

SONIC THE HEDGEHOG 3

SONIC & KNUCKLES

[Game selection](#)

[How to play](#)

[Basic operation](#)

[Menu bar](#)

[Special stages • Bonus stages](#)

[Character introduction](#)

[Story](#)

[How to use Help](#)

[Hotline](#)

[Others](#)

Game selection

This CD contains two programs: SONIC THE HEDGEHOG 3 and SONIC & KNUCKLES. You can enjoy them separately or play them in succession as SONIC THE HEDGEHOG 3 & KNUCKLES.

1. SONIC THE HEDGEHOG 3

You can play SONIC THE HEDGEHOG 3. You can choose the character to control: Sonic or Tails. Clear six Zones to reach the end.

2. SONIC & KNUCKLES

You can play SONIC & KNUCKLES.

You can choose the character to control: Sonic or Knuckles. Clear six Zones to reach the end.

3. SONIC THE HEDGEHOG 3 & KNUCKLES

You can play both SONIC THE HEDGEHOG 3 and SONIC & KNUCKLES together. You start from the first Zone in SONIC 3 and when you clear all six Zones you continue from the first Zone of SONIC & KNUCKLES. You can select any character.

How to play

1P Mode

Competition Mode

1. SONIC THE HEDGEHOG 3

SONIC THE HEDGEHOG 3 & KNUCKLES

Choose from two modes: 1P Mode, which is for one player only, or Competition Mode where two players vie to finish a stage in the shortest time.

In 1P Mode, when you play for the first time, if you choose Sonic & Tails in the Characters Selection, a second player can join as Tails at any time, for team play action.

Choose 1P PLAYER or COMPETITION in the Title Screen by pressing [^] or [v] and confirm by pressing [Enter].

2. SONIC & KNUCKLES

Only 1P Mode is available. Choose either Sonic and Knuckles with [^] or [v] and confirm with [Enter] to start the game.

1P Mode

Sonic, Tails and Knuckles must travel through danger-filled Zones to stop Dr. Robotnik's plot. There are two acts in every Zone. Beat the Boss characters and Dr. Robotnik and free the animals of the island to clear a stage.

[Data select](#)

[Screen view](#)

[Game Over & Continue Screens](#)

[Don't forget to take a breather when you're in the water](#)

[Start again with the point marker](#)

[Collect 50 rings to access a bonus stage](#)

[Use Attacks in suspicious places](#)

[Special rings & special stages](#)

[Items & power ups](#)

[Barrier effect & special attacks](#)

[How to attack a Boss character](#)

[Act clear](#)

Data select

In 1P Mode, select Save data. Your game progress is saved automatically while you play and next time you can continue from where you left off.

Press the [Esc] key to quit the Selection screen and return to the Title Screen.

[Saving data while playing](#)

[Playing without saving data](#)

[Character selection](#)

[When continuing a game](#)

[Erasing saved data](#)

Saving data while playing

Select NEW data with [<] [>] + [Enter].

You can save your game progress while you play



Playing without saving data

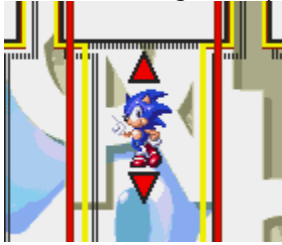
Select NO SAVE on the left side by pressing [<] [>] + [Enter].

Now you can play without worrying about saving your game progress.



Character selection

When selecting data, press [^] [v] to select characters.



When continuing a game

Select saved data of a game in progress.

You start again from the first Act of the Zone you last reached.

In the data, the Zone and Chaos Emeralds will be visible.

Note: You can't change the characters in the saved data.



Erasing saved data

Select DELETE on the far right.

When you select data you want to cancel with [<] [>] + [Enter], Yes/No is displayed.

If you want to cancel, (YES) press [<]; if you don't want to cancel (NO), press [>]. Press [ESC] to cancel.



Screen view



(1) Score

Total score since you started.

(2) Time

Shows the remaining time for that act.

If it passes 9:59 you lose one chance: you've run out of time!

(3) Rings

The number of rings you collected in that act.

If you're damaged and you have at least one ring you don't lose a chance, but if you do lose the rings you have. When you collect 100 rings you gain one extra chance.

(4) Remaining chances

The number of chances you still have.

As you lose them, the number decreases, and when you lose your last one, the game ends.

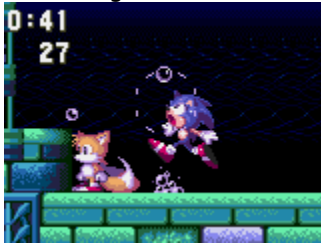
Game Over & Continue Screens



If you lose your last life, the game ends. However, if you get a Continue in the Special stage, you can continue the game.

If you want to continue the game, press [Enter] before the countdown reaches zero in the Continue Screen. You will start again from the beginning of the act you ended in.

Don't forget to take a breather when you're in the water



When you stay under water for a long time, a countdown starts. If you don't breathe in open air before the count reaches zero you lose one chance.

Start again with the point marker



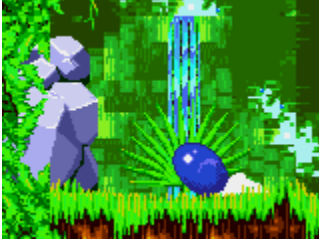
When you touch a point marker, it begins to spin, and its light flashes on and off.
If you lose a chance, you can restart from the last point marker you touched.

Collect 50 Rings to go to a bonus stage



If you collect at least 50 Rings and you touch a point marker, a ring of shining stars appears over the marker. Jump inside the ring to enter a Bonus Stage.

Use Attacks in Suspicious Places

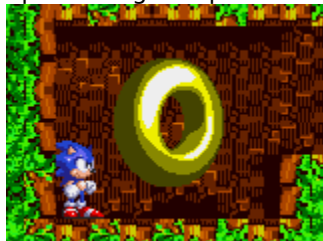


If you find strange walls and rocks, attack them with a super spin dash or a rolling jump - you may find a hidden room or passage.

Use the same attacks against invisible clockworks.

You may also encounter things you can move by pressing the Directional Button UP.

Special rings & Special Stages



Try to explore strange places wherever you find them: many Items and special Rings are hidden in secret rooms and passages. When you touch a special Ring you can access Special Stages.

Items & Power-Ups

If you attack Item boxes with rolling jumps and super spin dashes you can find special and useful Items.



big 10 ring...10 extra rings



1UP...one extra chance



High speed...you can run faster for a limited time



Invincible...you can't be damaged for a limited time

Barriers Effects & Special Attacks

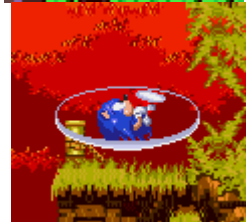
Each of the three Barriers has a special characteristic.

Note: Only Sonic can use a Special Attack with a Barrier's effect.

Press [Enter] during a rolling jump to perform a Special Attack.



Flame barrier: You're protected from flame attacks, but it disappears if you fall into the water. The Special Attack is the flame jewel dash.



Aqua barrier: Allows you to breathe in the water. The Special Attack is the repetition bound.





Lightning barrier: Sucks up rings in the vicinity, but it will disappear if you fall in the water. The Special Attack is the double jump.

Attack the Boss character



At the end of every act, a Boss character is waiting for you. Dodge his terrible attacks and counter with rolling jumps!

Act clear



When you defeat a Boss character, a bonus plate will fall down.

When the plate hits the ground, the act is cleared. If you touch the plate before it falls, you may get a nice surprise...

Score Screen



(1) A special bonus if you cleared the stage in a short time

(2) A special bonus if you collected many rings

(3) Total score

Competition mode

Enjoy a two-player challenge game. Select your characters from Sonic, Tails and Knuckles. The challenge is a race where the winner is the one to clear the stage in the shortest time.

[Mode select](#)

[Item on/off](#)

[Operation and Screen View](#)

[About other Screens](#)

[Challenge menu](#)

[Challenge Mode Items](#)

Mode Select



GRAND PRIX...a grand prix mode with 5 races for two players.

MATCH RACE...a two-player mode with only 1 race.

TIME ATTACK...a time attack mode for one player only.

EXIT...go back to the Title Screen.

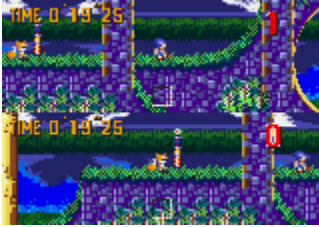
Item On/Off



Use [\leftarrow] [\rightarrow] to select On/Off. On has items appear, and Off keeps items from appearing. (GRAND PRIX and MATCH RACE only).

In TIME ATTACK, Items don't appear.

Operation & Screen View



The operation is the same as in the 1P mode. If two players play, use the following keys: Note that you can also use a joystick. > [Options](#)

2P operation [D] look up

Left (tap repeatedly to speed up) [X] [V] Right (tap repeatedly to speed up)

[C] Look down

[A] Rolling jump

In the 2P Battle Mode the screen is divided in two halves. 1P is shown in the upper half, while 2P is shown in the lower half. Press [ESC] to stop the race in MATCH RACE and TIME ATTACK.

[Screen](#)



(1) If the time passes 9'59"59 the time is over.

When both players go over the time limit, the game is a draw.

(2) Shows the items collected.

Only speed up, speed down and rings.

(3) Displays current lap number.

In all modes one race consists of 5 laps.

(4) If you tread on the switch you can throw an obstacle in your opponent's path.

Other screens

GRAND PRIX

MATCH RACE

TIME ATTACK

GRAND PRIX



Character Selection

Player 1 selects a character with [<] [>] + [Enter].

Player 2 enters with A and selects a character with [<] [>] + [A].



Results

WIN!! indicates the winner and LOSE the loser. TIE...speaks for itself.

Press [Enter] to see the time for the last five races and the total time.

MATCH RACE



Character selection

Player 1 selects a character with [<] [>] + [Enter].

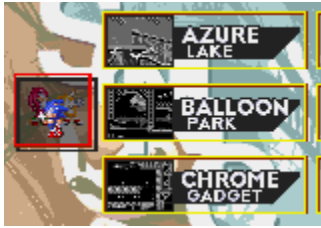
Player 2 enters with A and selects a character with [<] [>] + A.



Course selection

Select a course with [^] [v]. On the screen the best lap time for TIME ATTACK is displayed.

TIME ATTACK



Character selection

Select a character with [<] [>] + [Enter].



Course select

Select a course with [^] [v]. The best lap time appears on the right side of the screen.



Time screen

Take a look at every lap time and total time.

If you made it to the top three, your time is saved as a record.

2 P challenge circuits

AZURE LAKE	A multiple loop high speed circuit near a lake
BALLOON PARK	Winning or losing depends on the balloon jump
CHROME GADGET	A technical circuit full of mechanisms
DESERT PALACE	Be careful in the sand bridge before the finish
ENDLESS MINE	Go head-to-head in the expanding gallery

2 P challenge mode items



Speed up...run faster for a limited time



Speed down...run slower for a limited time



Rings...protect you from one hit



Banana...touch it and you slip when you touch the ground



Automatic bomb...touch it and you explode if you hit something while running



Spring...touch it and you can make long jumps when you touch the ground



Change...exchange your items with your opponent's

Basic operation

Keyboard•Joystick Operation

Special Action

Full Screen

Pause

Restarting the Game

Reset

Quitting the Game

Keyboard•Joystick Operation

Select Use Keyboard(Joystick) from the Options pull down menu in the menu bar to change controls.

*These are the default settings; assign the keys you prefer to use in the options. >[Options](#)

Keyboard operation

[^] Look up

[<] Left (Press and hold to speed up)

[>] Right (Press and hold to speed up)

[v] Look down

[Enter] Rolling jump

Joystick Operation

Joystick operation controls only the character movement. Please use the keyboard to change the settings.

Stick right: Character moves right

Stick left: Character moves left

Stick down: Character looks down

Stick up: Character looks up

A Button: Rolling jump

Special action

Super spin dash (Sonic, Tails, Knuckles)

Rolling attack (Sonic only)

Special attack (Sonic only)

Fly and swim (Tails only)

Tail attack (Tails only)

Team play with Tails (Sonic & Tails)

Gliding (Knuckles only)

Grabbing a wall (Knuckles only)

Super spin dash (Sonic, Tails, Knuckles)



Press and hold [v] + [Enter] to start spinning.

When you release [v], you dash forward, spinning.

Rolling attack (Sonic only)



Press [Enter] during the rolling jump for a double effect rolling attack
Use the rotating cyclone to attack and throw back enemy bullets.

Special attack (Sonic only)

When you have a barrier, launch special attacks pressing Enter during a rolling jump. > Barrier effect and special attacks

Fly and swim (Tails only)



Tap [Enter] repeatedly during a rolling jump to fly.

Tap [Enter] repeatedly in the water to dog-paddle.

Note: If you fly or swim for a long time you get tired and you can't continue.

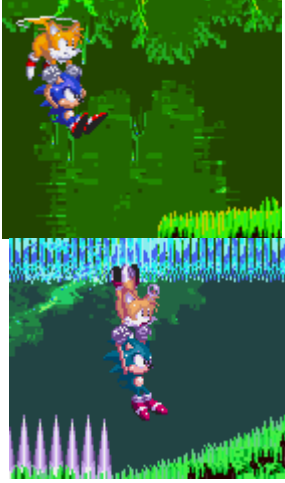
Tail attack (Tails only)



When you're flying use your spinning tail to attack and deflect enemy bullets.

Master your tail's attack as every other part of your body can be damaged. Your tail is the only part that can't be damaged so move it skillfully!

Team play with Tails (Sonic & Tails)



If Sonic performs a rolling jump he can grab Tails while Tails is flying. You can now go to places usually out of Sonic's reach by controlling Tails.

Gliding (Knuckles only)



Press [Enter] during a rolling jump. Press and hold to glide.
Use [<] [>] to switch directions. Release the Enter key to land.
Use the knuckle punch to attack while you glide.
Your knuckles are the only part that can't be damaged, so be careful!

Grabbing a wall (Knuckles only)



Holding on: If you hit a wall while you glide you can hold to it. Leave the wall with a rolling jump and press [Enter] to continue gliding.

Press [^] [v] to climb the wall while you're holding on to it.

Full Screen

You can enjoy a full screen in this game. The menu bar is hidden when you use the full screen, so return the screen to its original size to change options. Select Full Screen on the menu bar or press [F4] to change the screen size.

Pause

If you want to pause the game, select Pause on the menu bar or press [F3]. Press [F3] again to resume playing.

Restarting the Game

Restarting: Click on Restart Game on the menu bar or press [Alt] + [R] to go back to the Title Screen and restart the game.

Reset

Click on Reset on the menu bar if you want to go back to the Game Select Screen. You will be able to choose from SONIC THE HEDGEHOG 3, SONIC & KNUCKLES, or SONIC THE HEDGEHOG 3 & KNUCKLES.

Quitting the game

Select Exit from the menu bar or press [Alt] + [F4] when you want to quit the game.

Menu bar

Game Menu

Options

Help Menu

Game Menu

Restarting Game

Reset

Pause

Special Stage Mode

Exit

Special Stage Mode

Play Stages which are different from the default stages. Move the star shaped cursor with [^] and [v], align it with START and press [Enter] to start.

The CODE appearing on the screen is the password. Write down this code so you can play from the next stage even if you turn off the computer.

Change the color of the cursor by aligning it to START and pressing [<] [>]. When the star is blue your character is Sonic, and when it is red you control Knuckles.

Options

Full Screen

Menu Bar

If you want to hide the menu bar, select Menu Bar with the mouse or press [F5]. Repeat this procedure to display the menu bar again.

Change Controls

Select Change Controls with the mouse or press [F7] to change the controls you're using. When you change the keys a dialog box appears.

Use Joystick

Select it with the mouse or press [F8] to switch from Keyboard to Joystick or viceversa. If you're using a joystick please select 1P or 2P.

Sound Test

Click on it with the mouse to listen to the game's background music or special effects of the game.

Help Menu

See the help topics. Click on one to display that topic.

[Contents](#)

[How to Play The Game](#)

[Keyboard and Joystick Controls](#)

[Gameplay Hotline](#)

[How to use Help](#)

Special Stage • Bonus stage

Special Stage

Bonus Stage

If you're playing SONIC THE HEDGEHOG 3 & KNUCKLES

Special stage

Touch a special Ring to go to a Special Stage.

If your character touches all of the blue balls in the stage, or if they change to red balls or rings you clear the stage. (If you take the rings good things may come to you...)

When you clear the stage you gain possession of one of the fabulous Chaos Emeralds.

Operation....move with [^] [<] [>] and jump with [Enter].



- (1) Number of blue balls left in the stage
- (2) Number of rings collected in the Special Stage
- (3) Touch all the blue balls to clear the stage
- (4) Touch any red ball to end the stage
- (5) Touch the star shaped bump-ball to be bounced back

• Special Stage Clear



When you clear a Special Stage, the Score Tally Screen appears. Your Special Stage points are added to your score, and the Chaos Emeralds you've collected are shown.

Play techniques

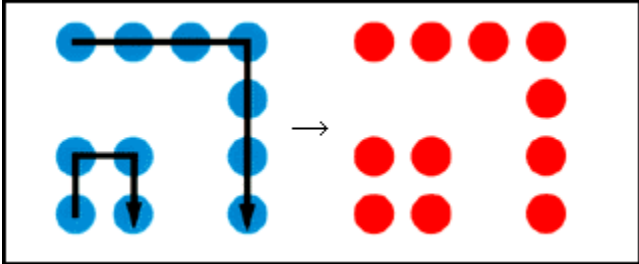
The Chaos Emerald

In SONIC THE HEDGEHOG 3 and SONIC & KNUCKLES, if you collect seven Chaos Emeralds, the end of the game changes.

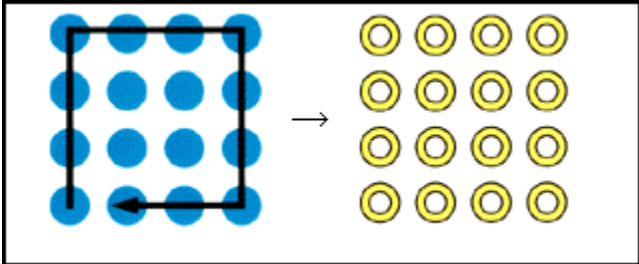
Also if you collect seven emeralds you can become Supersonic.

Play techniques

When you touch a blue ball it turns into a red ball.

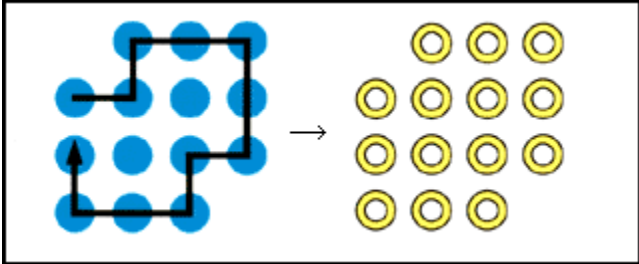


Turn the blue ball into a ring by turning the balls enclosing the blue ball to red.

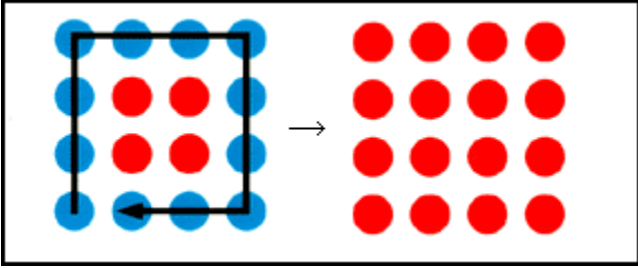


You can do it also using red balls to enclose a blue ball.

Enclose blue balls with skill to get more rings.



Note: You can't get rings from enclosing red balls or bump balls.



If you're playing SONIC THE HEDGEHOG 3 & KNUCKLES

The objective of the Special Stage in SONIC THE HEDGEHOG 3 & KNUCKLES differs according to the number of Chaos Emeralds you have.

- Between 0~6 emeralds

Same for every Zone of the game; get seven Emeralds to continue.

- Seven Emeralds and you're between Zone 1~6

You can't go on to a Special Stage. Touch the special Ring to get 50 rings.

- Seven Emeralds and after zone 7

All the special Rings become Super Rings. Touch a Super Ring to go on to a new Special Stage in Hidden Palace; the point here is to collect Super Emeralds.

Special Stage Clear

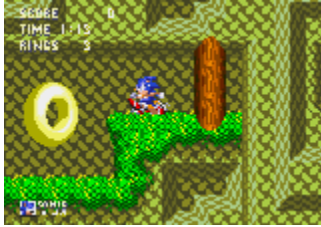
Turn all the blue balls into red balls or rings to clear the Stage. Go back to Hidden Palace to get Super Emeralds.

Super Emerald

Super Emeralds are very important objects in order to clear SONIC THE HEDGEHOG 3 & KNUCKLES.
When you play only SONIC 3 Super Emeralds are not available.

Collect seven Super Emeralds to see a different ending for the game.

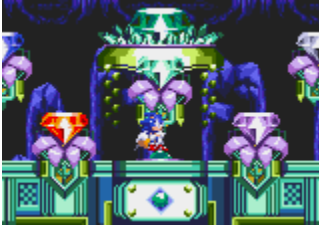
Super Ring



If you go over Zone 7 having seven Chaos Emeralds all your Special Rings will turn to shining Super Rings.

Touch these rings to go on to Hidden Palace.

Hidden Palace



When you enter Hidden Palace for the first time, seven Chaos Emeralds adorn the altar. Jump over these emeralds with a rolling jump to go on to a Special Stage. Operation and screen view are the same as in SONIC & KNUCKLES.

Bonus Stage

Jump into the point marker's star ring to go on to a Bonus Stage.

SONIC THE HEDGEHOG 3...Gum Ball Machine stage

SONIC & KNUCKLES...according to the number of rings you have, you go on to either the Slot Machine or the Rolling Jump Bonus Stage.

SONIC THE HEDGEHOG 3 & KNUCKLES...according to the number of Rings you have, you go on to either the Gum Ball, Slot Machine or Rolling Jump Bonus Stage.

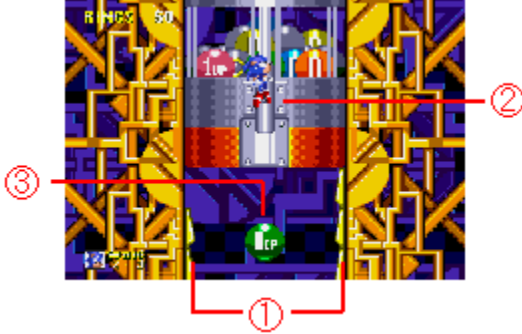
Gum Ball Machine Stage

Slot Machine Stage

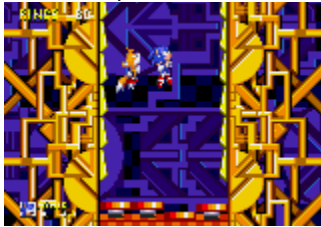
Rolling Jump Stage

Gum Ball Machine Stage

Use the directional button to move; [Enter] is not used.



- (1) Hit the bumpers on the sides to jump
- (2) Turn the handle and a ball rolls down
- (3) Pick up the balls before they fall down



After you use the catapult in the lower part of the stage, it disappears.

After the catapult disappears, exit through the bottom of the level.

Balls



Flame ball Get a flame barrier



Aqua ball Get an aqua barrier



Thunderball Get a thunder barrier



Ringball Get 10 rings extra



1 UP ball Get one more chance



Catapult ball Makes the catapult appear again



Bumper ball Hit it to rebound



Clear ball A joke ball that gives you nothing disappointing

Slot machine stage

Press [Enter] to jump, [<] [>] to move left or right.



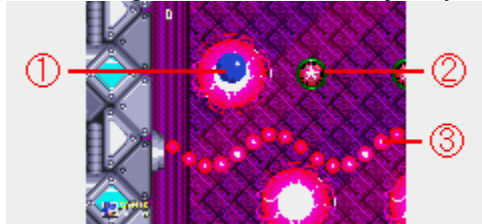
- (1) Jump into the slot pot to make the slot turn
- (2) Match the slots skillfully and you receive rings
- (3) Hit the bobbing block to get bounced



- (4) Touch the block many times to make it turn into a goal block
- (5) Touch the reverse block to reverse the stage rotation
- (6) Touch the goal block to finish the stage

Rolling jump stage

Set the angle of the rotation of your jump shield with the directional button. Press [Enter] to jump.



(1) Use your jump shield to time your jumps

(2) Touch the bobbing block to be bounced

(3) Touch the rising shield to clear the stage



(4) Ride the flipper and press [Enter] to jump

(5) Touch the bumper to be bounced

(6) Touch an item shield and a ball comes out

Character Introduction

Sonic the Hedgehog

Miles Tails Prower

Knuckles the Echidna

Dr. Robotnik

Sonic the Hedgehog



As you know, he's the world's fastest supersonic hedgehog.
Today's adventure takes place in the legendary Floating Island.

Miles Tails Prower



Sonic's best buddy. A two-tailed energetic fox.
Fly high to help Sonic in his adventure.

Knuckles the Echidna



He's the guardian of the Chaos Emeralds of Floating Island.

He has limited flying ability.

Dr. Robotnik



A gifted but evil scientist, he appears from time to time. Is he plotting to rule the world by taking the Chaos Emeralds?

Will he win this time?

Story

The story of this game continues from where the Genesis game Sonic the Hedgehog 2 left off. You can enjoy it without having played the first part.

[After Sonic 2's adventures...](#)

[Sonic and Tails' departure](#)

[Dr. Robotnik's plot](#)

In his previous adventure, Sonic destroyed Dr. Robotnik's base, Death Egg; now the debris has started its fall to the earth. And right in the path of the falling base floats a giant cloud-like mass. The giant shadow of Death Egg hides the cloud...

Towering mountains, a gigantic forest... the cloud is none other than the legendary Floating Island, suspended in the sky.

Death Egg becomes a fireball and hits the Floating Island; mountains are destroyed, the forests decimated...

This disastrous event greatly alters the island's path, forcing it towards the earth.

The island crashes into the sea surface. The impact creates a gigantic wave, but the island doesn't sink.

The Floating Island now sits on the sea surface as if nothing happened.



Many days pass... in an island far from where Floating Island hit the sea surface, Tails, a fox with two tails, reads a strong Chaos Emerald reaction on the Jewel Reader, a machine he has developed.

"Maybe this has something to do with that big wave I saw a few days ago..." Thinking there may be trouble, he decides to consult with Sonic.

At the same moment, while relaxing on the shore, Sonic finds a small ring washed up on shore.

Sonic looks carefully at the ring, and notices some ancient characters carved on it.

The ring reminds Sonic of a legend he once heard about a "mystery island."

In an ancient time, the "mystery island" was part of the continent. A people with an extraordinary culture inhabited it. That civilization had built a peaceful and happy society using the energy of something they called "The Mighty Stone".

But at a certain point, a faction of dark-minded elders tried to steal the energy of the stone, and by accident made that energy explode.

The civilization was wiped out in a second, erased from history.

Time passed, and a god came from the sky to the newly created "mystery island". The sky god restored part of the civilization to the island, and threw the "Mighty Stone" into the open sky...

A ring washed up on the shore... the legend of the "mystery island"...

Sonic, feeling his excitement build, makes his preparations for another adventure.



Dr. Robotnik, who managed to escape from Death Egg before it fell, has heard that Chaos Emeralds are buried in Floating Island.

From the crevice created by the fall of the base, a massive presence of Chaos Emeralds is detected. If their energy could be utilized, Dr. Robotnik thinks, Death Egg may be able to orbit again.

Dr. Robotnik has quickly built a base on Floating Island to harvest the Emeralds. He has kidnapped animals and transformed them into robots, and changed the island's environment into a nightmare with his Environment-Control Machine.

"Yeah! Even if Sonic comes to the island, it's too late! This time the Emeralds are mine!".

The actors and the stage are now ready; here starts the new adventure of Sonic the Hedgehog.

How to use help

Click on Help on the menu bar to see a double menu.

Please click on the topics you want to know more about.

Contents

[How to play the game](#)

[Keyboard and Joystick Controls](#)

[Hotline](#)

How to use Help

Hotline

If you have any trouble with the game, contact the addresses listed in Sonic and Knuckles Collection Manual. Please see Readme.txt for further information.

Others

Uninstall

Choose Uninstall on the Game Selection screen to delete this program from the Hard Disk.

Staff

Original Staff

EXECUTIVE PRODUCER

HAYAO NAKAYAMA

PROJECT MANAGERS

HISASHI SUZUKI

SINOBU TOYODA

MASAHARU YOSII

PRODUCER

YUJI NAKA

DIRECTOR

HIROKAZU YASUHARA

LEAD GAME DESIGNER

HIROKAZU YASUHARA

SENIOR GAME DESIGNERS

HISAYOSI YOSIDA

TAKASHI IIZUKA

LEAD PROGRAMMER

YUJI NAKA

SENIOR PROGRAMMERS

TAKAHIRO HAMANO

MASANOBU YAMAMOTO

CHARACTER DESIGNER

TAKASHI THOMAS YUDA

C.G.ARTIST

UKNITAKE AOKI

ENEMY ARTIST

SATOSHI YOKOKAWA

SCENE ARTISTS

KUNITAKE AOKI

CHIE YOSIDA

TSUNEKO AOKI

SHIGERU OKADA

TAKASHI THOMAS YUDA

SATOSHI YOKOKAWA

ART ASSISTANT

OSAMU OHASHI

MUSIC COMPOSERS

BRAD BUXER

BOBBY BROOKS

DARRYL ROSS

GEOFF GRACE

DOUG GRIGSBY III

SCIROCCO

HOWARD DROSSIN

SEGA SOUND TEAM

BO

SACHIO OGAWA

MILPO

MASARU SETSUMARU

TATSUYUKI MAEDA
TOMONORI SAWADA
MASAYUKI NAGAO
JUN SENOUE

SOUND COORDINATOR
HISAKI NIMIYA

EXECUTIVE MANAGEMENT
SHOUICHIROU IRIMAJIRI

EXECUTIVE COORDINATOR
MAMORU SHIGETA
TOMIO TAKTMI

TESTERS
JASON KUO
RICK GREER
MIKE WILLIAMS

SOUND SPECIAL THANKS
MAYUMI NINA SAKAZAKI
(MRM)
CUBE CORP.
OPUS CORP.
MASANORI NAKAYAMA
(STUDIO WHO)

SPECIAL THANKS
JINA ISHIWATARI
EMI KAWAMURA
DEBORAH MCCRACKEN
TAKU MAKINO

PC Staff
PRODUCER

TOSHINORI ASAI

DIRECTOR

TADASHI KUROI

PROGRAMMERS

TETSUJI MUKAI (HIC)

HITOSHI OHTA (HIC)

SATORU SUGISAKI (HIC)

HIROAKI ISHIKI (HIC)

MASAAKI WATABIKI (HIC)

SHINICHI ASO (HIC)

INSTALLER PROGRAM

KEI TAKASHIMA

GAME SELECT SCENE DESIGNERS

HISATO FUKUMOTO

KATSUFUMI YOSHIMORI

SOUND COORDINATOR

MASARU SETSUMARU

SOUND ARRANGERS

SHIGEAKI IRIE (USP)

MASAAKI NISHIZAWA (USP)

GORO TAKAHASHI (USP)

TESTER

TAKASHI AKIYAMA

MANUAL&PACKAGE PRODUCER

KAORU ICHIGOZAKI

MANUAL&PACKAGE DIRECTOR

TAIJI OKAMOTO

MANUAL&PACKAGE DESIGNER

YUMI NODA

MANUAL&PACKAGE EDITOR

HIROYA TANAKA

SPECIAL THANKS TO

HIROKAZU YASUHARA

HISAYOSHI YOSHIDA

© SEGA ENTERPRISES, LTD. 1994,1996

Microsoft® Windows®95 operating system is a registered trademark of Microsoft corporation.

Microsoft® Direct X<TM> set of APIs, Microsoft® DirectDraw<TM> application programming interface, Microsoft® DirectSound<TM> application programming interface are trademark of Microsoft corporation.

Pentium® is a registered trademark of Intel corporation.

Sega is a registered trademark of SEGA.

Sega CD, Sonic CD, Sonic, Sonic The Hedgehog, and all related characters and titles are trademarks of SEGA.

