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SONIC JAM™



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CONTENTS

Introduction	3
Goal	3
Playing the Game	4 – 5
The Controls	6
The Screen	7
Enemies	8
High Scores	9
Defective Cartridges	10
Warranty	10 – 11

INTRODUCTION

Oh no, the evil Dr. Robotnik is back and meaner than ever! Sonic, Tails and Knuckles need to use all their speed and skill to keep the world a safe place and defend the Floating Island.

GOAL

Collect as many gold rings as possible and defeat the evil boss at the end of each level. Your ultimate goal is to reach and defeat the evil Dr. Robotnik, and save the world.

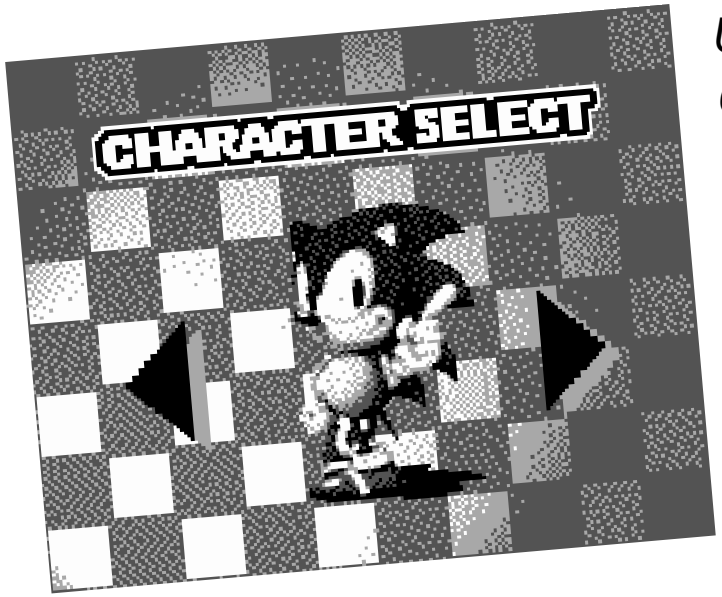


PLAYING THE GAME

Make sure your game.com system is OFF. Insert the SONIC JAM cartridge into the cartridge slot. Turn on your game.com. Touch CARTRIDGE on the MAIN MENU screen. Touch GAME START to begin.



Use the DIRECTIONAL KEYPAD to select the SONIC game you wish to play - SONIC 3, SONIC 2 or SONIC & KNUCKLES. Press the A key or use the touch screen to enter your selection,



Use the DIRECTIONAL KEYPAD to select the character you wish to be - SONIC, KNUCKLES or TAILS. Press the A key or use the touch screen to enter your selection.

You begin the game with 3 lives. If you lose a life, you must restart the Act from the last Star Post you passed. If you lose all your lives, the game is over.

There is a time limit for each stage. If you take too long and the time runs out, you must repeat the stage. However, if you zipped past one or more Star Posts during the Act, you'll only have to repeat from the last Star Post you passed.

If your character hits a trap, or gets attacked by a Badnik, he will lose his rings. Without rings, an enemy hit will cost you a life. Hang on to your rings!

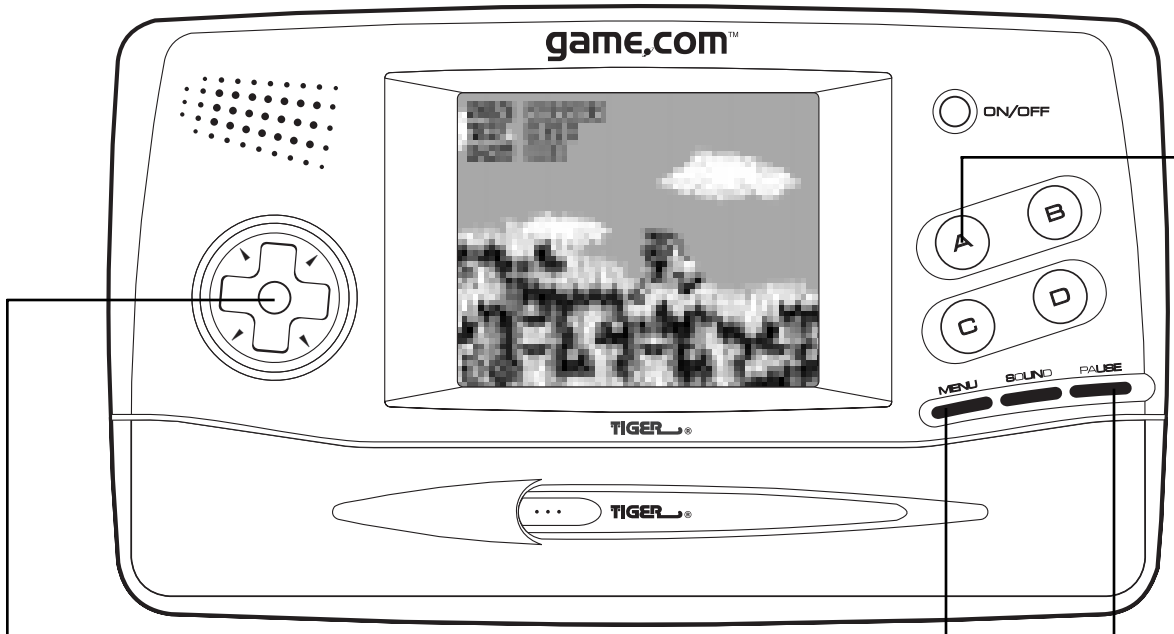
You may defeat your enemy by jumping on him. Be careful, though: if you fall off the screen, you die.

In the BONUS stage, you earn 10,000 points when you grab all of the black balls that appear. Avoid the white balls! You will leave the BONUS stage when contact occurs with the white balls. And be forewarned - black balls turn into white balls after your character makes contact. If you enclose an area of black balls by turning the outside of a group of black balls to white ones, the group of balls will become rings that you can collect. You will earn 100 points for each ring you grab.

Collect 100 rings and you add a life!



THE CONTROLS



MAKES CHARACTERS JUMP DURING GAME

"▲" CHARACTER LOOKS UP
"◀" MOVES CHARACTER LEFT
"▶" MOVES CHARACTER RIGHT
"▼" MAKES CHARACTER DUCK.

Returns you to the MAIN MENU

Pauses the game

"A" button plus the "▶" makes character jump forward.

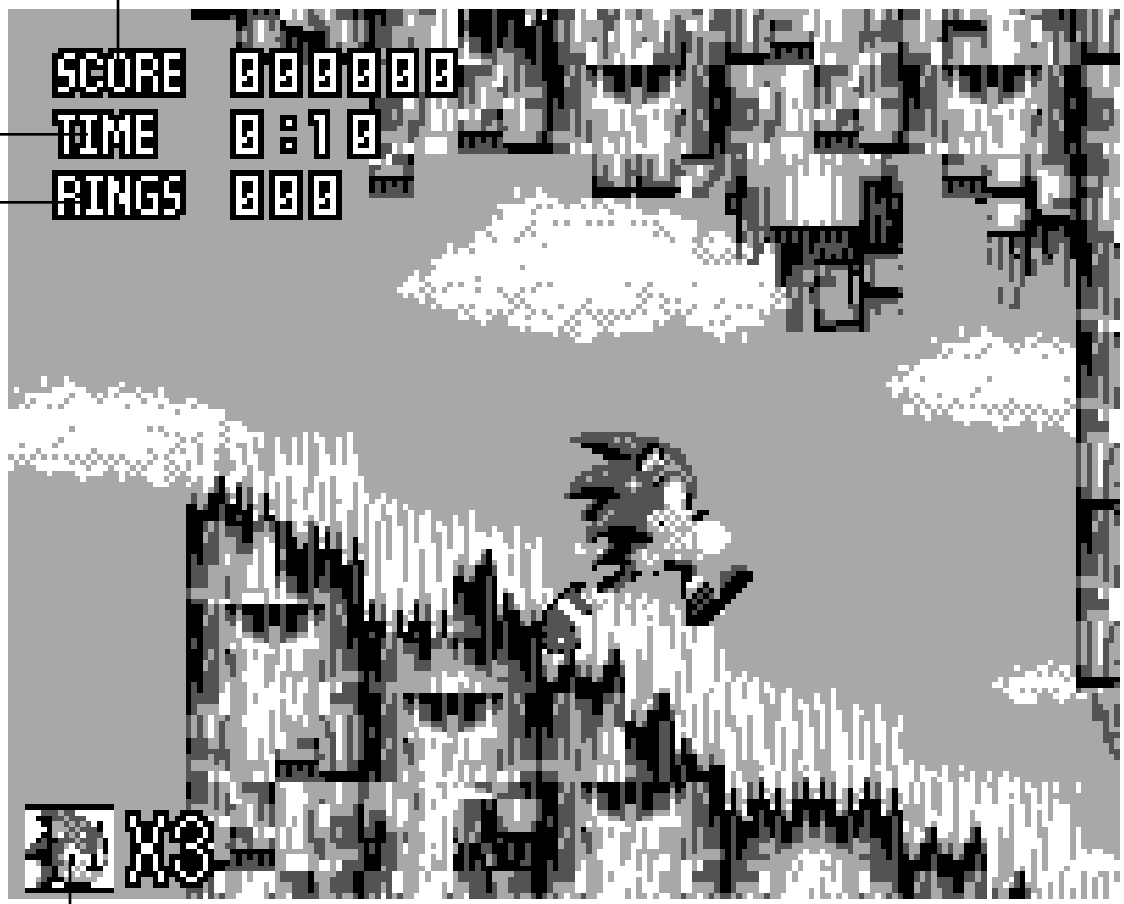
To speed up the character, press and hold "▼", press and hold the "A" button, release "▼", press and hold either "◀" or "▶" (depending on which way you want your character to go), and then release the "A" button.

THE SCREEN

Keeps track of your score

Keeps track of the time remaining to complete the level

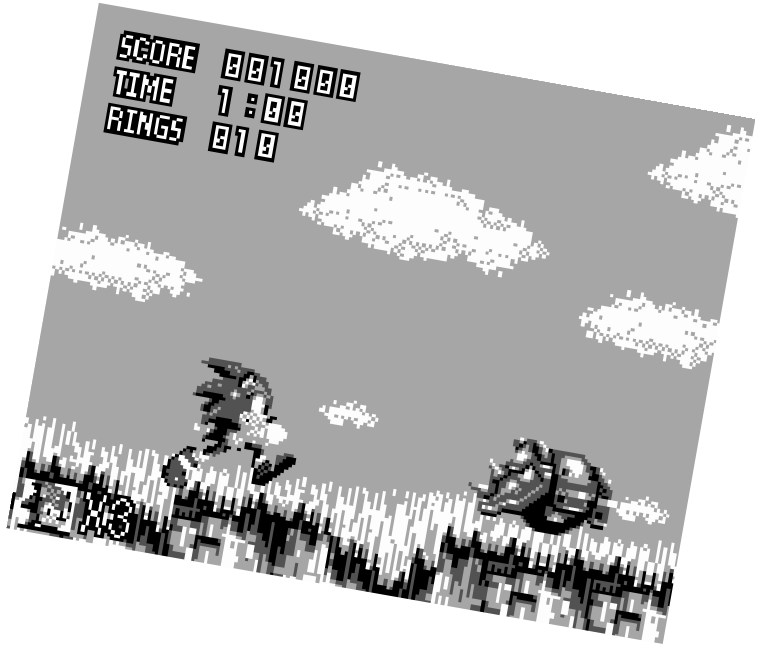
Keeps track of your rings

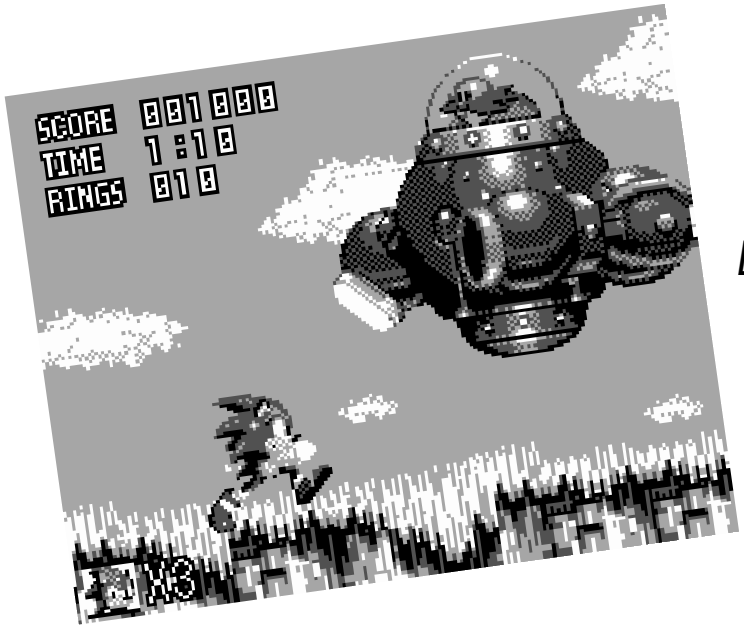


Keeps track of your remaining lives

ENEMIES

BADNIKS are really nice guys trapped in nasty creatures. Each time you jump on a Badnik, it breaks apart and the good guy inside is freed!





BOSSES try to prevent you from completing each Zone. They are super-duper nasty creatures created by Dr. Robotnik to spoil your fun!

HIGH SCORES

At the completion of each game, your High Score for that game will be recorded.





DEFECTIVE CARTS

*If you find that your new SONIC JAM **game.com** cartridge is damaged or non-functional, DO NOT RETURN THE GAME TO THE STORE. The store will not have replacement cartridges. Instead write to us at:*

TIGER ELECTRONICS, LTD. REPAIR CENTER
980 Woodlands Parkway
Vernon Hills, Illinois 60061 USA

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to repair or replace your cart promptly.

90 DAY LIMITED WARRANTY

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During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S. $10. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 6006l U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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