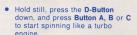


The logo for the Sega game "Sonic the Hedgehog Spinball". It features the word "SONIC" in a large, blue, blocky font with a white outline. To the right of "SONIC" is a small vertical rectangle containing the text "THE HEDGEHOG" in white. Below "SONIC" is the word "SPINBALL" in a large, blue, italicized font with a white outline. A small white ball with a black outline is positioned to the left of "SPINBALL". At the bottom right is the "SEGA" logo in its characteristic blue font. The entire logo is set against a dark blue background with a light blue grid pattern.

The evil scientist Dr. Robotnik has unleashed his most diabolical plot yet to turn the animals of Planet Mobius into robots. His monstrous contraption, the Veg-O-Fortress, built on Mt. Mobius, is already transforming happy creatures into mindless slaves!

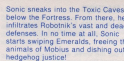
Robotnik's fiendish machine draws its power from the mountain's volcano. Fiery lava fuels the lethal Pinball Defense System that protects the Fortress.

Sonic and his pal Tails mount an air assault on the Fortress, only to be blasted in mid-flight by Robotnik's cannons. Sonic is knocked into deep waters near the volcano. But he has friends in wet places — and is saved at the last moment!

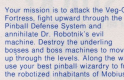


- Keep pressing **Button A, B or C** repeatedly to rev up furious RPMs.
- Release the **D-Button** to dash away like a road rocket!

- Sonic will automatically grab ledges and flip up onto a safe surface to prevent fatal falls or avoid the jaws of Robotnik's monsters.

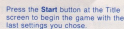


Yo, Robotnik! You're in for a mountain of trouble now. Sonic is spinning into action!



Chaos Emeralds stabilize the Mt. Mobius volcano on which the Veg-O-Fortress stands. Without the Emeralds, a massive eruption would blow the Fortress to pieces!

You must spin, bounce and bump through the Pinball Machines to snatch all the Chaos Emeralds on each of four levels. When you've collected all the Emeralds, the Manic Dr. Eggman will applaud.



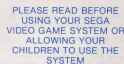
If this is your first game, or you want to change the game settings, press the **D-Button** down to highlight "Options" and press **Start**. You'll go to the Options screen. On this screen,

- Press the **D-Button** up and down to select different options.
- Press it left or right to change the settings.
- Press **Start** to return to the Title screen.



The Pinball Defense System is a gigantic Pinball Machine. In it, you'll find a universe of whirling, flashing, buzzing pinball games.

Use the flippers to aim Sonic and fire him up through the volcano. When he's in flight, you can move him left and right with the **D-Button** for better position when he hits a bumper or target, or when he's falling back toward the drain bumpers or flippers.



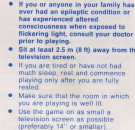
A very small percentage of people have a condition that causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a television screen and while playing games. Such people may have no medical history of seizures or epilepsy. Please take the following precautions to minimize any risk:

Select 1 to 4 players. All players will take turns using Control Pad 1.

Speed

Music
Turn the game's music ON or OFF.

Choose your favorite settings for Buttons A, B, and C.



During use

- Rest for at least 10 minutes per hour while playing a video game.
- Parents should supervise their children's use of video games. If you or your child experiences 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 doctor.



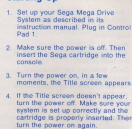
① D-Button (Directional Button)

- ① Start Button
- ② Button A
- ④ Button B
- ⑤ Button C

- Move right/left **D-Button**

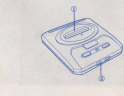
- **Super Spin** Hold B Button

D:Button



Important: Always make sure that the Console is turned off when inserting or removing your Mega Drive Cartridge.

Note: Up to four players can join the game, sharing the same Control Pad.
① Sega Cartridge



- | | |
|-----------------------------|-----------------------------|
| • Look up | D-Button up |
| • Duck | D-Button down |
| • Tilt left flipper | Button A |
| • Tilt right flipper | Button B |
| • Tilt both flippers | Button C |
| • Tilt shake (Bonus Rounds) | Buttons A, B and C together |
| • Pause/resume play | Start |

Note: You can change the flipper controls (**Buttons A, B and C**) on the Options screen.



Spinball Flipper Tips

- Launch Sonic by tilting both flippers together with **Button C**. This is a safe, easy tactic for beginners.
- Watch for lights and arrows to indicate important spots in the background.
- Catch Sonic on the flippers by holding them up just as Sonic reaches the top of the flipper. You can aim him with better success if you tilt the flippers.
- To shoot Sonic straight up, fire when he is near the ledge of a flipper. To launch him at an angle, let him roll toward the tip, then fire.

- You will propel Sonic with steam valves instead of flippers in some places.
- If Sonic falls into the drain, it could be the end unless you take quick action. Robotnik has a gruesome surprise planned under the flippers.
- Remember, you can control Sonic's travel with the **Joystick**. You can slow his roll in a flipper or curve him slightly toward a flipper when falling and jumping.

The Status Strip

The Status Strip at the top of the screen gives you a rapid-fire look at the following important information:

Player Number and Lives

This shows the current level, who is playing, and how many lives remain for that player. Sonic starts the game with three lives. Rack up 20 million points to gain an extra life.

Emeralds

This tells you the number of Chaos Emeralds Sonic needs to snag in the current level. (The number is different for each level.) It also shows how many rings you need to hit an obstacle in order to open a path to a Chaos Emerald.

Urgent Orders

These messages need a quick reaction: They will tell you to hit an important target, or will warn you of impending hedgehog doom!

Score Successes

Shows how many points you've completed.

Score Update

Shows your current score.

End Totals and Bonuses

The Status Strip takes up your total score for loops, rings and time at the end of a level.

Sonic Status

When you see "Too Baaaad," you'll get another shot at the level. If Sonic is headed for hedgehog heaven, you'll see "Game Over."

Clearing the Levels

Sonic must grab all the Chaos Emeralds on a level to open the Boss Room door at the top of the level. Watch the Status Strip for the number of Emeralds you must collect in each level. Some of the levels are difficult, deadly locations. You may have to bang into switches or bumpers in order to move the obstacles barring your way.

BEATING THE BOSSSES

There is a trick to defeat the dangerous enemy in each Boss Room. Watch the Status Strip for hints. And remember, when you're doing something right!

Bonus Rounds

At the end of every level, Sonic jumps into a Bonus Round. This is a game of regular pinball with Sonic at the controls. You have three balls to shoot around the board, hitting as many bumpers and targets as you can. Watch those points add up!

Use the on-screen **Buttons A, B, and C** together to rotate the table and control the ball. Don't shake it too much or the machine will shut down and you'll lose a ball.

When the last ball goes down the drain, you return to regular play.



Scoring

Gain points by slamming into bumpers, shooting the laser loops and spawning into floating robots to deactivate them back to their original forms.

At the end of a level, you'll collect bonus points based on the loops you made, the number of rings you collected, and how fast you made it through the levels. The points you earn in each category will vary with each level.

Destroy as much as possible of Robotnik's machine to make sure you get the highest score you can!

Loop Shots

Spin through the loops over and over again to get Loop Bonuses. Listen for the short musical riff that tells you you scored!

Rings

Grab every ring in sight for big Ring Bonus points!

Time

Complete a level with a single ball at breakneck speed and you'll be rewarded with a monster Time Bonus — up to 10 million points!

Rising Jackpot

Each time you win a Bonus Round, your final jackpot increases. So keep on racking up those points!

The Veg-O-Fortress

THE TOXICCAVES

Explore the super polluted caverns of the Veg-O-Fortress, where Dr. Robotnik dumps industrial waste. A wrong move here could mean being asunder in green slime, or worse yet — chopped by a Raxxon!

Bash into barrels of waste. Climbable and Magma Worms. Getting one of the Emeralds could be draining. A Robotnik-led air bug named Scorpious bosses this level. Go for his single first!

LAVA POWERHOUSE

Floating Ferrero block the only escape routes through Dr. Robotnik's lava-powered generators. Use the steam jets the flippers. Get help from the Cuckibirds to get to higher places.

Destroy Dr. Robotnik's half-baked bosses in the Robo-Botter Room!

THE MACHINE

This is where the helpless Mobius imbeciles are imprisoned and robotized.

Short out the wires with massive explosions! Flak being shredded in the grinding gears as you ascend to the main processing room.

Figure out the Veg-O-Machine's scheme to free the hostages from destruction of the Fortress' biggest!

SHOWDOWN

The Veg-O-Fortress is caving in on itself! Grab the last Chaos Emeralds and fight toward Robotnik's escaping rocket ship.

You'll face a treacherous climb through the space heater. Kiondora blows your way and Robotnik launches bombs to stop you. Even Robotnik's cockpit is armed and dangerous!

END OF GAME

The despicable Dr. Robotnik scurries frantically to blast off. He's desperate, and will even try to fight Sonic off with slashing mechanical claws. Timing is everything!

Handling this Cartridge

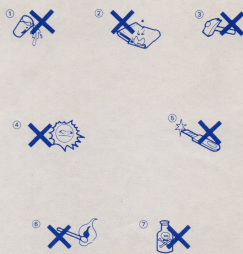
This cartridge is intended exclusively for the Sega Mega Drive System.

FOR PROPER USAGE

- Do not immerse in water!
- Do not bend!
- Do not subject to any violent impact!
- Do not expose to direct sunlight!
- Do not damage or disfigure!
- Do not place near any high temperature source!
- Do not expose to thinner, benzene, etc.

- When wet, dry completely before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in lukewarm water.
- After use, put it in its case. Be sure to take an occasional recess during extended play.

WARNING: For reasons of protection, television sets, still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games for large screen projection televisions.



STUCK?
For all your hints, cheats & tips

**RING
SEGA
HOTLINE**

Calls charged at ITM 95¢ per minute.
If Under 18 get parents to call.

1-902-555-444

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