

**INSTRUCTION MANUAL**

# **SONIC & KNUCKLES**



**SEGA**

**MEGA DRIVE**

## **EPILEPSY WARNING**

Please read before using this video game system or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

### ***PRECAUTIONS TO TAKE DURING USE***

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

# Getting Started

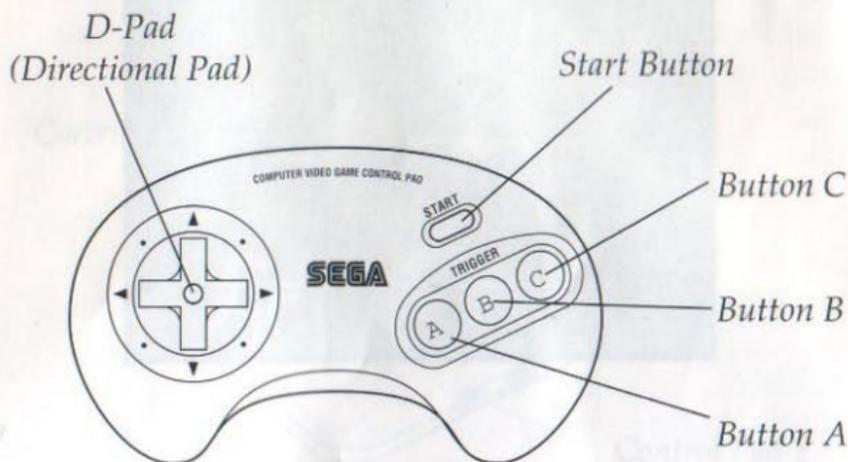
Cartridge



Control Pad 1

1. Set up your Mega Drive System as described in its instruction manual.
2. Plug in Control Pad 1.
3. Make sure the power switch is **off**.
4. Fit the **Sonic & Knuckles** cartridge into the cartridge slot and press it down **firmly**.
5. Turn the power switch **on**.

# Basic Moves



## To Do This:

## Press This:

- Move right/left ..... **D-Pad right/left**
- Jump ..... **Button A, B or C**
- Duck ..... **D-Pad down**
- Spin Dash ..... **Hold the D-Pad down.**  
Press **Button A, B or C** to start spinning. Tap the button repeatedly to rev up your spin. Release the **D-Pad** to dash away like a road rocket.
- Look Up/Down ..... **Stand still, press D-Pad up/down and hold**
- Pause/resume play ..... **Start**

## HINT

Sonic's moves can get even more spectacular! Find all the Emeralds and see what happens!

# Floating Island Patrol

Dr. Robotnik is out there somewhere. If he gets his hands on the Master Emerald and repairs the Death Egg, Floating Island is in peril!

## Rings

Defend Floating Island by collecting gold rings.

- Collect as many rings as you can for high score and protection from enemy hits or hazards.
- When Sonic or Knuckles hits a trap, or gets attacked by a Badnik, they lose their rings. When they have no rings, an enemy hit costs them one life.
- In Special and Bonus Stages, you earn a Continue when you grab 50 rings.
- Grab 100 rings and get an extra life!

## Badniks

Each time you defeat a Badnik, it breaks apart and the animal trapped inside is freed!

## Power Up!

Power-ups are everywhere in the Zones. They look like monitors. Fuel up on these prizes by bouncing on top of them or doing a Spin Dash into them.



### SUPER RING

Collect 10 gold rings at once!



### 1-UP

Bounce on Sonic or Knuckles for an extra life.



### INVINCIBILITY

Makes Sonic or Knuckles Badnik-proof, for a limited time only. Some moving objects are still harmful, so be careful!



### WATER SHIELD

Encloses Sonic or Knuckles in a Badnik-proof air bubble, and lets them breath underwater. Now you can defeat most Badniks by bouncing on their heads!

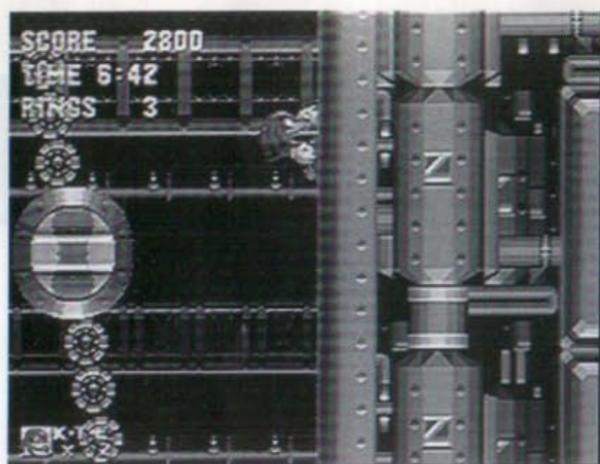
# Zip Through the Zones!

## Mushroom Hill Zone



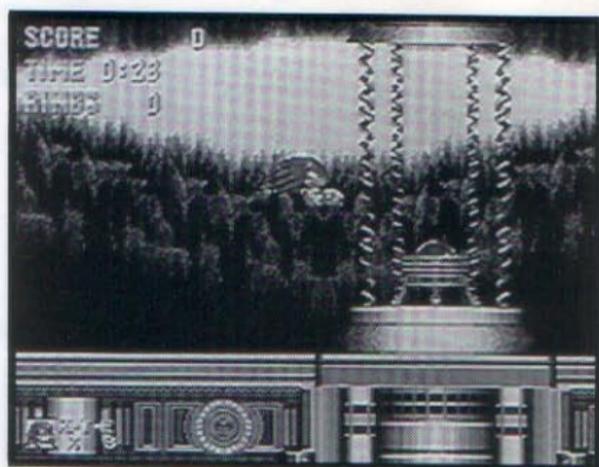
Fantastic mushrooms cover the lush hills deep in Floating Island's interior. Many useful kinds of plants grow here. See how they can help you.

## Flying Battery Zone



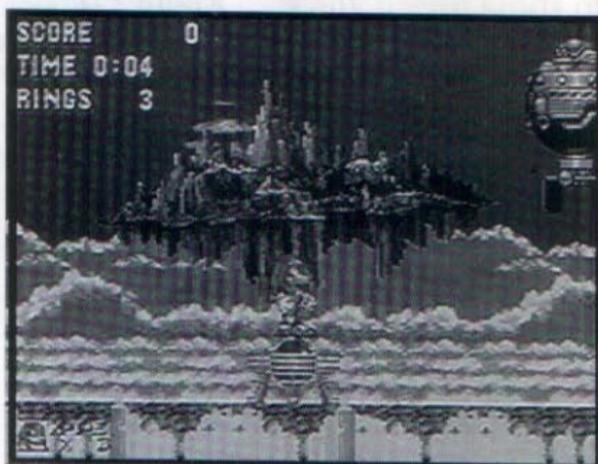
Go flying on Robotnik's warship. Watch where you step — sneaky traps are everywhere!

## Hidden Palace Zone



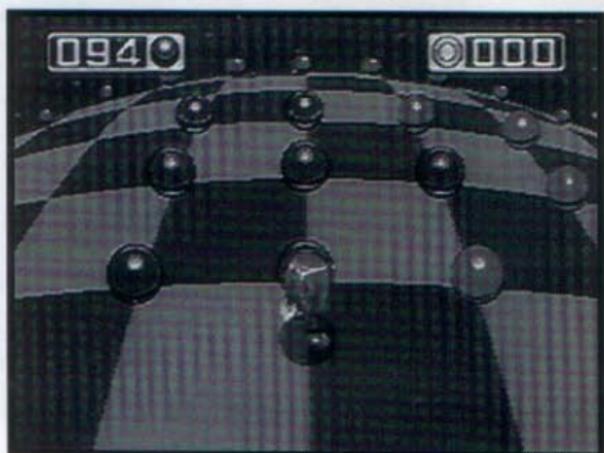
Some mysteries are solved! Robotnik makes his big play, and Knuckles finds out who the REAL bad guy is!

## Sky Sanctuary Zone



Take the battle to the clouds when Sonic fights Robotnik's Badniks on the floating ruins of an ancient time!

## 3D Special Stage

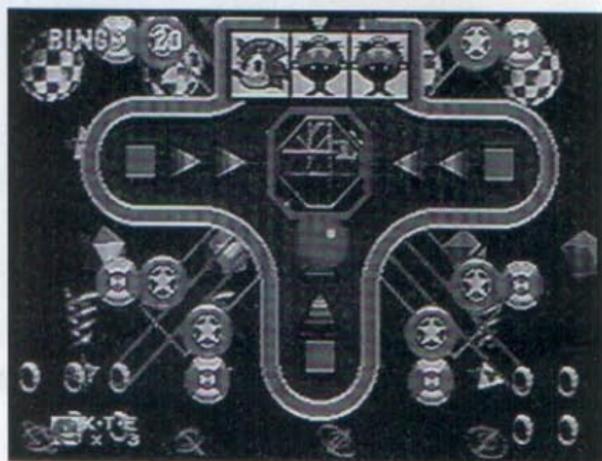


3D Special Stages are hidden throughout the game. Find the giant gold ring in each Act and jump through it to enter the Special Stage. Once you're there:

- Grab the blue spheres. If you get them all, you win a Chaos Emerald!
- Collect 50 rings and you'll be awarded a Continue.
- Grab a yellow sphere to catapult for a distance of 5 spheres.
- Red and white star spheres are bumpers that ricochet you in the opposite direction.
- Dodge the red spheres. (Hint: Try jumping over them.)

## Slot Machine Stage

Collect rings when the tumblers roll. Jump toward the center to stay in the game.



|                           |                |
|---------------------------|----------------|
| 1 Bar .....               | 2 Rings        |
| 2 Bars .....              | 4 Rings        |
| 3 Bars .....              | 8 Rings        |
| 3 Tails .....             | 20 Rings       |
| 3 Knuckles .....          | 25 Rings       |
| 3 Sonics .....            | 30 Rings       |
| 3 Jackpots .....          | 100 Rings      |
| 3 Robotniks (Rats!) ..... | Lose 100 Rings |



**Fireworm**



**Dragonfly**



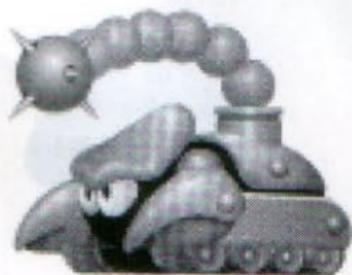
**Sandworm**



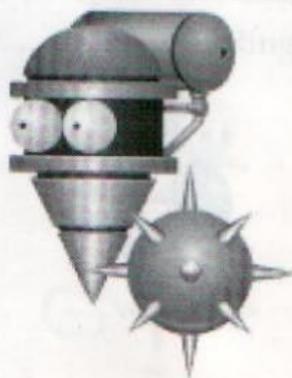
**Madmole**



**EggRobo**



**Skorp**



**Spikebonker**

## Sonic 3 & Knuckles continued



10. Press **Start** to display the Data Select (Game Save) screen from **Sonic 3**.
11. Press the **D-Pad left/right** to select a stored game or a new game.
12. Press the **D-Pad up/down** to select a character. You can play as Sonic, Knuckles, Tails, or Sonic and Tails.
13. Press **Start** to begin the game. See what new surprises you can find that were not possible in **Sonic 3** alone. (Hint: Look for new routes!)

**Note:** Please see your **Sonic 3** manual for more gameplay information.

### IMPORTANT

- If you don't see the Sega screen, turn the power switch **off**. Check your Mega Drive setup, make sure the cartridge is **firmly** inserted in the console, and turn the power switch **on**.
- Always turn the power switch **off** before inserting or removing the cartridge.

## *Sonic 3 & Knuckles continued*

### RESUMING SAVED GAMES

The **Sonic 3** games that you've saved (up to 6) show up on the **Sonic 3 & Knuckles** Data Select screen. You'll see the lives, Continues and all rescued Chaos Emeralds that are saved with the games.

To resume a saved game:

1. Bring up the Data Select screen.
2. Press the **D-Pad left/right** to choose a saved game.
3. Press **Start** to begin. You will resume the game from the beginning of the last Zone that was played. You must play as the character who played the original game.

### REPLAYING ZONES FROM COMPLETED GAMES

Completed games are marked with the word "CLEAR." You can replay any Zone from a cleared game.

To replay a Zone:

1. Select a CLEAR game from the Data Select screen.
2. Press the **D-Pad up/down** to choose the Zone you want to replay. The Zone number is displayed on the game.
3. Press **Start** to begin. You will start play from the beginning of the selected Zone. You must replay the Zone as the character who completed the original game.

**Note:** Saving games to the Data Select screen and deleting old games are the same as for **Sonic 3**. Please see your **Sonic 3** manual for more information.



8. Press the **Start** button on the control pad to bring up the Title screen again.
9. Press **Start** to begin the game as Knuckles.

See what new surprises you can find that were not possible in **Sonic 2** alone. (Hint: Look for new Knuckles power-ups and new places to explore using Knuckles' signature moves!)

**Note:** Please see your **Sonic 2** manual for more gameplay information.

### IMPORTANT

- If you don't see the Sega screen, turn the power switch **off**. Check your Mega Drive setup, make sure the cartridge is **firmly** inserted in the console, and turn the power switch **on**.
- Always turn the power switch **off** before inserting or removing the cartridge.

Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076;  
Europe No. 80244; Canada Nos. 1,183,276/1,082,351;  
Hong Kong No. 88-4302; Germany No. 2,609,826;  
Singapore No. 88-155; U.K. No. 1,535,999; France No.  
1,607,029; Japan Nos. 1,632,396.

©1994 SEGA ENTERPRISES, LTD.

672-2026-50