

SEGA®

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# SONIC™

## JAM™



SEGA SATURN™

FOUR SONIC  
CLASSICS ON ONE  
JAMMIN' CD!



81079

KIDS TO ADULTS



CONTENT RATED BY  
ESRB

## WARNINGS

### READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

#### 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 a television screen or while playing video games 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 video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

#### PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

#### SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

#### HANDLING YOUR COMPACT DISC


- The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- 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.

#### 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:

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email: [webmaster@sega.com](mailto:webmaster@sega.com)  
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Instructions en français, téléphoner au: 1-800-872-7342

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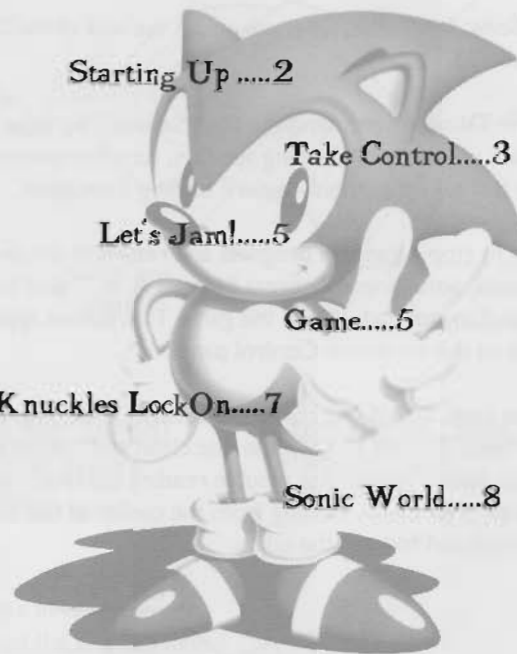
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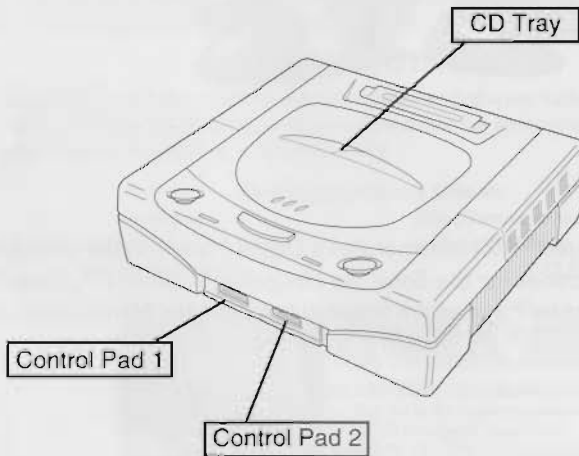


**Note:** The *Sonic Jam*<sup>™</sup> CD incorporates a Digital Manual in the Options menu. The instructions for the *Sonic the Hedgehog*<sup>™</sup>, *Sonic 2*<sup>™</sup>, *Sonic 3*<sup>™</sup> and *Sonic & Knuckles*<sup>™</sup> games are included in the Digital Manual. Instructions for *Sonic World*<sup>™</sup> are written in this manual.

## Starting Up

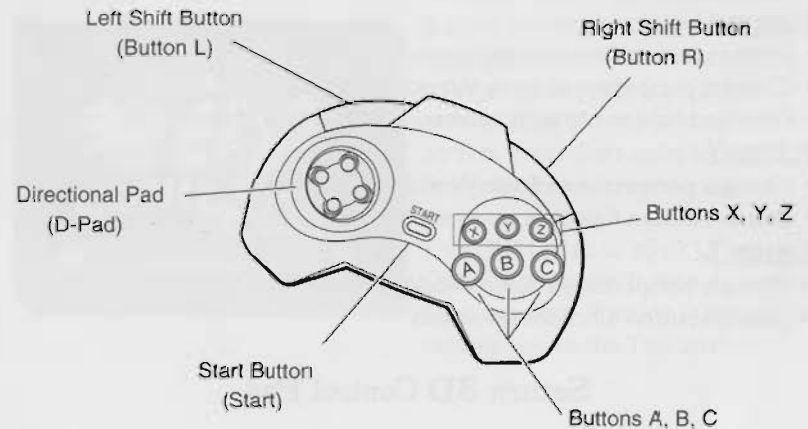
1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2.  
**Note:** *Sonic Jam*™ is for one or two player's.
2. Place the *Sonic Jam*™ disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo appears on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress and return to the on-screen Control panel, simultaneously press Buttons A, B, C and Start on the Sega Saturn Control Pad. When the game Title screen appears press again to go to the on-screen Control panel.

**Important:** Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



## Take Control

### Saturn Control Pad



#### Directional Pad (D-Pad)

- Scrolls through options
- Guides Sonic

#### Start Button (Start)

- Selects options
- Pauses game

#### Button A

- Selects game in Game screen
- Zooms in on the Digital Manual
- Makes Sonic enter buildings in Sonic World
- Makes Sonic jump

#### Button B

- Exits rooms and cancels selections
- Makes Sonic enter buildings in Sonic World
- Exits option screens and rooms in Sonic World
- Makes Sonic jump

#### Button C

- Selects game in Game screen
- Zooms out in the Digital Manual
- Makes Sonic enter buildings in Sonic World
- Makes Sonic jump

### Trigger L

- Turns page back in the Digital Manual
- Rotates screen clockwise in Sonic World

### Trigger R

- Turns page forward in the Digital Manual
- Rotates screen counter-clockwise in Sonic World

### Button X

- Displays button functions on-screen
- Changes perspective in Sonic World to dynamic
- Press and hold to highlight zoomed area in Digital Manual

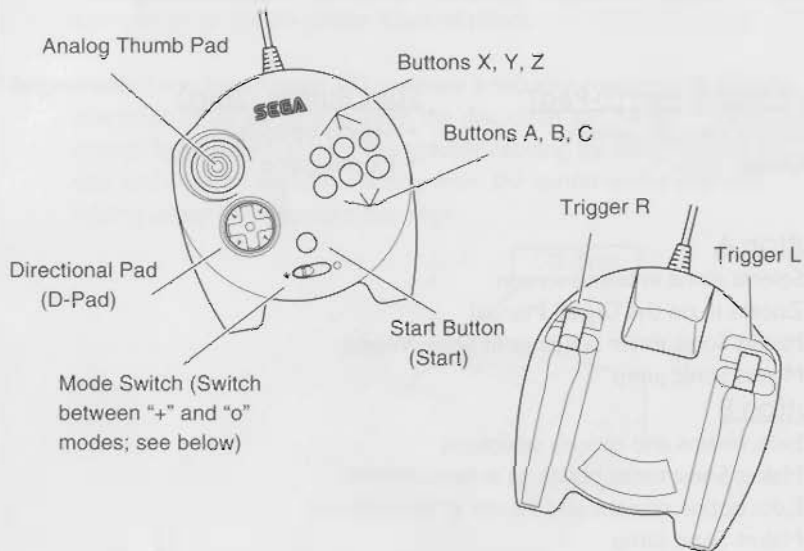
### Button Y

- Changes perspective in Sonic World to zoom out
- Displays button functions on-screen

### Button Z

- Changes perspective in Sonic World to zoom in on Sonic
- Displays button functions on-screen

## Saturn 3D Control Pad



When the Saturn 3D Control Pad is switched to the "o" mode, the Analog Thumb Pad is used to guide Sonic. When switched to the "+" Mode, the Directional Pad is used.

**Note:** The button functions for the Saturn 3D Control Pad are the same as the Saturn Control Pad.

## Let's Jam!



After the Sonic Team logo appears, a short animation sequence begins. The *Sonic Jam*™ Title screen appears next. Press Start at any time to jump directly to the Title screen. Press Start again to access the game select screen.

Press the D-Pad to scroll UP or DOWN and press Button A, C or Start to select. Pressing Button B returns you to the Title screen.

## Game

Choose from four classic Sonic games. Scroll LEFT or RIGHT with the D-Pad and press Start or Button A or C to select. Pressing Button B returns you to the Title screen.



After making your selection, the Start/Select screen appears.

### Game Start

Choose from three different skill levels: Normal, Easy, or Original. Or choose Saved Game to return to a previously saved game (if you have one).

### Extra Game

Don't want to go through the rigamarole of playing the game to get to the Special Stages? Think you can guide Sonic at a record pace? Come here for a fun break from the norm.

- Time Attack

This mode allows you to try and post record times for getting through scenes in the Sonic saga. Choose any Act by scrolling LEFT or RIGHT and UP or DOWN, then pressing Button A, C or Start to begin. The best times are listed. Can you beat them to make a mark for yourself?

**Note:** You must play each level first before being able to access them in the Time Attack mode.

- Special Stage

Here you can play the Bonus Stages from your favorite Sonic Games just as they appear in the original versions.

### Option

View the Digital Manual or customize your game. Scroll UP or DOWN with the D-Pad and select by pressing Button A, C or Start. Press Button B to skip to EXIT and press Start to return to the Start Select screen.

- Digital Manual

The Digital Manual contains the original Genesis instruction manuals for the classic Sonic games. Instructions for the game can be viewed right on your TV screen. Flip forward through the pages by pressing Trigger R. Go back by pressing Trigger L. Print a bit hard to read? Zoom in by pressing Button A. Press Button C to zoom out. Button B exits to the Select Screen. Press Buttons X, Y, or Z to display the on-screen menu bar. It automatically disappears from the screen after a few seconds. Press Start to return to the Option menu.



- Time Out

This option allows you to play with or without an internal clock breathing down your neck. With the Time Out function on, you must clear the act within 10 minutes or you lose one life. With it off, you have an unlimited amount of time to get through the act.

- Spindash

In *Sonic the Hedgehog™*, you can play the game either in its original mode without the Spindash, or with the added Spindash function not found in the original.

### Exit

Returns you to the Start/Select screen.



## Sonic & Knuckles Lock On

This is a special feature which allows you to play the original *Sonic & Knuckles™* game, or couple it with any of the other Sonic games to play with Knuckles. Choose the *Sonic & Knuckles™* game. A Lock-On select screen then appears. Scroll LEFT or RIGHT through the selections and press Button A, C, or Start to select. Choose No Lock-On to play *Sonic & Knuckles™* by itself.



**Note:** *Sonic the Hedgehog™* locked on with *Sonic & Knuckles™* allows you to play various bonus levels similar to the Special Stages of *Sonic the Hedgehog 3™* and *Sonic & Knuckles™*.

# Sonic World



Sonic World is a special game in which you can look back on the history of Sonic the Hedgehog. You can also challenge yourself by going on missions in search of a variety of objects. Throughout Sonic World are exhibit buildings documenting Sonic's past. Walk up to a building's door and press Button A, B, or C to enter.

## Character House

Get the lowdown on Sonic and his buddies. A whole portfolio of drawings of the gang, plus interesting trivia, is all here. There are two entrances: one for Sonic and his pals, and another for Dr. Robotnik and his Badniks. Once inside, scroll through the display options by pressing the D-Pad UP or DOWN. Select by pressing Button A or C. Exit by pressing Button B. Scroll forward through the drawings by pressing Triggers L or R to turn the pages of the portfolio LEFT or RIGHT. Buttons X, Y or Z display the on-screen prompts (which disappear automatically after a few seconds).



## Music Shop

Feel a need to hear the tunes from those classic Sonic games? You've come to the right place. Listen to sound effects and background music from all the games in the *Sonic Jam*™ compilation. Choose the game title by scrolling UP or DOWN. Press Button A or C to select. In the next window, scroll UP or DOWN to select Background Music or Sound Effects. Press the D-Pad LEFT or RIGHT to select a track and press Button A or C to play the music or sound effect. Exit by pressing Button B.



## Movie Theater

Sit back and enjoy some buttered popcorn while you review a few reels of Sonic cartoons and commercials of yore. Scroll through the selections by pressing the D-Pad UP or DOWN. Select by pressing Button A or C. Stop the movie any time by pressing Start. Exit by pressing Button B.



## Art Gallery

You won't see any famous art impressionists here, but you can gaze upon renderings of Sonic and his pals. Scroll UP or DOWN to choose which collection you want to view. Select by pressing Button A or C. Look through the art by pressing Trigger L to go backwards or R to go forward. Buttons X, Y or Z display the on-screen prompts (which disappear automatically after a few seconds). Exit by pressing Button B.



## Hall of Fame

Traipse down memory lane and learn about the history of Sonic the Hedgehog. Scroll through the entries by pressing the D-Pad UP or DOWN. Some screens will allow you to view more pictures of Sonic's History, such as Sonic's Covert Art. Press Button A or C to view. If there are



multiple pictures, you can look through them by pressing Trigger L to go backwards or R to go forward. You can zoom in on the pictures by pressing Button A. Press Button C to zoom out. Buttons X, Y, or Z display the on-screen prompts. Exit by pressing Button B.

## World Mission

Sonic World is rife with rings, points and other things. Go on a mission to collect as many as you can in a pre-determined time limit.



When you first enter Sonic World, a red and white trampoline appears directly in front of Sonic. Jump on this to reveal the Mission List. Once you jump off the trampoline, your timer starts ticking and the mission has begun. After you've found what you've been sent to hunt down, return to the trampoline to stop the clock. Did you return in time? If not, you have to try again. After each successful run, a new object to find is revealed. A special surprise awaits you if you can successfully find all the objects!

### MISSION LIST

20 RINGS .....	0'23"10
3 RED POINTS .....	0'33"67
50 RINGS .....	0'48"01
TOUCH MILES .....	0'25"09
5 BLUE POINTS .....	1'30"00

## Notes



# Credits

## PRODUCTION

V.P. SOA Product Development:  
Producer:  
Supervising Producer:  
Lead Tester:  
Assistant Lead Tester:  
Testers:

Shuji Utsumi  
Jason Kuo  
David Locke  
Peter Young  
Marcus Montgomery  
Tony Lynch, Jeff Junio,  
Chris Lucich, Paulita  
Villatuya, Dennis Lee, Mike  
Dobbins, Fernando  
Valderrama, Lloyd  
Kinoshita, Ferdinand (3/3)  
Villar, Mike McCollum

## MARKETING

Product Managers:  
Product Specialist:  
Marketing Coordinator:

Kristin McCloskey, Terese  
Russell  
Mark Subotnick  
Geraldine Dessimoz

## SPECIAL THANKS TO:

Sandy Castagnola, Takahiro  
Fukada, Ryoichi Hasegawa,  
Sheri Hockaday, Annie  
Nelson, Judie Nybo, Paul  
Sears, Seedy Lounge, Jim  
Shimazaki, Test Mgmt.

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# BOOM!

- The ultimate multiplayer game - up to 10 can play at once.
- Play head-to-head on-line with Net Link



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