SONIC THE HEDGEHOG SPINBALL

GENESIS™

INSTRUCTION MANUAL

OFFICIAL SEGA SEAL OF QUALITY

SEGA™

WARNINGS

Read Before Using Your Sega Video Game System

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

WARNING TO OWNERS OF PROJECTION TVS

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

HANDLING YOUR SEGA CARTRIDGE

❑ The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.

❑ Do not bend it, crush it or submerge it in liquids.

❑ Do not leave it in direct sunlight or near a radiator or other source of heat.

❑ Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.
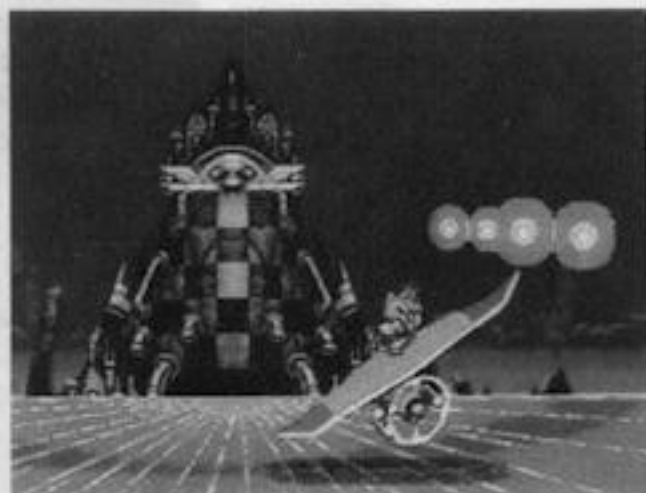
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Spinball Vengeance!

The evil scientist Dr. Robotnik has unleashed his most diabolical plot yet to turn the animals of Planet Mobius into robots. His monstrous contraption, the Veg-O-Fortress, built on Mt. Mobius, is already transforming happy creatures into mindless slaves!

Robotnik's fiendish machine draws its power from the mountain's volcano. Fiery lava fuels the lethal Pinball Defense System that protects the Fortress.

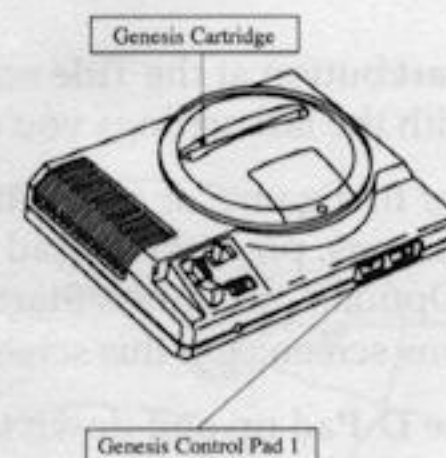Sonic and his pal Tails mount an air assault on the Fortress, only to be blasted in mid-flight by Robotnik's cannons. Sonic is knocked into deep waters near the volcano. But he has friends in wet places — and is saved at the last moment!

Sonic sneaks into the Toxic Caves below the Fortress. From there, he infiltrates Robotnik's vast and deadly defenses. In no time at all, Sonic starts swiping Emeralds, freeing the animals of Mobius and dishing out hedgehog justice!

Yo, Robotnik! You're in for a mountain of trouble now. Sonic is spinning into action!

Setting Up

1. Set up your Genesis System.

2. Plug in Control Pad 1. (Up to four players can join the game, sharing the same Control Pad.)

3. Make sure the power switch is OFF. Place the *Sonic Spinball* cartridge into the cartridge slot and press it down **firmly**.

4. Turn the power switch ON. You'll see the Sega screen, and then the Title screen.

5. Press the **Start** button to begin.

IMPORTANT:

❖ If you don't see the Sega screen, turn the power switch OFF. Check your Genesis setup, make sure the cartridge is **firmly** inserted in the console, and turn the power switch ON.

❖ Always turn the power switch OFF when you're inserting or removing the cartridge.

SEGA GAME PLAY HOTLINE
1-415-591-PLAY

Choosing Options

Press the **Start** button at the Title screen to begin the game with the last settings you chose.

If this is your first game, or you want to change the game settings, press the **D-Pad** down to highlight "Options" and press **Start**. You'll go to the Options screen. On this screen:

✳ Press the **D-Pad** up and down to select different options.

✳ Press it left or right to change the settings.
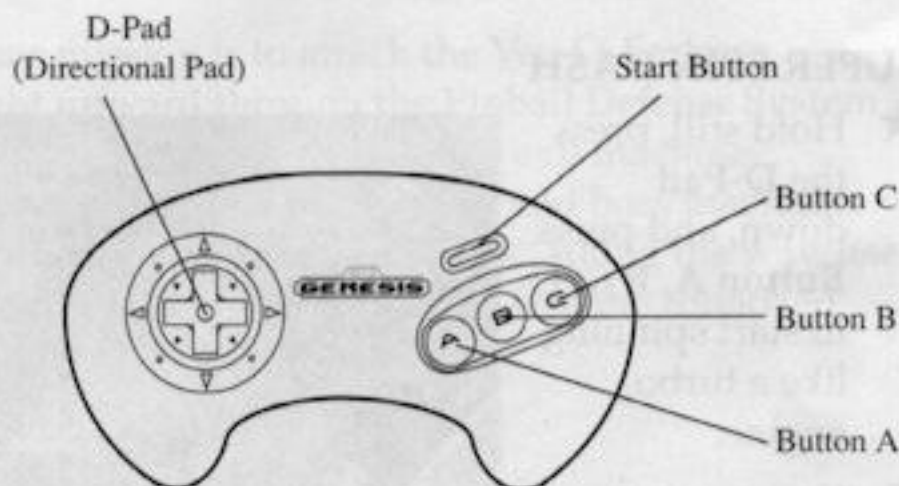
✳ Press **Start** to return to the Title screen.

```
         OPTIONS
▸MODE      1 PL
 SPEED     NORMAL
 MUSIC     ON
 FLIPPER   A_LEFT
           B_RIGHT
           .C_ALL
```

Mode Select 1 to 4 players. All players will take turns using Control Pad 1.

Speed Choose a Normal or Fast game.

Music Turn the game's music ON or OFF.

Flippers Choose your favorite settings for Buttons **A**, **B** and **C**.

Button Controls

D-Pad
(Directional Pad) — Start Button

Button C
Button B
Button A

TO DO THIS:	PRESS THIS:
★ Move right/left	**D-Pad** right/left
★ Jump	**Button A**, **B** or **C**
★ Super Spin Dash	Hold **D-Pad** down, press **Button A**, **B** or **C**, then release **D-Pad**
★ Look up	**D-Pad** up
★ Duck	**D-Pad** down
★ Tilt left flipper	**Button A**
★ Tilt right flipper	**Button B**
★ Tilt both flippers	**Button C**
★ Tilt shake (Bonus Rounds)	**Buttons A**, **B** and **C** together
★ Pause/resume play	**Start**

Note: You can change the flipper controls (**Buttons A**, **B** and **C**) on the Options screen.

Super Stunts

SUPER SPIN DASH

★ Hold still, press the **D-Pad** down, and press **Button A, B or C** to start spinning like a turbo engine.

★ Keep pressing **Button A, B or C** repeatedly to rev up furious RPMs.
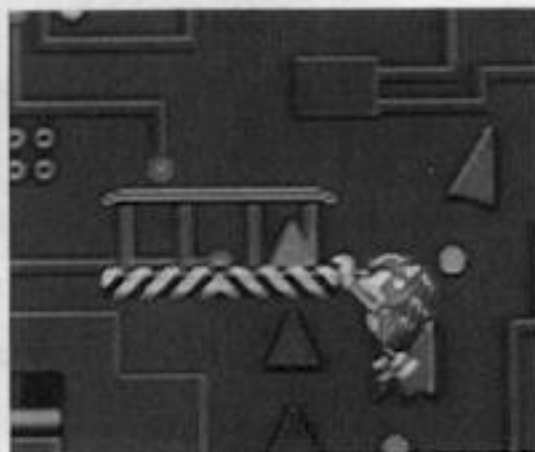
★ Release the **D-Pad** to dash away like a road rocket!

CLIFFHANGER FLIP

★ Sonic will automatically grab ledges and flip up onto a safe surface to prevent fatal falls or avoid the jaws of Robotnik's monsters.
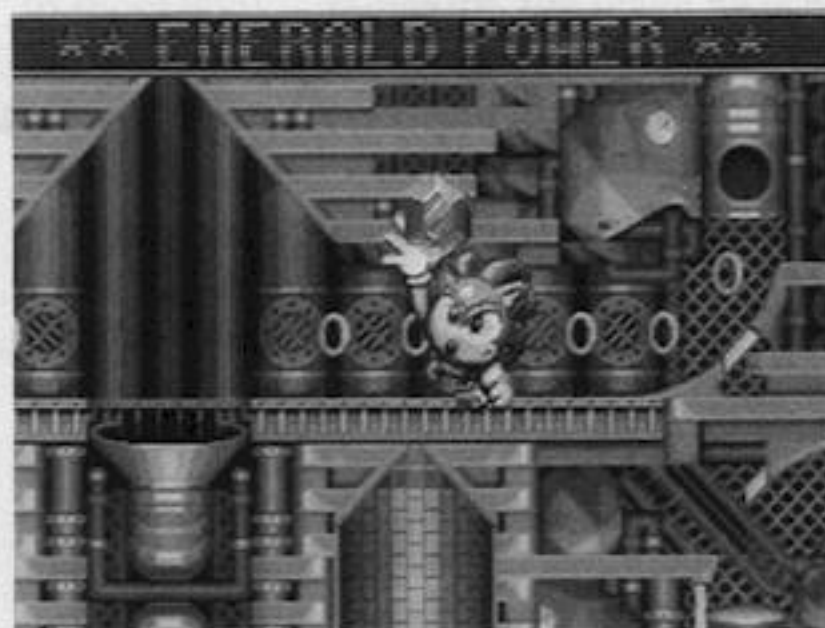
Sonic SPINvasion

Your mission is to attack the Veg-O-Fortress, fight upward through the Pinball Defense System and annihilate Dr. Robotnik's evil machine. Destroy the underling bosses and boss machines to move up through the levels. Along the way, use your best pinball wizardry to free the robotized inhabitants of Mobius!
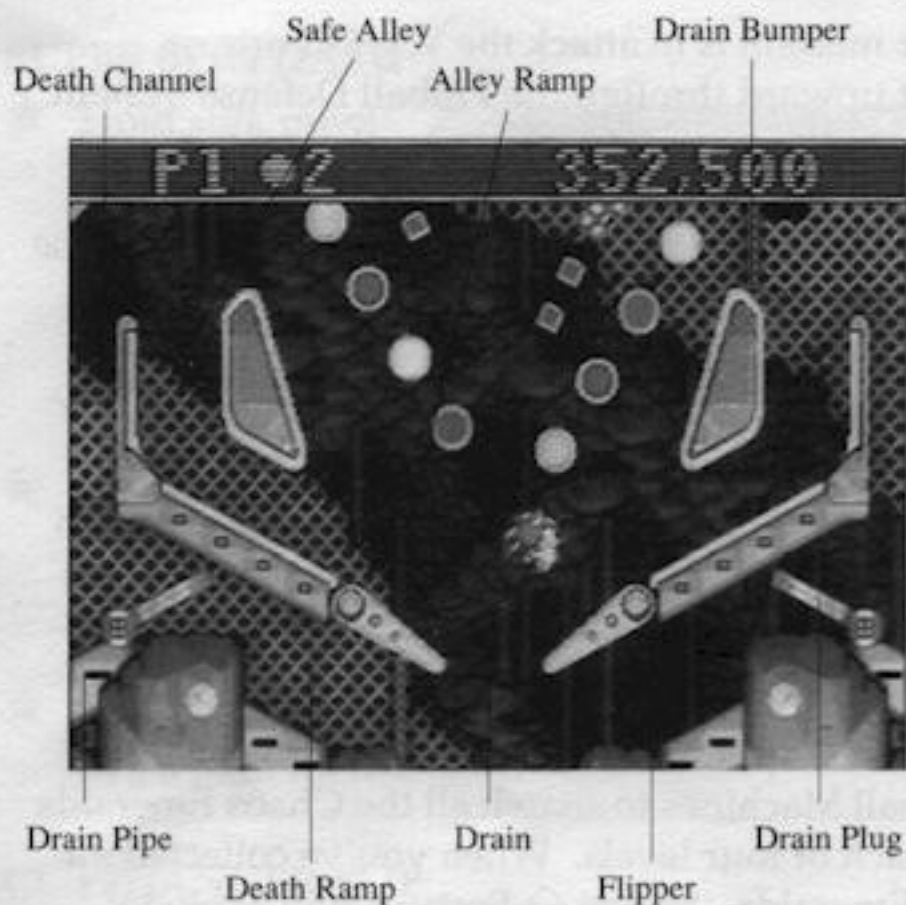
THE CHAOS EMERALDS

Chaos Emeralds stabilize the Mt. Mobius volcano on which the Veg-O-Fortress stands. Without the Emeralds, a massive eruption would blow the Fortress to pieces!

You must spin, bounce and bump through the Pinball Machines to snatch all the Chaos Emeralds on each of four levels. When you've collected all the Emeralds, the Veg-O-Fortress will explode!
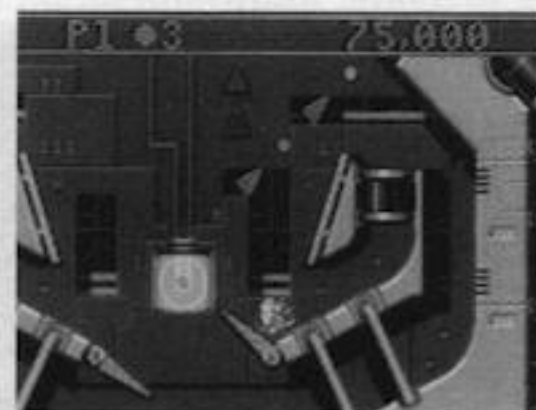
Sonic SPINology

Death Channel
Safe Alley
Alley Ramp
Drain Bumper

P1 ♦2 352,500

Drain Pipe
Death Ramp
Drain
Flipper
Drain Plug

The Pinball Defense System is a gigantic Pinball Machine. In it, you'll find a universe of whirling, flashing, buzzing pinball games.

Use the flippers to aim Sonic and fire him up through the volcano. When he's in flight, you can move him left and right with the **D-Pad** for better position when he hits a bumper or target, or when he's falling back toward the drain bumpers or flippers.

Spinball Flipper Tips

P1 ♦3 75,000

⭐ Launch Sonic by tilting both flippers together with **Button C**. This is a safe, easy tactic for beginners.

⭐ Watch for lights and arrows leading toward important spots in the background.

⭐ Catch Sonic on the flippers by holding them up just as Sonic moves into the Alley Ramp. Then you can aim him with better accuracy.

⭐ To shoot Sonic straight up, fire when he is near the hinge of a flipper. To launch him at an angle, let him roll toward the tip, then fire.

⭐ You will propel Sonic with steam valves instead of flippers in some places.

⭐ If Sonic falls into the drain, it could be the end unless you take quick action. Robotnik has a gruesome surprise planted under the flippers.

⭐ Remember, you can control Sonic's travel with the **D-Pad**. You can slow his roll in an alley or curve him slightly toward a flipper when falling and jumping.

The Status Strip

The Status Strip at the top of the screen gives you a rapid fire look at the following important information:

Player Number and Lives

This shows the current level, who is playing, and how many lives remain for that player. Sonic starts the game with three lives. Rack up 20 million points to gain an extra life!

Emeralds

This tells you the number of Chaos Emeralds Sonic needs to snag in the current level. (The number is different for each level.) It also shows how many times you need to hit an obstacle in order to open a path to a Chaos Emerald.

Urgent Orders

These messages need a quick reaction. They will tell you to hit an important target, or will warn you of impending hedgehog doom!

Loop Successes

Shows how many loops you've completed.

Score Update

Shows your current score.

End Totals and Bonuses

The Status Strips totes up your total score for loops, rings and time at the end of a level.

Sonic Status

When you see "Too Baaad," you'll get another shot at the level. If Sonic is headed for hedgehog heaven, you'll see "Game Over."

Clearing the Levels

Sonic must grab all the Chaos Emeralds on a level to open the Boss Room door at the top of the level. Watch the Status Strip for the number of Emeralds you must collect in each level. Some of the jewels are in difficult, deadly locations. You may have to bang into switches or bumpers in order to move the obstacles barring your way.

BEATING THE BOSSES

There is a trick to defeating the dangerous enemy in each Boss Room. Watch the Status Strip for hints — and encouragement when you're doing something right!

Bonus Rounds

At the end of every level, Sonic jumps into a Bonus Round. This is a game of regular pinball with Sonic at the controls! You have three balls to shoot around the board, hitting as many bumpers and targets as you can. Watch those points add up!

Use the tilt shake (**Buttons A, B** and **C** together) to rattle the table and control the ball. Don't shake it too much or the machine will shut down and you'll lose a ball.

When the last ball goes down the drain, you return to regular play.

Scoring

Gain points by slamming into bumpers, shooting the tube loops and spinning into floating robots to de-robotized them back to their original forms.

At the end of a level, you'll collect bonus points based on the loops you made, the number of rings you collected, and how fast you made it through the levels. The points you earn in each category will vary with each level.

Destroy as much as possible of Robotnik's machine to make sure you get the highest score you can!

Loop Shots

Spin through the loops over and over again to get Loop Bonuses. Listen for the short musical riff that lets you know you scored!

Rings

Grab every ring in sight for big Ring Bonus points!

Time

Complete a level with a single ball at breakneck speed and you'll be rewarded with a monster Time Bonus — up to 10 million points!

Rising Jackpot

Each time you win a Bonus Round, your final jackpot increases. So keep on racking up those points!
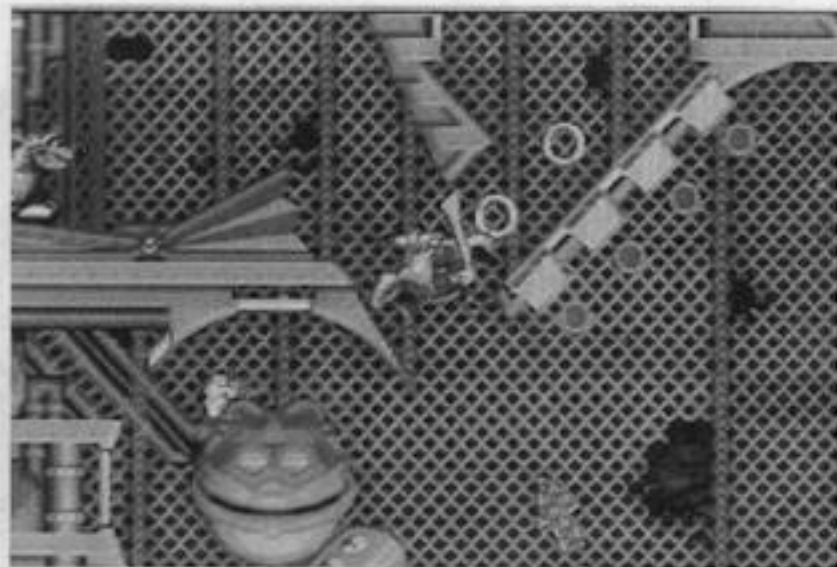
The Veg-O-Fortress

THE TOXIC CAVES

Explore the super polluted caverns of the Veg-O-Fortress, where Dr. Robotnik dumps industrial waste. A wrong move here could mean being smothered in green slime, or — worse yet — chomped by a Rexxon!

Bash into barrels of waste, Cluckbirds and Magma Worms. Getting one of the Emeralds could be draining. A Robotnik-faced killer bug named Scorpius bosses this level. Go for his stinger first!
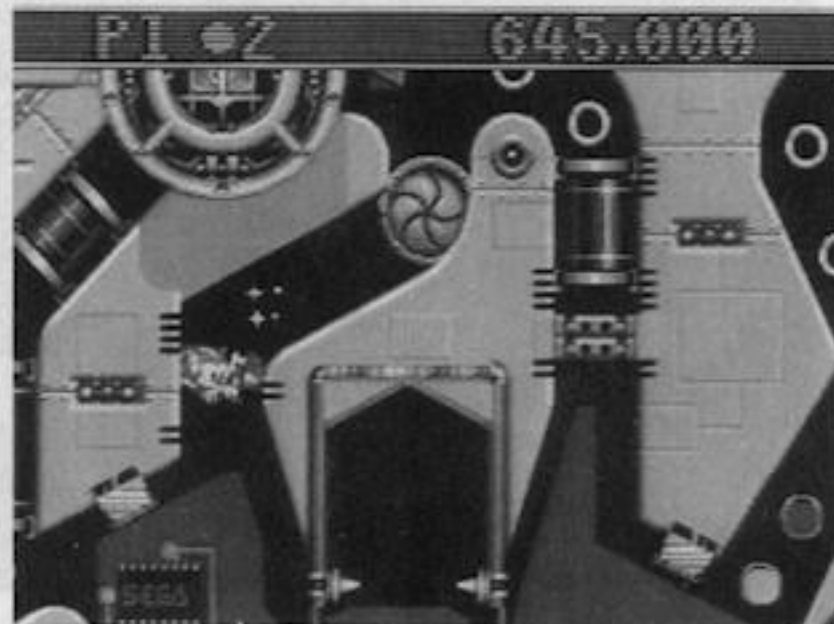
LAVA POWERHOUSE

Floating Ferrons block the only escape routes through Dr. Robotnik's lava-powered generators. Use the steam jets like flippers. Get help from the Cluckbirds to get to higher places.

Destroy Dr. Robotnik's half-baked bosses in the Robo-Boiler Room!
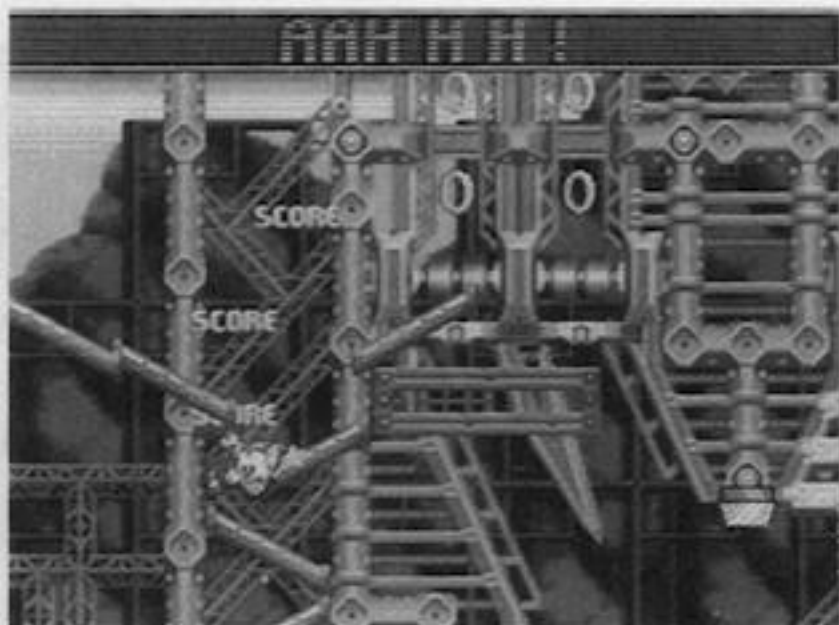

THE MACHINE

This is where the helpless Mobius inhabitants are imprisoned and robotized.

Short out the wires with massive explosions! Risk being shredded in the grinding gears as you ascend to the main processing room.

Figure out the Veg-O-Machine's secret to free the hostages! The destruction of the Fortress begins!

SHOWDOWN

The Veg-O-Fortress is caving in on itself! Grab the last Chaos Emeralds and fight toward Robotnik's escaping rocket ship.

You'll face a treacherous climb through the space hangar. Krondors block your way and Robotnik launches bombs to stop you. Even Robotnik's cockpit is armed and dangerous!

END OF GAME

The despicable Dr. Robotnik scrambles frantically to blast off. He's desperate, and will even try to fight Sonic off with slashing mechanical claws. Timing is everything!

Credits

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A SPECIAL BOW TO:

Hirokazu
Yasuhara
and Yuji Naka,
creators of Sonic
The Hedgehog

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at: 1-800-USA-SEGA.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.