

SONIC

THE HEDGEHOG



SEGA

REU
RAM Expansion Unit
256 KB
REQUIRED



SONIC THE HEDGEHOG GAME MANUAL

CRUSH DR. ROBOTNIK!

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 WITH THE SUPER SONIC SPIN ATTACK. SPEED DOWN ROLLING HILLS AND LEAP OVER DANGEROUS BOOBY TRAPS. THEN SPLASH

THROUGH THE CHILLING WATERS IN AN UNDERGROUND CAVERN. AND IF YOU'RE LUCKY, YOU CAN WARP TO THE SPECIAL STAGE WHERE YOU JUMP FROM SPRINGS AND BOUNCE OFF BUMPERS AS IF YOU'RE IN A REAL PINBALL MACHINE! YOUR GREATEST CHALLENGE LURKS IN A FLYING BLIMP WHERE YOU COME FACE TO FACE WITH DR. ROBOTNIK HIMSELF!

SPIN 'TIL YOU'RE DIZZY, SAVE THE ANIMALS AND BECOME THE SUPER HERO. BE SONIC! BE ATOMIC!



GETTING STARTED

SET UP YOUR COMMODORE C64 OR C128 AS DESCRIBED IN ITS INSTRUCTION MANUAL. PLUG YOUR JOYSTICK OR GAMEPAD INTO CONTROLLER PORT 2.

SONIC REQUIRES A COMPATIBLE RAM EXPANSION UNIT (REU) OF AT LEAST 256 KB.

MAKE SURE THE POWER SWITCH IS OFF BEFORE CONNECTING YOUR COMMODORE REU 1764 OR REU 1750.

NOTE: IF YOUR REU IS 512 KB (OR LARGER) YOU WILL BE OFFERED THE OPTION TO INSTALL THE FULL GAME INTO IT. DOING SO WILL ALLOW SONIC TO RUN WITHOUT ANY DISK LOADING TIMES DURING GAME PLAY.

TURN ON YOUR COMMODORE C64 OR C128 (IN C64 MODE) AND LOAD SONIC FROM DISK BY TYPING THE COMMAND:

LOAD "*" ,8,1

AND CONFIRMING WITH THE 'RETURN' KEY. AFTER LOADING HAS COMPLETED, TYPE RUN AND HIT THE 'RETURN' KEY AGAIN.

WHEN THE GAME ASKS...

'USE FAST LOAD OR COMPATIBLE LOAD?'

...PRESS 'F' IF YOU OWN A DRIVE THAT IS FULLY 1541 OR 1581 COMPATIBLE.

...PRESS 'C' IF YOU ARE USING ANY OTHER TYPE OF DRIVE, SUCH AS A SD21EC OR CMD DEVICE, OR IF YOU ENCOUNTER ANY ERRORS DURING THE LOADING PROCESS.

NOTE: THIS GAME IS FOR ONE PLAYER ONLY.

TAKE CONTROL!

FOR THE BEST GAME PLAY, LEARN THE DIFFERENT BUTTON FUNCTIONS BEFORE YOU START:

*** JOYSTICK**

- **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.)**
- **PRESS THE FIRE BUTTON TO PERFORM THE SUPER SONIC SPIN ATTACK.**

*** KEYBOARD**

- **PRESS P TO PAUSE THE GAME; PRESS AGAIN TO RESUME PLAY.**
- **PRESS RUN/STOP WHILE PAUSED TO QUIT THE GAME.**

*** SONIC'S SUPER STUNTS**

- **PRESS THE JOYSTICK DOWN WHEN SONIC IS MOVING TO BUMP OFF ENEMIES WITH THE SUPER SONIC SPIN ATTACK.**

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 WILL BE 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 TOUCH AN ENEMY. (BUT YOU WILL 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 WILL LOSE ONE CHANCE TO COMPLETE THE GAME.

(EVEN IF YOU ARE USING THE SUPER SONIC SPIN ATTACK, YOU'LL LOSE ONE CHANCE IF YOU FALL TO THE BOTTOM OF THE SCREEN.)

STATUS DISPLAY

YOU CAN KEEP TRACK OF THE RINGS YOU HAVE AND THE CHANCES YOU HAVE LEFT BY LOOKING AT THE COUNTERS ON THE SCREEN.

 **12 RINGS**

 **TIMER**

 **CHANCES**

ON THE TOP YOU CAN SEE HOW MANY RINGS YOU HAVE COLLECTED SO FAR.

THE 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, YOU WILL LOSE ONE CHANCE TO COMPLETE THE GAME.

(THE TIME IS BASED ON GAME TIME AND NOT ON ACTUAL TIME.)

ARROW MONITORS

YOU'LL COME ACROSS ARROW MONITORS IN EVERY ACT. BREAK THESE. IF YOU DIE, YOU WILL CONTINUE THE GAME FROM THE ARROW MONITOR YOU DESTROYED.



ITEMS FOR SURVIVAL

SMASH OPEN VIDEO MONITORS WITH THE SUPER SONIC SPIN ATTACK TO GET SPECIAL ITEMS THAT HELP YOU DEFEAT EVIL DR. ROBOTNIK!

**1) SUPER RING:
PICKING THIS UP EARNS YOU TEN RINGS.**

**2) SHIELD:
THIS PREVENTS YOU FROM LOSING YOUR RINGS WHEN YOU GET ATTACKED. EVEN IF YOU DON'T HAVE ANY RINGS, YOU WON'T BE HURT. (BUT IT WON'T PROTECT YOU FROM OTHER OBSTACLES.)**

**3) POWER SNEAKERS:
THESE SNEAKERS MAKE YOU RUN FASTER.**

**4) ONE-UP:
THIS GIVES YOU ONE EXTRA CHANCE TO COMPLETE THE GAME**



1



2



3



4

NOTE: YOU CAN ALSO EARN AN EXTRA CHANCE:

- EVERY TIME YOU EARN 50,000 POINTS, OR
- WHEN YOU PICK UP 100 RINGS, OR
- WHEN YOU TURN UP SONIC WHEN YOU SPIN THE BONUS PANEL.

5) INVINCIBLE:
THIS TEMPORARILY KEEPS YOU SAFE WHEN ATTACKED BY AN ENEMY. (BUT IT WON'T PROTECT YOU FROM OTHER OBSTACLES.)

6) CHAOS EMERALDS:
THESE APPEAR IN EVERY ZONE. COLLECT ALL SIX AND SEE THE REAL ENDING!



5



6

BONUS PANEL

THE BONUS PANEL APPEARS AT THE END OF EVERY ACT. YOU MUST TOUCH IT TO SPIN IT.

DIFFERENT THINGS HAPPEN DEPENDING ON WHAT PICTURE APPEARS WHEN THE PANEL STOPS SPINNING:

- 1) DR. ROBOTNIK: SORRY, NOTHING HAPPENS!
- 2) RING: YOU EARN 10 RINGS!
- 3) ONE-UP: YOU EARN AN EXTRA CHANCE!
- 4) EXCLAMATION POINT: YOU CAN GO TO THE SPECIAL STAGE!



SCORING

AT THE END OF EVERY ACT, THE FOLLOWING SCREEN APPEARS:

- 1) YOUR SCORE.**
- 2) TIME BONUS: THIS BONUS IS BASED ON HOW MUCH TIME YOU TOOK TO CLEAR ONE ACT.**
- 3) RING BONUS: THIS BONUS IS DETERMINED BY THE NUMBER OF RINGS YOU HAVE LEFT AT THE END OF AN ACT.**
- 4) THE NUMBER OF CHANCES YOU HAVE LEFT TO GET THROUGH THE GAME.**
- 5) CHAOS EMERALDS APPEAR, IF YOU HAVE PICKED UP ANY.**

ZIP THROUGH THE ZONES!

THERE ARE SIX ACTION-PACKED ZONES, EACH WITH THREE EXCITING ACTS. YOU'LL ENCOUNTER DR. ROBOTNIK IN THE THIRD ACT OF EVERY ZONE. A METAL CAGE APPEARS AFTER DESTROYING DR. ROBOTNIK. JUMP ON TOP OF IT TO SET THE INNOCENT ANIMALS FREE.

1) GREEN HILL ZONE

TUMBLE DOWN ROLLING HILLS AND SPLASH THROUGH THE CHILLING WATERS IN AN UNDERGROUND CAVERN. BOUNCE ON SPRINGBOARDS BUT NOT ON SPIKES. OUCH!

2) BRIDGE ZONE

QUICKLY CROSS THE BRIDGES BEFORE THEY CRUMBLE, OR ELSE YOU'LL END UP IN THE BOTTOM OF THE LAKE! JUMP FROM SEESAWS TO REACH HIGH CLIFFS. GOOD TIMING IS THE KEY TO SUCCESS.

3) JUNGLE ZONE

WILD FLOWERS AND EXOTIC PLANTS SURROUND YOU IN THE DAMP, DARK JUNGLE. WHEN YOU REACH THE TURBULENT WATERFALL, WATCH YOUR STEP! ONE FALSE MOVE AND YOU'RE GONE FOR GOOD!

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) SCRAP BRAIN ZONE

SOAR PAST SHIMMERING CITY LIGHTS. THEN DASH INTO A METAL LABYRINTH THAT'S FULL OF DANGEROUS BOOBY TRAPS. THE CONVEYOR BELTS ARE SLIPPERY - WATCH OUT!

6) SKY BASE ZONE

FEND OFF DEADLY LASER BEAMS AND LETHAL MISSILE SHOTS. NOW YOU'VE REACHED DR. ROBOTNIK'S HIDEOUT - THE BLIMP. FACE HIM AND ERASE HIM!

SPECIAL STAGE

IF YOU COLLECT A CERTAIN AMOUNT OF RINGS AND TURN UP THE EXCLAMATION POINT, YOU CAN WARP TO THE SPECIAL STAGE WHERE

YOU'LL RICOCHET OFF RAINBOW-COLORED BUMPERS AND SPRINGBOARDS AS IF YOU'RE IN A REAL PINBALL MACHINE.

YOU MUST CLEAR THIS STAGE WITHIN A CERTAIN TIME LIMIT. IF YOU RUN OUT OF TIME, YOU'LL LOSE ALL THE ITEMS YOU GRABBED IN THIS STAGE.

**BREAKING THE CONTINUE MONITOR IN THE SPECIAL STAGE EARNS YOU A CONTINUE STAR THAT APPEARS ON THE GAME OVER SCREEN. EVEN IF THE GAME IS OVER, YOU CAN CONTINUE FROM THE BEGINNING OF THE ZONE YOU LEFT OFF AS LONG AS YOU HAVE CONTINUE STARS.
(SEE END OF GAME AND CONTINUE GAME.)**



END OF GAME AND CONTINUE GAME

IF YOU LOSE ALL YOUR CHANCES TO COMPLETE THE GAME, THE GAME ENDS. NORMALLY, YOU START WITH THREE CHANCES BUT YOU CAN INCREASE THE NUMBER BY GRABBING ONE-UP ITEMS OR SATISFYING OTHER REQUIREMENTS (SEE ITEMS FOR SURVIVAL.)

IF YOU BREAK THE CONTINUE MONITOR IN THE SPECIAL ZONE, YOU EARN A CONTINUE STAR. IF YOU HAVE A CONTINUE STAR, YOU CAN CONTINUE THE GAME FROM THE BEGINNING OF THE ZONE YOU LEFT OFF. TO CONTINUE, MAKE SURE YOU PRESS THE FIRE BUTTON BEFORE THE TIMER ON THE GAME OVER SCREEN REACHES ZERO.

SONIC'S SURVIVAL TIPS

- GRAB AS MANY RINGS AS YOU CAN. YOU MUST PICK UP 50 - 99 RINGS TO GO TO THE SPECIAL STAGE. PICKING UP 100 RINGS EARNS YOU AN EXTRA CHANCE TO COMPLETE THE GAME BUT YOU WON'T GO TO THE SPECIAL STAGE.**

- **WATCH THE TRAPS TO SEE HOW THEY MOVE. YOU'LL HAVE A BETTER CHANCE OF DODGING OR ESCAPING THEM.**
- **LOOK FOR WAYS TO GET TO PLACES THAT SEEM IMPOSSIBLE TO REACH.**
- **REMEMBER, THERE'S A TIME BONUS, SO RACE THROUGH THE ACTS AS FAST AS YOU CAN.**

**BE SURE TO TAKE AN OCCASIONAL RECESS
DURING EXTENDED PLAY**

C64 CONVERSION MADE IN 2019 - 2021

CODE AND SOUND EFFECTS: ANDREAS VARGA

GRAPHICS: OLIVER LINDAU

MUSIC: MIKKEL HASTRUP

**TESTING: ALEXANDER KLOCK
ANDREAS LARSSON**

SPECIAL THANKS: KROC CAMEN



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