

SEGA®

GAME GEAR™
INSTRUCTION MANUAL

SONIC™
BLAST™



2573



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 YOUR CARTRIDGE

- ❖ The Sega cartridge is intended for use only on the Sega Game Gear.
- ❖ Do not bend the cartridge, crush it or get it wet.
- ❖ 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 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:

web site: <http://www.sega.com>

email: webmaster@sega.com

Compuserve: GO SEGA

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TTD phone required. Sega of America

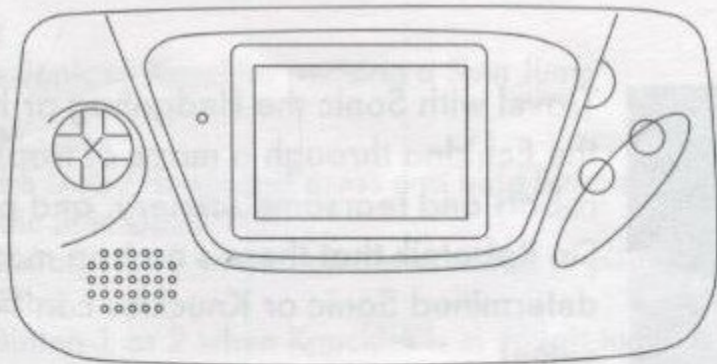
Canada: 1-900-451-5252 US \$1.50/min (recorded/live)

Starting Up

- 1** Set up your Sega Game Gear System as described in its instruction manual.
- 2** Make sure the power switch is OFF. Insert the *Sonic Blast* cartridge into the Game Gear unit and turn the power switch ON. In a few moments, the Sega logo appears.
- 3** 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. 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 Blast* is for one player.



Dr. Robotnik's Latest Scheme

A mysterious island has surfaced near Sonic's home – an island with a revoltingly familiar shape. The bald dome and walrus shape moustache are a total giveaway: Robotnik has built another floating platform to carry on with his plan to rule the world!



Sonic the Hedgehog and Knuckles the Echidna decide there's only one thing to do: get to the platform, break inside, and do some serious property damage. Unfortunately, that is precisely what that eggheaded villain is counting on. Robotnik has laid a series of traps he thinks are infallible. His plan is all too familiar: get rid of his nemesis Sonic for good, and once that's done, collect the Chaos Emeralds in order to gain the power he needs to take over the world.

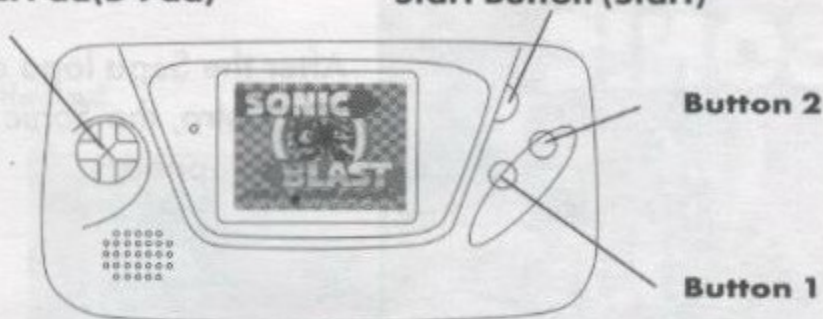


Travel with Sonic the Hedgehog or Knuckles the Echidna through a maze of traps, evil robots and fearsome scenery, and prove to Dr. Robotnik that there's no trap made that a determined Sonic or Knuckles can't overcome!

Take Control!

Directional Pad (D-Pad)

Start Button (Start)



Directional Pad (D-Pad)

- Highlights Sonic or Knuckles in Character Select screen
- Guides Sonic or Knuckles in game screens
- Allows Sonic or Knuckles to look up or down (press the D-Pad in the appropriate direction).

Start Button (Start)

- Forwards to Title screen
- Forwards to Character Select screen
- Pauses game/resumes paused game

Button 1

- Makes Sonic or Knuckles perform a Spin Jump

Button 2

- Makes Sonic or Knuckles perform a Spin Jump

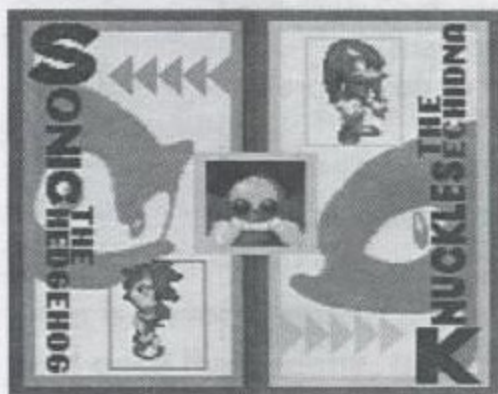
Special Moves

- Press the D-Pad down and press and hold Button 1 or 2 to perform the Sonic Spin Dash.
- Press Button 1 or 2 when Sonic is in midair to perform the Sonic Boost Blast.
- Press Button 1 or 2 when Knuckles is in midair to perform the Knuckles Sliding Attack.
- Press Button 1 or 2 to make Knuckles jump, then press Button 1 or 2 again to make Knuckles stick to the wall. Press the D-Pad UP or DOWN to make Knuckles climb the wall.

Blast Into Action!



After the Sega logo and a short intro, the *Sonic Blast* Title screen appears.



Press Start to see the Sonic and Knuckles Select screen. Press the D-Pad LEFT or RIGHT to highlight Sonic or Knuckles, and press Start to begin the game.

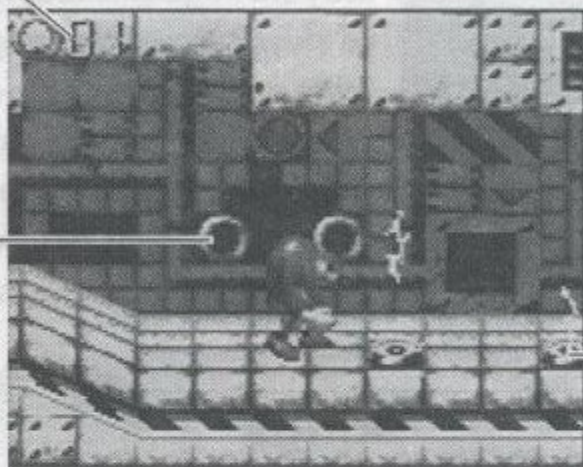
As Sonic or Knuckles, travel through the various Zones, collect rings, destroy the monsters and find the exit. But don't forget to look for Big Rings, the entrance to the bonus stage where there are extra Lives and Chaos Emeralds to be found.

And be on the lookout for the less-than-friendly Dr. Robotnik, who is sure to make an appearance in one of his fiendish robot devices!

Screen Signals

Rings Collected

Ring



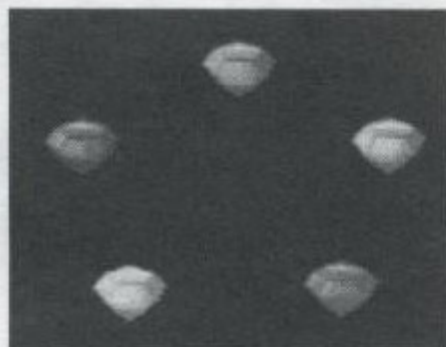
Obstacle

Robots/Obstacles: Jump or spin into robots to destroy them. Most obstacles (except some walls) cannot be destroyed, so watch it!

Rings: Collect Rings to protect against damage from robots and obstacles.

Rings Collected: This gives you a count of the Rings Sonic or Knuckles has collected so far. Collect 100 Rings to receive an extra Life!

Rings, Springs and Other Things



Sonic (or Knuckles) must find his way through this mayhem in order to stop Robotnik from getting his mitts on the Chaos Emeralds. There are a lot of items Sonic may come across in his adventure. Take a look at the items below to help Sonic figure out what's what.

Rings



Collect Rings to protect Sonic or Knuckles from Robotnik's traps, gain access to the Bonus stages (to find Chaos Emeralds) and gain Bonus points at the end of each Act in the game.

Look Out For TVs



Inside the TVs scattered throughout each level, there are useful items. The Shield item protects against damage. The Shoe item allows for greater speed.

Extra Lives

Each Sonic or Knuckles icon equals an extra Life! Extra Lives can be found inside TVs and gained in the Bonus stages. In addition, Sonic can gain Lives with each 100 rings collected in each Zone, or after gaining 50,000 points.

Springs



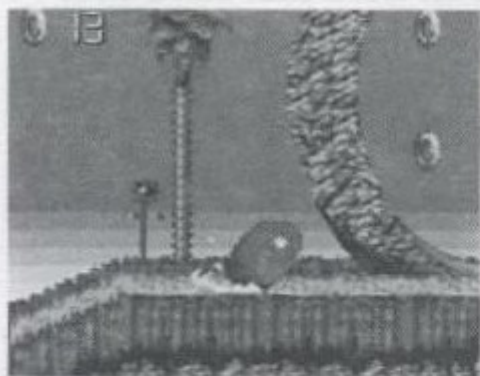
There are various kinds of Springs in the Zones. Some are angled, some are more powerful than others. Use them to jump from one place to another, and to collect Rings in out-of-the-way locations.

Chaos Emeralds/Big Rings



Dr. Robotnik wants to use the power of the Chaos Emeralds to gain control over the world. The only way to stop him is by getting to the emeralds first! Keep an eye out for Big Rings, the entrances to the Bonus stage.

Rings, **Green Hill Zone** Things



Sonic (or Knuckles) starts out the adventure in a tropical forest. Hills and valleys abound, and rickety wooden bridges cross treacherous rivers. Watch out for the piranhas and coconut-tossing monkeys!

Yellow Desert Zone



Bats, moving spike traps, quicksand... this Zone is all dune and no beach! When travelling in the Egyptian caverns, it's heads up - those stalactites have a nasty habit of falling down at just the wrong time.

Red Volcano Zone



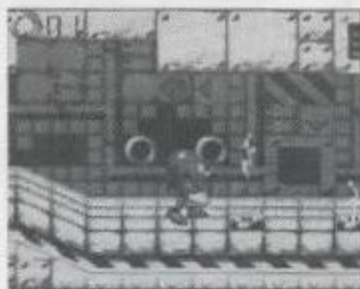
Whoops! Look out for the flame balls circling around overhead! Dodge the fire serpents and fluorescent bats, and use the springs to reach special items.

Blue Marine Zone



It's time to get your feet wet! Explore the mysterious underwater ruins while searching for rings and things. When air gets low, a countdown begins - gulp the big air bubbles to replenish Sonic's oxygen before the countdown reaches zero.

Silver Castle Zone



This chrome-plated castle is filled with Dr. Robotnik's most up-to-date mechanical monstrosities. Corkscrews, cannon-firing robots and steel spikes are just some of the dangers. Keep track of where transporters send you - things get confusing mighty quick!

Game Over/Extra Lives

The game starts with two Lives. You can gain up to nine Sonic/Knuckles Lives altogether. Make sure to carry rings at all times - if Sonic/Knuckles isn't carrying a ring, one hit means you lose a Life. When diving in the Blue Marine Zone, you lose a Life when Sonic/Knuckles' air runs out. If you lose all your Lives, the Game Over screen appears. Better luck next time!

Sonic-sized Strategies

- Doubling back to get more Rings or to search areas again can be dangerous. Try to remember where the robots were hiding - there may be more where they came from.
- Try to take on Robotnik while carrying as many Rings as possible. One false move and you're going to lose some rings. You may make more than one false move....
- It may seem obvious, but watch where Sonic or Knuckles is going. There's danger around every corner, and a little too much speed can lead to a big tragedy!
- Lots of dangers lurk above, so heads up!
- Use Sonic's Boost Blast to jump up to hard-to-reach areas. Take advantage of Knuckles' climbing skills to gain extra points.

Credits

- Producer:** Bill Person
- Product Managers:** Chrissie Kremer, Kristin McCloskey,
Eric Dunstan
- Product Specialist:** Mark Subotnick
- Package/Manual Design:** Arvin Carlson, Bob Schonfisch, Eileen
Sacman
- Package Illustration:** Garrett Honn
- Lead Tester:** Amy Albertson
- Assistant Lead Testers:** Ryan Hurth, Mark McCunney, Alan Tan
- Testers:** Adam Contreras, Chris Towles, Eugene R.
Valenzuela, Arnold Galano, John Jansen,
Pedro Ponce, Anthony Gomez, Greg Pett,
Josh Simpson, Lou DiSimone
- Special Thanks:** The Omega Online Group
The SEEDY Lounge
The Entire SOA Test Department

THE BEEDY LOUNGE

The game starts with you and your partner sitting at a table in a dimly lit room. The atmosphere is tense and mysterious. You are both wearing dark clothing and have a serious expression on your faces. The room is filled with shadows and the only light comes from a single lamp on the table. The sound of a clock ticking is heard in the background.

Arvin Cohen, Bob Schenck, Ellen
The game continues with a series of events that lead to a dramatic conclusion. The players are faced with difficult choices and must work together to solve the mystery. The tension builds as the clues are revealed and the truth is uncovered.

Arvin Cohen, Bob Schenck, Ellen
The game concludes with a final twist that leaves the players in awe. The ending is both surprising and satisfying, as all the loose ends are tied up. The players are left with a sense of accomplishment and a desire to play again.

Arvin Cohen, Bob Schenck, Ellen
The game is a masterpiece of suspense and mystery. It is a must-play for anyone who enjoys a good puzzle. The game is well-paced and the story is compelling. The players are kept on their toes throughout the entire experience. The game is a true work of art and a testament to the power of good storytelling.

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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 United States 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

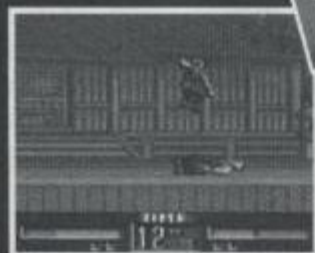
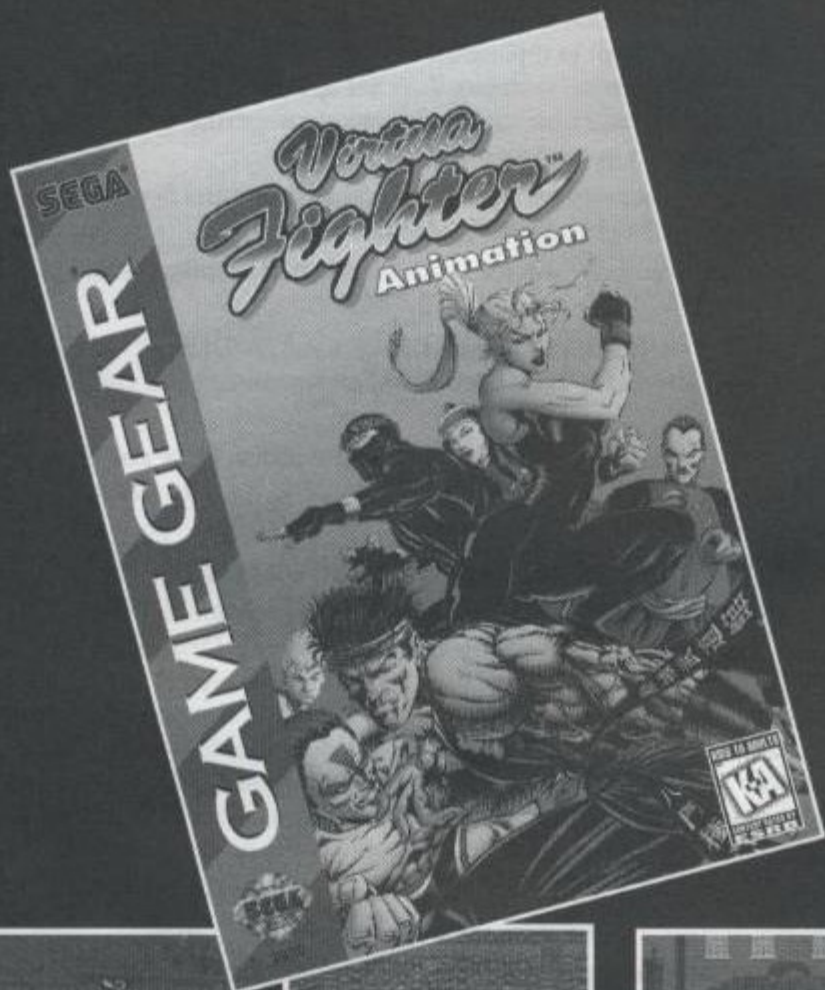
If your Sega Game Gear Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. 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.

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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.

For French instructions, please call:
Instructions en français, téléphoner au: 1-800-872-7342

Coming Soon to Game Gear™!



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