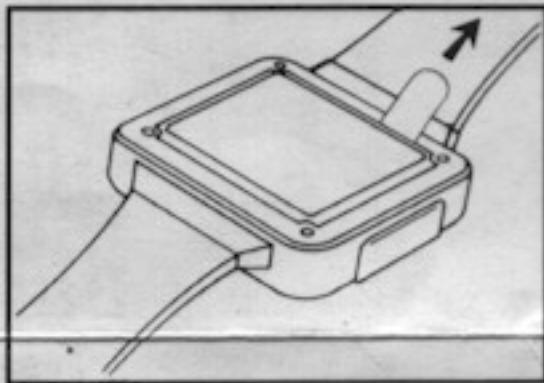


ELECTRONIC

SEGA® SONIC THE HEDGEHOG™

LCD WRIST GAME

Turn your wrist game face down and look for the plastic tab.



Pull out the plastic tab to energize your wrist game! It's not necessary to turn any screw!

1. THE SONIC THE HEDGEHOG™ STORY

Mad scientist Dr. Ivo Robotnik is snatching innocent animals and turning them into evil robots! Only one tough dude can put an end to the demented scientist's fiendish scheme—and that's Sonic, the real cool hedgehog with the spiked haircut!

Sonic must fight hordes of metal maniacs and "do the loop" with the "Super Sonic Spin" to defeat them! But his greatest challenge lurks in a secret lab where he comes face to face with Dr. Robotnik himself!

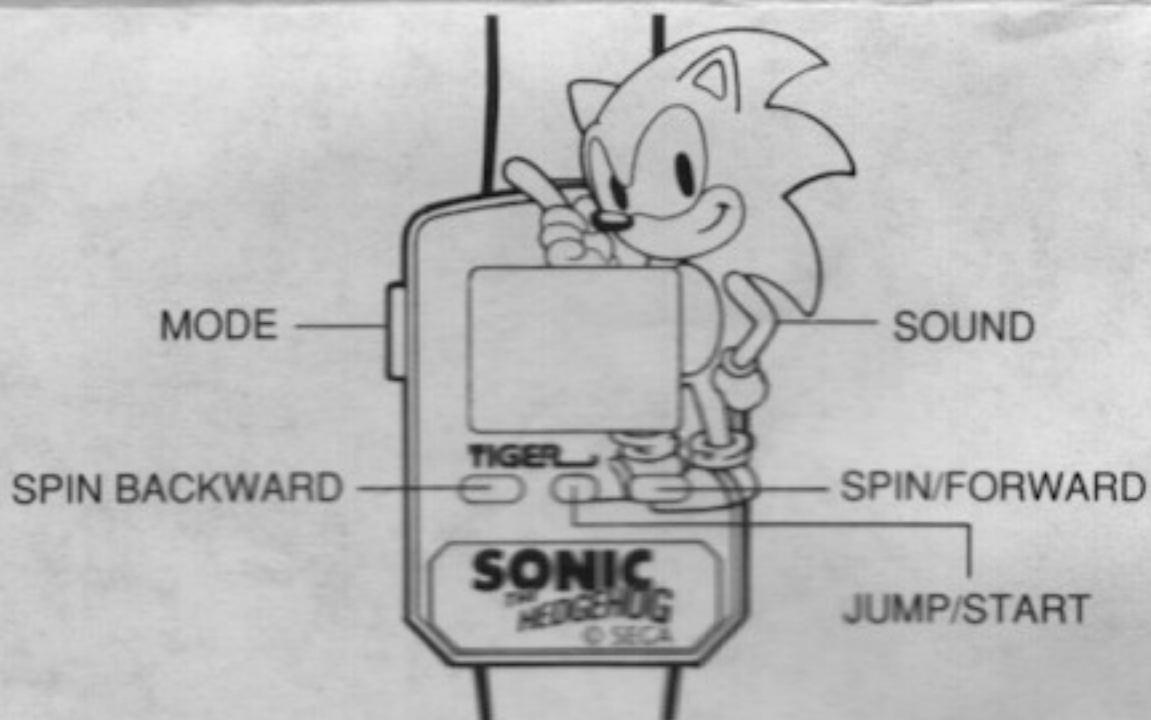
Now you're Sonic the Hedgehog! Spin through space, loop until you're dizzy, and save the animals like the true super hero you are! Be Sonic! Be atomic!

2. THE OBJECT OF THE GAME

You always play as Sonic. There are 4 stages of play. Your objective is to dash and spin your way through all 4 stages to rescue your friends from the nasty grasp of demented Dr. Robotnik! It won't be easy—he's got plenty of evil robots and traps poised to attack you!

You start with 3 chances. You lose a chance whenever you're hit 4 times by enemies. If you lose all 3 chances, the GAME IS OVER. You WIN the game if you can complete all 4 stages!

3. CONTROL GUIDE



- MODE — To choose between the two modes (DEMO MODE > GAME MODE > DEMO MODE > ...).
- SOUND — To control sound: on or off.
- JUMP/SPIN/START — To start the game.
— To start each stage.
— To jump up/to spin.
- SPIN BACKWARD — To spin backward.
- SPIN/FORWARD — To move forward.
— To spin forward when Sonic faces enemies.

4. FEATURES

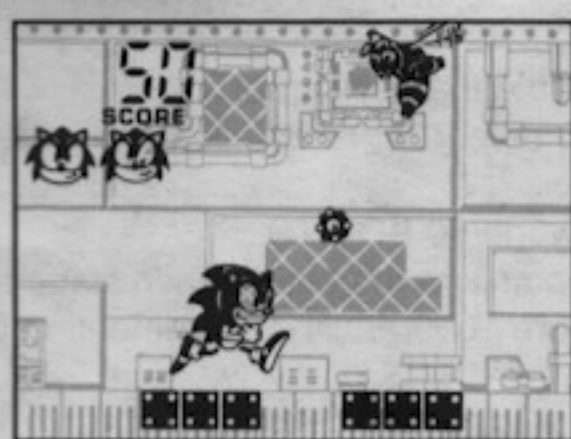
- 4 stages of hilarious hedgehog fun
- sensational "do the loop" spins
- built-in melody
- sound on/off control
- high score retained
- automatic time-out timer to return to DEMO mode

5. GAME SUMMARY

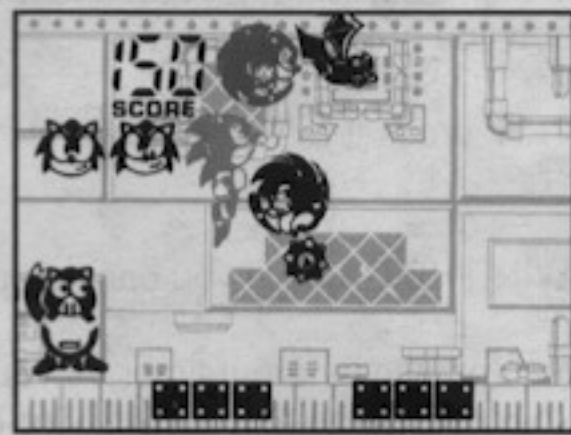
You always play as Sonic the Hedgehog. There are 4 stages of play.

You begin the game with 3 chances. You lose a chance whenever you're hit 4 times by an enemy. If you lose all your chances, the GAME IS OVER. When you defeat Dr. Robotnik at the end of each stage, a chaos emerald appears. Catch it before it disappears and your chances are restored to 3!

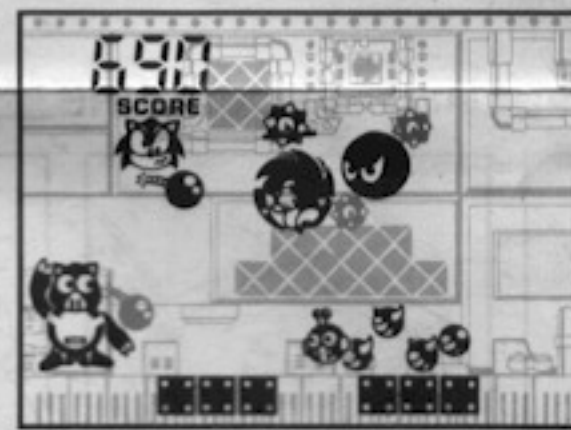
You score points each time you spin into an enemy! You WIN the game by completing all 4 stages!



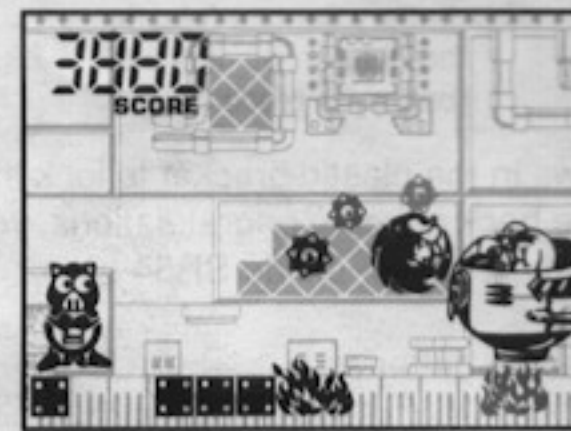
There you are! You're Sonic the Hedgehog! Defeat the evil robots and Dr. Robotnik to save your animal friends!



Use your Super Spin Attacks to defeat your enemies!



Beware of the powerful evil robots! They'll throw bombs and nails at you!



At the end of the game, you'll face Dr. Robotnik in a final epic battle! Beware of his fire traps and bombs! Spin as fast as you can! Be Sonic! Be atomic!

6. HOW TO PLAY

Press the MODE button to select the GAME MODE. The maximum score is displayed.

Press the START button to start the game from stage 1! You'll hear a simple "Game Start" tune and the display shows stage number "-1".

You always play as Sonic the Hedgehog. Dash and spin your way through the stages to rescue your friends from the evil Dr. Robotnik!

CONTROL BUTTONS:

- Use your control buttons to dash and spin to victory:
- JUMP/START — TO JUMP UP/TO SPIN.
- SPIN BACKWARD — TO SPIN BACKWARD.
- SPIN/FORWARD — TO MOVE FORWARD.
- TO SPIN FORWARD WHEN YOU FACE ENEMIES.

3 CHANCES:

You start the game with 3 chances to complete the game. If you lose all 3 chances, the GAME IS OVER.

You lose a chance if you're hit 4 TIMES by enemies.

CHAOS EMERALD:

After you defeat Dr. Robotnik at the end of each stage, a chaos emerald appears! Catch it before it disappears and you're restored to a full 3 chances!

There are 4 stages of play. Each stage presents its own challenges. As you progress to the later stages, you'll face more enemies! You'll also face each enemy more and more times:

EVIL ROBOTS:	STAGE 1	STAGE 2	STAGE 3	STAGE 4
BUZZ BOMBER	6	9	12	15
BATBRAIN	6	9	12	15
BALL HOG	-	9	12	15
CATERKILLER	-	-	12	15
ORBINAUT	-	-	-	15
DR. ROBOTNIK	1	1	1	1
FIRE	-	-	YES	YES
CHAOS EMERALD	1	1	1	1

SCORING:

It takes 1 HIT to defeat an evil robot.

It takes 5 HITS to defeat Dr. Robotnik at the end of each stage.

All enemies are worth 50 POINTS.

Defeating Dr. Robotnik at the end of each stage scores 250 POINTS.

However, you score 1000 POINTS for defeating Dr. Robotnik at the end of stage 4!

Press the SOUND button at any time to play in silence.

Press it again to regain all the sounds of action!

The game pauses after each stage. Press the START button to start the next stage when you are ready.

After a GAME OVER, press the START button to start another game from stage 1.

Remember, you WIN THE GAME if you can complete stage 4!

The game has an automatic time-out timer. If you don't press any buttons for 3 minutes, the game automatically re-enters the DEMO MODE!

Be Sonic! Be atomic!

1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.

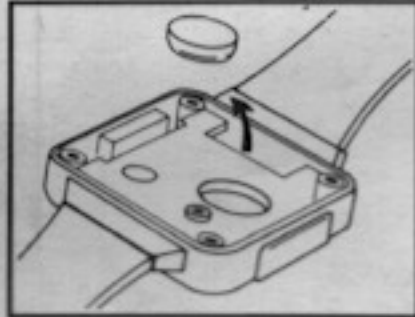
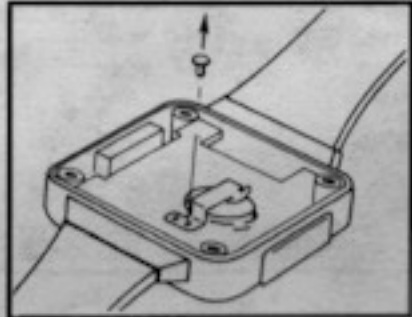
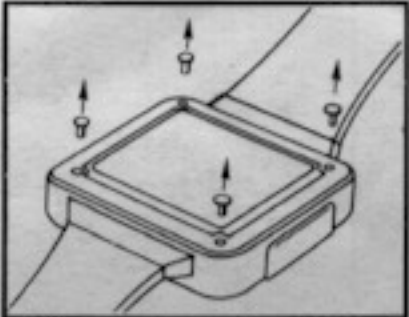
2) Carefully print on the box or carton the following name and address
TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.

Also, don't forget to show your return address.

3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$5.00 payment for the repair service.

BATTERY REPLACEMENT PROCEDURE



1. Use a small screwdriver to unfasten the four screws on the reverse side of the watch. Carefully lift off the back cover.
2. Now unscrew the screw holding the battery in place. Lift off the battery contact (plastic bracket) that holds the battery in place.
3. Lift out the dead battery and insert a new one.

4. Replace the screws in the plastic bracket to lock the new battery into place. Rescrew the back cover. Congratulations, you've done it.
5. Recommended battery: Silver Oxide SR54

Do not use rechargeable batteries.

CAUTION: Batteries should be replaced by adults.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:
TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what the problem is. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$5.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. 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.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below: