

SEGA™

<http://www.replacementdocs.com>

KNUCKLES' CHAOTIX

32X™

GENESIS

INSTRUCTION MANUAL



EPILEPSY WARNING

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**

HANDLING YOUR CARTRIDGE

- The Genesis 32X Cartridge is intended for use exclusively for the Genesis 32X System™.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: 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.

We use recycled paper.

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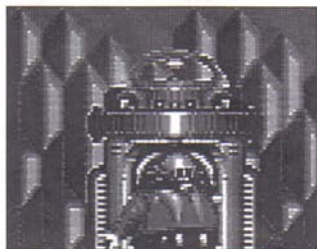


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Tomorrow's the big opening day for Carnival Island, a huge amusement resort with the latest in high-tech rides and games. As guardian of the island, it's Knuckles' job to make sure nothing goes wrong before the grand event.



Unfortunately, the evil Dr. Robotnik has other plans. He needs fuel for his latest diabolical devices, and the Power Emerald that supplies electricity to the entire island fits the bill perfectly. His awful new invention, the Combi Confiner, should help him get rid of that annoying echidna and his friends.



When Knuckles returns from patrolling the far end of the island, he discovers that Dr. Robotnik has imprisoned all of his friends—Espio the Chameleon, Mighty the Armadillo, Vector the Crocodile and Charmy Bee. After he chases the Doctor off, Knuckles

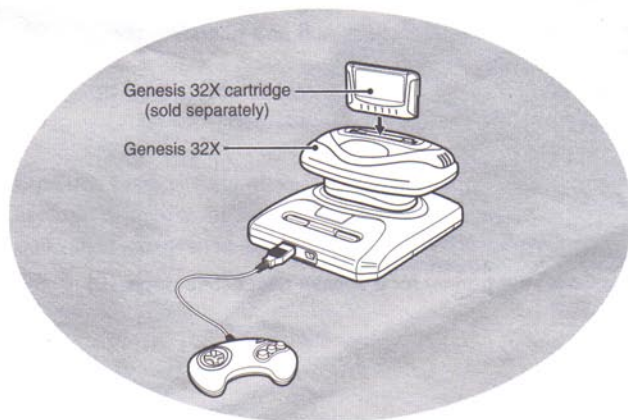
discovers that he can rescue one friend at a time by using Ring Power... only the power that sparks between the Rings holds the two partners together like a magical rubber band. Never held back for long, Knuckles finds that with a little teamwork, he can use the stretching and snapping action of the Ring Power to double—even triple—the partners' speed.

And they need all the speed they can get. As Dr. Robotnik drains the power from Carnival Island, everything on the island begins to break down! Robotnik must be stopped, or by tomorrow morning—the morning of Carnival Island's big opening day—the grand amusement park will lie in ruins!

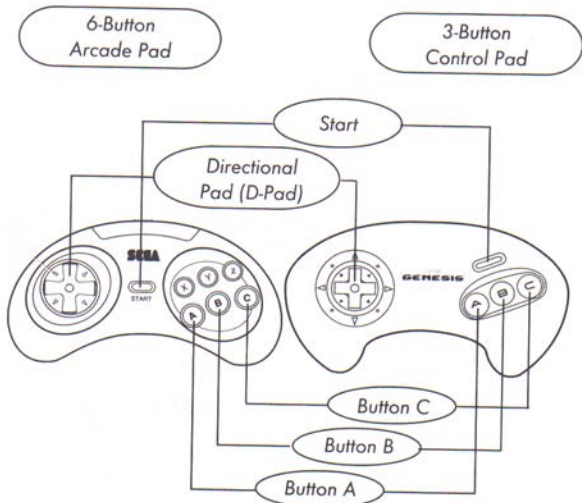
1. Set up your Genesis 32X System™ as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF. Then insert the *Knuckles Chaotix*™ cartridge into the console.
3. Turn the power switch ON. The Sega screen appears. Then in a few moments, the Title screen appears.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.

Important: Always make sure the power switch is OFF before inserting or removing the cartridge.

Note: *Knuckles Chaotix*™ is for one or two players.



TAKE CONTROL!



D-Pad

- Makes selections in menu screens
- Moves characters around the game screen
- In conjunction with Buttons A, B and C, creates special moves (See pages 7-12)

Start

- Starts the game
- Pauses the game/resume play

Button A

- Calls your partner for a special attack (See page 10)

Button B

- Press and hold to make your partner stop and anchor you for special moves in a 1-player game (See page 11)
- Picks up and throws partner (See page 11)

Button C

- Jump
- Makes special moves depending on the character selected (See pages 7-9)

Buttons X, Y and Z

- Not used

Note: Button configurations can be changed in Options mode. (See page 6.)

GETTING STARTED

The Title screen follows the Sega logo. Press Start to see the main menu. Press the D-Pad UP or DOWN to highlight a choice, and press Start to select.

Scenario Quest: Play a regular game in story mode.

Training: Practice your moves in a special zone. (See page 23.)

Option: Configure the game controls, or sample the music and sound effects used in the game.



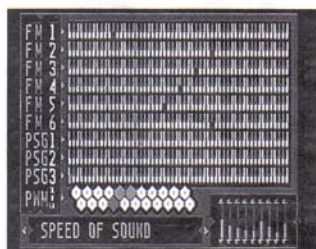
REVIEWING YOUR OPTIONS

Press the D-Pad UP or DOWN to highlight the desired option. To return to the Title screen, highlight EXIT and press Start.

Key Config lets you configure the button functions of your Control Pad. Highlight KEY CONFIG, then press the D-Pad LEFT or RIGHT to change the button configuration. In a 2-player game, Player 2 uses his or her Control Pad to change configurations.



Sound Test lets you sample the music and sound effects used in the game. Highlight this feature and press Start to see the Sound Test screen. The window at the lower left corner of the screen shows the title of the current track. Press the D-Pad UP or DOWN to



switch between music and sound effects categories. Press LEFT or RIGHT to select a track, then press Button A, B or C to play the music or sound effect. To exit the Sound Test screen, press Start.

To see the **Color Test** screen, highlight this feature and press Start. To return to the Title screen, press Start again.

THE CHAOTIX CREW

Each character has his own special moves and abilities that can help him through each stage.



Knuckles the Echidna: Knuckles is the guardian of the island and of the Emerald Pillar that it conceals. When Dr. Robotnik invades the island, it's up to the Echidna to set things right.

To Glide: In the middle of a jump, press Button C and press the D-Pad LEFT or RIGHT to direct the glide. Knuckles can use the glide as an attack to knock out Badniks on the fly!

To Climb: Jump against the wall, then press Button C just as Knuckles comes into contact with it. Knuckles will grab on. Climb/descend the wall by pressing the D-Pad UP or DOWN. Press Button C to jump off.



Vector the Crocodile: This cool croc loves the rush of running when he isn't jammin' with his friends, doing fancy footwork to the tunes on his headset, or investigating the local food courts.

To Power Boost: Press Button C to jump. In midair, press Button C again to blast through the air in a short burst. Use the D-Button to guide Vector's vectors.

To Climb: Jump against the wall, then press Button C just as Vector comes into contact with it. Vector will grab on. Climb/descend the wall by pressing the D-Pad UP or DOWN. Press Button C to jump off.



Mighty the Armadillo: Mighty is just that. He's strong, smart, and confident, and he can't stand weakness in anything. He's one of Knuckles' good friends, and is determined to help save the island from Robotnik.

To Kick off Walls: Jump against a wall, then press Button C when Mighty touches the wall. Mighty will grab on and begin to slide down. Release Button C to kick off.

To Jump up Walls: Jump against a wall, then press Button C when Mighty touches the wall. When he grabs on, press and hold the D-Pad UP, and press Button C to jump.



Charmy Bee: Surprisingly sophisticated for his 16 years, Charmy came to the island in search of new types of flowers, and found a ton of trouble. But he handles things in his usual quick, cool and charming way.

To Fly: Charmy doesn't jump—he flies. Press the D-Pad in the direction you want him to fly, and press Button C to get buzzing. If you press the D-Pad LEFT or RIGHT, then press Button C, Charmy will Buzz-dash along the ground.

To Hover: Press the D-Pad UP, and press Button C to fly up. While in the air, press and hold the D-Pad UP and Button C simultaneously.

SEGA GAMEPLAY HOTLINE

CALL 1-415-591-PLAY

For French instructions, please call:
Instructions en Français, téléphoner au:
1-800-872-7342



Espio the Chameleon: This colorful chameleon values his freedom above all else, and after he was freed from Dr. Robotnik's Combi Machine, he decided he must stop the evil Doctor at all costs. He has a hot temper and an intense drive in everything he does, and sometimes his friend Charmy Bee has to remind him of his manners. Espio is quick and strong, and his whirling attack is just the thing you need to get out of a tight spot.

To Run up Walls: Jump against a wall, then press and hold Button C when Espio touches the wall. Press and hold the D-Pad UP to run up the wall. Release Button C to jump off the wall.

To Run Along Ceilings: Follow the same procedure as for jumping on a wall. When Espio comes in contact with a ceiling, hold Button C to stick on, and press the D-Pad LEFT or RIGHT to run in those directions.

ROBOTNIK'S MECHANIX

These two robots claim they've escaped from the evil Doctor and want to help... but could they be part of Robotnik's plot to slow Knuckles and his friends down?



Heavy the Robot: Heavy works as Robotnik's chief mechanic. He's just as his name says—heavy—and he's slow.



Bomb: Bomb works as Robotnik's other mechanic. He's not very quick or strong, and he blows up when things start looking bleak.

1- AND 2-PLAYER GAMES

Spin Attack (all characters except Charmy, Heavy and Bomb): When you press Button C, your character leaps, spinning into the air. While he is spinning, he's almost invincible. Defeat Robotnik's robots by jumping on top of them.



Super Spin: While running, press and hold the D-Pad DOWN to roll into a ball (or in Espio's case, to turn into a whirling tornado)... great for bashing through Badniks or barriers.

Spin Dash: Hold the D-Pad DOWN and press Button C to start spinning in place. Then release the D-Pad to blast off in the direction your character is facing.



Note: Neither the Super Spin nor the Spin Dash can be performed by Charmy Bee, Heavy or Bomb.

The following moves will help you get through the Zones. For some first-hand experience, check out the Practice Demo in the first level of the Scenario Mode. (See page 14.)

Call your partner: Should you and your partner get separated, this is the quickest and easiest way to get back together. Just press Button A. But remember, each time you Call your partner, it costs you 10 Rings.



Throw your partner: Move your character over your partner and press Button B. Your character will pick your partner up. Release Button B to throw. Use the D-Pad to guide the direction of your throw.



You can also throw your partner while jumping. While holding your partner, press Button C to jump. In midair, release Button B to throw. Use this technique with the Snap Up to reach ledges above you.

1-PLAYER GAME ONLY

Snap Up: If your partner has climbed to a ledge above you and left you hanging, press the D-Pad DOWN and hold to charge the link between the Rings. When the link is charged to full power (the link energy turns red), release the D-Pad to snap up onto the ledge.



If your character is on the ledge and your partner is hanging below, press and hold Button B to charge the link. Release Button B to snap your partner up onto the ledge.

The following instructions are for characters facing RIGHT. Reflect the moves for characters facing left.

Forward Snap: Press and hold Button B. Your partner freezes in place. Press the D-Pad RIGHT to run in that direction and charge the link between the rings. When the link is charged to full power, release Button B to snap your partner forward.



Reverse Snap: Press and hold Button B. Your partner freezes in place. Press the D-Pad LEFT to run in that direction and charge the link between the rings. When the link is charged to full power, release the D-Pad. Your partner snaps you toward the right. Just as you pass your partner, release Button B. This is a good move for putting forth a powerful burst of speed.

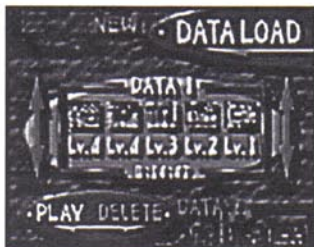


SCENARIO MODE

LOADING YOUR DATA

When you select Scenario Mode, the Data Load screen appears. Here you can play a new game without saving it (by selecting the space marked NO SAVE) or you can save games on the three available Data Spaces. Scroll to the data space you want to save your game in by pressing the D-Pad UP or DOWN, and select that space by pressing Button B or Start.

The SAVE MODE window appears. Press the D-Pad UP or DOWN to select the desired mode.



Auto saves the game automatically to the point you were playing before you exited the game.

Manual lets you choose which parts of the game you want to save when you exit the game. To save a manual game, you must choose the exit at the World Entrance screen.



If you are loading a new game, press Start to begin play. If you are loading a previously saved game, the Player Style screen appears. Choose either a 1-player game (1P + CPU) or a 2-player game (1P + 2P). Press Start to begin play. For more on 2-player games, see "Two-player Action" on page 17.

DELETING A GAME

Should you wish to replace a game and start at the very beginning of the scenario, select the game you want to delete, then press the D-Pad RIGHT to highlight DELETE.

Press Button A, C or Start. The Computer asks if you really want to delete that game. Cancel the delete command by pressing Button A, B or C or Start. Confirm by selecting YES and pressing Button A, C or Start.



THE PRACTICE DEMO



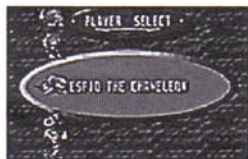
Each new game begins with a special introduction and practice stage. Knuckles travels through the first level and picks up Rings until he meets up with Robotnik, and his prisoner Espio. Free Espio from Robotnik's prize prison, and the two of you enter the Practice Demo.

Watch the demonstration, then follow the instructions on the screen to perform six different moves. Press Start to pause the Practice Demo and access the following options:

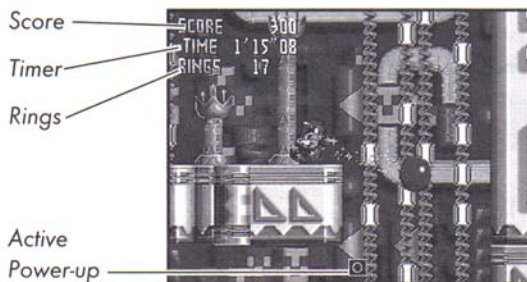
- To repeat a demo and **Retry** a level, Press Button B.
- To **Skip** a level and go on to the next, Press Button C.
- To **Leave** Practice Demo and go on to the practice stage, Press Button A.
- To resume the Practice Demo on the same level, press Start.

When the demonstrations end, you'll practice your skills with Knuckles and Espio on a special practice stage. Open doors by making the characters stand over the areas marked with their holograms, and grab all the Rings you can for your first shot at collecting a Chaos Ring in the Special Stage (see page 22).

You always start a new Scenario Mode game with Knuckles and Espio, but once the practice stage is completed, you can select another character. Press the D-Pad UP or DOWN to bring the desired character to the front, and press Button A, B, C or Start to choose.



THE GAME SCREEN



Score: Accumulate points by picking up Rings, destroying enemies and getting through each stage in the shortest amount of time. Your score is also saved when you save game data.

Rings: Pick up Rings for points and bonuses. If you have 20 or more Rings, you can enter the Bonus Stage (see page 19). If you have 50 or more Rings by the end of the level, you can enter the Special Stage (see page 22).

Calling your partner to join you (by pressing Button A) costs you 10 Rings, and it is possible to have a negative number of Rings. If you clear the level with a negative number, that number multiplied by 100 points will be subtracted from your score. If you reach minus 100 Rings, the level ends and the game restarts.

In a 1-player game, if your partner takes damage, you both lose only one Ring. In a 2-player game, you both lose all your Rings if either player takes damage. If you are out of Rings and take damage, your partner disappears and you continue alone for a short time. In a 2-player game, the first character to take damage while both are out of Rings leaves the screen. If a character takes damage while alone, the level ends and you are sent back to the World Entrance.

Timer: This shows the time elapsed since you entered the level. If you don't clear the level by the time the clock reads 9:59, you return to the World Entrance.

Active Power-ups: Any Power-ups that are currently active are displayed at the bottom of the screen. For information on Power-ups, see page 18.

CLEARING A LEVEL

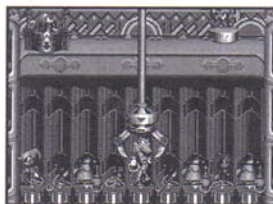
Pick up points by:

- Defeating all the Badniks you can.
- Collecting all the Rings you can.
- Getting through the stage in the shortest amount of time.
- Discovering the secrets of the stage.

THE WORLD ENTRANCE

Between each stage you visit the World Entrance. Here you can choose to end your game, select a new partner, and choose a new stage. Just follow the signs.

Attraction Information shows you the levels that you can travel to next. Proceed to the right to go on to the Combi Catcher room.



Combi Catcher lets you select a new partner. If you don't want a new partner, just pass on by. If you want to try playing with a new partner, place your character in the Catcher Box and press the D-Pad DOWN. Your current partner disappears and the screen

scrolls down to reveal a Combi Catcher machine. Press the D-Pad LEFT or RIGHT to move the catcher claw in those directions, and press the D-Pad DOWN or Button A, B or C to grab.

Proceed right until you reach the **Stage Select** room. Touch the star marker to make the selector stop spinning and highlight the next stage you will enter.



TWO-PLAYER ACTION

The first level of a new Scenario game is for one player only. To start a 2-Player game, Player 1 must select a new game, get through the practice level and save the data. From there, load the saved game and select 1P + 2P mode. As in a 1-player game, Player 1 selects his or her character and goes through the World Entrance. Player 1 uses the Combi Catcher to select the character for Player 2.

In the 2-Player game, Button B is not used. The two partners use their weight and actions to snap each other around the screen. Either player can pause the game.



POWER-UPS

Power-ups can be found in Monitors placed throughout each level. Break open the Monitor to pick up the Power-up displayed. Each Power-up lasts for a short time, and while the Power-up is in effect, its icon appears at the bottom of the screen.



Super Ring gives you 10 Rings.



Combine Ring is silver instead of gold. It combines into one all the Rings you lose if you touch a Badnik or hit dangerous terrain. If you grab that one Ring, you regain all the Rings you collected before.



Power Sneakers give you a super burst of speed.



Shield absorbs one attack.



Invincible makes you invincible to damage for a short period of time.



Swap makes your character and your partner swap places for a short period of time.



Grow makes you bigger, heavier and stronger for a short period of time.



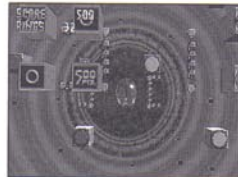
Shrink makes you smaller and lighter for a short period of time.



Change turns your partner into the character featured on the Monitor screen for a short period of time.

THE BONUS STAGE

Hidden throughout each level of the Scenario Mode are giant Rings that appear once you've collected 20 or more Rings. Leap through one of these giant Rings to enter the Bonus Stage.



Your character free-falls past blocks and Power-ups. Guide your flight with the D-Pad and try for special bonuses.

Pick up additional Rings to give yourself more time in the Bonus Stage.



Springs bounce you back a level. Each time a Spring is hit, it cracks. After three hits, it crumbles away.



Super Ring gives you 10 Rings.



500 points adds this bonus to your score.



Up speeds up your free fall.



Down slows down your free fall.



Chopper Blocks make you drop Rings. Beware!



Stage Select slows down the Stage Select Machine the next time you reach the World Entrance.



Combi Catcher slows down the Combi Catcher the next time you reach the World Entrance, and gives you more control over your choice.



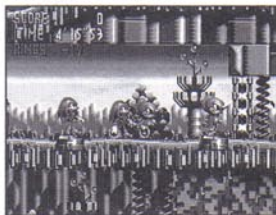
Exit sends you out of the Bonus Stage.

Your time in the Bonus Stage is determined by the number of Rings you had when you went in. When you run out of Rings, the Bonus Stage ends and you return to the level you were playing.

COMING ATTRACTIONS

Each stage (except Practice) has five levels. Complete all the stages and get ready for your final confrontation with Dr. Robotnik!

PRACTICE STAGE



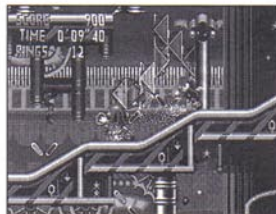
You go through this stage each time you begin a new game. Use this area to practice your moves and grab all the Rings you can. Stand over holograms to open gates.

BOTANIC BASE



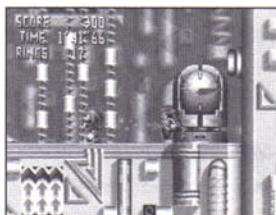
Zip through the loops, over collapsing bridges and past fountains in this natural attraction. Bushy Badniks hide dangerous spikes.

SPEED SLIDER



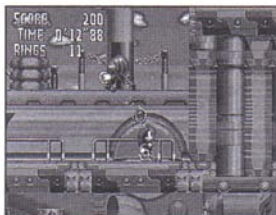
High speeds rule here, as you race through one rollercoaster ride after another.

AMAZING ARENA



Set the clocks ticking and go! But beware of the Sound Room, where you might come face to fists with one of Dr. Robotnik's inventions!

MARINA MADNESS



Travel by ship from level to level, dodging the flying fish and sailing stingrays. Could the seaside conceal some secrets?

TECHNO TOWER



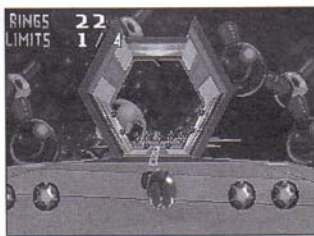
There's only one direction to go, and that's up. Race through the vertical maze, searching for hidden bonuses. Robotnik billboards often hide surprises.

THE SPECIAL STAGE

If you are carrying 50 or more Rings by the time you reach the end of a level, a giant Ring appears. Leap through the Ring to enter the Special Stage.

The Computer tells you how many blue Spheres you must collect to complete the stage. Then it's time to start grabbing Rings and Spheres! Press the D-Pad LEFT or RIGHT to move in those directions, and press Button C to jump. You can even run up the walls and onto the ceiling, but be careful—sometimes you run out of walls and ceiling!

As in the Bonus Stage, the amount of time you can stay in the Special Stage depends on how many Rings you started out with and how many you can grab during the stage. Pick up the required number of Spheres before you run out of Rings, and win a Chaos Ring!



Green and yellow Spring Balls and Star Bumpers can either get in your way or help you get where you're going. "X" Bumpers warn you of dangerous drops and can bounce you backward, but they disappear after one hit. Avoid sharp objects like Saws and Spikes, which make you drop Rings.

The Special Stage ends when:

- You fall out of the course.
- You run out of Rings.
- You pick up a Chaos Ring.

Collect all six Chaos Rings, and obtain the Power Emerald before your final confrontation with Dr. Robotnik!

TRAINING MODE

Pick your characters, choose one of four special levels, and practice your moves on the peaceful grounds of Isolated Island.

SELECTING A LEVEL

When you select Training, the level screen appears. Select the level you want to race in by pressing the D-Pad UP or DOWN, and enter that level by pressing Button A, C or Start.



Use the D-Pad to select the number of players and the characters you want to use, and press Button A, C or Start.

THE RULES

Training Mode ends when you clear a level, or when the timer reaches 9:59. In Levels 1, 2 and 4, the goal appears in the form of a flower jewel—how quickly can you find it? You must pass over all of the flower jewels in the level in order to clear Level 3.

Because this mode is for training only, there are no enemies to battle, and the Bonus and Special stages are not available.

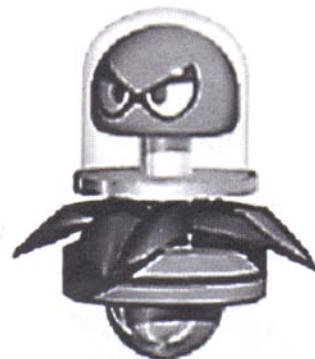
CHAOTIX CLUES

- The character that touches the Power-up first obtains the Power-up. The character that leaps through the giant Ring is the one who enters the Special or Bonus Stage.
- In the Special Stage, you can use the D-Pad to guide a character while he is in mid-air. This is handy when you need to jump from wall to wall in a hurry.
- If your partner deserts you and you're not in immediate danger, wait a few seconds for him to come back.

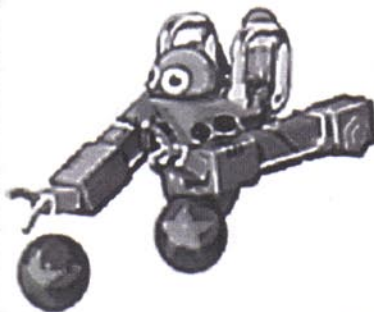
BADNIX!



Bombbearer



Bushbubble



Dribbler



Gotcha



Hoverby Mk II



Motorspike



Needlenose



Ringleader



Poptank



Ticktock



Spiketower



Piranha

CREDITS

Producer: Mike Larsen

Assoc. Producer: Bill Person

Product Manager: Ami Blaire

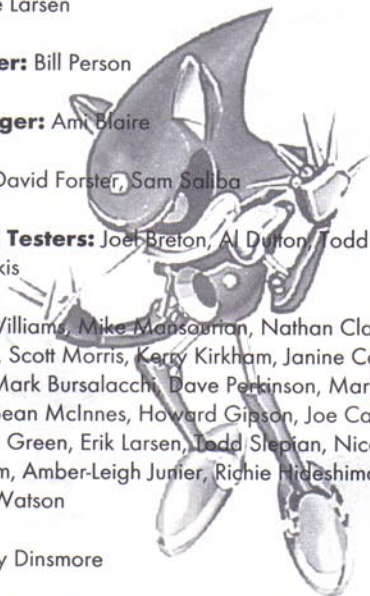
Lead Testers: David Forster, Sam Saliba

Assistant Lead Testers: Joel Breton, Al Dutton, Todd Pifer, Kif Davis, Nick Katakis

Testers: Mike Williams, Mike Mansourian, Nathan Clark, Michael Baldwin, Scott Morris, Kerry Kirkham, Janine Cook, Charles Artoux, Mark Bursalacchi, Dave Perkinson, Mark Griffin, Bart Larrenaga, Sean McInnes, Howard Gibson, Joe Cain, Ly Ly, Rick Greer, Dana Green, Erik Larsen, Todd Sleptan, Nicole Tatem, Danny Lam, Amber-Leigh Junier, Richie Hideshima, Jeff Loney, Christine Watson

Manual: Wendy Dinsmore

Special Thanks: Clint Dyer, Jaime Wojick, Sonya Sigler, Eric Smith



Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega 32X Cartridge 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 cartridge or component part, 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 1-800-872-7342.

DO NOT RETURN YOUR SEGA 32X CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge 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 cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega 32X Cartridge 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 of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge 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 a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, 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 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.

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