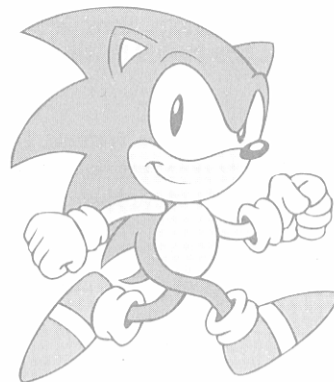


72811IWTIE-1
ELECTRONIC LCD GAME

MODEL 72-811

SONIC THE HEDGEHOG SPINBALL™



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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!

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

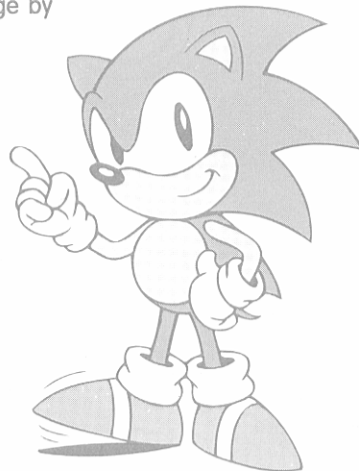
1 Sonic and his pail, Tails, mount an air assault on the Fortress, only to be blasted in mid-flight by Robotnik's cannons. Sonic is knocked into deep waters near the volcano. But he has friends in wet places — and is saved at the last moment!

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!

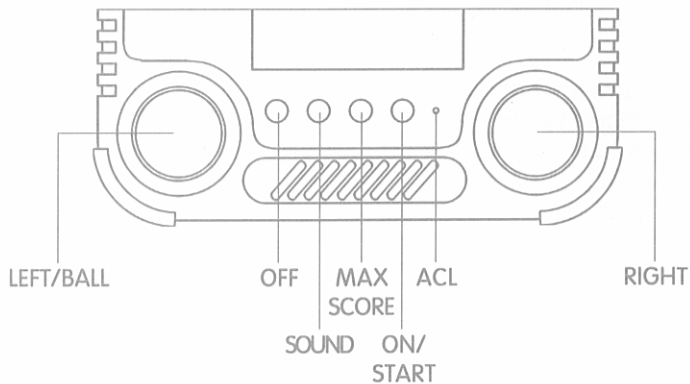
There are 4 stages of play. You always play through all 4 stages. You will face greater and greater obstacles in each stage. To WIN the game, knock out Robotnik's 3 front teeth at the end of stage 4!

There is a BONUS STAGE awaiting you at the end of the first three stages. You enter the bonus stage by acquiring enough emeralds.



2

CONTROL GUIDE



3

ON/START

- to turn on the unit.
- to start the game.
- to start each stage.

MAX SCORE

- to take a look at the maximum score ever obtained during the pause between stages and after stage 4.

SOUND

- to control sound: on or off.

OFF

- to turn off the unit.

LEFT FLIPPER/BALL

- to start each ball.
- to flip the left flipper.

RIGHT FLIPPER

- to flip the right flipper.



4

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 AT STAGE 1. You will hear the "Game Start" melody and Sonic jumps out of the water. You begin the game with zero score.

PRESS THE LEFT FLIPPER/BALL BUTTON AND SONIC JUMPS UP!

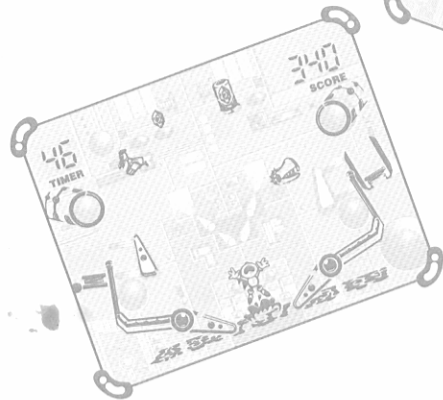
You have now put your first "ball" in play — which, of course, is Sonic himself! Now get your flippers ready for action! Defeat your enemies by using your flippers to knock Sonic into them!

5



PRESS THE LEFT FLIPPER/BALL BUTTON TO GET SONIC SPINNING!

You can shoot Sonic STRAIGHT UP by pressing a flipper when Sonic is near the hinge of the flipper. When your timing is correct, Sonic flies into the upper screen!

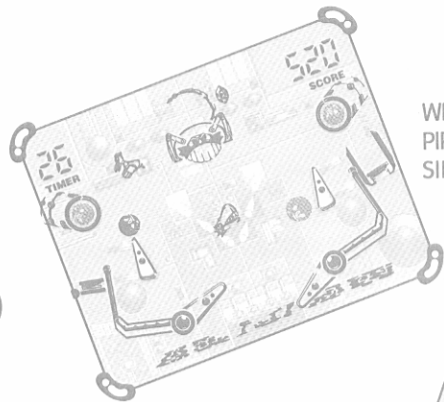


SHOOT SONIC STRAIGHT UP TO ATTACK THE ROBOTNIK-FACED KILLER!

When Sonic falls into the water, you lose a "ball" and 100 points. When you lose a ball, press the LEFT FLIPPER/BALL button to start another ball!

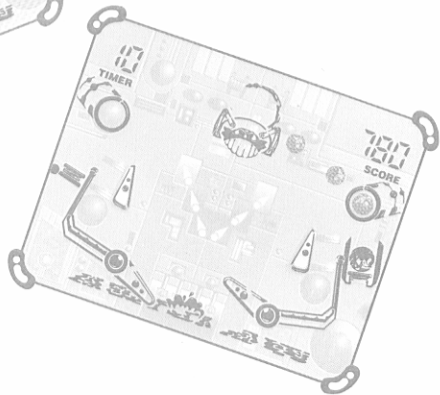
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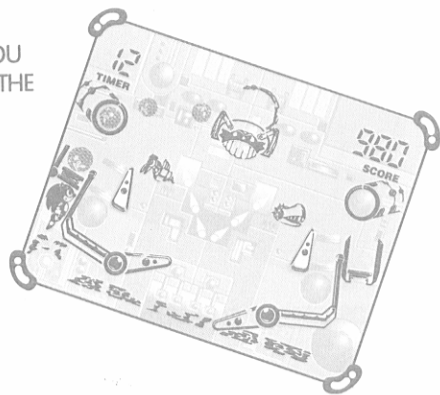


WHEN SONIC SLAMS INTO THE DRAIN PIPE, HE TRANSFERS TO THE OTHER SIDE!

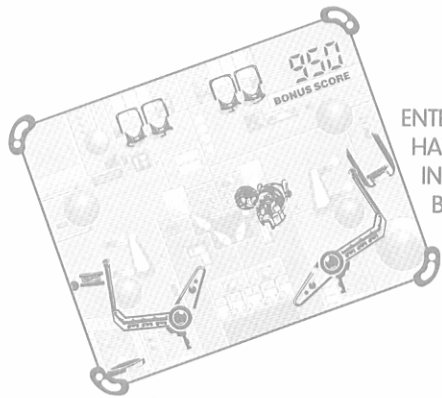
WHEN SONIC TOUCHES THE DRAIN BUMPER, HE SPINS BACK!



IF SONIC FALLS INTO THE WATER, YOU LOSE TIME AND THE "BALL". PRESS THE BALL BUTTON TO START AGAIN!



8



ENTER THE BONUS STAGE WHEN YOU HAVE ACQUIRED ENOUGH EMERALDS. IN THE BONUS STAGE, YOU HAVE 3 BALLS TO SCORE EXTRA POINTS!

EMERALDS NEEDED TO ENTER BONUS STAGE:

STAGE 1: ACQUIRE 2 EMERALDS

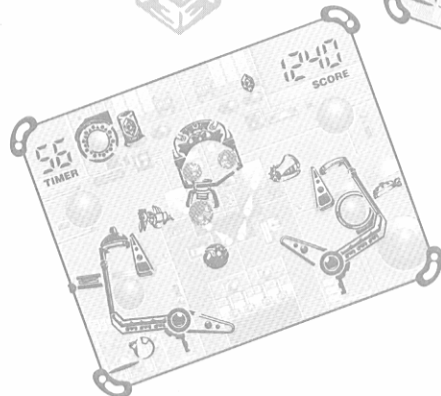
STAGE 2: ACQUIRE 3 EMERALDS

STAGE 3: ACQUIRE 4 EMERALDS

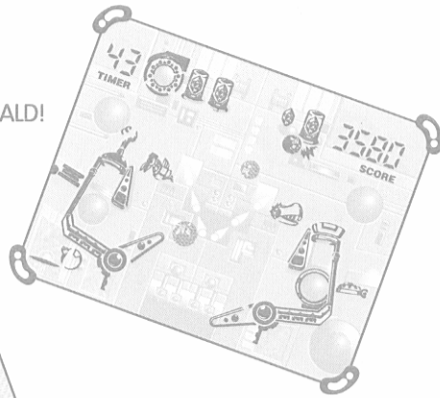
Emeralds are held in boxes. When you hit the box, the box will disappear and the emerald will show. Hit the emerald and you will acquire it!



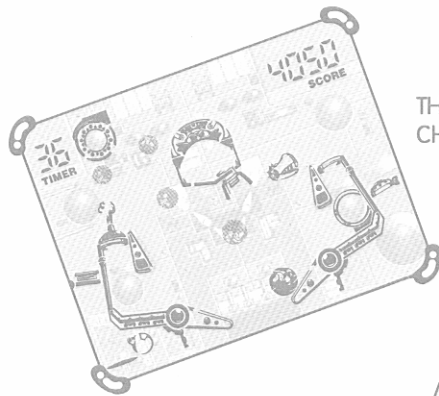
HIT THE BOX TO UNLOCK THE EMERALD!



SPIN INTO ROBOTNIK'S INSIDES! SONIC WILL THEN FALL OUT OF THE MOVING PIPE!

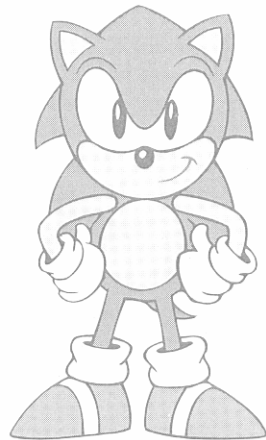
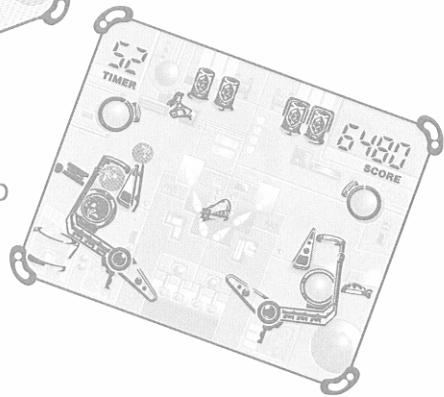


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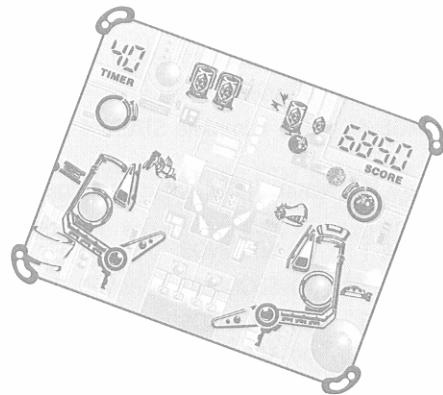


THE AIR MACHINE MAKES SONIC CHANGE DIRECTION.

YOU FELL INTO THE DRAIN PIPE AND SCORED MORE POINTS!



12



THE PLUG FIRES SONIC OUT AND SCORES MORE POINTS!

To complete each stage, you must defeat the Robotnik-faced Killers by hitting them several times:

STAGE 1: 8 times

STAGE 2: 16 times

STAGE 3: 8 times

STAGE 4: You complete STAGE 4 by knocking out Robotnik's 3 front teeth!

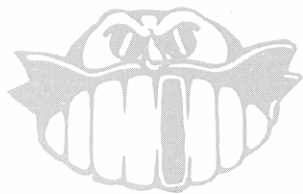
There is a visual TIMER for each stage:

STAGE 1 60 SECONDS

STAGE 2 70 SECONDS

STAGE 3 80 SECONDS

STAGE 4 99 SECONDS



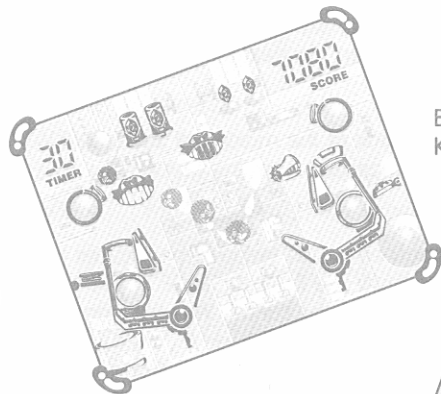
The game pauses after each stage and the next stage number is displayed. Press the ON/START button to start the next stage when you are ready.

Press the MAX SCORE button to take a look at the maximum score ever obtained during the pause between stages and after the game is completed.

Remember, if you don't pick up enough emeralds before time expires in any of the first three stages, you don't enter the BONUS STAGE. If you don't knock out Robotnik's 3 front teeth in stage 4, you cannot WIN the game!

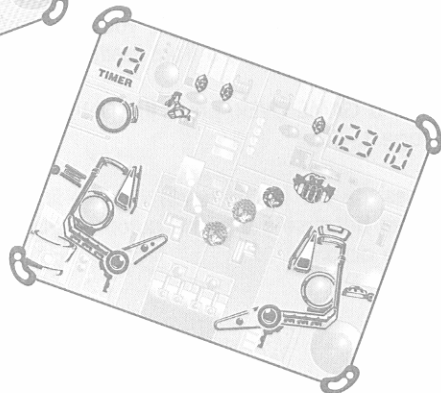
After a GAME OVER, press the ON/START button to start a new game from stage 1.

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



BEWARE OF ROBOTNIK-FACED KILLERS!

KNOCK OUT ROBOTNIK'S 3 FRONT TEETH TO WIN THE GAME!

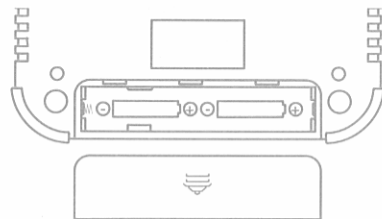
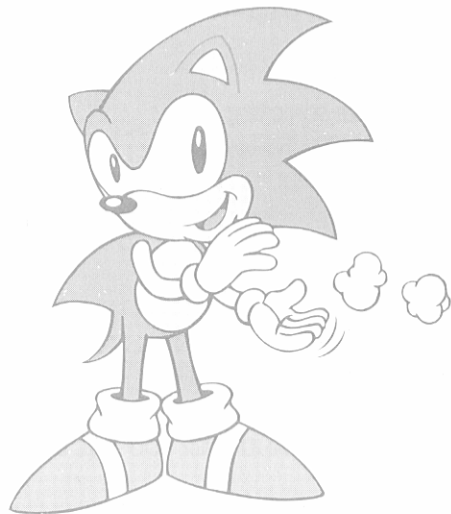


SCORING

When you complete a stage early (with time still showing on the timer, you score 10 bonus points for every second left on the timer. You also score points for your other hard work as well:

— FOR EVERY SECOND LEFT ON THE TIMER AS YOU COMPLETE EACH STAGE	10 POINTS
— SLAMMING INTO BUMPERS	10 POINTS
— SLAMMING INTO DRAIN PIPE	30 POINTS
— WHEN THE PLUG FIRES SONIC OUT	30 POINTS
— HITTING DR. ROBOTNIK (in bonus stage)	30 POINTS
— HITTING THE DRAIN BUMPER	50 POINTS
— HITTING THE CLUCK BIRD	50 POINTS
— HITTING THE MAGMA WORM	50 POINTS
— HITTING THE ROBOTNIK-FACED KILLER (stages 1, 2, 3)	100 POINTS
— BREAKING BOX HOLDING EMERALD	100 POINTS
— SHATTERING EACH OF ROBOTNIK'S TEETH	200 POINTS
— ACQUIRING EACH EMERALD	500 POINTS

YOU ALSO LOSE 100 POINTS WHENEVER YOU FALL INTO THE WATER (LOSE A BALL).



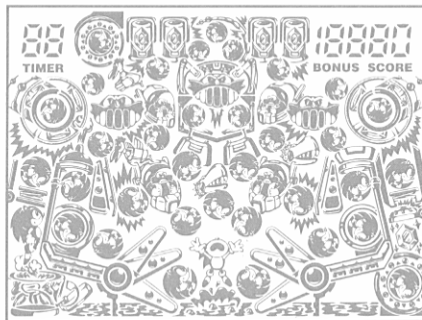
After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram below.

INSERTING THE BATTERIES

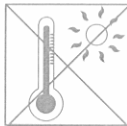
To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

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

Do not use rechargeable batteries.



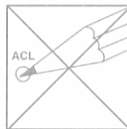
CAUTION



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.

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 the problem is. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

90 - DAY LIMITED WARRANTY

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.

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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 sturdy carton with plenty of newspaper, foam or other padding 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.

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