

SEGA CD

# SONIC CD

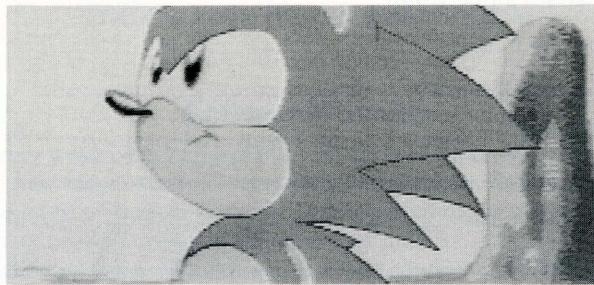


SEGA™

Rated by V.R.C.  
**GA**  
Appropriate for  
all audiences.  
General Audiences



# A WORLD THAT DEFIES TIME!



"Sonic, where are you going now?"

Sonic the Hedgehog looked over his shoulder at Princess Sally, the young hedgehog who was racing hot on his heels.

"To Never Lake," he called back.

"Why Never Lake?"

Sonic slowed down a little so he could explain. "Ever heard of the Little Planet?"

"Isn't that the tiny world that orbits around Mobius?" Princess Sally asked. "The one with the special stones that alter time and change everything around them? I heard that the planet's full of places that are completely ignored by the passage of time!"

"Yeah. On the last month of every year, the Little Planet appears over Never Lake. It's that time now, and I'm going to check it out. I bet space travel will be exciting!"

"With all those Time Stones, I bet you'll try to outrun time itself!" Princess Sally sighed in adoration.

Sonic didn't reply. He just smiled, eyes gleaming.

When they arrived at Never Lake, the Little Planet was there as expected. But something was wrong. Where there should have been tall trees and bright flowers, there was nothing but dry sand and jagged rocks. The Little Planet was tethered to a rock with a huge chain, and its surface was covered with twisted, gleaming metal.

"What happened?" Princess Sally wondered.

Before Sonic could reply, something whooshed over them. Princess Sally shrieked as she was snatched up, and she and her captor vanished in a blue streak of light!

"What the—PRINCESS SALLY!"

It didn't take long for Sonic to realize what had happened. "This has to be one of Dr. Robotnik's tricks!"

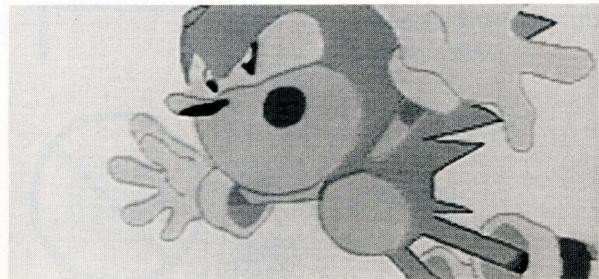


Indeed it was! Upon discovering the location of the Little Planet, the evil Dr. Robotnik and his robot cronies had immediately set about converting it to a giant fortress. When Robotnik saw Sonic approaching, he had dispatched his prize creation, the Metal Sonic, to grab Princess Sally and lure his arch enemy into danger.

"How convenient!" Robotnik crowed, bouncing about like a malicious rubber ball. "This time my scientific expertise will crush you! Once all the Time Stones are in my hands, I'll be able to manipulate time and conquer the world! HO, HO, HO, HO!"

Sonic stood on a rock and thought. Robotnik had control of the Little Planet. He had Princess Sally, and soon he would have the Time Stones . . . but not if Sonic got to them first!

His adventure on the Little Planet was going to be more exciting and dangerous than he'd planned. It was time to get a move on!



# GETTING STARTED

When you start the game, you'll see the Sega logo, followed by the *Sonic the Hedgehog CD* Title screen. Wait a few seconds and you'll see an animated intro sequence, then a brief game demo, and finally a Special Stage demo. Watch the demos for valuable hints on how to get through the Zones.

Press **Start** at the Special Stage demo or animated sequence to return to the Title screen. Press **Start** again to see the game menu. On this menu:

- ★ Press the **D-Pad** left or right to cycle through the game modes.
- ★ Press **Start** to choose your game option.



## New Game

Starts the game from the beginning and cancels any game you saved previously.

## Continue

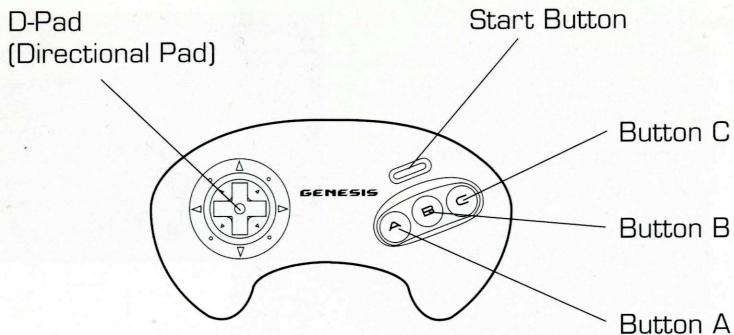
Lets you resume a previous game from the beginning of the Round where you left off.

## Time Attack

Lets you choose a Zone from the game and try for the shortest travel time from start to finish! For details, see page 17.

**Note:** *Sonic the Hedgehog CD* uses the backup RAM cache in your Sega CD to store saved game information. If there is no backup RAM available, a message to that effect will appear before the Title screen.

# TAKE CONTROL!



## D-Pad

- ★ Press to move Sonic around the Zones.
- ★ Press up to make Sonic look up. Press up TWICE, then hold, to scroll the screen up.
- ★ Press down to make Sonic duck. Press down TWICE, then hold, to scroll the screen down.
- ★ In the Special Stage, press down to slow Sonic down.
- ★ Press left or right to make selections on the Title screen.
- ★ Press to make selections on the Title and Time Attack menus.

## Start

- ★ Press to start the game.
- ★ Press to cancel the Time Warp animation screen.
- ★ Press to pause the game or resume play.

## Button A, B or C

- ★ Press to make Sonic jump and perform a Spin Attack.
- ★ Press to move the flippers in Round 2, Collision Chaos.
- ★ Press to enter your selections on the game menus.

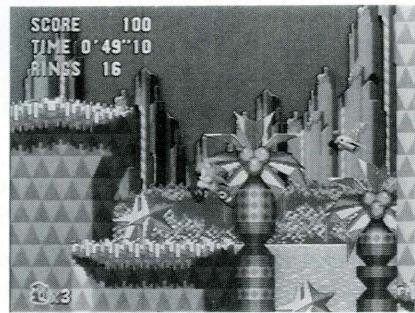
**Note:** If you're using a Sega 6-Button Control Pad, please set it for three-button action. Buttons X, Y and Z are not used.

## ZOOM THROUGH THE ZONES!

Each Round has three Zones. At the end of every third Zone, you'll face Dr. Robotnik and one of his weird contraptions!

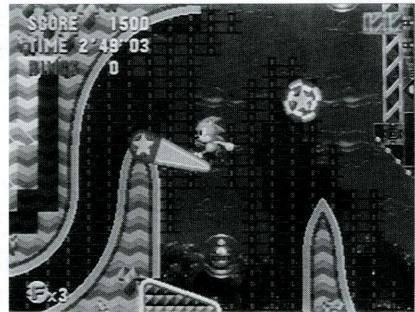
### PALMTREE PANIC

Loop the loops, twist through corkscrew turns, find footing on hidden platforms, and spin the wheels to blast up vertical ramps. This Round promises plenty of action for a fleet-footed hedgehog! Hope you remembered to bring your mosquito repellent, 'cuz some of these enemies take a big bite!



### COLLISION CHAOS

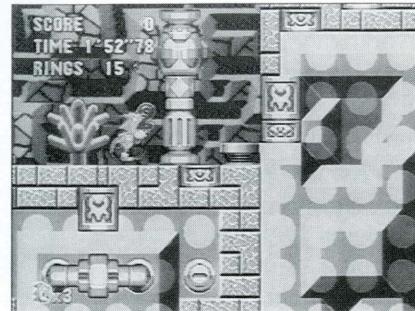
Sonic becomes a whirling blue pinball in this land of bright lights and bumpers, flippers and spikes. Robotnik's robots will really be gunning for you here! Mow 'em down first with a Spin Attack. Press **Button A, B or C** to activate the flippers and send Sonic flying through the pinball courses for big bonus points!



### TIDAL TEMPEST

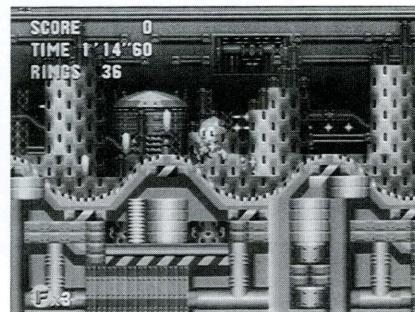
As you dive into this underwater adventure, remember that you'll need air once in awhile. If you go too long without it, a countdown appears. When the countdown reaches zero, you lose a Life.

Take a deep breath from air bubbles that drift up from certain blocks. Switches activate propellers, and the current will send you spinning. Grab onto the nearest pole to save yourself from steel spikes!



### QUARTZ QUADRANT

Look out for falling rocks as you race through a treasure trove of glittering gems. Touch the arrow signs to change the direction of the moving conveyor belts. Spiny snails, slimy caterpillars and cannon-toting beetles will try their best to slow you down!



## **SONIC BOOM**

**Music by Spencer Nilsen  
Lyrics by Spencer Nilsen and Pastiche**

If you're strong you can fly  
You can reach the other side  
Of the rainbow  
It's alright, take a chance  
'Cause there is no circumstance  
That you can't handle  
(when you use your mind)

Mr. Bad's got it good  
But this ain't his neighborhood  
He's takin' over... no, no  
Time is now, he can't hide  
Find the power deep inside  
And make it happen

Sonic Boom  
Sonic Boom  
Trouble keeps you runnin' faster  
Sonic Boom...  
Save the planet from disaster  
Sonic Boom...  
Spinning through a world in motion  
Sonic Boom...  
Take it all the way

Make your move, break it out  
That's what life is all about  
It's your adventure  
From the dark to the light  
On a supersonic flight  
Gotta keep it going

Sonic Boom  
Sonic Boom  
Trouble keeps you runnin' faster  
Sonic Boom...  
Save the planet from disaster  
Sonic Boom...  
Spinning through a world in motion  
Sonic Boom...  
(repeat)

**\*Lyrics printed by permission © 1993**

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**1-800-872-7342**

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# ECCO THE DOLPHIN™

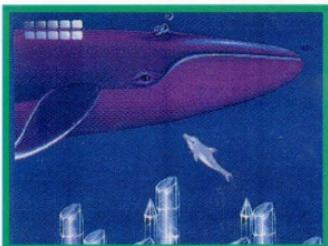
Tackle all the bold adventure of Ecco The Dolphin transformed by the brilliance of Sega CD™. Leap and dive through incredible sea animations to magical undersea music and sounds!



**S**ubmerge yourself in QSound™! With stereo hookup, you'll be surrounded in waves of 3-D sounds! And Ecco CD features an original CD-quality soundtrack.



**E**xplore over 30 levels of lethal dangers -- including frenzied sharks, stinging jellyfish and deadly rip tides.



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