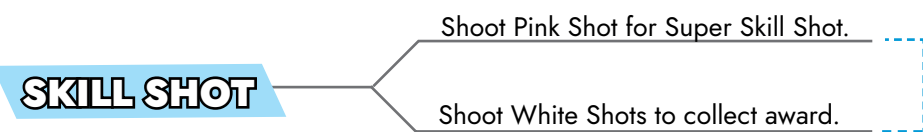
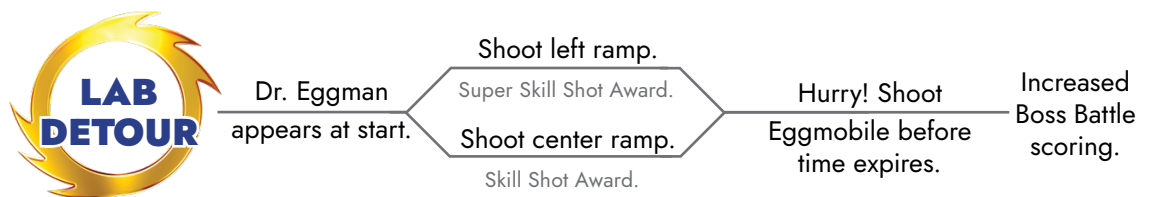




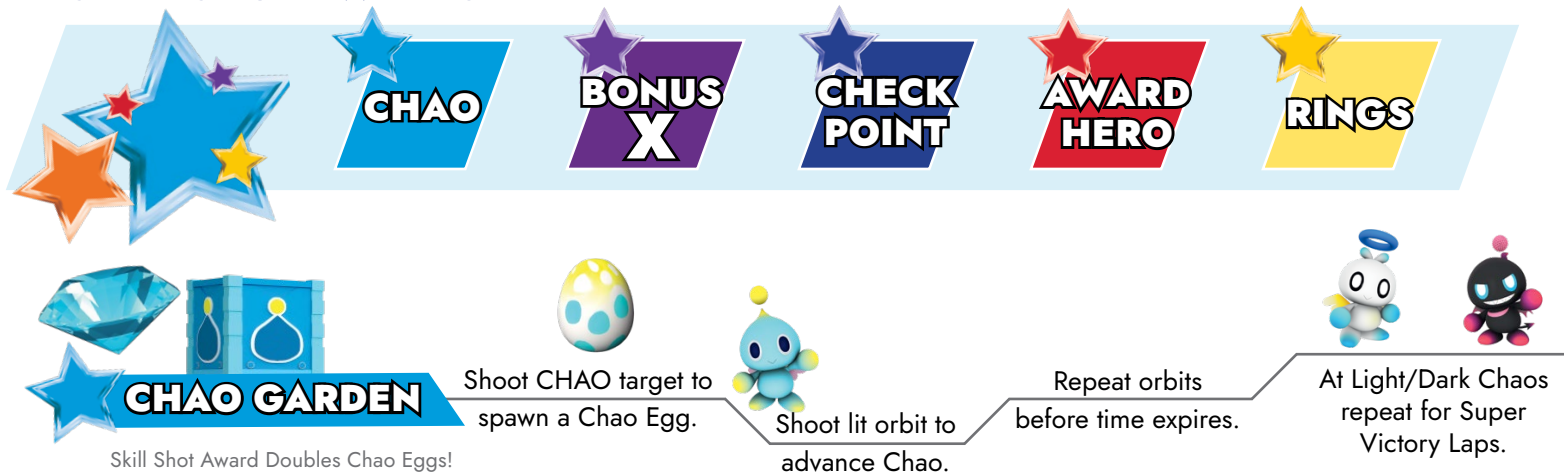
SONIC™ THE HEDGEHOG



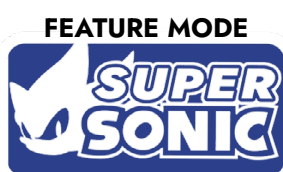
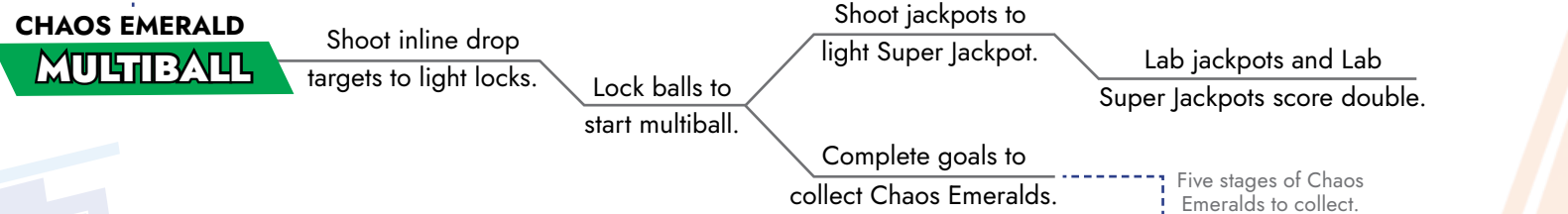
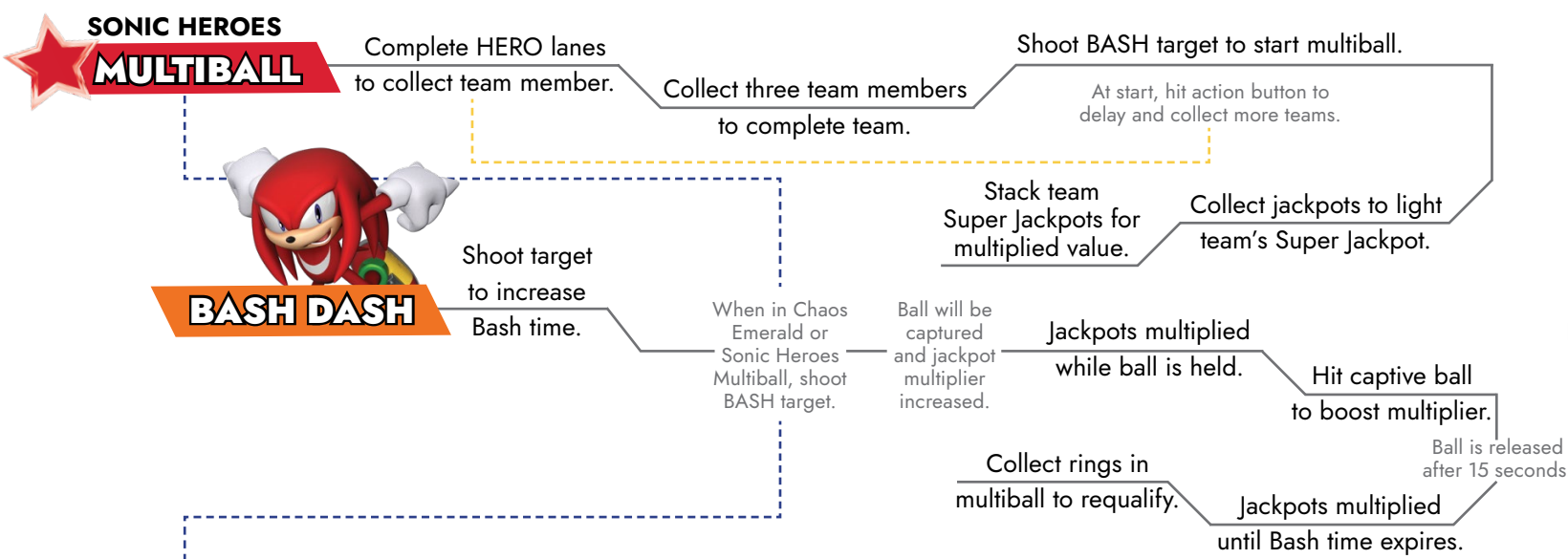
PINBALL RULES FLOWCHART



SKILL SHOT AWARDS



SONIC HEROES TEAMS



Collect all seven Chaos Emeralds.

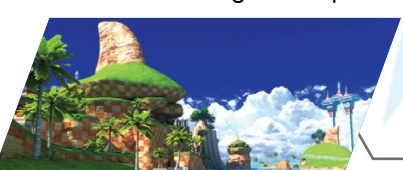
Chaos Emeralds



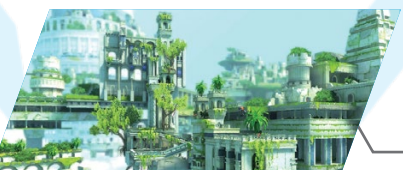
Emeralds add Chaos Control Time



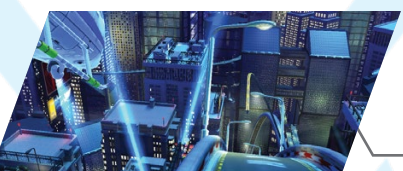
Reach the Goal Ring to complete level.



SEASIDE HILL



SKY SANGTUARY



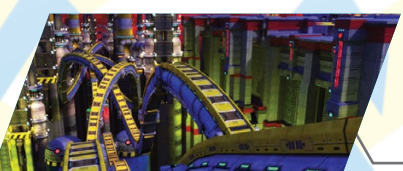
SPEED HIGHWAY



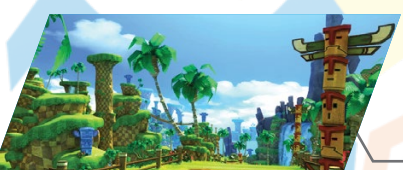
CITY ESCAPE



ROOFTOP RUN



CHEMICAL PLANT



GREEN HILL

Shoot blue shots to advance in current level. Action button to select level when in shooter lane.

SONIC LEVELS

Complete all checkpoints to light Goal Ring.



BOSS BATTLE

Shoot lit shots to attack boss. Defeat boss.



Beat two bosses to qualify.



Beat three bosses to qualify.

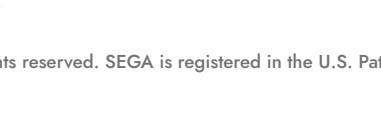
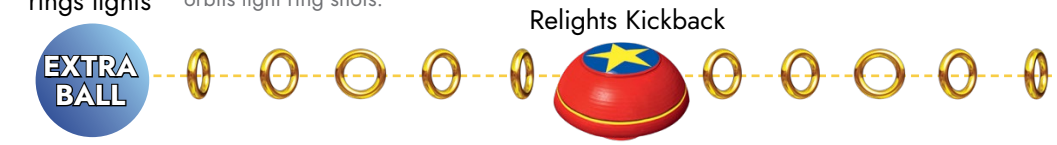


RING COMBOS

Collecting rings lights Inlanes / looping orbits light ring shots.

Complete ring shots to start combo. Each combo shot increases ring count.

Cash in rings at bonus. Rings are used in Feature Modes and Ring Rescue.



Lab targets add time, boost value, and start hurry-up. Timed mode with magnet active. Lab hurry-up spots all lit Badniks.

Shoot right ramp to qualify. Use flippers to build up Sonic spin speed.

Shoot spinner to light hurry-up. Hurry-up starts on left inlane. Shoot white shot to collect hurry-up value. Collected hurry-up value is added to next hurry-up.

Make lab shots. Increase Boss Battle value.

AWARDS

Bosses Defeated

- 1 Start Boosted Tails Hurry-Up
- 2 Light Extra Ball
- 3 Feature Mode: Casino Night
- 4 Rings and Bonus X
- 5 Feature Mode: Boss Rush
- 6 Boosted Next Level Scoring



Mystery awards

Collect checkpoints to qualify. Shoot BIG FISH target to collect awards.

Fishing gear unlocks better awards. Collect all fishing gear to light Froggy.

Finding Froggy lights



CHAOS CONTROL

Collecting Chaos Emeralds adds time to Chaos Control. Hit Action Button to Freeze/Unfreeze all timers while Chaos Control is active.

