

FOUR TIMES THE SONIC ACTION!



SONIC ACTIONTM
4 PACK

A 3D rendering of Sonic the Hedgehog in a dynamic pose, with his right hand raised in a fist and his left hand on his hip. He is looking towards the viewer with a slight smile.

Sonic & Knuckles • Sega® Smash Pack 2 • Sonic CD • Sonic R

SONIC™ & KNUCKLES

Installing the Program

Windows® 95/98

1. Insert the CD into your CD-ROM drive.
2. If your computer is configured to detect a newly inserted CD, the Autoplay menu will appear. If the Autoplay menu does not appear after a few moments, click on the **Start** button then select **Run**, and type **D:\Setup.exe** (where **D** is the letter of your CD-ROM drive). If you are not sure of your CD-ROM drive's letter, double click on the **'My Computer'** icon on your desktop, and make note of the letter on the CD-ROM icon.
3. Click on the **Install** option, and follow the onscreen instructions for installation and setup.
4. We recommend that you restart your system after installation is complete.

Running the Program

Windows® 95/98

1. Insert the CD into your CD-ROM drive.
2. The program may be started by either of the following methods:
 - a: Click on the **Run** button in the autoplay menu.
 - b: Click on **Start**, then select **Programs**, the **Sonic & Knuckles Collection** Program Folder, then select and click on the **Sonic & Knuckles Collection** icon.

Manual

This program features a Manual located on this CD. This document can be accessed using Adobe® Acrobat® Reader 3.0. To install Adobe® Acrobat® Reader 3.0, click on the **Acrobat 3.0 Installer [CD]** icon in the **Sonic & Knuckles Collection** Program Folder for Windows® 95/98.

- To view this document in Windows® 95/98, click on **Start**, select the **Programs** Folder, then the **Sonic & Knuckles Collection Documentation** Program Folder and then click on the **Sonic & Knuckles Collection Manual [CD]** icon.

Note: It is recommended to print this document in 10-20 page increments.

Read Me First!

Please refer to the Readme.txt file which contains information not contained here.

SONIC™ R

Installing the Program

Windows® 95/98

1. Insert the CD into your CD-ROM drive.
2. If your computer is configured to detect a newly inserted CD, the Autorun menu will appear. If the Autorun menu does not appear after a few moments, click on the **Start** button then select **Run**, and type **D:\install.exe** (where **D** is the letter of your CD-ROM drive). If you are not sure of your CD-ROM drive's letter, double click on the **'My Computer'** icon on your desktop, and make note of the letter on the CD-ROM icon.

3. Click on the **Install** option, and follow the onscreen instructions for installation and setup.
4. We recommend that you restart your system after installation is complete.

Running the Program

Windows® 95/98

1. Insert the CD into your CD-ROM drive.
2. The program may be started by either of the following methods:
 - a: Click on the **Run** button in the Autorun menu.
 - b: Click on **Start**, then select **Programs**, **Sega Sonic R Program Folder**, then select and click on the **Sonic R** icon.

Read Me First!

Please refer to the Readme.txt file which contains information not contained here.

SONIC™ CD

Installing the Program

Windows® 95/98

1. Insert the CD into your CD-ROM drive.
2. If your computer is configured to detect a newly inserted CD, the Autoplay menu will appear. If the Autoplay menu does not appear after a few moments, click on the **Start** button then select **Run**, and type **D:\Install.exe** (where **D** is the letter of your CD-ROM drive). If you are not sure of your CD-ROM drive's letter, double click on the **'My Computer'** icon on your desktop, and make note of the letter on the CD-ROM icon.
3. Click on the **Install** option, and follow the onscreen instructions for installation and setup.
4. We recommend that you restart your system after installation is complete.

Running the Program

Windows® 95/98

1. Insert the CD into your CD-ROM drive.
2. The program may be started by either of the following methods:
 - a: Click on the **Run** button in the autoplay menu.
 - b: Click on **Start**, then select **Programs**, the **Sega-PC Program Folder**, then select and click on the **SONIC CD** icon.

Read Me First!

Please refer to the Readme.txt file which contains information not contained here.

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SEGA® SMASH PACK 2 INSTALLATION

INSTALLING THE PROGRAM

WINDOWS 95 / 98

1. Insert the CD into the CD-ROM drive.
2. If your computer is configured to detect a newly inserted CD, the autorun menu will appear. If the Autorun menu does not appear after a few moments, click on the Start button and select Run, and type D:\setup.exe (D is the letter of your CD-rom drive.) If you are not sure of your CD-Rom drive's letter, double click on the 'My Computer' icon on your desktop, and make note of the CD-Rom icon.
3. At the splash screen, Click on either Sega Swirl, or Sega Smash Pack II, and follow the onscreen instructions for installation and setup.
4. If you already have a newer version of DirectX on your computer (DirectX 7 or later) do not install DirectX 6.1.
5. Restart your computer after setup.

RUNNING THE PROGRAM

WINDOWS 95 / 98

1. Insert the CD into the CD-Rom Drive.
2. The program may be started by either of the following methods:
 - A. Click on the Run button in the Autorun menu.
 - B. Click on Start, then select Programs, the Sega Smash Pack II program folder, and then select and click on the Sega Smash Pack II icon.

INSTRUCTION MANUAL

After successfully installing the program.

1. Insert the CD into your CD-ROM drive.
2. Click on Start, then select Programs, the Sega Smash Pack II program folder, and then select and click on the Sega Smash Pack II Manual, or Game Manuals Icon.
3. The Manual will give you a general overview and background of the entire program, and the Game Manuals will list the controls and features of each individual game.

COMIX ZONE™

Directional Pad - Move Sketch in all directions. Perform various punches and kicks in combination with the action button. Crouch by pressing down.

Button A - Action button. Use inventory items when selection box is activated.

Button B - Jump

Button C - Select Inventory Item

FLICKY™

Directional Pad - Press to move Flicky in any direction

A, B or C Button - Press any of these to make Flicky jump or throw items.

KID CHAMELEON™

Directional Pad - Press Left or Right to move in those directions. Press Down to crouch or duck. Press and hold down to look down. Press Down and Left or Right to crawl in that direction.

Speed (Button A) - Press and hold to speed up when you want to get some place fast. Press this button and the START button at the same time to energize the Diamond Powers (you must have the right number of Diamonds).

Jump (Button B) - Tap quickly to jump. Press the Jump button, then when Kid Chameleon is alongside a platform, press the Directional Pad towards it and press the Jump button again. This will Flip you onto the Platform. Flip to escape danger and get to hard to reach spots. The flip only works when Kid Chameleon is near an edge, and is not affected by transformations. Press the Directional Pad and Speed button together to start running, then press the Jump button for a running high jump.

Special (Button C) - Press the Special button to activate a Special Power with most of the transformations.

SHINING FORCE™

- Directional Pad
 - Press to highlight options/items
 - Press to move characters
 - Press to move the highlight box
- Start Button
 - Press to skip through the Story screens and reach the Title screen
- Button A
 - Press to see Options boxes and Status windows
 - Press to see opponent's statistics
 - Press to speed through messages
- Button B
 - Press to cancel selections
 - Press to speed through messages
- Button C
 - Press to see Options boxes and Status windows
 - Press to see opponents' Status windows
 - Press to speed through messages

SONIC THE HEDGEHOG™ 2

- Directional Pad
 - Chooses a 1 Player game, a 2 Player VS competition, or Options from the Title screen.
 - In two Player VS competition, highlights the box on the Zone Screen.
 - On the Options screen, chooses an option and changes the setting.
 - Moves Sonic or Tails left and right. Hold the button Left or Right to speed up.
- Start Button
 - Starts 1 Player game.
 - With 2 Player VS highlighted, goes to the Zone screen.
 - With Options highlighted, goes to Options screen. Press again to Start game.
 - Pauses the game, and resumes a paused game.
- Button A, B, C
 - On the Options Screen, Button A changes a Sound Test Setting, and Button B or C plays it.
 - Makes Sonic or Tails perform a spin jump.

SUPER HANG-ON™

- Directional Pad
 - Guides the motorcycle to the left or right
 - Moves the selection arrow; highlights selections
- Start Button
 - Starts play
 - Selects options
 - Pauses and resumes play once racing has started
- Button A
 - Brakes
- Button B
 - Accelerates up to 280 km/h
 - Cancel options
- Button C
 - Turbo (together with Button B accelerates over 300 km/h)
 - Selects options

VECTORMAN™

- Directional Pad
- Up
 - Look Up
- Down
 - Crouch/Look Down
- Left
 - Run Left
- Right
 - Run Right
- A, B Buttons
 - Shoot
- C Button
 - Jump
- Start Button
 - Pause

Special Moves: Shoot while running. Hit the jump button in the air to Boot-Blast even higher than a regular jump. Boot Blasts can function as a weapon. If you have the Laser weapon, hold down the A or B button for rapid fire.

SEGA® SWIRL

To play Sega Swirl, choose a mode to play. The basic function of all the modes is the same. Find combination of 2 or more swirls of the same color, and double click on them to remove them. The swirls can only be vertical and horizontal, not diagonal. The more swirls in a group you have, the larger the point total. To get the swirls in large groups, you may remove single swirls, but beware, you will lose penalty points for doing so!

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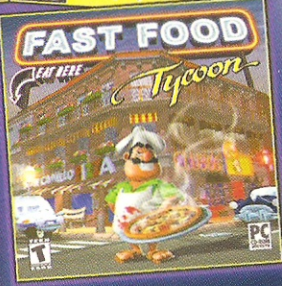
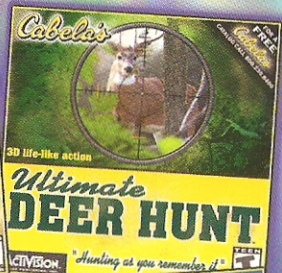
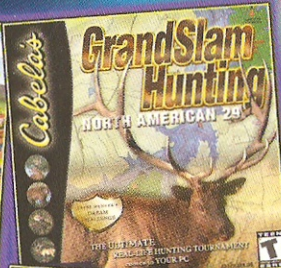
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The majority of all technical questions or problems can be addressed by going to the Activision Value website. The website is continually updated with the latest solutions, patches, and general information. If you still require more information or help, the email support can provide a quick and effective solution.

1. Brand of computer.
2. CPU type (486, Pentium, Pentium II).
3. Exact wording of any messages that appeared.
4. Exactly what happened & what you were doing when the problem occurred.

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