

SONIC CD

TM

Pentium® Processor Edition

KIDS TO ADULTS
K/A
TM
AGES 6+

SEGA®

A World That Defies Time!



"Sonic, where are you going now?"

Sonic the Hedgehog

looked over his shoulder at Amy 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?" Amy 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!" Amy sighed.

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?" Amy wondered.

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

"What the —
AMY!"

It didn't take long for Sonic to realize what had happened.

"This has to be one of Robotnik's tricks!"

Indeed it was! Upon discovering the location of the Little Planet, the evil Dr. Robotnik and his robot cronies had imme-



diately set about converting it to a giant fortress.

When Robotnik saw Sonic approaching, he had dispatched his prize creation, the Metal Sonic, to grab Amy 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 Amy, 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!



Setting Up the Game

1. Insert Sonic the Hedgehog CD into your CD-ROM drive.
2. The Windows™ 95 Autoplay feature on your system will automatically check to see if Sonic is already installed. If it is not, your system will ask you to run Setup. If Sonic has already been installed, skip ahead to Getting Started .
3. Follow the instructions on your screen.
3. 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.
4. Press the spacebar or button A of your joystick/gamepad at the Special Stage demo or animated sequence to return to the Title screen. Press the spacebar or button A of your joystick/gamepad again to see the game menu.

Getting Started

After installing Sonic the Hedgehog CD, start the game:

1. Insert Sonic the Hedgehog CD into your CD-ROM drive. (If you have more than one drive, use the first.)
2. A dialog box will appear, choose Play.
- On this menu:
5. Press the arrow keys or joystick/gamepad left or right to cycle through the game modes.
6. Press the spacebar or joystick/gamepad button A to choose your game option (see below).

Title Screen:



Speaker Placement

Place the speakers at equal distance from you, on the same plane, at the same height, and at least three feet from side walls. You can angle the speakers slightly.

Right
Position speakers on the same plane, at the same height and angle.



Wrong



Setting Up for QSound

QSound Virtual Audio is a revolutionary, multi-dimensional sound placement technology. This new sound technology gives you 180 degrees of audio. You'll be surrounded in waves of 3-D sound for many sound effects!

Balance

Use your audio mixer to set the audio balance to the center balanced position. If your speakers have separate volume controls, set them as equally as possible.

Game Options:

New Game

Starts the game from the beginning and cancels any game you saved previously. (This is the only option you have when Sonic is played for the first time.)

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. (You can only run a Time Attack in a Round that has already been cleared in a regular game.)



Keyboard Controls

To move Sonic around in the game using the keyboard:



Left arrow key
Sonic moves left



Right arrow key
Sonic moves right



Up arrow key
Sonic looks up



Down arrow Key
Sonic crouches down



Spacebar
Sonic jumps
and performs
a spin attack

Joystick Controls

To move Sonic around in the game using a Joystick:



Hold joystick left
Sonic moves left



Hold joystick right
Sonic moves right



Hold joystick up
Sonic looks up



Hold joystick down
Sonic crouches down



Joystick Button A
Sonic jumps and
performs a spin attack

Note: If you have a gamepad instead of a joystick, press the pad's four directional buttons to get the same effect as moving a joystick handle.

Press F8 to switch between using the keyboard or a joystick. See Sonic's online Help for Sonic's Super Stunts and more information about the game.

Race For the Rings



Lives

You start each game with three Lives. Collect extra Lives by picking up 1-UP items, collecting 100 Rings or scoring 50,000 points.

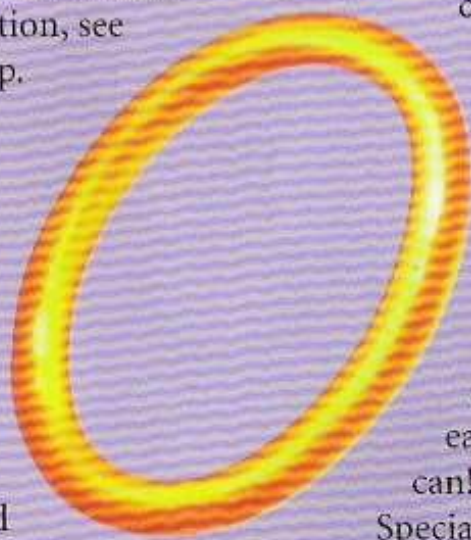
Time Frame

This symbol shows the Time Frame you're currently in. You'll see a Sonic symbol for the present, a P for the Past, and an F for the Future.

For more information, see Sonic's online Help.

Score

Increase your score by destroying enemy robots and blocks, and collecting bonuses at the end of each Zone.



Time

This time counter shows how long you've been in the Zone. You have up to 10 minutes to complete the Zone. If you go over the time limit, you lose a Life.

Rings

Three things make you invulnerable to enemy attacks: Sonic's Super Spin Attack, his Super Spin Dash, and Rings. As long as you have Rings, you can't be destroyed by an attack or by touching an enemy, although you will lose all your Rings. If you have no Rings, the Ring indicator will flash. If you get hit then, you lose a Life!

Rings earn extra points and special bonuses at the end of each Zone, so grab as many as you can! You need 50 Rings to enter the Special Stage.

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 all right, 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

For technical assistance, please contact your hardware manufacturer's customer support help line.

Sonic Hintline

The latest and greatest tips & hints for Sonic CD.

USA .85/min. or 1.05/min. (live)

1-900-200-SEGA

CAN 1.25/min. (live/recorded)

1-900-451-5252

Must be 18 or have parent's permission.
Touch-tone phone required.

If you experience problems with the
900 phone lines, please call:

SEGA 1-800-548-4468



WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME ON YOUR PC

Epilepsy Warning

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, disorientation, loss of awareness, any involuntary movement or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Owners of Projection TV, regular TV, and CRT monitors.

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 these devices.

Sega is a registered trademark of SEGA.

Sega CD, Sonic CD, Sonic The Hedgehog and all related characters are trademarks of SEGA.

QSound is a trademark of Archer Communications, Inc. Manufactured under license from QSound Ltd. ©1990 Archer Communications, Inc.

Unauthorized copying, reproduction, rental, public performance or broadcast of these games is a violation of applicable laws.

©1993, 1995 SEGA, P.O. Box 8097, Redwood City, CA 94063. All Rights Reserved.

Microsoft is a registered trademark. Windows 95 is a trademark of Microsoft Corporation.

Other brands and their products are trademarks or registered trademarks of their respective holders and should be noted as such.

KIDS TO ADULTS

For information on this product's rating, please call 1-800-771-3772

P/N 643400-001