

PC **DVD**
ROM

ONLY DVD COMPATIBLE

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.

SEGA-PC033-UK

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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 FLICKIES' ISLAND	28
SONIC SPINBALL	32
DR.ROBOTNIK'S MEAN BEAN MACHINE.....	36
GAME GEAR SERIES	41
CREDITS	53
LICENCE TO USE THE GAME SOFTWARE	56



45



49

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).

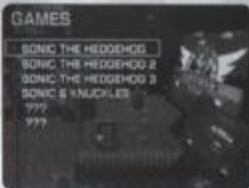
OPTIONS

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 Flickies' Island, 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 23/06/1991

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

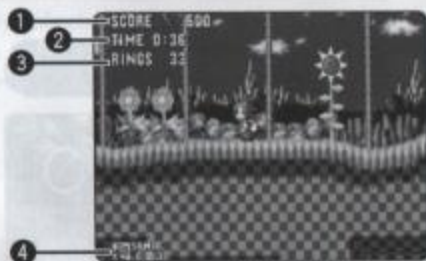
Avoid traps and crazed robots as you dash through 6 hazardous Zones, each with three thrilling Acts. You will face Dr. Robotnik at the end of every Zone (third Act). You have 10 minutes of Game Time to clear each Act. After 10 minutes, a **TIME OVER** message will appear and you will lose a Life.

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).

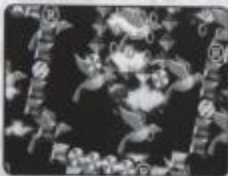


1-Up

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 2

THE HEDGEHOG



Original Release 24/11/1992

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!

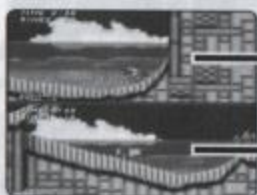


- ⊕ In 1 Player mode, Player 2 can take control of Tails. Rings collected by Tails are added to Sonic's total.

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

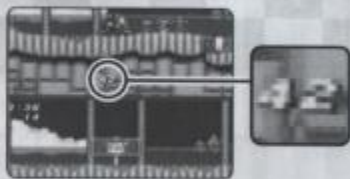
This is your chance to collect a **Chaos Emerald**. Speed around the chute, picking up as many Rings as you can. Sidestep or jump over the bombs to stay in the race. If you finish the Stage, you will receive a Chaos Emerald and return to the Star Post of your original Zone.



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 24/01/1994

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...



MEGA DRIVE

SONIC THE HEDGEHOG 3

◆ GAME OBJECTIVE

Dodge Badniks and traps set by Knuckles, collect Rings, and uncover Chaos Emeralds as you guide Sonic and his sidekick Tails through 6 different Zones on the trail of the deranged scientist Dr Robotnik.

◆ 2 PLAYER MODES (SIMULTANEOUS COMPETITION)

Each player can control Sonic, Tails or Knuckles and compete in split-screen mode. Characters are selected at the start of the game. There are 5 two-player Zones, and in each you must complete 5 circuits.

GETTING STARTED

On the Title Screen, use the Up/Down button to select either **1 PLAYER** or **COMPETITION** and press the Start button to begin the game. Once you select **1 PLAYER** from the Title Screen, you will enter the DATA SELECT screen.



On the DATA SELECT screen, use the Left/Right button to select a Game Save Window and press the Start button to play. To start a new game, select **NEW** (initial format) and use the Up/Down button to select your character(s), then press the Start button. If the game is setup for two players (see Options on P.4), select Sonic and Tails for a two-player game. To return to the Title Screen, press the B button.



Select **NO SAVE** (top left box), to play without recording your progress to the DATA SELECT screen. If you complete a game and collect all the Chaos Emeralds, you are allowed to start a game from any Zone by using the Up/Down button from the finished window.

◆ SAVED GAME

The DATA SELECT screen allows you to store up to six different games. If you successfully cleared a Zone since your last save, such progress will be automatically loaded to the DATA SELECT screen the next time you play this game. All the games and Competition records for Sonic 3 are automatically saved when you Exit the game (Sonic 3). To delete one of your games, select Dr. Robotnik on the far right and press the A button. Move Robotnik on the Game Save Window you wish to delete and press the A button, then confirm.

*Saved games of Sonic 3 are stored in the Setting Data (P.3).

SONIC THE HEDGEHOG 3

EXTRA CONTROLS

The following controls are also used in this game.

- ◆ Press either A, B, or C button while Sonic is jumping to generate a temporary **shield**.
- ◆ Press either A, B, or C button twice to make Tails **fly** or **swim** when he's in water. Use this to help Sonic by airlifting him out of danger, or to otherwise unreachable areas.

GAME SCREEN



1 PLAYER GAME SCREEN

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

COMPETITION SPLIT SCREEN



PLAYER 1

PLAYER 2

ITEMS & OBJECTS

◆ RINGS



By grabbing Rings, Sonic won't be hurt when attacked by an enemy. If Sonic is attacked when you don't have any Rings, you will lose one Life. Rings collected by Tails are also added to the total, which can later get you extra Lives and bonus points.

◆ STARPOSTS



By touching a Starpost, you will return to the last Starpost you touched when you lose a Life if you have another try. 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 P.23).

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 18/10/1994

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

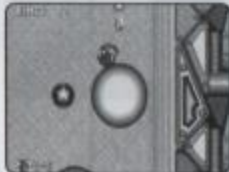
Collect 50 Rings, activate a Starpost, and leap into the tiny stars that appear above to enter a Bonus Stage. The amount of Rings you are holding determines which Stage you will enter.



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 07/11/1996

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 FLICKIES' ISLAND

◆ 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 Flickie 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 FLICKIES' ISLAND

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



- 1 **Number of Rings**
Flashes when zero
- 2 **Remaining Lives**
- 3 **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.

SONIC 3D FLICKIES' ISLAND

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 15/11/1993

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).



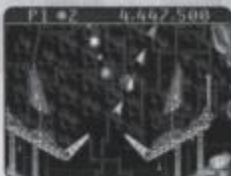
GAME CONTROLS

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)

SONIC SPINBALL

GAME SCREEN



P1 *2 4,447,500

The Status Display at the top of the screen shows the following information at various stages of the game.

Player Numbers and Lives: Shows current level, who is playing and the number of lives remaining. Sonic starts with 3 Lives. Earn 20,000,000 points and gain an extra Life!

Emeralds: Shows the number of Emeralds remaining in each level, and how many times an obstacle needs to be hit before opening a path to the Emerald.

Urgent Orders: These messages need a quick reaction!

Loop Successes: Shows how many loops you've completed.

Score Update: Shows your current score.

End totals and Bonuses: Shows the total score for loops, Rings and time at the end of a level.

Sonic Status: "Too Baaad," when you get another shot at the level.

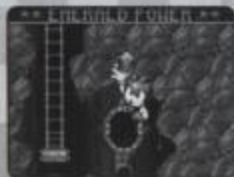
GAME STRATEGY

Each level has a number of Chaos Emeralds you must collect before confronting the boss robot and completing the level. A variety of hatchways and other obstacles stand between you and the Emeralds. These can only be passed by flicking hidden switches, and by repeated Sonic attack force.



Follow the directions marked in the background to make sure you hit the right spots.

With the blockages cleared, follow the path to find the Emeralds, then... (see facing page)



SONIC SPINBALL



... when all the Emeralds have been gathered, Sonic must destroy the level boss.

BONUS ROUNDS

At the end of each level, there is a Bonus Round. This is a game of regular pinball and you have 3 balls to play.



PLAY TIPS

- ❖ Launch Sonic by tilting both flippers together with the C button. This is a safe and easy tactic for beginners.
- ❖ Watch out for lights and arrows showing important spots and routes in the background.
- ❖ Catch Sonic on the flippers by holding them up as he enters the Alley Ramp. This way you can aim him more accurately.
- ❖ To shoot straight up, fire when Sonic is near the hinge of a flipper. To launch at an angle, let him roll towards the tip first.
- ❖ When Sonic is in flight, use the Left/Right button to position Sonic based on the surrounding objects such as bumpers, targets, lanes and flippers.
- ❖ Check the Status Display for real-time hints!

DR. ROBOTNIK'S MEAN BEAN MACHINE™



Original Release 29/11/1993

Dr. Robotnik is changing the jolly folk of Beanville into devious little robots that will help rid Planet Mobius of music and fun forever. Group the beans together to help them escape while working your way up to the wilier henchbots.



DR.ROBOTNIK'S MEAN BEAN MACHINE

◆ GAME OBJECTIVE

Remove the beans by stacking 4 of the same coloured beans together. Attack your opponent by creating chain reactions, but watch out for counter-attacks! Beans drop from the top of the dungeon in pairs. When 2 beans of the same colour touch, they will link. When 4 or more beans are linked together, they disappear from the dungeon. Try to arrange the beans into groups as they drop to prevent them from overflowing.

GETTING STARTED

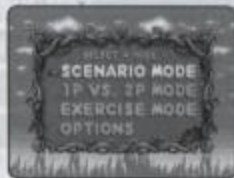
◆ DEMO SCREEN



Wait a few seconds on the Title Screen to see Dr. Robotnik's explanation of his goals followed by a demonstration of the game. Press the Start button to bring up the Title Screen.

◆ GAME MENU

Press the Start button on the Title Screen to enter the Game Menu. Use the Up/Down button to highlight a menu item and press the Start button to enter.



SCENARIO MODE

Play against Robotnik's henchbots!

1P VS. 2P MODE

Head-to-head match against a friend!

EXERCISE MODE

A practice mode against the timer.

OPTIONS

Change various game settings.

OPTIONS



In the Options Menu, use the Up/Down button to select different menu items and the Left/Right button to change settings. Press the Start button to return to the Game Menu to start your game.

DR.ROBOTNIK'S MEAN BEAN MACHINE

◆ KEY ASSIGNMENT

Customize the button assignments for this game.

Note that "A (A button)," "B (B button)," and "C (C button)" are the functions represented in the Button Setting (P.4).

◆ VS. COM LEVEL

Set the difficulty level for Scenario Mode.

◆ SAMPLING

Turn on / off the voice.

◆ 1P VS 2P MODE

Choose the number of games to include when playing a friend.

◆ INPUT TEST

Test to make sure your controller's buttons are set-up correctly.

GAME CONTROLS

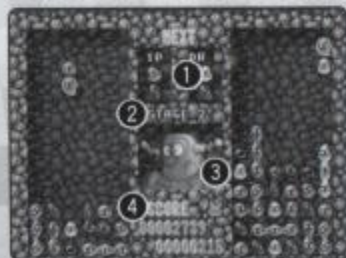
The following controls are common to all 3 Modes.

Start	PAUSE GAME
Left/Right	MOVE BEANS
Down	SPEED UP DESCENT
A / C	ROTATE CLOCKWISE
B	ROTATE COUNTERCLOCKWISE

GAME SCREEN

◆ SCENARIO MODE

During Scenario Mode, Player 1 (1P) will play on the left dungeon and Player 2 (2P) on the right dungeon, as the CPU will take the opposite playing field.



1 Next Pair of Beans

2 Current Stage

3 Opponent (Henchbot)

Check your progress from the robot's expression.

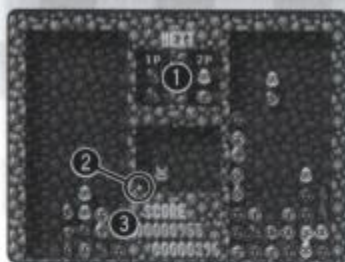
4 Scores

Top: yours Bottom: opponent's

DR.ROBOTNIK'S MEAN BEAN MACHINE

◆ 1P VS 2P MODE

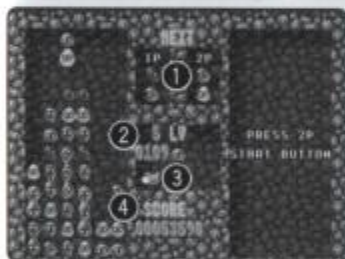
During the 1P VS 2P Mode, Player 1's dungeon is on the left side of the screen and Player 2's dungeon is on the right.



- 1 **Next Pair of Beans**
- 2 **Games Won**
Left: Player 1
Right: Player 2
- 3 **Scores**
Top: Player 1 Bottom: Player 2

◆ EXERCISE MODE

During the Exercise Mode, Player 1's dungeon is on the left side of the screen and Player 2's dungeon is on the right.



- 1 **Next Pair of Beans**
- 2 **Current Levels**
Left: Player 1 Right: Player 2
- 3 **Has Bean**
Occasionally drops into your dungeon to help save Beans.
- 4 **Scores**
Top: Player 1 Bottom: Player 2

BEANS

Link 4 or more Beans of the same colour to make them disappear from your dungeon. Link them vertically, horizontally, or in clumps. If you drop a pair of beans horizontally on an uneven surface, any Bean left hanging will drop to the lowest point of the column.

The descent rate of the Beans can suddenly speed up, even in the early levels – Don't panic, this is only temporary.

◆ REFUGEE BEANS



Refugee Beans will drop into the opponent's dungeon whenever a player successfully releases a group of Beans. Refugee Beans cannot be linked to any colour, and can only leave when neighboring beans disappear.

DR.ROBOTNIK'S MEAN BEAN MACHINE

Check the top of your dungeon for advance warning of how many Refugee Beans are about to drop (see below).

One Small Clear Bean: Single Refugee Bean.

One Big Clear Bean: 6 Refugee Beans.

One Big Red Bean: 30 Refugee Beans and big trouble!

The Greater the number of Beans that vanish (especially in a chain reaction), the greater the number of Refugee Beans will drop into your opponent's dungeon!

SCORES

- ◆ Earn points when your Beans vanish. The bigger the chain reaction, the more bonus you can earn!
- ◆ Earn points by speeding up the descent rate of the Beans falling into your dungeon.
- ◆ If you win a game within a certain amount of time in Scenario Mode (110 seconds for a normal game), you receive a special Time Bonus for each second remaining.

If you've achieved a high score (ranked within the top 5) by the time you end the game, a High Score screen will be displayed. Use the Up/Down button to select the letters and press the A button to fill in the next letter of your initials (up to three letters). Use the Left button to return and correct any mistakes.



PASSWORD

A password appears when you win a Stage in Scenario Mode. Use this password (Beans) to start future games from the next Stage up.

Select **CONTINUE** from the Scenario Mode and select the type of Beans and press the A button to fill in your password. Use the B button to delete a bean and return a space. When you are finished entering your password, press the Start button or select **END**.



GAME GEAR SERIES

Back in 1991, SEGA successfully launched a colour portable video game system named the Game Gear®. Six of the classic Sonic games from the legendary Game Gear® system are also included in this collection. The following are the introductions and basic controls of the Game Gear® games. For details on each game, also refer to the Game Control screen (P.6), which will appear once the game is selected from the Game Menu.

SELECTION SCREEN

The following controls are for the selection screens of the Game Gear® games. Note that both A/B buttons are to confirm your selection for **Sonic the Hedgehog**, **Sonic Blast** and **Dr. Robotnik's Mean Bean Machine**.

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

2 PLAYER SPLIT-SCREEN MODE

Split-screen competition games are available for **Sonic Drift** and **Dr. Robotnik's Mean Bean Machine**. The game will start in the split-screen mode whenever Player 1 chooses to activate the control device of Player 2 before entering the respective game.



LEFT : PLAYER 1
RIGHT : PLAYER 2

- Two-player Game Gear games can only be played in split-screen mode (see screenshot).
- Games cannot be saved or loaded while playing two-player Game Gear games.
- Player 1 or Player 2 must select the **VERSUS** (Sonic Drift) or **GEAR TO GEAR** (Dr. Robotnik's Mean Bean Machine) from the in-game menu to start their competition.

GAME GEAR SERIES

SONIC THE HEDGEHOG



Based on the original MEGA DRIVE® version, Sonic the Hedgehog was recreated as the first Sonic game for the Game Gear® system. Dash through 6 Zones, and face Dr. Robotnik at the end of every Zone.

Left / Right

MOVE SONIC

Standing + Up / Down

SCROLL SCREEN UP / DOWN

Running + Down

ROLL SONIC

A / B

JUMP & ATTACK (SPIN ATTACK)

SONIC LABYRINTH



Sonic is unable to run or jump due to Dr. Robotnik's evil power. Using Sonic's remaining ability – the Rolling Dash, you must recover the Chaos Emeralds hidden in Dr. Robotnik's labyrinth. Find all 3 keys to clear each Zone and advance to the next Zone.

Up / Down / Left / Right

MOVE SONIC

A / B

ROLLING DASH / STOP DASH

Start

PAUSE GAME

*Scroll and examine the area you are playing by using the Up/Down/Left/Right buttons while the game is paused, especially when you are running out of time.

GAME GEAR SERIES

SONIC DRIFT

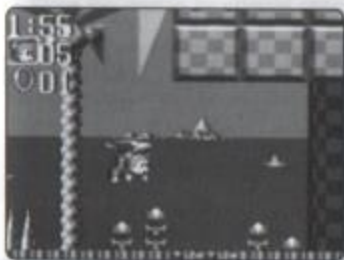


Sonic and his friends seek for more speed on the race circuit. Aim to become the winner in the Chaos Grand Prix with your high speed race machines.

Left / Right	STEER
Up	SPECIAL POWER
B	ACCELERATE
A	BRAKE
Left/Right + Brake + Accelerate	DRIFT TURNS

*Special Power is available when you collect 2 or more Rings during the race.

SONIC CHAOS



Sonic's sidekick Tails made his first appearance on the Game Gear® in Sonic Chaos. Choose Sonic or Tails – two playable characters means, double the fun!!!

Left / Right	MOVE SONIC / TAILS
Standing + Up / Down	SCROLL SCREEN UP / DOWN
Running + Down	ROLL SONIC
A / B	JUMP & ATTACK (SPIN ATTACK)
Down, A / B	SPIN DASH
Up, A / B	STRIKE DASH (SONIC) / FLY (TALS)

GAME GEAR SERIES

SONIC BLAST



Knuckles made his appearance with Sonic on the Game Gear® in Sonic Blast. Glide and climb walls using Knuckles and recover the Chaos Emeralds hidden in Dr. Robotnik's Silver Castle.

Left / Right

MOVE SONIC / KNUCKLES

Standing + Up / Down

SCROLL SCREEN UP / DOWN

Running + Down

ROLL SONIC / KNUCKLES

A / B

JUMP & ATTACK (SPIN ATTACK)

Down, A / B

SPIN DASH

A / B (midair)

DOUBLE JUMP OR GLIDE

*Sonic and Knuckles will perform different action when you press the jump button again while the respective character is in midair. Sonic performs a **Double Jump** and Knuckles will **Glide**.

DR. ROBOTNIK'S MEAN BEAN MACHINE



Play the Game Gear® version of Mean Bean Machine – more recently released as Puyo Pop™ Fever. Help the Beans before they all become Dr. Robotnik's robots!

Up / Down / Left / Right

MOVE BEANS

A

ROTATE COUNTERCLOCKWISE

B

ROTATE CLOCKWISE

SEGA-SKIVA FÖR PC- INFORMATION OM ANVÄNDNING

HÄLSORÅD

Använd denna programvara i ett rum med god belysning och sitt på ett ordentligt avstånd från dator- eller TV-skärmen för att inte överanstränga ögonen. Gör ett avbrott på 10 till 20 minuter varje timme och spela inte när du är trött eller fått för litet sömn. Långvarigt spelande eller för kort avstånd till dator- eller TVskärmen kan ge upphov till försämrad synskärpa.

I sällsynta fall, kan stimulering från starkt ljus eller starkt blinkande ljus vid oavbrutet stirrande på en dator- eller TV-skärm orsaka tillfälliga krampryckningar eller medvetlöshet hos vissa människor. Rådfråga en läkare innan du spelar detta spel om du drabbas av dessa symptom. Sluta spela omedelbart om du drabbas av yrsel, illamående eller åksjuka medan du spelar detta spel. Sök läkare om besvären fortsätter.

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.

FÖRBEREDELSE

Tack för att du köpte Sonic Mega Collection™ Plus. Läs den här instruktionsmanualen noggrant innan du börjar spela.

SYSTEMKRAV

MINIMUM

- Microsoft Windows 2000 (med servicepaket 4 eller högre) eller Windows XP
- Intel Pentium III med 1,0 GHz
- 256 MB system-RAM
- 8x DVD ROM-enhet
- 3,2 GB hårddisksutrymme
- 640 x 480 – 16 bit (hög färgkvalitets)-visning
- DirectX 9.0c
- Videokort med 32 MB VRAM som är kompatibelt med Direct3D
- Ljudkort som är kompatibelt med DirectSound3D
- Tangentbord och mus som är kompatibla med Windows

*Måste vara en TFT LCD om din PC-skärm är LCD.

*CPU måste stödja SSE för att spela upp filmerna i EXTRAS korrekt (P.6).

REKOMMENDERAS

- Intel Pentium 4 med 1,8 GHz
- 320 MB system-RAM
- 640 x 480 – 24/32 bit (högsta färgkvalitets)-visning
- Videokort med 64 MB VRAM som är kompatibelt med Direct3D

*För detaljer som inte finns med i listan hänvisas till minimikraven ovan.

INSTALLATION

OBSERVERA: Av kopieringsskyddstekniska skäl måste du ha originalsivan för Sonic Mega Collection Plus i DVD-enheten varje gång du vill spela spelet, annars laddas inte spelet. Ett meddelande på skärmen påminner dig om du glömt att sätta in skivan.

Sätt in Sonic Mega Collection Plus-skivan i din dators DVD-enhet för att installera spelet. Om du har auto-run aktiverat på din dator kommer installationsprogrammet att starta automatiskt och installera Sonic Mega Collection Plus på din hårddisk. Om auto-run inte är aktiverat, får du bläddra bland innehållet på CD:n via Den här datorn och dubbelklicka på "setup.exe"-ikonen. Följ anvisningarna på skärmen för att installera spelet och dess komponenter på din dator.

*Förlorade bildrutor kan inträffa vid uppspelning av spelets filmscener om inte alla filfiler som finns på spelskivan installeras.

FÖRBEREDELSE

STARTMENY

Sätt in spelskivan i din dator för att starta spelet och dubbelklicka på genvägen på ditt skrivbord, eller välj **SONIC MEGA COLLEKTION PLUS** från din programlista via startmenyn. Startmenyn kommer att visas med följande alternativ.



◆ READ ME (LÄS MIG)

Kolla efter sista-minuten-implementering och extra information om denna mjukvara. Välj språk för dokumentet i **OPTIONS**.

◆ PLAY GAME (SPELA)

Öppna titelfönstret för Sonic Mega Collection Plus för att starta spelet.

◆ OPTIONS (ALTERNATIV)

Ändra språk, antal spelare, kontrollenhet, knappfunktioner, grafik och ljudalternativ för denna mjukvara.

◆ UNINSTALL GAME (AVINSTALLERA SPELET)

Välj att avinstallera programmet från din dator.

◆ OFFICIAL WEB SITE (OFFICIELL WEBBSAJT)

Gå till Segas officiella webbsajt för den senaste informationen.

◆ EXIT (AVSLUTA)

Stäng startmenyn.

STANDARDKONTROLLER

Följande kontroller är standard i Sonic the Hedgehog-serierna som finns i denna samling. Observera att nedanstående kontroller inte passar till **Sonic 3D Flickies' Island** eller **Dr. Robotnik's Mean Bean Machine**.

FLYTTA/SLÅ

Använd höger-/vänsterknappen för att springa och fortsätt att hålla nere valfri riktning för att accelerera ännu mer. Tryck snabbt på motsatt riktning för att bromsa ditt slag.

SNURRA/SNURRATTACK (HOPPA)

Tryck på ner-knappen när du är i rörelse för att utföra en snurr (attackrörelse) eller tryck på A-, B- eller C-knappen för snurrattack (hoppa och attackera) på fienden.

SNURRLAG

Håll nere ner-knappen när du står still, tryck sedan på A-, B-, eller C-knappen för att snurra och släpp för att göra ett snurrlag.

*Ej tillgängligt i Sonic the Hedgehog

SONIC 3D FLICKIES' ISLAND

KONTROLLER

- Använd A- eller B-knappen för att hoppa och **snurrattackera**.
- Håll nere vilken riktning som helst för att springa och tryck på motsatt riktning för att bromsa.
- Håll nere B-knappen när du står still för att snurra och släpp knappen för att göra ett **snurrslag**.
- Rulla fritt medan Sonic är igång genom att hålla nere B-knappen.

DR.ROBOTNIK'S MEAN BEAN MACHINE

KONTROLLER

Följande kontroller är standard alla i 3 lägena.

Start	Pausa spelet
Vänster/höger	Flytta bönor
Ner	Öka farten i nerförsbacke
A / C	Rotera medurs
B	Rotera moturs

♦ KORTKOMMANDON

- Tryck på Alt + F2 för att återställa spelet - Sonic Mega Collection Plus startfönster.
- Tryck på Alt + F4 för att stänga av detta spel.

SEGA PC LEVY - KÄYTÖSSÄ HUOMATTAVAA

TERVEYSSEIKAT

Käytä tätä ohjelmistoa hyvin valaistussa huoneessa pysytellen kohtuullisen etäällä näyttöstä tai TV-ruudusta, jotta silmät eivät rasitu liikaa. Pidä 10-20 minuutin taukoja tunnin välein, äläkä pelaa, jos olet väsynyt tai univeikainen. Pitkäaikainen käyttö tai pelaaminen liian lähellä näyttöä tai televisioruutua voi heikentää näkökykyä.

Harvoissa tapauksissa kirkkaan tai vilkkuvan valon aiheuttama ärsyke katsottaessa näyttöä tai televisioruutua voi aiheuttaa joillekin ihmisille tilapäisiä lihaskouristuksia tai tajunnan menetystä. Jos koet tällaisia oireita, pyydä lääkärin neuvoa ennen tämän pelin pelaamista. Jos koet huimausta, pahoinvointia tai liikkeen aiheuttamaa huonovointisuutta pelatessasi tätä peliä, lopeta peli välittömästi. Pyydä neuvoa lääkäriltä, jos vaiva jatkuu.

TUOTTEEN HOITO

Käsittele pelilevyjä varovasti, jotta levyjen kumpikaan puoli ei naarmuunnu tai likaannu. Älä taivuta levyjä tai avarra niiden keskireikiä.

Puhdista levyt pehmeällä kankaalla, esimerkiksi linssien puhdistusliinalla. Pyyhi kevyesti säteittäin keskireiästä reunaan kohti. Älä koskaan puhdista levyjä tinnerillä, bentseenillä tai muilla vahvoilla kemikaaleilla.

Älä kirjoita tai kiinnitä tarroja levyjen kummallekään puolelle.

Säilytä levyt alkuperäisessä kotelossaan pelaamisen jälkeen. Älä säilytä levyjä kuumassa tai kosteassa paikassa.

Sonic Mega Collection™ Plus -pelilevyt sisältävät mikrotietokoneessa käytettäviä ohjelmistoja. Älä pane näitä levyjä tavalliseen CD-soittimeen, sillä se voi vahingoittaa kuulokkeita tai kaiuttimia.

- * Lue myös tietokoneesi käsikirja.
- * Pelilevyjä ei saa käyttää vuokraustoimintaan.
- * Tämän käsikirjan valtuuttamaton kopiointi on kielletty.
- * Tämän ohjelmiston valtuuttamaton kopiointi ja käänteissuunnittelu on kielletty.



ALOITTAMINEN



Kiitos, että ostit Sonic Mega Collection™ Plus -pelin. Muista lukea käyttöohje perusteellisesti ennen pelin aloittamista.

JÄRJESTELMÄVAATIMUKSET

MINIMI

- Microsoft Windows 2000 (Service Pack 4 tai uudempi) tai Windows XP
- Intel Pentium III 1,0 GHz
- 256 Mt RAM
- 8-nopeuksinen DVD-asema
- 3,2 Gt vapaata kiintolevytilaa
- 640 x 480 – 16-bittinen (High Color) näyttö
- DirectX 9.0c
- Direct3D-yhteensopiva grafiikkakortti, jossa on 32 Mt VRAM
- DirectSound3D-yhteensopiva äänikortti
- Windows-yhteensopiva näppäimistö ja hiiri

*Jos tietokoneessa on litteä näyttö, sen on oltava TFT LCD -näyttö.

*Keskusyksikön on tuettava SSE-laajennuksia elokuvien näyttämiseksi oikein EXTRAS-tilassa (s. 6).

SUOSITUS

- Intel Pentium 4 1,8 GHz
- 320 Mt RAM
- 640 x 480 – 24/32-bittinen (True Color) näyttö
- Direct3D-yhteensopiva grafiikkakortti, jossa on 64 Mt VRAM

*Muihin ominaisuuksiin riittävät Minimivaatimukset.

ASENNUS

HUOMAUTUS: Kopiointisuojauksen takia alkuperäinen Sonic Mega Collection Plus -levy on asetettava DVD-asemaan aina peliä pelattaessa, sillä ilman levyä peli ei käynnisty. Jos unohdat asettaa levyn asemaan, näyttöön tulee ilmoitus.

Asenna peli asettamalla Sonic Mega Collection Plus -levy tietokoneen DVD-asemaan. Jos Automaattinen käynnistyminen on käytössä, asennusohjelma käynnistyy automaattisesti ja asentaa Sonic Mega Collection Plus -pelin kiintolevyille. Jos Automaattinen käynnistyminen ei ole käytössä, voit käynnistää pelin napsauttamalla Oma tietokone -kuvaketta ja kaksoisnapsauttamalla Setup.exe-tiedostoa. Asenna peli ja sen osat näyttöön tulevien ohjeiden mukaisesti.

*Pelin elokuvakohtauksia toistettaessa yksittäisiä ruutuja voi jäädä väliin, jos pelilevyn kaikkia elokuvatiedostoja ei ole asennettu kiintolevyille.

KÄYNNISTYSVALIKKO

Voit käynnistää pelin asettamalla pelilevyn asemaan ja kaksoisnapsauttamalla tietokoneen työpöydän pikakuvaketta tai valitsemalla Käynnistä-valikon ohjelmaluettelosta **SONIC MEGA COLLECTION PLUS**. Avautuvassa käynnistysvalikossa ovat seuraavat valinnat.



◆ READ ME (LUE MINUT)

Tästä tiedostosta voi tarkistaa ohjelmiston viimeisimmät muutokset ja lisäykset. Valitse asiakirjan kieli kohdasta OPTIONS (ASETUKSET).

◆ PLAY GAME (ALOITA PELI)

Aloita Sonic Mega Collection Plus -peli avaamalla pelin aloitusnäyttö.

◆ OPTIONS (ASETUKSET)

Voit muuttaa ohjelmiston kieltä, pelaajien lukumäärää, peliohjainta, näppäimistöjärityksiä sekä grafiikka- ja ääniasetuksia.

◆ UNINSTALL GAME (PELIN ASENNUKSEN POISTAMINEN)

Tästä voit poistaa pelin asennuksen.

◆ OFFICIAL WEB SITE (VIRALLINEN SIVUSTO)

Tuoreimmat tiedot löytyvät SEGAN virallisesta sivustosta.

◆ EXIT (LOPETA)

Sulkee käynnistysvalikon.

YHTEISET OHJAIMET

Seuraavia peliohjaimia käytetään kokoelman kaikissa Sonic the Hedgehog -peleissä. Huomautus: Alla olevia ohjaimia ei käytetä **Sonic 3D Flickies' Island**- tai **Dr. Robotnik's Mean Bean Machine** -peleissä.

LIIKUUU / PYRÄHTÄÄ

Vasenta ja oikeaa nuolinäppäintä käytetään juoksemiseen. Jos pidät näppäimen painettuna, Sonic juoksee entistä nopeammin. Voit jarruttaa painamalla nopeasti vastakkaisen suunnan näppäintä.

PYÖRÄHDYS / PYÖRÄHDYSHYÖKKÄYS (HYPPY)

Voit tehdä pyörähdysliikkeen (hyökkäysliike) painamalla alanuolinäppäintä liikkeessä tai pyörähdysliikkeen (hyppy ja hyökkäys) painamalla A-, B- tai C-näppäintä.

PYÖRÄHDYSPYRÄHDYS

Voit suorittaa pyörähdyspyrähdyksen pitämällä alanuolinäppäimen valittuna ollessasi paikallaan ja painamalla A-, B- tai C-näppäintä.

*Ei käytössä Sonic the Hedgehog -pelissä.

SONIC 3D FLICKIES' ISLAND

OHJAIMET

- ✦ Voit hypätä ja tehdä **pyörähdysyökkäyksen** painamalla A- tai C-näppäintä.
- ✦ Voit juosta pitämällä nuolinäppäimen valittuna ja jarruttaa nopeasti painamalla vastakkaisen suunnan nuolinäppäintä.
- ✦ Voit pyörähtää pitämällä B-näppäimen valittuna ollessasi paikallaan ja tehdä **pyörähdyspyrähdyksen** vapauttamalla näppäimen.
- ✦ Voit kieriä vapaasti, kun Sonic liikkuu, pitämällä B-näppäimen valittuna.

DR.ROBOTNIK'S MEAN BEAN MACHINE

OHJAIMET

Seuraavia ohjaimia käytetään kaikissa kolmessa pelitilassa.

Start	Pelitauko
Vasen/Oikea	Liikuttaa papuja
Alas	Nopeuttaa laskua
A / C	Kääntää myötäpäivään
B	Kääntää vastapäivään

✦ PIKANÄPPÄIMET

- ✦ Voit nollata Sonic Mega Collection Plus -pelin painamalla Alt + F2, jolloin siirryt aloitusnäyttöön.
- ✦ Voit lopettaa pelin painamalla Alt + F4.



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