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U.S. Patent Des. 412,187 Patents Pending

SONIC THE HEDGEHOG POCKET ADVENTURE™

NEOGEO POCKET ™



SEGA™

EVERYONE
E
CONTENT RATED BY ESRB

NEOGEO POCKET COLOR®

■ WARNING ■

To get the most enjoyment out of this and other NEOGEO POCKET video games, we encourage you to follow the suggestions below:

- •Take a 10 or 15 minute break after every hour of gameplay.
- •Do not store the game cartridge in extreme hot or cold conditions.
- •Do not attempt to open or take apart the cartridge.
- •Do not clean with benzene, paint thinner, alcohol or similar solvents.

(EPILEPSY WARNING)

•The perception of certain flashing light patterns, bright light patterns or auditory sound patterns, commonly found in our daily environment as viewed or heard by a small segment of the population, can lead to epileptic seizures. If you have an epileptic condition please consult your physician before playing video games. Individuals who have not experienced any previous seizures

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may have an undetected epileptic condition.
If you experience any of the following symptoms while playing video games consult your physician: involuntary muscle contractions, auditory seizures, altered vision, mental confusion, disorientation or convulsions.



■INTRODUCTION■

Thank you for purchasing this NEOGEO POCKET HANDHELD GAME SYSTEM software cartridge. Before using this software cartridge, be sure to read through this user's manual to use the software properly and to get the most enjoyment out of the game. Keep this manual in a safe place.

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* The information in this manual is still being developed. Please pardon any discrepancies that may exist with the specifications of this product such as game screens, etc.

SONIC THE HEDGEHOG POCKET ADVENTURE

■Main Screen of the Game and Introduction

a): The clock indicates time lapsed. You can get bonus points for clearing the game in a short time. When the clock hits 10:00, time is up and the player (Sonic) is out.

b): The number of rings collected. The player is out if damaged when the number is zero.

c): The number of Sonics remaining. The number decreases when you get an out, and increases when you collect 100 rings or a 1UP item.







[Introduction]

The purpose of the game is to clear a zone by sweeping enemies with spin jumps and collecting rings. Each zone is divided into Act 1 and Act 2. You must cross the goal plate to clear Act 1. To clear Act 2, you must defeat the mechanisms of Dr. ROBOTNIK and free all the animals trapped in capsules.

■Starting the Game

Insert the cartridge into the slot on a NEOGEO POCKET main unit, and then turn ON the power. The title screen will appear in which you can select three modes.



[START]
Start a new game.

[CONTINUE]
Replay a game. Selecting this option brings up the **[ACT SELECT]** screen.

[GO TO ROOM]
Move to the **[ROOM SELECT]** screen where various game options are provided.

ACT SELECT



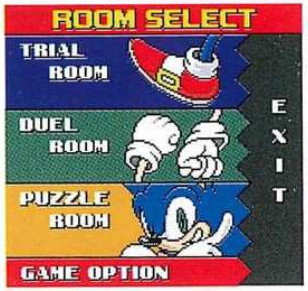
From this screen, you can select any act that you have cleared before and play it again. You cannot select an act that has not been cleared.

ROOM SELECT

The following modes (rooms) are available.

[TRIAL ROOM]
Time trial for clearing each act.

[DUEL ROOM]
Duel with a friend by connecting two main units with a NEOGEO POCKET LINK CABLE (sold separately).



[PUZZLE ROOM]
Complete a picture with photo pieces collected.

[GAME OPTION]
Change settings of the game.

[EXIT] Return to the title screen.

GAME OPTION

The following settings can be changed.

[DIFFICULTY] The degree of difficulty.

[TIME OUT] The time limit of the main game is disabled when you set this option to OFF, thus allowing you to play the game to the end.



[PLAYER]
The number of Sonics to start the game.

[AUTO POWER OFF]
With this function on, power will automatically be cut after a certain period of inactivity.

■Basic Operations

① **[Lever]** Move the character / Select options

② **[Button A]** Make the character jump (the jump is higher when the button is held down longer) / Confirm option

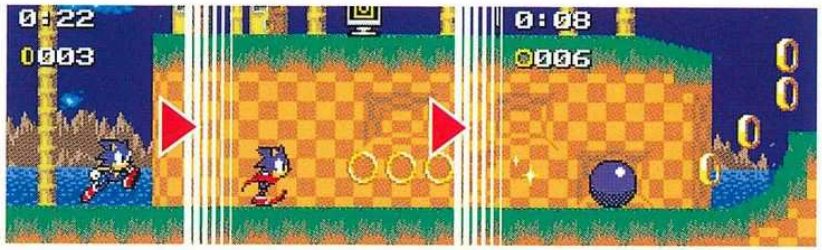
③ **[Button B]** Make the character jump (the jump is higher when the button is held down longer) / Cancel an option

④ **[Option button]** Pause the game (press again to resume)

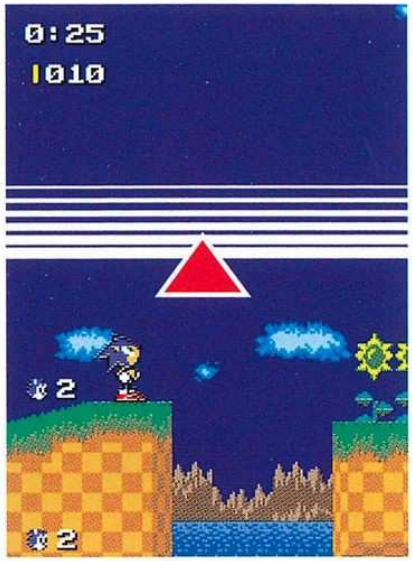
⑤ **[Power switch]** Turn the unit ON or OFF

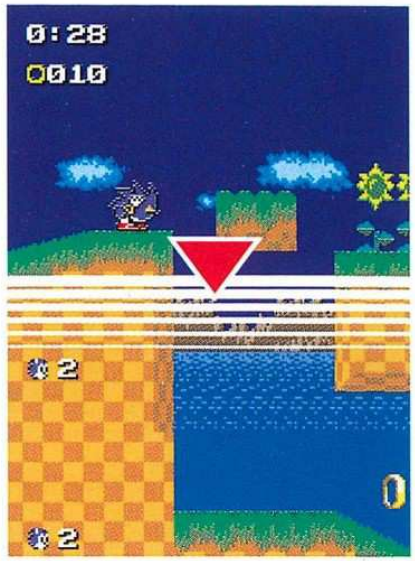


*You can reboot the unit by pressing Buttons A and B and option button at the same time.
*The unit will automatically save the game data when a game is terminated properly. Do not turn off the power or reboot the unit when the title screen is not displayed, as it may damage the saved data.

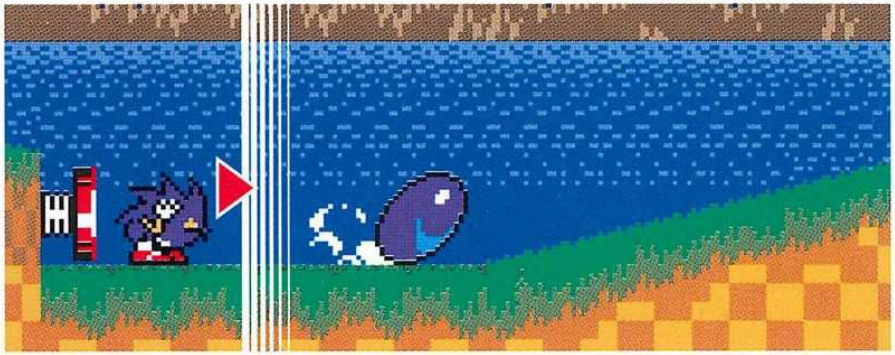


Pushing the lever either to the right or to the left will make Sonic run. By holding the lever in the same direction, you can increase speed until it reaches the Sonic Dash mode. When Sonic is running, pulling the lever down will make Sonic spin as he moves.





By pushing the lever up or down when Sonic is not moving, you can scroll the screen to see the upper (or lower) area.



While Sonic is standing still, hold down the lever and then press button A (or button B) to start a Spin Dash. Then release the lever (to the neutral position) to keep Sonic moving with spin.

■Rules of the Game





Rings

Rings are scattered across the field. You get more points by clearing an act with more rings. Plus, you can get a 1UP (one more Sonic) by collecting 100 rings. However, the collected rings will scatter again if Sonic touches an enemy or a thorn.

Player Out

A player (Sonic) will be out if one of the following occurs.

- Sonic touches an enemy, a thorn, etc. when the player has no rings.
- Time is over.
- Sonic is trapped by a moving wall, etc.
- Sonic fails to take a breath when underwater.

When a player is declared out, the number of Sonics decreases. When the last Sonic is out, the game is over.



Take a deep breath from a huge bubble

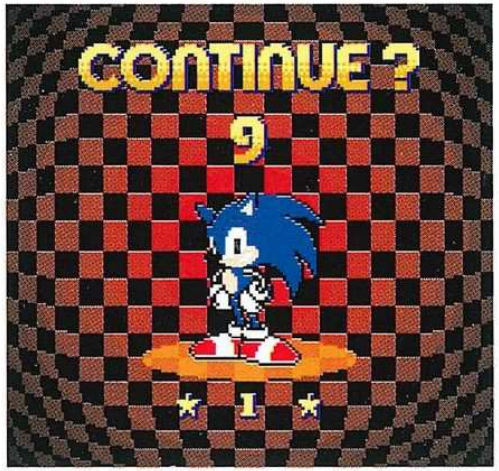
Start Posts



There are many point markers within an act. When a player is out, you can resume play with another Sonic, but only from the last point marker touched.

Continue Item

If you have collected a continue item, you can continue to play the same game even when the game is over.



Press button A before the count on the screen reaches zero to replay the act where the game over occurred. (By doing so, you have used a continue item.)

■Item Boxes and Photo Pieces

If Sonic crashes an item box by using spin jumps, you can obtain various items.



[Super Rings]

10 rings.



[1UP]

One more Sonic to play the game.



[Power-Sneaker]

Enables Sonic to move at high speed for a limited time.



[Invincible Protect]

Protects Sonic from damage for a limited time. It also strengthens Sonic so that he can clear enemies by simply touching them.



[Shield]

Protects Sonic from enemies. Effective for one contact only.



Photo pieces, like rings, can be obtained by simply touching them. Collected photo pieces will be sent to the piece pool in the puzzle room when you clear the act.

■Special Stages

If you clear Act 1 of each zone and collect more than 50 rings, you are able to proceed to a special stage. (A large ring appears at the goal. Jump and go through the ring.)



There are check points in each special stage. You need to collect a certain number of rings to advance beyond a check point. When you clear all check points, you get a chaos emerald. See what happens when you collect all the chaos emeralds.





■ Trial Room

To play in the trial room, you must first enter your name.



To enter your name, use the lever to select a letter and then press button A to enter that letter. (Use button B to back up by one letter.) After your name has been spelled correctly, move the cursor to "ENTER" and press button A.

In the trial room, the following three modes are available.



[TIME TRIAL]

Time trial for each act.

[ADVANCED]

The same as Time Trial, except that you must collect 50 or more rings to have your time listed.

[RANKING]

Display of recorded times.

TIME TRIAL



Select an act that you have cleared in the main game and try for a faster clear time. (You cannot select an act that you have not cleared before.)



Your time will be ranked as Bronze, Silver, Gold, or Platinum according to the preset standard. Try to beat the highest ranked player. If you break the record, it is automatically saved.

If you pause the game by pressing the Option button during a time trial, the following menu will appear.



[TRY AGAIN]

To restart the time trial in progress.

[RETIRE]

Quit the time trial and return to the Act Select screen.

ADVANCED

Basic rules are the same as Time Trial, but you must finish with 50 or more rings to have your time recorded.

■Rankings

By selecting this option, you can see the records for each act in both the normal Time Trial and Advanced mode. In addition, by connecting the 2 hardwares with the optional NEOGEO POCKET LINK CABLE, you can share the records with your friends.



[TIME TRIAL]

The best time for each act in Time Trial mode.

[ADVANCED]

The clear time for each act in Advanced mode.

[TOP 5 UPDATE]

Using a NEOGEO POCKET LINK CABLE (sold separately), exchange or combine the records between two units.

[DATA INITIALIZE]

Clear all records in the trial room.



When the records are on display, you can switch the display between "YOUR BEST" (personal best) and "BEST TIME" (all time best) by moving the lever to the left or right.

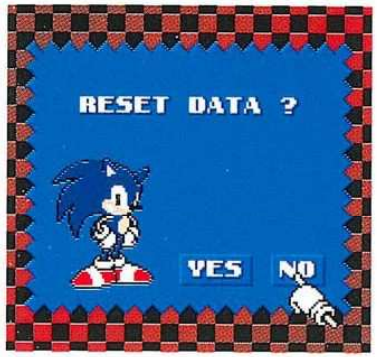


While [YOUR BEST] is on display, move the cursor using the lever to a desired act and press button A. This brings up a short-cut menu from which you are able to play the act you have selected.



TOP 5 UPDATE

With two NEOGEO POCKET main units connected by a NEOGEO POCKET LINK CABLE (sold separately), select this mode to exchange or combine the ranking data.



Data Initialize

This option initializes (deletes) all data saved in the trial room.

■Duel Room

In this mode, you will be able to play a duel between two NEOGEO POCKET main units.

[SONIC RUSH]

After choosing an act, compete to finish first.

[GET THE RINGS]

After choosing an act, compete to collect the set number of rings first.

How to Play in the Duel Room

Required items:

NEOGEO POCKET COLOR main units.....2
"SONIC, The Hedgehog Pocket Adventure" game cartridges... 2
NEOGEO POCKET LINK CABLE..... 1
(All sold separately)



After inserting the game cartridges into the slots and connecting the two main units, turn ON the power. Select "GO TO ROOM" option from the title screen and press button A. At the Room Select screen, selecting "DUEL ROOM" will bring up the menu.

Sonic Rush

After choosing the "**Sonic Rush**" act from the screen, compete to finish first. The one who finishes first wins the game. (An image of the character belonging to the opposing player will appear on the screen.)

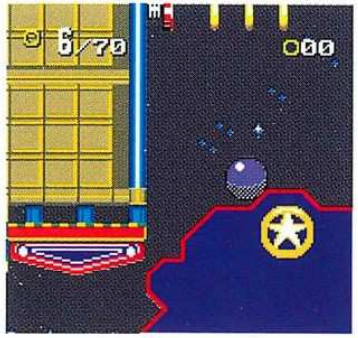


Rules:

- If your player is declared out during the game, you lose.
- If neither player can finish the act within the time limit, the contest is a draw.

Get the Rings

After choosing the "**Get the Rings**" act, set the target number of rings to collect using a roulette disk. The one who collects the set number of rings first, wins the game.



Rules:

- If your player is declared out during the game, you lose.
- If you lose your collected rings too many times, the total number of rings remaining in the act could be less than the target number. If this happens, you lose.

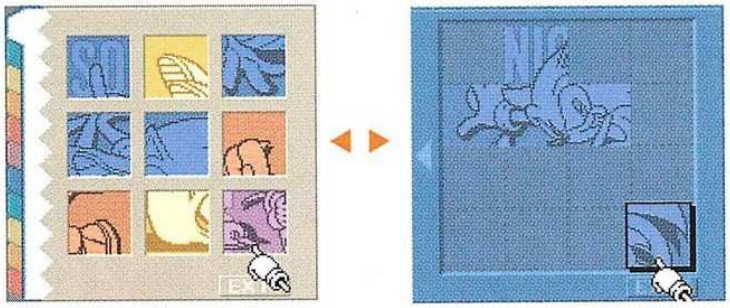
■Puzzle Room

In the puzzle room, the following three modes are available.

[BUILD PUZZLE] Build a puzzle using the photo pieces that you have collected.

[VIEW PUZZLE] Display the completed puzzle.

[PUZZLE INITIALIZE] Release collected pieces so that you can look for them again in the game.



Piece pool　　Picture sheet

[Lever] Moves to align pieces.

[Button A] Grabs or releases a piece.

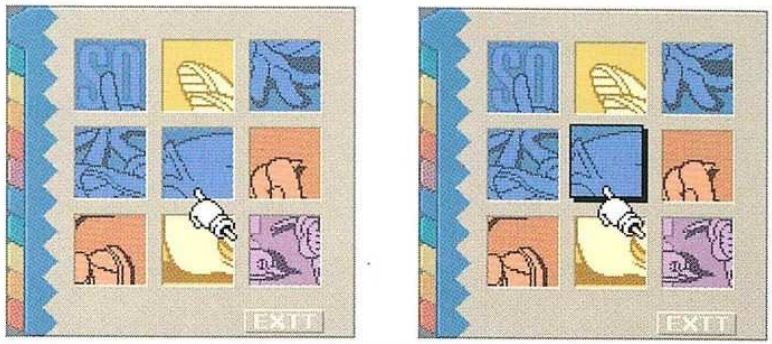
[Button B] Switch between the piece pool and the picture sheet.

Complete a graphic using the photo pieces that you have collected from the game.

The photo pieces are stored in the piece pool in this room. Grab a photo piece from a pool and complete a graphic on the picture sheet. If you successfully complete the picture, there may be a pleasant surprise.

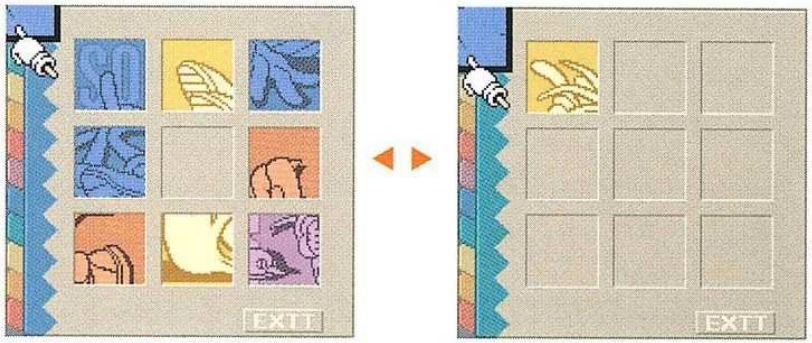
Moving Photo Pieces

Select a photo piece using the lever and then press button A to grab the piece. (Pressing button A one more time will release the piece.) When a photo piece is already in the hand ( ), move to another piece and then press button A to exchange the piece.



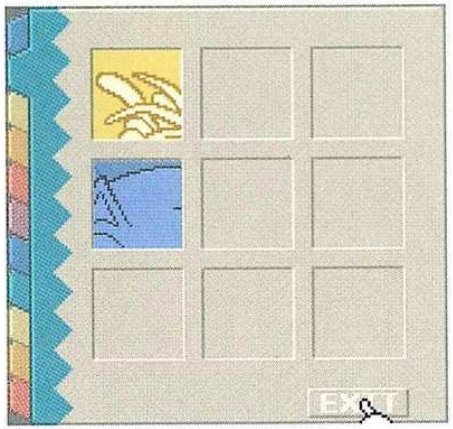
Switching the Piece Pool (Picture Sheet)

To switch between piece pools (picture sheet), first place on the tag on the screen. Next, push the lever up (or down) while pressing button A.



To Quit the Puzzle

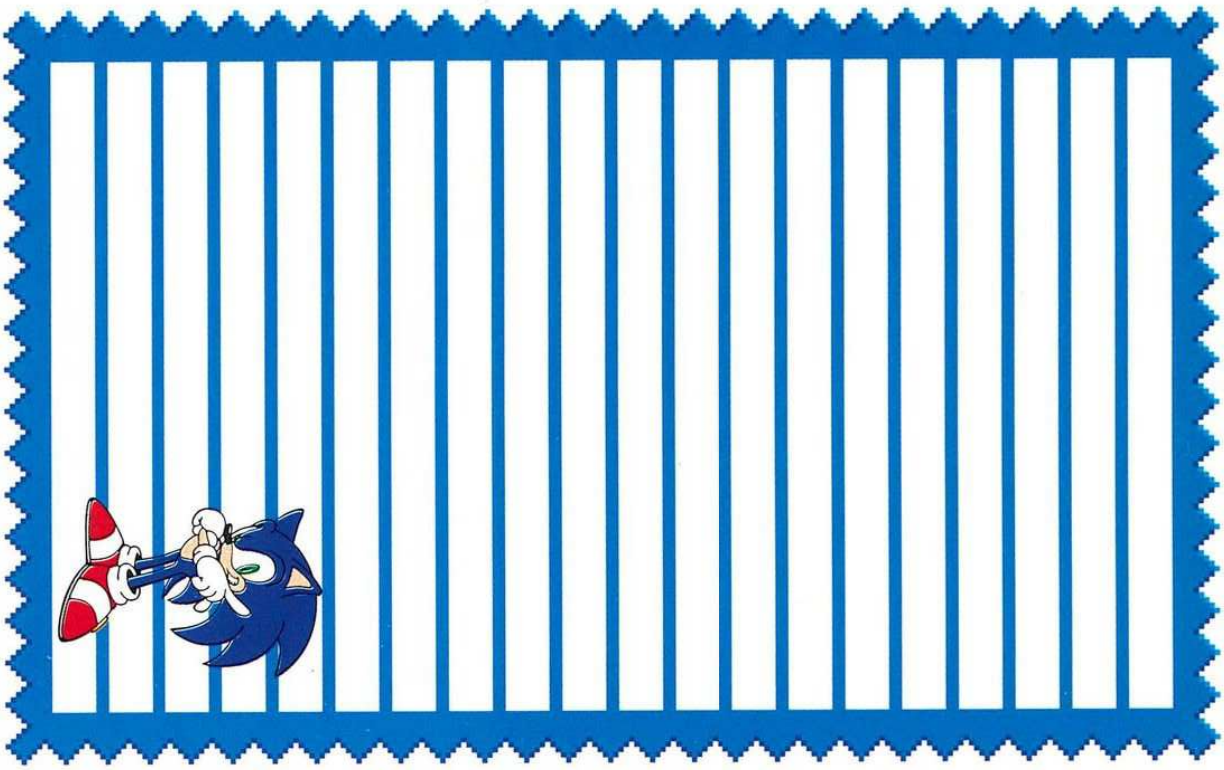
To quit the puzzle, move to the EXIT sign and then press button A. (Pressing the option button will force the unit to terminate the puzzle.)





SONIC THE HEDGEHOG POCKET ADVENTURE





SONIC THE HEDGEHOG POCKET ADVENTURE



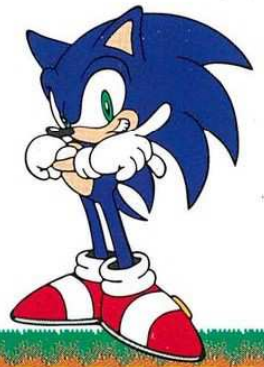
SONIC THE HEDGEHOG POCKET ADVENTURE

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