

**GAME GEAR™**

COLOR PORTABLE VIDEO GAME SYSTEM



**SONIC**  
*THE*  
**HEDGEHOG**

**SEGA™**

## Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *Sonic The Hedgehog* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, *Sonic The Hedgehog* Title screen will appear.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

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

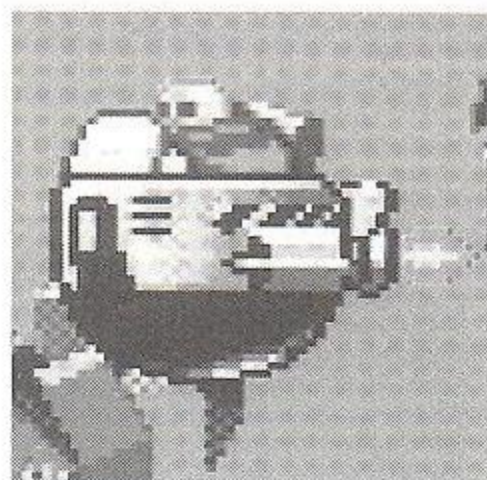
**Note:** *Sonic The Hedgehog* is for one player only.

Insert Sega Cartridge

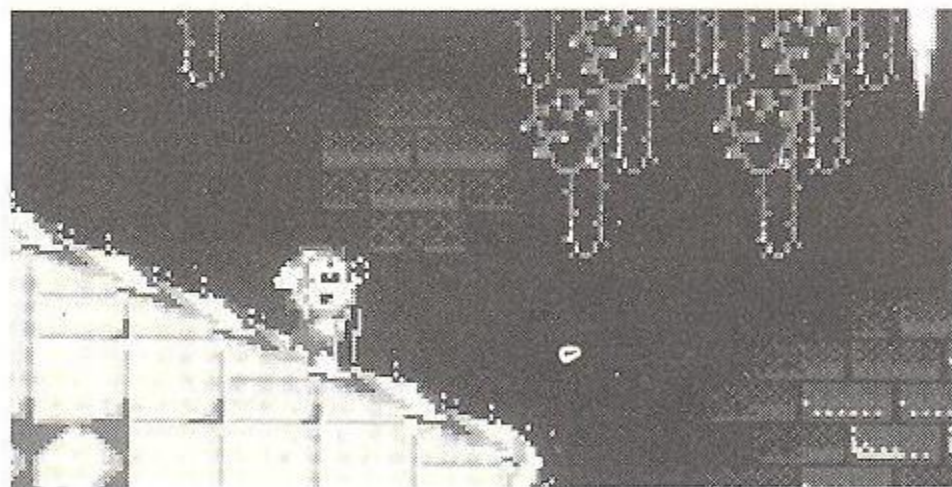


## *Crush Dr. Robotnik!*

Dr. Ivo Robotnik, the mad scientist, 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. It's Sonic, the real cool hedgehog with the spiked haircut and power sneakers that give him super speed.



Help Sonic fight hordes of metal maniacs with the Super Sonic Spin Attack. Speed down rolling hills and leap over dangerous booby traps. Then splash through the chilling waters in an underground cavern. And if you're lucky, you can warp to the Special Stage where you jump from springs and bounce off bumpers as if you're in a real pinball machine! Your greatest challenge lurks in a flying blimp where you come face to face with Dr. Robotnik himself!

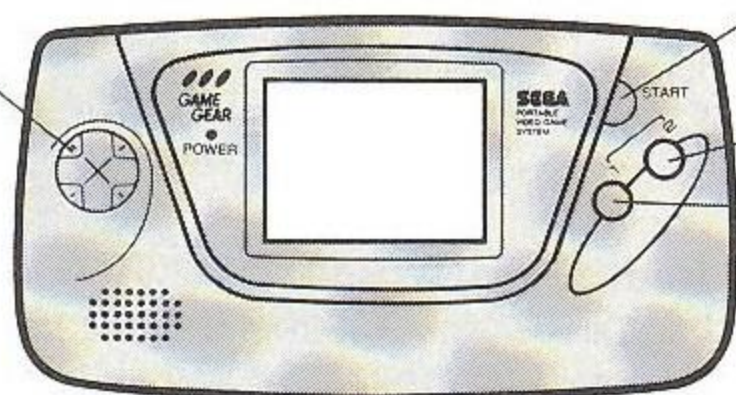


Spin 'til you're dizzy, save the animals and become the super hero. Be Sonic! Be atomic!

## Take Control!

For the best game play, learn the different button functions before you start.

Directional Button  
(D-Button)



Start Button

Button 2

Button 1

### Directional Button (D-Button)

- Press right or left to move Sonic in those directions. Press and hold in either direction to speed up.
- When Sonic is standing still, press up or down to see the top or bottom section of the screen. (This won't work if Sonic is already at the highest or lowest point.)

### Start Button

- Press to start the game.
- Press to pause the game; press again to resume play.

### Button 1 or 2

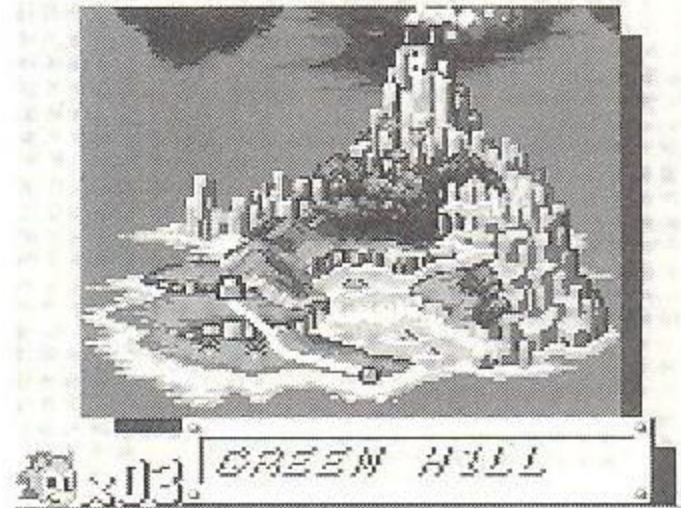
- Press to perform the Super Sonic Spin Attack.

## Sonic's Super Stunts

- Press the D-Button down when Sonic's moving to bump off enemies with the Super Sonic Spin Attack.

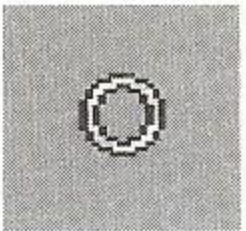
## Getting Started

When you turn the power on, the Title Screen appears. Press Start to see the Map that shows you where the Zones are. Press Start again to begin the game.



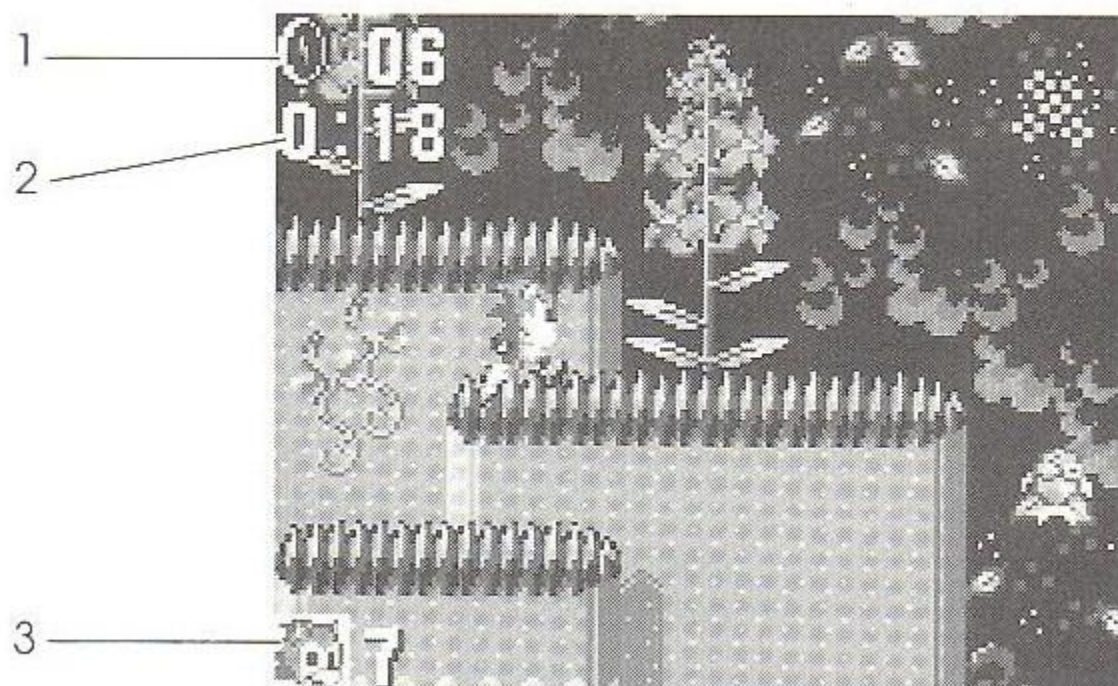
## Reach for the Rings!

As Sonic, you must evade traps and dodge crazed robots as you dash through six hazardous Zones using your Super Sonic Spin Attack. Your goal is to rescue your friends from the nasty grasp of the demented scientist, Dr. Robotnik!



Staying alive will be tough, but you can grab Rings along the way. As long as you have Rings, you won't be hurt when you get attacked or touch an enemy. (But you will lose all your Rings.) If an enemy attacks when you don't have any Rings and are not using the Super Sonic Spin Attack, you will lose one chance to complete the game. (Even if you are using the Super Sonic Spin Attack, you'll lose one chance if you fall to the bottom of the screen.)

You can keep track of the Rings you have and the chances you have left by looking at the counters on the screen.



1. The number of Rings you have.
2. Timer: It shows how much time has elapsed since you started the Act. You have ten minutes to clear each Act. If you go over ten minutes, you will lose one chance to complete the game. (The time is based on Game time and not on actual time.)
3. The number of chances Sonic has to get through the Act.

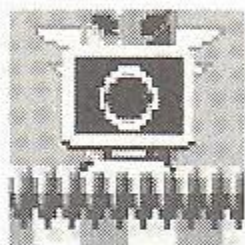
## ***Arrow Monitors***



You'll come across Arrow Monitors in every Act. Break these. If you die, you will continue the game from the last Arrow Monitor you destroyed.

## Items for Survival

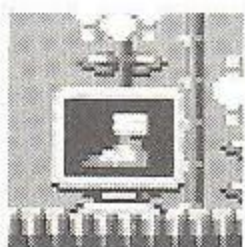
Smash open video monitors with the Super Sonic Spin Attack to get special items that help you defeat evil Dr. Robotnik!



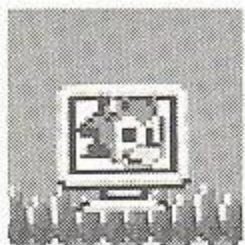
**Super Ring:** Picking this up earns you ten Rings.



**Shield:** This prevents you from losing your Rings when you get attacked. Even if you don't have any Rings, you won't be hurt. (But it won't protect you from other obstacles.)



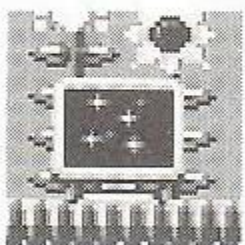
**Power Sneakers:** These sneakers make you run faster.



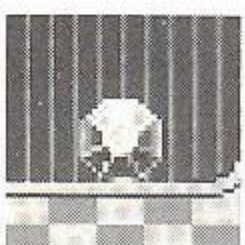
**One-Up:** This gives you one extra chance to complete the game.

**Note:** You can also earn an extra chance:

- Every time you earn 50,000 points, or
- When you pick up 100 Rings, or
- When you turn up Sonic when you spin the Bonus Panel. (See *Bonus Panel*.)



**Invincible:** This temporarily keeps you safe when attacked by an enemy. (But it won't protect you from other obstacles.)



**Chaos Emeralds:** These appear in every zone. Collect all six and see the *real* ending!

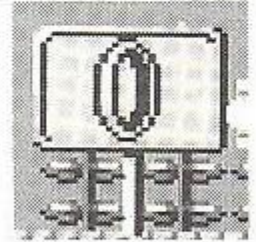
## Bonus Panel

The Bonus Panel appears at the end of every Act. You must touch it to spin it. Different things happen depending on what picture appears when the panel stops spinning.



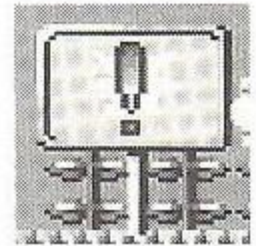
**Dr. Robotnik:** Sorry, nothing happens!

**Ring:** You earn 10 Rings!



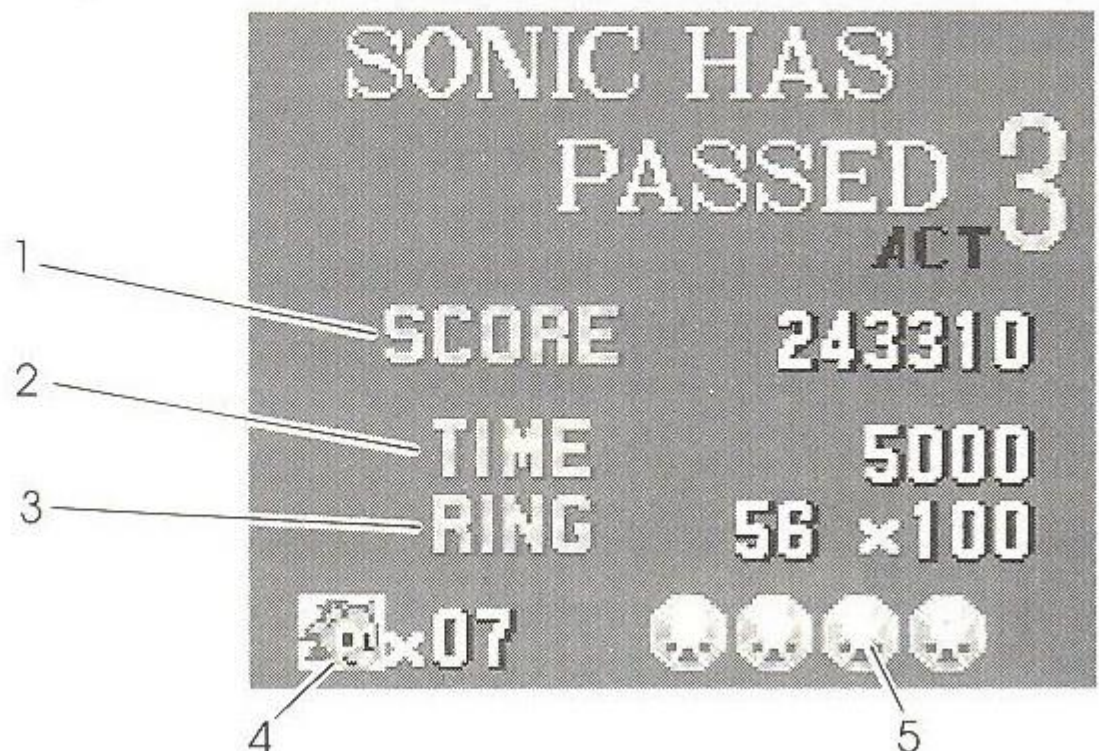
**One-Up:** You earn an extra chance!

**Exclamation Point:** You can go to the Special Stage!



## Scoring

At the end of every Act, the following screen appears.

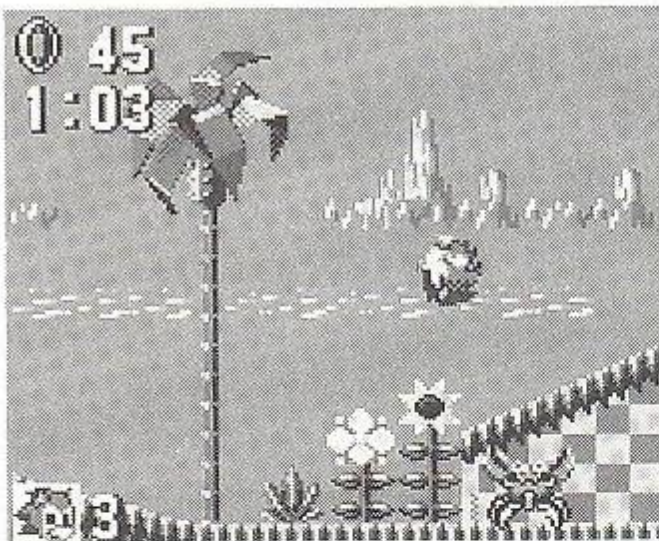




1. Your score.
2. Time Bonus: This bonus is based on how much time you took to clear one Act.
3. Ring Bonus: This bonus is determined by the number of Rings you have left at the end of an Act.
4. The number of chances you have left to get through the game.
5. Chaos Emeralds appear, if you have picked up any.

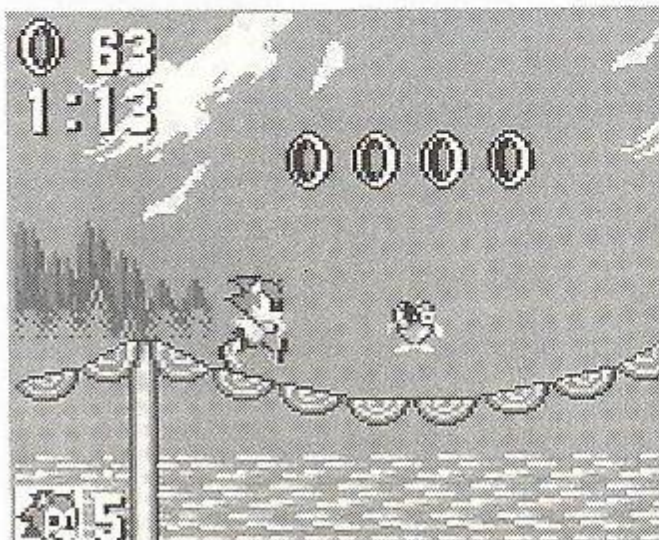
## *Zip Through the Zones!*

There are six action-packed zones, each with three exciting Acts. You'll encounter Dr. Robotnik in the third Act of every Zone. A metal cage appears after destroying Dr. Robotnik. Jump on top of it to set the innocent animals free.



### **Green Hill Zone**

Tumble down rolling hills and splash through the chilling waters in an underground cavern. Bounce on springboards but not on spikes. Ouch!

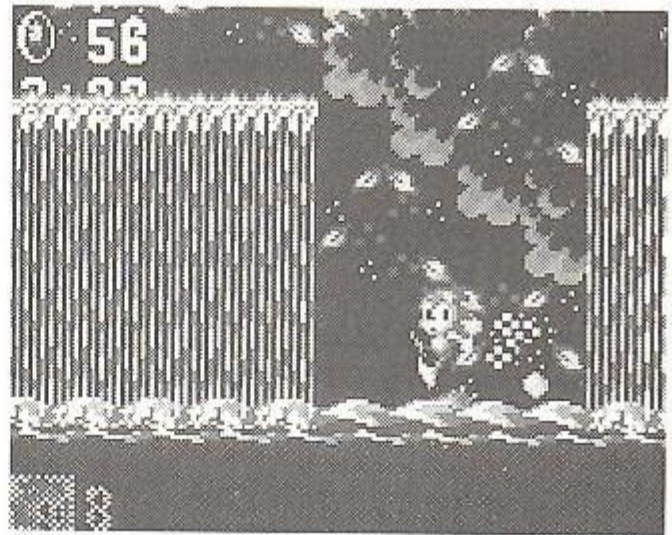


### **Bridge Zone**

Quickly cross the bridges before they crumble, or else you'll end up in the bottom the the lake! Jump from seesaws to reach high cliffs. Good timing is the key to success.

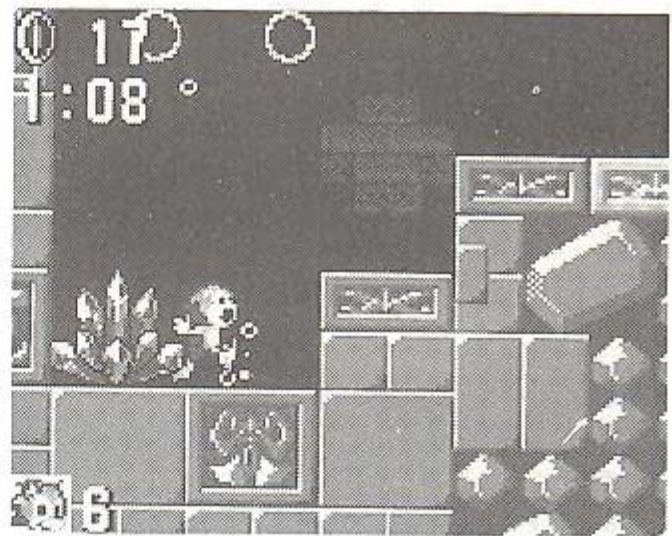
### Jungle Zone

Wild flowers and exotic plants surround you in the damp, dark jungle. When you reach the turbulent waterfall, watch your step! One false move and you're gone for good!



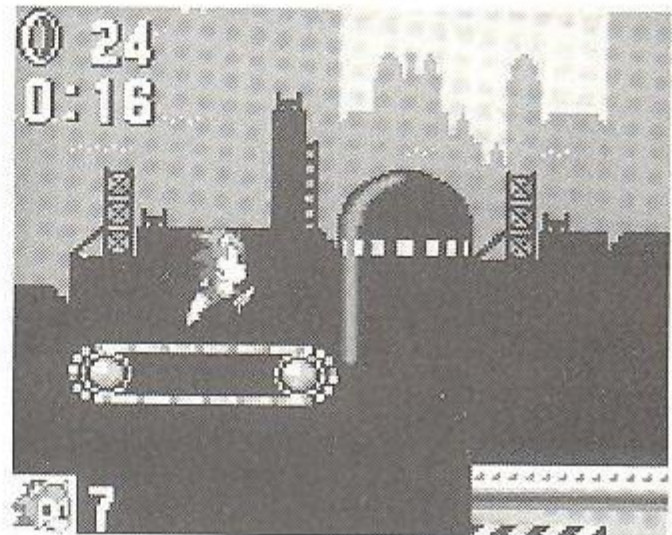
### Labyrinth Zone

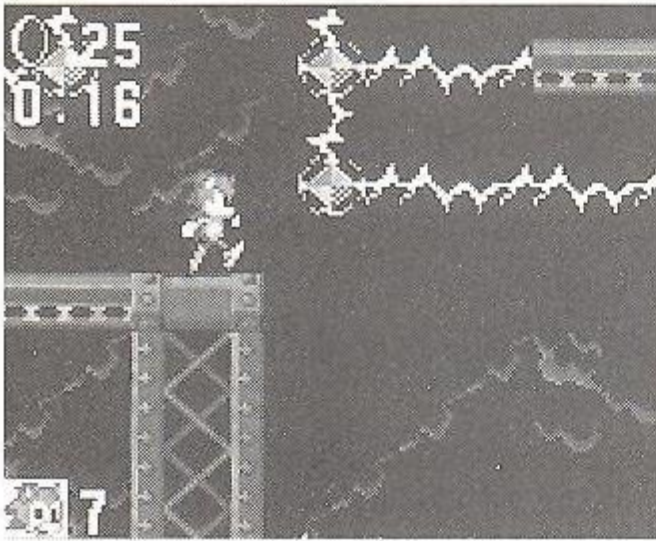
Explore an intricate maze filled with water. A countdown begins to let you know when you are running out of oxygen. Breathing in air bubbles keeps you from drowning.



### Scrap Brain Zone

Soar past shimmering city lights. Then dash into a metal labyrinth that's full of dangerous booby traps. The conveyor belts are slippery – watch out!



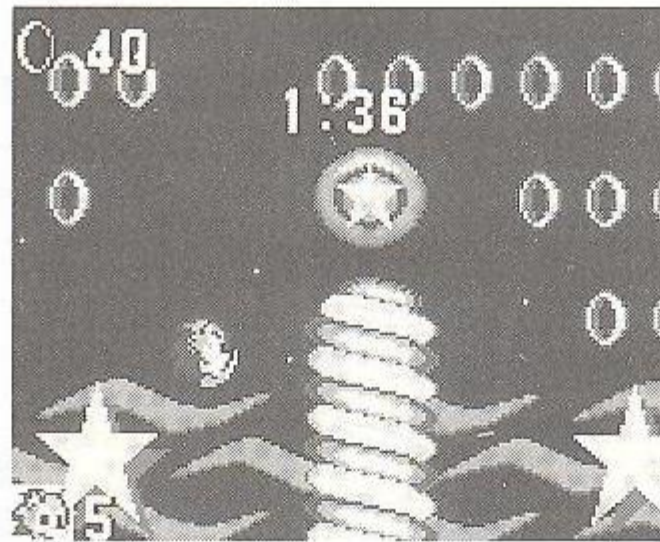


### Sky Base Zone

Fend off deadly laser beams and lethal missile shots. Now you've reached Dr. Robotnik's hideout – the blimp. Face him and erase him!

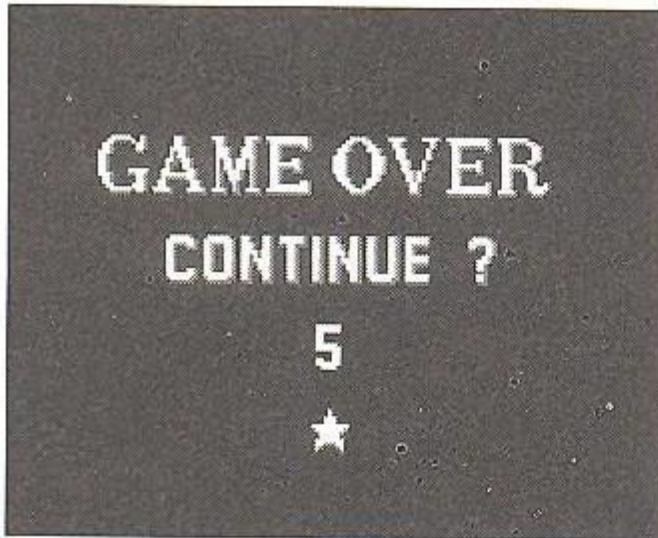
## Special Stage

If you collect a certain amount of Rings and turn up the Exclamation Point, you can warp to the Special Stage where you'll ricochet off rainbow-colored bumpers and springboards as if you're in a real pinball machine. You must clear this Stage within a certain time limit. If you run out of time, you'll lose all the items you grabbed in this Stage.



Breaking the Continue Monitor in the Special Stage earns you a Continue Star that appears on the Game Over screen. Even if the game is over, you can continue from the beginning of the Zone where you left off as long as you have Continue Stars. (See *End of Game and Continue Game*.)

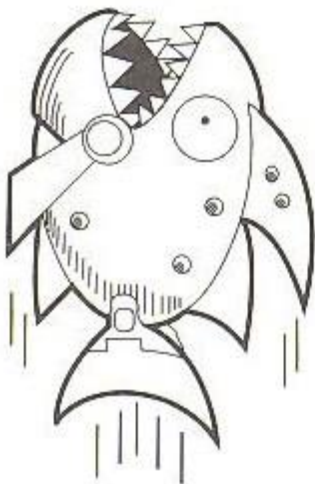
## End of Game and Continue Game



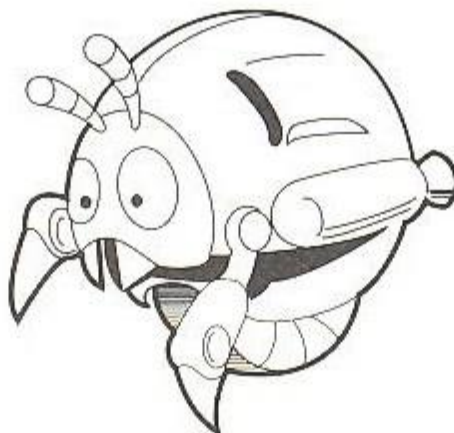
If you lose all your chances to complete the game, the game ends. Normally, you start with three chances but you can increase the number by grabbing One-Up items or satisfying other requirements. (See *Items for Survival*.)

If you break the Continue Monitor in the Special Zone, you earn a Continue Star. If you have a Continue Star, you can continue the game from the beginning of the Zone you left off. To continue, make sure you press Start before the timer on the Game Over screen reaches zero.

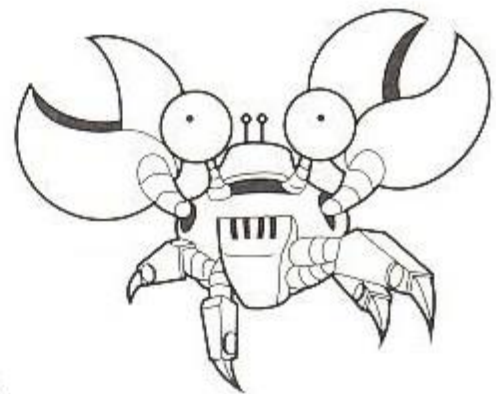
## Robotnik's Badniks



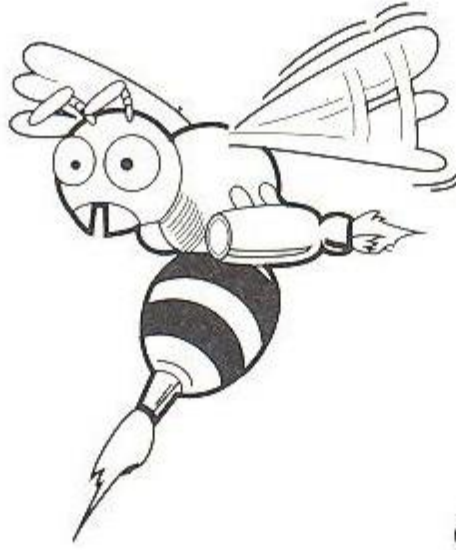
Chopper



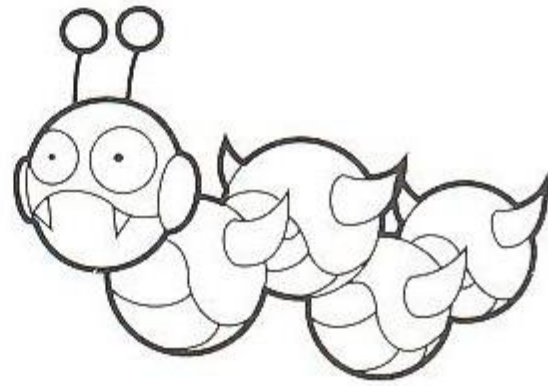
Moto Bug



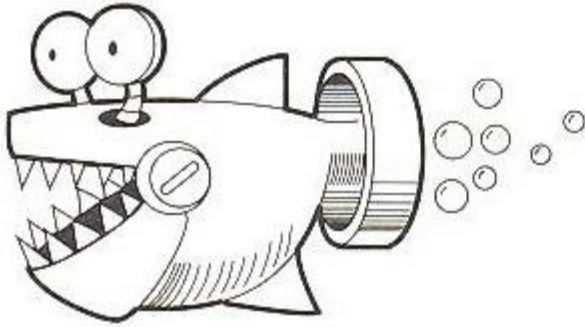
Crabmeat



Buzz Bomber

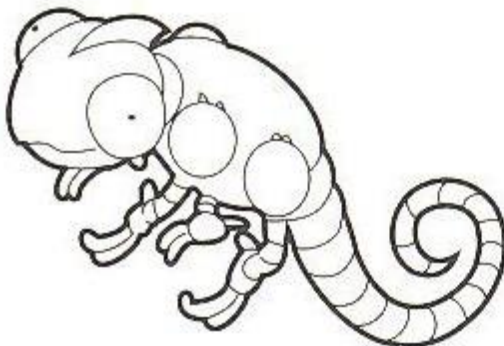
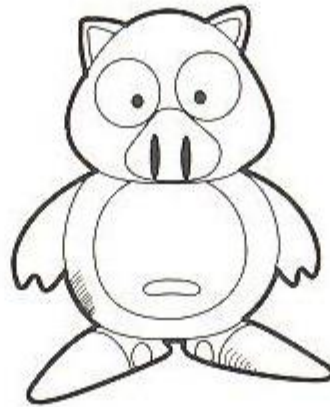


Caterkiller

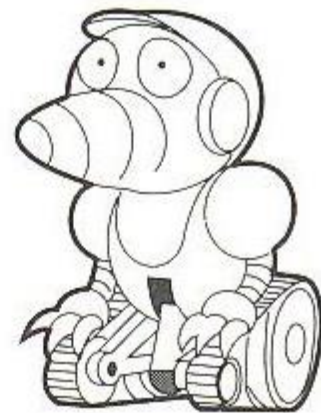


Jaws

Ball Hog



Newtron



Burrobot

## ***Sonic's Survival Tips***

- Grab as many Rings as you can. (You must pick up 50 - 99 Rings to go to the Special Stage. Picking up 100 Rings earns you an extra chance to complete the game but you won't go to the Special Stage.)
- Watch the traps to see how they move. You'll have a better chance of dodging or escaping them.
- Look for ways to get to places that seem impossible to reach.
- Remember, there's a Time bonus, so race through the Acts as fast as you can.

## ***Handling This Cartridge***

- This Cartridge is intended exclusively for the Sega Game Gear™ System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play.

## Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at:

**1-800-USA-SEGA**

**DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER.** Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

### **Repairs After Expiration of Warranty**

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

### **Limitations on Warranty**

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

# **GAME GEAR™**

COLOR PORTABLE VIDEO GAME SYSTEM

Patents:

U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276;  
Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

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