SEGA®



SONIC'S SCHOOLHOUSE™

ORION INTERACTIVE

EARLY CHILDHOOD
CONTENT RATED BY ESRB

85047

Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on monitors or television screens or while playing games on a computer may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing.If you experience any of the following symptoms while playing a CD-ROM game—-dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions—-IMMEDIATELY discontinue use and consult your physician before resuming play.

ESRB Rating

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Visit Sega's Internet Sites At:

Web site:http://www.sega.com
Email:webmaster@sega.com
CompuServe: GO SEGA

Hints & Tips



Handling Your Compact Disc

- The PC compact disc is intended for use exclusively on IBM compatible systems with the minimum configurations as specified on the system requirements of the game purchased. Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

Technical & Customer Service

Need help with set-up or installation? Call (510) 371-3131, 9:00AM - 9:00PM (Pacific Standard Time) Monday through Friday, and 9:00AM - 5:00PM weekends and holidays.

To purchase products directly from Sega, call 1-888-SEGA SALES, or visit SEGA DIRECT at www.sega.com.

CONTENTS

INTRO	2
SYSTEM REQUIREMENTS	2
SET-UP SCREEN	4
CONTROLS	5
START UP SCREEN	6
OPTIONS MENU	6
MAIN GAME SCREEN	8
EXERCISES	10
PLAYGROUND	11
FIELD TRIP	13
TWO PLAYER SPLIT SCREEN PLAY	13
CREDITS	14

KIDS LEARN FAST WITH SONIC THE HEDGEHOG!

Your kids love to play with him, now they'll love to learn with him.

Starring in his first edutainment title, Sonic The Hedgehog teaches kids to learn while having fun. Through challenging lessons and exciting puzzle games, your child can develop his or her math, reading and spelling skills — while playing with their favorite blue friend. There's even recess and field trip bonus games that encourage children to explore the entire schoolhouse.

Children from Kindergarten through Fourth grade will love learning with Sonic The Hedgehog. And with Sonic by their side, learning fast has never been so much fun!

SYSTEM REQUIREMENTS

Operating: Windows 3.1 or Windows 95

Minimum CPU Type & Speed:
486 DX2 66 Mhz

Recommended:
Pentium Processor® 60 Mhz

Memory:
8 MB

Graphics:
SVGA, 256 colors

CD-R0M Speed:
2X (4X recommended)

Minimum Install:
2 MB

Sound Card:
Sound Blaster™ 16 or compatible

Other:
Keyboard, PC Gamepad, Mouse or Dual PC Gamepads

GETTING STARTED

SONIC'S SCHOOLHOUSE will run under Windows 3.1 or Windows 95. The installation instructions differ slightly, depending on which version or Windows you are using.

WINDOWS 3.1

To play SONIC'S SCHOOLHOUSE under Windows 3.1, follow these steps:

1. Place the SONIC'S SCHOOLHOUSE CD in the CD-ROM drive, label side up. Close the tray.

2. From the FILE menu of the Program Manager, select RUN.

3. In the dialog box that appears, type the drive designation for your CD-ROM drive (usually D), D:\INSTALL\SETUP16 or use the browse function to locate setup16.exe.

4. Press Enter or click the OK button. An automatic installation process will begin to create a new program group called SONIC'S SCHOOLHOUSE, and place the SONIC'S SCHOOLHOUSE program icon in that group (see pg. 4).

5. To start playing, double-click the SONIC'S SCHOOLHOUSE icon. In a few moments, the SONIC'S SCHOOLHOUSE startup screen will appear.

WINDOWS 95

To play SONIC'S SCHOOLHOUSE under Windows 95, follow these steps:

1. Place the SONIC'S SCHOOLHOUSE in the CD-ROM drive, label side up. Close the tray.
2. After a few moments, a dialog box will appear, giving you a choice of options.

The first time you insert the SONIC'S SCHOOLHOUSE CD-ROM, the dialog box will give you the option of installing the game, choosing Help or quit. Select INSTALL to begin the installation process, or Help to get information about SONIC'S SCHOOLHOUSE (see pg. 4). If you do not wish to install SONIC'S SCHOOLHOUSE at this time, select QUIT.

Under Windows 95, the SONIC'S SCHOOLHOUSE installation procedure analyzes your specific system configuration and loads the appropriate drivers for your sound card and video display card. In addition, SONIC'S SCHOOLHOUSE will create a new program group called SONIC'S SCHOOLHOUSE, and place the SONIC'S SCHOOLHOUSE program icon in that group.

WINDOWS 95 CONTINUED

Once SONIC'S SCHOOLHOUSE is installed, whenever you insert the CD-ROM in the drive, you will be given the option to Play, Click Help to get information about SONIC'S SCHOOLHOUSE or QUIT to take no action. See "Start Up Screen" for more information on starting or resuming games.

installation. You must restart Windows for the new drives to take effect.

UNINSTALLING GAME

To uninstall SONIC'S SCHOOLHOUSE, go to the Control Panel, double click on the Add/Remove Programs Icon, then choose SONIC'S SCHOOLHOUSE and click on the Add/Remove button.

SET-UP SCREEN



Note: before beginning play, for optimum performance you should install both the Sonic's Schoolhouse and Resource File set-up options.

To install, click on the next button to start

CONTROLS

KEYBOARD CONTROLS — PLAYER 1

UP KEY
Move FORWARD

DOWN KEY
Move BACKWARD

LEFT KEY
Rotate LEFT

RIGHT KEY
Rotate RIGHT

ENTER
Action Key: Press to open doors; pick up a number, letter, or icon; click on Sonic The Hedgehog for help during gameplay.

KEYBOARD CONTROLS — PLAYER 2

W KEY
Move FORWARD

X KEY
Move BACKWARD

A KEY
Rotate LEFT

D KEY
Rotate RIGHT

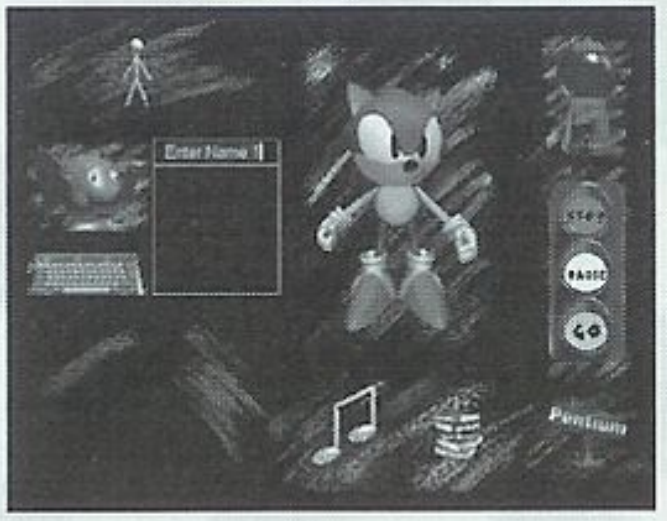
CONTROL KEY (Ctrl)
Action Key: Press to open doors; pick up a number, letter, or icon; click on Sonic The Hedgehog for help during gameplay.

START UP SCREEN



You have three options to choose from: "Play" (lets your child begin his/her Sonic learning experience); "Help" (lets you review important game set-up information); or "Quit" (lets you exit Sonic's Schoolhouse).

OPTIONS MENU



Before you begin, you must enter your name, or choose your name from the list of previously saved names. To enter your name, simply position the cursor in the Name Entry box and type. To select a previously saved name, scroll through the various names and click to select the name of your choice.

Before your child embarks on a learning adventure with Sonic The Hedgehog, you'll want to first configure the grade level settings in order to fit your child's skills and

preferences. Each icon represents a different game setting as shown below. To make an option selection, position the pointer over an option and left click the mouse.

SONIC THE HEDGEHOG

Sonic appears throughout each lesson to lend your child a hand. Click on him at any time for helpful hints and tips.

CHARACTER SELECTION (ANIMAL)

Your child can play as any one of 10 lovable animal characters. Click on the animal icon to choose from a selection of ten different animal characters your child can play as.

GRADE LEVEL (BOOKS)

Enter your child's grade level or the level at which you feel he/she is ready to learn. Select from grades Kindergarten through Fourth. Don't forget to set the difficulty level in Recess Mode as well.

1 OR 2 PLAYER SELECT (STICK FIGURE)

Will your child play alone, or challenge a friend in an exciting split-screen learning experience? This mode is perfect for parents to play along with their children, too!

SYSTEM SET-UP(SIGN)

Lets you launch your 486 or Pentium processor into orbit — and bring Sonic and friends to life in vivid color. If the game is running too slowly, switch to 486 to speed up gameplay.

CONTROL DEVICE SELECTION (KEYBOARD)

Choose the type of input device your child will be using: Keyboard or Gamepad/Joystick.

MUSIC (MUSICAL NOTE)

Turn the background music on or off.

GUMBALL COUNT (GUMBALL MACHINE)

For every correct answer, your child is awarded a Gumball. The more correct answers your child tallies, the more Gumballs he/she is awarded.

PRINT (GUMBALL MACHINE)

Print out your child's Gumball Certificate, displaying how many Gumballs he/she collected during the game. Perfect for coloring and posting on the Fridge for all to see.

STOPLIGHT

The Stoplight is your command station, allowing you to perform the following tasks with the press of a key.

Red Light:

Stops play and takes you back to the Options Menu or ends the game from the Options Menu.

Yellow Light:

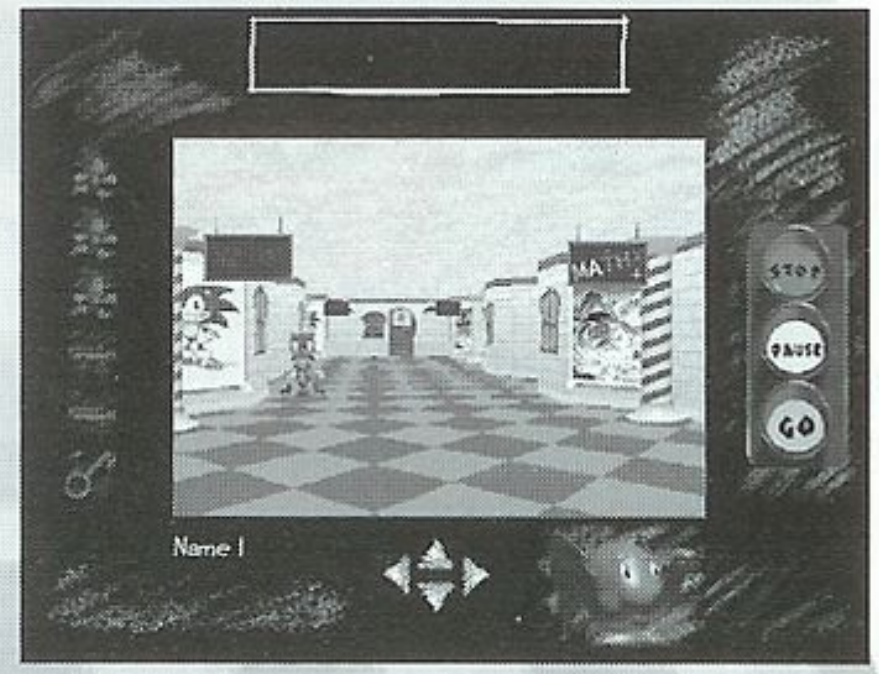
Pauses play.

Green Light:

Allows you to begin playing.

MAIN GAME SCREEN

The Main Game Menu is where all the fun and games take place.



ITEM DISPLAY

Displays the number, letter or picture your child is currently holding.

CHARACTER DISPLAY

Displays your child's character.

POWER-UPS

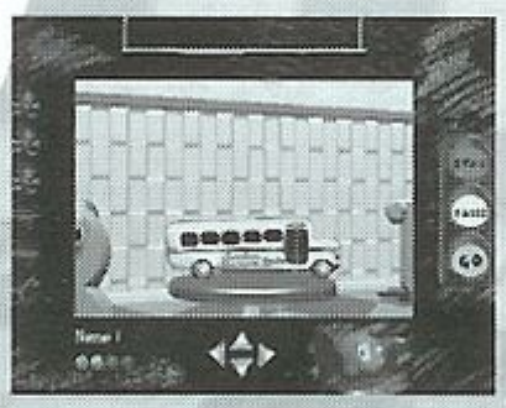
Hidden throughout each exercise is a variety of Power-Ups for your child to collect — and use! To collect a Power-Up, simply walk into it. The following is a list of each Power-up and its function.

PLAYGROUND PASS



This allows your child to play games in the playground. (SEE RECESS ON PAGE 11.)

FIELD TRIP



This one allows your child to take a break from his/her exercises and embark on a field trip — Sonic style! (SEE FIELD TRIP ON PAGE 13.)



KEYS

Keys allow your child to open one closed door without having to answer the question there (1-player mode only).

ARROWS

This allows your child to move and rotate in any direction simply by clicking UP, DOWN, LEFT or RIGHT with the Mouse. An alternate to the Keyboard and Gamepad controls.

EXERCISES

There are four classrooms to choose from: two Math Rooms, the Spelling Room and the Reading Room. Each Room offers a series of interactive lessons designed to hone your child's problem-solving skills.

Each room has a total of 10 questions for your child to answer (four, plus six "hidden" questions behind locked doors). Every time your child leaves the room or begins a new lesson, the questions will change.

Also contained in each Room are many Power-Ups, Sonic The Hedgehog waiting to offer advice and, unfortunately, Dr. Robotnik who will steal your child's answers if he gets too close.

Lessons are completed when all equations or puzzles are solved correctly. Your child can, however, exit the classroom at any time by walking through the door marked "Exit." After each exercise your child will see a listing of the number of correct answers scored. [See CONTROLS on page 5 for a breakdown of the basic controls used in each Exercise.]

MATH

There are 2 Math classrooms: 1 addition/multiplication; 1 subtraction/division. Contained in these rooms are chalkboards displaying an unfinished equation. Also present is a herd of dancing numerals. The goal here is for your child to solve the equation by hunting down the "missing" numeral, clicking on it and inserting it in its proper place on the chalkboard. Just beware of the sinister Dr. Robotnik, he'll steal

your child's answers.

SPELLING

The Spelling Room is very similar to the Math Rooms, except with letters instead of numbers.

Contained in these rooms are chalkboards displaying "unfinished" words. Accompanying the chalkboard is a gaggle of dancing letters. Your child must collect and insert the "missing" letter(s) on the chalkboard to complete the word. But again, beware as Dr. Robotnik will attempt to steal your child's answer before he/she reaches the chalkboard.

READING

The Reading Room tests your child's ability to read and match words with their corresponding pictures. Here your child must match the word on a blackboard with a picture that appears on a balloon. For instance, when the word flower appears on the chalkboard, your child must locate the flower (appearing as a picture on one of the floating balloons) and take it back to the chalkboard.

PLAYGROUND

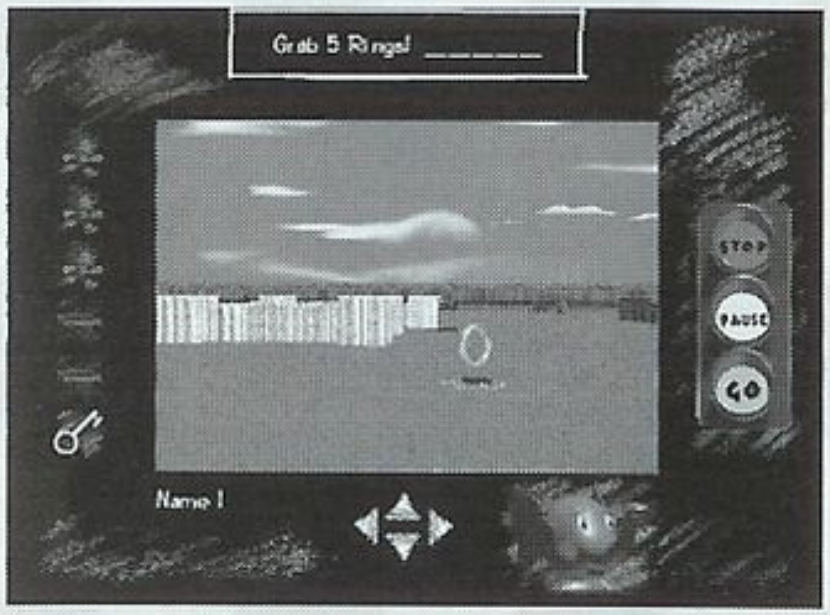
In order to go to recess your child must first collect a Recess Power-Up (see POWER-UPS on page 9). Recess Power-Ups allow your child to experience a variety of exciting puzzle-adventure games.

RECESS 1: 3D CONCENTRATION



Here your child can take part in Sonic The Hedgehog's version of the classic game of Concentration. A field of giant Question Marks awaits your child. Appearing under each Question Mark is a different object, such as Tails, Knuckles or other Sonic The Hedgehog-related icons. Your child must uncover each Question Mark to reveal it's contents. Should it be a Tails, the very next Question Mark he/she selects must be a matching Tails. If the pair is not a match, your child must start again. Each pair matched wins your child a Gumball.

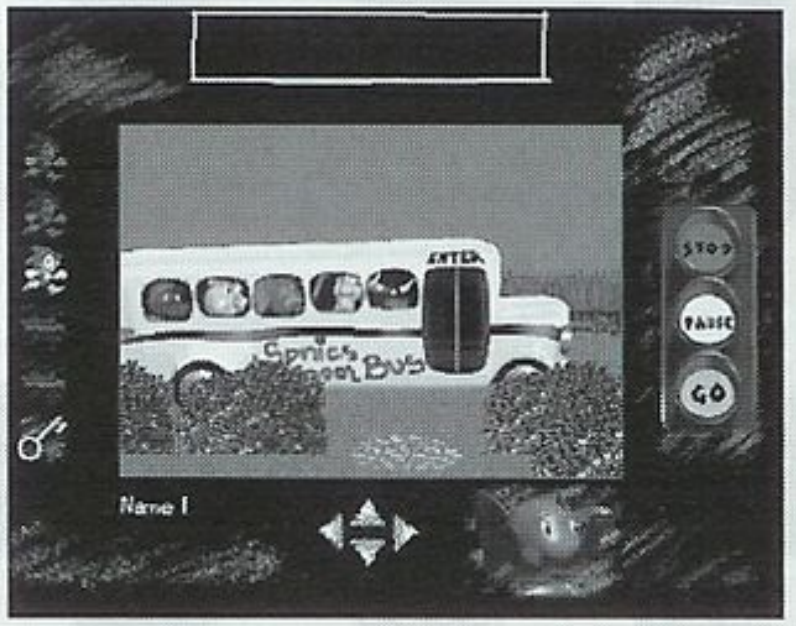
RECESS 2: RING HUNT



Speed is the name of the game here as your child must race to collect all the rings before Dr. Robotnik's "spoil sports" get in your way. Once the appropriate number of rings is collected— your child wins the game. Should one of Dr. Robotnik's henchmen catch your child before reaching the EXIT

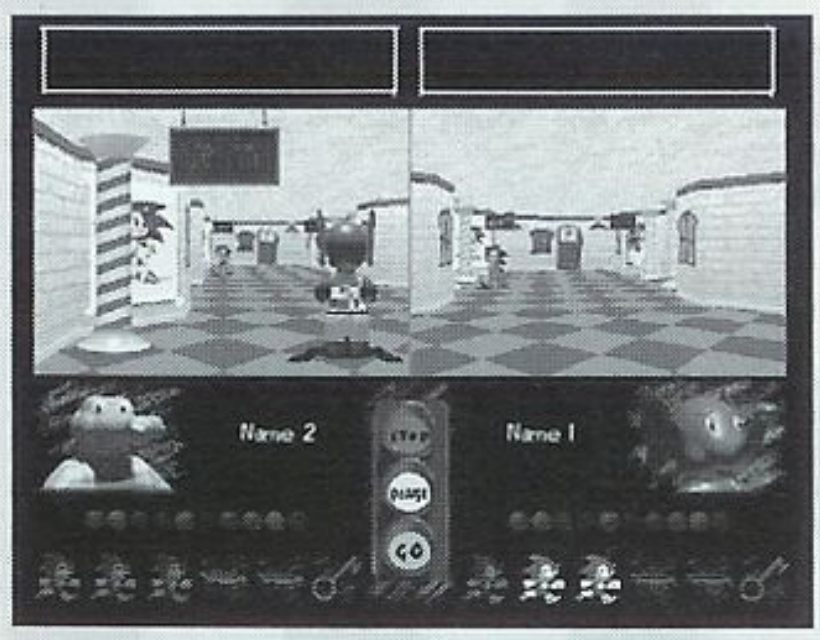
DOOR, your child will lose all his/her rings and must start over.

FIELD TRIP



Sonic's field trips are both fun and educational. When your child boards the Sonic Schoolhouse Bus he/she will find all kinds of animal characters waiting to meet him/her. Start by clicking on one of the animals, then click on one of the buttons that appear at the top of the screen, your child can learn many facts about his/her new friends, such as where the they live, what they eat and information about their species.

TWO PLAYER SPLIT SCREEN PLAY



Your child can invite a friend to play and learn with him/her — at the same time! In Two Player Split Screen Play, each child plays competitively or cooperatively to see who can collect the most correct answers. Here each child can also, along with Dr. Robotnik, steal answers from the other player. It's a fun and challenging way to learn with a friend or parent! Play 2-player mode in any of the classrooms, playground or field trip. And with Sonic The Hedgehog, everyone comes out a winner!

CREDITS

ORION INTERACTIVE/ BAPI

ORIGINAL CONCEPT
Bruce Austin

PRODUCERS
Brad Krevoy
Steve Stabler
Jed Weintrob
Britton Jackson
Bruce Austin

ASSOCIATE PRODUCER
Jonathan D. Harris
Madhavi Rangachar

DESIGNERS
Bruce Austin
Britton Jackson
Jim O'Keane
Jed Weintrob

PROGRAMMERS
Jim O'Keane
Jack Bowman

GRAPHIC ARTISTS
Jeremy Buttell
Mike Malloy

ADDITIONAL PROGRAMMING
Eric Hayashi

EDITING AND VIDEO DESIGN
Kurt Tiegs

SOUND DESIGN
Robert Francke

PIXEL MASTER AND GENERAL TECH GUY
Brian Austin

VOICES
Meg Inglima

SEGA ENTERTAINMENT

EXECUTIVE PRODUCER
Greg Suarez

PRODUCER
Matt Wolf

ASSOCIATE PRODUCER
Scott Hawkins

PRODUCT MANAGER
Jill Braff

ART DIRECTOR
Sarah Wittmer

PRODUCTION MANAGER
Eileen Sacman

SPECIAL THANKS
Shinobu Toyoda, Bernie Stolar, John Hurst, Kristi Walker, Eileen Noguchi, J. Tony Smith, Jeff Goodwin, Geraldine Dessimoz, Jeannie Ash, Sue Price, Bob Schonfisch, Arvin Carlson, Scot Allen, Ross Harris

LEAD TESTER
Lloyd Kinoshita

ASSISTANT LEAD TESTERS
Jason Cordero, Karen Brown, Anthony Gomez

SEGA OF AMERICA TESTERS
Fernando Valderrama, Jeff Junio, Yobo Shen, Eugene R. Valenzuela, Howard Gipson, Cesar Lemus, Pedro Ponce, Abe Navarro, Elton Brown

MANUAL
Curtis Clarkson, Richard Verdoni

NOTES

Limited Warranty

Sega Entertainment, Inc. warrants to the original consumer purchaser that the PC compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at 1-800-USA-SEGA.

To receive Canadian warranty service, call the SEGA Canadian Consumer Service Department at (510)371-3131.

DO NOT RETURN YOUR PC COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective compact disc to us. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Sega Entertainment compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega Entertainment, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations On Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for athe conditions set forth herein. In no event shall Sega Entertainment, Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States and Canada only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

SEGA®

Also available for your PC.



SONIC CD™

Published by Sega Entertainment - Distributed by Sega of America. Sega Entertainment and Sonic the Hedgehog are trademarks of SEGA. ©1996 SEGA, P.O. Box 8097, Redwood City, CA 94063. All rights reserved. Made and printed in the U.S.A.