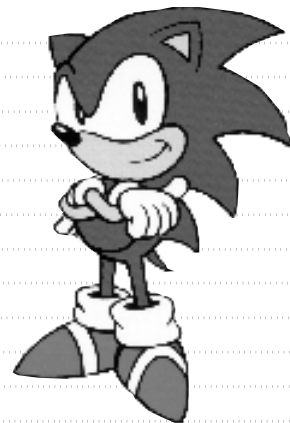




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SONIC TO THE RESCUE!!!

The dastardly Dr. Robotnik has kidnapped the lovely Amy right before your very eyes.

What's more, he's transformed the once-peaceful Little Planet—the tiny world containing priceless Time Stones—into a barren fortress...and he's put his most evil creation Metal Sonic in charge!

The entire world is in your hands. You must warp into new dimensions and rescue Amy. Reduce the rust-infested Dr. Robotnik and his bucket of bolts into scrap. And return Little Planet into the serene, beautiful wonderland it once was.

Time is of the essence, Sonic.
Better get a move on...



SYSTEM REQUIREMENTS

Operating:	Windows 95
CPU Type & Speed:	486 DX4 100Mhz
Recommended:	Pentium 75
Memory:	8 MB
Graphics:	SVGA, 256 colors
CD-ROM Speed:	2X (4X recommended)
Minimum Install:	2MB
Sound Card:	Sound Blaster 16 or compatible
Other:	Keyboard, game pad, joystick or mouse

HANDLING YOUR COMPACT DISC

Avoid bending the compact disc.

Do not touch, smudge or scratch its surface. Do not leave the compact disc in direct sunlight or near a radiator or other source of heat.

Always store the compact disc in its protective case for safekeeping.

GETTING STARTED

SONIC CD will run under Windows 95. The installation instructions differ slightly, depending on which version of Windows you are using.

WINDOWS[®] 95

To play SONIC CD under Windows 95, follow these steps:

- 1 Place the SONIC CD in the CD-ROM drive, label side up. Close the tray.
- 2 After a few moments, a dialog box will appear, giving you a choice of options.

The first time you insert the SONIC CD CD-ROM, the dialog box will give you the option of installing the game, or installing and playing the game. Select INSTALL to begin the installation process, or INSTALL & PLAY to allow game play immediately following installation. If you do not wish to install SONIC CD at this time, select CANCEL.

Under Windows 95, the SONIC CD installation procedure analyzes your specific system configuration and loads the appropriate drivers for your sound card and video display card. In addition, SONIC CD will create a new program group called Sega-PC program, and place the SONIC CD program icon in that group. If you have previously installed a Sega PC game on your system, you will already have a Sega-PC program group. In that case, the installation procedure will simply place the SONIC CD icon in the existing Sega-PC program group.

Once SONIC CD is installed, whenever you insert the CD-ROM in the drive, you will be given the option to Play, Uninstall or Cancel. Click UNINSTALL if you wish to remove SONIC CD from your system, or CANCEL to take no action. See Using Menus, below for more information on starting or resuming games.

USING MENUS

When you play SONIC CD in a window, you will be able to access the menu items at any time. To access a menu, move the arrow pointer to the menu title on the menu bar and press the Left mouse button. To select an item from the menu, move the pointer down to highlight the item and click the Left mouse button. You can toggle between full screen display and window view using the F4 Key.

SETTING UP FOR QSOUND

SPEAKER PLACEMENT

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

GAME CONTROLS

The following are the control configurations for both keyboard and joystick modes. This game supports all Windows 95 peripherals.

KEYBOARD CONTROLS

MOVE SONIC: Press the Direction Keys LEFT or RIGHT.
LOOK UP: Press the Direction Key UP.
CROUCH: Press the Direction Key DOWN.
JUMP/SPIN ATTACK: Press the Spacebar.

JOYSTICK CONTROLS

MOVE SONIC: Hold joystick LEFT or RIGHT.
LOOK UP: Hold joystick UP.
CROUCH: Hold joystick DOWN.
JUMP/SPIN ATTACK: Press joystick Button A.

MAIN GAME SCREEN

The following options appear under the Main Game Screen:

RESTART GAME
Select this to restart the game.
PAUSE
Select this to pause the game.
EXIT
Select Exit to exit the Main Game Screen.

OPTIONS

FULL SCREEN VIEW (F4)
View the action in a full screen display.

MENU BAR (F5)
Brings up the Menu Bar.

SONIC SMOOTH/SONIC FAST (F6)
If you have a Pentium 133 or greater, F6 smooth will enable the game to move at 60 frames per second.

Change Controls (F7)
This allows you to change the control configurations.

USE KEYBOARD/JOYSTICK
Here you can choose to play using the keyboard or joystick controls.

HELP

CONTENTS
Tells you how to play the game.

KEYBOARD/JOYSTICK CONTROLS
Here you can choose the control set-up.

HISTORY
Gives you a brief history on the amazing Sonic The Hedgehog.

GAMEPLAY HOTLINE

Get hints and tips on Sonic CD from the experts.

HOW TO USE HELP

Walks you through the various Help commands.

ABOUT SONIC

Check out the names behind the game.

SONIC'S SUPER STUNTS

The following is a list of the different aerobatics you'll need to perform in order to rescue Amy and recover the Time Stones.

SUPER SPIN ATTACK!

Hold the Direction Key DOWN when Sonic is running. He will roll into a invulnerable blue ball and mow down any enemies and barrier in his path.



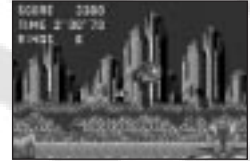
SUPER PEEL OUT!

This maneuver gets Sonic cruisin' at blazing speeds. To perform, make Sonic stand still, then hold the Direction Key DOWN while pressing the Space Bar. Release the Space Bar to jet off in a blur. Ideal for zipping up hills from a standing position.

SUPER SPIN DASH!

This launches Sonic in a blaze of blue.

While standing still, hold the Direction Key DOWN while pressing the Space Bar. Sonic will start to spin in place. Next, release the Space Bar and watch him go. During a Super Spin Dash Sonic is invulnerable.

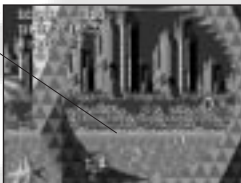


SUPER GRIP!

This maneuver lets Sonic grab and hold on to different poles. When Sonic gets close to a pole, he will automatically grab it and hold on. With vertical poles, press the Direction Keys UP or DOWN to make Sonic shift position. With horizontal poles, press the Direction Keys LEFT or RIGHT. To let go, press the Space Bar.

RACE

SCORE
TIMER
RINGS



FOR THE RINGS!

LIVES/TIME FRAME

TIMER

This counter shows how long you have been in the Zone. You have up to ten minutes to complete each Zone. If you go over the time limit, you lose a life.

RINGS

Three rings make you invulnerable to enemy attacks: Sonic's Super Spin Attack, his Super Spin Dash and Rings. As long as you have Rings, you cannot 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, 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 Zone.

LIVES

You begin 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 page 13.

SUPER ITEMS

You'll find monitors stashed in every Zone. Break them open with a Spin Attack to get the Super Items inside.



Power Sneakers give Sonic a super burst of speed.



A Super Ring gives you 10 Rings at once.



A 1-UP gives you an extra Life.



An Irvincible protects you from enemies and some hostile terrain...but only for a short time.



A Shield absorbs one hit of damage.



A Lamppost records your present score and time the moment you touch it. If you lose a Life while in that Zone, you will start your next Life at the last Lamppost you touched. You'll keep your last score and time, though you'll lose all your Rings.

THE TIME WARP

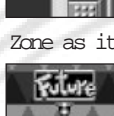
Time Warp signs, marked Past and Future, are scattered around each Zone. When you hit one of these signs and make it spin, a Past or Future symbol appears at the bottom of the screen. Now it's time to really pick up the pace.

When you start moving fast enough, you'll see bright stars trailing in Sonic's wake. If you can keep up your speed for a few seconds, the Time Warp will blaze into effect.

Be careful. Sudden changes of speed, slowing down or coming with-



in range of the Goal will cancel the Time Warp. You can try for a Time Warp again as long as the symbol remains at the bottom of the screen.



The Past symbol takes you back in time to the same Zone as it was long, long ago. You can also use this symbol to warp from the future to the present.



The Future symbol take you one step ahead in time, from past to present, or from present to future. Since no one can set the future, there are two different possibilities: a future where the Little Planet is free of Robotnik's control, or a future where Dr. Robotnik has been allowed to run amok.

ZOOMING 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 because some of these enemies bite.

COLLISION CHAOS

Sonic becomes a whirling blue pinball in this land of bright lights, bumpers, flippers and spikes. Robotnik's robots will really be gunning for you here. Mow them down first with a Spin Attack. Press the Space Bar to activate 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 a while. 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 chest of glittering gems. Touch the arrow signs to change the direc-



tion of the moving conveyor belts. Spiny snails, slimy caterpillars and cannon-toting beetles will try their best to slow you down.

WACKY WORKBENCH

Electricity rules the Wacky Workbench, and the ground isn't always grounded. If you land on it when it's flashing, the current will bounce you high into the air. Turbines and bobbins send you spinning. Press the Space Bar to sling yourself clear. Whirl yourself dizzy on turntable platforms, and don't get iced by the exhaust vents. When the electrical conduits around you begin to flicker, get out of the way or you'll be in for a shock.



STARDUST SPEEDWAY

Shoot through a maze of valves and pipes in a world of stardust and music, mind-boggling speed...and danger. Wipe out lightning bugs before they catch you in their currents. Look for ways to open passageways and bypass springs. Watch your step.



METALLIC MADNESS

Evil Dr. Robotnik has created a nightmare of pumping pistons, walls

of spikes and blade-wielding badniks out to slice and dice you. You'll take all your speed and skill to get through this stage. But once you do, it's time for the final showdown. The future is up to you...

THE

UFOs Remaining

Time Remaining

Rings



SPECIAL STAGE

If you reach the goal while carrying 50 Rings or more, you'll be able to enter the Special Stage. You'll see a golden Ring.

Leap through this golden Ring to enter the Special Stage.



The Special Stage has a three-dimensional course scattered with UFOs. If you can destroy all of the UFOs before the timer runs out, you'll pick up a Time Stone. Collect all



seven Time Stones before Robotnik finds them!

UFO ITEMS

Each UFO conceals one of the following items:

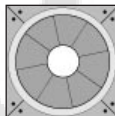
Sneakers give you an extra burst of speed.

Super Ring gives you 10 Rings at once.

Time Bonuses add 30 seconds to the timer.



SPECIAL STAGE ITEMS



Some of the items you'll bump into in the Special Stage will help you. Others will make the course even more difficult. Here's what to look out for:

Chopper Blocks grab your feet, knocking you flat on your face and making you drop some of your Rings.



Fan Blocks send you spinning into the air. Use these free flight for short cuts, if you can time it just right.



Bounce high in the air on Spring Blocks for short cuts and airborne attacks.



Dash Zones send you speeding in the direction their arrows point to.

If you stray off course, the Bumpers will bounce you back.

Note: Going into the water shaves 10 seconds off the Timer.

You will exit the Special Stage if you pick up a Time Stone, if you

leave the course (such as by going into the water) for too long, or if the Timer runs out.

Note: Once you pick up all seven Time Stones, the Special Stage no longer appears.

SETTLING THE SCORE

Your score is tallied up at the end of each Zone.

SCORE

Enemies	100 to 1,000 points each
Dr. Robotniks Boss Machines	1,000 points each

RINGS

Rings held at the end of a Zone	100 points
---------------------------------	------------

TIME BONUS

If you clear a zone in under a specific time, you receive the following points.:

30 Seconds	50,000 Points
45 Seconds	10,000 Points
1 Minute	5,000 Points
1 Minute, 30 Seconds	4,000 Points

2 Minutes
Points

3,000

3 Minutes
Points

2,000

4 Minutes
Points

1,000



GAME OVER/CONTINUE

The game ends when you run out of Lives. Then the Title screen returns. To continue a game, select Continue for the game menu and press the ENTER KEY. You ll then begin play at the first Zone of the last Round you played. There is no limit to the number of times you can continue.

TIME ATTACK

In Time Attack, you race against the clock, or compete with a friend to make it through the Rounds in the fastest time.

1. On the Title screen, select Time Attack and press the Enter Key. You ll see a menu of Rounds and the fastest time each Round (all three Zones) was run. The default time is 15 minutes.

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

2. Press the Direction Keys UP or DOWN to select the Round you want to enter. The selected entry will flash, and the screen will

show a scene from that Round.

3. Press the Enter Key or the Shift Bar to move on to the Zone menu. If you want to go back to the Title screen, select Exit and press the Enter Key or the Shift Bar.

4. In the Zone menu, you will see the screen for Zone 1 of the Round you selected. You ll also see the best times that Zone was run. The default time is five minutes. Three options appear at the top of the menu. Press the Direction Keys LEFT or RIGHT to choose one. The selected option is the one that is flashing.

Exit Return to the Round Menu

Next Go on to the next Zone.

Go Begin play.

You have one chance to race through the Zone to reach the goal sign in as few seconds as possible. Once the run is completed, or you lose a Life, the Zone menu returns.

Note: Past and Future symbols do not appear in Time Attack.

To exit a Time Attack game in progress, press the Enter Key to pause the action and then press the Space Bar to return to the Zone menu.

ENTERING YOUR NAME ON THE TIME ATTACK WINNERS LIST

If your time is one of the top three fastest times, a display will flash on screen, showing your time and allowing you to enter your initials.

1. Press the Space Bar and the first initial will flash.
2. Press the Direction Keys UP or DOWN to cycle through the characters.
3. Press the Direction Keys RIGHT to continue to the next initial, or LEFT to go back to the previous initial.
4. When you finish entering your initials, press the Space Bar.

HIGH-SPEED HINTS

Grab as many Rings as you can. They protect you from harm and earn special bonuses. Never go for too long without at least one Ring.

Charging full speed ahead is not always the best way to get through a Zone. Often the areas where you can move the fastest

are also the most dangerous. Try to learn the route before you pour on the speed.

Watch enemies from a safe place to see how they move and attack. Some of them have invulnerable spots, and can do you damage even during a Super Spin Attack or Super Spin Dash. Find their weak spots, then let 'em have it.

Each Zone is full of hidden routes and secret rooms filled with Super Items. Bounce off springs, press against walls and use the Super Spin Attack to discover them.

Head-on is not always the best way to deal with Dr. Robotnik. Dodge his attacks and watch him closely to find his vulnerable spots.

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- ◆ Use our Fax Back System by calling (800) 772-5706 from your touch tone phone."


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 Contact a friendly Expert Product Support Specialist Monday through Friday, 9:00AM to 5:00PM EST (Eastern Standard Time).

- ◆ Telephone (305) 567-9996
- ◆ Fax (305) 569-1350.

If you call, you should be at your computer. Be ready to give the Product Support Specialist the 10-digit program version number from the front of your program disk or back of the CD jewel case, as well as the following information:

- ◆ If you have a Macintosh®-compatible computer:
- ◆ Please have the model, system software version and amount of memory available.
- ◆ If you have a Windows®- or MS-DOS®-compatible computer:
- ◆ The version of DOS that is installed on your computer. (You can determine the version by typing VER at the DOS prompt.)
- ◆ The version of Windows® installed on your computer.
- ◆ The type of hardware you are using:
- ◆ The brand of computer you own,
- ◆ CPU type (80386, 80486, Pentium®),
- ◆ Video type (EGA, VGA, Super VGA),
- ◆ Model and type of video card, and
- ◆ Model and type of printer.
- ◆ The exact wording of any messages that appeared on the screen.
- ◆ What happened and what you were doing when the problem occurred.