

Nintendo

GAME BOY COLOR

INSTRUCTION BOOKLET



SONIC
ADVENTURE
7
TM

Nintendo

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



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.



EVERYONE
SUITABLE FOR ALL AGES

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

EPILEPSY WARNING

Read Before Using Your Win Tenpo Game System

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 a television screen or while playing video games 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 video 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

HANDLING YOUR CARTRIDGE

- ★ The cartridge is intended for use only on the Game Boy.
- ★ Do not bend the cartridge, crush it or get it wet.
- ★ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ★ Be sure to take an occasional break during extended play, to rest yourself and the cartridge.

ESRB RATING

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For More Information, Visit

Internet Sites at:

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

email: [webmaster @ NINTEK DO COM](mailto:webmaster@NINTEKDO.COM)

Compuserve: Go

Starring Up

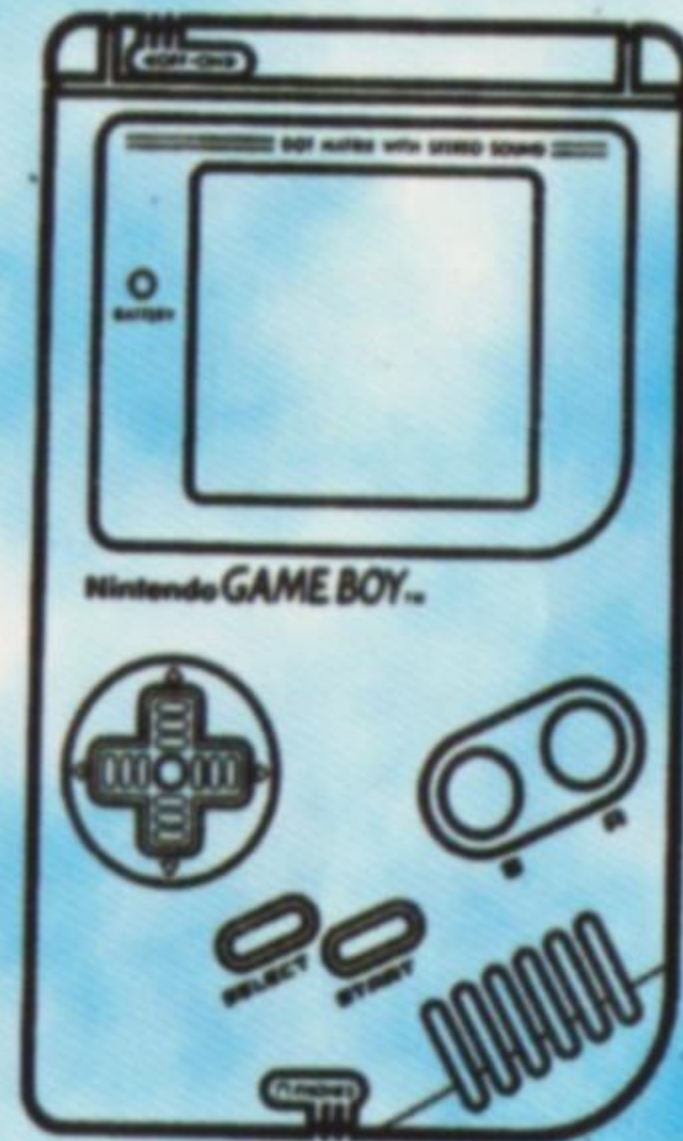
- 1 Set up your Game Boy System as described in its instruction manual.
- 2 Make sure the power weitch is OFF. Insert the Sonic Blast cartridge into the Game Boy unit and turn the power switch ON. In a few monents, the NIN TEN DO loge appears.
- 3 If the NIN TEN DO logo doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Turn the power weitch ON again.

Impartant: Always make sure the power switch is turned OFF before inserting or removing the NIN TEN DO cartridge.

Note: Sonic Blast is for one player.



3



Dr. Robotnik's Latest Scheme

A mysterious island has surfaced near Sonic's home-an island with a revoltingly familiar shape. The bald dome and walrus shape moustache are a total giveaway: Robotnik has built another floating platform to carry on with his plan to rule the world!



Sonic the Hedgehog and ~~ESPIO~~ the Echidna decide there's only one thing to do: get to the platform, break inside, and do some serious property damage. Unfortunately, that is precisely what that eggheaded villain is counting on. Robotnik has laid a series of traps he thinks are infallible. His plan is all too familiar: get rid of his nemesis Sonic for good, and once that's done, collect the Chaos Emeralds in order to




gain the power he needs to take over the world.



Travel with Sonic the Hedgehog or ~~ESPIO~~ the Echidna through a maze of traps, evil robots and fearsome scenery, and prove to Dr. Robotnik that there's no trap made that a determined Sonic or can't overcome!

Take Control!

Directional Pad(D-Pad)

- Highlights Sonic or  in Character Select screen
- Guides Sonic or  in game screens
- Allows Sonic or  to look up or down (press the D-Pad in the appropriate direction).

Start Button (Start)

- Forwards to Title screen
- Forwards to Character Select screen
- Pauses game/resumes paused game


Button 1

- Makes Sonic or Knuckles perform a Spin Jump

Button 2

- Makes Sonic or Knuckles perform a Spin Jump


Special Moves

- Press the D-Pad down and press and hold Button 1 or 2 to perform the Sonic spin Dash.
- Press Button 1 or 2 when Sonic is in midair to perform the 
- Press Button 1 or 2 when Knuckles is in midair to perform the Knuckles Sliding Attack.
- Press Button 1 or 2 to make Knuckles jump, then press Button 1 or 2 again to make Knuckles stick to the wall. Press the D-Pad UP or DOWN to make Knuckles climb the wall.





Blast Into Action!



After the NINTENDO logo and a short intro, the  Title screen appears.



Press Start to see the Sonic and  Select screen. Press the D-Pad LEFT or RIGHT to highlight Sonic or Knuckles, and press Start to begin the game.

As Sonic or , travel through the various Zones, collect rings, destroy the monsters and find the exit. But don't forget to look for Big Rings, the entrance to the bonus stage where there are extra Lives and Chaos Emeralds to be found.

And be on the lookout for the less-than-friendly Dr. Robotnik, who is sure to make an appearance in one of his fiendish robot devices!

Screen Signals

Rings Collected

Ring



Obstacle

Robots/Obstacles: Jump or spin into robots to destroy them. Most obstacles (except some walls) cannot be destroyed, so watch it!

Rings: Collect Rings to protect against damage from robots and obstacles.

Rings Collected: This gives you a count of the Rings Sonic or Knuckles has collected so far. Collect 100 Rings to receive an extra Life!

Rings, Springs and Other Things



Sonic (or ~~Knuckles~~) must find his way through this mayhem in order to stop Robotnik from getting his mitts on the Chaos Emeralds. There are a lot of items Sonic may come across in his adventure. Take a look at the items below to help Sonic figure out what's what.

Rings



Collect Rings to protect Sonic or Knuckles from Robotnik's traps, gain access to the Bonus stages (to find Chaos Emeralds) and gain Bonus points at the end of each Act in the game.


Look Out For TVs



Inside the TVs scattered throughout each level, there are useful items. The Shield item protects against damage. The Shoe item allows for greater speed.



Extra Lives

Each Sonic or  icon equals an extra life! Extra Lives can be found inside TVs and gained in the Bonus stages. In addition, Sonic can gain Lives with each 100 rings collected in each Zone, or after gaining 50,000 points.



Springs

There are various kinds of Springs in the Zones. Some are angled, some are more powerful than others. Use them to jump from one place to another, and to collect Rings in out-of-the-way locations.

Chaos Emeralds/Big Rings



Dr. Robotnik wants to use the power of the Chaos Emeralds to gain control over the world. The only way to stop him is by getting to the emeralds first! Keep an eye out for Big Rings, the entrances to the Bonus stage.

Green Hill Zone



Sonic (or ~~HERBERT~~) starts out the adventure in a tropical forest. Hills and valleys abound, and rickety wooden bridges cross treacherous rivers. Watch out for the piranhas and coconut-tossing monkeys!

Yellow Desert Zone



Bats, moving spike traps, Quicksand... this Zone is all dune and no beach! When travelling in the Egyptian caverns, it's heads up-those stalactites have a nasty habit of falling down at just the wrong time.



Red Volcano Zone



Whoops! Look out for the flame balls circling around overhead! Dodge the fire serpents and fluorescent bats, and use the springs to reach special items.

Blue Marine Zone






It's time to get your feet wet! Explore the mysterious underwater ruins while searching for rings and things. When air gets low, a countdown begins-gulp the big air bubbles to replenish Sonic's oxygen before the countdown reaches zero.

Silver Castle Zone



This chrome-plated castle is filled with Dr. Robotnik's most up-to-date mechanical monstrosities. Corkscrews, cannonfiring robots and steel spikes are just some of the dangers. Keep track of where transporters send you-things get confusing mighty quick!

Game Over/Extra Lives

The game starts with two Lives. You can gain up to nine  Lives altogether. Make sure to carry rings at all times if  isn't carrying a ring, one hit means you lose a Life. When diving in the Blue Marine Zone, you lose a Life when  air runs out. If you lose all your Lives, the Game Over screen appears. Better Luck next time!



Sonic-sized Strategies

- Doubling back to get more Rings or to search areas again can be dangerous. Try to remember where the robots were hiding-there may be more where they came from.
- Try to take on Robotnik while carrying as many Rings as possible. One false move and you're going to lose some rings. You may make more than one false move....
- It may seem obvious, but watch where Sonic or Knuckles is going. There's danger around every corner, and a little too much speed can lead to a big tragedy!
- Lots of dangers lurk above, so heads up!
- Use Sonic's Boost Blast to jump up to hard-to-reach areas. Take advantage of Knuckles' climbing skills to gain extra points.

Credits



Producer:

Bill Person

Product Managers:

**Chrissie Kremer, Kristin McCloskey,
Eric Dunstan**

Product Specialist:

Mark Subotnick

Package/Manual Design:

Arving Carlson, Bob Schonfisch, Eileen Sacman

Package Illustration:

Garrett Honn

Lead Tester:

Amy Albertson

Assistant Lead Testers:

Ryan Hurth, Mark McCunney, Alan Tan

Testers:

**Adam Contreras, Chris Towles, Eugene R. Valenzuela,
Arnold Galano, John Jansen, Pedro Ponce, Anthony
Gomez, Greg Pett, Josh Simpson, Lou DiSimone**

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SONIC
ADVENTURE
7