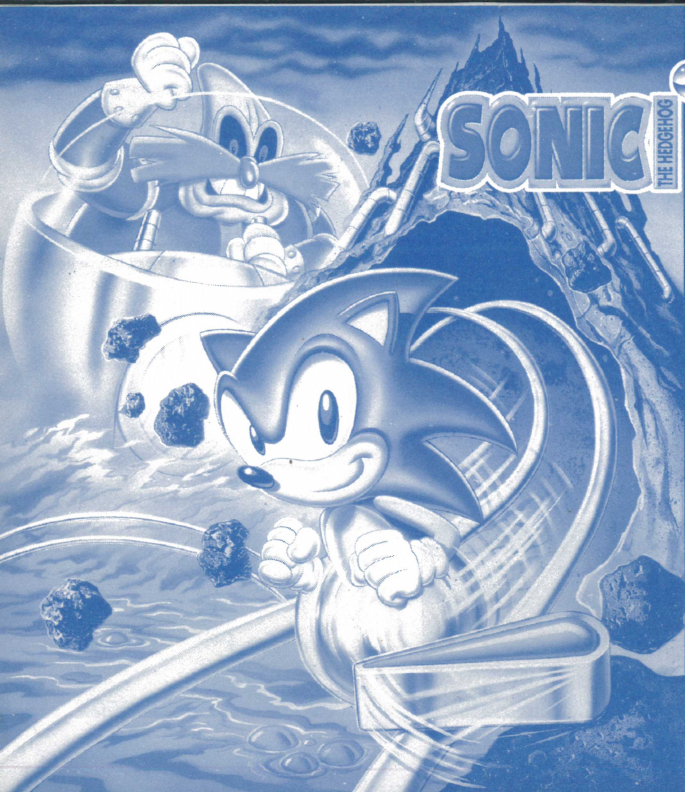




SONIC
THE HEDGEHOG

SPINBALL

SEGA

EPILEPSY WARNING

PLEASE READ BEFORE
USING YOUR SEGA
VIDEO GAME SYSTEM OR
ALLOWING YOUR
CHILDREN TO USE THE
SYSTEM

A very small percentage of people have a condition that causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a television screen and while playing games. Such people may have no medical history of seizures or epilepsy. Please take the following precautions to minimize any risk:

Prior to use

- If you or anyone in your family has ever had an epileptic condition or has experienced altered consciousness when exposed to flickering light, consult your doctor prior to playing.
- Sit at least 2.5 m (8 ft) away from the television screen.
- If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.
- Make sure that the room in which you are playing is well lit.
- Use the game on as small a television screen as possible (preferably 14" or smaller).

During use

- Rest for at least 10 minutes per hour while playing a video game.
- Parents should supervise their children's use of video games. If you or your child experiences 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 doctor.

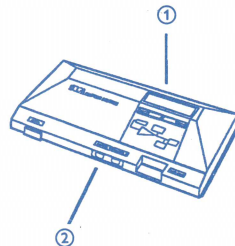
STARTING UP

1. Set up your Sega Master System or Master System II as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Sega cartridge into the Power Base.
3. Turn the power switch ON. In a few moments, the Title screen appears.
4. If the Title screen 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 that the power switch is turned OFF when inserting or removing your Cartridge.

Note: This game is for one player only.

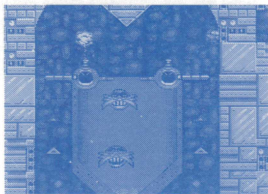
- ① Master Cartridge
- ② Control Pad 1



ROBOTNIK STRIKES AGAIN!

The twisted Dr. Robotnik is back! And this time he's hatched an evil plan to transform all the creatures of Mobius into robots. To do this, Robotnik's designed the Volcano Veg-O Fortress, a super-efficient robot factory hidden inside an island volcano.

Robotnik's harnessed the molten lava of the volcano to power the Veg-O Fortress. He's already captured thousands of animals in his fiery fortress, and he's created a diabolical pinball security system to secure their imprisonment. It's up to Sonic — the world's coolest hedgehog — to free his friends and stop Robotnik's sinister scheme, before it's too late!



TAKE CONTROL!

① D (Directional) -Button

- When Sonic is spinning or walking, moves Sonic in the direction pressed.
- When Sonic's standing still, press UP to make Sonic look up or DOWN to make Sonic crouch.

Pause Button (Master System console)

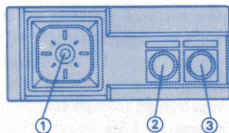
- Advances through Title and Scoring Screens.
- Pauses and unpauses game.

② Button 1

- Controls left flipper.
- Makes Sonic jump when he's standing or walking.
- When the D-Button is held DOWN, sends Sonic into his Super Spin Dash.

③ Button 2

- Controls right flipper.
- Makes Sonic jump when standing or walking.
- When the D-Button is held DOWN, sends Sonic into his Super Spin Dash.



GETTING STARTED

When you turn on *Sonic Spinball* the Title Screen appears. Press the D-Button UP or DOWN to highlight START or OPTIONS on the Title Screen, then press the Pause Button on the Master System console to enter your selection.

When you select Start you'll see Sonic flying towards the Volcano Veg-O Fortress, ready to set his animal friends free and end Robotnik's evil plans!

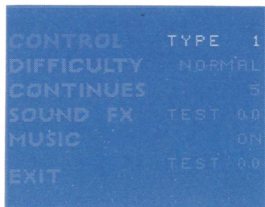


OPTIONS SCREEN

Select Options on the *Sonic Spinball* Title Screen to adjust flipper controls, difficulty level, number of Continues, sound effects and music setting. Press the D-Button UP or DOWN to highlight an option, and LEFT or RIGHT to select.

With CONTROL choose between two flipper control settings. In TYPE 1 mode, Button 1 controls the left flipper and Button 2 controls the right flipper. In TYPE 2 mode, pressing down on the D-Button activates the left flipper. Button 2 controls the right flipper, and Button 1 activates both flippers at the same time.

Highlight DIFFICULTY to select one of two settings — EASY or NORMAL. Select EASY to reduce the number of Targets you need to hit.



The Options Screen also lets you choose from 3, 5 or 7 Continues with CONTINUES. If you select 3 Continues, you'll get two more complete 5-ball games to continue your Spinball adventure. Select 5 Continues and get 4 more games, or select 7 and get 6 more games to try to crush Robotnik.

You can also listen to the sound effects of *Sonic Spinball*. Highlight SOUND FX TEST and press Button 1 or 2 to play the sound.

Finally, take a break from bouncing all over the Veg-O Fortress and listen to the rockin' tunes of the game! Highlight MUSIC TEST and select from the tunes. Press Button 1 or 2 to start a song. For a silent game, highlight MUSIC and select OFF.

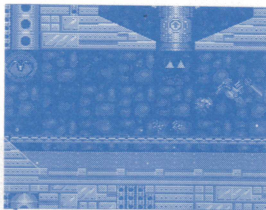
To exit the Options Screen, highlight EXIT and press Button 1 or 2.

Got your Sonic shoes on? Good! 'Cause it's time for some serious high-speed action!

SPIN, FLIP AND FLY!

As Sonic, you'll rocket through Robotnik's pinball fortress. Along the way, you'll bounce off bumpers, knock down targets, grab rings, destroy enemies, find Emeralds and perform outrageous acrobatics.

The longer you stay alive, the more levels you'll explore, and the more points you'll score. Make it to the showdown with Dr. Robotnik, and things really heat up!

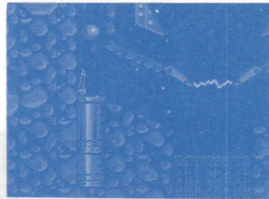


VENTURE INTO THE VOLCANO!

Dr. Robotnik's Veg-O Fortress contains four levels, each divided into three acts. If you find all the Emeralds in a level, you'll face off with one of Robotnik's brainwashed Bosses. Beat the Boss and advance to a Special Bonus Stage.

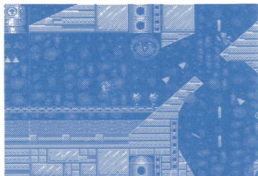
TOXIC POOLS

Blast your way through chambers oozing with nasty green slime. Take a ride on a geyser, accelerator. Shoot through Tunnels to the upper tables. Smash into Garde bumpers to gain access to secret Teleporters. Cool!



LAVA POWERHOUSE

You've entered the energy generator for the Veg-O Fortress. Here you'll explode out of a lava cannon. Fly through passageways on bursts of steam. Shoot from steam engines controlled by imps! But look out for the lava pits — or you could get burned!

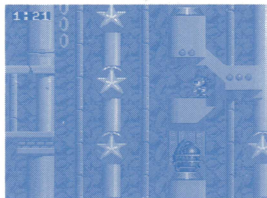


SPECIAL STAGE "BONUS CAGES"

There are three Emeralds in Levels 1 and 2 and five Emeralds in Levels 3 and 4. Find all the Emeralds in each level, and you'll earn a shot at one of Robotnik's Bosses. Beat the Boss and advance to a Special Stage — the "Bonus Cages."

Each Special Stage consists of three Cages. Press the D-Button DOWN to zip back and forth along the Cage bottoms, gain speed and grab rings. When you've collected half the rings, a door opens and you can enter the Cage to the right.

Look for mystery boxes in each Cage. The boxes hold extra time, points, rings, Continues or extra Lives. Bounce on the boxes to open them. But make sure to get out of the third cage before the allotted time runs out, or you won't get credit for anything you grabbed in the Special Stage.

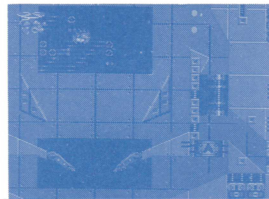


THE MACHINE

Spin into Robotnik's robot manufacturing facility and prison. Crash into gigantic padlock bumpers. Catch a ride on a conveyor belt. Feel the power surge from electric chambers. But be careful — miss the flippers and you'll fall to the grinding gears below!

THE FINAL SHOWDOWN

After Sonic destroys the Veg-O machine, the fortress blows apart and the volcano erupts. But slippery Robotnik's escaped in his rocket ship! Bounce off of flying bumpers and flippers, disintegrating platforms, springs and other fortress remnants to reach his rocket ship. You're on your own from here!



USE, OR LOSE!

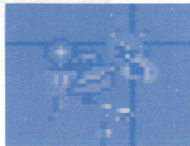
Sonic spins fast, but you'll need some help to spin all the way up and out of the volcano to face Robotnik. Look for certain objects throughout the pinball volcano to send you zooming around the levels.

- ① Aim with the flippers to shoot Sonic towards enemies and other objects. You can use the Flippers to catch Sonic (see *Tips for Winning*, page 48).
- ② Knock into Bumpers to get a burst of speed and score points.
- ③ Hit Targets to gain access to secret Tunnels and passageways.
- ④ Tunnels are a hedgehog's best friends. Use them to move quickly from section to section on the same level.
- ⑤ Teleporters help Sonic move to important locations. Experiment with them to get to know your way around a level.

④



⑤



ENEMIES

The Veg-O Fortress is filled with robot enemies. When Sonic collides with an enemy, the robot is destroyed and the animal trapped inside is freed.

- ① Quackity
- ② Helibot
- ③ Garde
- ④ Waspin
- ⑤ Vulch
- ⑥ Jetster

①



②



③



⑥



RACK UP POINTS!

Sure, you're out to stop Robotnik's criminal quest. But you're also out to score lots of points! Here's how many points everything's worth in each level:

Toxic Pools:

Rings	1,000 points
Bumpers	500
Jetsters	35,000
Gardes	50,000
Emeralds	500,000
Targets	75,000

Boss Round:

Collision	1,000 points
Total destruction	500,000

Lava Powerhouse:

Rings	1,000 points
Bumpers	500
Quackities	40,000
Emeralds	500,000
Targets	75,000

Boss Round:

Collision	2,000 points
Each head	5,000
Total destruction	1,000,000

The Machine:

Rings	1,000 points
Bumpers	500
Helibots	30,000
Vulches	45,000
Emeralds	500,000

Large Padlock:

Bumpers	1,000 points for collisions
	5,000 for total destruction

Boss Round:

Collision	5,000 points
Tube destruction	10,000
Total destruction	3,000,000

Final Showdown:

Rings	1,000 points
Bumpers	500
Waspins	80,000
Vulches	100,000
Emeralds	500,000

Final Boss Round:

Closing a valve	25,000 points
Collision	10,000
Total Destruction	Beat Robotnik and find out!

BETWEEN LIVES

After you lose a Life, the Score Screen appears. Your current score, the number of rings you collected during the last Life, and the number of your remaining Lives and Continues are displayed.

SCORE	972500
RINGS	0
LIVES	1
CONTINUES	4

MATCH SCREEN

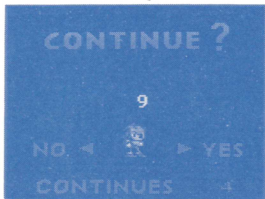
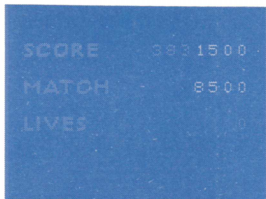
At the end of your *Sonic Spinball* game, you'll see a 4-digit number spinning next to your final score. Press Button 1 or 2 to stop the spinning number. If the 4 digits match the last 4 digits of your score, you win a free Life — and one last chance to ruin Robotnik.

GAME OVER?

If you don't match the last 4 digits of your score, the Continue Screen appears. It's now time for the big decision. Will you continue the game or not? Press the D-Button RIGHT to continue the game, or LEFT to end the game. If the timer expires, the game ends.

TIPS FOR WINNING

- Hold the Flipper Button down and "steer" hard left or right with the D-Button when Sonic is falling. This will increase your chances of "catching" Sonic with the Flipper.
- If you see an arrow, follow it — it will lead you to the correct path.
- In the Special Stage "Bonus Cages," try to get half of the cage's rings first. Then you'll be sure to have an exit before time runs out.





HANDLING THIS CARTRIDGE

This cartridge is intended exclusively for the Sega System.

FOR PROPER USAGE

- ① Do not immerse in water!
 - ② Do not bend!
 - ③ Do not subject to any violent impact!
 - ④ Do not expose to direct sunlight!
 - ⑤ Do not damage or disfigure!
 - ⑥ Do not place near any high temperature source!
 - ⑦ Do not expose to thinner, benzene, etc.!
- When wet, dry completely before using.
 - When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
 - After use, put it in its case.
 - Be sure to take an occasional recess during extended play.

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

STUCK? **For all your hints, cheats & tips**

RING **SEGA** **HOTLINE**

**Calls charged at ITM 95¢ p/minute.
If Under 18 get parents to call.**

1-902-555-444

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