

SONIC™

INSTRUCTION

SEGA®

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THE ORIGINAL SONIC GAME RETURNS!

The original Sonic the Hedgehog game that started the great "Sonic boom" has returned! It's better than ever. Dr. Ivo Robotnik, the mad scientist, is snatching innocent animals and turning them into evil robots! Only one tough dude can put an end to the demented scientist's fiendish scheme. It's Sonic, the real cool hedgehog with the spiked haircut and power sneakers that give him super speed.

Help Sonic fight hordes of metal maniacs and do the loop with the Super Sonic Spin Attack. If you're lucky, you can warp to the secret zone where you hunt for more rings! Then it's back to the main field of play, where your greatest challenge is when you come face to face with Dr. Robotnik himself!

Be Sonic. Be atomic!

OBJECT OF THE GAME

There are 6 zones (stages) of play. You begin each zone with 3 chances and a full energy bar. You lose energy each time you are hit. When you lose all your energy, you lose a chance. Lose all 3 chances and it's **GAME OVER**.

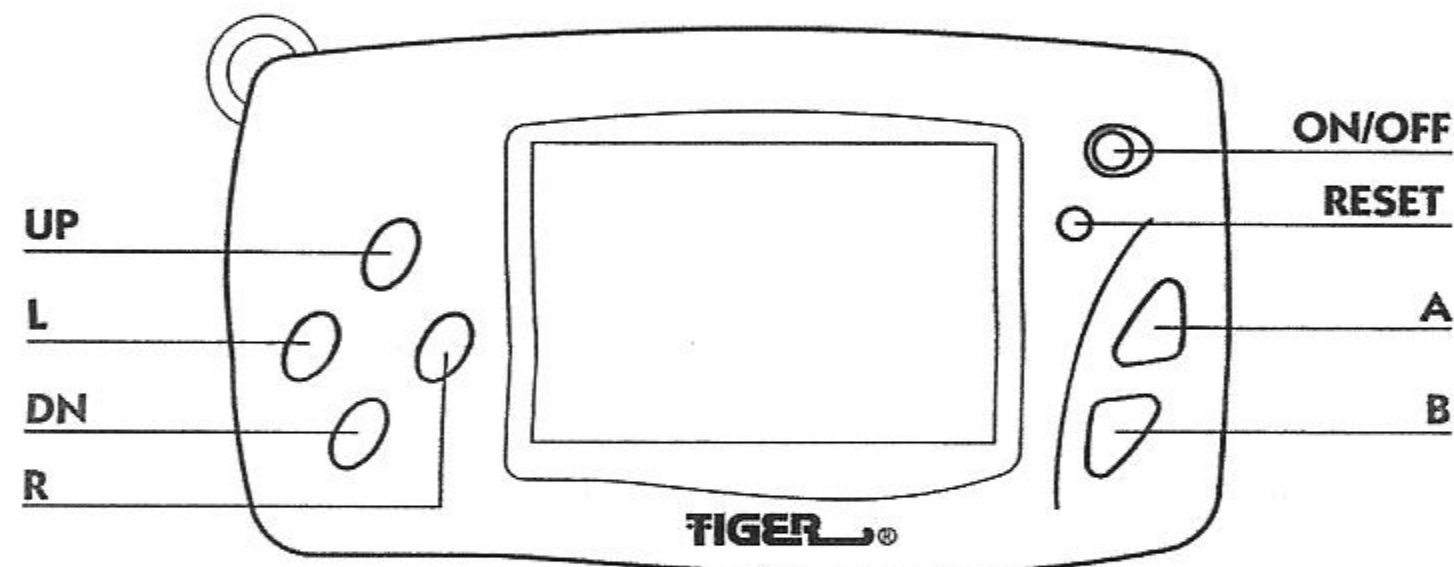
It's also a **GAME OVER** if you can not clear the screen of all the bad guys within the given time limit.

Your mission is clear: Defeat Dr. Robotnik and his metal crazies in every stage! You also want to pick up as many rings as you can — plus a Chaos Emerald in each stage!

You WIN the game if you can defeat Dr. Robotnik at the end of stage 6.

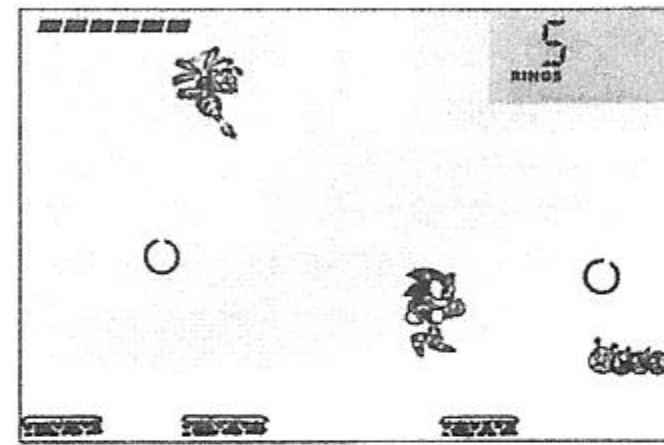
KEYS TO THE GAME

Use your keypad to defeat Robotnik!



- ON/OFF** — to turn on the game.
— to turn off the game.
- UP** — to move Sonic up.
- DN** — to control sound: on or off.
- L** — to move Sonic left.
- R** — to move Sonic right.
- A** — to start the game and each stage.
— to perform the Super Sonic Spin Attack.
- B** — to perform the Super Sonic Spin Attack.
- RESET** — to reset the unit if your game malfunctions.

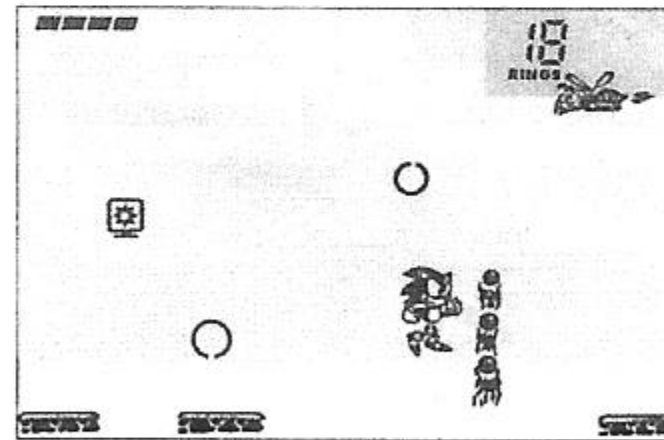
Press the "A" button to begin each stage.



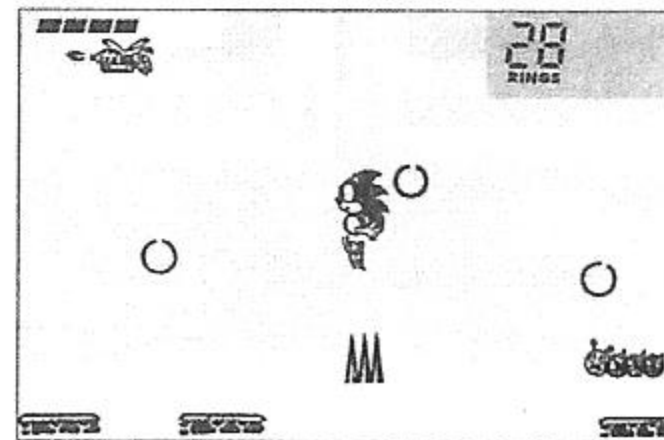
THE BATTLE BEGINS!

You start each game with 3 chances and a full energy bar. As you complete each stage, your chances and your energy bar are replenished to full.

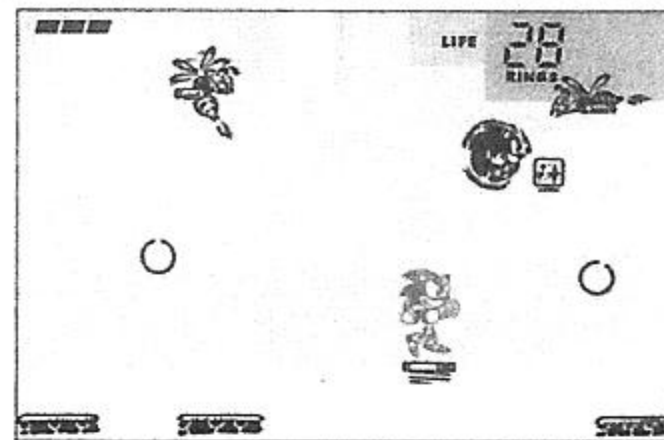
Watch out for booby traps and bad guys. Study how they move — and then you will have a better chance of dodging and escaping them! Robotnik's Badniks are Crabmeat, Buzz Bomber and Caterkiller. The obstacles include spikes, flying fireballs and razor sharp saws.



YIKES! FLYING FIREBALLS!



DON'T LOOK NOW — THOSE ARE RAZOR SHARP SAWS!

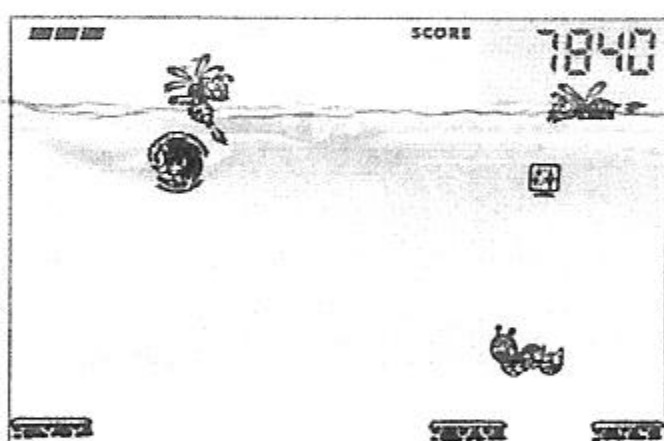


BOUNCE OFF BUMPERS!

There's also a **TIME BONUS** — the faster you complete each stage, the more "bonus points", you'll score!

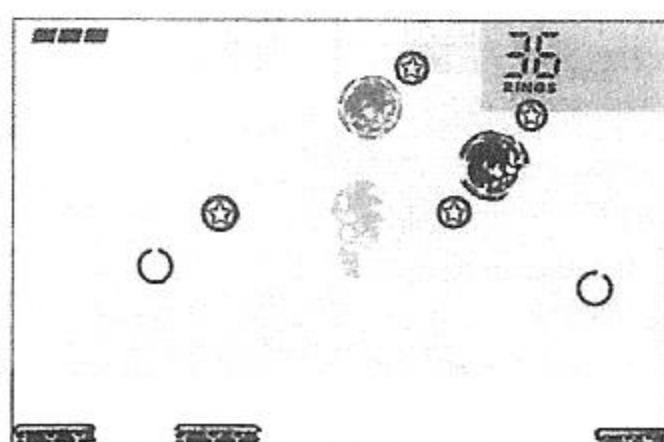
Staying alive isn't easy, but you can grab rings along the way. As long as you have rings, you won't be hurt when you get attacked or touch an enemy! However, when you are hit by an enemy, you will drop all your rings, which makes you vulnerable to attack!

If an enemy attacks when you don't have rings and are not using your Super Sonic Spin Attack, you will lose energy!



USE YOUR SUPER SONIC SPIN ATTACK!

Even if you are using the Super Sonic Spin Attack, you'll lose energy when you are hit (which can lead to losing a chance!). If you collect enough rings, you will warp to the Secret Zone! Have fun there, scoring extra points!




RACE THROUGH THE MAZE OF THE SECRET ZONE. RICOCHET OFF THE ROTATING BLOCKS!

To complete each stage, you must defeat Dr. Robotnik!
There is also one Chaos Emerald to pick in each stage!


Help is always close at hand:

 Picking up a **SUPER RING** earns you ten rings!

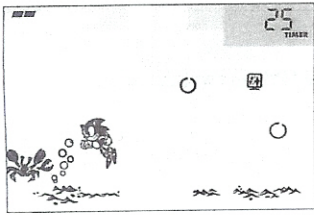
Picking up the **SHIELD**  prevents you from losing your Rings when are attacked. Even if you don't have rings, you won't be hurt as long as you have a shield! But a shield can't protect you from obstacles. Obstacles include spikes, flying fireballs and razor sharp saws!

 Pick up the **POWER SNEAKERS** to run faster!

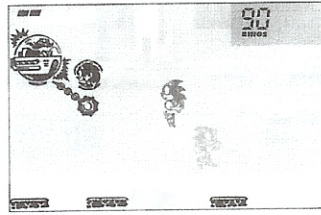
 Pick up the **1-UP** to gain another chance!

 Pick up the **INVINCIBLE** icon — this will temporarily keep you safe when attacked by an enemy. (But as is the case with the shield, it won't protect you from obstacles.)

There's more fun when you are underwater! You need to come up to the surface to get the bubbles! Each time you get a bubble, your time limit is extended by 1 minute. If you are underwater when the timer expires, you will lose one chance.



IT'S BUBBLE TROUBLE!



AT THE END OF EACH STAGE,
DEFEAT DR. ROBOTNIK! DEFEAT
HIM IN THE FINAL STAGE AND
YOU WIN THE GAME!

SCORING

All enemies are worth 100 points. Defeating Dr. Robotnik at the end of each stage earns you 1,000 points. There are also Time Bonuses and Ring Bonuses:

Time Bonus:

This bonus is based on how much time you take to clear each stage. You must also pick the Chaos Emerald in order to complete each stage. Each second remaining earns you 100 points.

Ring Bonus:

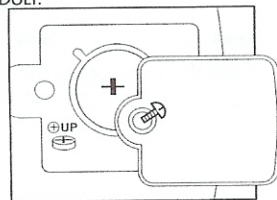
This bonus is determined by the number of Rings you have left at the end of each stage. Each ring earns you 100 points.

INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (Remove the screw holding the battery door onto the back of the game unit and remove the door.) Insert 1xG13A OR LR44 battery or equivalent (Battery included) as shown.

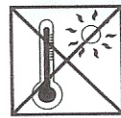
TO ENSURE PROPER FUNCTION :

- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SHIPPIY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.

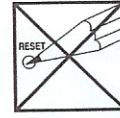


CAUTION/DEFECT OR DAMAGE

CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

If a part of your SONIC KEYCHAIN is damaged or something has been left out, **DO NOT RETURN THE GAME TO THE STORE.** The store doesn't have replacement parts. Instead, write to us at:

Tiger Electronics, Ltd. Repair Center
980 Woodlands Parkway, Vernon Hills,
Illinois 60061, U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$6.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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