

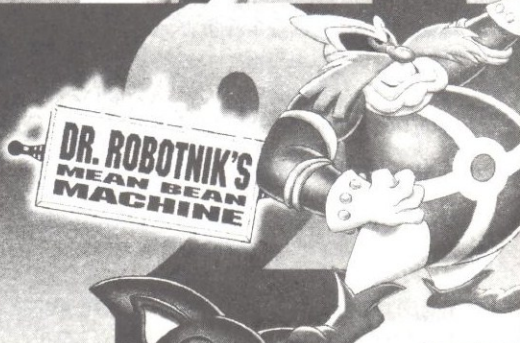
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GENESIS®

INSTRUCTION MANUAL



KIDS TO ADULTS



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WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.**

WARNING TO OWNERS OF PROJECTION TVS

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

HANDLING YOUR SEGA CARTRIDGE

- ☐ The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- ☐ Do not bend it, crush it or submerge it in liquids.
- ☐ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ☐ Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

For More Information, Visit Sega's Internet Sites at:

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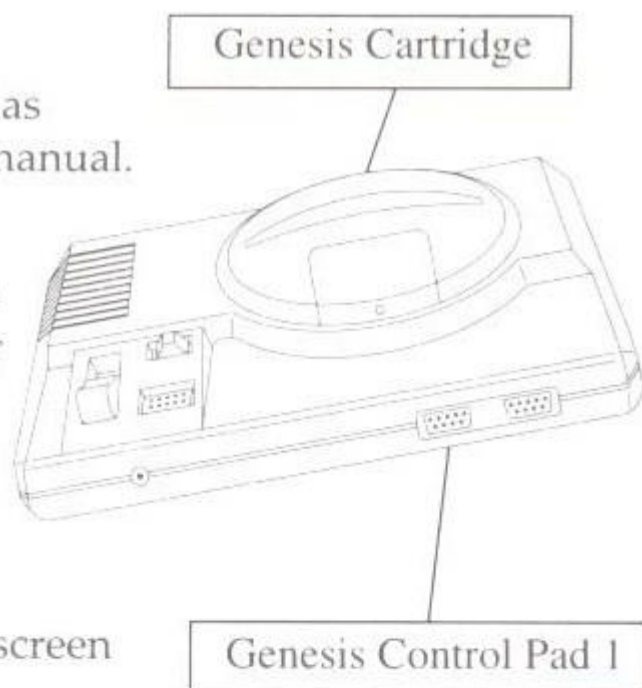
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Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the *Sonic Classics*[™] cartridge into the console and press it down firmly.
3. Turn the power switch ON. In a few moments, the Sega screen appears.
4. Press Start when the Title screen appears.



Important: If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing toward you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Select Your Game

After the Sega logo appears, the Game Select Screen appears. Scroll through the game titles by pressing

the D-Pad LEFT or RIGHT. Press Start to make your selection.



After making your choice, your game will be loaded, followed by the Title screen of the game. Press Start to begin the game.

SONIC THE HEDGEHOG™

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Introduction

Dr. Ivo 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.

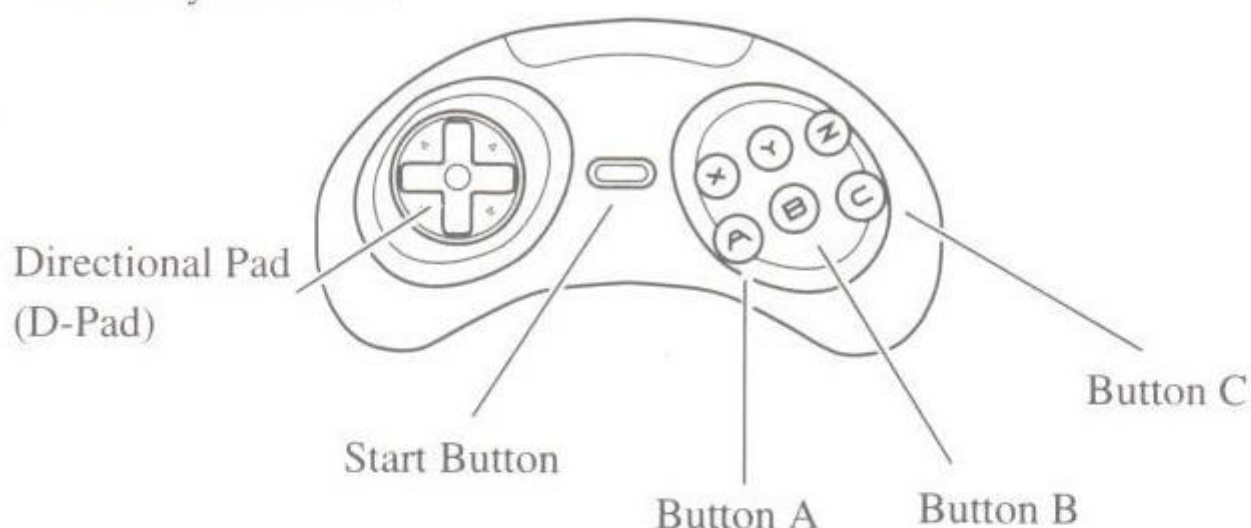


Help Sonic fight hordes of metal maniacs and do the loop with the Super Sonic Spin Attack. Speed down twisting tunnels and swing over dangerous booby traps. Leap across lava pits and dodge burning rocks. Then splash through the chilling waters in an underground cavern. And if you're lucky, you can warp to the secret zone where you spin around in a floating maze! Your greatest challenge lurks in a secret lab where you come face to face with Dr. Robotnik himself!

Spin through space, loop 'til you're dizzy, save the animals and become the super hero. Be atomic! Be Sonic!

Take Control!

For best game play, learn the different button functions before you start.



Directional Pad (D-Pad)

- Press RIGHT or LEFT to move Sonic in those directions. Press and hold in either direction to speed up.
- When Sonic is standing still, press UP or DOWN to see the top or bottom section of the screen. (This won't work if Sonic is already at the highest or lowest point.)

Start Button

- Press to start the game.
- Press to pause the game; press again to resume play.

Button A, B or C

- Press to perform the Super Sonic Spin Attack.

Sonic's Super Stunts

- Press the D-Pad DOWN when Sonic's moving to bump off enemies with the Super Sonic Spin Attack.
- Press Button A, B or C to jump while performing the Super Sonic Spin Attack.

Getting Started



When you access the game, the Title Screen appears. In a few moments, the demonstration game begins. Press Start to return to the Title screen. Then press it again to start the game.

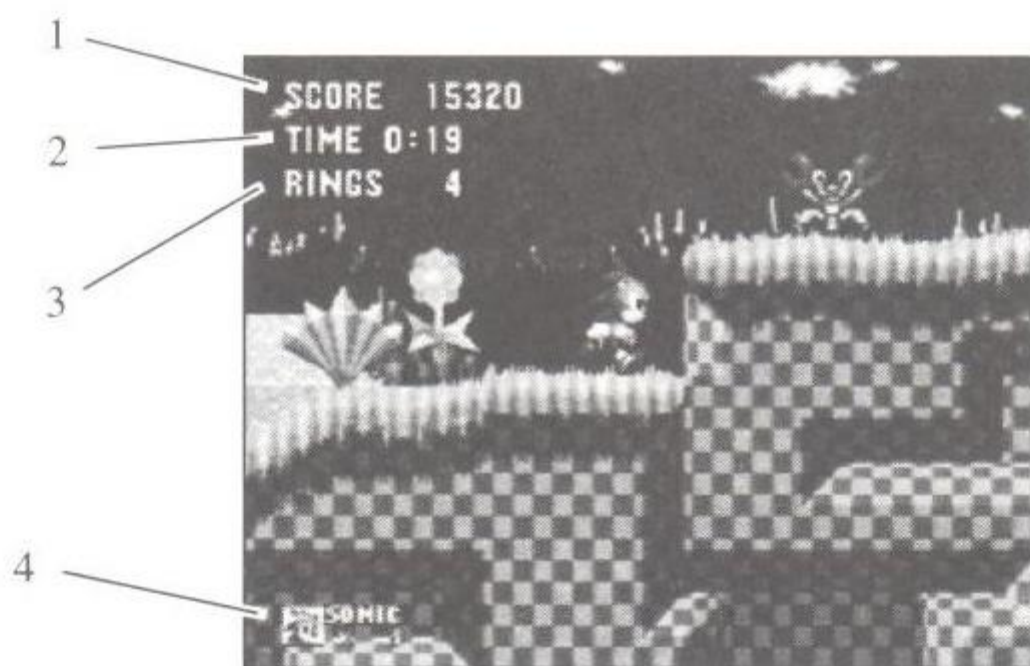
Reach for the Rings!

As Sonic, you must evade traps and dodge crazed robots as you dash through six hazardous zones using your Super Sonic Spin Attack. Your goal is to rescue your friends from the nasty grasp of the demented scientist, Dr. Robotnik!

Staying alive is tough, but you can grab Rings along the way. As long as you have Rings, you won't be hurt when you get attacked or touched by an enemy. (But you lose all your Rings.) If an enemy attacks when you don't have any Rings and are not using the Super Sonic Spin Attack, you die. (Even if you are using the Super Sonic Spin Attack, you lose one life if something hits you.)



You can keep track of the Rings you have, the lives you have left, and your score by looking at the counters on the screen.



1. Your present score.
2. Timer: Shows how much time has elapsed since you started the Act. You have ten minutes to clear each Act. If you go over ten minutes, a "TIME OVER" message appears and you lose one chance to complete the game. (The time is based on game time and not on actual time.)
3. The number of Rings you have. When this number reaches zero, it starts flashing.
4. The number of lives Sonic has to get through the Act.

Lampposts

Lampposts appear in every Zone. Your present score and time is recorded if you touch the Lamppost. If you lose a life, you will continue the game from the Lamppost you touched. You lose all your Rings, but you start the game again with the same score and time that was recorded.



Items for Survival

Smash open video monitors with the Super Sonic Spin Attack to get special items that help you defeat evil Dr. Robotnik!

Super Ring: Picking this up earns you ten Rings.



Shield: This prevents you from losing your Rings when you get attacked (but it won't protect you from other obstacles). Even if you don't have any Rings, you are protected.

Power Sneakers: These sneakers make you run faster.



One-Up: This gives you one extra life to complete the game.

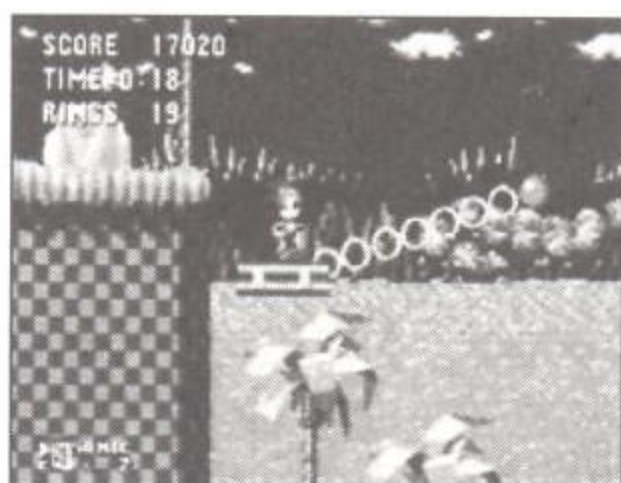
Note: Picking up 100 Rings also earns you an extra life.

Invincible: This temporarily keeps you safe when attacked by an enemy. (But it doesn't protect you from other obstacles.)



Zip Through the Zones!

There are six action-packed zones, each with three exciting Acts. You'll square off against Dr. Robotnik at the end of every third Act.

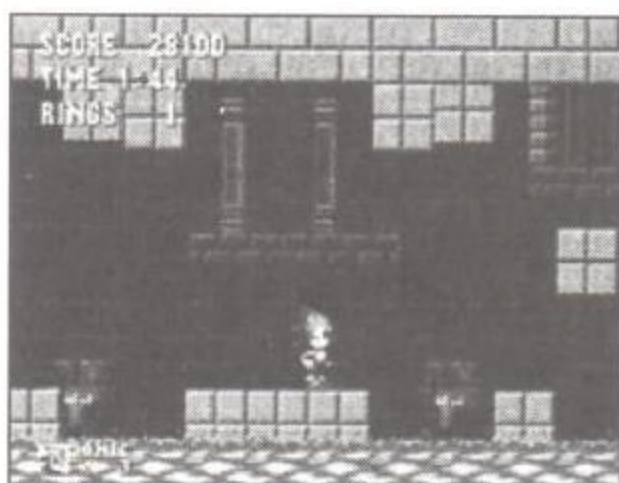


1. Green Hill Zone

Go around the giant loop, tumble down tunnels, and jump over crumbling cliffs before you get a chance to blink. Bounce on Springboards, but not on spikes. Ouch!

2. Marble Zone

Leap across pools of red-hot lava and shifting islands. Then find the way to the underground palace where massive weights and flying balls of fire block your path.



These zones are just the beginning of the what lies ahead for Sonic in his quest to snuff Dr. Robotnik's evil plans. What other mysterious mazes await our hedgehog friend?

3. Spring Yard Zone

Jump from springs and bounce off bumpers as if you're in a real pinball machine.

4. Labyrinth Zone

Explore an intricate maze filled with water. A countdown begins to let you know when you are running out of oxygen. Breathing in air bubbles keeps you from drowning.

5. Star Light Zone

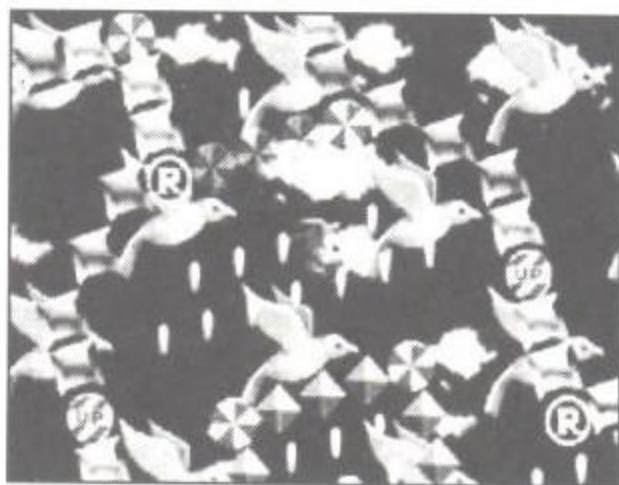
Speed through the stars like a roller coaster in a world that twists like a corkscrew.

6. Scrap Brain Zone

Slippery metal floors, razor-sharp saws and grinding wheels – now you're one step away from Dr. Robotnik's hideout!

Secret Zone

If you collect 50 Rings, you can warp to the Secret Zone where you'll ricochet off multi-colored blocks in a 360° rotating maze! There are six Secret Zones. In each Zone, your goal is to touch the Chaos Emerald.



Use the Super Sonic Spin Attack to bounce off different types of blocks. The Secret Zone is really a trap. You can only escape if you do either one of these things.

- Touch the Chaos Emerald.
- Touch the Goal.

Blocks in the Secret Zone



Bumper: Bounce off these.

Reverse: When you touch this, the maze rotates the opposite way.



Goal: This is the end of this zone. Touch this to return to the previous zone.

Up: When you touch this, the maze rotates faster.



Down: When you touch this, the maze rotates slower.

Jump Stand: Jump off these.



Keep your eyes peeled for the following items, too:

1 Up: Touch this for an extra chance to complete the game.

Chaos Emeralds: These come in six different colors: yellow, pink, blue, green, red and white. You find one in each Secret Zone. Collect all six of these!

Continue: If Sonic collects 25 rings, he receives a continue in the Secret Zone.

Game Over

You have three chances to complete the game. If you lose all three chances, the game ends.



Continue

If Sonic is lucky enough to obtain a Continue, the Continue screen appears after Sonic loses his last chance. On this screen, press the Start Button before the timer expires to continue where Sonic lost his last life.

Scoring

All enemies are worth 100 points. Defeating Dr. Robotnik at the end of Act 3 earns you 1,000 points. Both the Time Bonus and the Ring Bonus are added to your final score.



Time Bonus

This bonus is based on how much time you took to clear one Act.

Ring Bonus

This bonus is determined by the number of Rings you have left at the end of an Act.

Sonic's Survival Tips

- Grab all the Rings you can.
- Watch the traps to see how they move. You'll have a better chance of dodging or escaping them. You might even try to burrow through them.
- Look for ways to get to places that seem impossible to reach.
- Use the Super Sonic Spin Attack to find hidden items.
- Look for secret rooms.
- Remember, there's a Time Bonus, so race through the Acts as fast as you can.
- Destroy enemies in succession for extra bonus points!



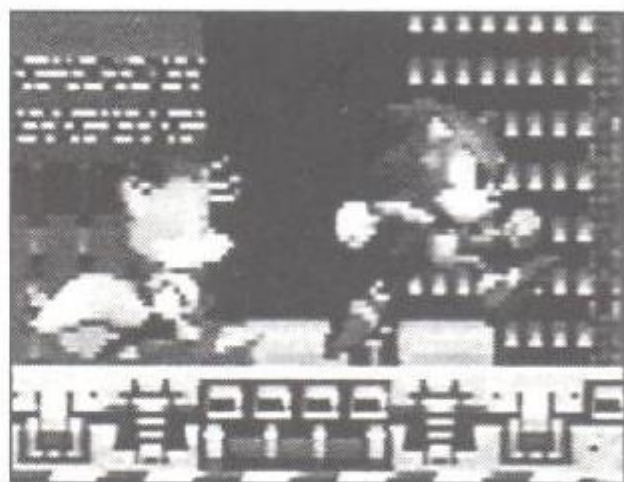
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Find the Chaos Emeralds!

Miles "Tails" Prower, 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 2 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!

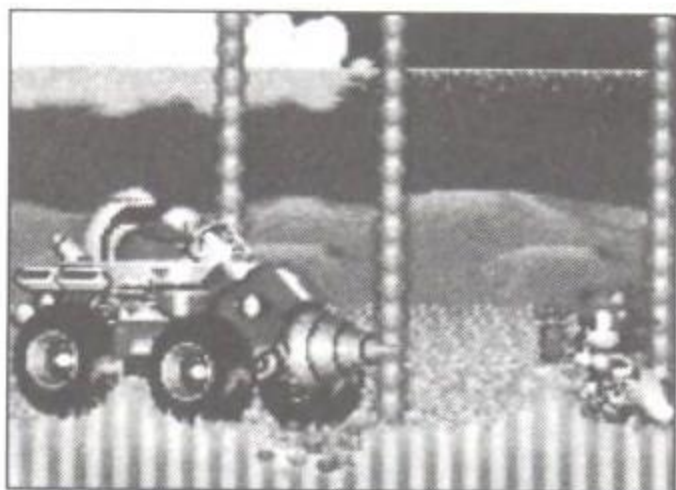


All the animals call Miles by his nickname, "Tails," because of his two special tails. One day they saw an astonishing feat . . .

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!

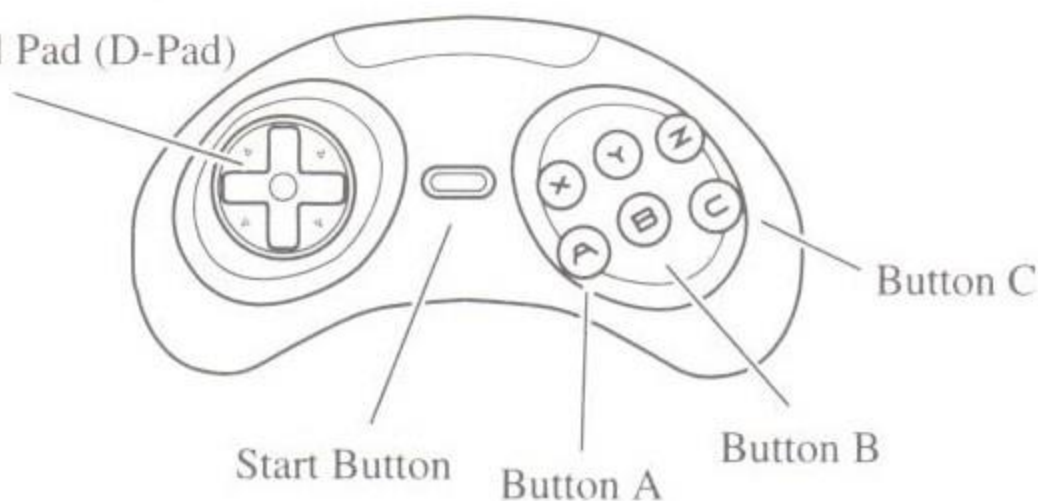
Robotnik now rules the factories, refineries and cities! He's grabbed control of everything — except the 7 Chaos Emeralds. These magnificent gems are believed to hold exceptional powers. With them, Robotnik could have the entire world in his grasp. And he'd never let go!

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! Spin like a speedball through space. Grab Power Sneakers and loop 'til you're dizzy. Twirl over twisting speedways and rocket through tunnels. Balance and blast across a bubbling ocean of oil! Find the Emeralds, free the animals, and squash Robotnik forever!

Take Control!

Directional Pad (D-Pad)



Start:

- Starts a 1 Player game.
- With 2 Player VS highlighted, goes to the Zone screen. Press again to start the game.
- With Options highlighted, goes to the Options screen. Press again to start the game.
- Pauses a game, and resumes a paused game.

D-Pad:

- Chooses a 1 Player game, a 2 Player VS competition or Options from the Title screen.
- In 2 Player VS competition, highlights a box on the Zone screen (please see page 29).
- On the Options screen, chooses an option and changes its setting (please see page 20).
- Moves Sonic or Tails left and right. Hold the button LEFT or RIGHT to speed up. Press DOWN to spin while moving.

Button A, B or C:

- On the Options screen, Button A changes a Sound Test setting, and Button B or C plays it.
- Makes Sonic or Tails perform a spin jump.

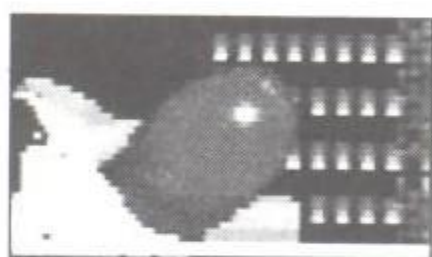
Super Stunts

Super Spin Attack!

Press the D-Pad DOWN while moving to spin like wildfire and bump off enemies. Press Button A, B or C to jump while spinning and knock off badniks from below or bounce on them from above.



Super Dash Attack!



Hold still, press the D-Pad DOWN, and press Button A, B or C to rev up like a turbo engine. Keep pressing Button A, B or C repeatedly to rev up faster! Release the D-Pad to dash off in a blaze of speed!

Sonic has a couple of other Super Stunts up his sleeve that can be used only in certain zones:

Super Twist!

In Metropolis Zone, hold the D-Pad RIGHT or LEFT to twist the metal nut up or down the screw.

Pinball Attack!

In Casino Night Zone, press Button A, B or C to push down a spring. Press longer for more power. Release the button to spring away like a pinball! In the same Zone, press Button A, B or C to flip the levers.

Getting Started



Choose 1 or 2 player(s) on the Title screen.

- Press Start for a 1 Player game. Sonic and Tails will blast through 10 Zones, grabbing Rings and battling enemies. In this mode, Player 1 moves Sonic with Control Pad 1, and Player 2 can move Tails with Control Pad 2. (Please see page 20 for Options information.)
- Press the D-Pad DOWN once and press Start for a 2 Player VS competition. You and a friend race through 3 Zones on a split screen, and 1 special Stage, to see who can win in the most categories. Player 1 moves Sonic through the Zone on the top half of the screen. Player 2 moves Tails through the same Zone on the bottom half. (Please see page 20 for Options information. Turn to pages 29-32 for a complete description of this mode.)

Your Options



On the Title screen, press the D-Pad DOWN twice to see Options. Then press Start to go to the Options screen. Press the D-Pad UP or DOWN to highlight an option box, and press it LEFT or RIGHT to change the setting.

Option 1:

You can choose Sonic and Tails, Sonic alone or Tails alone. When you press Start with this option box highlighted, you begin a 1 Player game. If you choose Sonic and Tails, a second player can control Tails with Control Pad 2.

Option 2:

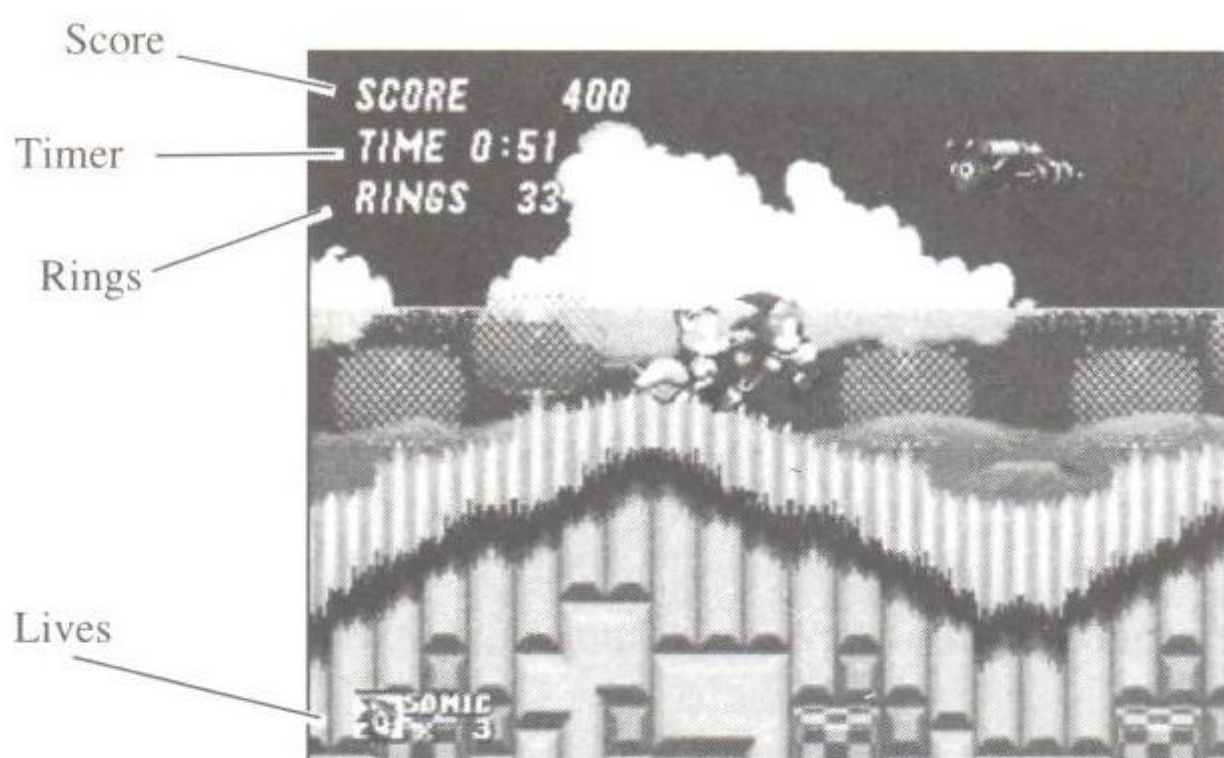
Choose All Kinds of Items, or the Teleporter item only, to be in the monitors in 2 Player VS games. When you press Start with this option box highlighted, you begin a 2 Player VS competition.

Option 3:

Play the game's music and sound effects. Press Button A for more settings (after pressing the D-Pad LEFT or RIGHT). Press Button B or C to play your selection. When you press Start with this option box highlighted, you return to the SEGA screen.

Note: Sonic the Hedgehog 2 on this compilation cartridge is not compatible with Lock-On Technology of the Sonic & Knuckles Genesis game.

Race for the Rings



- Increase your **Score** by freeing your friends from their robot forms. Use the Super Spin Attack whenever you can to bash into enemies.
- You can take up to 10 minutes on the **Timer** to complete the Act. If you go over the time limit, you lose 1 Life.
- Enemies can't destroy you when you have **Rings**. Tails collects Rings, too, that are added to your total. You lose Rings if you get attacked or run into an enemy. The counter starts flashing when the number reaches zero. Then if you touch a badnik, you lose 1 Life (unless you're doing the Super Spin Attack). Keep grabbing Rings! You are protected as long as you have at least 1 Ring.
- You start each game with 3 **lives** to complete the Zones.

Super Items

Spin, bash or bounce to break open monitors — any way you can — to get the Super Items inside.



Power Sneakers make you run like the wind!

Super Rings give you 10 Rings at once!



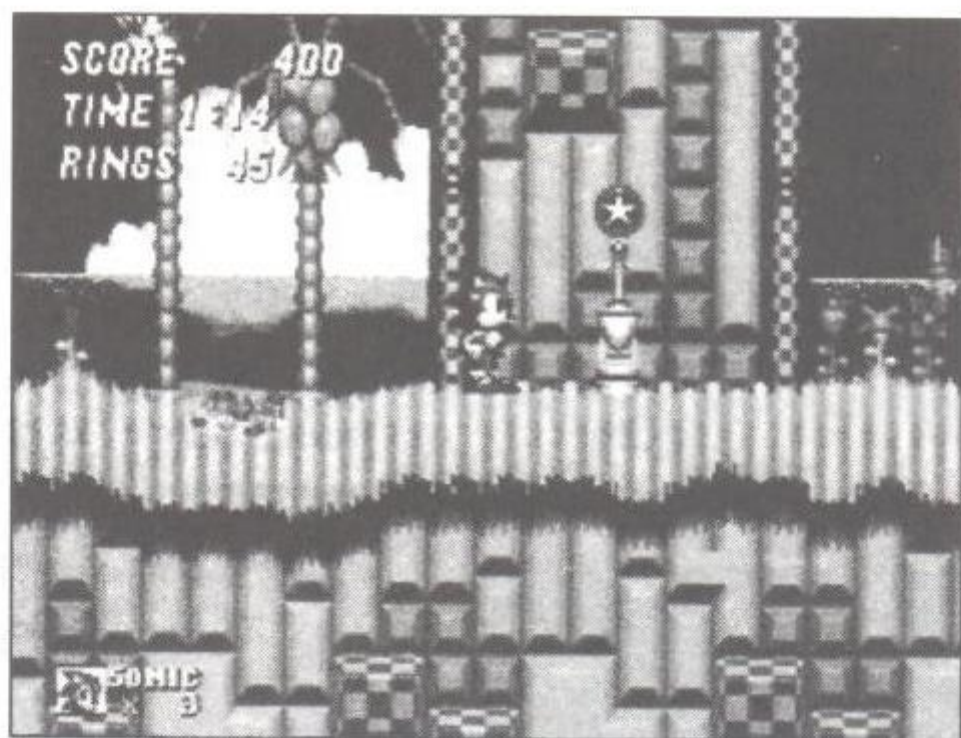
One-Ups give you 1 more Life. (You also earn an extra Life when you collect 100 Rings and 200 Rings.)

Each **Shield** protects you from damage 1 time only.



An **Invincible** protects you from attacking enemies, but only for a short time.

Star Posts



When you pass a Star Post, the Star wiggles to save your position. Then, if you lose a Life, you start again at the last Star Post you touched, instead of at the beginning of the Act. (You also keep your previous time, but not your previous Rings.)

Touch a Star Post when you have 50 Rings (or more), and you see a Star Circle spinning around the Star Post. If you jump into the Star Circle, you go to the Special Stage.

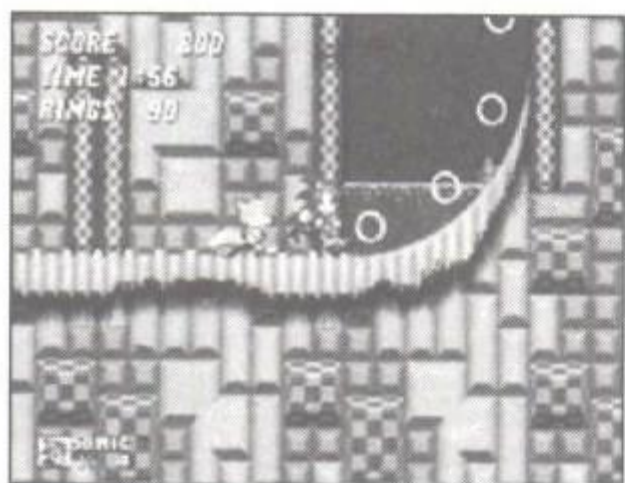
Once you've been to the Special Stage, you can't get there again from the same Star Post. You'll have to collect 50 more Rings and touch another post. (Please turn to page 27 to read more about the Special Stage.)

Zones

At the end of every Zone, Dr. Robotnik attacks in a fantastic robot machine. Defeat him and free some of your friends from their Prison Egg!

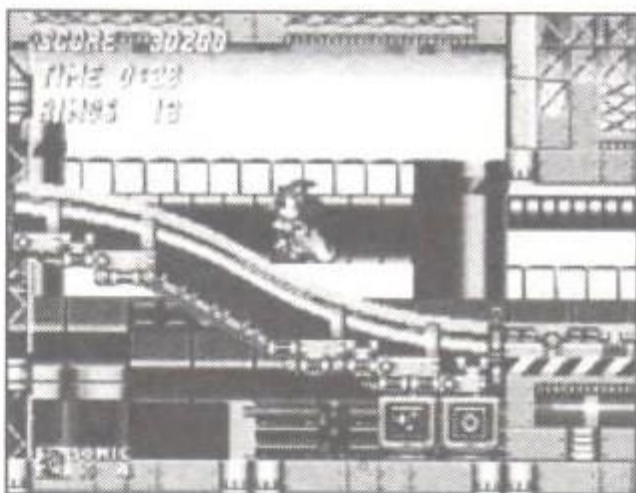
Emerald Hill Zone

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



Chemical Plant Zone

Flash through a high-tech maze built with pipes and ducts. Robotnik's flooded the factory with a pool of toxic liquid called "Mega Mack" that poisons Sonic in a few moments!



Sonic's adventures continue as he makes his way through the following zones. The road to Dr. Robotnik is long and tough, but Sonic must go on!

Aquatic Ruin Zone

Roaming Romans infest a beautiful forest and sunken lake. Explore an intricate maze. If you're underwater, breathe the air bubbles to keep from drowning. A countdown begins when your oxygen starts running out.

Casino Night Zone

Sparkling neon lights and glittering gold fill the Casino with razzmatazz! Play the machines with Button A, B or C. Flip the levers and push down the springs to send Sonic reeling like a bouncing blue pinball!

Hill Top Zone

Lava boils from volcanoes and earthquakes shake the ground! Spring for the Rings on teeter-totters and blast through underground tunnels and caverns.

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.

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?

Metropolis Zone

Sonic's finally chased Robotnik to his own capital city. But he finds a fortress of iron and steel. Danger lurks in every spinning cylinder, pounding piston and rolling gear. Hold the D-Pad RIGHT or LEFT to wind the nut up and down the screws.

Sky Chase Zone

Robotnik has escaped to the sky! Sonic's a wing-walker (and Tails is his pilot!) in a perilous battle above the clouds!

Wing Fortress Zone

You've found Robotnik's secret stronghold — a flying battleship. Could this be Sonic's final fight?



Special Stage

If you have 50 Rings when you touch a Star Post, a Star Circle starts spinning around the Star Post. If you jump into the Star Circle, you'll go to the Special Stage. This is your chance to collect a Chaos Emerald!



- Watch the screen to see how many Rings you need to get.
- Speed around the chute, picking up as many Rings as you can. Sidestep the Bombs or jump over them to stay in the race.
- If you get the required number of Rings at each checkpoint, you continue. Otherwise, the Stage ends.
- If you finish the Stage, you're rewarded with a magnificent Chaos Emerald.
- When the Special Stage ends, you return to the Star Post in your original Zone, and you resume the game.

Game Over

Sonic's quest ends when he squashes Dr. Robotnik for good! The game also ends any time you lose all your Lives. You start each game with 3 Lives, and you can find extra Lives in the monitors. You also get a bonus Life when you gain 100 Rings and 200 Rings.

Continue

You get a Continue every time you score 10,000 points. Then, when you lose your last Chance, the Continue screen appears. Press Start before the timer reaches 0 to resume the game from the point where it ended.

Scoring

Your score is added up at the end of each Act.

- Every robot enemy you smash is worth 100 points.
- Defeating Robotnik earns you 1000 points.
- The Time Bonus rewards you for speed. The faster you clear the Act, the higher this score will be.
- The Ring Bonus rewards you for the number of Rings you have when the Act ends.

2 Player VS Competitive

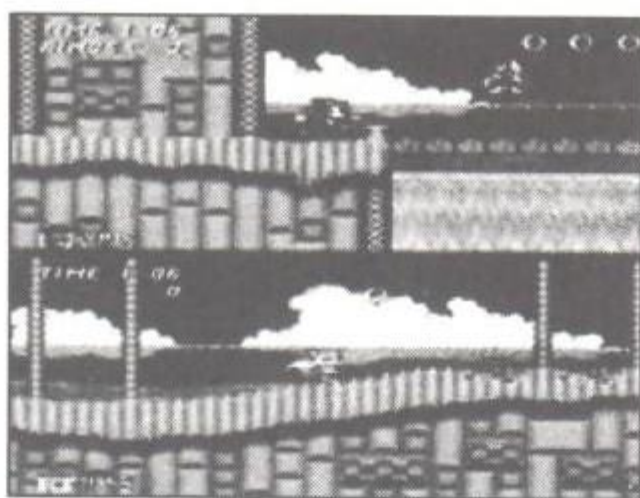
With 2 players, Sonic and Tails can race to win in the most categories in the all-new, fun and surprising 2 Player VS competition. In this game, Sonic and Tails compete to gather the most points, Rings and Super Items, and to clear each Act in the fastest time.

The game has 3 regular Zones (with 2 Acts each), and a Special Stage where Sonic and Tails race for the Rings.

To Begin:

1. Press the D-Pad DOWN on the Title screen to choose "2 Player VS." Then press Start.
2. Use the D-Pad to select 1 of the 3 Zones or the Special Stage on the next screen.
3. Press Start to begin. Good luck!

To Play a Regular Zone:



- Sonic and Tails race through the same Zone on a split screen. Sonic (Player 1) uses the top half, and Tails (Player 2) is on the bottom.
- Use all the same button controls and moves as for 1 Player games. Reach for the Rings!
- Break open the monitors for Super Items. You won't know what an item is until it pops out (unless you chose "Teleportation Only" on the Options screen; please see page 20).
- The Teleporter item is new! Find it, and Sonic and Tails switch places in the Zone. Whoever is behind teleports ahead!
- The face you see on a One-Up item shows who gets it. For example, Tails can find a One-Up for Sonic, and Sonic gets the extra Life.
- When 1 player finishes, a countdown starts and the other player must try to finish within 60 seconds.

Regular Zone Scoring:

You're scored in 5 categories. The player who wins 3 or more categories wins the race!

RESULT				
EMERALD HILL ZONE - 1 -				
	1P	2P	WINS	
SCORE	300	0	1P	
TIME	1:49:57	2:46:23	1P	
RING	13	28	2P	
TOTAL RING	68	76	1P	
ITEM BOX	3	1	1P	
* TOTAL *	4 : 1			
TOP NOTICE				

Here's how to win:

- Rack up a high **Score** by smashing enemies.
- Clear the **Zone** in the fastest Time.
- Finish the race with the most **Rings**.
- Grab the highest number of **Total Rings** during the race.
- Open the most **Item Boxes**.

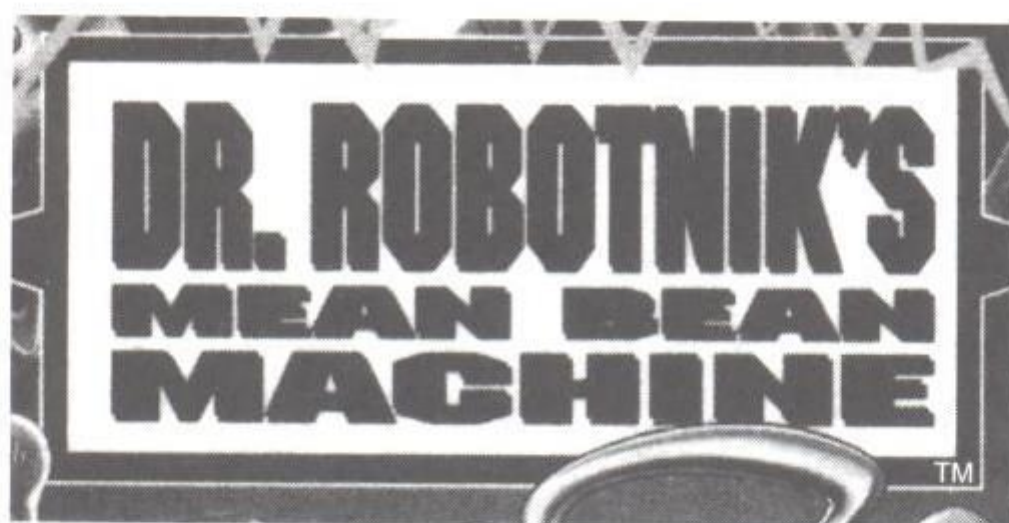
To Play A Special Stage



- See who can grab the most Rings while running through the chute.
- Each race has 3 stages (and 3 checkpoints) for you to score in.
- Watch out for Bombs! Run around them or jump to avoid them.
- The player with the most Rings wins!

Sonic's Super Hints

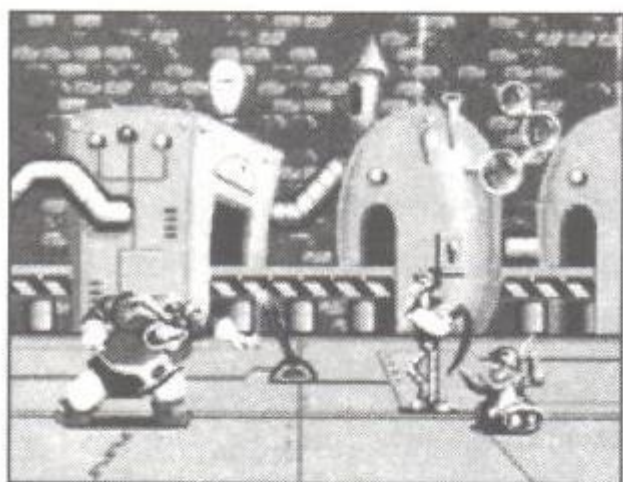
- Grab every Ring you can!
- When you lose Rings, rush to grab them again (as long as it's safe!).
- Watch enemies to see how they move. Once you know what they do, you have a better chance of fighting or dodging them.
- Look for ways to get to impossible places. Jump on levers, hang from vines and use Sonic's Super Spin Attack to discover hidden routes and secret paths.
- Collect 50 Rings (or more) so you can get to the Special Stage when you pass a Star Post.
- In the Special Stage, don't move too fast or you may miss more Rings than you catch!
- In 2 Player VS competition, concentrate on your own screen (and not your friend's). Even if you get teleported back in the Zone, you can still win by collecting the most Rings and Super Items.
- Race through the Acts as fast as you can for a high Time Bonus.
- You can only fight Robotnik with the Super Spin Attack. Keep Sonic safe by dodging away when Robotnik attacks.
- Free your friends from the Prison Egg by jumping on top of it.



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These Beans Need Your Help!



Dr. Robotnik, that malicious mastermind of planet Mobius, is always coming up with new ways to menace the world and its inhabitants. Witness his newest plan: the Mean Bean-Steaming Machine, a nasty device that changes the jolly folk of Beanville into devious little robots that will help the deranged doctor rid Mobius of music and fun forever!

Robotnik's henchbots are rounding up all the unfortunate bean folk they can find and grouping them together in dark dungeons. Once four or more beans are grouped together, they are sent to the Mean Bean Machine and a horrible fate!

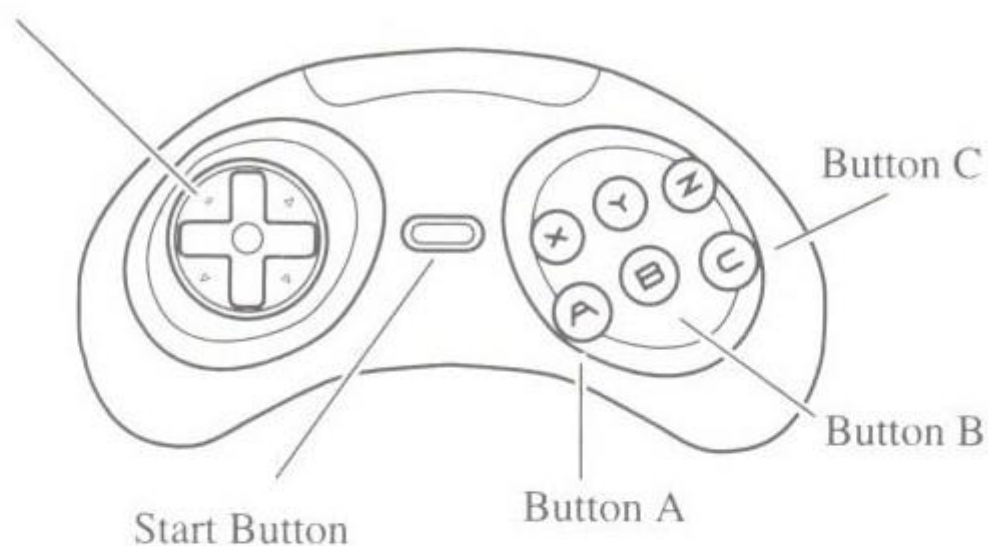
Here's where you come in: You can group the bean folk together and allow them to escape! However, there is only a short time before the holding area overfills and bursts open. To make matters worse, the henchbots have noticed you, and are trying to find a way to short-circuit your plans for good!

You must move more beans through your dungeon than the henchbot jailer next to you, and at the same time bust your enemy's dungeon wide open. If you succeed, you'll be sent up the line to deal with the wilier henchbots, and eventually with that rotten Robotnik himself!

The beans are counting on you!

Take Control!

Directional Pad (D-Pad)



D-Pad

- Press to make selections in menu screens.
- Press left or right to move your beans around the game screen.
- Press down to speed up the descent of the beans.

Start Button

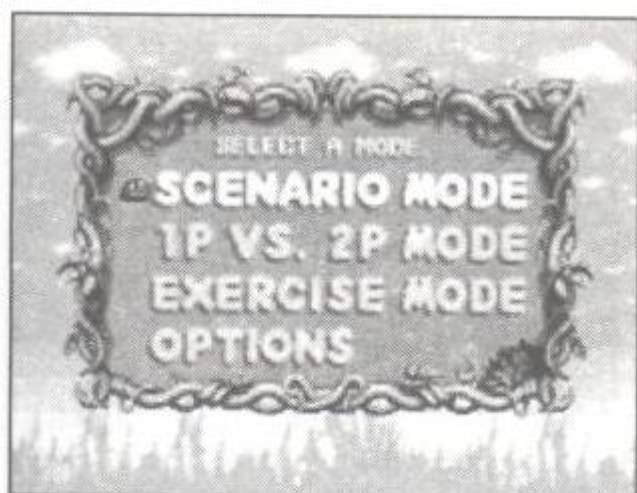
- Press to start the game.
- Press to pause the game. Press again to resume play.
- Press to make selections in menu screens.

Buttons A, B and C

- Press to arrange your beans on the game screen. You can customize the functions of these buttons in the Options screen.
- Press to make selections in menu screens.

Note to users of the 6-Button Control Pad: Buttons X, Y and Z are not used.

Getting Started



Following the Sega logo is an introduction sequence leading to the Title screen. Wait a few seconds to see Dr. Robotnik's explanation of his goals followed by instructions on how to play (if you wait another cycle, a game demo

follows Dr. Robotnik's ranting and raving). Finally, the high score screens for the Exercise and Scenario modes appear. Press the Start Button at any time to bring up the title screen, and press it again to get started.

Next you'll see a game menu screen with various modes of play to choose from.

SCENARIO MODE: Battle Robotnik's ranks of robot flunkies in order to save Beanville! (See page 41.)

1P VS 2P MODE: Challenge a friend to a bean-slinging match! (See page 44.)

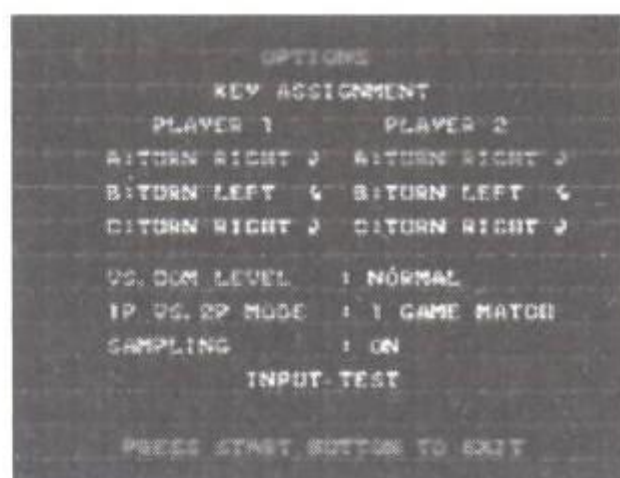
EXERCISE MODE: It's just you (or you and a friend) against the timer! Practice your bean-arranging skills and go for a high score. (See page 45.)

OPTIONS: Use this screen to make modifications to your game. (See page 38.)

Press the D-Pad UP or DOWN until the mode you want is highlighted, then press Button A, B, or C or the Start Button.

Viewing Your Options

The Options screen allows you to alter certain aspects of your game. Highlight the option you want to change by pressing the D-Pad UP or DOWN, and change that option by pressing LEFT or RIGHT. To return to the Title screen, press the Start Button.



KEY ASSIGNMENT: Customize the functions of Buttons A, B and C on your Control Pad. In a 2-player game, Player 2 makes the button selections using his or her own Control Pad.

VS. COM LEVEL: Set the level of difficulty for the Scenario Mode. Choose between Easy, Normal, Hard and Hardest.

1P VS. 2P MODE: Choose the number of games you would like to include in a match against a friend. Your match can consist of up to 15 games!

SAMPLING: Use this option to turn off certain sound effects used in gameplay.

INPUT TEST: Choose this screen and press Button A, B or C to enter this test to see if the buttons on your Control Pad are working correctly. Simultaneously press Button A and the Start Button to go back to the Options screen.

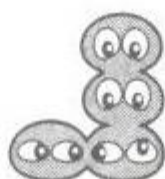
The Object of the Game

When the game begins, beans drop from the top of the dungeon in pairs. When two beans of the same color touch, they link. Make the beans disappear from the dungeon by linking up four or more beans of the same color...



...vertically, like this...

...horizontally, like this...



...or in clumps.

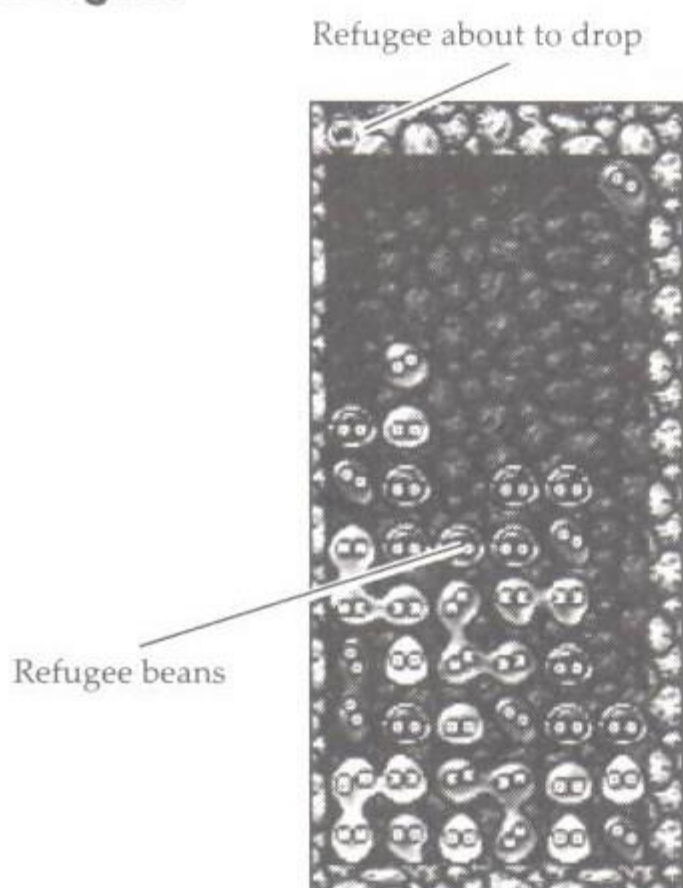
You can move a pair of beans around the dungeon by pressing the D-Pad LEFT or RIGHT. Rotate the beans by pressing Button A, B or C. To speed up their descent, press the D-Pad DOWN.

If you drop a pair of beans horizontally on an uneven surface, any bean left hanging will separate from the pair and drop to the lowest point. When a group of beans disappears, any beans left on top drop into the remaining space. Use this to create chain reactions for bonus points!

As you play, the beans drop faster and faster. The dungeon can only hold so many beans, and if they reach the top of the dungeon, the bottom drops out and you lose the game.

Hint: Sometimes the descent rate of the beans speeds up suddenly, even in the early levels. Don't panic! This is only temporary.

Refugees



If you are playing an opponent, you can block your opponent's moves by dropping refugee beans into his or her dungeon. Refugee beans don't come from Beanville, and can't be grouped with any clan—they can only leave the dungeon with a neighboring group of four or more beans. Call up refugee

beans by making as many of your beans disappear as you can—preferably in chain reactions. The more beans you get rid of at one time, the more refugee beans get dumped into your rival's dungeon!

Check the top of your dungeon for a little advance warning of how many refugees are about to drop in, and where.

If you see...

One small clear bean...

One big clear bean...

One big red bean...

Then

one refugee drops in.

six refugees drop in a row.

thirty refugees drop in five rows, and you're in trouble!

Scoring

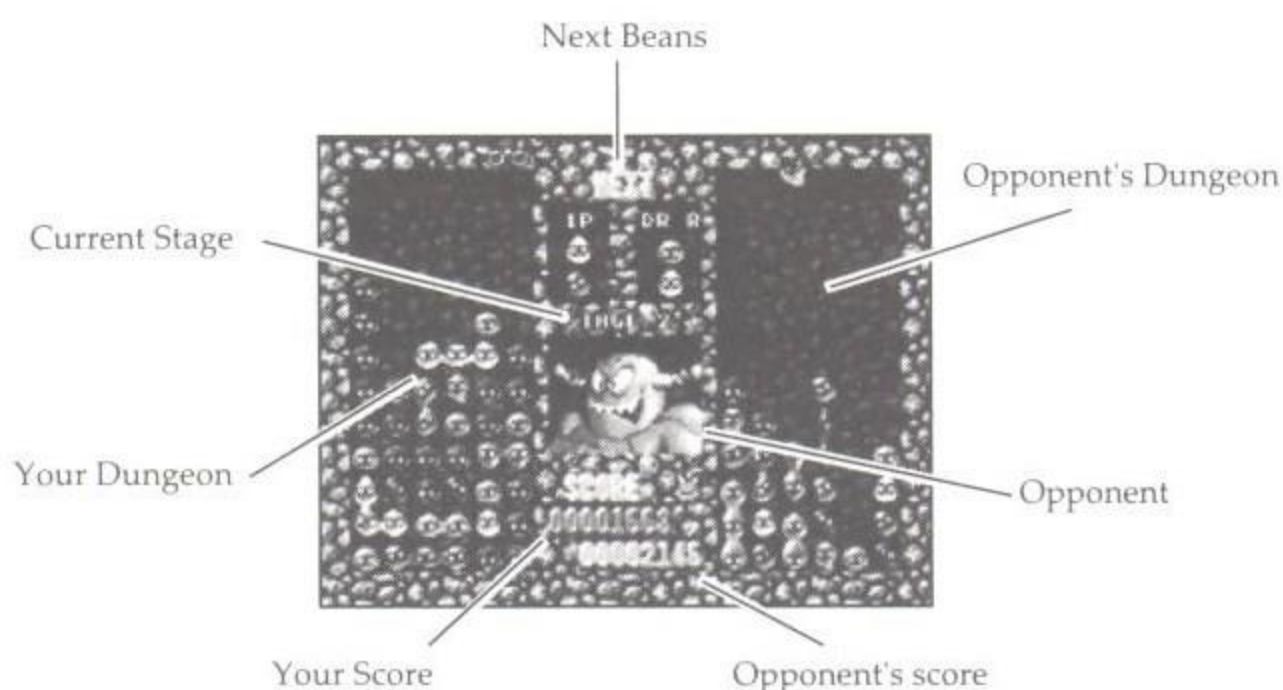
- First pick up points by speeding up the descent rate of the beans falling into your dungeon.
- Then pick up bonus points when your beans vanish—the bigger the chain reaction, the bigger the bonus.
- If you win a game within a certain amount of time in the Scenario Mode (110 seconds for a normal game), you receive a special Time Bonus for each second remaining.



Scenario Mode

Here you match wits with Dr. Robotnik's finest mechanical minds. Each henchbot is more cunning than the last, and each has his own strategy. With each victory, the action gets faster and more mind-boggling until you take on the evil Dr. Robotnik himself!

First you have the choice of starting a new game or continuing from a previous game using a password. Naturally you'll select START at first, so press the Start Button to get going.



Next you see the lineup of your opponents and meet your first challenger. The henchbot you be playing is highlighted. Before the game begins he has something to say. If you want to skip his remarks, press the Start Button to go straight to the action.

You can gauge your progress by the look on your opponent's face in the center of the screen—for a robot he's not very good at hiding his expression!

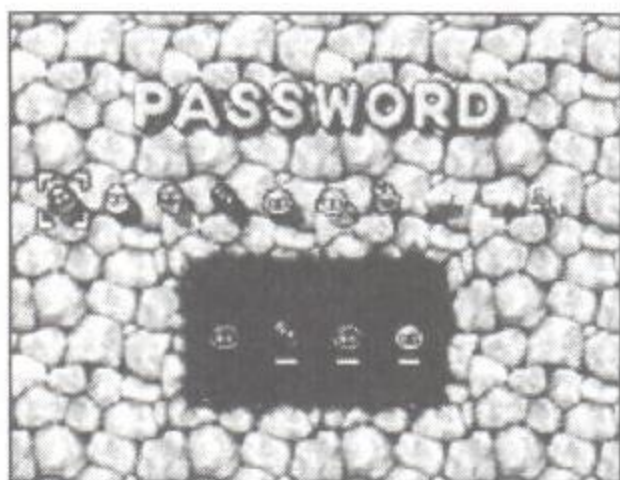
If you win the match, you receive a password to the next match (for more on entering passwords, see page 43). Press Button A, B or C or Start to meet your next challenger and begin the next match.

If you lose the match, you see the Game Over/Continue screen. If you want a rematch against the last challenger you lost to, press the Start Button before the countdown ends.

Note: If you play Scenario Mode with Control Pad 2, your Dungeon appears on the right side of the screen.

What's the Password?

A password appears whenever you've won a match in Scenario Mode, and you can use this password to begin play at the next level later on. To enter a password, choose

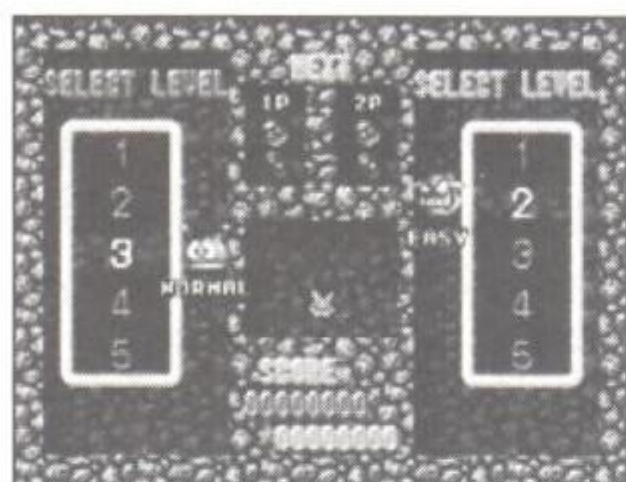


Scenario Mode, then select CONTINUE. The password screen appears. Use the D-Pad to highlight the type of bean you want to fill the first space, then press Button A or C to go to the next. If you make a mistake, press Button B or highlight the backwards arrow and press Button A or C to go back a space. Then select the correct bean.

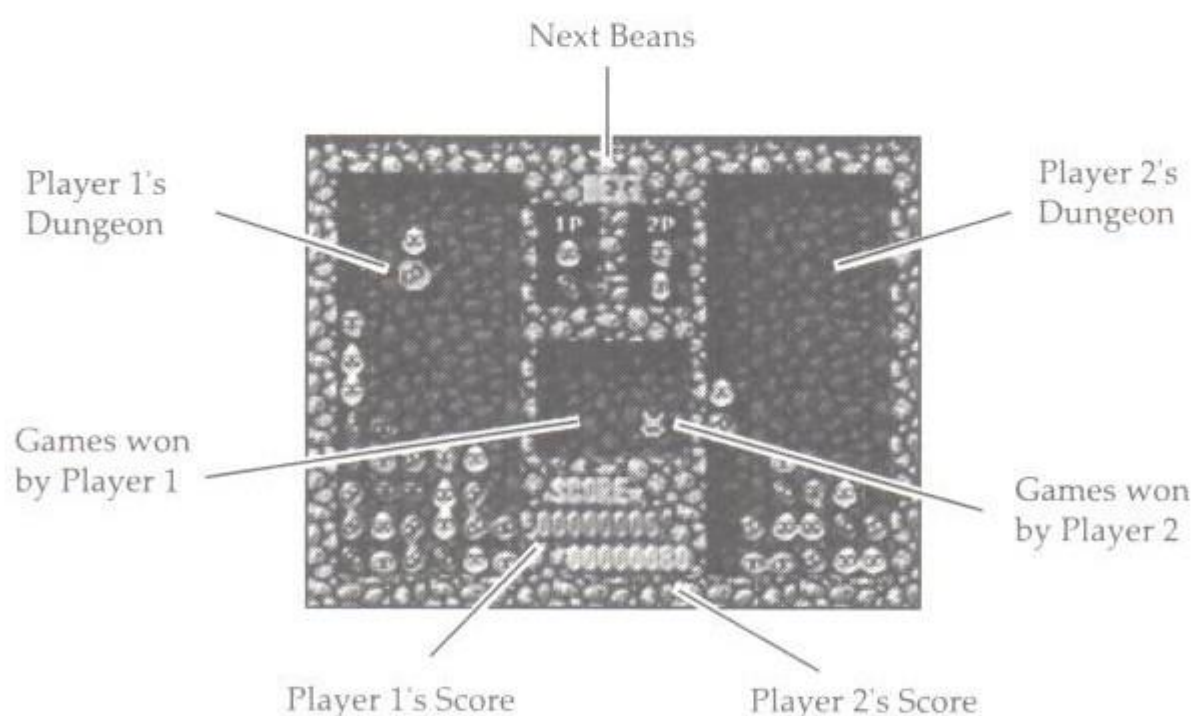
When you're ready to enter your password, press the Start Button, or select END and press Button A or C. If your password is incorrect, you hear a buzzer. Check your notes and try again! If the password is correct, the difficulty level for the password you entered appears below the password, then the Challenger Lineup appears. To exit the password screen without entering a password, press Button B until the Mode Selection screen reappears.

1P VS 2P Mode

You and a friend can challenge each other to a bean-slinging match of 1, 3, 5, 7, 9, 11, 13 or 15 games (you can set the number of games in the Options Mode—see page 38).



When the game screen appears, both players can choose from five levels of difficulty by pressing the D-Pad UP or DOWN. The game begins when both players have selected a difficulty level and have pressed the Start Button.



Player 1's dungeon is on the left side of the screen, and Player 2's on the right side. The rules are the same as in Scenario Mode—eliminate as many beans as you can, and use chain reactions to block your opponent's moves with refugee beans.

When your or your opponent's dungeon fills up with beans, the game ends. There is no time bonus.

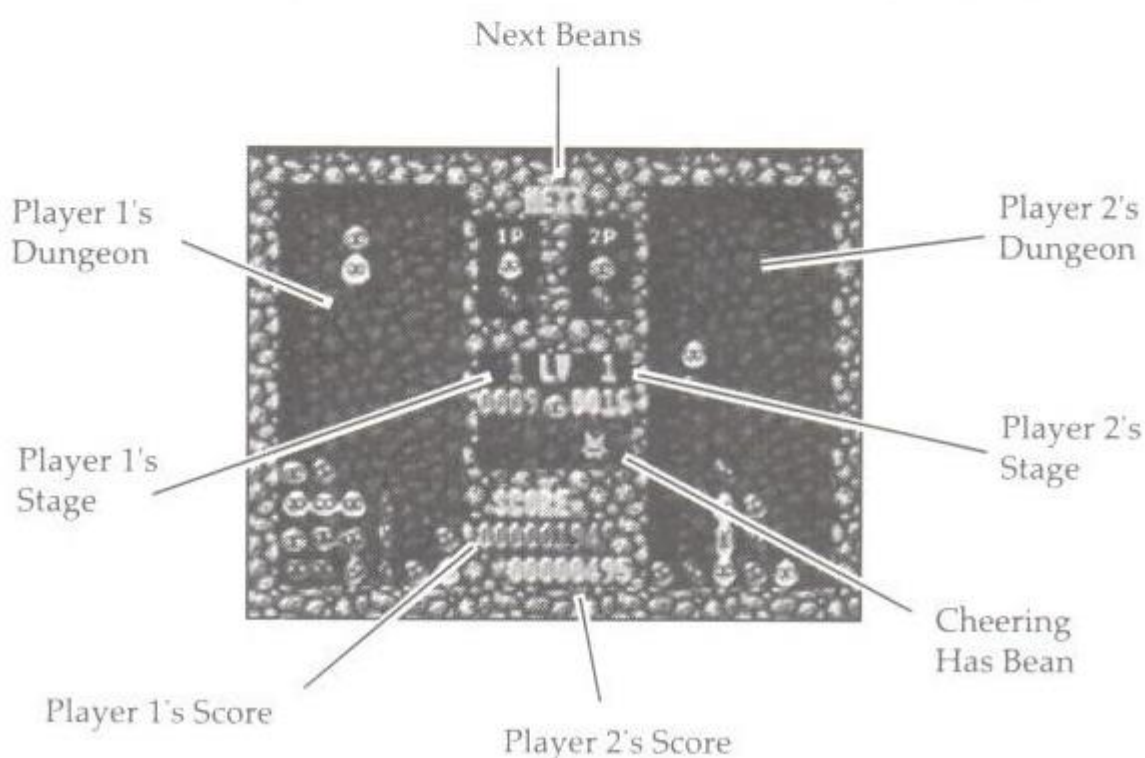
If you chose a match of more than one game, the Difficulty Selection screen reappears. Each player then selects a level of difficulty and tries again.

At the end of the match (when one player has won a majority of the games), a tally of your wins and losses is displayed in the NEXT boxes. The loser must press the Start Button before the countdown runs out to begin another match.



Exercise Mode

Need some practice? Use this mode to sharpen your skills, alone or with a friend. First select your skill and bonus level—Easiest (with no bonus), Normal (with a 40,000 point bonus) or Hardest (with 90,000 extra points). Then press the Start Button to begin play.



As your score climbs, so does the level of difficulty and the speed at which the beans drop. You won't have any refugee beans to worry about, as in the Scenario and 1P VS 2P Modes, but the action is fast and furious enough to keep you hopping. And two guest characters appear just when your future starts looking bleak:

Has Bean used to be one of the jollier beans in the village... until Dr. Robotnik changed him into a robot. Usually he prefers to clown around on the sidelines, but he hasn't forgotten his humble past. Occasionally he drops into your dungeon and takes a little walk. Any beans he walks over change to the same color and disappear.

Big Bean is just that—a really big bean. So big, in fact, that any beans he drops on immediately vanish just to get out of his way. You usually find Big Bean lurking around the higher levels to give you and his buddies some help.

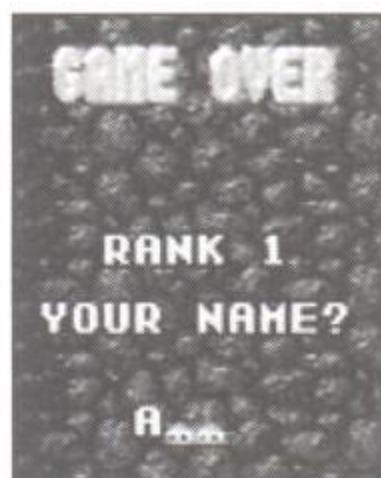
The game ends when your dungeon fills up with beans. Press the Start Button to play another round, or wait for the High Score Screen to come up before starting a new game.

Player 2 can join in at any time by pressing Start on Control Pad 2. The two players cannot attack each other with refugee beans, and the game ends only when both players decide to stop. Either player can start a new game any number of times by pressing the Start Button.

High Score Screen

If you've achieved a high score by the time you choose to end the game, you enter three initials on the High Score screen that appears next. Scroll through the letters of the alphabet by pressing the D-Pad UP or DOWN. Enter the desired letter and go on to the next space by pressing Button A, B or C or the Start Button.

If you made a mistake, press the D-Pad LEFT to eliminate the character and go back to the previous space. Once you've entered all three initials, the initial entry screen is replaced by the High Score screen. Congratulations!



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