SONIC GEMS
COLLECTION

™

SEGA

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

Thank you for purchasing Sonic Gems Collection™. Be sure to read this software manual thoroughly before you start playing.

SONIC GEMS COLLECTION ™

••• TABLE OF CONTENTS •••

While the games in this collection have retained the original form of their respecitve platforms, minor graphical modifications have been made.

Select your preferred language from your console's internal System Configuration menu before you start the game.
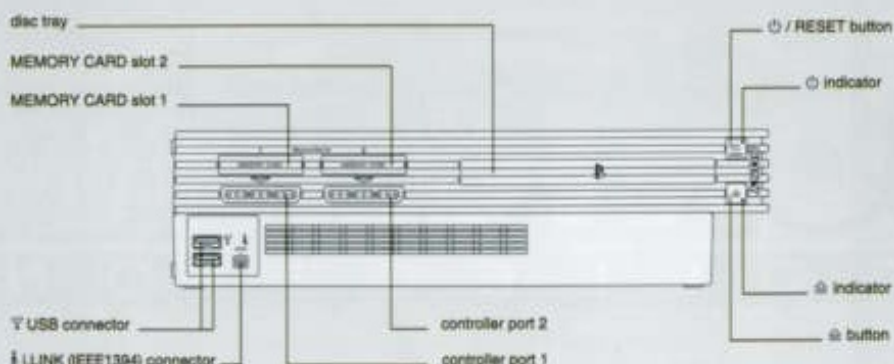
Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the ⏻/RESET button. When the ⏻ indicator lights up, press the ⏏ button and the disc tray will open. Place the Sonic Gems Collection™ disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Attach game controllers and other accessories, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

● ● ● Memory Card (8MB) (for PlayStation®2) ● ● ●

Sonic Gems Collection™ is a Memory Card (8MB) (for PlayStation®2) compatible game. Please insert the Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 before you switch on your console.

Make sure there is enough free space on your Memory Card (8MB) (for PlayStation®2) before commencing play. There are four types of game files, and a total of 11 files of this title can be stored per Memory Card (8MB) (for PlayStation®2). Note that the only data being automatically saved is the Setting Data; other game data must be saved manually. Do not switch the power OFF or remove the Memory Card (8MB) (for PlayStation®2) while the game data is being saved or loaded.

○ SONIC G.C. SETTING DATA (requires 65KB)
  Game logs, unlocked contents, and game data for **Sonic CD**.

○ STF SYSTEM FILE (requires 55KB)
  Game settings and records for **Sonic The Fighters**.

○ SONIC R GAME DATA (requires 77KB)
  Characters, Chaos Emeralds, courses, and records for **Sonic R**.

○ OTHER SONIC G.C. GAME DATA (requires 270KB / PER GAME)
  Save up to 8 games of your Game Gear and bonus games.
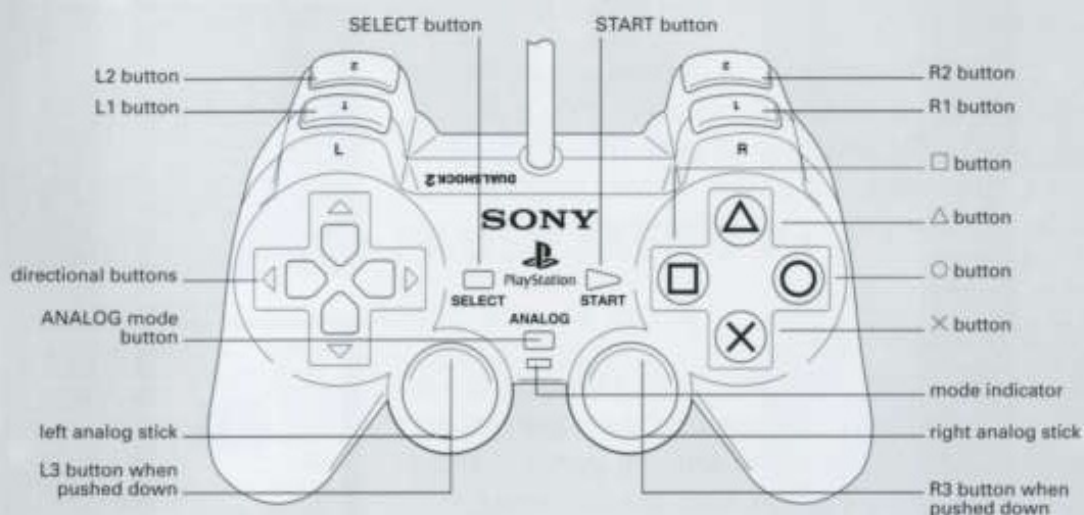
WARNING: This title uses an Autosave feature. Insertion of a Memory Card (8MB) (for PlayStation®2) after boot can result in data being overwritten. If you decide to play without saving, Autosave will be disabled. To re-enable the Autosave feature, you must return to the title screen and proceed with a Memory Card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1.

CONTROLLER

Sonic Gems Collection™ is a one to two player game compatible with the Analog Controller (DUALSHOCK®2) and Analog Controller (DUALSHOCK®). Connect the controllers to controller port 1 and controller port 2 for up to two players respectively.

●●● Analog Controller (DUALSHOCK®2) ●●●

SELECT button   START button

L2 button   R2 button
L1 button   R1 button

□ button

SONY

△ button

directional buttons   ○ button

ANALOG mode button   × button

SELECT   START
ANALOG

mode indicator

left analog stick   right analog stick

L3 button when pushed down   R3 button when pushed down

♦ In this manual, **↑,↓,←**, and **→** are used to denote the input of both the directional buttons and left analog stick.

●●● MENU CONTROLS ●●●

↑ / ↓ / ← / →	SELECT ITEM / SCROLL
⊗ / ◎ button	ENTER SELECTION
△ / □ button	CANCEL / PREVIOUS SCREEN

QUICK START

The controls of the game are provided before entering the game you have selected. For some titles, the button assignments can be rearranged from the in-game **Options**. Please note that the game controls expressed herein are all in their default configuration.
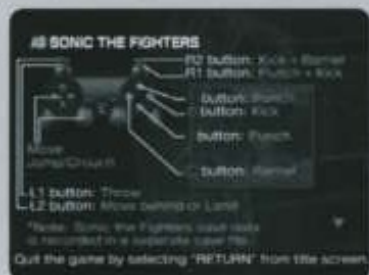
••• MAIN MENU •••

Press the START button at the Title Screen to enter the Main Menu screen and press the ⊗/◉ button to choose one of the following options.

◆ GAMES

Select **GAMES** from the Main Menu to enter the Game Menu. Select a title of your choice and press the ⊗/◉ button to display the information screen, then start the game. Games listed as **? ? ?** will be unlocked once you clear certain requirements.

◆ MANUALS

Select **MANUALS** from the Main Menu to enter the Manual Menu. Select a title then press the ⊗/◉ button to access the original game manual from its original platform. Use the following controls to browse the manual.

↑ / ↓ / ← / →	MOVE PAGE
right analog stick (left/right)	PREVIOUS PAGE / NEXT PAGE
L1 / R1 button	ZOOM OUT / ZOOM IN

◆ MUSEUM

Select **MUSEUM** from the Main Menu to access your growing collection of Sonic artwork, movies, music, and more! When a new item is unlocked, you will receive a message upon entering the Museum. To open an item, press the ⊗/◉ button. To view an illustration, use the following controls.

| ↑ / ↓ / ← / →	MOVE ILLUSTRATION
right analog stick (left/right)	PREVIOUS ITEM / NEXT ITEM
L1 / R1 button	ZOOM OUT / ZOOM IN

Once you meet certain requirements, you can listen to the soundtracks of your favourite Sonic games whilst browsing the Museum. The Audio Player will become available when you unlock your first track –
press the **R2** button to open and close the player, use **←/→** to select the track, press the **⊗/◉** button to play and the **△/▣** button to stop.
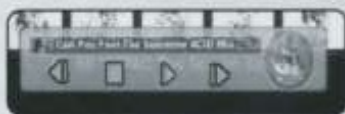
♦ EXTRAS

Select **EXTRAS** from the Main Menu to enter the Extras Menu. **HINTS** contains a list of secret commands and other useful tips that become available based on your progress. **CREDITS** lists the staff that made this game possible.

●●● PAUSE MENU ●●●

Press the **R1** Button during a game to access the Pause Menu with the following options. Please note that this menu is not available for **Sonic The Fighters**, **Sonic CD**, and **Sonic R**.

♦ RESUME

Continue the current game.

♦ RESET GAME

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

♦ QUICK SAVE

Temporarily save current game progress.

♦ QUICK LOAD

Load a temporarily saved game.

♦ SAVE GAME DATA

Save the current game (up to 8 different games).

♦ LOAD GAME DATA

Load a previously saved Game Data (must be Game Data of the game you are currently playing).

♦ VIEW HINTS

Secret commands and other information based on your progress.

♦ EXIT

Quit the current game and return to the Game Menu.

••• SYSTEM FILE •••

On loading **Sonic The Fighters**, the game will search for an existing Sonic The Fighters SYSTEM FILE from the inserted Memory Card (8MB) (for PlayStation®2). If you are playing for the first time, it is a good idea to create a SYSTEM FILE from the **SYSTEM** in the OPTIONS menu to store your settings and records of the game.

NOTE: Sonic The Fighters only supports MEMORY CARD slot 1.

••• MAIN MENU •••

Press the START button during the demo screen to enter the Title screen with the following options. To return to the demo, press the ▲/■ button.

♦ ARCADE MODE

Single player mode against CPU characters.

♦ VS. MODE

Two-player mode between you and a friend. The second player can always enter the game in the middle of a single player game (Arcade Mode) by pressing START for a two-player (VS. Mode) match.

♦ OPTIONS

Change various game settings. Also check your fight records, and save or load your SYSTEM FILE. Details on P.12 & 13.

♦ RETURN

Quit the game and return to the Game Menu.

> You are notified whenever you attempt to exit the game without saving the latest settings and records. Select "YES" to save (overwrite) the SYSTEM FILE before returning to the Game Menu of Sonic Gems Collection.

●●● CHARACTER SELECTION ●●●

Select **Arcade Mode** or **VS. Mode** from the Main Menu and enter the Character Select screen. Move the left analog stick to select a character for the fight. The **AUTOMATIC/MANUAL** control option will also be decided here if you have turned on this setting from the **GAME SETTINGS** in the OPTIONS (P.12).

●●● GAME DISPLAY ●●●

❶ TIMER
Remaining time of the current round.

❷ ENERGY GAUGE
Gauge will decrease when character takes damage.

❸ NAME
Name of the character.

❹ MATCH COUNTER
Number of rounds you won in the current Match – one star per victory.

❺ OPPONENT'S INFO
CPU's or Player 2's information.

❻ BARRIER COUNTER
Number of Barriers remaining.
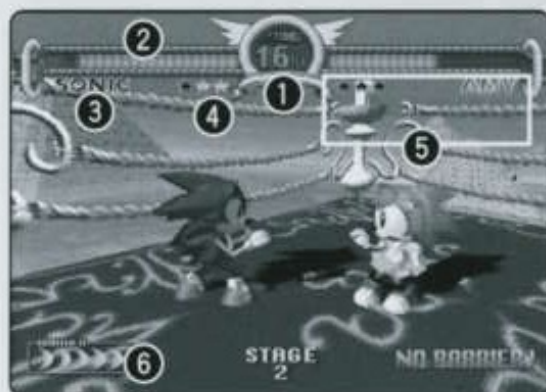
●●● PAUSE MENU ●●●

Press the START button during a match to pause and access the following options. Press START again to resume your current fight.

♦ RETURN TO MAIN MENU
Quit the match and return to the Main Menu of this game.

♦ RETURN TO CHARACTER SELECT (Only for VS. Mode)
Quit the match and return to the character selection screen.

♦ COMMANDS (for your character)
List of commands for the character(s) currently played.

••• DEFAULT CONFIGURATION •••

Here are the default button settings for **Sonic The Fighters**. The control settings can be modified from the **CONTROL** in the OPTIONS (P.13).
*Chart below represents the configuration of **TYPE A** setting.

BUTTONS	MENU SCREEN	MATCH
left analog stick	Move Cursor	Control Character
directional buttons	Move Cursor	Control Character
⊙ button	Enter	Kick (Ⓚ)
⊗ button	Enter	Punch (Ⓟ)
⊘ button	Back	Punch (Ⓟ)
⊡ button	Back	Barrier (Ⓑ)
L1 button	-NOT USED-	Throw (Ⓟ+Ⓑ)
L2 button	-NOT USED-	Dodge (Ⓟ+Ⓑ+Ⓚ)
R1 button	-NOT USED-	Punch & Kick (Ⓟ+Ⓚ)
R2 button	-NOT USED-	Kick & Barrier (Ⓚ+Ⓑ)
START button	Start Game	Pause Menu
SELECT button	-NOT USED-	Change View

••• COMMON ACTIONS •••

⬆	JUMP
⬇	CROUCH *not for all characters
➡➡ / ⬅⬅	QUICK MOVE (forward/back)
➡➡	RUN
Ⓟ+Ⓚ+Ⓑ	DODGE
Close-up Ⓟ+Ⓚ+Ⓑ	BEHIND-THE-BACK
Thrown in Air Ⓟ+Ⓚ+Ⓑ	SAFE LANDING
On the Ground ➡ / ⬅	GET UP (front/back)
On the Ground ⬆ / ⬇	ROLL & UP (either side)
⬅ Ⓟ+Ⓚ *One Barrier Required	START HYPER MODE

White Arrow: Tap / **Black Arrow:** Hold / **+**: Press Simultaneously

●●● SONIC ●●●

SPIN ATTACK	⬇ P
QUICK TOSS	⬆ P
SPIRAL SPIN ATTACK	⬇⬇ P
DASH SPIN ATTACK	In Run P
HEAD SPIN ATTACK	Close-up P+B
DIZZY SPIN ATTACK	Close-up ⬅➡⬇⬅➡
	P+B
SPIN DIVE	⬆ P
DODGING SPIN ATTACK	P+K+B P

●●● TAILS ●●●

PROPELLER DASH	P+K
PROPELLER DASH-L	P+K P
PROPELLER DASH-R	P+K K
SQUASH PUNCH	➡ P
STAMP DIVE	⬆ K
PUSH AWAY	In Run P
AIRPLANE DROP	Close-up P+B
DODGING PUNCH	P+K+B P

●●● KNUCKLES ●●●

KNUCKLES GLIDER	P+K
ONE-TWO-UPPERCUT	PPP
UPPERCUT	⬆ P
BODY DIVE	⬆ P
PUSH AWAY	In Run P
KNUCKLES SPECIAL	Close-up P+B PP
FOOT TRAMPLE	Close-up ⬇⬇ K+B
DODGING PUNCH	P+K+B P

(Character facing right) ➡: Tap / ➡: Hold / +: Press Simultaneously
P: Punch (✖/▲ button) / B: Barrier (■ button) / K: Kick (● button)

P: Punch (⊗/△ button) / B: Barrier (▣ button) / K: Kick (◉ button)

••• AMY •••

MAGICAL HAMMER	⬇ P
SPIN HAMMER	⇨ P
HIP ATTACK	⇨⇨ K
HAMMER DIVE	⬆ P
SLIDE	In Run P
VAULTING HORSE	Close-up P+B
HEY! WHAT IS THAT?	Close-up
	⇦⇨⬇⇦⇨ P+B
DODGING HAMMER	P+K+B P

••• FANG •••

RAPID SHOOT	⇨ PPPPP
TAIL COMBINATION	K+B KK
TAIL SPRING KICK	⇨⇨ K
GREAT POPGUN	⇦ ⇨⇨ P
HORSE KICK	In Run K
TAIL DOWN ATTACK	Opponet Down ⬇K
TAIL THROW	Close-up ⇨⇦ K+B
DODGING SHOOT	P+K+B P

••• BEAN •••

POWER UPPERCUT	⇦ P
RAPID PECK	PPPPP
THROW BOMB	⇨⇨ P
SHOOT BOMB	➡ K
DASH PECK	In Run P
SUPER PECK	Close-up P+B
TERRIFIC PECK ATTACK	Close-up
	⇦⇨⇦ P+B
DODGING ATTACK	P+K+B P

(Character facing right) ⇨: Tap / ➡: Hold / +: Press Simultaneously
P: Punch (⊗/△ button) / B: Barrier (▣ button) / K: Kick (◉ button)

••• ESPIO •••

ESPIO SPIN ATTACK	⬇ Ⓟ
TONGUE ATTACK	⇨ Ⓟ
ESPIO CHOP	⬀ Ⓟ
LONG RANGE TONGUE	⬅⬀⬇⬅⇨ Ⓟ
DASH TONGUE	In Run Ⓟ
BACK TOSS	Close-up Ⓟ+Ⓑ
TONGUE THROW	Close-up ⇨⬅ Ⓟ+Ⓑ
DODGING TONGUE ATTACK	Ⓟ+Ⓚ+Ⓑ Ⓟ

••• BARK •••

STAMP & HOOK	⬇ ⓅⓅ
ONE-TWO-THROW	ⓅⓅⓅ
TRIPLE SQUASH PUNCH	⇨ ⓅⓅⓅ
KNOCK DOWN THROW	Close-up Ⓟ+Ⓑ
HOLDING PUNCH	Close-up ⇨⇨ Ⓟ+Ⓑ
GIANT SWING	Close-up ⬅⬀⬇⬅⇨ Ⓟ+Ⓑ
GUARD WALK	⇨⇨ Ⓟ+Ⓚ+Ⓑ
	*Barrier required
DODGING PUNCH	Ⓟ+Ⓚ+Ⓑ Ⓟ

(Character facing right) ⇨: Tap / ➡: Hold / +: Simultaneously
Ⓟ: Punch (✖/▲ button) / Ⓑ: Barrier (■ button) / Ⓚ: Kick (● button)

••• HYPER MODE •••

When you have a Barrier remaining, activate the Hyper Mode by entering ⬅ Ⓟ+Ⓚ (on the ground) or ⬆ Ⓟ+Ⓚ (while in mid-air) during the fight. Hyper Mode is in effect for a limited time while your character is surrounded with stars. Take advantage of this opportunity to use the special attacks only available during this mode.

NOTE: HYPER MODE must be enabled from the GAME SETTING in the OPTIONS.

SONIC THE FIGHTERS

••• OPTIONS •••

Select **OPTIONS** from the Main Menu to access the Options Menu detailed below. Use ↑/↓ to move the selection, and ←/→ to change the highlighted setting. When you are finished, select **EXIT** and return to the Main Menu.

GAME SETTINGS

♦ ARCADE
Adjust the following settings for the Arcade Mode.

ENEMY RANK. . . . . . Difficulty level of the match.
MATCH COUNT. . . . Number of victories to win the match.
ROUND TIME. . . . . . Number of seconds per round.
ENERGY MAX. . . . . . Energy level – HARDEST being the least.

♦ VS
Adjust the following settings for the VS. Mode.

MATCH COUNT. . . . Number of victories to win the match.
ROUND TIME. . . . . . Number of seconds per round.
ENERGY MAX. . . . . . Energy level – HARDEST being the least.

♦ BARRIER
Set the number of Barriers available at the begining of the match.

♦ BARRIER RESET
Option to reset the number of Barriers every round.

♦ AUTOMATIC
Option to allow automatic selection of special attacks. Turn the setting **ON**, then select **AUTOMATIC** at the Character Select screen to enable the option.

♦ HYPER MODE
Option to enable Hyper Mode (see P.11 for details).

♦ DAMAGE
Adjust the loss of Energy per attack.

♦ RETURN TO DEFAULT SETTINGS
Reset the Game Settings to the default configuration.

CONTROL

Use one of the pre-configurated button settings, or press ↑ to edit your own setting. To edit the button settings, use ↑/↓ to select a button and ←/→ to choose the assigned action.

SOUNDS

SOUND MODE..... Change the sound output setting of the game.
SE VOLUME....... Adjust the volume of the sound effects.
SE TEST.......... Select a sound effect and play.
MUSIC VOLUME ... Adjust the volume of the music.
MUSIC TEST....... Select a music and play.
RETURN TO DEFAULT
  SETTINGS........ Reset all sound settings.
EXIT .... Return to Options Menu.

SCREEN

◆ SCREEN MODE

Adjust the screen size from three available display types.

TYPE A .... Screen dimensions of the original Arcade version.
TYPE B .... Screen size of TYPE A, proportionately enlarged and centred on the screen.
TYPE C .... Resized to fit exactly on screen.

* TYPE A and B will display some black borders at the edges.

◆ ADJUST POSITION

Use the directional buttons or left analog stick to adjust the position of your screen.

SYSTEM

Select **SAVE SYSTEM FILE** to save your current settings and records, or **LOAD SYSTEM FILE** to load any previously saved file.

RECORDS

Check both the character based records from the **LEAGUE** chart and the top rankings of the Arcade Mode from the **CLEAR TIME** chart.

ittle Planet is a beautiful and tiny world where special stones known as the Time Stones are found. The Time Stones are powerful gems that are capable of controlling the passage of time. The evil Dr. Eggman had his eye on these stones all along, ever since the planet appeared on the last month of the year. Upon locating the Little Planet, Dr. Eggman and his robot cronies immediately set about converting the world into a giant fortress. But Sonic arrives onto the scene to stop Dr. Eggman from taking all the Time Stones that will allow him to manipulate time and conquer the world.

Travel through the past, present and future of each Zone and find Dr. Eggman's latest invention – Metal Sonic. Dr. Eggman will also make an apperance at the end of every Round.

●●● TITLE SCREEN ●●●

Press the START button once the Title screen of **Sonic CD** is displayed to bring up the menu, then use ←/→ to select the following options. For your very first game, you will only find two options – **NEW GAME** and **EXIT**.

♦ NEW GAME

Start a new game from the beginning.

♦ CONTINUE

Start playing from the beginning of a saved Round.

♦ TIME ATTACK

Select a Round which you have previously cleared, and aim for the goal in the fastest time. Details on P.18.

♦ SAVED GAMES

Manage your saved game(s) that are autosaved when you clear each Round and when you quit the game. Details on P.19.

♦ EXIT

End your game and return to the Game Menu of Sonic Gems Collection™.

NOTE: This option is the only way to exit Sonic CD. Your progress (game data available in **SAVED GAMES**) is saved to the Setting Data once you exit this game.

••• GAME CONTROLS •••

The following are the controls for Sonic. Press the START button during gameplay to pause the game.

○ Use ←/→ to **run**, and keep holding either directional button to gain more speed. Quickly change direction to brake your dash.

○ Hold ↓ whilst moving to perform a **spin** (attack move), or use the ⊗, ◉, ◬, or ◉ button to **Spin Attack** (jump and attack) the enemies.

○ Hold ↑/↓ while standing still, then press the ⊗, ◉, ◬, or ◉ button to spin, and release ↑/↓ to perform a **Spin Dash**.

○ Press ↑ or ↓ twice while standing still to scroll the screen vertically.

••• GAME SCREEN •••

❶ **Current score**

❷ **Time elapsed**
   *Ten minute time limit

❸ **Number of Rings**

❹ **Remaining Lives**

❺ **Time Symbol**
   *P: PAST or F: FUTURE

••• TIME WARP •••

Time Warp Signs (**PAST** and **FUTURE**) are scattered in each Zone. Pass by the signs to make them spin and prepare to launch into another time. If you have a Time Warp Display at the bottom of the screen, pick up the pace and keep running until Sonic is ready to warp away!

NOTE: The launch is cancelled if you suddenly stop while Sonic is preparing (running) for the Time Warp.

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••• ITEMS •••

◆ RINGS

As long as you have Rings, Sonic won't get hurt when attacked. When Sonic is attacked, you will lose all the Rings you have collected. If an enemy attacks while Sonic has no Rings, you will lose a Life.

◆ LAMP POSTS

By passing a Lamppost, your present score and time will be recorded. If you fail to complete the Zone, you will restart from the last Lamppost you passed.

◆ SUPER ITEMS

Break the monitors with a Spin Attack to get your Super Items.

Super Ring: Earns you 10 Rings at once!

Power Sneaker: Gives Sonic a super burst of speed!

1-Up: Gives you an extra Life.

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 attacks for a short time (but won't protect you from all obstacles).

••• SPECIAL STAGE •••

You will earn the chance to play the Special Stage when you reach the Goal with 50 Rings or more (except for the Zone where you face Dr. Eggman). Don't forget to grab the giant Ring at the end of the Zone, or else you will miss your chance to pick up the precious Time Stone in the Special Stage.

NOTE: The Special Stage is unavailable once you have collected all seven of the Time Stones.

♦ HOW TO PLAY

The Special Stage is a three-dimensional course scattered with UFOs. The objective is to destroy all of the UFOs before your time runs out. You will receive a power-up Item such as Sneaker, Rings, or time bonus per UFO you destroy. Take advantage of the special features of the course such as Fan Block, Spring Blocks, and Dash Zones to help catch the UFOs in time. Stay out of the water, which will deduct 10 seconds off your time. The Time Stone is yours if you destroy all the UFOs on the course!

NOTE: Controls of the main game are used to control Sonic during the Special Stage.

♦ SCREEN DISPLAY
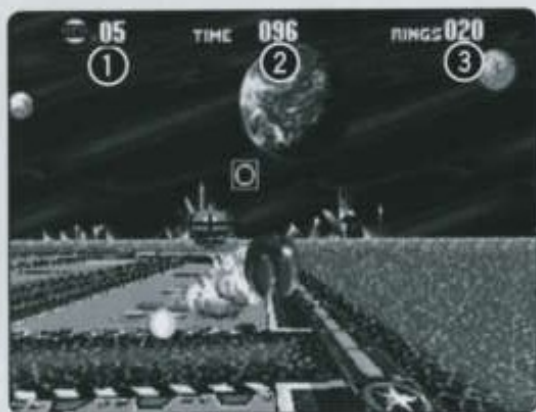
❶ **Remaining UFOs**
  *Cleared when this is zero

❷ **Remaining Time**

❸ **Number of Rings**

••• TIME ATTACK •••

Select **TIME ATTACK** from the Title screen to access the Round selection menu. Note that you can only select Rounds you have already cleared in the main game. Take a spin on the available Zones to break your previous records.

♦ GETTING STARTED

Enter the Time Attack from the Title screen and follow each step to start your race.

1) Use ↑/↓ to select the available Round, then press the ⊗/◉ button.

2) Use ←/→ to select **NEXT**.
   *Select **EXIT** to return to the previous screen.

3) Use ↑/↓/⊗/◉ to scroll through available Zones.

4) Use ←/→ to select **GO**.
   The Zone will load and your Time Attack will begin.

♦ NAME ENTRY

If your performance qualifies within the top three fastest times, your time will be entered in the list (flashing) once you return to the Zone Menu. Follow each step and enter your initials for the time you just recorded.

1) Press any button to start entering your initials.

2) Use ↑/↓ to cycle through the characters.

3) Use → to enter the next character.
   *← to return to the previous character.

4) Press the ⊗/◉ button to confirm.

••• SAVED GAMES •••

Select **SAVED GAMES** from the Title screen to access the list of game data for Sonic CD. A total of six different games can be stored. The game will automatically create or update a data whenever you clear a Round.

Use ⬆/⬇ to select one of the following commands on the left side of the screen, then select one of the saved games available from the list.

COMMANDS   GAME DATA

◆ SELECT

Select the game you would like to continue playing. Please note that the selected data will be automatically overwritten when you advance a Round.

◆ COPY

Select a game and create a copy of the data.

◆ RENAME

Select and change the name of the game data. Use ⬆/⬇ to cycle through the characters, and use ➡ to enter the next character.

◆ DELETE

Select a game and delete the data.

◆ EXIT

Return to the Title screen of Sonic CD.

All of the updates and changes that appears on the Saved Games screen are saved to your Setting Data when you exit this game (SONIC CD) from the Title screen (P.14).

••• MODE SELECTION ••••

Press the START button at the Title screen of **Sonic R** to enter the Select Mode screen. Use ←/→ to select the following options.

♦ GRAND PRIX

Enter a single player race mode.

♦ TIME ATTACK

Race for the best time in various game styles.

♦ MULTI-PLAYER

Multi-player race mode for two players.

♦ OPTIONS

Change various game settings. Details on P.23.

> **Select EXIT GAME from the OPTIONS to exit the game and return to the GAME MENU of Sonic Gems Collection.**

••• LOAD/SAVE DATA •••

To load previously saved games, first, select **LOAD/SAVE DATA** in the Options Menu. Use ↑/↓ to select the data, and ←/→ to select **LOAD** and press the ⊗ or ⊙ button to load the saved information.

> **Save your game from the OPTIONS (LOAD/SAVE DATA) before you exit this game, otherwise, the details of your progress will be lost.**

••• RACE CONTROLS •••

The actions detailed below are common to all characters. See P.25 to 27 for details on each character's Special Moves.

↑ / ◎ button	ACCELERATE
← / →	CORNERING
L1 / L2 button	TURN LEFT (sharp turns)
R1 / R2 button	TURN RIGHT (sharp turns)
L1 + R1 button	BRAKE
◉ button	CHANGE VIEWS
START button	PAUSE

••• GAME SCREEN •••

Here is the screen of the Grand Prix Mode. The appearance during other game modes will vary with more or less display items.

❶ Number of Rings
❷ Current Rankings
❸ Number of Sonic Tokens
❹ Total Time
❺ Lap Times
❻ Course Map

♦ MULTI-PLAYER SPLIT SCREEN

The Multi-player Mode is played in a split-screen between two players. The picture on the left is split in the default **Horizontal** setting, but this can be changed into **Vertical** from the **GAME** in the OPTIONS (see. P.23).

TOP: 1P / BOTTOM: 2P

••• GRAND PRIX •••

Enter the Grand Prix from the Select Mode
screen, then select a character and a course of
your choice. Aim to finish within the top three
for the three-lap race. Speed is important, but
there are also items such as Rings and Sonic
Tokens that will reward you well.

••• TIME ATTACK •••

Select one of the following Time Attack Modes
from the Select Mode screen.

◆ NORMAL

Three laps of time trial – perfect training for the
Grand Prix Mode!

◆ REVERSE

Now try three laps on the same course from the opposite direction.

◆ GET 5 BALLOONS

Hunt for all five balloons that are scattered around the course.

◆ TAG 4 CHARACTERS

Try and tag four characters in the fastest time.

GHOST CHARACTERS

Create a ghost of your first race in the Normal or Reverse Modes, and
keep competing with your fastest ghost by selecting **Retry** at the end of
the race. Note that the **GHOST** setting in the Options must be turned
On to run against your ghost.
*The ghost is deleted once you return to the Select Mode screen.

••• MULTI-PLAYER •••

Select one of the following Multi-player Modes
from the Select Mode screen.

◆ RACE

Compete in a three-lap race.

◆ GET 5 BALLOONS

First one to get five balloons is the winner!

••• OPTIONS •••

Enter the Options Menu from the Select Mode
screen and change the following game settings.
Select **BACK** to return to the Select Mode screen.

♦ TIMES

Check your records based on each character and
course. Use ←/→ to select a character, and ↑/↓
to select a course.

♦ LOAD/SAVE DATA

Save your progress, load a previously saved data, or create a new game
data. Use ←/→ to select one of the three options, and ↑/↓ to choose
your data.

♦ SOUND

Adjust various sound settings or testplay the music or sound effects. To
test the sounds, select either **SFX TEST** or **MUSIC TEST** and change the
track number using ←/→, then press the ⊗ or ⊚ button to play.

♦ GAME

Adjust the following game settings.

DIFFICULTY	Change the difficulty level of the game.
GHOST	Allow the ghost of your fastest time to appear during the Time Attack.
WEATHER	Change the weather of the race.
CATCH UP	Handicap option that allows the leader(s) to become a little generous.
GUIDE	Trail mark option of the main path.
MAP	Course map option: **On** or **Off**.
2P SPLIT	Multi-player Mode (two-player) display option: **Horizontal** or **Vertical**.
BACK	Return to the Options Menu.

♦ EXIT GAME

Exit the game and return to the Game Menu of Sonic Gems Collection.

••• ITEMS & SPECIAL FEATURES •••

Rings: Collect as many as you can to use the Accelerators or open the Ring Gate.

Item Panels: Touch the panel to gain Rings or the following abilities for a limited time.

Fleet Feet: Makes you run super-sonic fast!

Lightning: Reel in and collect all nearby Rings.

Water: Ability to run across water. The ability is lost once you step out of the water.

Sonic Tokens: Collect all five tokens on the course and place within the top three positions for something rather unexpected.

Chaos Emeralds: A total of seven emeralds can be found and collected while playing the Grand Prix Mode. To keep the emeralds you have picked up on the course, you must finish the race in first place!

NOTE: Sonic Tokens or Chaos Emeralds are not found in the Radiant Emerald (the fifth course).

◆ ACCELERATORS

Run through the Accelerator and zoom forward in hyper-speed! More Rings means more mileage in hyper-speed.

◆ RING GATES

You must have more Rings in possession than the number indicated to open this gate. Sometimes it's a shortcut, sometimes for a treasure.

••• CHARACTERS •••

SONIC

● **DOUBLE JUMP**

Press ⊗/⬙ twice (once while in mid-air).

● **SPIN ATTACK**

⬇ while running.

● **SPIN DASH**

⬇ while standing still, then press the ⊙ button to spin and release ⬇ to dash foward.

Top Speed	A
Acceleration	C
Turns	C
Grip	B
Jump	B

TAILS

● **FLYING**

Press ⊗/⬙ to jump, then once more and hold while in mid-air. Use the left analog stick/directional buttons to direct Tails during the flight.

● **SPIN ATTACK**

⬇ while running.

● **SPIN DASH**

⬇ while standing still, then press the ⊙ button to spin and release ⬇ to dash foward.

Top Speed	C
Acceleration	B
Turns	C
Grip	A
Jump	B

KNUCKLES

● GLIDING

Press ✕/▲ to jump, then once more and hold while in mid-air. Use the left analog stick/directional buttons to direct Knuckles during the glide.

● SPIN ATTACK

↓ while running.

● SPIN DASH

↓ while standing still, then press the ◉ button to spin and release ↓ to dash foward.

Top Speed	B
Acceleration	C
Turns	B
Grip	B
Jump	B

AMY

● WATER HOVERING

Simply take Amy to the water and her vehicle will automatically transform into a hovercraft.

● TURBO BOOST

Press ✕/▲ whenever the turbo icon (tyre symbol) appears on top portion of your screen.

Top Speed	D
Acceleration	A
Turns	D
Grip	C
Jump	D

DR. EGGMAN

*He is available once you finish a race in the required condition.

● HOVERING

Freely direct Dr. Eggman's machine on the main path or on water.

● HOMING MISSILE

The target will appear when you have collected more than 10 Rings. Press ⊗/△ to fire the missile.

Top Speed	C
Acceleration	B
Turns	A
Grip	D
Jump	D

●●● PAUSE MENU ●●●

Press the START button to **RETRY** or to **RETIRE** from the current race. To resume the current race, select **CONTINUE** and press the START button.

●●● PLAY TIPS ●●●

● Unless you are aiming for the best time, prepare to take alternative routes to find the tokens and emeralds.

● Explore the course thoroughly and try planning how to approach the different paths to collect your treasures.

● Take advantage of your character's strengths and their Special Moves. Also, use the **L1** and **R1** buttons for those tight turns!

SONIC THE HEDGEHOG 2

••• CONTROLS •••

← / →	MOVE
↑ / ↓	SCROLL SCREEN
Moving + ↓	SPIN ATTACK
◎ / ⊗ / △ / ▣ button	SPIN JUMP (Attack)

••• PLAYING THE GAME •••

◆ OBJECTIVE

Avoid traps and crazed robots as you dash through seven dangerous Zones. There are three Acts per Zone, and you'll face Dr. Eggman's Master Robots at the end of each Zone. Collect all six of the Chaos Emeralds to save the animals of the island and Tails!

◆ GETTING STARTED

Press the START button at the Title screen to begin the game or press the **R1** button to load your saved games from the Pause Menu (see P.5).

◆ GAME SCREEN

❶ Number of Rings
*100 Rings = Extra life

❷ Remaining Time
*Ten minute time limit

❸ Remaining Lives

❹ Monitor
*Break them open to earn a bonus/item

Touch the Bonus Panel at the Goal area and wait for it to show what you have earned.

- **RING:** Earn 10 Rings
- **SONIC:** Extra life
- **TAILS:** Additional credit to continue
- **DR. EGGMAN:** Bad luck! Receive nothing

You can play the Game Gear® games either in a standard or a smaller (Game Gear size) screen. Use the R3 button to toggle the size of your screen during the game.

SONIC SPINBALL

••• CONTROLS •••

The following are the controls based on default setting (TYPE 1).

← / →	MOVE
◎ / ⊗ / △ / ▣ button	JUMP
◎ / △ button	RIGHT FLIPPER
⊗ / ▣ button	LEFT FLIPPER

••• PLAYING THE GAME •••

♦ OBJECTIVE

Work your way up the Veg-O-Fortress to save all the animals that Dr. Eggman has captured. Sonic must find his way through the diabolical pinball security of the fortress to free his friends and stop Dr. Eggman's sinister scheme.
The Veg-O-Fortress contains four levels that are divided into three Acts. Defeat the bosses who are waiting at the third Act of every level to advance further into the fortress.

♦ GETTING STARTED

Press the START button at the Title screen to begin the game or press the **R1** button to load previously saved games from the Pause Menu (see P.5). To change the game settings, use ↓ to select **OPTIONS** and press the START button to enter the Options Screen.

♦ OPTIONS
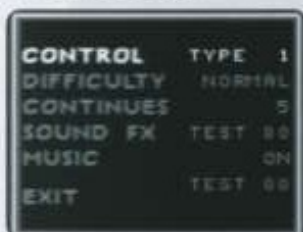
Adjust flipper controls, difficulty level, number of Continues, or listen to music/sound effects. For **MUSIC** and **SOUND FX**, use ←/→ to change the track number and press the ⦿ button to play.

♦ PLAYER STATS

Press the START button to pause the game and check your points, remaining lives, continues, and number of Chaos Emeralds (of the current Level) from the scrolling information displayed at the top of the screen.

SONIC THE HEDGEHOG
TRIPLE TROUBLE

••• CONTROLS •••

← / →	MOVE
↑ / ↓	SCROLL SCREEN
Moving + ↓	SPIN ATTACK
◎ / ⊗ / △ / ▣ button	SPIN JUMP (Attack)
↓ + ◎ / ⊗ / △ / ▣ button	SPIN DASH (Attack)
↑ + ◎ / ⊗ / △ / ▣ button	STRIKE DASH (For Sonic)
↑ + ◎ / ⊗ / △ / ▣ button	FLY (For Tails)

*Spin Dash, Strike Dash, and Flying are all from a standing postion.

••• PLAYING THE GAME •••

♦ OBJECTIVE

Select Sonic or Tails for a mission to collect five of the Chaos Emeralds before Dr. Eggman can reclaim them for himself. There are three Acts per Zone, and you'll face the boss robots at the end of each Zone. Collect 50 Rings during the Acts and break the monitor with a Chaos Emerald to warp into the Special Stage where you could win one of the precious stones.

♦ GETTING STARTED

Press the START button at the Title screen to begin the game or use ↑/↓ to select and enter either **TIME ATTACK** or **SOUND TEST**. To play previously saved games, press the **R1** button to load the data via the Pause Menu (see P.5).

♦ GAME SCREEN
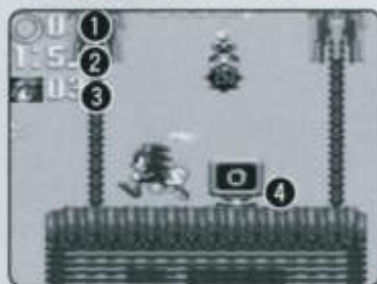
❶ **Number of Rings**
   *100 Rings = Extra life

❷ **Remaining Time**
   *Ten minute time limit

❸ **Remaining Lives**

❹ **Monitor**
   *Break them to earn bonus/items

Bonus Panels can be found at the end of every Act. Simply touch the panel and wait for it to show what you earned. Touch the panel again if the panel is blank. *Nothing gained when Flicky (bird) appears.

SONIC DRIFT RACING

••• CONTROLS •••

← / →	STEER
↑	SPECIAL POWER / ITEMS
◎ / △ button	ACCELERATE
✕ / ☐ button	BRAKE
← / →, Brake, then Accelerate	DRIFT TURNS

*Special power is available for use when you collect two or more Rings (three Rings for Metal Sonic).

••• PLAYING THE GAME •••

♦ OBJECTIVE

Start your engines! Sonic and company seek even greater speed in the second Chaos Grand Prix. Hone your drift techniques and take advantage of the special powers to become the champion of all the circuits.

♦ GETTING STARTED

Press the START button at the Title screen to enter the Mode Menu screen or press the [R1] button to load previously saved games from the Pause Menu (see P.5).


Use ↑/↓ to select a mode from the Mode Menu. To play the **Versus Mode**, the second player (connected to controller port 2) must press the START button to change the screen mode for a two-player game.

Two screens will be displayed – left screen for Player 1 and right screen for Player 2. Note that you cannot save the game via the Pause Menu or enlarge the screen during a two-player split-screen mode.

♦ GAME SCREEN
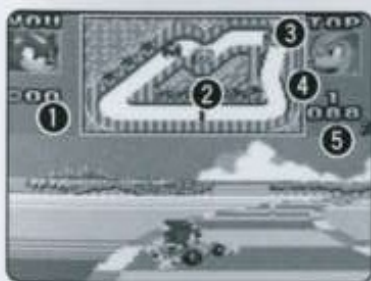
❶ Number of Rings

❷ Course Map

❸ Opposing Driver (Top or runner-up)

❹ Your Current Position

❺ Speed Meter (in %)

TAILS' SKYPATROL

••• CONTROLS •••

directional buttons	MOVE
left analog stick	MOVE
◎ / ⊗ / △ / ⬛ button	THROW RING (Attack)
Tapping ◎ / ⊗ / △ / ⬛ button	RECOVER FLIGHT (After a hit)
Holding ◎ / ⊗ / △ / ⬛ button	SPIN RING (Pass the item/object)

○ To pick up or use most bonus items and trick objects, you must touch the item/object while holding onto the Ring. For other types of items/objects, simply hit the item/object with your Ring.

○ Press the ⊗, ◎, △, or ⬛ button to get off of the trolley you are riding or drop the weight you've picked up before you hit the ground and lose a Life.

••• PLAYING THE GAME •••

♦ OBJECTIVE

Tails is determined to save a remote island that is ruled by a strange witch. Avoid obstacles and enemies using Tails' magical Ring and flying ability to get through the Area. You'll face the boss at the end of the Area, whom you must defeat to clear and advance to the next Area (*No boss in the first Training Area).

♦ GETTING STARTED

Press the START button at the Title screen to begin the game. To play your previously saved games, press the **R1** button to load the data via the Pause Menu (see P.5).

♦ GAME SCREEN
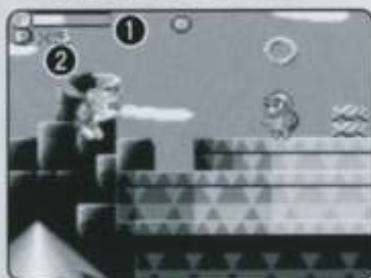
❶ **Power Gauge**
  *Lose a Life when the gauge reaches zero
  *Power is depleted gradually over time

❷ **Remaining Lives**

Make sure you grab the power-up candies, available to you in three sizes, to replenish the Power Gauge.

TAILS ADVENTURES

••• CONTROLS •••

← / →	MOVE
↑ / ↓	SCROLL SCREEN
◎ / △ button	JUMP / TURN (Sea Fox)
Tap then hold ◎ / △ button	FLY
✕ / ▢ button	USE ITEM (Attack)

••• PLAYING THE GAME •••

♦ OBJECTIVE

Tails must defend his island from the Great Badoru Kukku who's invading the peaceful island to collect his treasures. Fight against Kukku's bird troops at various locations (land, air and sea) and find useful items on the way to stop Kukku from taking over the island.

♦ GETTING STARTED

Press the START button at the Title screen to begin the game. To play previously saved games, press the **R1** button to load the data via the Pause Menu (see P.5), or enter the 16-character password of your previous games at **Tails' House**.

♦ MAP SCREEN & TAILS' HOUSE

Use ↑/↓/←/→ to select and enter one of the areas on the map to start the adventure. When you have completed an adventure, return to **Tails' House** to prepare for the next area.

At Tails' House, Tails can equip up to four Special Items for his adventure. Select items for land from **EQUIP**, and items for sea from **DOCK**.

♦ GAME SCREEN

❶ Remaining Rings
  *GAME OVER when the Ring reaches Zero

❷ Selected Item

❸ Flight Gauge
  *Descends when the gauge is depleted

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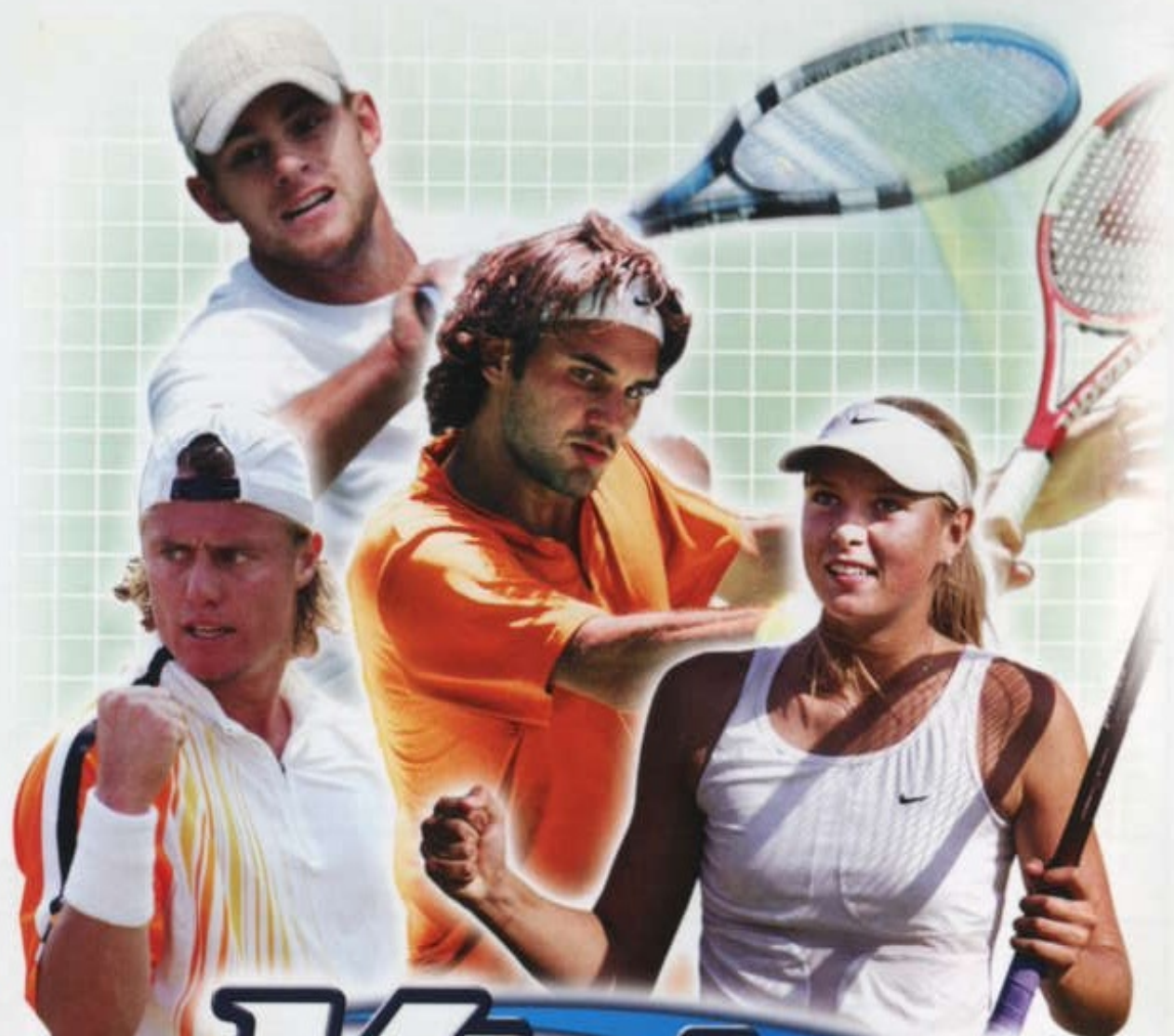
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