

SEGA  
**GENESIS**  
16-BIT CARTRIDGE



# **SONIC**<sup>TM</sup> *THE* **HEDGEHOG**

**INSTRUCTION MANUAL**

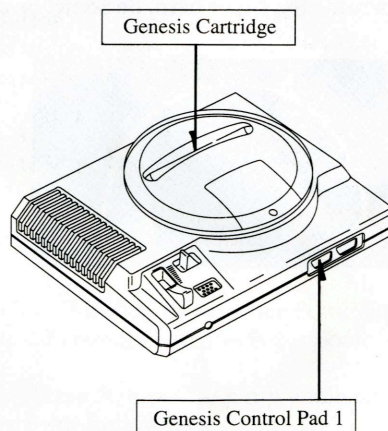
**Epilepsy Warning**  
**READ BEFORE USING**  
**YOUR VIDEO GAME SYSTEM**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience 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 physician before resuming play.**

## Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1. (*Sonic The Hedgehog is for one player only.*)
2. Make sure the power switch is OFF. Then insert the *Sonic The Hedgehog* cartridge into the console and press it down firmly.
3. Turn the power switch ON. In a few moments, the Sega screen appears.
4. Press Start when the Title screen appears.

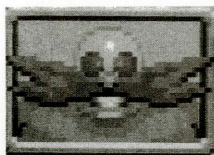
**Important:** If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing toward you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.





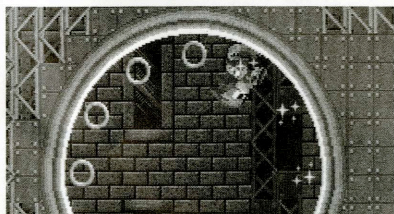
## Crush Dr. Robotnik!

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 and do the loop with the Super Sonic Spin Attack. Speed down twisting tunnels and swing over dangerous booby traps. Leap across lava pits and dodge burning rocks. Then splash through the chilling waters in an underground cavern. And if you're lucky, you can warp to the secret zone where you spin around in a floating maze! Your greatest challenge lurks in a secret lab where you come face to face with Dr. Robotnik himself!

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



## Take Control!

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

Directional Button  
(D-Button)

Start Button

Button C

Button B

Button A



### 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 A, B or C

- 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.
- Press Button A, B or C to jump while performing the Super Sonic Spin Attack.

## Game Over

You have three chances to complete the game. If you lose all three chances, the game ends.

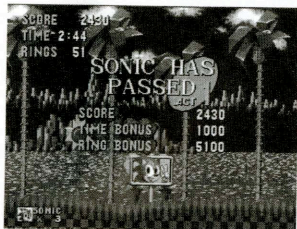


## Continue

If Sonic is lucky enough to obtain a Continue, the Continue screen will appear after Sonic loses his last life. On this screen, press the Start Button before the timer expires to continue where Sonic lost his last life.

## Scoring

All enemies are worth 100 points. Defeating Dr. Robotnik at the end of Act 3 earns you 1,000 points. Both the Time Bonus and the Ring Bonus will be added to your final score.



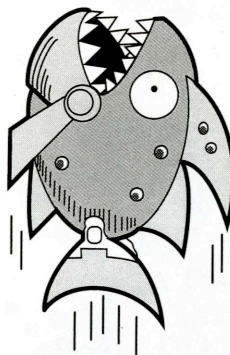
### Time Bonus

This bonus is based on how much time you took to clear one Act.

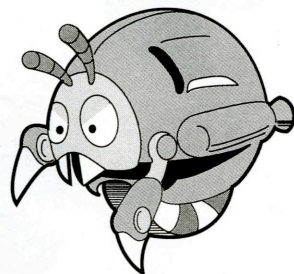
### Ring Bonus

This bonus is determined by the number of Rings you have left at the end of an Act.

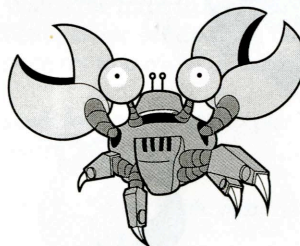
## Robotnik's Badniks



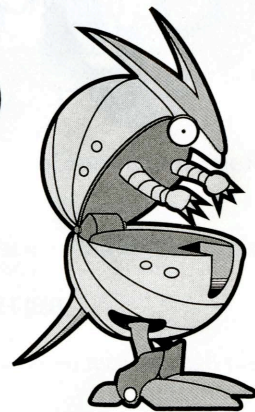
Chopper



Moto Bug



Crabmeat



Roller



## Scorebook

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

## Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

**Warning to owners of projection televisions:** Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

**FOR GAME PLAY ASSISTANCE, PLEASE CALL:  
1-415-591-PLAY**

## Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis 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 the following number:

**1-800-USA-SEGA**

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

# CASTLE OF ILLUSION™

## STARRING MICKEY MOUSE



The search is on! Mickey tackles magnificent lands where fantasy and danger become real. A waterspout whirls Mickey around. A frantic Toyland suddenly flips upside down. To stay on his feet, Mickey runs, leaps, and bounces, slinging apples and marbles at his enemies.



Mickey is on the trail of a wicked witch named Mizrabel, who has kidnapped Minnie. Mickey must find seven gems hidden in the fantastic chambers and underground mazes of Mizrabel's Castle of Illusion and use them to save Minnie.



Wobble with Mickey on floating leaves; but look out for spiders! Venture into a loony library where even the books attack! Then, get ready to challenge your most dangerous foe, the evil Witch Mizrabel herself!

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