

SEGA™

# SONIC

## THE HEDGEHOG TRIPLE TROUBLE™

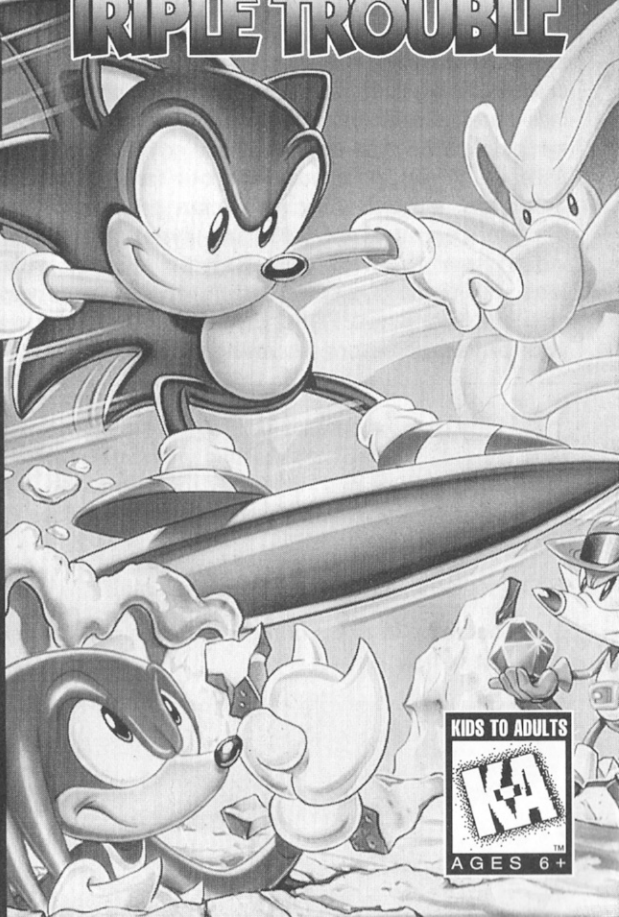
GEAR™

GAME

INSTRUCTION MANUAL



2530



KIDS TO ADULTS



AGES 6+

**EPILEPSY WARNING**  
**READ BEFORE USING YOUR SEGA**  
**VIDEO GAME SYSTEM**

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.**

## HANDLING THIS CARTRIDGE

- ☆ This Cartridge is intended exclusively for the Sega Game Gear™ System.
- ☆ Do not bend, crush or submerge in liquids.
- ☆ Do not leave in direct sunlight or near a radiator or other source of heat.
- ☆ Be sure to take an occasional recess during extended play.

# THE RACE IS ON!

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!

## 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.

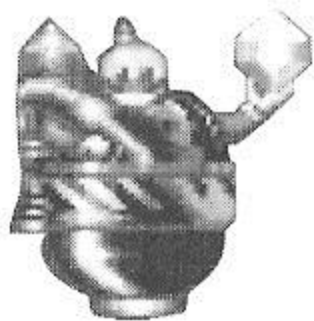


### Tails

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.

**Sega Game Play Hotline**  
**1-415-591-PLAY**

## 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.

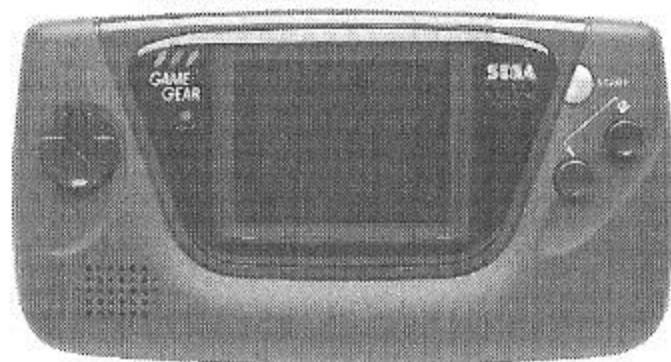
# STARTING UP

1. Set up your Sega Game Gear System as described in its instruction manual. For two-player games, use the Gear-to-Gear Cable™ (sold separately) to connect the Game Gear units.
2. Make sure the power switch is OFF. Then insert the *Sonic the Hedgehog Triple Trouble* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the Sega logo will appear.
4. If the Sega logo doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

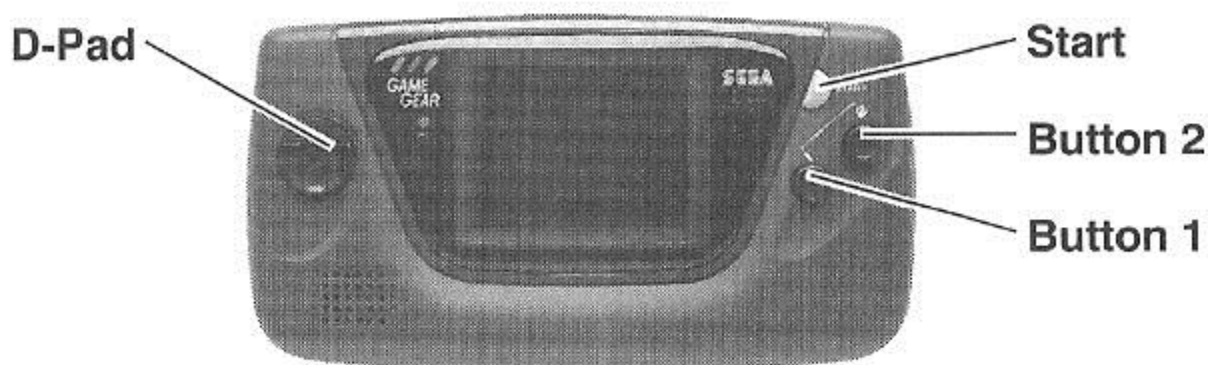
**Important:** Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

**Note:** *Sonic the Hedgehog Triple Trouble* is for one player.

Insert Sega Cartridge



# TAKE CONTROL!



## **D-Pad** (Directional Pad)

- ☆ Press right or left to move your character in those directions. Press and hold in either direction to make him speed up.
- ☆ When your character is standing still, press down to make him crouch.
- ☆ When your character is standing still, press up or down to see the upper or lower section of the screen.
- ☆ While your character is moving, press the D-Pad down to roll into a ball—great for defeating enemies or busting through certain blocks.

## **Start**

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

## **Button 1**

- ☆ Press to jump/perform the Super Spin Attack. Press and hold for a higher jump.

## **Button 2**

- ☆ Press to jump/perform the Super Spin Attack. Press and hold for a higher jump.
- ☆ When riding the Sea Fox, press to fire torpedoes.

# SUPER MOVES

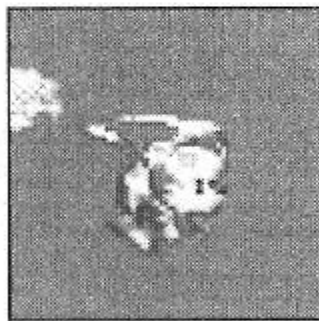
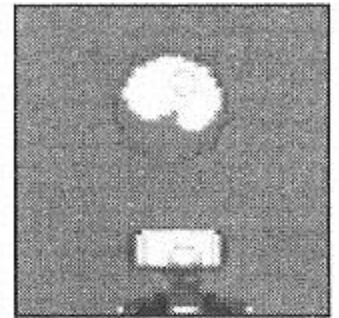


## Super Dash Attack

When your character is standing still, press and hold the D-Pad down, then press Button 1 or 2. Sonic or Tails will begin spinning in place. Release the D-Pad to blast off in a burst of speed!

## Flying Spin Attack

Bouncing off springs can leave Sonic or Tails vulnerable to attack. While in midair, press Button 1 or 2, and your character rolls into a ball for an airborne assault.



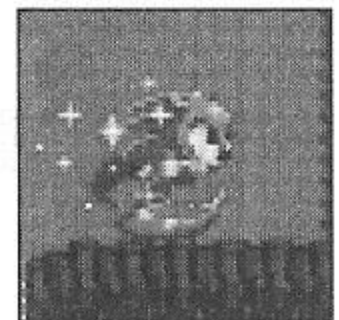
## Heli-Tails (Tails only)

Press and hold the D-Pad up, then press Button 1 or 2. Tails will spin his tails like helicopter rotors and fly for a short time. Use the D-Pad to guide Tails' movements, and cancel the Heli-Tails by making him touch the ground.

**Note:** Tails can also perform a Heli-Tails while in midair. However if he does this, he cannot fly upward.

## Strike Dash (Sonic only)

Press and hold the D-Pad up, then press Button 1 or 2. When Sonic's feet start to fly, release the D-Pad to dash. While performing a Strike Dash, Sonic is invulnerable to enemy attack for a short time.



# GET READY...



After the Sega logo, you'll see an intro screen followed by the Sonic Triple Trouble Title screen. In a few seconds, a short demonstration appears. Press Start until the Title screen reappears.

At the Title screen, press Start for a normal game. Or press the D-Pad up or down until one of the following options appears below Sonic's name. Press Start to proceed to the next screen.



**Time Attack:** Race against the clock in a challenging special course.

**Sound Test:** Listen to the music and sound effects used in the game. Press the D-Pad left or right to move Sonic beneath SONG (background music), or SE (sound effects). Press the D-Pad up or down to select the desired track, and press Button 1 or 2 to play the sound. Press Start to return to the Sega screen.

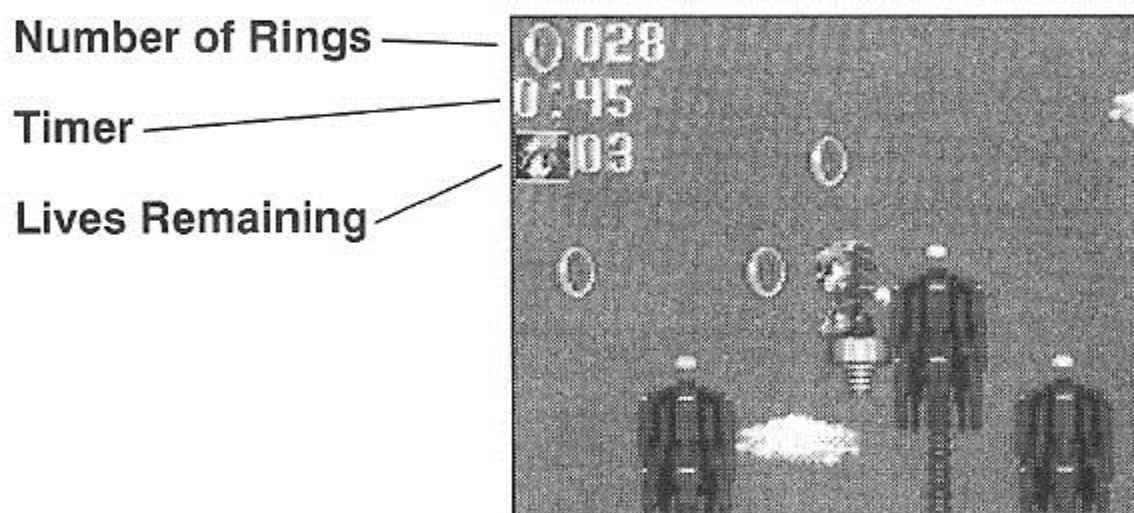
## PLAYER SELECT

Once you select a game and press Start, the Player screen appears. Press the D-Pad left or right to select Sonic or Tails, and press Start or Button 1 or 2 to begin play.



# RACE FOR THE RINGS!

As Sonic or Tails, you'll blast through six dangerous Zones. Each Zone contains three Acts. At the end of the third Act, you'll face one of Robotnik's Boss Robots. Sometimes you'll meet up with Knuckles as well, and he'll use his traps to make things difficult for you. Use the left side of the screen to keep track of your status as you go.



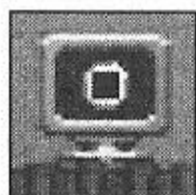
**Number of Rings:** Rings protect you if you are attacked, touch an enemy or run into spikes. However, you lose Rings whenever this happens. If you are hurt or attacked and you don't have any Rings, you lose a life. You receive points for the number of Rings you have at the end of each Act.

**Timer:** This shows how much time has elapsed since you began the Act. If you don't complete the Act before the timer reads 10:00, you lose a life.

**Lives Remaining:** This shows the number of lives you have left. Pick up extra lives by collecting over 100 Rings, grabbing a 1-UP item, or receiving a Knuckles Bonus Panel. (See page 11.)

# SPECIAL ITEMS

Throughout the game are special items which help get you through to the final confrontation with Robotnik. Most of the items are contained in monitors. To pick up an item, break open its monitor with a Super Spin Attack.



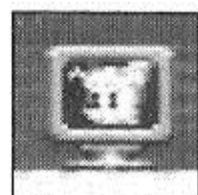
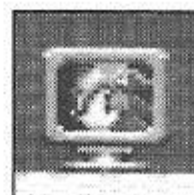
**Super Ring:** You get 10 Rings.

**Power Sneakers:** Burn up the screen with an extra burst of speed!



**Invincibility:** You become invincible to attacks and traps for a short period of time. However, you lose a life if you fall to the bottom of the screen or remain underwater for too long!

**1-UP:** You get an extra life.



**Chaos Emerald:** If you're carrying 50 Rings or more, break this monitor to release a warp that transports you to the Special Stage. There you can try to win one of the Chaos Emeralds. (See page 14.) One Chaos Emerald item appears in Acts 1 and 2 of each Zone.

**Marker:** This records your time and score at the moment you break it open. If you lose a life during the Act, you'll start your next life (minus your Rings) at the last Marker monitor you broke.




**Time Bonus** (Special Stage only): This gives you extra time to gather Rings in the Special Stage.

## GETTING A MOVE ON

Some of these items can be found just lying around the level, while others are concealed in Monitors. Use the D-Pad to guide your movement.

**Hyper Heli-Tails** (Tails only): Double your flying speed for a short period of time.



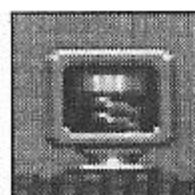
 **Sea Fox** (Tails only): This little submarine makes underwater travel easy. It even has its own air supply! Use the drill to destroy enemies and bust through blocks, or press Button 2 to attack with torpedoes. For a speed boost, simultaneously hold the D-Pad down and Button 1, then release the D-Pad. When riding on the water's surface, press Button 1 or 2 to leap out of the Sea Fox. You can jump back in later. The Sea Fox lasts until you suffer damage or enter a pipe.

**Jet Board** (Sonic only): Zip across snow and ice! Press Button 1 or 2 once to jump. The Jet Board lasts until you collide with an object, suffer damage or fall into a hole. You can also cancel the Jet Board by pressing Button 1 or 2 repeatedly.



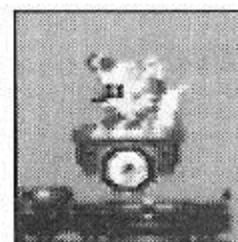
**Propeller Shoes** (Sonic only): Use this item to swim through underwater mazes.

**Rocket Shoes** (Sonic only): For a short time you can blaze through the sky on a pair of high-powered rockets! Press Button 1 or 2 for a rocket-powered Flip Attack!



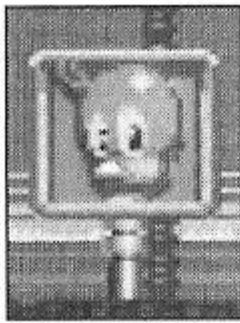
**Pogo Spring**: Use this item to bounce to new heights! The Pogo Spring lasts until you collide with an object or suffer damage.

**Spin Coaster**: Hop into the Spin Coaster (make sure no one else is in it first), then do a Spin Dash to get moving. Change the direction of your Spin Dash to change the direction of the Coaster. The more you Spin Dash, the faster you go! The Spin Coaster can ram through spikes, and protect you from enemy attack. Press Button 1 or 2 to jump out of the Spin Coaster.

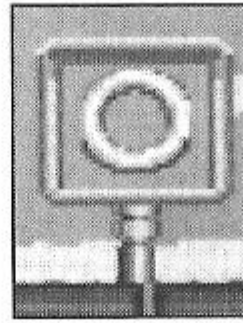


# BONUS PANELS

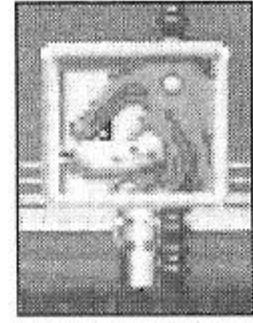
A Bonus Panel appears at the end of every first and second Act. Run past the panel to set it spinning. When it stops, you'll find out what bonus you've received.



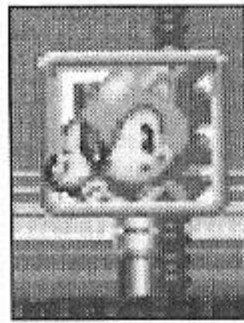
**Flicky**  
Nothing happens.



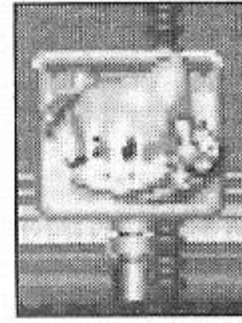
**Ring**  
You get 10 Rings.



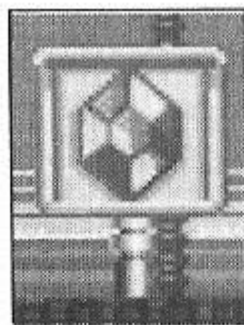
**Knuckles**  
You get a Continue.



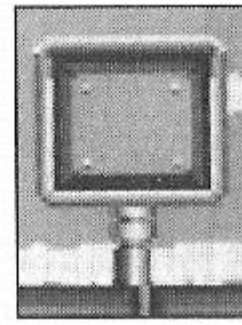
**Sonic**  
Sonic gets an extra life.  
Tails gets 10,000 points.



**Tails**  
Tails gets an extra life.  
Sonic receives 10,000 points.



**Chaos Emerald**  
You start the next Act  
with 50 Rings.



**Blank**  
Oops, spin it again!

# SCORING

Each time you complete an Act, this screen updates you on your progress. You'll receive points as follows:

**Ring Bonus:** Pick up 100 points for each Ring you possess at the end of the Act.

**Time Bonus:** Score 100 points for each second remaining at the end of the Act.

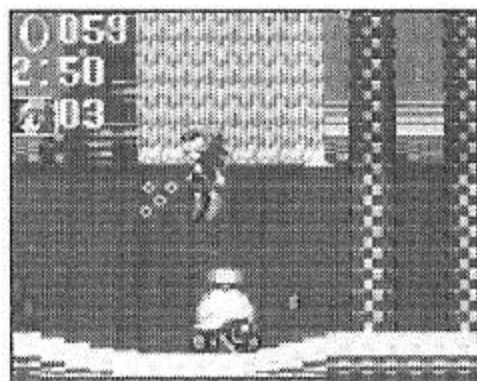
**Continue:** A Sonic or Tails icon appears here with each Continue you have remaining.

**Note:** You can speed up the point tally on the Score screen by pressing and holding Button 1 or 2.

SONIC GOT THROUGH		ACT 1
RING	100	8100
TIME	100	3200
SCORE		100
CONTI		

## ZIP THROUGH THE ZONES!

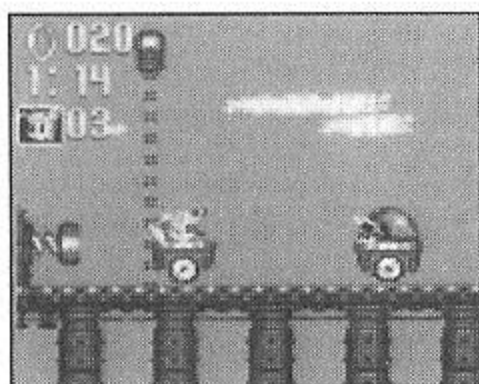
### GREAT TURQUOISE ZONE



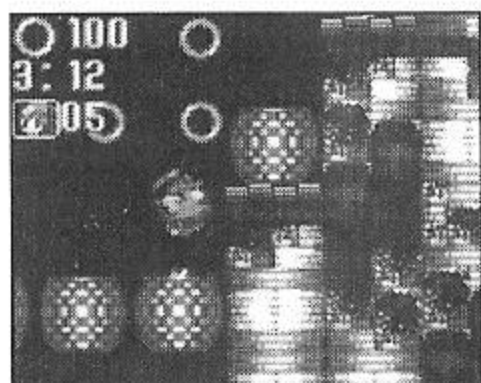
Bounce from palm trees topped with springs, and grab those Rings. Spin-surf over shallow ponds and watch for the bomb-dropping Badniks.

## SUNSET PARK ZONE

Ride the Spin Coasters up and down the steep hills. Spinning turbines make you flip. Bridges explode beneath your feet. Hop onto elevators, but get rid of their robot riders first.



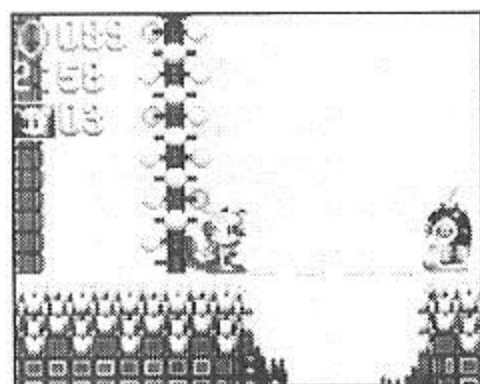
## META JUNGLE ZONE



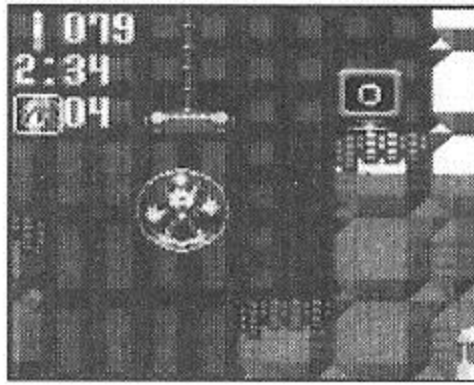
Get wild! Pop from woven baskets and bounce off spheres like a giant pinball. Sink into the swamp to search for hidden passages, but don't go too low.

## ROBOTNIK WINTER ZONE

Grab a Jet Board and zip over soft snowdrifts. Or sink through the snow to the level below... if there is one. Gale-force winds blast from deep pits and carry you through underground mazes.



## TIDAL PLANT ZONE



Spring, spin and swim through an underwater maze. Beware—if you go without air for too long, you'll see a countdown above your character's head. When the timer reaches zero, you lose a life. Jump on switches to make air bubbles pop up from the ground. Take a deep breath from smaller bubbles, and use a large bubble to hitch a ride to the surface. Press the D-Pad left or right to guide the bubble as you float up, and press Button 1 or 2 to pop free.

## ATOMIC DESTROYER ZONE

You have to move fast to get safely through the dark corridors of Dr. Robotnik's lair. Grab all the Rings and bonuses you can—you'll need them when you meet with the Bad Egg himself, and see all the nasty surprises he's prepared especially for you....

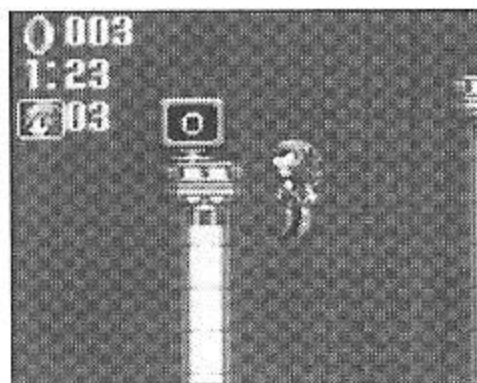
## THE SPECIAL STAGE

Once you collect 50 Rings, break open a monitor with a Chaos Emerald. A ring of stars appears. Leap through the stars to warp to the Special Stage, where you face one of two challenges. If you win, the prize is a Chaos Emerald. Collect all five and battle Robotnik for the sixth to restore peace to your home!

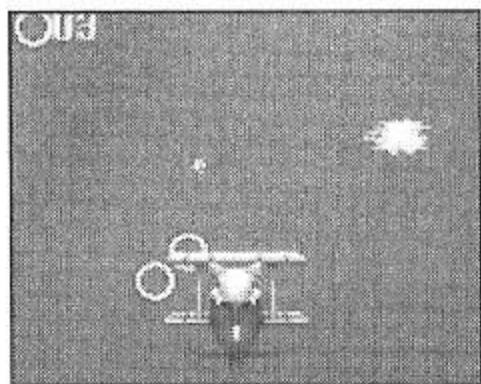


## 2D STAGE

Explore this stage, grabbing as many Rings as you can before the timer runs out. Break open Time monitors to add extra seconds to the timer. Grab 120 Rings, and you will then take on Nack the Weasel for possession of the Chaos Emerald. If the timer runs out before you pick up the required number of Rings, or if you suffer a fall through the bottom of the screen, you warp back to the point where you found the Chaos Emerald item, empty handed (though you still have your score and original number of Rings).



## 3D STAGE



Hop aboard your biplane and catch Rings by flying into them. If you pick up the required number of Rings, you proceed to the place where the Chaos Emerald is hidden. Defeat Nack the Weasel, and the Emerald is yours. Beware the flying bombs, which steal your Rings and slow you down for a short time.

If you fly past all the Rings without picking up enough of them, the 3D Stage ends, and you warp back to where you found the Chaos Emerald item.

If you don't pick up a Chaos Emerald in one of the Special Stages, try again in the next Act. You'll return to the same Special Stage that you entered before. Once you collect all five Chaos Emeralds, you'll no longer be able to warp to the Special Stage.

## GAME OVER/CONTINUE

When you lose all of your lives, the game ends. However, if you have any Continues remaining, the Continue screen appears next. Press Button 1 before the countdown ends to continue where you left off (either at the last Marker you broke, or the beginning of the Act). If the timer reaches zero, the next game you play begins back at Act 1 of the first Zone.

You start the game with one Continue. Pick up additional Continues with each 50,000 points you score, or by receiving a Knuckles Bonus Panel.

## SUPER SURVIVAL TIPS

- ☆ Each Act is full of secret passages and rooms filled with monitors. Explore!
- ☆ The moment you lose all your Rings, grab the nearest Ring to protect yourself from another attack.
- ☆ When traveling inside pipes, keep the D-Pad pressed in the direction you want to turn at the next junction.
- ☆ In the third Act of each Zone, be sure to pick up plenty of Rings before facing the Boss—you'll need the protection!

## Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at 1-800-USA-SEGA.

To receive Canadian warranty service, call the SEGA Canadian Consumer Service Department at 1-800-872-7342.

**DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER.** Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

### **Repairs After Expiration of Warranty**

If your Sega Game Gear Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If a technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

### **Limitations on Warranty**

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

**Also Available on Game Gear**

# ECCO

**THE TIDES OF TIME™**

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