



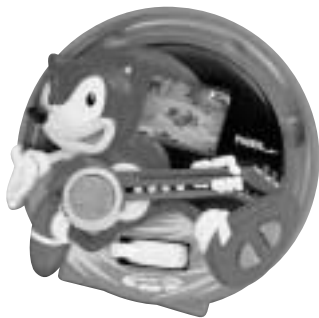
INSTRUCTION

611070001IWTI-01

IT'S A FUN TIME GAME!

Your game is shaped just like Sonic the Hedgehog. He's got his electric guitar and he's ready to rock and roll! Speaking of rolling, this game's got a very special feature --when you get the marble rocking and rolling in the special "Sonic tube", Sonic runs faster!

In addition to the great video game based on Sonic's hit new TV show, "Sonic Underground", you can also play with Sonic in toy mode!



THE TOY MODE

Toy mode lets you play with Sonic as a great toy without playing the video game. To play in the toy mode, just be sure you have turned the unit OFF.

With the game on OFF, you can hear all the sounds from the game by:

- * Pressing the SOUND button to enter the toy mode!
- * Pressing the RIGHT button to play all the sounds from the game, cycling through them forward.
- * Pressing the LEFT button to play all the sounds from the game, cycling through them backward.
- * Pressing the FLYWHEEL (Sonic Tube) to repeat the last sound heard.

THE STORY

SONIC UNDERGROUND features SONIC THE HEDGEHOG, his brother, MANIC, and his sister, SONIA. They fight to free their enslaved planet, MOBIUS from DR. ROBOTNIK, his evil cohorts, SLEET and DINGO, and the merciless SWATBOTS!

The peaceful planet called Mobius is enslaved by the evil Doctor Robotnik and his merciless Swatbots. Music, books, art, dance and all things fun and creative have been banned. The only thing keeping sheriff Robotnik from total domination is the resistance of the FREEDOM FIGHTERS, their rebellion fueled by the legend that QUEEN ALEENA, rightful ruler of Mobius, will someday reclaim her throne.

According to the prophecy of the ancient ORACLE OF DELPHIUS, the planet would be ruled in peace by the COUNCIL OF FOUR, made up of the Hedgehog Queen and her three children: SONIC, SONIA and MANIC. After the Oracle's prophecy, Robotnik banished him to the FROZEN WASTES. Shortly thereafter, upon hearing that the queen had given birth to triplets, he sent Swatbots to capture them.

The Queen quickly separated her infants and sent them into hiding, giving each a GOLDEN MEDALLION on which three musical notes were inscribed -- the only clue to their mysterious past. Upon discovering that the children had disappeared, Robotnik decided on another course of action: he would force Queen Aleena to marry him and thus become the Rightful Ruler. But the Queen escaped and became a wanderer, forever assuming new disguises to hide her from Robotnik's frantic searches.

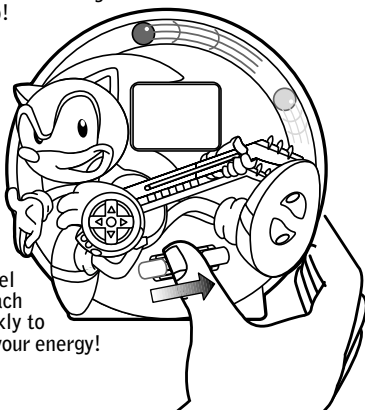
Sonic grew up to become a famous Freedom Fighter, but he never knew the significance of the medallion until the Oracle, with his dying breath, told Sonic to turn its notes into a song: "Play it across the land, and one day you will be reunited with your siblings." (For all of us non-literary folks out there, a "sibling" is a brother or a sister!)

The Oracle's words came true, and Sonic, Sonia and Manic finally met. Vowing to find their mother, they tour Mobius as an underground band, aiding the poor as they pursue their mission to help the Freedom Fighters free Mobius from Robotnik's tyranny! Come join the group!

OBJECT OF THE GAME

You always play as SONIC. There are 6 stages of adventure. Once you lose all your energy on any stage, it's a GAME OVER.

As you play, flip the flywheel lever to keep the marble spinning in the "Sonic tube"! That'll help you run at your fastest speed! Your speed naturally slows down as you play -- so keep flipping the flywheel for maximum speed! You lose energy each time you're "hit", so keep on moving quickly to complete each stage before you use up all your energy!

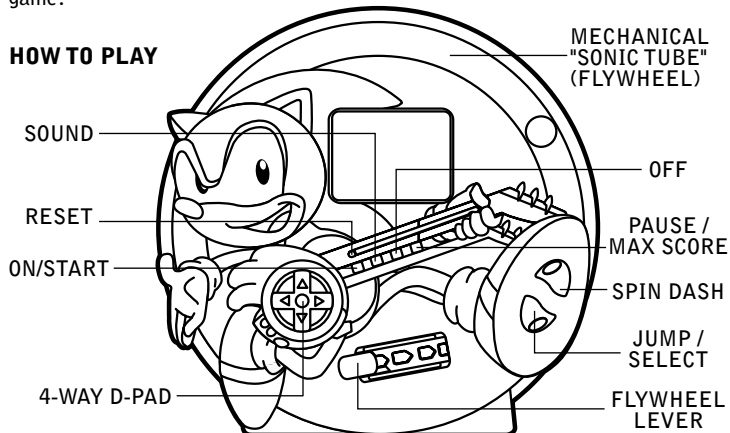


As you complete each stage, the screen will clear and you will see Manic and Sonia come and play music with you. They will play the musical notes that you collected during the stage! If you collected enough notes, you'll score bonus points!

You WIN the game if you have enough energy left to defeat Robotnik in a fight to the finish on stage 6! But this final battle won't be easy! After you beat all the enemies and play the musical notes you collected, "Dr Robotnik" will appear at the top of the screen along with the Queen. You will then have to hit Dr. Robotnik three times using your Super Sonic Spin ONLY. Dr. Robotnik will also be able to hit you if you are not quick enough or if you use the wrong attack. You can also prevent him from hitting you if you attack him first!

After you hit Dr. Robotnik three times, then you will save the Queen and win the game!

HOW TO PLAY



ON/START - to turn on the game.
- to exit pause.
- to start new game and each stage.

SOUND - to control sound on/off.
- to activate toy mode.

PAUSE/MAX SCORE - to pause the game.
- to examine the maximum score.

OFF - to turn off the unit.

JUMP/SELECT - to jump up.
- to select game difficulty.
- to start each stage.

SPIN DASH - to perform spin attack or SUPER SONIC SPIN DASH (if you've got enough speed).
- for maximum strength, use the FLYWHEEL to move your fastest and then press the SPIN DASH for attacking!
- to start each stage.

4-WAY D-PAD: LEFT - to move left.
- to pick up your guitar when it is on your left.

RIGHT - to move right.
- to pick up your guitar when it is on your right.

UP - a second way to jump!

DOWN - to call Sonia or Manic to help you.

MECHANICAL "SONIC TUBE" (FLYWHEEL)

- Flip the lever to keep the marble moving to increase Sonic's speed. In order to have maximum power for your attacks, press the FLYWHEEL to accelerate and then press the SPIN DASH to attack!

RESET - to reset the game if your unit malfunctions.

HOW TO PLAY

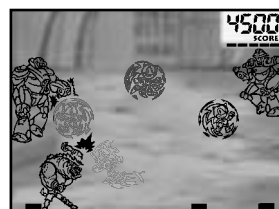
Press the ON/START button to turn on the game. The maximum score is displayed. Then press JUMP/SELECT to choose your skill level.

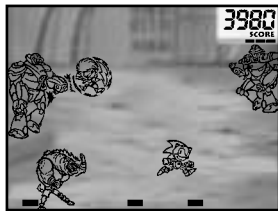


For maximum power, use the FLYWHEEL to get at your maximum speed and then press the SPIN DASH to attack!



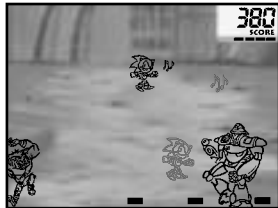
Use your LEFT and RIGHT buttons to run into Swatbots and Sleet and Dingo, who are Robotnik's chief henchmen. You can use normal spin attack by pressing SPIN button.





As you play, your brother and sister, Manic and Sonia, will appear on screen looking for you! Press the **DOWN** button to actually call for them and receive their help! You'll also receive bonus points for calling them!

Also move **LEFT** and **RIGHT** to pick up your guitar. Sleet and Dingo hate music! Each time you pick up your guitar, you will hear some of your own music, which will drive them away!



Press the **JUMP** button to pick up extra musical notes. These represent the creativity that Robotnik has tried to remove from the world! You will hear a single note of music for each note you pick up. At the end of the stage, you, Manic and Sonia will play the notes together. If you picked up enough notes, you'll also score bonus points!

When you see your **HOVER BOARD**, go for it! Press the **JUMP** button to hitch a ride. The ride only lasts a few seconds, but you will be invincible (can't get hit) for as long as you ride it!

You're a freedom fighter -- so you're going to get hit. When the energy bar goes down to zero, the game is over. The game also includes a stage timer for each stage.

As you complete each stage, press any of the **ACTION BUTTONS** to begin the next stage. In the final stage, remember that you have to hit Dr. Robotnik 3 times to win the game and save your mom, Queen Aleena!

SCORING

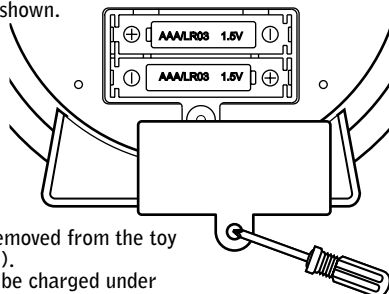
10 POINTS	each time you run directly into Sleet
20 POINTS	each time you use your Super Sonic Spin move on Sleet.
20 POINTS	each time you run directly into Dingo.
30 POINTS	each time you use your Super Sonic Spin move on Dingo.
30 POINTS	each time you pick up your guitar.
30 POINTS	each time you bug Sleet or Dingo by the guitar.
30 POINTS	each time you pick up a musical note.
40 POINTS	each time you run directly into Swatbot #1
40 POINTS	each time you ride on your HOVER BOARD (invincibility).
50 POINTS	each time you use your Super Sonic Spin move on Swatbot #1.
50 POINTS	each time you run directly into Swatbots.
50 POINTS	each time you call for Sonia or Manic to help you.
60 POINTS	each time you use your Super Sonic Spin move on Swatbot #2.
70 POINTS	each time you run directly into Robotnik.
80 POINTS	each time you use your Super Sonic Spin move on Robotnik.
200 BONUS POINTS	for picking up all the notes. .
500 BONUS POINTS	when you find Queen Aleena.

INSERTING THE BATTERIES

To insert the battery, have an adult open the battery compartment cover at the bottom of the game. (Remove the screw holding the battery door onto the bottom of the game unit and remove the door.) Insert 2 "AAA" OR LR03 batteries or equivalent (battery not included) as shown.

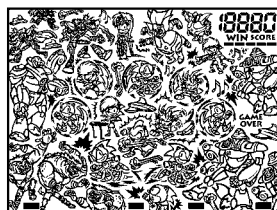
TO ENSURE PROPER FUNCTION:

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.



RESET BUTTON:

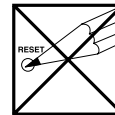
After battery insertion, the **RESET** button may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.



CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the **RESET** switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, **DO NOT RETURN THE GAME TO THE STORE.** The store doesn't have replacement parts. Instead, write to us at:

TIGER REPAIR DEPARTMENT
100 N. Butterfield Road, Unit 1023,
Vernon Hills, IL 60061, U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$7.25. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

TIGER REPAIR DEPARTMENT
100 N. Butterfield Road, Unit 1023,
Vernon Hills, IL 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

For more information about Tiger Electronics, our products and special promotions, please visit our Web Site at: www.tigertoys.com

SONIC UNDERGROUND © 2000 DIC Productions, L.P. and Les Studios Tex SARL. Sega, Sonic The Hedgehog and all related characters and indicia are TM & © 2000 SEGA. All Rights Reserved. The product is manufactured under a license from Sega of America Dreamcast, Inc.

TIGER
ELECTRONICS, LTD.



®, TM, & © 2000 Tiger Electronics, Ltd. All rights reserved.
980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.
®, TM, & © 2000 Tiger Electronics UK Ltd. All rights reserved.
Belvedere House, Victoria Avenue, Harrogate,
North Yorkshire HG1 1EL, England.
www.tigertoys.com

Printed in China