WARNING: EPILEPSY AND SEIZURES READ BEFORE OPERATING YOUR TV PLAY LEGENDS SUPER SONIC GOLD

A few people may experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Players who have not had any seizures may nonetheless have an undetected epileptic condition.

Consult your physician before playing video games if you have had an epileptic condition or experience any of the following symptoms while playing video games: altered vision, eye or muscle twitching, other involuntary move-
ments, loss of awareness of your surroundings, mental confusion and/or convulsions.

BATTERY INSTALLATION

This game is powered by four (4) AA (LR6) batteries.

• Using a screwdriver, loosen the screw until the battery compartment door can be removed.
• Insert four (4) AA (LR6) batteries (we recommend alkaline) as indicated inside the battery compartment.
• Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

CONNECTING TO A VCR

To connect Super Sonic Gold to your VCR, insert the yellow video plug from the Main Unit into the video in (yellow) jack on your VCR, the white audio plug into the left audio in (white) jack or via the S-Video adapter. Then set the VCR to the appropriate video input mode (see your VCR's operating manual for details).

ADULT SUPERVISION IS RECOMMENDED WHEN CONNECTING CABLES TO A TV AND VCR.

BUTTON AND FEATURES

(Inset image of GAME PAD with button descriptions)

DIRECTIONAL PAD

MENU

START

BUTTON A, B, C

THE HEDGEHOG 1

The Legend

In the battle for the 16-bit generation, Sega needed a character that could take on a certain Italian plumber that had reigned supreme during the previous generation. They found their mascot in a little blue speed machine named Sonic the Hedgehog. Released in 1991, Sonic the Hedgehog was the best selling game of the year and was the defining game on the Sega Genesis.

Dr. Robotnik (Known as Dr. Eggman in Japan, hence his rotund appear-
cance), has been transforming all the cute, fuzzy animals into robots and it is up to Sonic the Hedgehog to free them. Running stage to stage, he must free the animals and stop Dr. Robotnik’s mad schemes.

Basic Controls

Directional Pad (D-Pad)

• Left or Right – Move Sonic the Hedgehog left or right
• Down – Duck; performs Sonic Spin Attack while moving

The Controls

D-Button: Moves Sonic or “Tails” left or right. Hold the button LEFT or RIGHT to speed up. Press DOWN to spin while moving.

Press A, B or C to jump while spinning and knock of badniks from below or jump on them from above.

Super Dash Attack

Hold Still, press the D-Button DOWN and press A, B or C button to rev up the super drive.

Getting Started

To play as “Tails” go to the options screen and select “Sonic and Tails”, then press Start.

SONIC SPINBALL

The Game

In this action packed pinball game 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! Yo, Robotnik! You're in a mountain of trouble now. Sonic is spinning into action!

The Controls

D-Button: Moves Sonic left and right, up makes Sonic look up and down makes Sonic duck. Super Spin Dash

Hold still, press the D-Button DOWN and press A, B or C button to start spinning like a turbo engine.

Cliffhanger Flip

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

Shadow (Bonus Rounds)

Press Button A, B and C together to toggle the table and control the ball. Don't shake it too much or the machine will shut down and you'll lose a ball!

The Chaos Emeralds

Chaos Emeralds stabilizes 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 the Pinball Machines to snatch all the Chaos Emeralds on each of four levels. When you've collected all the Emeralds, the Veg-O-Fortress will explode!

Spinball Flipper Tips
- Launch Sonic by lifting the flippers together with Button C.
- Watch for lights and arrows leading toward important spots in the back- ground.
- Catch Sonic on the flippers by holding them up just as Sonic moves into the Alley Ramp.
- To shoot Sonic straight up, fire when he is near the hinge of a flipper. To make him go backward, hold the flippers in the direction of the tilt, 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.

Scoring
Gain points by slamming into bumpers, shooting the tube loops and spinning into floating robots to de-robotized them back to their original forms. 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 lets you know 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!

DR. ROBOTNIK’S MEAN BEAN MACHINE

The Legend
Released in 1993, Dr. Robotnik’s Mean Bean Machine is a complex puzzle game that still exists today. Match the color of the beans to form groups of four and make them disappear. Link larger groups and combinations for bonus points. The game ends when the screen is full of beans.

Basic Controls:
- Directional Pad (D-Pad)
- Left, Right, Down – use to move the beans left, right, or down press to move faster.

Trouble Shooting TV
To locate your auxiliary channel, which is usually not 3 or 4, but a gaming channel found between 2 and 9 (example 2, 1, 0, 9, 9, 0, 0, 0, 0, 1), try to see if it is the auxiliary channel. Channels downwards from 3 until a Line 1 or Line 2, Video 1 or Video 2, Front, Aux, AV, etc. appears on screen, then push the power button on the game and it should automatically come on if you have selected the correct channel. If this does not work, another way to determine your auxiliary channel is to take a look at your television remote. There may be a button on the remote that may take you directly to the correct channel. This buttons you are looking for may be labeled Input, AUX, AV, Line, TV/Video, or Video. If your remote has one of these buttons, turn your television back to Channel 3 and select that button. The power button on the game should be turned on in order for the game to appear on the television. If your television remote does not have any of these buttons, and changing channels does not work, you may need to search the main menu for a way to determine your auxiliary channel. If none of these methods have helped you locate your auxiliary channel, you may need to check your owner's manual and/or contact a local television repair company.

VCR
When connecting to a VCR, you must first start with a blue background showing on your television screen. To obtain a blue screen, try inserting a videotape into the VCR, let it start to play, then hit the stop button. This may give you a blue screen, then you can channel down to your auxiliary channel. If the blue screen still does not appear, try turning on your TV and/or VCR main menu and see if it gives you options to select a blue screen background. Many times if you enter the main menu on your television you can change the setting from color to video and display a blue screen. Also if you have an older television, you may locate a hidden door on your television that has color, picture, horizontal, vertical, and cable, antennae buttons. If your television includes this panel, you can select the antennae/ cable button and see the blue screen appears. If you have tried all of these options and are still unsuccessful connecting the connect, then you may need to check your VCR manual or contact the manufacturer to find out how to set up your VCR for console games.

Remember, you can’t play our games through a cable box or satellite, so if you own one of these make sure it is turned off before connecting the game. You can connect our games through DVD players with the same connection as a VCR.

If you still have difficulty with setup or operation of your game, please call our players helpline mentioned at the end of this manual.

Caution
- As with all small batteries, the batteries used with this device should be kept out of reach from small children. Do not store them in their mouths. If a battery is swallowed, consult a physician immediately.
- Be sure your battery is correct and always follow the device and battery manufacturer's instructions.
- Do not dispose of batteries in fires.
- Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.
- Sometimes, a build-up of static electricity (from carpets, etc.) may cause the game to stop working. Just reset the game, and it will work again.
- The unit may malfunction when there is radio interference appeared on the power line and signal line. The unit will work very well to operate when the interference stops.
- In an environment with radio frequency interference, the product may malfunction and require user to reset the product.

Maintenance
- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.
- Do not operate this device, if a problem occurs, press the Power button off and on, or remove and replace the batteries to reset the device.
- Do not use new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the device.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

This product complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning:
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
  - Reorient or relocate the receiving antenna.
  - Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
  - Consult the dealer or an experienced TV technician for help.

90-Day Limited Warranty

This product warranty is valid in the United States and Canada only.

Radica Games Limited warrants this product for a period of 90 days from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with the warranty card (reimbursing the above costs). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

Important:
- Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

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