

Contents for Sonic the Hedgehog™ CD

The following Help Topics are available:

[How to Play the Game](#)

[README](#)

Basic Game Control

[Keyboard and Joystick Controls](#)

[Changing to Full Screen](#)

[Pause](#)

[Reset](#)

[Restart Stage](#)

[Exit](#)

Menu Bar

[Game Menu](#)

[Options Menu](#)

[Help Menu](#)

More Game Play Information

[Play Music](#)

[Saved Games](#)

[Scoring](#)

[Super Items](#)

[Super Stunts](#)

[The Special Stage](#)

[Time Attack!](#)

[Time Warp](#)

[Visual Mode](#)

[Zoom Through the Zones](#)

Advanced Game Control

[Change Controls](#)

[Smooth Sonic or Fast Sonic](#)

Cast of Characters

Good Guys

[Sonic](#)

[Amy](#)

Bad Guys

[Dr. Robotnik](#)

[Metal Sonic](#)

[Robot Ant](#)

[Robot Bee](#)

[Robot Beetle](#)

[Robot Butterfly](#)

[Robot Grasshopper](#)

[Robot Mantis](#)

[Robot Mosquito](#)

[Robot Scorpion](#)

[Robot Snail](#)

[Robot Spider](#)

[Robot Water Beetle](#)

Game Lore

[A World that Defies Time!](#)

[History of the Sonic Games](#)

[Sonic Boom: The Song](#)

Legal Stuff

[Copyrights and Trademarks](#)

Other Help

[How to use Help](#)

[Contact Address](#)

How to Play the Game



Lives

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

Time Frame

This symbol shows the Time Frame you're currently in. You'll see a Sonic™ symbol for the present, a P for the Past, and an F for the Future. For more information, see [Time Warp](#).

Score

Increase your score by destroying [enemy robots](#) and blocks, and collecting bonuses at the end of each Zone.

Time

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

Rings

Three things protect you (in most situations) from enemy attacks: Sonic's [Super Spin Attack](#), his [Super Spin Dash!](#), and Rings. As long as you have Rings, you can't be destroyed by an attack or by touching an enemy, although you will lose all your Rings. If you have no Rings, the Ring indicator will flash. If you get hit then, you lose a Life!

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

Game Over/Continue

The game ends when you run out of Lives. Then the Title screen returns. To continue a game, use your arrow keys or joystick to move to Continue and press button A of the joystick. You'll begin play at the first Zone of the last Round you played. There is no limit to the number of times you can continue.

See you in [A World that Defies Time!](#)



Note: If you have a Gamepad rather than a Joystick, press the pad's four directional buttons to get the same effect as moving a Joystick handle).



Note: While you are playing Sonic, you will not be interrupted by the computer's screen saver.

See Also


[Keyboard and Joystick Controls](#)

[Sonic's Super Stunts](#)

[Super Items](#)


Keyboard and Joystick Controls

You can use your keyboard or a joystick to control Sonic's™ movements in the game.

Press  to switch between using the keyboard or a joystick.

To begin game operation once you see the Start Game message in the Title Screen:

- Press the Space Bar for a system with only a keyboard.
- Press joystick/gamepad button A for a system with a joystick or gamepad.

 Note: All keys in these instructions refer to the standard settings and may not apply if you use the Change Controls screen to customize your game controls.

Keyboard Controls

To move Sonic around in the game using the keyboard:



Sonic moves left



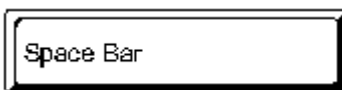
Sonic moves right



Sonic looks up



Sonic crouches down



Sonic jumps and performs a spin attack

Joystick Controls

To move Sonic around in the game using a Joystick:


Hold joystick left Sonic moves left

Hold joystick right Sonic moves right

Hold joystick up Sonic looks up

Hold joystick down Sonic crouches down

Joystick Button A Sonic jumps and performs a spin attack

 Note: If you have a Gamepad rather than a Joystick, press the pad's four directional buttons to get the same effect as moving a Joystick handle.



Note: Read the manufacturer's instructions for your Gamepad or Joystick because these devices may have additional buttons and functions.



Note: To Exit a game early, press Alt-F4 on the keyboard.

Special Moves:

- To scroll the screen up, press up twice then hold.
- To scroll the screen down, press down twice then hold.
- To move to selections in the Title screen, move left or right.
- To move to selections on Title and Time Attack menus, move cursor left, right, up, or down.
- In the Special Stage, to slow down press down.

Pressing button A of your joystick also performs these functions depending on where you are in the game:

- Press to start the game in the Title screen.
- Press to move the flippers in Round 2, Collision Chaos.

See Also

[Sonic's Super Stunts](#)

Sonic Windows Menu

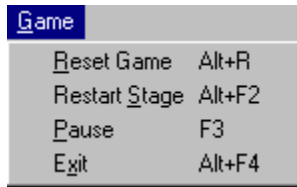
[Game Menu](#)

[Options Menu](#)

[Help Menu](#)

Game Menu

Click on a menu option to learn more about that option.



Options Menu

F4: Full Screen

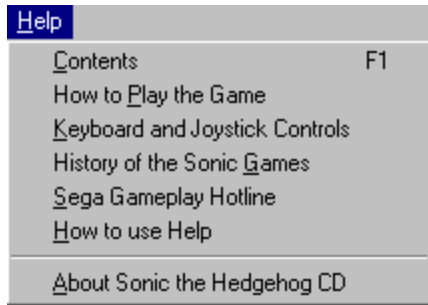
F5: Menu bar

F6: Smooth Sonic (Fast Sonic)

F7: Change Controls...

F8: Use Keyboard (Use Joystick)

Help Menu



The Help menu options allow you to jump to the sections of help listed above. Click on the topic you want and Sonic Help will be displayed.



Note: You must be playing the game in a window for the Help menu to be available.

Sonic's™ Super Stunts

[Super Spin Attack!](#)

[Super Peel Out!](#)

[Super Spin Dash!](#)

[Super Grip!](#)

Super Items

You'll find monitors containing Super Items stashed in every Round. Break them open with a [Super Spin Attack](#) to get the Super Items inside. You can also get Super Items by jumping on them, doing a Super Spin, or by doing a Super Spin Dash



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 Invincible 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.

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 within 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 Present is the starting point for each level and it provides Sonic the launching point to travel to the Past and to the Future. Once all the Time Stones are collected, Sonic will begin each level with an automatic Good Future

and there will be no Enemy Robots.



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 a future time to the present. In the Past, Sonic has to find Dr. Robotnik's Enemy Robot Transporter device and the projection device of the Metal Hedgehog. After Sonic destroys the Transporter device, all enemy robots in the Past and Future will be gone and replaced by flowers, just as if Sonic had destroyed them individually. Getting rid of the Enemy Transporter is necessary for Sonic to get through the level's zones and to achieve a Good Future. Sonic can then go out and collect rings without the fear of being harmed. But be aware that natural hazards still exist (such as spikes and crushing mechanisms) that could still hurt Sonic.



The Future symbol takes 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! The Future is a good place to hunt for extra lives and rings, especially after Sonic destroys the Enemy Robot Transporter device and no longer has to contend with any of Dr. Robotnik's robots.

Scoring

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

Score

Enemies 100 to 1000 points each
Dr. Robotnik's™ Boss Machines 1000 points each

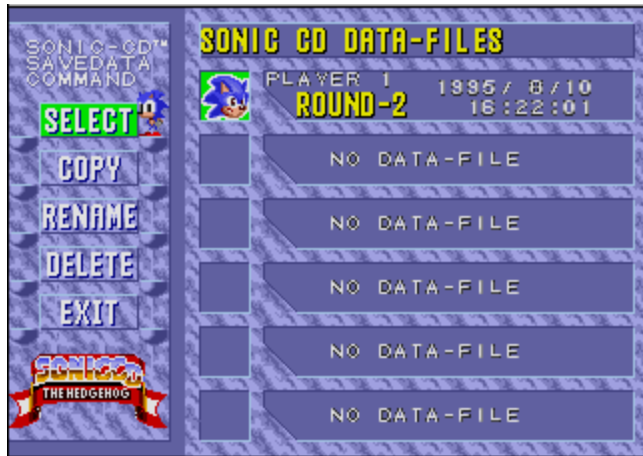
Rings

Rings held at the end of a Zone 100 points each

Time Bonus

If You Clear a Zone Within:	You Receive:
30 seconds	50,000 points
45 seconds	10,000 points
1 minute	5,000 points
1 minute, 30 seconds	4,000 points
2 minutes	3,000 points
3 minutes	2,000 points
4 minutes	1,000 points

Saved Games



When you clear a complete Round, your game is automatically saved. In Saved Games, you are able to select any of the previously saved games and do a number of things with it, the most useful being to Continue play where you left off.

The basic steps are:

- On the Title screen, select Saved Games and press button A of your joystick (or press the keyboard's Space bar). You will see a menu of commands on the left and six Saved Game data-file positions on the right.
- If all data-file positions are in use, you will not get the New Game choice on the Title screen. To play a New Game, you must Delete one of the Saved Games first.
- The five menu commands are:
 - SELECT Select a Saved Game to Continue play.
 - COPY Copy a Saved Game to an empty data-file position.
 - RENAME Change the player name of a Saved Game.
 - DELETE Delete a Saved Game, making that data-file position empty.
 - EXIT Return to the Title screen.
- Move up or down to choose one of the commands, and press joystick button A (or Space Bar).
- When you are finished with the Saved Games menu, select the EXIT command and press joystick button A (or Space Bar).

Detailed Instructions

For detailed instructions on a step-by-step level:

[Select a Saved Game to Continue Play](#)

[Copy a Saved Game to an Empty File Position](#)

[Delete a Saved Game](#)

[Change the Player Name of a Saved Game](#)

Select a Saved Game to Continue Play

1. From the Title Screen you will see the Start Game message. Press joystick button A (or Space Bar when the keyboard is selected). Then use the joystick (or Right Arrow key) to move to SAVED GAMES. Now press joystick button A (or Space Bar) to show the Saved Games screen.
2. Under the left command list, move up to highlight SELECT and press joystick button A (or Space Bar). Note that Sonic moves to face to the right.
3. Move up or down to select the Saved Game you wish to Continue and press joystick button A (or Space Bar).
4. To confirm your selection, press joystick button A (or Space Bar) again. Note that Sonic moves to face to the left.
(To reselect a different game, press joystick button B (or Escape), select the game, and confirm again.)
5. Move to the EXIT command and press joystick button A (or Space Bar).
6. On the Title Screen, you will see the Start Game message. Press joystick button A (or Space Bar).
7. Now the Continue message will be shown. Press joystick button A (Space Bar) to Continue play of the Saved Game you selected.

Copy a Saved Game to an Empty File Position

1. From the Title Screen you will see the Start Game message. Press joystick button A (or Space Bar when the keyboard is selected). Then use the joystick (or Right Arrow key) to move to SAVED GAMES. Now press joystick button A (or Space Bar) to show the Saved Games screen.
2. Under the left command list, move down to highlight COPY and press joystick button A (or Space Bar). Note that Sonic moves to face to the right.
3. Move up or down to select the Saved Game you wish to Copy From and press joystick button A (or Space Bar).
4. Move up or down to select the empty file position you wish to Copy To and press joystick button A (or Space Bar).
5. To confirm the Copy operation, press joystick button A (or Space Bar). To cancel, press joystick button B (or Escape).

Change the Player Name of a Saved Game

1. From the Title Screen you will see the Start Game message. Press joystick button A (or Space Bar when the keyboard is selected). Then use the joystick (or Right Arrow key) to move to SAVED GAMES. Now press joystick button A (or Space Bar) to show the Saved Games screen.
2. Under the left command list, move down to highlight RENAME and press joystick button A (or Space Bar). Note that Sonic moves to face to the right.
3. Move up or down to select the Saved Game you wish to Rename. Each Saved Game name can be ten characters in length. Valid characters for names are letters A through Z, numbers 0 through 9, Hyphen, and Space.
4. Press joystick button A (or Space Bar) and the first initial will flash.
5. Move the joystick up or down (or Up/Down Arrow keys) to cycle through the characters.
6. Move right to continue to the next initial, or left to go back to the previous initial.
7. When you finish entering your initials, press joystick button A (or Space Bar). Note that Sonic moves to face to the left.

Delete a Saved Game

1. From the Title Screen you will see the Start Game message. Press joystick button A (or Space Bar when the keyboard is selected). Then use the joystick (or Right Arrow key) to move to SAVED GAMES. Now press joystick button A (or Space Bar) to show the Saved Games screen.
2. Under the left command list, move down to highlight DELETE and press joystick button A (or Space Bar). Note that Sonic moves to face to the right.
3. Move up or down to select the Saved Game you wish to Delete and press joystick button A (or Space Bar).
4. To confirm the Delete operation, press joystick button A (or Space Bar). To cancel, press joystick button B (or Escape).

Time Attack!

In Time Attack, you race against the clock to make it through the Rounds in the fastest time.

1. On the Title screen, select Time Attack and press button A or B of your joystick (or Space Bar/Escape 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.

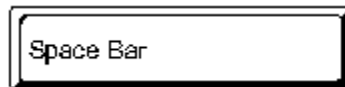
2. Move the joystick up or down to select the Round you want to enter (or use the Up/Down keys). The selected entry will flash, and the screen will show a scene from that Round.
3. Press joystick button A (or Space Bar) to go on to the Zone menu. If you want to go back to the Title screen, select Exit and press joystick button A (or press Escape).
4. In the Zone menu, you will see the screen for Zone 1 of the Round you selected. You'll also see the three best times that Zone was run. The default time is five minutes. Three options appear at the top of the menu. Move the joystick right or left to choose one (or use Right/Left Arrow keys). The selected options 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

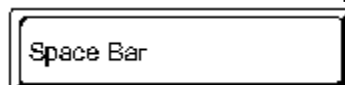
Entering Your Name on the Time Attack Winners List

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 joystick button A (or Space Bar) and the first initial will flash.
2. Move the joystick up or down to cycle through the characters (or use the Up/Down Arrow keys).
3. Move the joystick right to continue to the next initial, or left to go back to the previous initial (or use the Right/Left Arrow keys).
4. When you finish entering your initials, press joystick button A (or Space Bar).

High-Speed Hints


- Don't waste time collecting ALL the Rings. Get through as fast as you can, but remember to grab some Rings to protect you from harm and earn special bonuses.
- 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!
- Some enemies have invulnerable spots, and can harm Sonic, even during a Super Spin Attack or Super Spin Dash! Find their weak spots, then let 'em have it!
- Don't waste time finding each Zone's hidden routes and secret rooms filled with Super Items.
- 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.

Play Music

If you can complete all the Rounds *and* beat the secret total time in Time Attack, you will be able to see Play Music on the Title screen. This bonus feature for game champions lets you play songs from the CD with a cartoon accompaniment.



Space Bar

Note: Play Music was called D.A. Garden in the original Genesis game.

1. On the Title screen, select Play Music and press button A or B of your joystick (or the keyboard's Space Bar or Escape key). You'll see Little Planet spinning. Move the joystick (or Arrow keys) to position Little Planet around the screen. Press the X key once to halt the rotation of Little Planet, and again to change its direction of rotation. Holding the X key will change the rate of rotation. Press and hold the C key once to move closer to Little Planet, and again to move away from Little Planet.
2. Press joystick button A (or Space Bar) to display the song menu.
3. Move the joystick left or right (or Left/Right Arrows) to select the song to play.
4. Press joystick button A (or Space Bar) to play the selected song.
5. Press joystick button B (or Escape) to exit Play Music.

Visual Mode

If you can complete all the Rounds *and* beat the secret total time in Time Attack, you will be able to see Visual Mode on the Title screen. This bonus feature for game champions lets you play the Sonic movies.

1. On the Title screen, select Visual Mode and press button A or B of your joystick (or the keyboard's Space Bar or Escape key). You'll see the Visual Mode menu.
2. Move up or down with the joystick (or use Up/Down arrows) to select the movie to play.
3. Press joystick button A (or Space Bar).
3. Once the movie finishes, you can select a different movie to play.
4. To return to the Title screen, move up to the Exit choice and press joystick button A (or press Escape).

Zoom Through the Zones!

- [Palmtree Panic](#)
- [Tidal Tempest](#)
- [Wacky Workbench](#)
- [Metallic Madness](#)
- [Collision Chaos](#)
- [Quartz Quadrant](#)
- [Stardust Speedway](#)

There are seven Rounds, and each Round has three Zones. At the end of every third Zone,

Space Bar

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, 'cuz some of these enemies take a big bite!



Collision Chaos

Sonic becomes a whirling blue pinball on this land of bright lights and bumpers, flippers, and spikes. Robotnik's robots will really be gunning for you here! Mow 'em down first with a [Super Spin Attack](#). Press a button to activate the flippers and send Sonic flying through the pinball courses for big bonus points!



Tidal Tempest

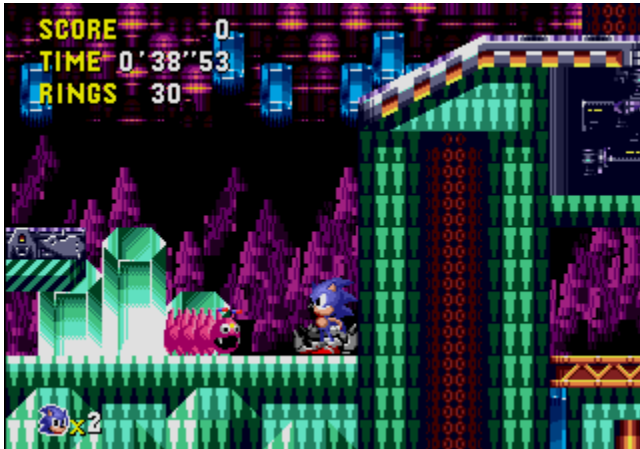
As you dive into this underwater adventure, remember that you'll need air once in awhile. If you go too long without it, a countdown appears. When the countdown reaches zero, you lose a Life.

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-trove of glittering gems. Touch the arrow signs to change the direction of the moving conveyor belts. Spiny snails, slimy caterpillars, and cannon-toting scorpions will do 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. 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!



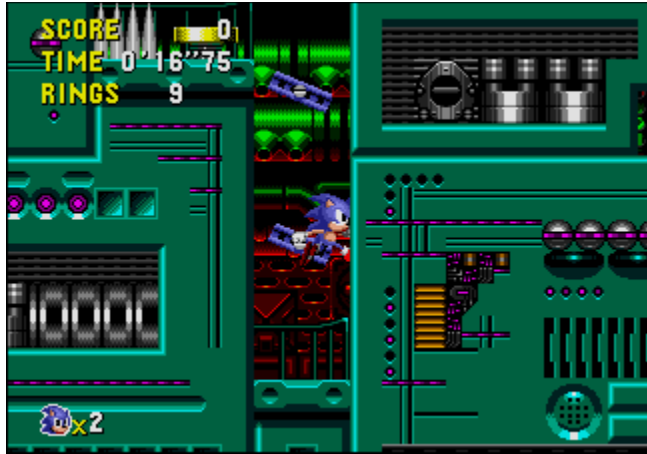
Stardust Speedway

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. It'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 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 large golden Ring. Leap through this Special 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!

Click here [👉](#) to find out more about UFOs.

You will exit the Special Stage if you leave the course for too long (such as by going into the water), or if the Timer runs out. Going into the Water shaves 10 seconds off the timer!

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

Click here [👉](#) to find out about items you'll find in The Special Stage.

UFOs

Each UFO conceals one of the following items:



Sneakers give you an extra burst of speed!



Super Ring gives you 10 Rings at once!



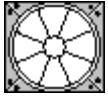
Time Bonus adds 30 seconds to the timer!

The 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 for:



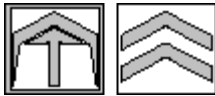
Chopper Blocks grab your feet, knocking you flat on your face and making you drop some of your Rings. Ouch!



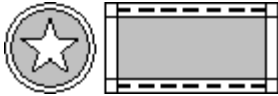
Fan Blocks send you spinning into the air. Use this free flight for short cuts, if you can time it just right!



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.

A World that Defies Time!

Read below to learn why Sonic went to A World that Defies Time!

"[Sonic](#), where are you going now?"

Sonic the Hedgehog looked over his shoulder at [Amy](#) , the young hedgehog who was racing hot on his heels.

"To Never Lake," he called back.

"Why Never Lake?"

Sonic slowed down a little so he could explain. "Ever heard of the Little Planet?"

"Isn't that the tiny world that orbits around Mobius?" Amy asked. "The one with the special stones that alter time and change everything around them? I heard that the planet's full of places that are completely ignored by the passage of time!"

"Yeah. On the last month of every year, the Little Planet appears over Never Lake. It's that time now, and I'm going to check it out. I bet space travel will be exciting!"

"With all those Time Stones, I bet you'll try to outrun time itself!" Amy sighed.

Sonic didn't reply. He just smiled, eyes gleaming.

When they arrived at Never Lake, the Little Planet was there as expected. But something was wrong. Where there should have been tall trees and bright flowers, there was nothing but dry sand and jagged rocks. The Little Planet was tethered to a rock with a huge chain, and its surface was covered with twisted, gleaming metal.

"What happened?" Amy wondered.

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

"What the -- AMY!"

It didn't take long for Sonic to realize what had happened. "This has to be one of Dr.

Robotnik's tricks!"

Indeed it was! Upon discovering the location of the Little Planet, the evil [Dr. Robotnik](#)

and his robot cronies had immediately set about converting it to a giant fortress. When Robotnik saw Sonic approaching, he had dispatched his prize creation, the [Metal Sonic](#)

,

to grab Amy and lure his archenemy into danger.

"How convenient!" Robotnik crowed, bouncing about like a malicious rubber ball. "This time my scientific expertise will crush you! Once all the Time Stones are in my hands, I'll be able to manipulate time and conquer the world! HO, HO, HO, HO!"

Sonic stood on a rock and thought. Robotnik had control of the Little Planet. He had Amy, and soon he would have the Time Stones ... but not if Sonic got to them first!

His adventure on the Little Planet was going to be more exciting and dangerous than he'd planned. It was time to get a move on!

Sonic Boom



If you're strong you can fly
You can reach the other side of the rainbow
It's all right, take a chance, 'cause there is no
circumstance
That you can't handle (when you use your mind)

Mr. Bad's got it good
But this ain't his neighborhood
He's takin' over ... no, no
Time is now, he can't hide
Find the power deep inside and make it happen

Sonic Boom, Sonic Boom
Trouble keeps you runnin' faster, Sonic Boom
Save the planet from disaster, Sonic Boom
Spinning through a world in motion, Sonic Boom
Take it all the way

Make your move, break it out
That's what life is all about
It's your adventure from the dark to the light
On a supersonic flight, gotta keep it going

Sonic Boom, Sonic Boom
Trouble keeps you runnin' faster, Sonic Boom
Save the planet from disaster, Sonic Boom
Spinning through a world in motion, Sonic Boom
(repeat)

Lyrics printed by permission 1993

Music by Spencer Nilsen

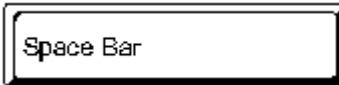
Lyrics by Spencer Nilsen and Pastiche

History of the Sonic Games

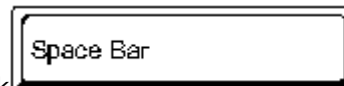
- [Sonic the Hedgehog](#)
- [Sonic the Hedgehog Spinball](#)
- [Sonic the Hedgehog CD](#)
- [Sonic and Knuckles](#)
- [Knuckles Chaotix](#)
- [Sonic the Hedgehog 2](#)
- [Sonic the Hedgehog Chaos](#)
- [Sonic the Hedgehog 3](#)
- [Sonic the Hedgehog Triple Trouble](#)

Sonic the Hedgehog

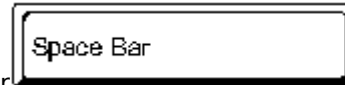
Sonic debuted in the original game *Sonic the Hedgehog* for the SEGA Genesis



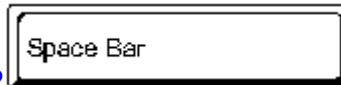
system in June of 1991.



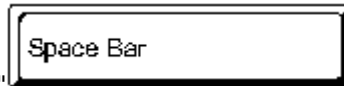
In this game begins the struggle between Dr. Ivo Robotnik and our hero, Sonic the Hedgehog. Dr. Robotnik the mad scientist, is snatching innocent animals and turning them into evil robots! Only one tough dude can put an end to the demented scientist's fiendish scheme. It's Sonic, the real cool hedgehog with the spiked haircut and power sneakers that give him super speed.



This game was also released for the SEGA Game Gear in December of 1991.



Sonic the Hedgehog 2



"Tails" was introduced in the game *Sonic the Hedgehog 2* for Genesis in November of 1992. This game lets you play either the Sonic or Tails character, or play with a friend and each player can be a character. This game also has a split-screen two-player competition mode.

Miles "Tails" Power, the fox, can't sit still when Sonic's around. Ever since Miles was a baby fox, he's dreamed of being like Sonic. He loves to run after Sonic, waving his two tails behind him, trying to keep up with his hero!

Mostly, Sonic lets him trail along. But sometimes, just to show off, Sonic explodes in a burst of super speed and leaves him behind. But Miles doesn't give up. He whirls his tails like a helicopter rotor and takes off flying until he catches up!

All the animals call Miles by his nickname, "Tails", because of his two special tails. And one day they saw an astonishing feat... They were all together in the forest, watching Sonic perform. Sonic would run, spin and jump in his Super Spin Attack. Then "Tails" would whirl like a turbo engine and blast off in his Super Dash Attack. What a showoff!

Suddenly, "Tails" just couldn't help himself. He took a running start, curled up his tails, and -- whoosh -- he was spinning like Sonic!

But now something frightening is happening. Sonic's friends are disappearing. In their place, nasty metal robots are popping up all over the island. The mad scientist Dr. Robotnik is at it again!

This time Robotnik's planning a global disaster. He needs workers to create a doomsday machine that can take over the world. So he's trapping all the animals, turning them into robots, and forcing them to build his ultimate weapon, the Death Egg!

Robotnik now rules the factories, refineries and cities! He's grabbed control of everything -- except the seven Chaos Emeralds. These magnificent gems are believed to hold exceptional powers. With them, Robotnik could have the entire world in his grasp. And he'd never let go!

The Chaos Emeralds are buried somewhere on the island. Only one tough dude with spiky hair has the speed to find them first! Sonic must stop the devious scheme of the demented scientist! He spins like a speedball through space, grabs Power Sneakers and loops 'til he's dizzy, twirls over twisting speedways, rockets through tunnels, and blasts across a bubbling ocean of oil!

This game was also released for the Game Gear in October of 1992.

Space Bar

Sonic the Hedgehog Spinball

Those who enjoyed the pinball machine play in levels of previous Sonic games were treated to a full game of pinball play in the game *Sonic the Hedgehog Spinball*, released for Genesis in November of 1993.

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 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 Chaos 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!

This game was also released for the Game Gear in August of 1994.

Space Bar

Sonic the Hedgehog Chaos

Sonic made a special appearance on Game Gear in the game *Sonic the Hedgehog Chaos* in November of 1993. This game allows you to play as either Sonic or "Tails".

Could this be the end of South Island? That evil maniac Dr. Robotnik has another twisted idea to take over the world! This time he wants to steal the mystical Chaos Emeralds. The emeralds are the source of vitality for all living things. But in the hands of rotten Dr. Robotnik, they could be turned into nuclear bombs and laser weapons!

The evil doctor has already snatched the Red Chaos Emerald, causing the other emeralds to lose balance and fly into a parallel universe. Now South Island is sinking into the ocean. Sonic and "Tails" will have to use all their super speed and super stunts to stop Dr. Robotnik and restore harmony to the universe!

"OK, Dr. Robotnik," says Sonic, "You're charged with contempt of hedgehog. There's no time to lose. Gotta slide, Clyde!"

Space Bar

Sonic the Hedgehog CD

Also in November of 1993, Sonic appeared in the premier game for the SEGA CD system. *Sonic the Hedgehog CD* provided more levels than any cartridge game, and great CD Audio background music.

For the full story of this game, see "[A World that Defies Time!](#)"

This game was rewritten for the PC in 1995; that's what you're playing now!

Sonic the Hedgehog 3

Space Bar

Space Bar

Knuckles the Echidna first appeared in the game *Sonic the Hedgehog 3* for Genesis in January of 1994. This game, like *Sonic the Hedgehog 2*, also allows a single player to choose either the Sonic or "Tails" character, and also includes two-player split-screen competition.

Sonic the Hedgehog 3 takes place on the mysterious Floating Island which holds many special powers. The source of these powers are the Chaos Emeralds. In *Sonic the Hedgehog 2*, Sonic and "Tails" thought that they had destroyed the Death Egg, which was Dr. Robotnik's heavily armored ship. Instead, Dr. Robotnik managed to crash land on the Floating Island. After learning that the island is able to float in the sky by harnessing the power of the emeralds, the Doc decides to steal the emeralds so he can repair his Death Egg ship.

To obtain the emeralds, Dr. Robotnik tricks Knuckles, the guardian of the Floating Island's Chaos Emeralds. He also tells Knuckles that Sonic and "Tails" are the ones trying to steal the emeralds. Once Knuckles believes Robotnik's lies, he'll do whatever it takes to stop Sonic and "Tails".

Between battling the new types of Badniks and trying to outsmart Knuckles, Sonic and "Tails" have their work cut out for them once they arrive on the Floating Island and search for Dr. Robotnik.

Knuckles was born and raised on the Floating Island and he knows all of its secrets. He's strong, athletic and clever. Because Knuckles knows every hidden passageway on the island, it's easy for him to block Sonic's path, create extra obstacles, set traps, and steal Sonic's gold rings.

Long ago, an ancient civilization lived on the Floating Island. Before this civilization mysteriously disappeared, it left behind many secrets and mystical powers. Being the only living descendant of this lost civilization, Knuckles has become the guardian of the Chaos Emeralds, which are the source of the island's special floating power.

Fun facts about Knuckles

Age: 15 Years Old

Species: Echidna

Favorite Foods: Fruit (especially Grapes)

Special Abilities: Discovering hidden passageways and using his knuckles to dig.

Sonic and Knuckles

Space Bar

Space Bar

Knuckles returned in the game *Sonic and Knuckles* for Genesis in October of 1994. This unique cartridge also allows you to stack on either *Sonic the Hedgehog 2* or *Sonic the Hedgehog 3* to add the Knuckles character to those adventures!

The last time Sonic and Robotnik went head-to-head, Sonic blasted Robotnik's Death Egg to smithereens. The explosion heaved Sonic deep into Floating Island's Mushroom Hills!

Sonic knows that many emeralds, including the Master Emerald, are hidden somewhere on Floating Island. He bets this Knuckles character knows where they are! Sonic can't let Robotnik get his hands on the Master Emerald. He'd have Death Egg fuel forever -- and Floating Island would be destroyed!

Now Sonic's got two problems. How to protect the Master Emerald? And how to keep Knuckles off his back? He'll have to deal with that wild Echidna right away!

Knuckles has problems, too. As guardian of Floating Island and all the emeralds, Knuckles has

a mission: to wage war on all invaders. Whoever threw that bomb is in DEEP trouble. Knuckles is ready with tricks, traps, and bare-fisted attacks to keep Floating Island safe. Sonic's not taking any chances. Neither is Knuckles! But while they're going the rounds with each other, who's stopping Dr. Robotnik? Could this be the end of Floating Island?

Space Bar

Sonic the Hedgehog Triple Trouble

Another special episode for Game Gear introduced the new enemy, Nack the Weasel

Space Bar

, in the game *Sonic the Hedgehog Triple Trouble* released in October of 1994.

While the evil genius Dr. Robotnik is testing the ultimate destructive weapon, one of his assistants makes a big mistake. The resulting explosion scatters five of the Chaos Emeralds across the planet Mobius and sets off a high-speed emerald hunt!

Our Hunter Heroes

Sonic: Otherwise known as Sonic the Hedgehog, the blur of blue with an attitude, and the hero of Mobius. He's quick of wit and fleet of feet. Whenever the peaceful world of Mobius is threatened, he's the hedgehog to call.

"Tails": This little fox got his nickname because of his two tails. The other animals used to tease him until he became friends with Sonic and learned to use his tails to fly. He idolizes Sonic, and follows him everywhere.

The Triple Trouble

Dr. Robotnik: This bad egg is trouble incarnate, always stirring up problems for the inhabitants of Mobius with his latest twisted schemes. The doctor has one of the Chaos Emeralds, and he thinks he knows the perfect way to get the other five emeralds back and keep that meddling hedgehog and his fox friend from interfering.

Knuckles: Knuckles the Echidna was the guardian of the Chaos Emeralds on the Floating Island. He's strong and smart. Like Sonic, he knows how to Spin Dash. He can also Power Glide through the air, and when he uses his knuckles to tunnel and climb, there's no place he can't go. Dr. Robotnik has tricked him into thinking that Sonic and "Tails" are out to steal the Chaos Emeralds, and Knuckles is determined to stop them.

Nack the Weasel: Nack the Weasel is a treasure hunter who is after the Chaos Emeralds. Though he doesn't know the true power of the emeralds, he thinks those big pretty jewels will score a handsome price on the market. And the easiest way to get them is to steal them from someone else. He may not be as fast as the others, but he's tricky, and has a speedy little airbike to help him get around.

Space Bar

Knuckles Chaotix

Knuckles reappeared in the game *Knuckles Chaotix* for the 32X system in March of 1995. This game introduced us to four new characters.

Carnival Island's in chaos! Tomorrow's the big opening day for Carnival Island, a huge amusement resort with the latest in high-tech rides and games. As guardian of the island, it's Knuckles' job to make sure nothing goes wrong before the grand event.

Unfortunately, the evil Dr. Robotnik has other plans. He needs fuel for his latest diabolical devices, and the Power Emerald that supplies electricity to the entire island fits the bill perfectly. His awful new invention, the Combi Confiner, should help him get rid of that annoying echidna and his friends.

When Knuckles returns from patrolling the far end of the island, he discovers that Dr. Robotnik

Space Bar

has imprisoned all of his friends: Espio the Chameleon, Mighty the Armadillo

Space Bar

, Vector the Crocodile

Space Bar

, and Charmy Bee

Space Bar

After he chases the doctor off, Knuckles discovers that he can rescue one friend at a time by using Ring Power... only the power that sparks between the rings holds the two partners together like a magical rubber band. Never held back for long, Knuckles finds that with a little teamwork, he can use the stretching and snapping action of the Ring Power to double, even triple, the partners' speed.

And they need all the speed they can get. As Dr. Robotnik drains the power from Carnival Island, everything on the island begins to break down! Robotnik must be stopped, or by tomorrow morning, the morning of Carnival Island's big opening day, the grand amusement park will lie in ruins!

About Knuckles' Friends

Espio the Chameleon: This colorful chameleon values his freedom above all else, and after he was freed from Dr. Robotnik's Combi Machine, he decided he must stop the evil doctor at all costs. He has a hot temper and an intense drive in everything he does, and sometimes his friend Charmy Bee has to remind him of his manners. Espio is quick and strong, and his whirling attack is just the thing you need to get out of a tight spot.

Mighty the Armadillo: Mighty is just that. He's strong, smart, and confident, and he can't stand weakness in anything. He's one of Knuckles' good friends, and is determined to help save the island from Robotnik.

Vector the Crocodile: This cool croc loves the rush of running when he isn't jammin' with his friends, doing fancy footwork to the tunes on his headset, or investigating the local food courts.

Charmy Bee: Surprisingly sophisticated for his sixteen years, Charmy came to the island in search of new types of flowers, and found a ton of trouble. But he handles things in his usual quick, cool and charming way.

Contact Address

If you should encounter any problems of Sonic CD please refer to the warranty card found within the package, or to the package itself. we cannot respond to any inquires regarding game play, hints or tips.

Sega disclaims all the responsibilities in this CD-ROM hardware and contents of the game.

How to Use Help

You can use Help to quickly find the information you want about Sonic the Hedgehog. For information on installing the software, see the manuals included with Sonic the Hedgehog.

To use Help

- Use the scroll bars or the Page Down key to see more text in a topic.
- Choose underlined text like [this](#) or [this](#) to get more information.
- Use the buttons at the top of the Help window to go to other help topics. Choose the Exit button to exit Help.

To get Help from text

- Choose Contents on the Help menu.
- Choose Search for Help on the Help menu to search for keywords in Help.
- Press the F1 key to get help related to what you are doing.

See Also

More information on using Help

Trademark

* Other brands and names are the property of their respective owners.

Enemy Robots



Click on an enemy for more details (others are hidden in the game for you to discover).

Robot Mosquito



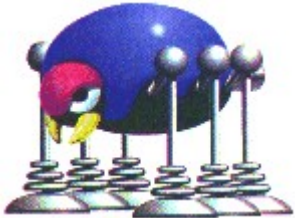
The Robot Mosquito flies slowly through the air. When it sees an enemy it swoops to attack!

Robot Butterfly



The Robot Butterfly flutters up and down through the air spying on enemies.

Robot Spider



The Robot Spider jumps and launches spider webs at enemies to slow them down!

Robot Ant



The Robot Ant wanders left and right on its single wheel, scouting its territory for invaders!

Robot Grasshopper



The Robot Grasshopper jumps on its enemies with its super coil spring!

Robot Mantis



The Robot Mantis launches spikes at enemies who wander into its territory!

Robot Snail



The Robot Snail crawls very slowly. When enemies approach, it extrudes spikes!

Robot Beetle



The Robot Beetle moves around brandishing its horn with integral circular saw at enemies!

Robot Scorpion



The Robot Scorpion crawls along the ground pulling its cannon which shoots cannonballs at enemies.

Robot Water Beetle



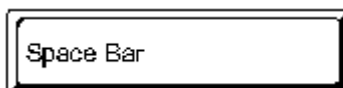
The Robot Water Beetle swims, jumps in and out of the water, and attacks enemies who plunge into its territory!

Robot Bee



There are two kinds of Robot Bees. One flies through the air swinging its spiked hammer attached to its chain tail, while the other shoots fireballs.

Sonic



Sonic, otherwise known as Sonic the Hedgehog, is the most famous and fastest hedgehog in the world! He's a blur of blue with an attitude and the hero of Mobius! He's quick of wit and fleet of feet. Whenever the peaceful world of Mobius is threatened, he's the hedgehog to call!

Amy



Amy is a cheerful young hedgehog girl. She likes mysterious things and fortune-telling. She is always racing hot on Sonic's heels and follows him to Never Lake.

Dr. Robotnik



Dr. Robotnik is Sonic's archenemy. He is an evil but gifted mad scientist who crafted [Metal Sonic](#). He plans to capture all the Timestones hidden on the Little Planet to gain enough power to rule the world.

Note: Robotnik is sometimes called Dr. Eggman in Japan.

Metal Sonic



Metal Sonic is the ultimate robot created by Dr. Robotnik to battle Sonic. Metal Sonic has the same powers as Sonic, but can also obtain momentary bursts of speed by overloading his power supply.

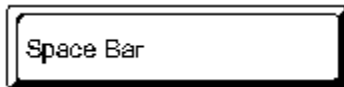
Note: Metal Sonic is sometimes called Mecha Sonic.

Reset Game

Selecting the Reset Game option brings you back to the opening Title screen.

To return to the Title screen:

Click on Reset Game in the Game menu using your mouse



Note: When playing the game at full screen the Windows menu bar is hidden. You must use the quick keys to Reset Game.

Restart Stage

Selecting the Restart Stage returns you to the beginning of the stage you are currently playing, in the same time frame, Past, Present, Good Future or Bad Future. When you choose to Restart the Stage, you lose one Life. You are not able to restart a stage you have finished or a Special Stage.

To Restart Stage:

Click on Restart Stage in the Game menu using your mouse



Note: When playing the game at full screen the Windows menu bar is hidden. You must use the quick keys to Restart Stage.

Pause

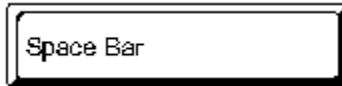
Selecting the Pause option pauses the game in mid-action. To return to play, select Pause again.

To Pause:

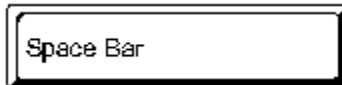
Click on Pause in the Game menu using your mouse



or Press



Note: When playing the game at full screen the Windows menu bar is hidden. You must use the quick keys to Pause.



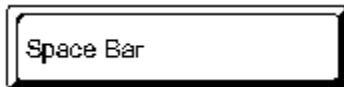
Note: While you are playing Sonic, you will not be interrupted by the computer's screen saver. So, if you must leave a paused game for an extended time, adjust your monitor's Brightness control to dim the display.

Exit

Selecting the Exit option exits the game and returns you to Windows.

To Exit:

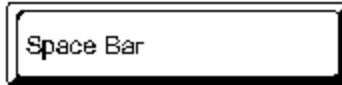
Click on Exit in the Game menu using your mouse



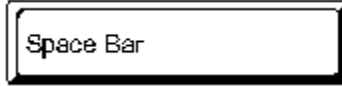
Note: When playing the game at full screen the Windows menu bar is hidden. You must use the quick keys to Exit.

Changing to Full Screen View

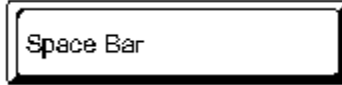
Selecting the Full Screen option switches your game play between a window or full screen. In a full screen game, the Windows menu is hidden. So you must play the game in a window to access the following menu options:



Help



Windows Menu Bar



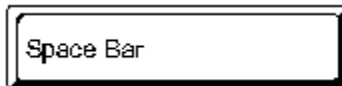
Change Controls

To switch between full screen and window play:

Click on Full Screen in the Options menu using your mouse



or Press



Note: Because the Windows menu bar is hidden in Full Screen play, use the quick key to switch back from Full Screen to window.

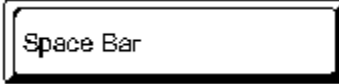
Menu Bar

Selecting the Menu Bar option hides and reveals the Menu Bar when playing the game in a window.

To hide or reveal the Menu Bar:

Click on Menu Bar in the Options menu using your mouse

or Press 



always hidden at full screen.

Note: This option is not available at full screen. The menu bar is

Smooth Sonic or Fast Sonic

Switches Sonic's animation setting in the game. Fast is the normal setting (30 frames/second), Smooth is for a smoother game play (60 frames/second).

This regulation is ideal for a high performance computer but it can be used also with a low performance machine. If this is the case, the character's animation will be smoother, but game play will be slower.

Change Controls

Selecting the Change Controls option displays the Change Controls dialog box. This dialog box allows you to change the keyboard controls for the game.

To change the keyboard controls for the game:

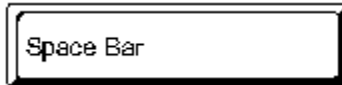
Click on Change Controls in the Options menu using your mouse



or Press

To select a new keyboard key:

In the Change Controls dialog box use your mouse to click on the arrows to the left of the picture of each desired control key



Note: You must be playing the game in a window for the Change Controls option to be available. Also, if you change the Jump key assignment from the Space Bar key, remember to use your newly chosen key for all Help procedures calling out the Space Bar key.

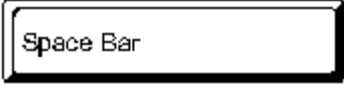
Use Keyboard or Joystick

Selecting the Use Keyboard option switches you between using a keyboard or a joystick to control Sonic in the game.


To switch to keyboard or joystick:

Click on Use Keyboard or Use Joystick in the Options menu using your mouse

or Press



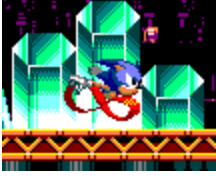
Space Bar



Space Bar

Note: When playing the game at full screen the Windows menu bar is hidden. You must use the quick keys to change between joystick and keyboard controls.

Super Peel Out!



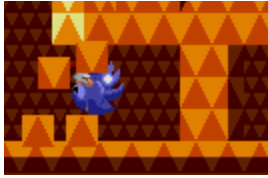
Joystick Instructions

Make Sonic stand still, then hold the joystick up while pressing button A. Sonic's feet will start racing at turbo speed.

Keyboard Instructions

Make Sonic stand still, then hold down the Up Arrow key while pressing the Space Bar. Sonic's feet will start racing at turbo speed.

Super Spin Attack!

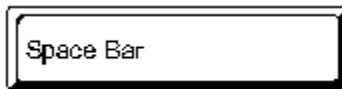


Joystick Instructions

Hold the joystick down when Sonic is running. He will roll into a spiky blue ball -- Great for mowing down enemies or bashing through barriers.

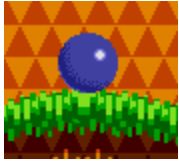
Keyboard Instructions

Press and hold the Down Arrow key when Sonic is running. He will roll into a spiky blue ball -- Great for mowing down enemies or bashing through barriers.



Note: Sonic is almost invulnerable during a Super Spin Attack.

Super Spin Dash!



Joystick Instructions

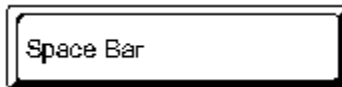
Make Sonic stand still, then hold the joystick down while pressing button A. Sonic will start spinning in place.

Release the joystick to blast off in a blaze of blue!

Keyboard Instructions

Make Sonic stand still, then press and hold the Down Arrow key while pressing the Space Bar. Sonic will start spinning in place.

Release the Directional Pad to blast off in a blaze of blue!



Note: Sonic is almost invulnerable during a Super Spin Dash Attack.

Super Grip!



Joystick Instructions

If Sonic gets close enough to a pole, he'll automatically grab it and hold on.

On vertical poles, press the joystick up or down to make him shift position.

On horizontal poles, press the joystick left or right.

Press button A to make Sonic let go of the pole.

Keyboard Instructions

If Sonic gets close enough to a pole, he'll automatically grab it and hold on.

On vertical poles, press the down arrow key or up arrow key to make him shift position.

On horizontal poles, press the Left or Right Arrow keys.

Press the Space Bar to make Sonic let go of the pole.

Popup Topic

Click the mouse or press any key to dismiss popups.

Copyrights and Trademarks

Microsoft® Windows®95 operating system is a registered trademark of Microsoft corporation.

Microsoft® Direct X<TM> set of APIs, Microsoft® DirectDraw<TM> application programming interface, Microsoft® DirectSound<TM> application programming interface are trademark of Microsoft corporation.

Pentium® is a registered trademark of Intel corporation.

Sega is a registered trademark of SEGA.

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



*This Software uses the Indeo® technology of Intel Corporation.

*Intel, Indeo, and the Indeo Logo are registered trademarks of Intel Corporation.

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

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

Copyright © SEGA ENTERPRISES,LTD 1993, 1996

All rights reserved.

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

