

SONIC THE HEDGEHOG™

Players 2-4 Ages 6+

CONTENTS

1 cardboard fitment, 2 punched sheets of card, 4 plastic stands, 1 flipper and 1 spinner.

ASSEMBLY - INSTRUCTIONS TO ADULTS

Separate the cardboard components and discard the surrounding card. Assemble the game as shown below. Use the photograph on the box as a guide to help you as well.

STEP 1

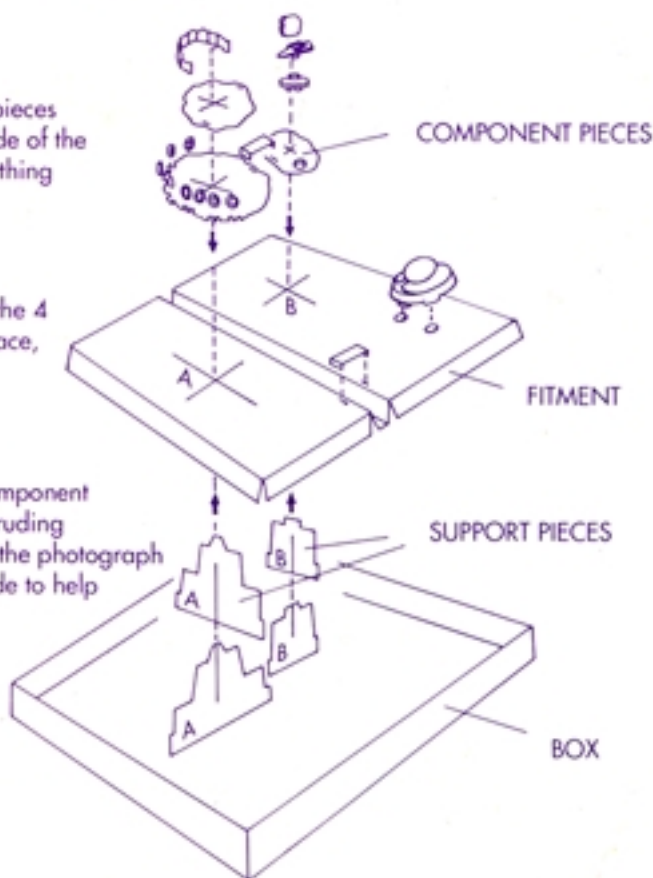
Push the 4 support pieces through the underside of the fitment so that everything locks into place.

STEP 2

Put the fitment with the 4 support pieces in place, into the box.

STEP 3

Place the various component pieces onto the protruding support pieces. Use the photograph on the box as a guide to help you as well.



OBJECT

The evil Dr Robotnik has captured all of Sonic the Hedgehog's friends and turned them into robots. The object of the game is to be the first player to get their Sonic through the zone and onto level 3 to free them.

GAME PLAY

LEVEL 1

Each player chooses a Sonic and 3 life tokens of the same colour. The Sonics are placed on the start space (marked 1) while the tokens are placed in front of each player, by the side of the game.

Spin the spinner to see who goes first. The player with the highest number starts and then play follows in a clockwise direction. Each player spins the spinner in turn and then moves their Sonic along the path the number of spaces shown.

During play, you are not allowed to share the same space on the path as your opponents, (unless it is one of the larger start, arrow or flipper spaces). If you do land on an occupied space, move your Sonic back along the path to the next available space behind.

COLLECTING RINGS

If you land on a space showing a ring, take a hanging ring and keep it in front of you, by the side of the game. There are only a limited number of rings to collect (8 in any one game).

BADNIKS

Before you can tackle Robotnik, there are 3 Badniks which you must try and avoid. If you are in possession of any rings and you land on one of the Badnik spaces, you lose all the rings that you may have collected. Lost rings are returned to the hanging pegs on level 2.

If you are not in possession of any rings and you land on a Badnik, then you lose a life. Whenever you lose a life during the game, discard a life token and move your Sonic back along the circular path to the last arrow space. When you have lost all of your lives, you are out of the game.

FLIPPER

When you reach the flipper space (you do not need an exact throw to land on the flipper space), try and flip your Sonic onto level 2, on that go. It doesn't matter if your Sonic doesn't land upright. As long as it lands on level 2, you may stand it on the arrow space (number 4) and continue on your next turn. If you miss level 2 and land anywhere else within the game box (apart from the river) pick your Sonic up, stand it back on the flipper space and try flipping it again straight away on your next go. If however, you land outside the game box or in the river, lose a life and go back on the flipper space. Try flipping it again straight away on your next turn.

LEVEL 2

Work your way around level 2, crossing the bridge onto the adjacent second level. If you land on the 1 up space, you may take an extra life, up to a maximum of 3. In order to pass Robotnik, spin the spinner and move your Sonic as normal. Be careful though, because Robotnik can take your lives from you! If the spinner comes to rest and is pointing to the same segment that a Sonic is on, that player loses their rings and a life. If you do lose a life, remember to carry on from the last arrow space, (providing you have any lives left). If you manage to get around Robotnik, drop down through the hole and onto the flipper again. Now you must try and flip your Sonic onto level 3. The same rules apply here as before, but this time you are trying to reach level 3. (See paragraph on Flipper).



1 up



Badnik

THE WINNER

The first person to get their Sonic through the zone and onto level 3 is the winner. By reaching level 3, you have defeated Robotnik and released Sonic's friends. If nobody reaches level 3 then the winner is the person with the most rings left at the end of the game. If nobody has any rings left then Robotnik wins and you must try again.

Dear Customer

We hope that you and your family will have many hours of enjoyment playing this Waddingtons' game.

We take every effort to ensure that our games are safe. Everything is produced to exacting specifications and has been thoroughly tested to the relevant safety standards. Any product, however, may become unsafe in the hands of very young children if used incorrectly.

Please make sure that this game is stored out of reach of inquisitive fingers.

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Happy games playing!

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Not suitable for children under 3 years of age.

Contains small parts.

Please keep these details for future reference.

Printed and made in Great Britain.