

AMSTRAD
GX-4000

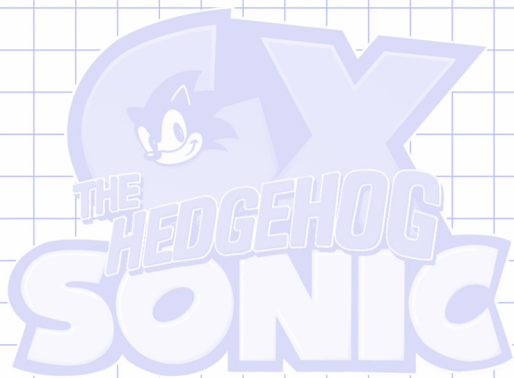
CONDENSE TEAM
PRESENTS



SONIC

THE HEDGEHOG

Plays On Amstrad GX-4000 and 464/6128 Plus



SONIC

THE HEDGEHOG

Instruction Manual

Contents of the Game Archive	4
System Requirements	4
Starting Up	4
Take Control	5
Getting Started	6
Reach for the Rings	8
Reach for the Chaos Emeralds	8
Bonus Stages	9
The Badniks	10
Dr. Robotnik	12
Bonus Panel	12
Scoring	13
Zip Through the Zones	13
End of Game	18
Sonic's Survival Tips	18
Credits	19

Contents of the Game Archive

Inside the archive you should find:

- a) The game ROM file (cpr).
- b) This instruction manual.

System Requirements

This game is designed to run on the Amstrad GX-4000 console and the Amstrad 464/6128 Plus computers. A compatible programmable cartridge, such as C4CPC, is required to run the game. Original hardware and monitor required for a full experience.

Starting Up

1. Make sure the power switch is OFF. Then insert the cartridge into your system.
2. Turn the power switch ON. In a few moments, the Title Screen appears.
3. If the Title Screen doesn't appear, turn the power switch OFF. Make sure your system is setup correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure that the power switch is turned OFF when inserting or removing your Cartridge.

Take Control!

Devices

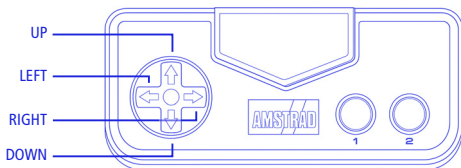
- Amstrad GX-4000 gamepad and Amstrad Plus keyboard are supported.

Direction Cross

- Press **left** or **right** to move Sonic in those directions. Hold them to speed up.
- When Sonic is standing, press **up** or **down** to look at the top or bottom of the screen.
- Keyboard supports **arrow keys** for directions highest or lowest point.

Action Buttons

- Press **1** to jump or **2** (or down while running) to trigger the Sonic Spin Attack.
- Keyboard supports **Z/X** or **Control/Copy** for buttons.





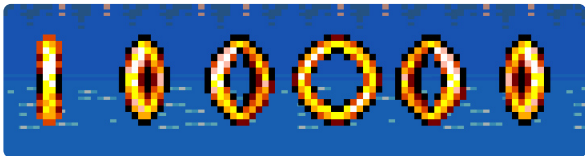
Getting Started

To start a game, press any action buttons while in the Title Screen. You can wait few seconds to enjoy some rolling demo of the game.



Reach for the Rings!

As Sonic, you must evade traps and dodge crazed robots as you dash through four hazardous Zones using your Sonic Spin Attack. Your goal is to rescue your friends from the nasty grasp of the demented scientist, Dr. Robotnick!



Staying alive will be tough, but you can grab Rings along the way. As long as you have Rings, you won't be hurt when you get attacked or touch an enemy. (But you will lose all your Rings.) If an enemy attacks you when you have no Rings and you're not using the Spin Attack, you'll lose one chance. You'll also lose one chance if you fall off the bottom of the screen.



You can keep track of the Rings you have and the chances you have left by looking at the counters on the screen.

Reach for the Chaos Emeralds too!

These appear in every zone. Collect all four and get the best score possible!



Bonus Stages

In the middle of each zone, to move from one act to another, Sonic must run along a path strewn with pitfalls while collecting as many rings as possible within a given time, to increase the chances to complete the game.



The Badniks



Moto Bug: Mechanic ladybird moving forward along the ground, stopping and reversing.



Crabmeat: Crab that walks slowly sideways along the ground, stopping and reversing.



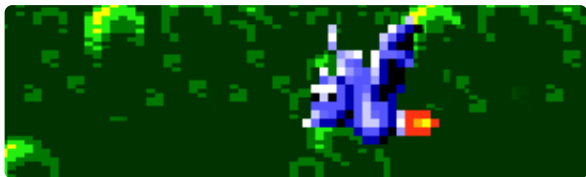
Buzz Bomber: Airbourne wasp robot, stop in mid-air and fire a projectile towards the ground.



Chopper: Gnashing piranha fish that leaps up from the water, under bridges to attack.



Spikes: Hermit crab-like that crawls along the ground. It is protected with spikes on its back.



Batbrain: Mechanic bat that doesn't fear the daylight. It flies low and keeps coming back.

Dr. Robotnik!

Dr. Ivo Robotnick, the mad scientist, is snatching innocent animals and turning them into evil robots! Only one tough dude can put an end to the demented scientist's fiendish scheme. It's Sonic, the real cool hedgehog with the spiked haircut and power sneakers that give him super speed.



Help Sonic fight hordes of metal maniacs with the Sonic Spin Attack. Speed down rolling hills and leap over dangerous booby traps. Then splash through the chilling waters in an underground cavern. And if you're lucky, you can warp to the Special Stage where you jump collecting rings and avoiding Robotnik's evil bombs! Your greatest challenge lurks in the Sky City where you come face to face with Dr. Robotnik himself!

Spin 'til you're dizzy, save the animals and become the super hero. Be Sonic! Be atomic!

Bonus Panel

The Bonus Panel appears at the end of every first Acts. You must touch it to spin it. When you encounter it, your quest will be interrupted by the Special Stage.



Scoring

At the end of every Act, the following screen appears.



Score: your score since the beginning of the game session.

Time Bonus: This bonus is based on how much time you took to clear one Act.

Ring Bonus: This bonus is determined by the number of Rings you have left at the end of an Act.

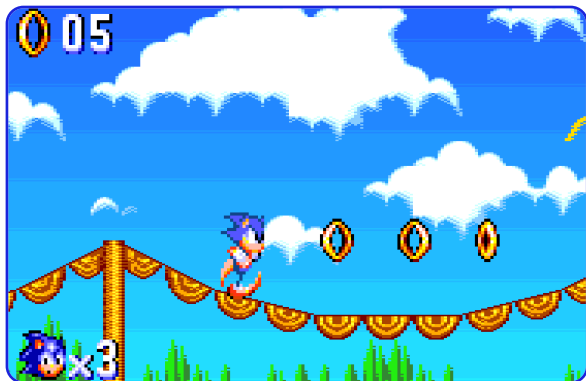
Zip Through the Zones!

There are four action-packed zones, each with two exciting Acts. You'll encounter Dr. Robotnik in the second Act of every Zone. A metal cage appears after destroying Dr. Robotnik. Jump on the top of it to set the innocent animals free.

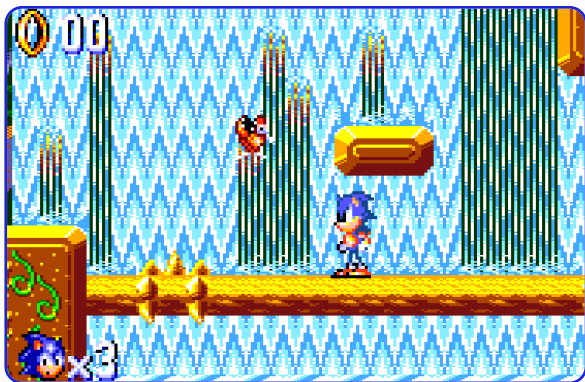
Green Hill Zone: Tumble down rolling hills and splash through the chilling waters in an underground cavern. Bounce on springboards but not on spikes. Ouch!



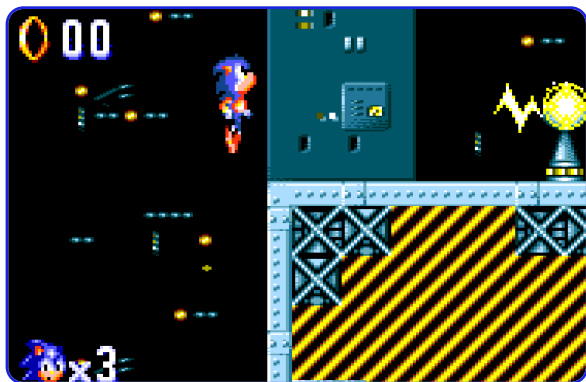
Bridge Zone: Quickly cross the bridges before they crumble, or else you'll end up in the bottom of the lake! Jump from seesaws to reach high cliffs. Good timing is key to success.



Jungle Zone: Wild flowers and exotic plants surround you in the damp, dark jungle.



Sky City: Soar past shimmering city lights. Then dash into a metal labyrinth that's full of dangerous booby traps. Fend off deadly fire beams and lethal missile shots.



End of Game

If you lose all your chances to complete the game, the game ends. Normally, you start with three chances but you can increase the number by collecting enough Rings or completing the Bonus Stage.



Sonic's Survival Tips

- Grab as many Rings as you can. Picking up 80 Rings earns you an extra chance to complete the game.
- Watch the traps to see how they move. You'll have a better chance of dodging or escaping them.
- Look for ways to get to places that seem impossible to reach can help you to progress quickly.
- Race through Acts as fast you can for the Time bonus. Chaos Emeralds will boost your score!

Credits

Code and Level Design: Arnaud "NoRecess" Storq
Graphics Conversion: Cédric "CeD" Quetier
Audio Conversion: Julien "Targhan" Névo
Design and Support: Richard "TotO" Gatineau
Instruction Manual: "Slype"

Master System/Game Gear version (SEGA 1991)

Programmer: Shinobu Hayashi
Graphic Designers: Ayano Koshiro, Takefuni Yunoue
Sound Producer: Masato Nakamura
Re-arranging: Yuzo Koshiro

Special Thanks

Gerald, Rabs, Nemo Kantio, Overflow, Longshot

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