SEGA PC

SONIC R

Windows 95
and
Windows 98
PC CD-ROM

EVERYONE

E

CONTENT RATED BY
ESRB

85076

Contents

System Requirements

Minimum

- Windows® 95 or Windows® 98
- Pentium® 133MHz or higher
  AMD K5® 133MHz or higher
  Cyrix 6X86® 133MHz or higher
- 16MB RAM

- 2X (double-speed) CD-ROM drive
- SVGA 256 colors video card
  (16-bit color supported)
- Sound Blaster™ or compatible sound card

Multiplayer (LAN)

- Network card or serial cable with null modem

Modem

- 14.4 kps modem or higher

Supported

- Windows® 95 or Windows® 98 compatible joystick or gamepad
- This game supports both Direct Draw and Direct 3D. This means that the game will work with both 2D video cards and 3D accelerator cards.

Installation

The first time you insert the game CD-ROM . . .

1. A screen appears with options to INSTALL or CANCEL. Click the INSTALL button to start the installation process.
   Note: This game does not use Install Shield.

2. **SONIC R** uses DirectX.
   - If you already have DirectX 5.0 or later installed, choose the "DO NOT INSTALL DIRECTX" option.
   - If you do not have DirectX 5.0 installed, choose the "INSTALL DIRECTX" option.
   Note: DirectX is known to overwrite certain video drivers and sound drivers improperly. If you experience any sound or graphical problems with **SONIC R**, please refer to the "Sonic R FAQ's" section starting on page 21.

3. The installation process loads the appropriate drivers for your video card and sound card. The Setup program creates a **SONIC R** program group in the Start Menu, including a shortcut to the **SONIC R** program.

4. To access the game, click on the Start Menu, then move the mouse over PROGRAMS -> SONIC R -> SONIC R.

When you insert the game CD-ROM after the game is installed . . .

1. You will see the following options: PLAY, UNINSTALL, (RE)INSTALL, and CANCEL.
   - Click PLAY to start the game.
   - Click UNINSTALL to remove **SONIC R** from your system.
   - Click (RE)INSTALL to install the game again (all saved game data will be lost).
   - Click CANCEL to take no action.

Network Requirements

You can play **SONIC R** with up to four players via IPX or TCP/IP network. You can also play with up to two players over modem or serial link.

For network play support, download the Sonic R networking patch from the Sega website at: www.sega.com

1. To start a network game, choose the NETWORK GAME option from the **SONIC R** Main Menu.

2. Next, choose the protocol you wish to use:
   - **IPX**   Link up with your friends over a local area network (LAN).
   - **TCP/IP**   Play anyone over the Internet or on a local area network. Enter the IP address of the computer that is hosting the network game. If your computer is hosting the game, enter your computer's IP address. (To get your own network address, go to the Start Menu, choose RUN and then type **winipcfg.exe**.)
   - **MODEM**   Play over the phone line.
   - **SERIAL LINK**   With a cable, line up to another computer and play head to head.

Racing Controls

Control Settings

Action	Keyboard 1	Keyboard 2	Gamepad	Steering Wheel
Start	ENTER	TAB	Button 4 or 9	Button 4 or 9
Accelerate	RIGHT SHIFT or ↑ key	Numpad 0 or 5	Up or Button 1	Gas Pedal
Brake	↓ key	Numpad 2, 4 or 6	Down or Button 7 or 8	Brake Pedal or Button 7 or 8
Left	← key	Numpad 1	Left	Turn wheel to the left
Right	→ key	Numpad 3	Right	Turn wheel to the right
Up	↑ key	Numpad 5	Up	Gas Pedal
Down	↓ key	Numpad 2	Down	Brake Pedal
Jump	SPACEBAR	Numpad 0	Button 2	Button 2
Change view	F1	F2	Button 6	Button 6
Confirm	SPACEBAR	Numpad 0	Button 4 or 9	Button 4 or 9
Cancel	RIGHT SHIFT	Numpad +	Up or Button 1	Gas Pedal

Note: Please turn to pages 12-13 for instructions on using the characters' special moves.

The Race Is On!

Sonic and Tails are enjoying a little time off from their adventures. The trip they've planned will be a nice, relaxing vacation. Or so they think . . .

Tails spots a huge sign alongside the road. It is a billboard ad for the World Grand Prix.

"Sonic, look! There's going to be a huge race with all the best racers in the world. What a great opportunity for you to show off your speed and compete with the other top runners!"

Sonic thinks for a moment. He's the world's fastest runner, but participating in races is not really his interest. Then something on the sign catches his eye. Dr Robotnik, Sonic's archenemy, is participating in the race!

In a blur, Sonic races off into the distance.

"Wait, Sonic! Wait for me!" Tails shouts after his friend.

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Miles above the sign, a spy satellite focuses on Sonic and Tails. Dr. Robotnik snickers in delight. "Now that you have fallen into my trap, Sonic, I will finally have the Chaos Emeralds, and beat you at the same time. With my new hover machine, and these . . ," Dr.Robotnik looks to his left and a row of gleaming eyes gaze back at him, "nothing can go wrong! Ha ha ha ha ha ha . . ."

Little does Sonic know that Dr. Robotnik has learned where to find the Chaos Emeralds!

Sonic is not the only one who will be racing against Dr. Robotnik. Sonic's rival, Knuckles, has learned that Sonic will be participating in a very important race. Knuckles never turns down a chance to be around Sonic when the action starts.

Amy will be there too. After secretly overhearing Dr. Robotnik's plans, she also decided to join the race to find the Chaos Emeralds.
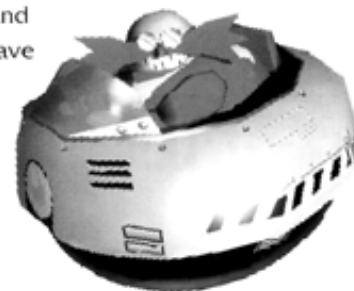
In **Sonic R**, you get the chance to be one of five characters – Sonic, Tails, Knuckles, Amy, or even Dr. Robotnik! – in a four-course 3D race.

Race fast, and remember to look for items that will help you along your way.

And don't forget to find the Chaos Emeralds!

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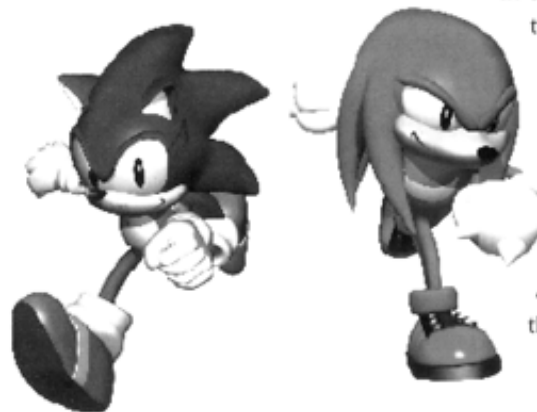
Getting Started

Title Screen & Game Demo

Once you load the game, you'll see the Sega and Travelers Tales logos, and then the **Sonic R** Title screen appears. In a few moments the game demo starts. Watch Sonic and his friends dodge and turn in their competition to win the race.

Press your "Start" control (see page 5) whenever you're ready to return to the Title screen. From the Title screen, press your "Start" control to bring up the Mode Select screen.

Mode Select Screen

Join the Grand Prix race, take some time out for a little practice in Time Attack, go for head-to-head fun in VS Mode, or change game settings in Options. Press your "Left" and "Right" controls to choose a game mode, and press your "Start" control.

"Ready, Set, Go!"

Note: Turn to page 15 for information about the race modes.

Grand Prix   VS Mode   Options

Time Attack   Network

Options

Press your "Left," "Right," "Up" and "Down" controls to select an option. Press your "Jump" control to change the settings.

- **Game Level** Choose one of three difficulty levels: EASY, NORMAL or HARD.
- **Ghost** Race against yourself in Time Attack mode! When this option is ON, the game saves the data from your Time Attack race. When you race a second time on the same course and with the option still ON, the data from your last race is included in your current race. As you race, your character from the previous race runs the course all over again, just like he/she did in the last race. Use this option to see if you can run the course faster than you did before.
- **Best Times** Press your "Jump" control to display the Best Times chart and see who's ahead in the race. Press the control again to hide the screen.
- **Load Data** If you do well while racing, your game data will automatically be saved. You can access the saved data from the Load Data screen. Press your "Up" or "Down" controls to highlight a saved data file. Press your "Left" or "Right" controls to access an option: LOAD to continue play; NO SAVE to exit the screen; DELETE to remove the saved data.
- **Vocals** Turn the background singing and vocals ON or OFF.
- **Sound** Select either STEREO or MONO sound.
- **Music Vol** Set the game's music volume to LOW, MEDIUM or HIGH.
- **Music/SFX Test** Select a music track, and press your "Start" control to play it.
- **Exit** Exit back to the Mode Select screen.
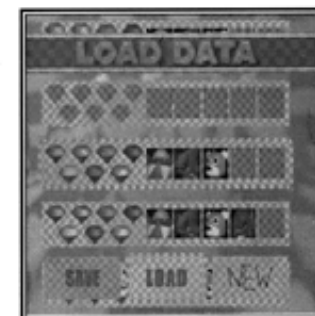
Select Course

Which course will you race? There are four courses (maybe five, if you're good) to choose from. In each race, you'll run three laps of the course to finish.

Press your "Left" and "Right" controls to choose a course, and press your "Start" control to accept it.

Resort Island   Radical City   Regal Ruin   Reactive Factory

Resort Island

It's a wonderful day for a race on this tropical island paradise. A nice blue sky, lots of greenery, a pretty waterfall . . . it's all here. Get too enchanted, though, and you might slip into the water or bump into a coconut tree. Take the time to hop around the smaller islands. Going for a little rock climb is well worth the effort, too.

Radical City

This course is plenty wide. Gaps in the railing aren't just accidental breaks! Waterways seem slow going at first, but they can save you some time if you know which turns to take. And speaking of turns, get ready for a couple of tight ones to add to your fun. Ever wonder how it feels to be a pinball?

Regal Ruin

These ancient Egyptian remains are an archaeologist's dream (or nightmare, depending on whether or not you like mazes). The main path is pretty easy to follow, but there are many little roads and nooks that could be hiding treasure, so search well! Springs might help you out of tight spots!

Reactive Factory

Here you are transported into the future! Enter the factory of tomorrow, a completely automated wonder. There is plenty of room to run, but there are also many hidden surprises and traps. What appears at first to be a simple course is really the hardest of the four courses.

Hey, what's the **X** on the screen for? Could it be a hidden course?

Select Character

Sonic's quick, but all the characters have a chance of winning the race if you use their special moves correctly and time your turns just right. Press your "Left" and "Right" controls to choose a runner, and press your "Start" control to get moving!

SONIC

Sonic is the fastest of all the racers. He's so fast that he almost lifts off the ground when he runs, so take care when cornering or you might miss the turn! Sonic has excellent jumping ability.

Jumping   Press your "Jump" button to make Sonic jump. When he's in mid-air, press again for a double-jump. Use your "Left" and "Right" controls to aim where Sonic lands.

Spin Dash Roll   When Sonic is running, press your "Down" control for a spin dash roll, then press "Up" and hold it to continue the spin dash. Another way to do the spin dash roll is to press your "Down" control when Sonic is standing still, and then press your "Accelerate" control.

TAILS

Tails is not as fast as Sonic, but he accelerates and corners well. His jump and traction are fairly good, too. Best of all, he can fly!

Flying   Press your "Jump" button to make Tails jump. When he's in mid-air, press again and hold to fly. Use your "Left" and "Right" controls to steer Tails.

Spin Dash Roll   Tails does a spin dash roll just like Sonic, and you can use the same controls as explained above.

KNUCKLES

Knuckles has the best overall skills of all the contestants. His ability to stay on the road is outstanding and his cornering is good. And, he can glide after his jumps.

Gliding   Press your "Jump" button to make Knuckles jump. When he's in mid-air, press again and hold to glide.

Spin Dash Roll   Knuckles performs a spin dash roll just like Sonic does.

AMY

Maybe Amy's car doesn't have a very high top speed, but there are some pretty wonderful things it can do. For one, it acts as a fast hovercraft on water. And look out when she fires the turbo boost!

Water Hovering   Amy's car automatically turns into a hovercraft when she's moving over water.

Turbo Boost   Press your "Jump" button to fire up Amy's turbo boost (when you see the Tire symbol at the top of the screen).

DR. ROBOTNIK

Boo! Hiss! Dr. R. is back with his newest mean machine. The machine has jet packs for traveling over water and good cornering, but no contact with the ground means no traction! And what's that . . . a homing missile?

Hovering   Robotnik's craft hovers automatically wherever it goes.

Homing Missile   Press your "Jump" button to fire Dr. R.'s homing missiles (when you see the green target sights on screen).

More **X**s? Hmm . . . what other hidden characters could be waiting to race?

Treasures

Rings

These are really important to your success. You need to collect a different number in each course. How many? And why? Telling would be giving away the surprise. But if you look around, you'll find out for yourself!

Power-Up Items

Your character gains different powers for a short time when you run through this red, yellow and blue item. These powers can help you win, so collect all you can!

Numbered Power-Up Items

These give you multiple Rings. You'll see how many when you run through the panel.

Fleet Feet

Increase your character's speed. If you're the fastest runner on earth, that's really fast!

Lightning Shield

When a yellow globe appears around your character, you don't need to touch the Rings. Just run by them and the Lightning Shield will collect them like a magnet. Falling in the water washes away the shield.

Water Shield

This blue globe makes your character able to move fast across the water. You can only use the Water Shield once, then it disappears.

Sonic Coins

Find the five Sonic Coins in each course. When you collect them all plus finish in one of the top three positions in the race, a surprise might well happen!

Chaos Emeralds

Race around the tracks to find these sparkling gems. Only the fastest racers can keep them.

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Grand Prix

Win each race – that's your goal. Each race is three laps long. You might be racing in sunshine, a snowfall, or other weather – every race is different. Finish in one of the top three positions and you get to celebrate. Don't settle for second best. Go for numero uno! Speed is needed, and you'll find goodies along the way: Rings, Sonic Coins, Power-Ups – find out what they can do!

Rings

Rankings

Sonic Coins

**Total Time**

Lap Times

Course Map

- **Rings**   How many Rings you've collected so far in the race.
- **Rankings**   The character icons appear here according to the places in the current race. Your character icon is larger than that of the others.
- **Sonic Coins**   The number of these coins you've collected so far.
- **Total Time**   Time elapsed so far in the race.
- **Lap Times**   Your time for each of the three laps in the course.
- **Course Map**   All the paths of the course are displayed here. The main path is listed in white and alternate routes in gray. The yellow ones? Well . . . race all of them to discover the shortcuts and goodies scattered along the course.

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Time Attack

Time Attack mode has four different races you can play. For all of them, your goal is the same: learn the course. Then you'll be ready the next time you go for a Grand Prix race! Press your "Left" and "Right" controls to choose a race type, and press your "Start" control to go for it.

Normal

Reverse

Balloon

Tag Battle
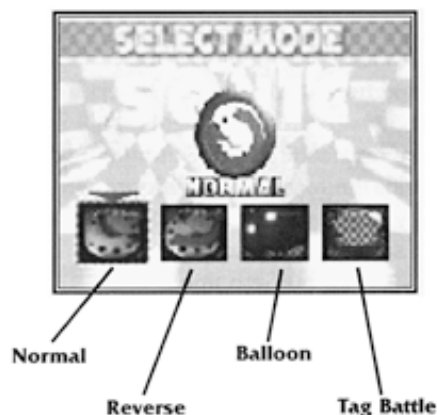
- **Normal** Run three laps. Try to go quickly, but get to know the course, too. Easy to say, but not so easy to do.
- **Reverse** Run the course from back to front! A real challenge after you've become familiar with the course in Normal mode.
- **Balloon** Balloons are placed randomly throughout the course. Your goal is to collect five of them as fast as you can.
- **Tag Battle** The other Sonic characters start running a few seconds before you do. Once you start, your character must tag each of the other racers.

Time Attack Screen

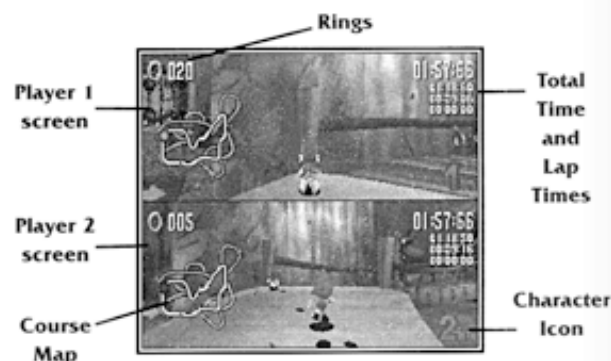
Total Time

Lap Times
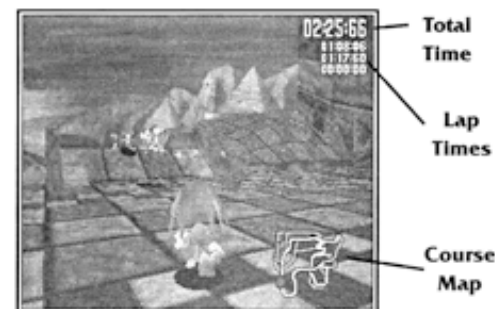
Course Map

- **Total Time** Time elapsed so far for the course.
- **Lap Times** Your time for each of the laps in the course.
- **Course Map** Displays all the paths of the course.

After you finish the Time Attack race, the race results appear. Select RETRY to give the same course another try, or select EXIT to return to the Time Attack Mode Select screen.

Note: The screen shown above is for Normal Time Attack. The game screens for Balloon and Tag Battle look different.

VS Mode

This mode is great for head-to-head racing against up to three friends (four players total). Choose the course and characters. Once you select the game type (Normal or Balloon) your goal is to beat your friend to the finish line. Normal and Balloon races are the same as those for Time Attack (see page 16).

Rings

Player 1 screen

Player 2 screen

Course Map

Total Time and Lap Times

Character Icon

- **Rings**   How many Rings you've collected so far in the race.
- **Total Time and Lap Times**   Time elapsed so far in the race and your time for each of the three laps in the course.
- **Course Map**   All the paths of the course.
- **Rankings**   Shows which character is in the lead. If it's not your character, you better get moving!

Race Track Treats

Accelerators

Run through an Accelerator and you are propelled forward at unbelievable speed. Riding this high-tech wonder-machine requires a fee in Rings. The more Rings you have, the further the Accelerator sends you!
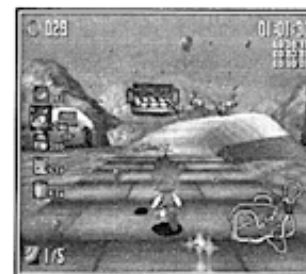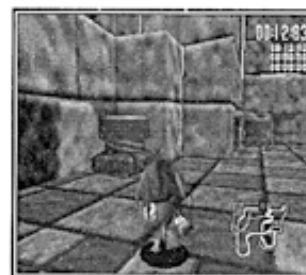

Loops

Pass through the arrows at the beginning of a Loop and hang on for a wild ride. If you place yourself just right, you might be able to collect a few goodies along the way!

Springs

Bounce your way to the next level with a Spring. All it takes is a quick hop to the top!

Pausing the Game

At any time during a race, press your "Start" control to pause the game. Use your "Up" and "Down" controls to choose an option, and press your "Start" control to make it happen.

- **Continue** Resume play.
- **Retry** Start from the beginning of the race.
- **Retire** Return to the Mode Select screen.

Race Results

How did you do? The Race Results screen shows your final lap times and overall total time. Use your "Left" and "Right" controls to choose an option at the bottom of the screen, and press your "Start" control to make it happen.

- **Replay** For Grand Prix mode. Replay the race you just ran. Sit back and enjoy the show!
- **Retry** All modes. Care to try again? Race again with the same character and course.
- **Exit** All modes. Return to the Mode Select screen.

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Credits

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