

**ELECTRONIC****SEGA**

# SONIC THE HEDGEHOG 2™

**LCD VIDEO GAME**

## 1 THE SONIC 2 STORY

Miles "Tails" Prower, the fox, can't sit still when Sonic is around. Ever since Miles was a baby fox, he's dreamed of being like Sonic. He loves to run after Sonic, waving his 2 tails behind him, trying to keep up with his hero!

Sonic lets him trail along most of the time, but sometimes, just to show off, Sonic explodes in a burst of super speed and leaves him behind. But Miles doesn't give up. All the animals call Miles by his nickname, "Tails", because of his 2 special tails. One day they saw an astonishing feat...

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 7 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!

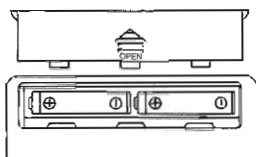
Help Sonic stop the devious scheme of the demented scientist! Find the emeralds, and squash Dr. Robotnik forever!

## 2 INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

Do not use rechargeable batteries.



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



## 3 CAUTION



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



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



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



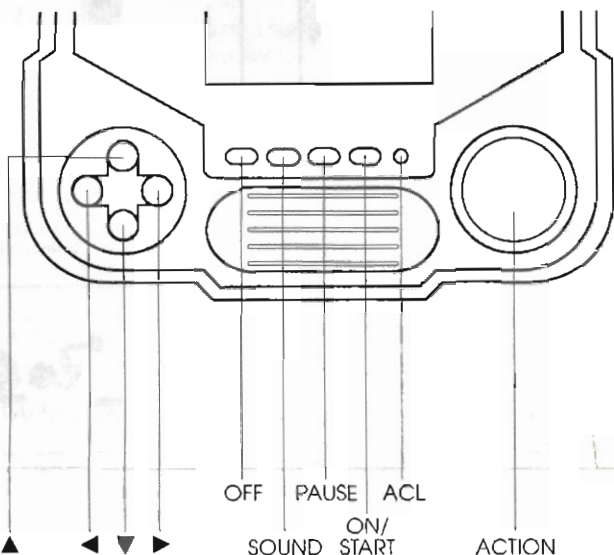
Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

## 4 THE OBJECT OF THE GAME

The objective of the game is for you to control Sonic and Tails to defeat Dr. Robotnik and squash him forever! There are 7 zones. You win a zone by defeating Dr. Robotnik at the end of every zone. You win the game if you can defeat Dr. Robotnik at the end of the last zone!

## 5 CONTROL GUIDE



ON/START -- To turn on the unit.  
-- To start the game.  
-- To start each zone.  
-- To exit pause.

PAUSE -- To pause the unit.

SOUND -- To control sound: on or off.

OFF -- To turn off the unit.

ACTION -- To spin attack.  
-- To pick up objects.  
-- To flip the levers.

"▲" -- To jump/move up.

"▶" -- To move right.

"◀" -- To move left.

"▼" -- To move down.

## 6 FEATURES

- 7 zones of danger
- loop-de-loop speedway
- laser beams
- different speeds
- maximum score retained
- sound on/off control

- 10 enemies
- the "invincible"
- moving stone
- timer (for underwater use)
- built-in melody
- built-in automatic power-off timer (game shuts itself off after about 3 minutes of non-use).

There are 7 zones.

#### ZONE 1: EMERALD HILL ZONE

Speed through this tropical bayside resort with palm trees and loop-de-loops. Watch out for monkey business!

#### ZONE 2: AQUATIC RUIN ZONE

Roaming Romans infest a beautiful forest and sunken lake. If you are underwater, breathe the air bubbles to keep from drowning. A countdown begins once you go underwater.

#### ZONE 3: HILL TOP ZONE

Try to blast through underground tunnels and caverns.

#### ZONE 4: MYSTIC CAVE ZONE

Robotnik's been digging for Chaos Emeralds in this eerie forest of flickering lights, glow-worms and stinging centipedes. Hang on to the ivy to discover escape routes.

#### ZONE 5: OIL OCEAN ZONE

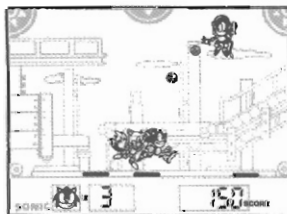
Robotnik's refineries are pumping at full steam. Crude oil has turned the ocean black! Can Sonic keep his footing on the slippery catwalks and bursting steam vents?

#### ZONE 6: CASINO NIGHT ZONE

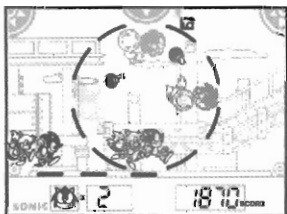
Sparkling neon lights and glittering gold fill the Casino with razzmatazz! Flip the levers and push down the springs to send Sonic reeling like a bouncing blue pinball!

#### ZONE 7: WING Fortress ZONE

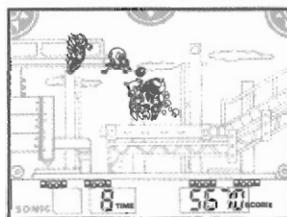
This is the final zone. You have found Robotnik's secret stronghold—a flying battleship. Could this be Sonic's final fight?



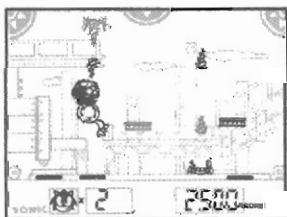
EMERALD HILL ZONE. Speed through this tropical bayside resort. Tails, the two tailed fox, will follow you!



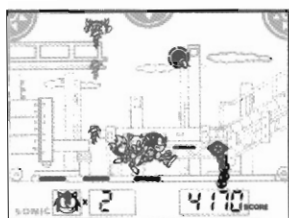
Speed through the loop-de-loops!



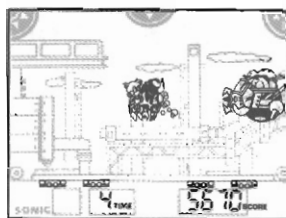
AQUATIC RUIN ZONE. Go underwater, but watch out for your oxygen! You must go up again for air before the timer drops to zero!



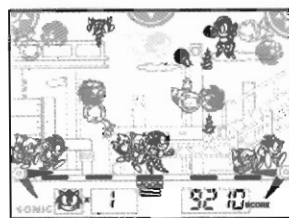
HILL TOP ZONE. Beware of Spiker, who attacks you with spikes!



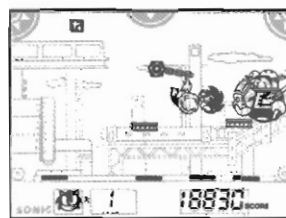
**MYSTIC CAVE ZONE.** Help Sonic and Tails through the trees! Watch out for glow-worms and stinging centipedes! Hang on to the ivy to discover escape routes!



**OIL OCEAN ZONE.** Once Sonic and Tails dive down into the ocean, they must swim up for air before their oxygen runs out! But be careful...your most dangerous enemy will appear...Dr. Robotnik!



**CASINO NIGHT ZONE.** Flip the levers to make Sonic and Tails roll like bouncing pinballs! Beware of spinning attacks!



**WING FORTRESS ZONE. THE FINAL ZONE!** Will this be Sonic's last fight? As in all zones, Dr. Robotnik is waiting for you at the end of the zone!

## 8 HOW TO PLAY

Press the ON/START button to turn on the unit. You'll hear an "On" beep and the maximum score is displayed.

Press the ON/START button again to start the game from zone 1. You start with zero score.

There are 7 zones. Here is a summary of the 7 zones:

ENEMY:	ZONE	1	2	3	4	5	6	7
FLASHER		YES	YES	YES	YES	YES	YES	YES
COCONUTS		YES	YES	YES	YES	YES	YES	YES
SPIKER		-	-	YES	YES	YES	YES	YES
LASER BEAM		-	-	YES	YES	YES	YES	YES
CRAWLTON		-	-	-	YES	YES	YES	YES
SHELLCRACKER		-	-	-	-	YES	YES	YES
CLUCKER		-	-	-	-	-	-	YES
AQUIS (UNDERWATER)		-	YES	-	-	YES	-	-
OCTUS (UNDERWATER)		-	YES	-	-	YES	-	-
DR. ROBOTNIK		1	1	1	1	1	1	1
<b>LOOP-DE-LOOPS</b>								
SPEEDWAY		YES	-	YES	YES	-	YES	YES
THE INVINCIBLE		YES	YES	YES	YES	YES	YES	YES
MOVING STONE		YES	YES	YES	YES	YES	YES	YES
SPEED		LOW	LOW	MED	MED	HI	HI	HI
TIMER (UNDERWATER)		-	YES	-	-	YES	-	-
EMERALD		1	1	1	1	1	1	1

Control Sonic and Tails using these buttons:

- ACTION** --To spin attack.  
--To pick up objects.  
--To flip the levers.
- "▲" --To jump/move up.
- "▶" --To move right.
- "◀" --To move left.
- "▼" --To move down.

#### **MOVING STONE (FOR ENEMIES ON UPPER RIGHT AND UPPER LEFT)**

**Upper Right:** For enemies on the right upper corner, wait until a moving stone appears and scrolls to the center of the screen. THEN PRESS "▶" + ACTION BUTTON SIMULTANEOUSLY TO SPIN ATTACK! OR... PRESS "▲" TO JUMP UP TO THE STONE. THEN PRESS THE "▶" + ACTION BUTTON SIMULTANEOUSLY TO SPIN RIGHT TO ATTACK!

**Upper Left:** For enemies on the upper left corner, you also have to wait until a moving stone appears. When the moving stone scrolls to the center of the screen, then PRESS "▲" TO JUMP UP TO THE STONE. THEN PRESS THE "◀" + ACTION BUTTON SIMULTANEOUSLY TO SPIN LEFT TO ATTACK!

#### **LOOP-DE-LOOP**

When a loop-de-loop appears, PRESS "◀" TO MOVE BACK THEN PRESS "▶" TO MOVE FORWARD TO ENTER THE LOOP-DE-LOOP!

#### **LIVES AND CHANCES**

You are given 3 lives and each life contains 6 chances. You lose 1 chance whenever you are hit by an enemy. You lose the game if you ever lose all of your lives!

#### **EMERALDS AND RESTORED LIVES**

If you manage to defeat Dr. Robotnik at the end of each zone, then an emerald will appear! Touch the emerald to refill your energy and life and you are ready to proceed to the next stage!

#### **INVINCIBLE**

Picking An "invincible" will protect you from attacking enemies, but only for a short time!

#### **SCORING**

The display will show your score. All enemies are worth 40 points. Defeating Dr. Robotnik at the end of each zone earns you 1,000 points. Picking up the emerald at the end of each zone earns you 200 points.

On the left side of the scoring display, there is a counter for TIME and OXYGEN.

#### **TIME**

Each zone is timed. The time counter will show the last 19 seconds in each stage. Within this time period, you must walk a certain distance and hit a certain number of enemies. If you don't, then Dr. Robotnik will not come out at the end of the zone and you will lose the game!

#### **OXYGEN**

For zones 2 and 5, the game goes underwater! You have to go back up to the water surface before the oxygen counter drops to zero. The

oxygen counter starts from 19 seconds whenever you go down into the water! PRESS THE "▲" BUTTON TWO TIMES TO GO BACK UP TO THE WATER SURFACE!

All enemies can be defeated by 1 SUPER SONIC SPIN ATTACK except for Dr. Robotnik! It takes you more hits to defeat him, depending on the zone:

<b>ZONE 1</b>	5 hits	<b>ZONE 2</b>	6 hits
<b>ZONE 3</b>	7 hits	<b>ZONE 4</b>	8 hits
<b>ZONE 5</b>	9 hits	<b>ZONE 6</b>	10 hits
<b>ZONE 7</b>	15 hits		

Be careful! In stage 2, Dr. Robotnik will appear BOTH underwater and on land! In stage 5, he will only appear underwater.

The game pauses after each zone. The next zone number is then displayed. Press the ON/START button to start the next zone when you are ready!

Use the PAUSE button to pause the game. Then press the ON/START button to resume playing!

After a GAME OVER, press the ON/START button to start a new game from stage 1.

Press the SOUND button to fight in silence. Press it again to resume all the sounds of battle!

Press the OFF button when you're finished playing. But don't worry if you forget because the game automatically shuts itself off after about 3 minutes of no action!

## 9 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 ELECTRONIC TOYS REPAIR CENTER  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

**HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD.** During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address  
TIGER ELECTRONIC TOYS,  
REPAIR CENTER  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, USA.  
Also, don't forget to show your return address.
- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.