

SEGA™

GENESIS™
INSTRUCTION MANUAL

SONIC &
KNUCKLES™



WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

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.

WARNING TO OWNERS OF PROJECTION TVS

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

HANDLING YOUR SEGA GENESIS CARTRIDGE

- The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- 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 Sega cartridge.

SEGA GAMEPLAY HOTLINE

For French instructions, please call:
Instructions en français, téléphoner au:

Contents

Lock-On™ for Action!	2
Save Floating Island!	3
Getting Started	4
Basic Moves	6
Knuckles' Signature Moves	7
Floating Island Patrol	8
Rings	8
Badniks	8
Bosses	9
Time	9
Lives	9
Continues	9
Power Up!	10
Zip Through the Zones!	12
Mushroom Hill Zone	12
Flying Battery Zone	12
Sandopolis Zone	13
Lava Reef Zone	13
Hidden Palace Zone	14
Sky Sanctuary Zone	14
Death Egg Zone	15
Doomsday Zone	15
3D Special Stage	16
Bonus Stages	17
Glowing Spheres Stage	17
Slot Machine Stage	18
Badniks!	19
Lock-On Sonic 3!	21
Data Select (Game Save) Screen	23
Lock-On Sonic 2!	25
Credits	27

Lock-On™ for Action!

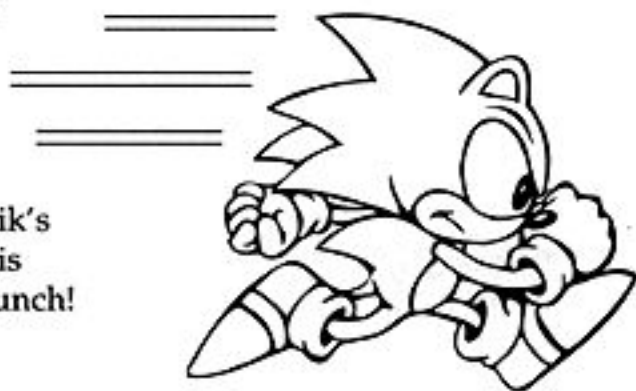
Sonic & Knuckles is a revolutionary new kind of game! It's the first game cartridge ever that you can play by itself, or Lock-On with other Sonic game cartridges!

Play this game by itself to continue Sonic's quest to save Floating Island and defeat rotten Dr. Robotnik through fantastic new Zones! As Sonic, you'll battle for the Chaos Emeralds. As Knuckles, you'll defend the island's secrets!

There's way more! Lock-On **Sonic 3** with the **Sonic & Knuckles** cartridge to create a huge, 34 MEG Sonic epic! **Sonic 3 & Knuckles** has more gameplay options in 1 Player mode. New secrets wait to be found, and now you've got 14 Emeralds to rescue! Play as Knuckles and discover new routes!

More yet! Lock-On **Sonic 2** to the **Sonic & Knuckles** cartridge to experience a totally new **Sonic 2** adventure as Knuckles with all his signature moves!

So start zoomin'! Dr. Robotnik's Death Egg is about to launch!



IMPORTANT

The **Sonic & Knuckles** cartridge is designed to Lock-On with a **Sonic 3** or a **Sonic 2** cartridge. It will not work with non-Sonic cartridges.

Save Floating Island!

The last time Sonic and Robotnik went head-to-head, Sonic blasted Robotnik's Death Egg to smithereens. The explosion heaved Sonic deep into Floating Island's Mushroom Hills!

Sonic knows that many Emeralds, including the Master Emerald, are hidden somewhere on Floating Island. He bets this Knuckles character knows where they are! Sonic can't let Robotnik get his hands on the Master Emerald. He'd have Death Egg fuel forever — and Floating Island would be destroyed!

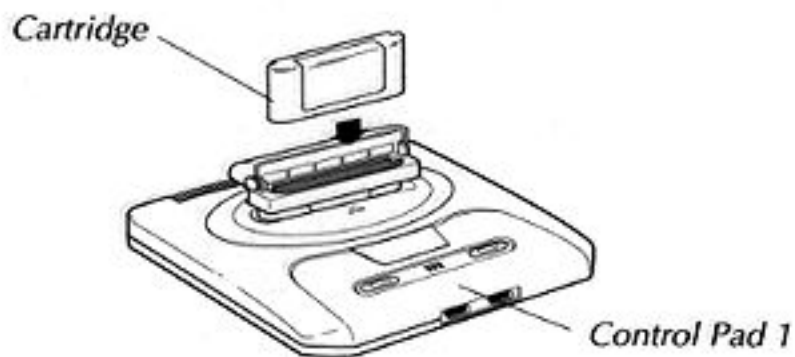
Now Sonic's got two problems. How to protect the Master Emerald? And how to keep Knuckles off his back? He'll have to deal with that wild echidna right away!



Knuckles has problems, too. As Guardian of Floating Island and all the Emeralds, Knuckles has a mission — to wage war on all invaders. Whoever threw that bomb is in DEEP trouble. Knuckles is ready with tricks, traps and bare-fisted attacks to keep Floating Island safe.

Sonic's not taking any changes. Neither is Knuckles! But while they're going the rounds with each other, who's stopping Dr. Robotnik? Could this be the end of Floating Island?

Getting Started



1. Set up your Genesis System as described in its instruction manual.
2. Plug in Control Pad 1.
3. Make sure the power switch is **off**.
4. Fit the **Sonic & Knuckles** cartridge into the cartridge slot and press it down **firmly**.
5. Turn the power switch **on**.

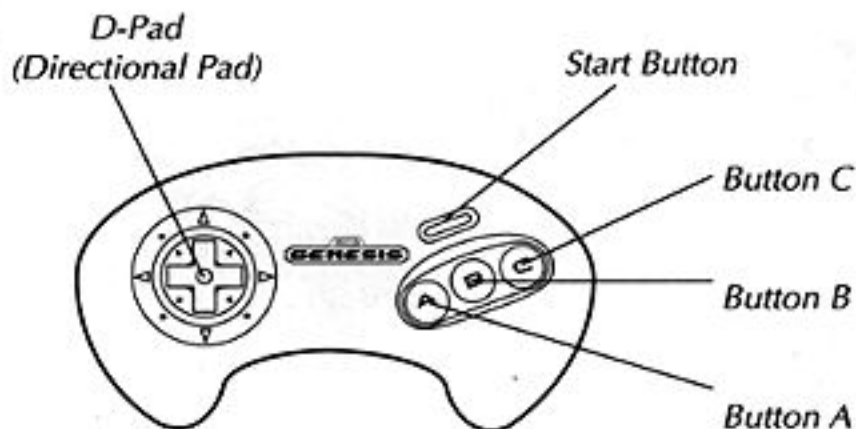


6. You'll see the Sega logo, and then the **Sonic & Knuckles** Title screen. Wait a few moments to watch the game demos.
7. Press the **Start** button on the control pad to bring up the Title screen again.
8. Press the **D-Pad up/down** to select your character. Choose either Sonic or Knuckles.
9. Press **Start** to begin the game.

IMPORTANT

- If you don't see the Sega screen, turn the power switch **off**. Check your Genesis setup, make sure the cartridge is **firmly** inserted in the console, and turn the power switch **on**.
- Always turn the power switch **off** before inserting or removing the cartridge.

Basic Moves



To Do This:

Press This:

- Move right/left D-Pad right/left
- Jump Button A, B or C
- Duck D-Pad down
- Spin Dash Hold the D-Pad down. Press **Button A, B or C** to start spinning. Tap the button repeatedly to rev up your spin. Release the D-Pad to dash away like a road rocket.
- Look Up/Down Stand still, press D-Pad up/down and hold
- Pause/resume play **Start**

HINT

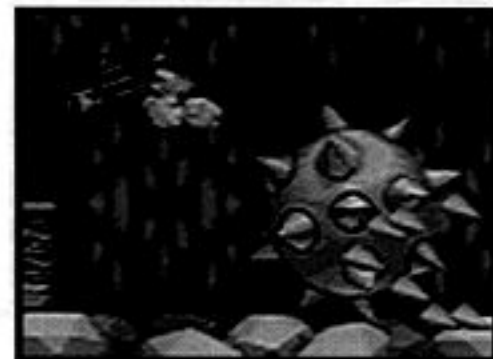
Sonic's moves can get even more spectacular! Find all the Emeralds and see what happens!

Knuckles' Signature Moves

Knuckles uses a Spin Dash just like Sonic, but he also has unique moves of his own. For one thing, he bashes through walls like nobody else! Check out these other Knuckles specialties:

Glide

- Press **Button A, B or C** twice quickly — once to get some air and again to start gliding.
- Press the D-Pad **left/right** for direction.



Gliding Knuckles Attack

- Press **Button A, B or C** twice to start gliding.
- Put Knuckles' best fists forward to knock out Badniks. Perform this attack just like the Glide and whack into robots on the fly!

Wall Climb

- Get close to a wall.
- Press **Button A, B or C** twice quickly — once to jump, and a second time to stick to the wall or vertical surface.
- Press the D-Pad **up/down** to climb.
- Press **Button A, B or C** to jump off.

Floating Island Patrol

Dr. Robotnik is out there somewhere. If he gets his hands on the Master Emerald and repairs the Death Egg, Floating Island is in peril!

Rings

Defend Floating Island by collecting gold rings.

- Collect as many rings as you can for high score and protection from enemy hits or hazards.
- When Sonic or Knuckles hits a trap, or gets attacked by a Badnik, they lose their rings. When they have no rings, an enemy hit costs them one life.
- In Special and Bonus Stages, you earn a Continue when you grab 50 rings.
- Grab 100 rings and get an extra life!

Badniks

Each time you defeat a Badnik, it breaks apart and the animal trapped inside is freed!

Bosses

At the end of every Zone, you must defeat an extra-nasty Boss specially created by Robotnik!

Time

The Time Limit for each Act is 10 minutes. If you take too long and the Time Limit runs out, you must repeat the Act. Zip past Star Posts during the Act, and you'll only have to repeat from the last Star Post you passed.



Lives

You begin the game with 3 lives. If you lose a life, you must restart the Act from the last Star Post you passed. If you lose all your lives, the game ends.

Continues

You earn one Continue for every 50 rings you collect in the Special and Bonus Stages. Continues are worth a whopping 3 lives each!

When you lose all 3 of your original lives, but have earned Continues, you'll see the Continue screen. Then, you have 10 seconds to press **Start** to get back into the game.

Once you press **Start**, you will re-enter the game at the last Star Post you passed.

Power Up!

Power-ups are everywhere in the Zones. They look like monitors. Fuel up on these prizes by bouncing on top of them or doing a Spin Dash into them.



SUPER RING

Collect 10 gold rings at once!



1-UP

Bounce on Sonic or Knuckles for an extra life.



INVINCIBILITY

Makes Sonic or Knuckles Badnik-proof, for a limited time only. Some moving objects are still harmful, so be careful!



WATER SHIELD

Encloses Sonic or Knuckles in a Badnik-proof air bubble, and lets them breath underwater. Now you can defeat most Badniks by bouncing on their heads!



LIGHTNING SHIELD

Sonic or Knuckles becomes a gold ring magnet. Just pass close by and the rings will follow you anywhere! The Lightning Shield also absorbs energy ball attacks. As Sonic, you can press **Button A, B** or **C** twice quickly for a double jump!



FLAME SHIELD

This device protects Sonic or Knuckles from a fire attack. As Sonic, you can also power up for the Fireball Spin Dash. Press **Button A, B** or **C** twice quickly to jump and **D-Pad left/right** for horizontal attacks.



SUPER SHOES

High-speed sprinting shoes. Watch Sonic and Knuckles go!

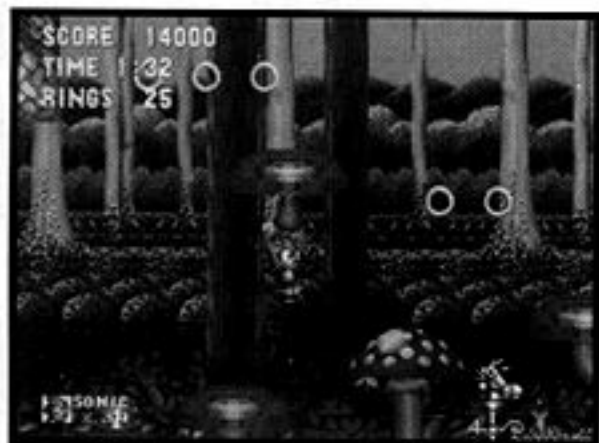


ROBOTNIK

If you see this one, **STAY AWAY!** Robotnik steals all your rings, or takes a life!

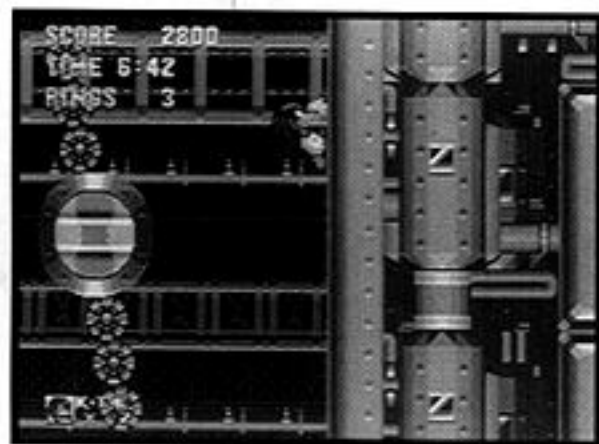
Zip Through the Zones!

Mushroom Hill Zone



Fantastic mushrooms cover the lush hills deep in Floating Island's interior. Many useful kinds of plants grow here. See how they can help you.

Flying Battery Zone



Go flying on Robotnik's warship. Watch where you step — sneaky traps are everywhere!

Sandopolis Zone



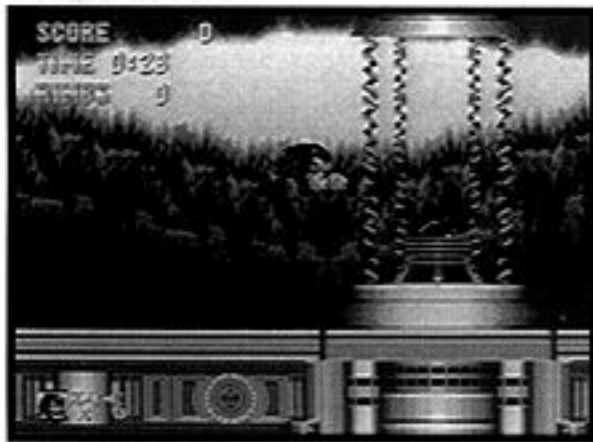
No desert has shiftier sands than this treacherous terrain. Play the sands to your advantage. Time your attack on the Skorp just right!

Lava Reef Zone



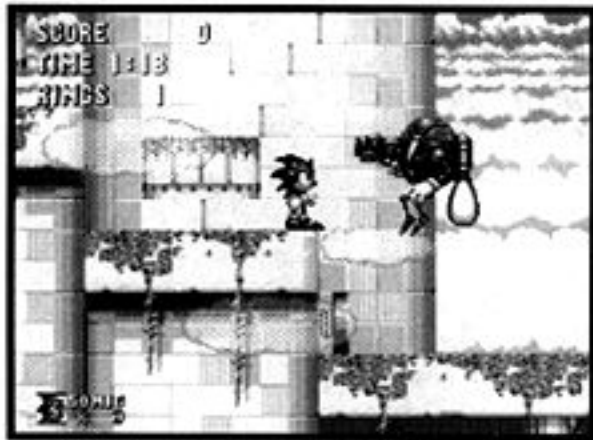
Enter the biggest, hottest Zone on Floating Island! Beware of exploding rocks and Toxomisters that poison the air!

Hidden Palace Zone



Some mysteries are solved! Robotnik makes his big play, and Knuckles finds out who the REAL bad guy is!

Sky Sanctuary Zone



Take the battle to the clouds when Sonic fights Robotnik's Badniks on the floating ruins of an ancient time!

Death Egg Zone

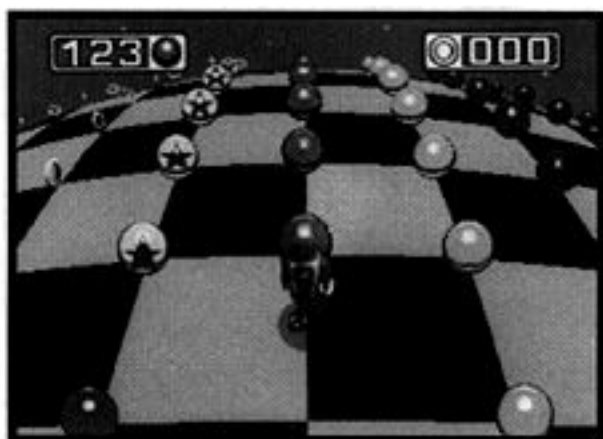


Face bald, belligerent Robotnik in his whirling Death Egg!

Doomsday Zone

Sonic unleashes incredible Emerald forces in this final shattering showdown with Robotnik!

3D Special Stage



3D Special Stages are hidden throughout the game. Find the giant gold ring in each Act and jump through it to enter the Special Stage. Once you're there:

- Grab the blue spheres. If you get them all, you win a Chaos Emerald!
- Collect 50 rings and you'll be awarded a Continue.
- Grab a yellow sphere to catapult for a distance of 5 spheres.
- Red and white star spheres are bumpers that ricochet you in the opposite direction.
- Dodge the red spheres. (Hint: Try jumping over them.)

Bonus Stages

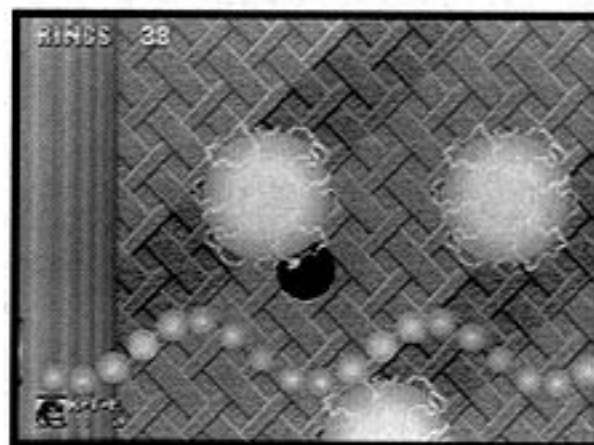
Pass a Star Post when you have 50 rings (or more) and a Star Circle will appear. Jump through the circle to enter a Bonus Stage. The number of rings you have when you jump into the halo determines which stage you'll enter.

Collect 50 rings in any Bonus Stage and win 1 Continue.

Glowing Spheres Stage

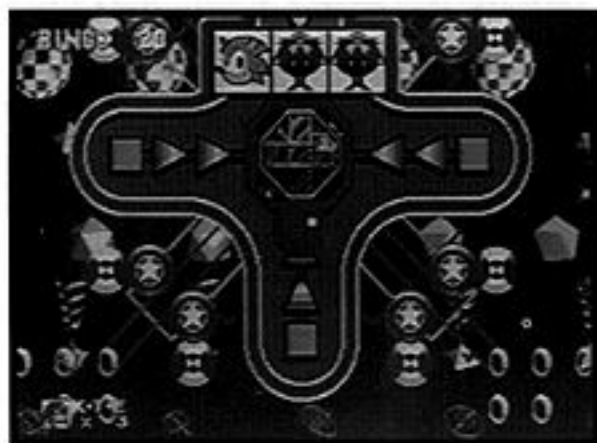
You are stuck to a magnetic sphere! Roll to the top of the sphere and then jump to a higher one. Activate the flippers to help you to the top.

Look out for the force field creeping up from below!



Slot Machine Stage

Collect rings when the tumblers roll. Jump toward the center to stay in the game.



1 Bar	2 Rings
2 Bars	4 Rings
3 Bars	8 Rings
3 Tails	20 Rings
3 Knuckles	25 Rings
3 Sonics	30 Rings
3 Jackpots	100 Rings
3 Robotniks (Rats!)	Lose 100 Rings

Badniks!

Robotnik's army is made up of your unfortunate robotized friends, who've been turned into Badniks. Give 'em a whack to set them free!



Butterdroid



Blaster



Chainspike



Toxomister



Technosqueek



Cluckoid



Mushmeanie



Fireworm



Dragonfly



Sandworm



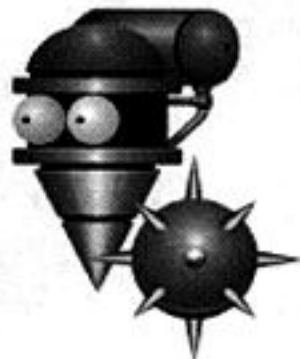
Madmole



EggRobo



Skorp



Spikebonker

Lock-On Sonic 3!

Sonic 3 & Knuckles

1. Set up your Genesis System as described in its instruction manual.
2. Plug in Control Pad 1.
3. Make sure the power switch is off.
4. Fit the **Sonic & Knuckles** cartridge into the cartridge slot and press it down firmly.
5. Lift up the flap on the top of the **Sonic & Knuckles** cartridge, and fit the **Sonic 3** cartridge into it, just like you would fit it into the Genesis cartridge slot. Press the cartridge down firmly. You've now Locked-On **Sonic & Knuckles** and **Sonic 3** to create **Sonic 3 & Knuckles**.
6. Turn the power switch on.
7. You'll see the Sega logo, and then the **Sonic 3 & Knuckles** Title screen. Wait a few moments to watch the game demos.
8. Press **Start** to bring up the Title screen again.
9. Press the D-Pad up/down to select 1 Player.
10. Press **Start** to display the Data Select (Game Save) screen from **Sonic 3**.



Turn the page to continue.



11. Press the D-Pad left/right to select a stored game or a new game.
12. Press the D-Pad up/down to select a character. You can play as Sonic, Knuckles, Tails, or Sonic and Tails.
13. Press Start to begin the game. See what new surprises you can find that were not possible in Sonic & Knuckles alone. (Hint: Look for new routes!)

Note: Please see your Sonic 3 manual for more gameplay information.

IMPORTANT

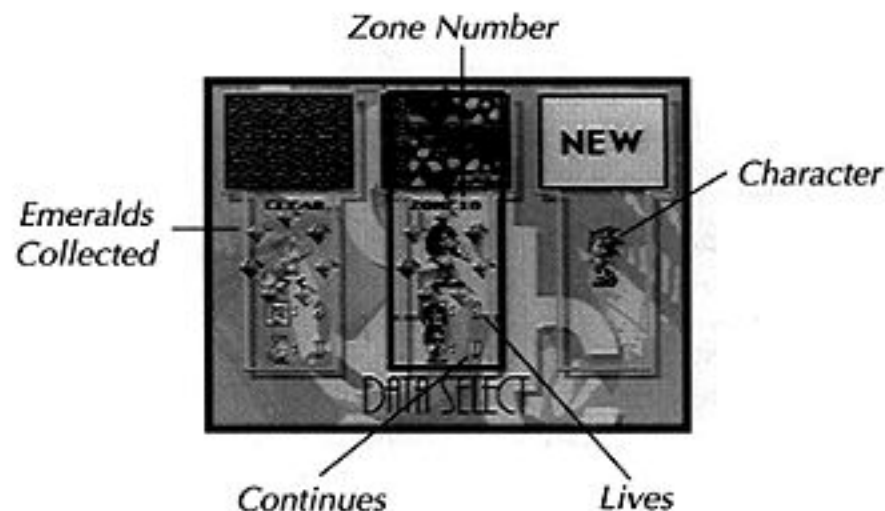
- If you don't see the Sega screen, turn the power switch off. Check your Genesis setup, make sure the cartridge is firmly inserted in the console, and turn the power switch on.
- Always turn the power switch off before inserting or removing the cartridge.

Data Select (Game Save) Screen

When you Lock-On Sonic 3 to Sonic & Knuckles, the Data Select screen offers you special options. For example, now you can play Sonic 3 & Knuckles as Sonic, Knuckles, Tails, or Sonic and Tails!

SELECTING A CHARACTER

1. Lock-On the Sonic 3 cartridge to the Sonic & Knuckles cartridge that's already in your Genesis, and turn your Genesis on. (See page 21 for complete instructions.)
2. At the Title screen, press the D-Pad up/down to select 1 Player mode.
3. Press Start to bring up the Data Select screen.
4. Press the D-Pad left/right to choose a NEW game.
5. Press the D-Pad up/down to select your character.
6. Press Start to begin the game.



Turn the page to continue.

RESUMING SAVED GAMES

The **Sonic 3** games that you've saved (up to 6) show up on the **Sonic 3 & Knuckles** Data Select screen. You'll see the lives, Continues and all rescued Chaos Emeralds that are saved with the games.

To resume a saved game:

1. Bring up the Data Select screen.
2. Press the **D-Pad left/right** to choose a saved game.
3. Press **Start** to begin. You will resume the game from the beginning of the last Zone that was played. You must play as the character who played the original game.

REPLAYING ZONES FROM COMPLETED GAMES

Completed games are marked with the word "CLEAR." You can replay any Zone from a cleared game.

To replay a Zone:

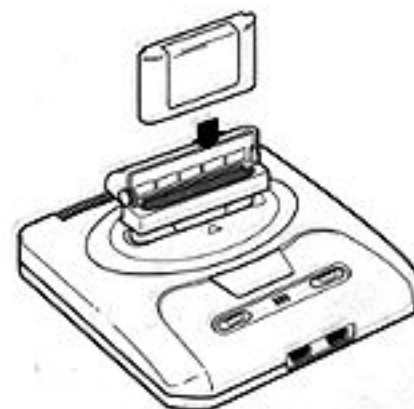
1. Select a **CLEAR** game from the Data Select screen.
2. Press the **D-Pad up/down** to choose the Zone you want to replay. The Zone number is displayed on the game.
3. Press **Start** to begin. You will start play from the beginning of the selected Zone. You must replay the Zone as the character who completed the original game.

Note: Saving games to the Data Select screen and deleting old games are the same as for **Sonic 3**. Please see your **Sonic 3** manual for more information.

Lock-On Sonic 2!

Knuckles the Echidna in Sonic The Hedgehog 2

1. Set up your Genesis System as described in its instruction manual.
2. Plug in Control Pad 1.
3. Make sure the power switch is **off**.
4. Fit the **Sonic & Knuckles** cartridge into the cartridge slot and press it down firmly.
5. Lift up the flap on the top of the **Sonic & Knuckles** cartridge, and fit the **Sonic 2** cartridge into it, just like you would fit it into the Genesis cartridge slot. Press the cartridge down firmly. You've now Locked-On **Sonic & Knuckles** and **Sonic 2** to create **Knuckles the Echidna in Sonic The Hedgehog 2**.
6. Turn the power switch on.
7. You'll see the Sega logo, and then the **Knuckles the Echidna in Sonic The Hedgehog 2** Title screen. Wait a few moments to watch the game demos.
8. Press the **Start** button on the control pad to bring up the Title screen again.



Turn the page to continue.



9. Press **Start** to begin the game as Knuckles.

See what new surprises you can find that were not possible in **Sonic 2** alone. (Hint: Look for new Knuckles power-ups and new places to explore using Knuckles' signature moves!)

Note: Please see your **Sonic 2** manual for more gameplay information.

IMPORTANT

- If you don't see the Sega screen, turn the power switch **off**. Check your Genesis setup, make sure the cartridge is **firmly** inserted in the console, and turn the power switch **on**.
- Always turn the power switch **off** before inserting or removing the cartridge.

Credits

Executives in Charge

Hisashi Suzuki,
Shinobu Toyoda,
Roger Hector

Project Manager

Masaharu Yoshii

Executive Producer

Yuju Naka

Co-Executive Producer

Hirokazu Yasuhara

Lead Game Designer

Hirokazu Yasuhara

Lead Programmer

Yuji Naka

Senior Game Designers

Hisayoshi Yoshida,
Takashi Iizuka

Senior Programmers

Takahiro Hamano,
Masanobu Yamamoto

Character Artist

Takashi Thomas Yuda

Special Stage Artist

Kunitake Aoki

Animator

Takashi Thomas Yuda

Enemy Artist

Satoshi Yokokawa

Scene Artists

Kunitake Aoki,
Chie Yoshida,
Tsuneko Aoki,
Shigeru Okada,
Takashi Thomas Yuda,
Satoshi Yokokawa

Art Assistant

Osamu Ohashi

Sega Sound Team

Howard Drossin, Bo,
Sachio Ogawa, Milpo,
Masaru Setsumaru,
Jun Senoue,
Tatsuyuki Maeda,
Tomonori Sawada,
Masayuki Nagao

Sound Project Coordinator

Hisaki Nimiya

Sound Special Thanks

Cube Corp., Opus Corp.,
Masanori Nakayama -
Studio Who

Marketing Director	Diane Fornasier
Promotions Director	Thomas J. Abramson
Product Manager	Pamela Kelly
Marketing Assistant	Lisa Best Wilson
Marketing Screen Shots	Clint Dyer, Mike Williams
Game Lead	Jason Kuo
Assistant Leads	Rick Greer, Mike Williams
Testers	Greg Becksted, Joe Cain, Aaron Hommes, Robert Lee, Chris Lucich, Tim Spengler, Mark Subotnik, Conan Tigard, Maria Tuzzo, Fernando Valderrama, Alex Villagran, Gregg Watkins, David Wood, Jon Apour, Mike Baldwin, Janine Cook, Ben Cureton, Lance Nelson, Bill Person, Daniel Wong, Kirby Fong
Manual	Neil Hanshaw, Carol Ann Hanshaw
Manual Screen Shots	Neil Hanshaw
Developer	S.T.I.
Special Thanks	Hayao Nakayama, Shoichiro Irimajiri, Tom Kalinske, Paul Rioux, Mamoru Shigeta, Tomio Takami, Takaharu "Utsy" Utsunomiya
Special Acknowledgments	Christine Bertoglio, Clint Dyer, Jina Ishiwatari, Emi Kawamura, Masaaki Kawamura, Deborah McCracken, Sue Ortlip, Elaine Starling, Jennifer Titchener, Mike Williams

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis 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 warranty service, call the Sega Consumer Service Department at:

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. 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 Genesis Cartridge requires repairs after termination 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.

Limitations on Warranty

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.

ECCO

THE TIDES OF TIME™

Available on
Genesis™
Game Gear™
Sega CD™

Sega, Genesis, Game Gear, Sega CD, Sonic The Hedgehog, Knuckles, Ecco The Tides of Time and all related characters and indicia are trademarks of SEGA. All rights reserved. The Videogame Rating Council, its Rating System, symbols and indicia are trademarks of Sega of America, Inc. ©1994 SEGA, P.O. Box 8097, Redwood City, CA 94063. All rights reserved. Made and printed in the U.S.A.