

SONIC™ THE HEDGEHOG GAME

BY MILTON BRADLEY



INSTRUCTIONS 2 to 4 Players

CONTENTS

Gameboard, Sonic the Hedgehog Pawn with Stand,
2 Dice, 72 Ring Tokens, 12 Badnik Tokens, 12 SuperSonic
Spin Attack Tokens, Warp Zone Tray and Board

OBJECT

Collect the most rings to win.

SEGA™

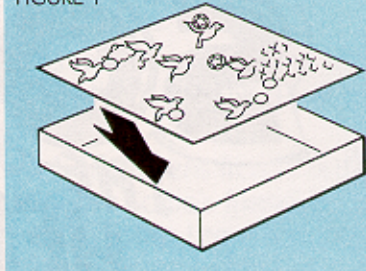
THE FIRST TIME YOU PLAY

Carefully remove all of the game parts from the cardboard sheet. Discard the waste.

Fit the Sonic the Hedgehog pawn into the pawn stand.

Your Warp Zone tray should already be assembled—but if it isn't, fit the board into the tray as shown in Figure 1.

FIGURE 1



Place the Warp Zone board picture-side up inside the tray.

SETTING UP THE GAME

1. THE WARP ZONE TRAY

Place the Warp Zone tray to one side of the gameboard.

2. THE SONIC PAWN

Place the Sonic pawn on the START space in the Green Hill Zone (the bottom zone of the gameboard).

The Sonic pawn is shared by all players. During the game, you'll alternate turns with your opponents moving Sonic along the path.



3. SUPERSONIC SPIN ATTACK TOKENS

Take 3 SuperSonic Spin Attack tokens and place them Sonic-side up in front of you. All players do the same. Place any extra tokens out of play.



4. BADNIK TOKENS

Each Badnik token shows a Badnik on the purple side, and one of Sonic's friends on the green side.

Take 3 Badnik tokens and place them Badnik-side up in front of you. All players do the same. Place any extra Badnik tokens out of play.



5. RING TOKENS

There are two kinds of Ring tokens: 1-ring tokens and 10-ring tokens. Each 10-ring token is worth ten 1-ring tokens.

Place *all* of the Ring tokens in a pile next to the gameboard.

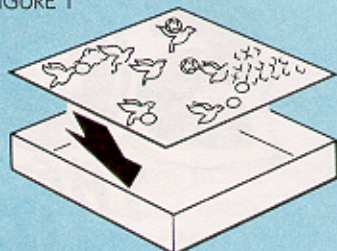
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HOW TO PLAY

The youngest player goes first. Play then continues clockwise.

YOUR MISSION

The gameboard is divided into 4 zones, in the following order: the Green Hill Zone, the Marble Zone, the Labyrinth Zone and the Scrap Brain Zone. Starting in the Green Hill Zone, Sonic must travel through all 4 zones to meet (and defeat) the evil Dr. Robotnik™!

The player who defeats Dr. Robotnik gets a bonus and ends the game. Players then count up their rings. The player with the most rings wins!

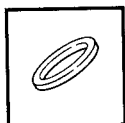
ON YOUR TURN

On each of your turns, roll *one die*. Then move the Sonic pawn along the path the number of spaces on the die. Always move Sonic *forward*, toward the end of the zone. In the Green Hill Zone, where the path branches, choose either of the 2 paths.

After you move Sonic, your turn is over—unless you move onto a Special space or a Badnik token. Special spaces and Badnik tokens are explained below.

SPECIAL SPACES

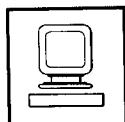
There are several kinds of Special spaces along the path. After you follow the directions on them, your turn is over.



1-Ring Space

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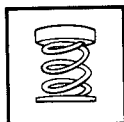
Whenever you *land on or pass* a 1-ring space, collect a 1-ring token from the pile and place it in front of you.



10-Ring Space

10-Ring Spaces

These spaces show a computer. Whenever you *land on or pass* a 10-ring space, take ten 1-ring tokens, or one 10-ring token from the pile and place it in front of you.



Spring Pad Space

Spring Pad Spaces

Whenever you *land by exact count* on a Spring Pad space, collect the following number of Ring tokens:

- * If two rings are shown above the space, collect two 1-ring tokens.

- * If a computer is shown above the space, collect ten 1-ring tokens or one 10-ring token.

Leave the Sonic pawn on the Spring Pad space after collecting your Ring tokens.



Danger Spaces

These are the spaces that show a circular pattern. Whenever you land *by exact count* on a Danger space, return one 1-ring token to the pile. If you have no Ring tokens, ignore the space.

Making Change: Whenever necessary, feel free to “make change” by trading in one 10-ring token for ten 1-ring tokens, or vice-versa.



Slide

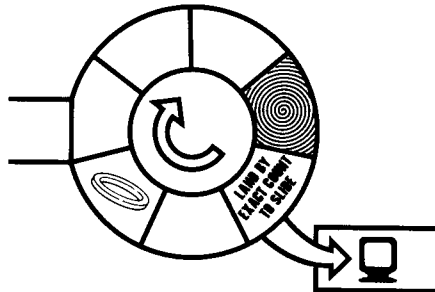
There are 2 of these spaces on the path. If you land on a Slide space *by exact count*, move the Sonic pawn immediately to the space the arrow points to.

The Wheel Slide Space

In the Scrap Brain Zone is a circular path called The Wheel. Players in turn move Sonic clockwise around The Wheel. The only way to move off of The Wheel is to land by exact count on the Slide space.

Before exiting The Wheel, Sonic may land on or pass the Special spaces several times.

FIGURE 2



Players must move Sonic clockwise around The Wheel, until a player lands by exact count on the Slide space to escape.



Go To Warp Zone

There is one “Go to Warp Zone” space at the end of the first 3 zones. On your turn, if you reach this space (not necessarily by exact count), stop there. Now you get 3 chances to collect bonus

rings! Follow the two steps below:

1. Take *both dice* and roll them into the Warp Zone tray. (If either die lands outside of the tray, roll it again.)

2. Notice where the dice landed in the tray. For each ring the dice are touching, collect one 1-ring token from the pile. **Super Bonus:** If either die is touching the pink jewel, collect one 10-ring token! See Figure 3 for an example.

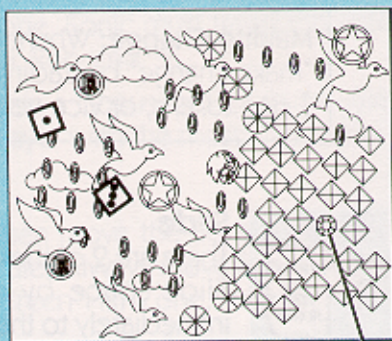
Now roll the dice into the tray 2 more times, following Steps 1 and 2 above for each roll.

After rolling the dice 3 times and collecting any Ring tokens, place the Sonic pawn on the START space in the zone just above it. Your turn is over. Now the next player will start moving Sonic through the new zone.

PLAYING YOUR TOKENS

Your SuperSonic Spin Attack tokens and Badnik tokens can give you a real advantage when played at the right time! Use them wisely—you can only play 3 of each. Read below to find out when and how to play your tokens.

FIGURE 3



Jewel

On this die roll into the Warp Zone tray, the dice are touching 3 rings. Collect three 1-ring tokens from the pile!



SuperSonic Spin Attack Tokens

You may play one of these tokens on any of your turns to double your die roll. It's a great way to collect extra Ring tokens and avoid Danger spaces!

To play a SuperSonic Spin Attack token, turn it Sonic-side down either *before* or *after* you roll the die. Then move the Sonic pawn twice the amount of spaces shown on the die. Your turn is then over.



Badnik Tokens

You may play a Badnik token on *any opponent's turn*. To do so, place one of your tokens Badnik-side up on any path space (except a Special space or a START space) ahead of the Sonic pawn. You must play the token *before* your opponent rolls the die. The Badnik token stays on the path until a player reaches that space and battles the Badnik.

Battling a Badnik

On your turn, if you move Sonic onto a Badnik token, you must stop there and battle the Badnik. Here's how the battle goes:

1. Choose any opponent to be the Badnik in the battle.
2. You and your chosen opponent each roll one die at the same time. The player with the higher roll wins the battle! NOTE: If you both roll the same number, roll again.
 - * If *you* win the battle, collect two 1-ring tokens from the pile. Then flip over the Badnik token to show Sonic's friend on the other side, and place the token out of play. Leave the Sonic pawn on the space. Your turn is over.
 - * If *your opponent* wins the battle, you must return two 1-ring tokens to the pile. Place the Badnik token out of play. Leave the Sonic pawn on the space. Your turn is over.

THE FINAL BATTLE

On your turn, if you reach the FINAL BATTLE space at the end of the Scrap Brain Zone (not necessarily by exact count), stop there. You must now battle Dr. Robotnik! Follow the steps below:

1. Choose any opponent to be Dr. Robotnik in the battle.
2. You and your chosen opponent each roll one die at the same time. The player with the higher roll wins the battle! NOTE: If you both roll the same number, roll again.
 - * If *you* win the battle, collect 15 rings from the pile (either fifteen 1-ring tokens, or five 1-ring tokens and one 10-ring token). The game is now over!
 - * If *your opponent* wins the battle, you must return two 1-ring tokens to the pile. Your turn is over. Now each player, on his or her turn, must battle Dr. Robotnik by following Steps 1 and 2. When a player finally wins the battle, the game is over.

HOW TO WIN

After Dr. Robotnik is defeated, all players count up their rings. The player with the most rings wins the game!