

No. 10600

5+

**15**  
**Levels**  
**+ Bonus Stages**



**TV PLAY  
SYSTEM**



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**Manual**

Thank you for purchasing the Sonic Blast™ TV Play System. We've taken one of your favorite Sonic The Hedgehog™ games and put it into a compact handheld controller that plugs right into your television for play. Included in this box is one controller with built-in software and A/V cable.

### **Please read the setup instructions and precautions/warnings before attempting to connect the Sonic Blast™ TV Play System to your TV.**

The TV must have Audio/Video Input (AV) Jacks to be able to play the Sonic Blast™ TV Play System – If the TV does not have the Input Jacks, you may purchase a RF/Scart Adapter that has AV inputs built in.

If you chose to connect the unit through your VCR, you may need to select the LINE OUT button on the TV/VCR to display the initial menu screen.

Your may need to consult the instruction guide to the TV or VCR for more information about your specific equipment.

### **Installing the Batteries**

Have an adult install 3 “AA” batteries (not included). Caution: When installing the batteries make sure that the positive (+) and negative (-) ends are facing in the correct position. Follow the diagram in the battery compartment. Note: when the batteries begin to lose their charge, the power indicator LED will begin to dim and the Sonic Blast™ TV Play System will turn itself off. Remember to take out batteries when the Sonic Blast™ TV Play System is not being used for a long time.

### **Sonic Blast™ TV Play System Operations**

1. Make sure the power switch on the controller is in the off position.
2. Turn your TV on and turn to the channel that accepts the input line.

3. Slide the power switch on the controller to the on position. The indicator light should illuminate (if not, check the batteries).
4. The TV screen will display the opening screen shot for approximately 10 seconds. The next screen will display the Game Title Screen.
5. Press the Start button to enter the Character Selection Screen, highlight your hero, and press the “A” Button to commence play.

### **How to turn off the Sonic Blast™ TV Play System**

1. Slide power switch to the off position.
2. Turn your TV to the desired channel to view regular TV programs (When using A/V jacks you will need to set the TV/Video switch back to the TV position).

### **Troubleshooting**

1. No picture on the screen
  - \* Is the Sonic Blast™ TV Play System turned on?
  - \* Is the TV turned on?
  - \* Is the AV output connected properly?
  - \* Is the battery capacity too low?
  - \* Are the batteries installed properly?
2. Screen flickers or no color
  - \* Are the TV's color controls set correctly?
3. No game sound
  - \* Is the TV volume set too low or in the off position?
  - \* Has the audio cable come loose or become disconnected?
4. Picture on TV screen is unsteady
  - \* Adjust the vertical and horizontal controls until corrected.
5. Picture is blinking or distorted.
  - \* Press the home button. If there is no improvement, turn the power off and try again.

6. No power
  - \* Check whether the batteries were installed properly.

### **Hardware Precautions/Maintenance**

1. Do not disassemble or try to repair the Sonic Blast™ TV Play System unit or its components.
2. Always place the power switch in the off position before connecting the unit to the TV.
3. Do not store the unit in a humid place or where it could collect dust, lint or other debris.
4. Do not drop, hit or otherwise abuse the unit or its components.
5. Make sure that all connections to the unit are correct (refer to Back View Diagram) and the plugs are inserted straight into the proper sockets.
6. Make sure the unit is in the off position before disconnecting any plugs. Carefully remove the cable from the plug itself, and not by pulling on the cable.
7. Do not expose the unit to high heat or direct sunlight for extended periods of time. This will cause the unit to malfunction.
8. Do not spill any liquids on the unit or its components. If cleaning the unit, use a soft damp cloth and let it dry completely before attempting use.
9. Do not rapidly turn the power switch on/off. This may shorten the life of the batteries.

**Warning! Not Suitable for children under 36 months. Small parts and long cords**

**present a choking hazard to small children.**

### **Warnings & Precautions**

A very small portion of the population has a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g. a seizure or loss of awareness) immediately consult your physician before using any video games. We recommend that parents observe their children while they play the games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician. FOLLOW THESE PRECAUTIONS WHENEVER USING the Sonic Blast™ TV Play System:

- When using your controller do not sit or stand too close to the television.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10 or 15 minute break every hour while playing

### **Repetitive Strain Warning**

Some people may experience fatigue or discomfort after playing for long periods of time. If your hands or arms become tired or uncomfortable while playing, stop and rest.

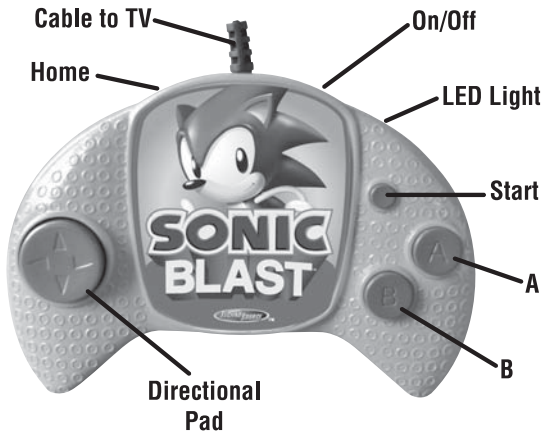
# Sonic Blast™

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## Using the Controller

1. On/Off: Slide button to turn controller on and off.
2. LED Light: Illuminates when the power is on.
3. Home: Returns you to the Game Opening Screen.
4. Start: Start and Pause the game.



5. **Directional Pad:** Move Sonic Left and Right - push left and right sides of directional pad.

**Full Speed Run** - hold down directional pad in direction you wish to run.

**Quick Stop** - press the opposite side of the directional pad while running.

**Roll in a Ball** - press down on directional pad while running.

**Look Up** - press up on directional pad while standing.

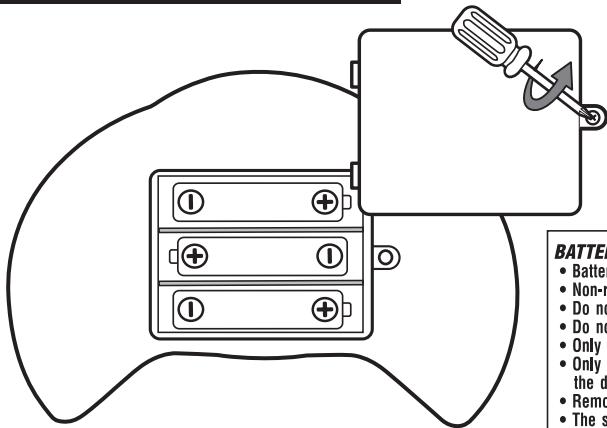
**Look Down** - press down on directional pad while standing.

6. **A or B Buttons:** Push to make Sonic or Knuckles jump.

***WARNING TO OWNERS OF PROJECTION TELEVISIONS***

*Do not connect your Sonic Blast™ TV Play System to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.*

# Battery Installation



Insert the NEW AA batteries in the battery compartment of your TV Play System. To do this, you will have to unscrew the compartment lid (located on the bottom of the unit) with a small screwdriver. Insert NEW AA batteries, and then replace the lid to the compartment. Finally, you will need to screw in the screw.

Use ONLY NEW AA batteries in this product. Never mix brands of batteries. Never mix alkaline, standard (Carbon-zinc) and rechargeable (nickel-cadmium) batteries or this product will not work properly. It is not recommended that rechargeable batteries be used with this product.

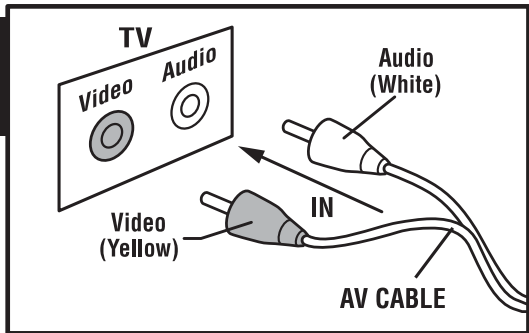
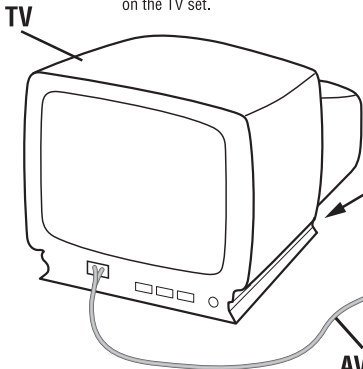
## **BATTERY CAUTIONS:**

- Batteries should only be replaced by an adult.
- Non-rechargeable batteries are not to be recharged.
- Do not use rechargeable batteries.
- Do not mix new and used batteries.
- Only use batteries of the same type as recommended.
- Only insert batteries into the unit as shown in the diagram.
- Remove exhausted batteries from the toy.
- The supply terminals are not to be short-circuited.
- Do not dispose of batteries in fire.
- Remove batteries from product when not in use.

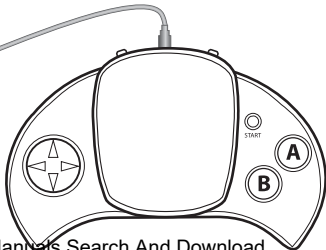
Requires 3 x AA (LR6, 1.5V, UM3) Batteries.  
(Not Included)

# Audio / Video Input (US & Japan)

The A/V jacks can be found in the front, back, or both of the TV set, depending on the TV set.



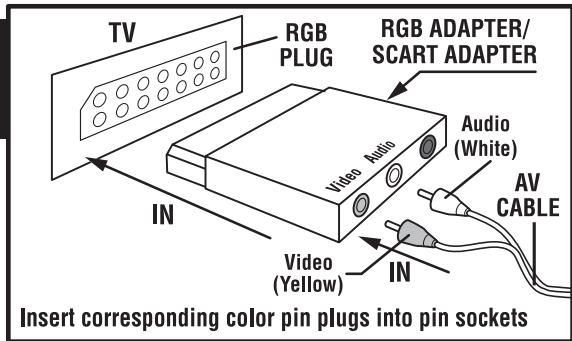
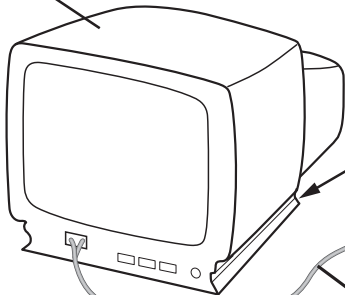
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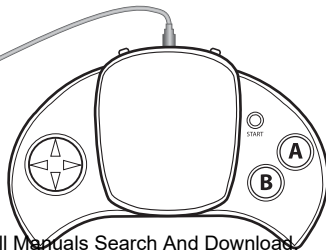
# Audio / Video Input (Europe)

The A/V jacks can be found in the front, back, or both of the TV set, depending on the TV set.

EUROPEAN TV



AV CABLE





## STORY

A mysterious island has surfaced near Sonic's home – an island with a revoltingly familiar shape. The bald dome and walrus-shaped mustache are a total giveaway: Dr. Robotnik has built another floating fortress to carry out his plans for world domination!

After his Flicky Island snafu, Dr. Robotnik is at it again with his newest invention,  
**The Silver Castle!!!**

Joining forces, Sonic The Hedgehog™ & Knuckles The Echidna must thwart Dr. Robotnik's evil plan and decide there's only one thing to do—get to The Silver Castle, break inside the fortress, and do some serious damage before Dr. Robotnik attacks Mobius.

Unfortunately, that evil eggheaded villain is counting on Sonic's & Knuckles' meddling, so he has set a series of 'infallible' traps for our heroes. Once he gets rid of his nemesis Sonic for good, Dr. Robotnik can collect the Chaos Emeralds and gain enough power to take over the world!!!!

Travel with Sonic The Hedgehog™ & Knuckles The Echidna through a maze of traps, evil robots, and fearsome worlds. Prove to Dr. Robotnik that there's no trap made that a determined Sonic or Knuckles can't overcome! But watch out...Dr. Robotnik's latest assortment of tricks and traps are even nastier than usual....  
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## STARTING THE GAME

Turn the controller on and the Game Title Screen will appear. Press the Start button to enter the Character Selection Screen.



## CHOOSING A HERO

When the Character Selection Screen appears, use the directional disc on the left side of the controller to choose your hero. Press < or > to choose Sonic or Knuckles; then press the A button to confirm your choice.



### Sonic The Hedgehog™

Sonic The Hedgehog™ is the Hero of Mobius. He can run at supersonic speeds and perform rolling jumps to attack his enemies. Sonic The Hedgehog™ is in charge of saving the world from the evil Dr. Robotnik.



### Knuckles

Knuckles is a treasure hunter and traveller. He can glide forward and climb walls. In order to protect his quiet treasure hunting life, he chooses to fight against Dr. Robotnik.

## SPECIAL MOVES

### Spin Dash: Sonic & Knuckles

To perform a Spin Dash, press down on the directional pad while standing then press and hold A or B button to rev up. Release the directional pad to start dashing.

### Double Jump: Sonic

To make Sonic jump extra high, press the A or B button while jumping to perform a double jump.

### Glide: Knuckles

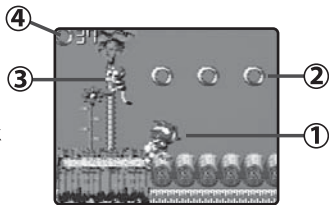
To make Knuckles glide, press the A or B button while jumping. While gliding, press the directional pad left or right to change direction. Release the A or B button to land.

### Wall Climbing: Knuckles

Glide close to a wall and press the A or B button to make Knuckles climb onto the wall. Press the directional pad up or down to climb up or down a wall.

## GAME SCREEN

1. Hero: Sonic or Knuckles
2. Rings: Collect as many rings as you can.
3. Enemy: The animal robots are under the control of Dr. Robotnik and will harm you. Avoid them or spin to destroy them.
4. Rings Collected: This shows you how many rings you have collected so far.



## ZONES

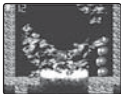
There are 5 Zones in Sonic Blast™ :



**Green Hill Zone:** Travel through this tropical landscape over hills, valleys and bridges over treacherous waters. Watch out for the piranhas and coconut-tossing monkeys!



**Yellow Desert Zone:** Quicksand is your most dangerous enemy in this zone, but also beware of the bats and moving spike traps. Keep going and you'll find yourself in an underground Egyptian cavern.



**Red Volcano Zone:** Take advantage of your surroundings, paying close attention to available springs to make it through this zone. Fireballs and serpents will try to stop you along the way.



**Blue Marine Zone:** Explore the underwater ruins while searching for rings in this zone. Make sure you gulp the big air bubbles before you run out of air!



**Silver Castle Zone:** The chrome-plated castle is home to Dr. Robotnik and filled with dangerous corkcrews, robots and steel spikes. Use the teleports to move around the levels, but be careful; it is easy to get lost in this zone.

## ACTS:

There are 3 Acts within each Zone. Before each Act an Introduction Screen will appear displaying your current Score, the number of Lives you have remaining and the Time Limit to complete the Act.

In the final Act of each Zone you will have to fight a boss. You must defeat the boss in order to move on to the next Zone.

You begin each game with 3 lives. If you lose all three, the game is over and you have to start again from the beginning.

## RINGS:

There are rings throughout the entire game. They can be found in trees, in caverns and behind secret walls. Collect as many rings as possible.

You will be rewarded with points for the number of rings you collect in each Act, but more importantly, the rings will save your life.

When you are hit by an enemy, step on a spike, or harm your hero in any way, you will lose up to 10 of your rings. As long as you have one ring remaining, you will not lose a life. If you do not have any rings left and your hero is harmed, you will lose a life and have to restart the game at the last checkpoint you passed.

When you collect 100 rings you will receive an extra life.



## TIME LIMIT:

You have 10 minutes to complete each Act. If 10 minutes pass before you have finished the Act you will lose a life. There is no visible timer on the screen, but if the clock gets down to 1:00, the words "Hurry Up!" will begin flashing on the screen. At the end of Acts 1 and 2 of each Zone there is a turnstile. Touch it to complete the Act.

You will be awarded bonus points based upon how quickly you complete an Act.

## TURNSTILE REWARDS:

When the hero touches the turnstile, it will start to spin and then it will stop and display an image of one of six rewards for the hero.

**1-Up:** If your hero's face appears, or the yellow Super Sonic face appears, you will receive an extra life.



**Super Ring:** If a ring appears you will receive 10 bonus rings.



**Dr. Robotnik:** Dr. Robotnik's image is worth nothing.

## POWER UP ITEMS:

There are power up items in the form of monitors in each Act. When you see one, jump on it to break it open and receive the reward displayed in the window.



**Checkpoint:** If you open a checkpoint monitor, the next time you lose a life you will begin the game at this checkpoint instead of having to start the Act from the beginning.

**Super Ring:** If a ring appears you will receive 10 bonus rings.



**Speed Shoes:** Collect this red shoe and your running speed will increase temporarily.

**Shield:** The shield will protect you from your enemies. If you are hit while holding the shield, you will not lose any rings, but you will lose the shield.



**1-Up:** If your hero's face appears you will receive an extra life.

**Question Marks:** The monitors with question marks have surprise gifts inside.

You won't know what you'll get until you break it open.



## BONUS STAGES

There are special bonus stages that can be accessed from Act 1 and 2 of each Zone. The entrance to the bonus stage is marked by a giant ring. In the bonus stage, Sonic or Knuckles must collect 50 rings in order to receive a gift.

Sonic/Knuckles will move forward automatically. You can press the directional pad to move your hero left or right. You cannot move backwards. Press the A or B button to jump up and collect rings.



### Helpful Objects:

- Triangle objects will give you a boost. If you see one, run over it for a burst of speed.
- Star objects will help you get rings that you have missed. Run into one and it will bounce you backwards.
- Red objects help you jump to get rings high in the air.

### Bonus Gifts:

Act 1 Gift: If you collect 50 rings you will receive an extra life.

Act 2 Gift: If you collect 50 rings you will receive a Chaos Emerald.

Chaos Emeralds are very important.

You will only truly defeat Dr. Robotnik if you collect all 5 Chaos Emeralds.

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## ENEMIES:

There are many things that will harm you during your travels through each Zone. Watch out for robot animals and sharp or falling objects. Below are some of the enemies you will encounter along your journey. Hold on to your rings!



Dr. Robotnik is an evil scientist who is trying to take over the world. You will have to defeat him at the end of every Zone.



These bats will fly right into you if you are not careful.



Look up in the trees for coconut-throwing monkeys.



Avoid the octopus when under water.

Fireballs cannot be defeated by spinning.



These bombs move super fast. Watch out!



## NOTES:

This device complies with the part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

**Warning:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**Note:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

Shielded cables must be used with this unit to ensure compliance with the class B FCC limits.



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IM-10600B

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**Questions? Comments?**

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