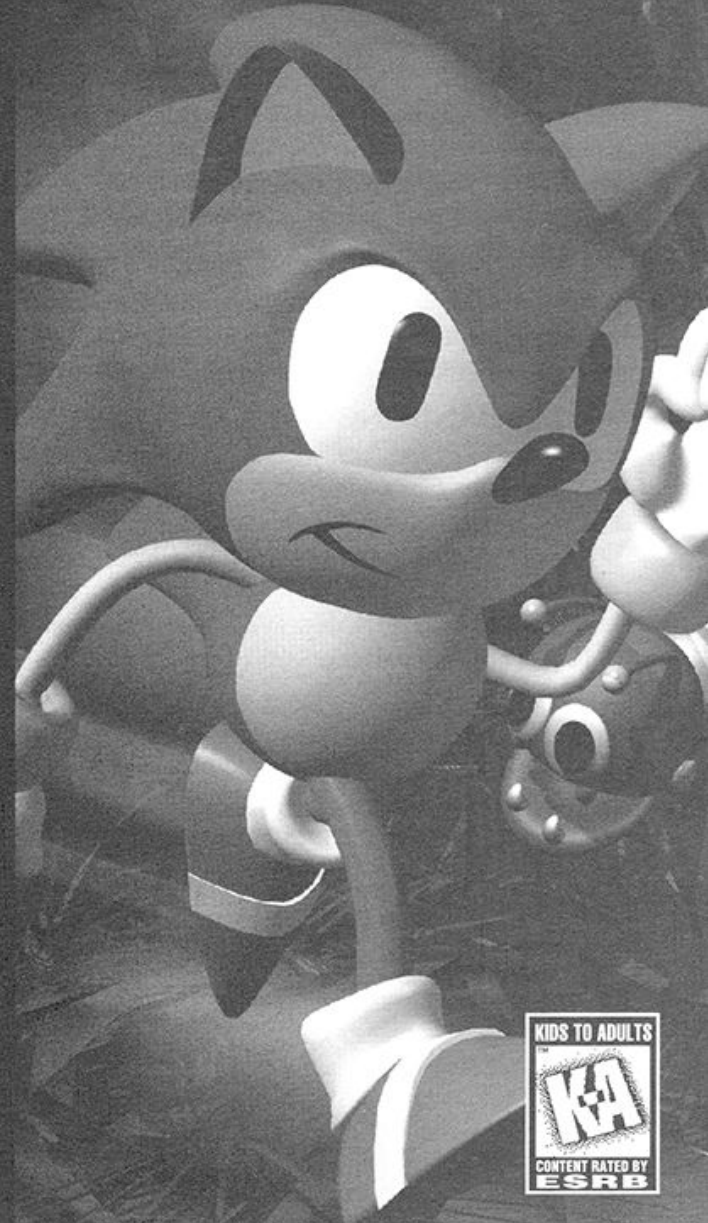


SEGA®

SONIC 3D BLAST™

GENESIS® INSTRUCTION MANUAL



1944



WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on 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.**

WARNING TO OWNERS OF PROJECTION TVS

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- 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 Sega cartridge.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

For More Information, Visit Sega's Internet Sites at:

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

email: webmaster@sega.com

CompuServe: GO SEGA

1-900-200-SEGA



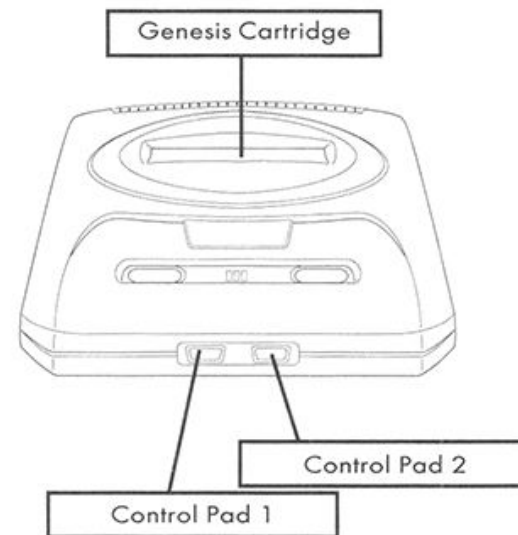
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U.S.: 1-900-200-SEGA \$.95/min (recorded), \$1.50/min (live) Must be 18 or have parental permission.
TDD phone required. Sega of America
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STARTING UP

- 1** Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.
- 2** Make sure the power switch is OFF. Then insert the *Sonic 3D Blast* cartridge into the console.
- 3** Turn the power switch ON. You'll see the Sega screen. Then in a few moments, the Title screen appears.
- 4** If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.
- 5** Press the Start button when the Title screen appears.

Important: Always make sure the power switch is OFF before inserting or removing the cartridge.



FLICKY ISLAND UNDER SIEGE!



Sonic and his friends are off to visit the mysterious Flicky Island. According to legend, the island contains precious gems - among them the Chaos Emeralds. Sonic must find the

Flickies, mysterious little birds who hold the key to finding the gems. Flickies are rarely seen, and it is said that their existence is tied closely to the location of the Chaos Emeralds.

Meanwhile, Dr. Robotnik has hatched a new scheme. His target this time is Flicky Island. He has detected the presence of the Chaos Emeralds on the island. Upon arriving there, Robotnik immediately starts setting up intruder defenses, and begins building the robots he loves so much. But Robotnik needs to find the Flickies to place inside his machines. Suddenly, in the distance he sees a bright shining Dimension Ring appear. A flock of Flickies fly out of the ring, perch on a tree branch, pick up some food, and then disappear into the Dimension Ring. "So they live in another dimension, do they? Hah! I've found the secret of the Flickies!"



The Flickies travel freely between dimensions using the Dimension Rings! Without wasting any

time, Robotnik develops a new device: the Dimension Ring Generator. He captures Flickies from the Flicky dimension using his new device, and begins turning them into robots. Later on, Sonic and his friends arrive at Flicky Island, and find the place in pandemonium.

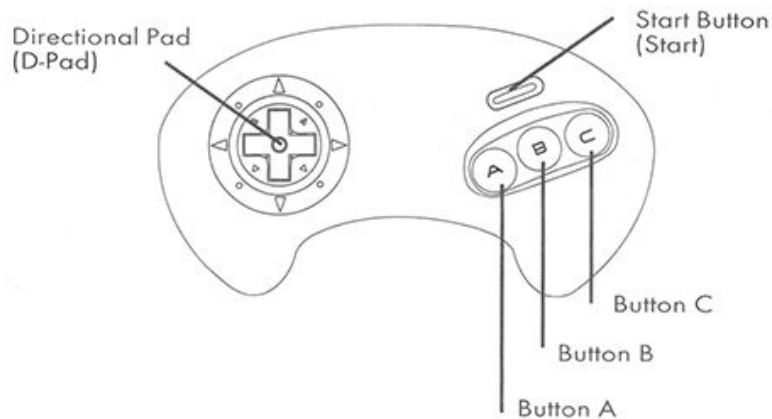
Sonic sees the crazed doctor busily placing the Flickies into his robot shells. "Robotnik!" Sonic yells.



"Sonic? Again? Well, no matter. With the robots I've created using the Flickies, you'll never be able to stop me! At last I'll be free to

find all the Chaos Emeralds and rule the world!" Sonic realizes that he must save the Flickies by freeing them from their robotic prisons and sending them back into the Flicky dimension. More importantly, Robotnik must not be allowed to find the Chaos Emeralds first. Time to go, Sonic!

TAKE CONTROL!



Directional Pad (D-Pad)

- Cycles through pregame options
- Guides Sonic

Start Button (Start)

- Opens Title screen
- Enters/exits Option screens
- Pauses game/resumes paused game

Buttons A and C

- Plays BGM (background music) or SFX (sound effects)
- Selects setting A or B in the Control Test Option screen
- Makes Sonic jump
- Makes Sonic perform the Blast Attack (when using the Gold Shield)

Button B

- Stops BGM (background music) or SFX (sound effects) in the Control Test Option screen
- Selects setting A or B in the Control Option screen
- Makes Sonic perform the Sonic Spin Dash

Note: Buttons X, Y, and Z on the six button Control Pad have no functions in this game.

PREGAME SCREENS/OPTIONS



After the Sega and Travellers Tales logos appear, a short introduction begins, followed by the *Sonic 3D Blast* Title screen. In a few moments a game demo begins. Press Start at any time to return to the Title screen.



Press Start at the Title screen to see your options. Enter and Exit the CONTROL and SOUND TEST options screens by pressing Start.

CONTROL

Set the game controls in CONTROL. Press the D-Pad up or down to toggle between the two settings, and press Button A, B or C to select.

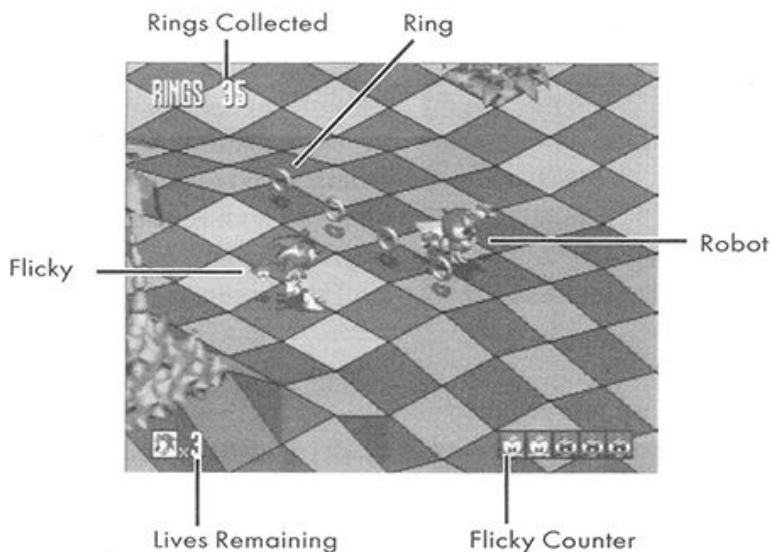
SOUND TEST

Listen to the music and sound effects in the SOUND TEST. Button A or C starts the BGM/SFX, Button B stops it.

START

Select this option and press Start to begin the game.

SCREEN SIGNALS



Jump on or Spin Dash into a robot to break it open and release the Flicky inside.

Free a Flicky and run past it to attract its attention. The Flicky then follows you obediently. Keep an eye on the Flickies Sonic has collected – they have a tendency to scatter when they or Sonic are hit by enemies.

Collect Rings to increase your score and to gain entrance to the Knuckles and Tails Bonus Stages.

The number of Sonic's remaining Lives is shown at the bottom left corner of the screen.

The number of Flickies to rescue is shown at the bottom right corner of the screen. If the Flickie indicator is lit, the Flicky has already been found.

RINGS, SPRINGS AND OTHER THINGS

The Flickies' pleasant island has been changed into a danger-filled maze. Sonic must find his way through this mayhem in order to free his Flicky friends and stop Robotnik from getting his mitts on the Chaos Emeralds. There are many items Sonic may come across in his adventure, so take a look at the items below to help Sonic out.

RINGS



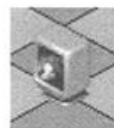
Collect Rings to protect Sonic from Robotnik's traps, gain access to the Knuckles or Tails Bonus Stages (to find Chaos Emeralds) and gain Bonus Points at the end of each Act. Remember, Sonic needs to collect at least 50 Rings to enter the Bonus Stages.

SHIELDS



There are three kinds of Shields to be found on Flicky Island. The Blue Shield protects Sonic against regular and electrical damage, the Red Shield protects against both regular and fire damage, and the Gold Shield gives Sonic the power to use the Blast Attack as well as protecting him from enemy attacks.

SONIC ICONS/EXTRA LIVES



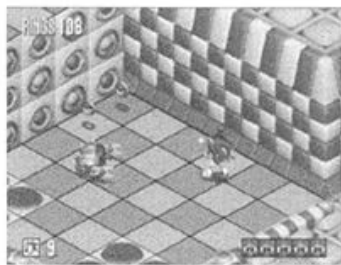
Collect ten Sonic icons to gain a Continue! Look for icons above you when bouncing on Springs. Extra Lives can be found inside TVs and gained in the Knuckles or Tails Bonus Stages (if you've already gained all seven Chaos Emeralds).

SONIC BLAST ATTACK



Take on all comers! Press Button A or C to jump, and press either button again in midair to home in on enemies. Sonic needs to find the Gold Shield first to use the Blast Attack.

Spring Stadium Zone



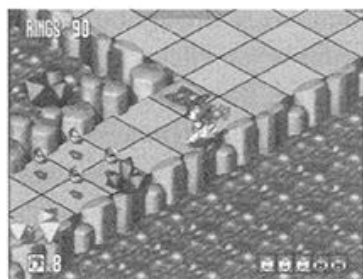
This area is a crazy funhouse of pinball cushions and bumpers, springs and not-so-friendly spike traps. Hone your jumping and bouncing skills here.

Diamond Dust Zone



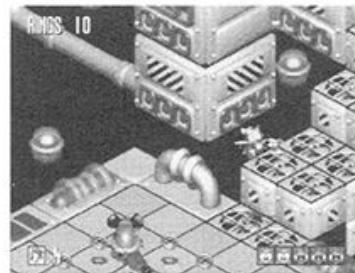
Did you bring your Sonic snowboard? The snowy mountains of Flicky Island are filled with icy snowblowers, frozen paths and rivers of slush. Watch out for snow-spitting snowmen and uncover snowy Springs to make your way through this Zone.

Volcano Valley Zone



Quite a change from the cool slopes of Diamond Dust! Leap the lava beds and go with the flow! Use the Sonic Spin Dash to activate the elevators, and keep an eye out for Fire shields to save Sonic from suffering a hot foot!

Gene Gadget Zone



This mixed-up mechazone is chock full of pipes, tubes and wiring. Not to mention electrified floors, shocking beam weapons, and industrial fans that will blow Sonic away!

Panic Puppet Zone



Looks like Robotnik hasn't even had time to place the Flickies into the robots here. Sonic must be catching up to that evil genius! Bounce on the containers to free the Flickies inside, and make sure to avoid the bubble guns infesting the area.

GAME OVER/CONTINUE

The game starts with three Sonic Lives – but no Continues. Gain Continues (with three Sonic Lives per Continue) by collecting ten Sonic Icons. You can also gain Lives by finding the Sonic 1-UP item.

If Sonic loses all his Lives, a timer appears. Press Start before the timer reaches zero to continue where Sonic left off (you resume play at the beginning of the Stage you were previously playing).

STRATEGIES FOR FLICKY ISLAND

- Press Button B on an uneven surface or while running to perform the Sonic Slow Roll. This keeps you moving in a straight line even on angled surfaces. Use the Slow Roll to collect Rings when walking is too difficult, or when avoiding dangerous obstacles.
- If you want to regain control of Sonic on icy surfaces, simply jump up and land in place. All momentum disappears when Sonic lands.
- Don't take chances when liberating Flickies from the robot shells. The easiest and safest way of rescuing the Flickies is by performing the Sonic Spin Dash to crack open the robots.
- It may seem obvious, but watch where Sonic is going. There's danger around every corner, and a little too much speed can lead to a big tragedy!
- Look for hidden doorways and secret passages throughout Flicky Island. Extra Lives, Shields, Rings, and Sonic's pals Knuckles and Tails can be found if Sonic looks hard enough.

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NOTES

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at: 1-800-USA-SEGA.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

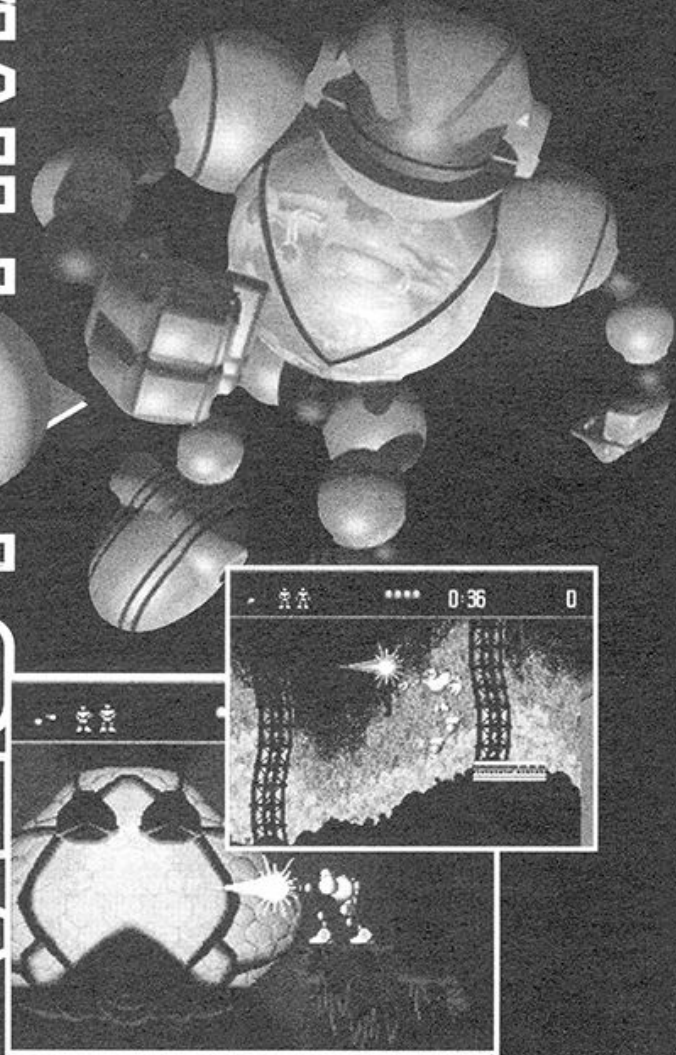
Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

For French instructions, please call:
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RETURNING FALL '96 ON GENESIS

VECTORMAN™ 2

THAT
FAMOUS
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IS BACK...



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France No. 1,607,029; Japan No. 1,632,396/82-205605 (Pending)