SONIC+ PLUS
MEGA COLLECTION™

EmuMovies

SEGA

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT 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, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing Sonic Mega Collection™ Plus for PlayStation®2 computer entertainment system. Be sure to read this instruction manual thoroughly before you play.
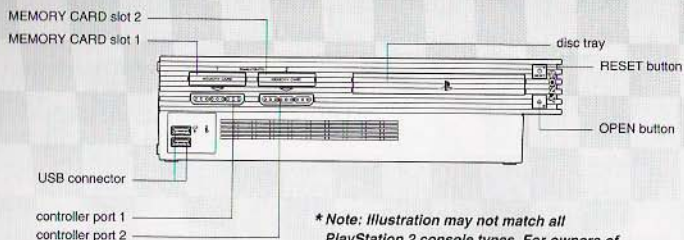

CONTENTS

While the games in this collection have retained their original Genesis® and Game Gear® form, minor graphical modifications have been made. Your gameplay maybe interrupted by screen distortions and graphical errors – press the R1 button and return to the Title Screen to escape from such interruptions.

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
OPEN button
USB connector
controller port 1
controller port 2

*Note: Illustration may not match all
PlayStation 2 console types. For owners of
SCPH-70000 series PlayStation 2 systems, refer
to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Sonic Mega Collection Plus disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

This game is a memory card (8MB)(for PlayStation®2) compatible game. To save your game, a minimum of 455KB of free space is required to create a **Setting Data** (180KB or more) and **Game Data** (275KB or more per game). Do not switch the power to OFF or remove the memory card while saving.
Previously saved **Setting Data** (Controller Configuration, game logs, saved games for Sonic the Hedgehog 3, etc.) and **Game Data** (up to 20 different saved games) will load once you press the START button on the Title Screen. If you have no existing data on your memory card, there will be an option to create a Setting Data for Sonic Mega Collection Plus before you start this game. Please note that once the data is loaded from one memory card, interchanging the memory card will not automatically load the existing data, therefore, saving the data will overwrite your existing data.
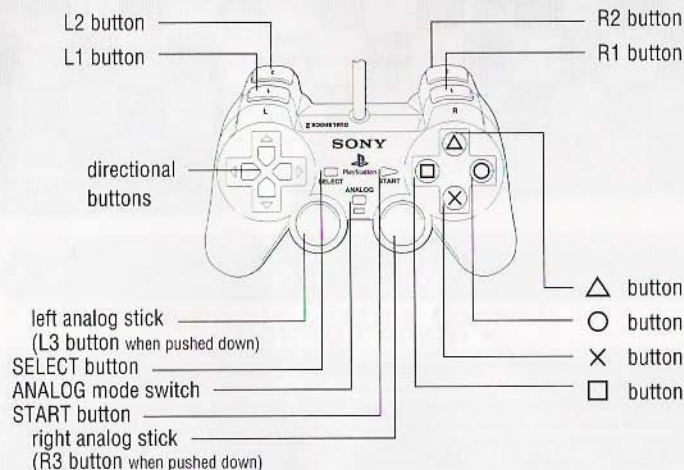
Progressive Mode

This game can be set to display a higher resolution image on TVs that support progressive scan display such as HDTVs. To use the progressive mode, you need a TV that accepts this type of input, and a Component AV Cable (for PlayStation®2).

Sonic Mega Collection Plus is a collection of games for 1 to 2 players using DUALSHOCK®2 and DUALSHOCK® analog controller. Connect the analog controller(s) to controller port 1 and 2 depending on the number of players participating. Two-player games are played either simultaneously or alternating (played in turns).

DUALSHOCK®2 Analog Controller Configurations

L2 button
L1 button
R2 button
R1 button
directional buttons
SONY
left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode switch
START button
right analog stick
(R3 button when pushed down)
△ button
○ button
✕ button
□ button

● Controls are all set in ANALOG mode (mode indicator: ON) and cannot be switched to digital mode by using the ANALOG mode button.

● Please note that Controller Configuration **DEFAULT 1** is used in this game manual.
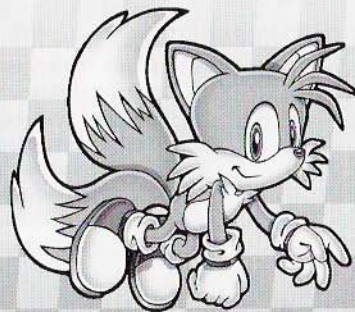
CONFIRMATION SCREEN
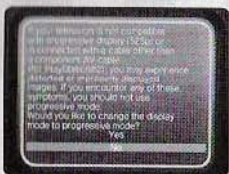
Press and hold both the ✕ and ▲ button once the PlayStation®2 logo appears during the openning sequence of the game to call out the confirmation screen and activate the progressive display mode.

When the game starts up with no memory card inserted to Memory Card slot 1, a warning will be displayed (after the progressive display mode sequence). Select **YES** to play without saving or insert your memory card into MEMORY CART slot 1 and select **NO** and press the ✕ button.
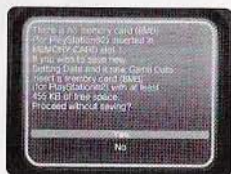
MAIN MENU

- Menu Controls -

START button	GAME START
directional buttons	SELECT / SCROLL
✕ / ◉ button	ENTER / CONFIRM
▲ / ▣ button	CANCEL / PREVIOUS MENU

The first menu screen you will access is the Main Menu. Use ↑↓ to select the menu item and press the ✕ button to enter.
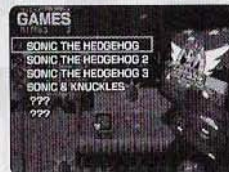
| MANUALS	Check the original game manuals.
GAMES	Play available games.
EXTRAS	See illustrations, comics, and movies.
OPTIONS	Change and save various game settings.

GAME MENU

Use ↑↓ to select a title from the Game Menu and press the ✕ button to begin a game. Games listed as **? ? ?** are unlocked once you clear certain requirements.

♦ GAME REFERENCE SCREEN

Game details are displayed when you select a title from the Game Menu. Use ↑↓ to scroll the screen, the ✕ button to start the game, and the ▲ button to returr to the Game Menu.
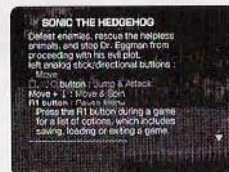
MANUALS / EXTRAS

- Manuals / Extras Controls -

right analog stick	← : Back Page / → : Next Page
directional buttons	Select Manual / Move Page
R1 button	Zoom In
L1 button	Zoom Out
✕ / ◉ button	Open Manual / Illustration
▲ / ▣ button	Return to Selection

In-game manuals can be viewed from **MANU-ALS**. Use ↑↓ to choose the title from the list and press the ✕ button to view each manual. Please note that the manuals are in the original Genesis or Game Gear format.
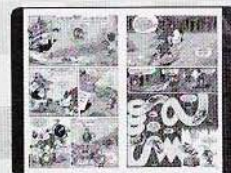
View comics, illustrations, and movies of Sonic from **EXTRAS**. Use ↑↓ to select the items from each menu and press the ✕ button to see previously released works.

OPTIONS

In the Options Menu, use ↑↓ to select an item and press the ✪ button to enter. To return to the Main Menu, select **EXIT** and press the ✪ button.

✦ HINTS

List of secret commands based on your progress, plus other useful tips.

✦ CREDITS

This game was made possible by the staff you find here.

✦ CONTROLLER CONFIGURATION

Choose from configuration **DEFAULT 1**, **DEFAULT 2**, or **DEFAULT 3**.

PAUSE MENU

Once you enter a game from the Game Menu, press the R1 button at any time to display the Pause Menu. Use ↑↓ to select a menu item below and press the ✪ button.

✦ RESUME

Continue on with your current game.

✦ GAME TITLE

Reset your current game – start over from the Title Screen.

✦ SAVE GAME DATA

Save your current game (up to 20 different saved games).

✦ LOAD GAME DATA

Load previously saved Game Data.

✦ CONTROLLER CONFIGURATION

Change the button assignments.

✦ VIEW HINTS

See secret commands based on your progress, plus other useful tips.

✦ EXIT

Quit your current game and return to the Main Menu.

GAME SCORE

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

✦ TIME BONUS

Bonus based on how much time it took to clear the Act.

✦ RING BONUS

Bonus determined by the number of Rings you had in the end of an Act.

> **The scoring featured above does not apply to Sonic 3D Blast, Sonic Spinball, Dr. Robotnik's Mean Bean Machine, some Game Gear games, and other unlockable games.**

COMMON GAME CONTROLS

The following game controls are common to the Sonic the Hedgehog series and Sonic & Knuckles featured in Sonic Mega Collection Plus. Press the START button during gameplay to pause your game.

✪ Use ◄─► to run, and keep holding either direction down to accelerate even more. Quickly press in the opposite direction to brake your dash.

✪ Press ↓ while in motion to perform a spin (attack move), and press the ✪, ◉, or ▣ button to **Spin Attack** (jump and attack) the enemies.

✪ Hold down ↓ while standing still, then press the ✪, ◉, or ▣ button to spin and release to perform a **Spin Dash**.
* Not available in Sonic the Hedgehog (P.8)

Additional game/character-based controls will be explained under each game title. Please note that the above controls do not apply to **Sonic 3D Blast** (P.26) and **Dr. Robotnik's Mean Bean Machine** (P.34).

✪ Use the R3 button to toggle between the screen modes while playing any of the Game Gear games. Not available during two-player games (P.39)

SONIC THE HEDGEHOG

Original Release **06/23/1991**

Dr. Ivo Robotnik (AKA Dr. Eggman), the mad scientist, is snatching innocent animals and turning them into evil robots! Help our hero to fight enemies, rescue the helpless animals, and stop Dr. Robotnik from succeeding with his evil plot.
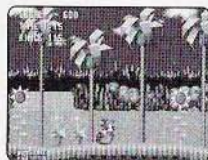
♦ GAME OBJECTIVE

Avoid traps and crazed robots as you dash through 6 hazardous Zones, each with three thrilling Acts. You will face Dr. Robotnik at the end of every Zone (third Act).

You have 10 minutes of Game Time to clear each Act. After 10 minutes, a **TIME OVER** message will appear and you will lose a Life.

EXTRA CONTROLS

The following controls are also used in this game. Press the START button at the Title Screen to start your game.

✪ While standing still, press ↑↓ to scroll the screen up and down. The screen will not scroll when Sonic is already at the highest or lowest point.

* Spin Dash (P.7) cannot be used in this game.

GAME SCREEN

❶ **Current score**

❷ **Time elapsed**

❸ **Number of Rings**
(∗Flashes when zero)

❹ **Remaining Lives**

ITEMS & OBJECTS

♦ RINGS

Staying alive will be tough, but by grabbing Rings, Sonic won't get hurt when attacked. If an enemy attacks, you will lose the Rings you have collected. If an enemy attacks while Sonic has no Rings, you will lose a Life.

♦ LAMPPOSTS

By crossing through a Lamppost, your present score and time will be recorded. If you fail to complete the Act, you will return to the last Lamppost you touched.

♦ SPECIAL ITEMS

Smash the video monitors with a Spin Attack to get Special Items.

Super Ring: Earns you 10 Rings at once!

Power Sneaker: Makes you run supersonic fast!

1-Ups: Gives you an extra Life.

Shield: Prevents you from losing Rings or being hurt when attacked (but won't protect you from all obstacles).

Invincible: Keeps you safe from enemy attack for a short time (but won't protect you from all obstacles).

SECRET ZONE

If you have 50 Rings at the end of any Act, you can warp to the Secret Zone by jumping into the giant gold Ring.

Use the Spin Attack by ricocheting off multi-colored blocks in a 360° rotating maze. In each Secret Zone, the aim is to grab the **Chaos Emerald** and as many Rings as you can while keeping away from the **Goal Blocks**.

Chaos Emeralds: These come in 6 different colors: yellow, pink, blue, green, red and white. You can find one in every Secret Zone so collect them all!

**Goal Block:** This is the end of the Zone. Touch this and you will return to the previous Zone empty handed.

PLAY TIPS

✪ Grab all the Rings you can. When you lose the Rings, rush to grab them before they disappear.

✪ Watch the traps carefully to see how they move and improve your chances of avoiding them.

✪ Look for ways to get to places that seem impossible to reach.

✪ Use the Spin Attack to find hidden items.

✪ Look for secret rooms.

✪ Remember the Time Bonus. There's no time to lose!

✪ Destroy enemies in succession for bonus points.

✪ By collecting Rings and improving your score, you may be lucky and obtain a Continue worth three more lives after GAME OVER. Press the START button before the timer expires during the Continue Screen.
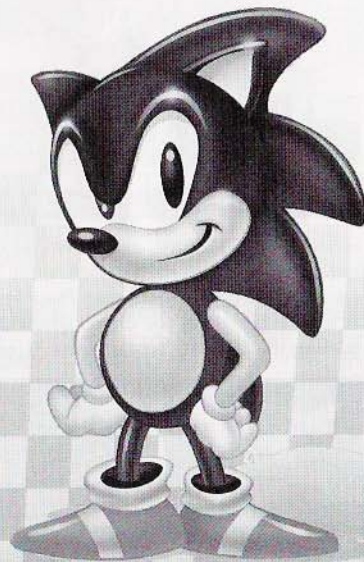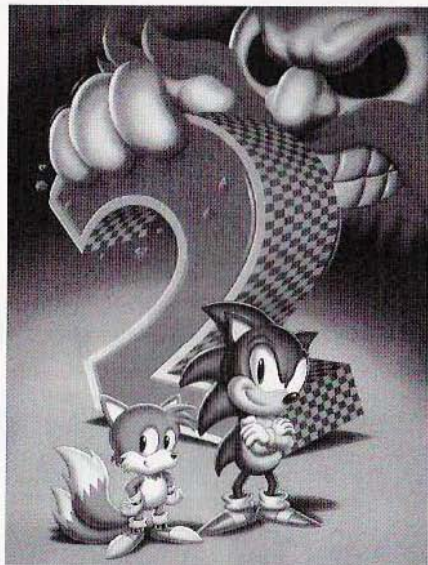
Original Release **11/24/1992**

Dr. Robotnik has returned, again bent on world domination. Join Sonic and his sidekick Miles "Tails" Prower the fox as they try to stop the demented scientist from discovering the Chaos Emeralds and completing the ultimate weapon, the "Death Egg."

♦ GAME OBJECTIVE

Avoid traps and Badniks as you guide Sonic and his sidekick Tails through ten different Zones on the trail of the mad scientist Dr. Robotnik. You have 10 minutes to clear each Act. After 10 minutes, a **TIME OVER** message will appear and you will lose a Life.

♦ 2 PLAYER MODE (SIMULTANEOUS COMPETITION)

Sonic (Player 1) and Tails (Player 2) will compete to clear each Act in the fastest time while earning Points, Rings and Super Items. The game has a total of 3 Regular Zones (2 Acts each), plus a Special Stage.

GETTING STARTED

Use ↑↓ in the Title Screen to select either **1 PLAYER**, **2 PLAYER VS**, or **OPTIONS** and press the START button to confirm. A single-player game will begin when you select **1 PLAYER**.

If you select **2 PLAYER VS** from the Title Screen, the Zone Selection screen will be displayed. Use the directional buttons to select from three Zones or the Special Stage and press START button to begin your 2 Player VS Competition.
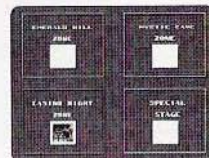
Select **OPTIONS** from the Title Screen and enter the Option Screen. Use ↑↓ to select **PLAYER SELECT**, **VS MODE ITEMS** or **SOUND TEST**, and ⬅➡ to change the setting or select a sound. See the options details below.

PLAYER SELECT	VS MODE ITEMS	SOUND TEST
Choose **SONIC AND TAILS**, **SONIC ALONE**, or **TAILS ALONE** for 1 Player games.	Choose **ALL KINDS OF ITEMS** Mode or **TELEPORTATION ONLY** Mode for 2 Player VS games.	Press the ⊕ button and ⬅➡ to change the sound number and press the ✖ button to hear the music or sound.

For **PLAYER SELECT** and **VS MODE ITEMS**, press the START button to start your game from the Options Screen.

EXTRA CONTROLS

The following controls are also used in this game.

✪ In Metropolis Zone, use ⬅➡ to turn the metal nut up or down the screw.

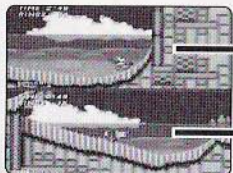✪ In Casino Night Zone, hold down the ✪ button on the spring to push down the spring, and release for a liftoff!

✪ In 1 Player mode, a second player can take control of Tails using controller 2. Rings collected by Tails are added to Sonic's total.

GAME SCREEN

❶ **Current score**

❷ **Time elapsed**

❸ **Number of Rings**
(*Flashes when zero)

❹ **Remaining Lives**
*Screen of **1 Player** game

PLAYER 1 SONIC

PLAYER 2 TAILS

*Split-screen of **2 Player VS** game

ITEMS & OBJECTS

♦ **RINGS**

By grabbing Rings, Sonic won't get hurt when attacked by an enemy. If Sonic is attacked when you don't have any Rings, you will lose a Life. An extra Life is awarded when you collect 100 and 200 Rings. Rings collected by Tails are also added to your total.

♦ **STARPOSTS**

By touching a Starpost, your present score and time will be recorded. If you lose a Life, you will return to the last Starpost you touched.

Touch a Starpost while holding 50 Rings or more and you'll see a Star Circle spinning above it. Jump in to enter a Special Stage (See below).

♦ **SPECIAL ITEMS**

Smash open the video monitors with Spin Attack to get Special Items.

Super Ring: Earns you 10 Rings at once!

Power Sneaker: Makes you run supersonic fast!

1-Ups: Gives you an extra Life.

Invincible: Keeps you safe from enemy attack for a short time (but won't protect you from other obstacles).

Shield: Prevents you from losing Rings or being hurt when attacked once only (but won't protect you from other obstacles).

SPECIAL STAGE

This is your chance to collect a **Chaos Emerald**. Speed around the chute, picking up as many Rings as you can. Sidestep or jump over the bombs to stay in the race. If you finish the Stage, you will receive a Chaos Emerald and return to the Star Post of your original Zone.

SONIC THE HEDGEHOG 2

2 PLAYER COMPETITION

Compete to earn the highest score and to clear the Act in the fastest time. When the first player finishes, a timer will count down from 60 seconds (see right). The other player must finish within 60 seconds or lose a life.
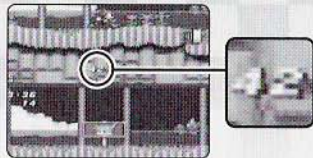
♦ SPECIAL ITEMS

Break open monitors to receive a mystery Special Item. The Special Items are revealed when they pop out.

The face you see on a **1-Ups Item** is the character that receives it, regardless of who uncovers it.

Watch out when you see **Robotnik's face**! You will lose all of the Rings that you have collected.

When **Teleportation Only** is selected on the Options Screen (of this game), Sonic and Tails will switch places whenever a monitor is smashed.

PLAY TIPS

✪ Jump on levers, hang from vines, use the Spin Attack to find hidden items.

✪ In the Special Stage, don't move too fast or you may miss the Rings!

✪ In 2 Player VS Competition, concentrate on your own screen. Regardless of the end time, you can always win by collecting Rings and Special Items to improve your overall score.

✪ You can Continue once for every 100,000 points after GAME OVER. Press START button before the timer expires during the Continue Screen.

SEGA

SONIC 3 THE HEDGEHOG™
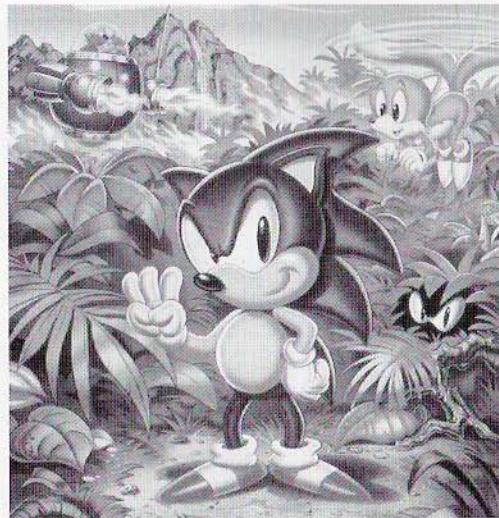
Original Release 01/24/1994

Dr. Robotnik's "Death Egg" has lost its ability to fly after crash landing on Floating Island, and only the power of the Chaos Emeralds can repair his ship. To obtain these, he tricks their guardian Knuckles the Echidna convincing him that Sonic and Tails are really his enemies...

GENESIS

♦ GAME OBJECTIVE

Dodge Badniks and traps set by Knuckles, collect Rings, and uncover Chaos Emeralds as you guide Sonic and his sidekick Tails through 6 different Zones on the trail of the deranged scientist Dr Robotnik.

♦ 2 PLAYER MODES (SIMULTANEOUS COMPETITION)

Each player can control Sonic, Tails or Knuckles and compete in split-screen mode. Characters are selected at the start of the game. There are 5 two-player Zones, and in each you must complete 5 circuits.

GETTING STARTED

On the Title Screen, use ↑↓ to select either **1 PLAYER** or **COMPETITION** and press the START button to begin the game.
Once you select **1 PLAYER** from the Title Screen, you will enter the DATA SELECT screen.

On the DATA SELECT screen, use ←→ to select a Game Save Window and press the START button to play. To start a new game, select **NEW** (initial format) and use ↑↓ to select your character(s). If two controllers are connected, select Sonic and Tails for a two-player game. To return to the Title Screen, press the ⊗ button.

Select **NO SAVE** (top left box), to play without recording your progress to the DATA SELECT screen. If you complete a game and collect all the Chaos Emeralds, you are allowed to start a game from any Zone by using ↑↓ from the finished window.

♦ SAVED GAME

The DATA SELECT screen allows you to store up to six different games. If you successfully cleared a Zone since your last save, such progress will be automatically loaded to the DATA SELECT screen the next time you play Sonic 3.

All the games and Competition records for Sonic 3 are automatically saved when you Exit the game (Sonic 3). To delete one of your games, select Dr. Robotnik on the far right and press the ⊙ button. Move Robotonik on the Game Save Window you wish to delete and press the ⊙ button, then confirm.

*Saved games of Sonic 3 are located in the Setting Data

EXTRA CONTROLS

The following controls are also used in this game.

⊘ Press either ⊗, ⊙, or ⊙ button while Sonic is jumping to generate a temporary **shield**.

⊘ Press either ⊗, ⊙, or ⊙ button twice to make Tails **fly** or **swim** when he's in water. Use this to help Sonic by airlifting him out of danger, or to otherwise unreachable areas.

GAME SCREEN
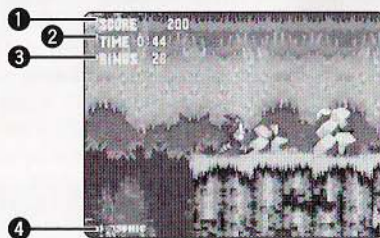
❶ **Current score**

❷ **Time elapsed**

❸ **Number of Rings**
(*Flashes when zero)

❹ **Remaining Lives**
*Game Screen of
1 PLAYER game
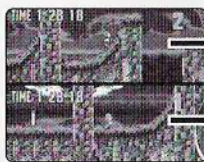
PLAYER 1

PLAYER 2

*Split-screen of
COMPETITION game

ITEMS & OBJECTS

♦ RINGS

By grabbing Rings, Sonic won't be hurt when attacked by an enemy. If Sonic is attacked when you don't have any Rings, you will lose one life. Rings collected by Tails are also added to the total, which can later get you extra Lives and bonus points.

♦ STARPOSTS

By touching a Starpost, your present score and time will be recorded. If you lose a Life, you will return to the last Starpost you touched. Touch a Starpost with 50 Rings or more and you'll see a Star Circle spinning above it. Jump in to enter a Bonus Stage (See P.21).

♦ SPECIAL ITEMS

Smash open the video monitors with Spin Attack to get Special Items.

Super Ring: Earns you 10 Rings at once!

Power Sneaker: Helps you run supersonic fast!

1-Ups: Gives you an extra Life.

Robotnik: DANGER! Causes the same damage as a Badnik attack!

Invincible: Protects against harm from Badniks for a short period. Some moving objects are still harmful though.

Flame Shield: Protects from fire attacks. Sonic can perform a Fireball Spin Dash by using either ⊗, ⊙, or ⊛ button while he is in mid air.

Water Shield: Allows Sonic to breathe underwater. Sonic can bounce along like a ball by using either ⊗, ⊙, or ⊛ button while he is in mid air.

Lightning Shield: Turns Sonic into a Ring magnet, and protects against electric and energy ball attacks. Use either ⊗, ⊙, or ⊛ button in mid air to perform a double jump.

SPECIAL STAGE

Every Act has a hidden room with a giant Ring. Leap into the Ring to enter the Special Stage. This is your chance to collect the **Chaos Emerald**. Grab the blue spheres and avoid the red. When you collect all the blue spheres, a Chaos Emerald will appear.
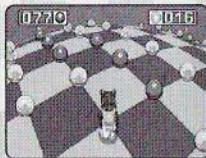
BONUS STAGE

To find the Bonus Stage, collect 50 or more Rings during an Act, touch a Starpost and then leap into the tiny stars that appear.
In the Bonus Stage, grab extra 1-Ups, Special Items, and Rings by turning the crank of the Gumball Machine.
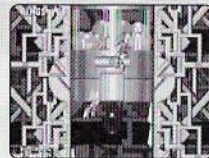
COMPETITION GAMES

After selecting **COMPETITION** on the Title Screen, you will enter the Competition Selection screen. Use ↑↓ to select the menu items as detailed below, and use ←→ to choose whether or not to have Special Items in the game.
Press the START button to enter the character / course selection and the ⊗ button to return to the previous screen.

GRAND PRIX MODE	Race through all five Zones.
MATCH RACE	Race in any single Zone.
TIME ATTACK	Single-player practice mode.

PLAY TIPS

❂ Look out for secret hidden areas. Walls with different patterns can some times be smashed through using the Spin Dash attack.

❂ Be prepared for underwater travel. Jump into giant air bubbles to breathe. If you stay in the water too long, you will lose a life. The water shield allows Sonic to breathe until it breaks.

❂ Jump towards end of Act markers before they land and a Power-Up may appear.

❂ Throughout the game, don't let Tails get stuck in passageways or traps. Have him activate Starposts or enter Special Stages as quickly as possible.

❂ Some traps take advantage of Sonic's ultra-fast speed, and some are impossible to escape from. When Sonic is flashing don't let him travel too fast.

SONIC & KNUCKLES

Original Release **10/18/1994**

Having blasted Robotnik's "Death Egg" to smithereens, Sonic is determined to find the Emeralds hidden on Floating Island, but Knuckles is equally determined to stop him by all means available. While they're going the rounds with each other, who will stop Dr. Robotnik?

GENESIS

♦ **GAME OBJECTIVE**

Help Sonic or Knuckles collect Rings, avoid Badniks and escape traps as Dr. Robotnik attempts another dastardly plot to take over the world.
You have 10 minutes to clear each Act. If you go over 10 minutes, a **TIME OVER** message will appear, costing you a Life.

TITLE SCREEN

Use ↑↓ on the Title Screen to select either **SONIC** or **KNUCKLES** and press the START button to begin the game.

EXTRA CONTROLS

The following controls are also used in this game.

✪ Press the ✖, ◉, or ▣ button while Sonic is jumping to generate a temporary **shield**.

✪ While Knuckles is jumping, hold down the ✖, ◉, or ▣ button to **glide** through the air and use ←→ to control the direction of the glide. You can use this move to attack opponents.

✪ Knuckles can perform a **wall climb** by leaping towards a vertical surface and pressing the ✖, ◉, or ▣ button to stick to the surface. Use ↑↓ to climb and then press the ✖, ◉, or ▣ button to jump off.

GAME SCREEN

❶ **Current score**
❷ **Time elapsed**
❸ **Number of Rings**
   (*Flashes when zero)
❹ **Remaining Lives**

ITEMS & OBJECTS

◆ RINGS

By grabbing Rings you won't be hurt when attacked by an enemy. If an enemy attacks when you don't have any Rings, you will lose a Life. Collect 100 Rings to get an extra Life, and 50 Rings during a 3D Special Stage or Bonus Stage (See P.25) to earn a Continue.

◆ STARPOSTS

By touching a Starpost, your present score and time will be recorded. If you lose a Life, you will return to the last Starpost you touched.

Touch a Starpost with 50 Rings or more and you'll see a Star Circle spinning above it. Jump in to enter a Bonus Stage (See P.25).

◆ SPECIAL ITEMS

Smash open the video monitors with Spin Attack to get Power-Ups. For details of the Special Items for this game, please refer to the Special Items section in Sonic the Hedgehog 3 (See P.20).

3D SPECIAL STAGE

Every Act has a hidden room with a giant gold Ring. Leap into the Ring to teleport to the 3D Special Stage. This is your chance to obtain a **Chaos Emerald**.

Collect the blue spheres and avoid the red ones. Look for square formations among the blue spheres, and by grabbing the spheres around the edge, all inner spheres will turn to Rings. When you collect all the blue spheres, a Chaos Emerald will appear. Collect 50 Rings in this Stage to earn a Continue worth 3 Lives after GAME OVER.
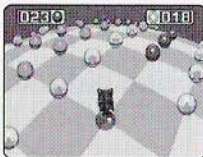
BONUS STAGE

Collect 50 Rings, activate a Starpost, and leap into the tiny stars that appear above to enter a Bonus Stage. The amount of Rings you are holding determines which Stage you will enter.

PLAY TIPS

◆ GLOWING SPHERES STAGE

Sonic is stuck to a magnetic sphere. Roll to the top before jumping to a higher one. Use the flippers to help you, and watch out for the force field creeping up from below!
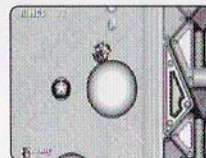
◆ SLOT MACHINE STAGE

Collect Rings when the tumblers roll. Jump towards the center to stay in this Stage.

GENESIS

Original Release **11/07/1996**

Sonic travels to Flicky Island only to find that Dr. Robotnik has turned the mysterious birds known as Flickies into vicious robots! Help Sonic rescue his friends and foil the deranged scientist's fiendish plot.

♦ **GAME OBJECTIVE**

Defeat the enemies and rescue the Flickies by bringing them back to their own dimension through the Giant Rings!

Jump on or Spin Dash into a robot to free the Flicky inside. Once freed, move past them to attract their attention and they will follow you obediently. Take care though as they tend to scatter when Sonic is attacked by enemies.

GETTING STARTED

♦ **OPTIONS MENU**

Press the START button on the Title Screen to enter the Options Menu for this title. Use ↑↓ to select either **START**, **CONTROL**, or **SOUND TEST** and press the START button to confirm.

CONTROL

Set the game controls in **CONTROL**. Press the START button to toggle between the two settings. Press the START button to confirm the setting. Note that the keys "**A** (◉ button)," "**B** (⊗ button)," and "**C** (◉ button)" represent the Genesis® keys, and not the DUALSHOCK®2 analog controller's buttons.

SOUND TEST

Select **SOUND TEST** and listen to the **BGM** (music) and **SFX** (sound) from this title. Use ↑↓ to select BGM or SFX and use ←→ to change the track number, then press the ◉ button to play. To stop the BGM, press the ⊗ button.

START

Select **START** and press the START button to begin the game.

♦ **PROLOGUE SCENE**

The prologue scene will play when you start your game. Press the ⊗ button to move on to the next scene. To skip the prologue sequence, press the START button and begin Zone 1.

GAME CONTROLS

The following are the default controls for this game.

○ Use the ⊙ or ● button to jump and **Spin Attack**.

○ Hold down any direction to run and press the opposite direction to quickly brake.

○ Hold down the ⊗ button while standing still to spin, and release the button to execute the **Spin Dash**.

○ Roll freely while Sonic is in motion by holding down the ⊗ button.

GAME SCREEN
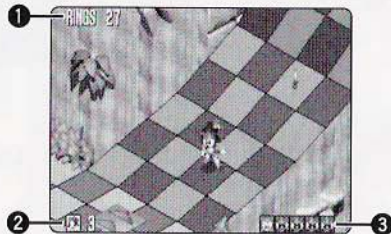
❶ **Number of Rings**
(*Flashes when zero)

❷ **Remaining Lives**

❸ **Flicky Counter**
(*Lights on when found.)

ROBOTS & FLICKIES

Spin Attack or Spin Dash into a robot (top) to break it open and release the Flicky that is trapped inside. Once the Flicky is free, run past it to attract its attention. The Flicky will then follow Sonic obediently (bottom). When Flickies are following, they can help you get items in places that are tough to reach. If Sonic gets hurt by a robot, the Flickies following will scatter, so try to pick them up again.

ITEMS & OBJECTS

♦ RINGS

Collect Rings to protect Sonic from enemy attack and increase your score. Grab 50 Rings or more to gain access to Knuckles and Tails Bonus Stages.

♦ SPECIAL ITEMS

Smash open the video monitors with Spin Attack to get Special Items.

Rings: Earns you 10 Rings at once!

Shields: Blue Shields protect against normal damage and electricity, Red Shields against normal damage and flame, and Gold Shields against enemy attacks and enable Sonic to perform Blast Attacks - press the jump button twice to home in on the enemy!

Sonic Icons / Extra Life : Collect 10 Icons to earn a Continue. Extra Life can be found inside the video monitors or the Bonus Stage if you collect all 7 Chaos Emeralds.

♦ SPRINGS AND TRANSPORTS

Use Springs to jump from one place to another. You can also collect the Rings and Sonic Icons above the Springs.

Transports move Sonic up and down levels. Use the Spin Dash to activate some Transports.

♦ DIMENSION RINGS

Jump and grab the red part of the Dimension Ring whenever Sonic has Flickies following him. This will transport them back to the safety of their own dimension.

♦ CHAOS EMERALDS

When you have 50 Rings or more, find Tails or Knuckles and they will transport you to a Bonus Stage where the Chaos Emeralds can be found.
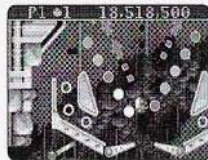
GENESIS

SONIC THE HEDGEHOG SPINBALL™

Original Release 11/15/1993

The deranged scientist Dr. Robotnik is once again turning the animals of Mobius into robots using his monstrous contraption the Veg-O-Fortress. Only Sonic can penetrate the pinball defense system, free the animals, collect the Emeralds and put a stop to his fiendish plan.

♦ **GAME OBJECTIVE**

Using Sonic as a pinball, work your way up through the Veg-O-Fortress uncovering concealed passageways, collecting Emeralds and avoiding deadly traps. Up to 4 people can take turns to play this game.

GETTING STARTED

♦ **TITLE SCREEN**

Use ↑↓ on the Title Screen to select either **START** or **OPTIONS** and press the START button to confirm.

For multiplayer game (alternating play), change the number of players in OPTIONS.

♦ **OPTIONS MENU**

Use ↑↓ during the OPTIONS to select different menu items. Use ←→ to change settings and press the START button to return to the Game Menu to start your game. Note that the keys "**A** (⊙ button)," "**B** (⊗ button)," and "**C** (⊚ button)" represent the Genesis® keys, and not the DUAL-SHOCK®2 analog controller's butttons.

GAME CONTROLS

The following are the default controls for this game.

START button	PAUSE GAME
directional buttons	MOVE SONIC
⊙ / ⊗ / ⊚ button	JUMP (ON GROUND)
↓ then ⊙ / ⊗ / ⊚ button	SPIN DASH
⊚ button	BOTH FLIPPER
⊗ button	RIGHT FLIPPER
⊚ button	LEFT FLIPPER
⊗ + ⊙ + ⊚ buttons	TILT SHAKE (BONUS ROUND)

When Sonic is in flight, use ←→ to position Sonic based on the surrounding objects such as bumpers, targets, lanes and flippers.

GAME SCREEN

P1 ●2   4,447,500

The Status Display at the top of the screen shows the following information at various stages of the game.

Player Numbers and Lives: Shows current level, who is playing and the number of lives remaining. Sonic starts with 3 lives. Earn 20,000,000 points and gain an extra Life!

Emeralds: Shows the number of Emeralds remaining in each level, and how many times an obstacle needs to be hit before opening a path to the Emerald.

Urgent Orders: These messages need a quick reaction!

Loop Successes: Shows how many loops you've completed.

Score Update: Shows your currents score.

End totals and Bonuses: Shows the total score for loops, Rings and time at the end of a level.

Sonic Status: "Too Baaad," when you get another shot at the level.

GAME STRATEGY

Each level has a number of Chaos Emeralds you must collect before confronting the boss robot and completing the level.
A variety of hatchways and other obstacles stand between you and the Emeralds. These can only be passed by flicking hidden switches, and by repeated Sonic attack force.

Follow the directions marked in the background to make sure you hit the right spots.

With the blockages cleared, follow the path to find the Emeralds.

When all the Emeralds have been gathered, Sonic must destroy the level boss.

BONUS ROUNDS

At the end of each level, there is a Bonus Round. This is a game of regular pinball and you have 3 balls to play.

PLAY TIPS

○ Launch Sonic by tilting both flippers together with the ● button. This is a safe and easy tactic for beginners.

○ Watch out for lights and arrows showing important spots and routes in the background.

○ Catch Sonic on the flippers by holding them up as he enters the Alley Ramp. This way you can aim him more accurately.

○ To shoot straight up, fire when Sonic is near the hinge of a flipper. To launch at an angle, let him roll towards the tip first.

○ Check the Status Display for real-time hints!

GENESIS

DR. ROBOTNIK'S
MEAN BEAN
MACHINE
TM
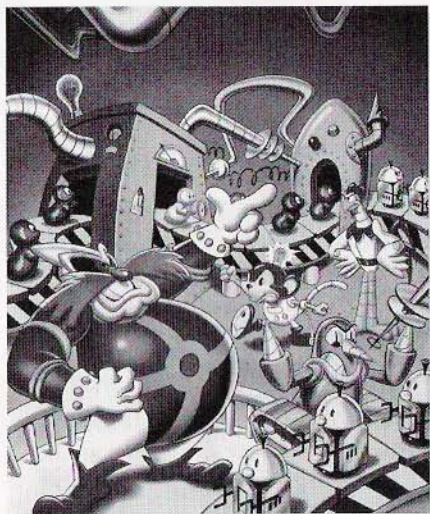
Original Release 11/29/1993

Dr. Robotnik is changing the jolly folk of Beanville into devious little robots that will help rid Planet Mobius of music and fun forever. Group the beans together to help them escape while working your way up to the wilier henchbots.

DR. ROBOTNIK'S MEAN BEAN MACHINE

◆ GAME OBJECTIVE

Remove the beans by stacking 4 of the same colored beans together. Attack your opponent by creating chain reactions, but watch out for counter-attacks!

Beans drop from the top of the dungeon in pairs. When 2 beans of the same color touch, they will link. When 4 or more beans are linked together, they disappear from the dungeon. Try to arrange the beans into groups as they drop to prevent them from overfilling.

GETTING STARTED

◆ DEMO SCREEN

Wait a few seconds on the Title Screen to see Dr. Robotnik's explanation of his goals followed by a demonstration of the game. Press the START button to bring up the Title Screen.

◆ GAME MENU

Press the START button on the Title Screen to enter the Game Menu. Use ↑↓ to highlight a menu item and press ✪ button to enter.
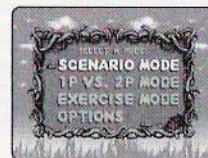
SCENARIO MODE	Play against Robotnik's henchbots!
1P VS. 2P MODE	Head-to-head match against a friend!
EXERCISE MODE	A practice mode against the timer.
OPTIONS	Change various game settings.

OPTIONS

In the Options Menu, use ↑↓ to select different menu items and ←→ to change settings. Press the START button to return to the Game Menu to start your game.

♦ KEY ASSIGNMENT

Customize the button assignments for this game.

Note that the keys "**A** (⦿ button)," "**B** (⊗ button)," and "**C** (⦿ button)" represents the Genesis® keys, and not the DUALSHOCK®2 analog controller's butttons.

♦ VS. COM LEVEL

Set the difficulty level for Scenario Mode.

♦ SAMPLING

Turn on / off the voice.

♦ 1P VS 2P MODE

Choose the number of games to include when playing a friend.

♦ INPUT TEST

Test to make sure your controller's buttons are set-up correctly.

GAME CONTROLS

The following controls are common to all 3 Modes.

START button	PAUSE GAME
← →	MOVE BEANS
↓	SPEED UP DESCENT
⊗ **button**	ROTATE COUNTERCLOCKWISE
⦿ / ⦿ **button**	ROTATE CLOCKWISE

GAME SCREEN

♦ SCENARIO MODE

During Scenario Mode, your dungeon will appear on the left side of the screen while your opponent's (CPU) dungeon appears on the right.
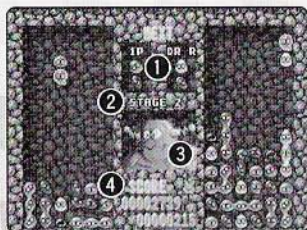
❶ **Next Pair of Beans**

❷ **Current Stage**

❸ **Opponent (Henchbot)**
Check your progress from the robot's expression.

❹ **Scores**
Top: yours Bottom: opponent's

*Note that your dungeon will appear on the right side of the screen if you play Scenario Mode using the controller connected to controller port 2.

♦ 1P VS 2P MODE

During the 1P VS 2P Mode, Player 1's dungeon is on the left side of the screen and Player 2's dungeon is on the right.
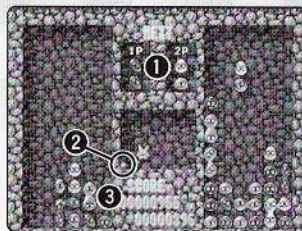
❶ **Next Pair of Beans**

❷ **Games Won**
Left: Player 1
Right: Player 2

❸ **Scores**
Top: Player 1 Bottom: Player 2

♦ EXERCISE MODE

During the Exercise Mode, Player 1's dungeon is on the left side of the screen and Player 2's dungeon is on the right.
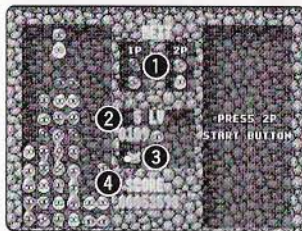
❶ **Next Pair of Beans**

❷ **Current Levels**
Left: Player 1 Right: Player 2

❸ **Has Bean**
Occasionally drops into your dungeon to help save Beans.

❹ **Scores**
Top: Player 1 Bottom: Player 2

BEANS

Link 4 or more Beans of the same color to make them disappear from your dungeon. Link them vertically, horizontally, or in clumps. If you drop a pair of beans horizontally on an uneven surface, any Bean left hanging will drop to the lowest point of the column.

The descent rate of the Beans can suddenly speed up, even in the early levels – Don't panic, this is only temporary.

♦ REFUGEE BEANS

Refugee Beans will drop into the opponent's dungeon whenever a player successfully releases a group of Beans. Refugee Beans cannot be linked to any color, and can only leave when neighboring beans disappear.

DR.ROBOTNIK'S MEAN BEAN MACHINE

Check the top of your dungeon for advance warning of how many Refugee Beans are about to drop (see below).

One Small Clear Bean:	Single Refugee Bean.
One Big Clear Bean:	6 Refugee Beans.
One Big Red Bean:	30 Refugee Beans and big trouble!

The Greater the number of Beans that vanish (especially in a chain reaction), the greater the number of Refugee Beans will drop into your opponent's dungeon!

SCORES

♦ Earn points when your Beans vanish. The bigger the chain reaction, the more bonus you can earn!

♦ Earn points by speeding up the descent rate of the Beans falling into your dungeon.

♦ If you win a game within a certain amount of time in Scenario Mode (110 seconds for a normal game), you receive a special Time Bonus for each second remaining.

If you've achieved a high score (ranked within the top 5) by the time you end the game, a High Score screen will be displayed. Use ↑↓ to select the letters and press ❸ button to fill in the next letter of your initials (up to three letters). Use ← to return and correct any mistakes.

PASSWORD

A password appears when you win a Stage in Scenario Mode. Use this password (Beans) to start future games from the next Stage up.

Select **CONTINUE** from the Scenario Mode and select with the ◉ or ◐ buttons the type of Beans to fill in your password. Use the ❸ button or select the backward arrow to return one space to correct any mistakes. When you are finished entering your password, press the START button or select **END**.

Back in 1991, Sega successfully launched a color portable video game system named the Game Gear. Six of the classic Sonic games from the legendary Game Gear system are also included in this collection. The following are introductions provide basic game controls. For details on each game, refer to the Game Reference Screen which will appear once the game is selected from the Game Menu (P.5).

The controller settings setup in CONTROLLER CONFIGURATION from OPTIONS (P.6) does not apply to the Game Gear games – the configuration is fixed and cannot be rearranged.

2 PLAYER VERSUS MODE

Split-screen competition games are available for **Sonic Drift** and **Dr. Robotnik's Mean Bean Machine**. Once the Title Screen is displayed, Player 2 must press the START button to reset the game in two-player split-screen mode.
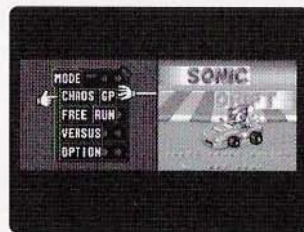
LEFT : PLAYER 1
RIGHT : PLAYER 2

✪ Two-player Game Gear games can only be played in split-screen mode.

✪ The screen cannot be resized using the R3 button during the split-screen mode.

✪ Game Data cannot be saved or loaded while playing two-player Game Gear games.

✪ Player 1 or 2 must select the versus (two-player) mode from the in-game menu to start their competition.

SONIC THE HEDGEHOG
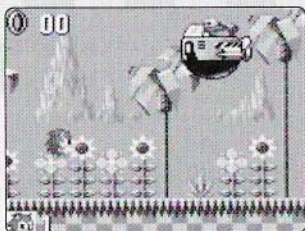
Based on the original Genesis version, Sonic the Hedgehog was recreated as the first Sonic game for the Game Gear system. Dash through 6 Zones, and face Dr. Robotnik at the end of every Zone.

← →	MOVE SONIC
↑ ↓	SCROLL SCREEN UP / DOWN
↓ while running	ROLL SONIC
◎ / ⊗ / △ / ▣ button	JUMP & ATTACK (SPIN ATTACK)

SONIC LABYRINTH

Sonic is unable to run or jump due to Dr. Robotnik's evil power. Using Sonic's remaining ability – the Rolling Dash, you must recover the Chaos Emeralds hidden in Dr. Robotnik's labyrinth. Find all 3 keys to clear each Zone and advance your game.

directional buttons	MOVE SONIC
◎ / ⊗ / △ / ▣ button	ROLLING DASH / STOP DASH
START button	PAUSE GAME

*Scroll and examine the area you are playing by using your directional buttons while the game is paused, especially when you are running out of time.

SONIC DRIFT

Sonic and his friends seek even greater speed on the race circuit. Aim to become the winner of the Chaos Grand Prix with your high speed race machines.

← →	STEER
↑	SPECIAL POWER
◎ / △ button	ACCELERATE
⊗ / ▣ button	BRAKE
← → , Brake, then Accelerate	DRIFT TURNS

*Special Power is available when you collect 2 or more Rings during a race.

SONIC CHAOS
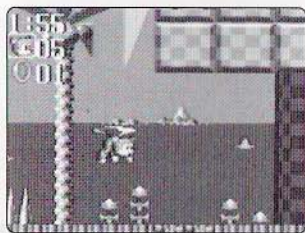
Sonic's sidekick Tails made his first appearance on the Game Gear in Sonic Chaos. Choose Sonic or Tails – two playable characters means, double the fun!!!

← →	MOVE SONIC / TAILS
↑ ↓	SCROLL SCREEN UP / DOWN
↓ while running	ROLL SONIC
◎ / ⊗ / △ / ▣ button	JUMP & ATTACK (SPIN ATTACK)
↓ then ◎ / ⊗ / △ / ▣ button	SPIN DASH
↑ then ◎ / ⊗ / △ / ▣ button	FLY TAILS

GAME GEAR SERIES
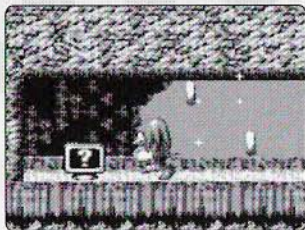
SONIC BLAST

Knuckles made his appearance with Sonic on the Game Gear in Sonic Blast. Glide and climb walls using Knuckles and recover the Chaos Emeralds hidden in Dr. Robotnik's Silver Castle.

← →	MOVE SONIC / KNUCKLES
↑ ↓	SCROLL SCREEN UP / DOWN
↓ while running	ROLL SONIC / KNUCKLES
◎ / ⊗ / △ / ⬛ button	JUMP & ATTACK (SPIN ATTACK)
↓ then ◎ / ⊗ / △ / ⬛ button	SPIN DASH
◎ / ⊗ / △ / ⬛ button (midair)	DOUBLE JUMP OR GLIDE

*Sonic and Knuckles will perform a different action when you press the jump button again while the respective character is in midair. Sonic performs a **Double Jump** and Knuckles will **Glide**.

DR. ROBOTNIK'S MEAN BEAN MACHINE
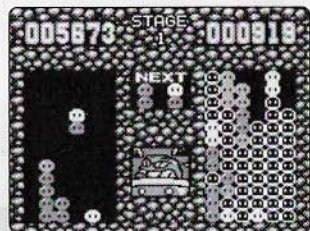
Play the Game Gear version of Mean Bean Machine – more recently released as Puyo Puyo. Help the Beans before they all become Dr. Robotnik's robots!

directional buttons	MOVE BEANS
◎ / △ button	ROTATE CLOCKWISE
⊗ / ⬛ button	ROTATE COUNTERCLOCKWISE

CREDITS

SONICTEAM

Producer
Yuji Naka

Director
Yojiro Ogawa

Game Designer
Mizuki Hosoyamada

Programmer
Makoto Suzuki

Interface Designer
Takashi Ishihara

Graphic Designers
Hideaki Moriya
Keisuke Zama

Illustrator
Yuji Uekawa

Sound Creators
Masaru Setsumaru
Hideaki Kobayashi

Special Thanks
Takashi Iizuka
Shiro Maekawa
Akari Uchida
Emiko Fujii
Shinobu Yokota

SEGA (JAPAN)

Executive Producer
Hisao Oguchi

Executive Management
Hideki Okamura
Masanao Maeda

International Business & Product Development
Tatsuyuki Miyazaki
Tatsuya Shikata
Shinobu Shindo
Shiko Sakai
Yuri Maita

SEGA LOGISTICS SERVICE LTD.

Creative Design Team
Yoshihiro Sakuta
Hisakazu Nakagawa
Satoru Ishigami
Tetsuya Honda

Product Test Team
Junichi Shimizu
Akira Nishikawa
Kazuhiko Morii
Akira Terasawa
Kenji Takano
Yuji Nakamura
Toru Kasai
Manabu Sato
Hidaka Ogasawara

COMOLINK INC.

Director
Hisatoku Yamada

Technical Programmer
Junji Takahashi

WAVEMASTER

Music License Management
Fumitaka Shibata

SEGA OF AMERICA

President & COO
Hide Irie

Director of Product Development
Osamu Shibamiya

Localization Producer
Jason Kuo

CREDITS

QA Project Lead
Shawn Dobbins

VP of Entertainment Marketing
Scott A. Steinberg

Product Marketing Manager
Heather Guzenda

Public Relations
Bret Blount
Ethan Einhorn

Senior Media Specialist
Teri Higgins

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Chris Olson
Bridget Oates
Robert Leffler

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