in the Button Setting (P.4).



GAME CONTROLS

The following are the default controls for this game.

Start	PAUSE GAME
Up / Down / Left / Right	MOVE SONIC
A / B / C	JUMP (ON GROUND)
Down, A / B / C	SPIN DASH
A	LEFT FLIPPER
B	RIGHT FLIPPER
C	BOTH FLIPPERS
A + B + C	TILT SHAKE (BONUS ROUND)