

SONIC HEROES™



SEGA®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT 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, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing Sonic Heroes™. Please note that this software is designed only for use with the PlayStation®2 computer entertainment system. Be sure to read this instruction manual thoroughly before you start playing Sonic Heroes™. Also note that this instruction manual cannot be re-issued, therefore please keep it in a safe place.

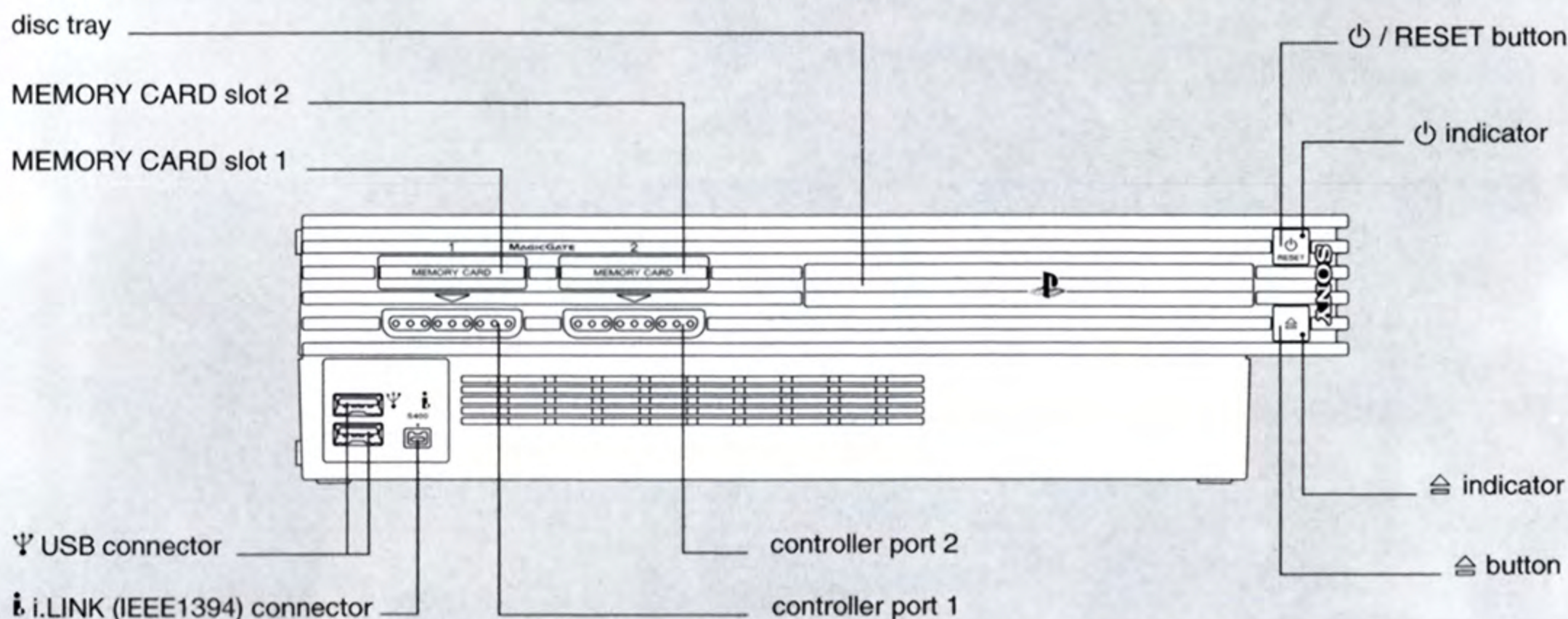
SONIC HEROES™

SONIC HEROES

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SETTING UP

PlayStation®2 [front panel]



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the SONIC HEROES™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

Sonic Heroes™ supports MEMORY CARD slot 1 only. Refer to p.31 in this manual for details on loading and saving games. Insertion or removal of the memory card (8MB) (for PlayStation®2) after switching on the console may cause data to be overwritten or lost. At least 110KB or more of free space is required to save Game Data in this game.

Using Dolby Surround PRO LOGIC II

In "5.1 channel Dolby Digital" mode, the audio from the PlayStation 2's AV MULTI OUT may be disabled. When "5.1 channel Dolby Digital" mode is activated, sound may only come from the unit's DIGITAL OUT (OPTICAL). The PS2's DIGITAL OUT (OPTICAL) should be connected to the "digital optical in" of a receiver with Dolby Digital decoding.

This game uses both Dolby Digital and PCM audio. Some receivers will switch between both audio formats automatically, and others will not. Please refer to your receiver's instruction manual to determine if it is necessary to activate an "auto-detect" feature..

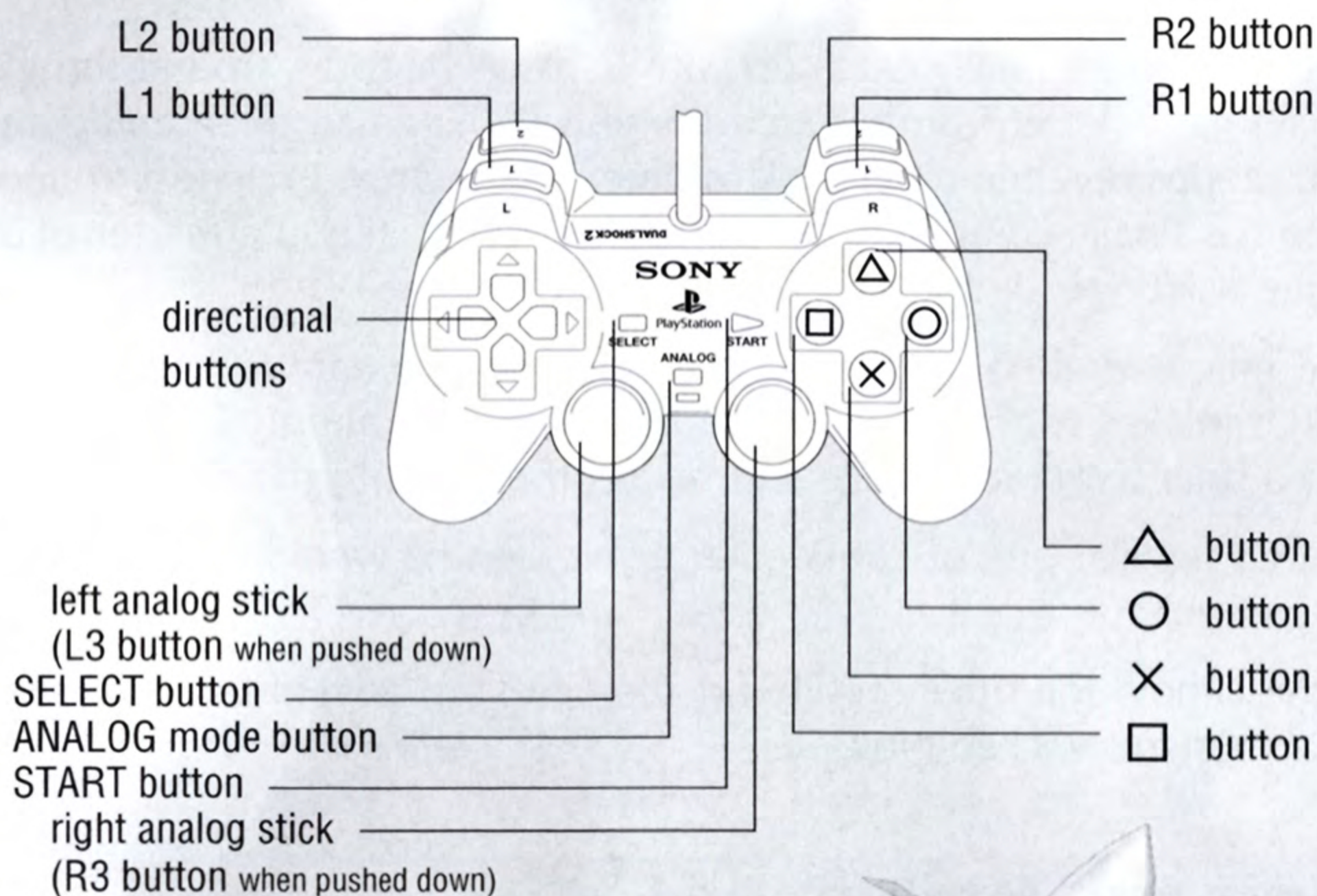


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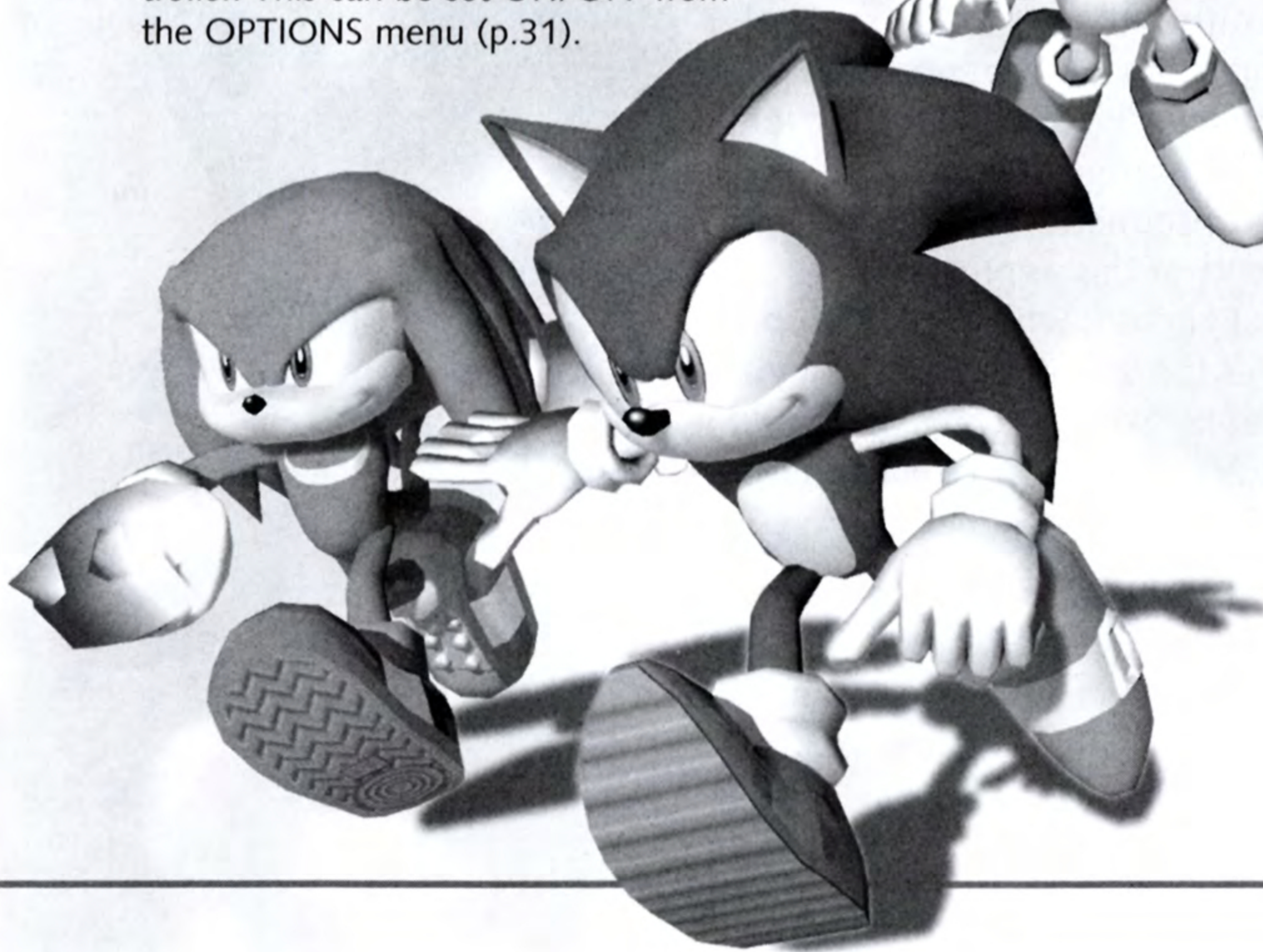
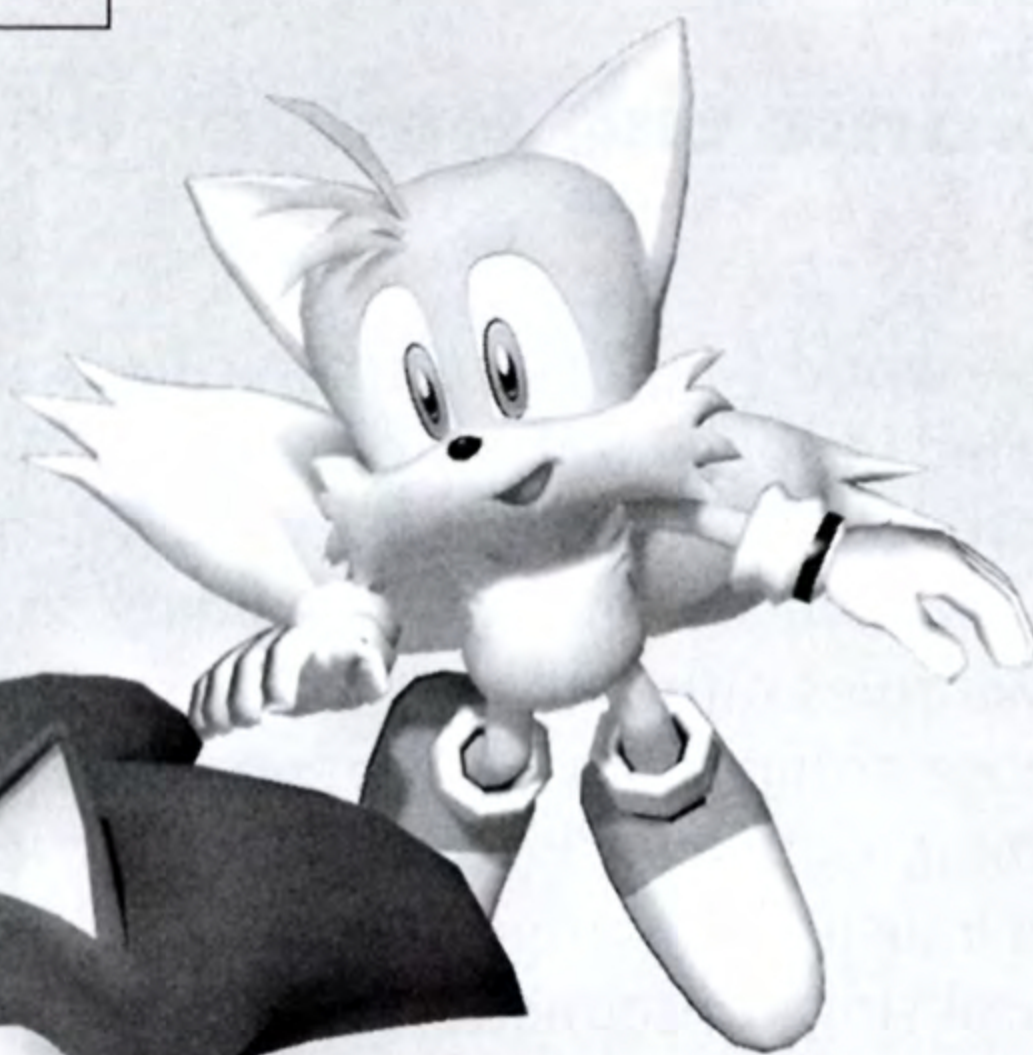
CONTROLLER

Sonic Heroes™ is a one to two player game, and compatible with the DUALSHOCK®2 analog controller. When playing a 1P game, connect the controller to controller port 1. When playing a 2P game, connect the controller for the 2nd player to controller port 2.

DUALSHOCK®2 Analog Controller Configuration



- ★ Controls are all set in ANALOG mode (mode indicator: ON) and cannot be switched to digital using the ANALOG mode button.
- ★ This game supports the vibration function of DUALSHOCK®2 analog controller. This can be set ON/OFF from the OPTIONS menu (p.31).



TEAM INTRODUCTIONS

TEAM SONIC

This tenacious trio of Sonic, Tails and Knuckles combines exhilarating high-speed action with medium difficulty playability.

Tails and Knuckles finally catch up with Sonic as he tours around the globe, and pass him a letter from his arch-nemesis Dr. Eggman threatening another outrageous revenge scheme. This time, the deranged scientist announces that he has finally completed his ultimate weapon, and in a matter of 3 days, he will be ready to bring the world to its knees!

Unlike Tails, disturbed by the message and unsure what will happen, Knuckles relaxes confident there's nothing to worry about. Sonic, however, shows a brief flicker of a smile and takes off again into the distance.

With that familiar grin of confidence, Sonic says he wouldn't miss this party for the world!

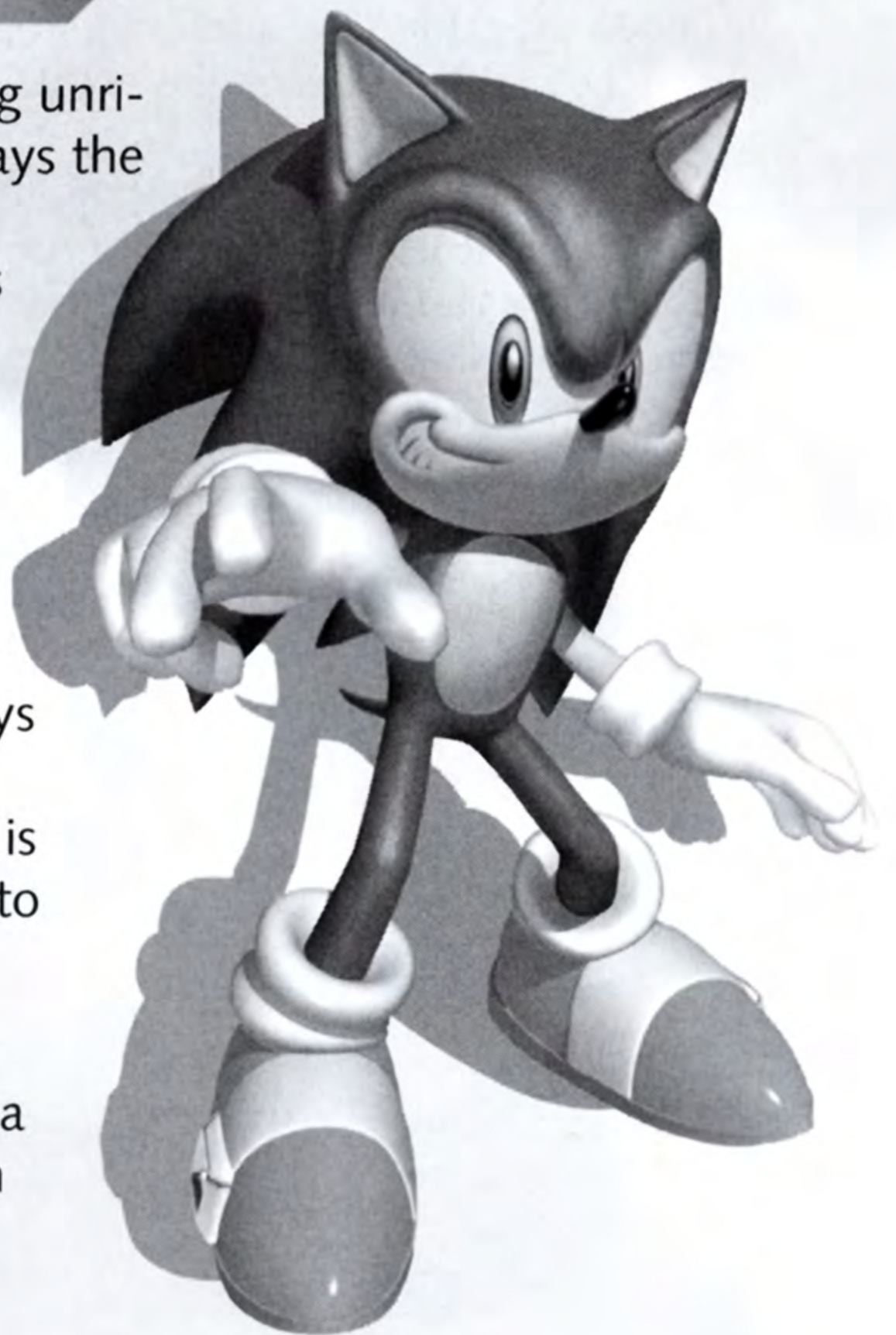
And this is how the three reunite for their greatest adventure to put an end to Dr. Eggman's wicked ploy.

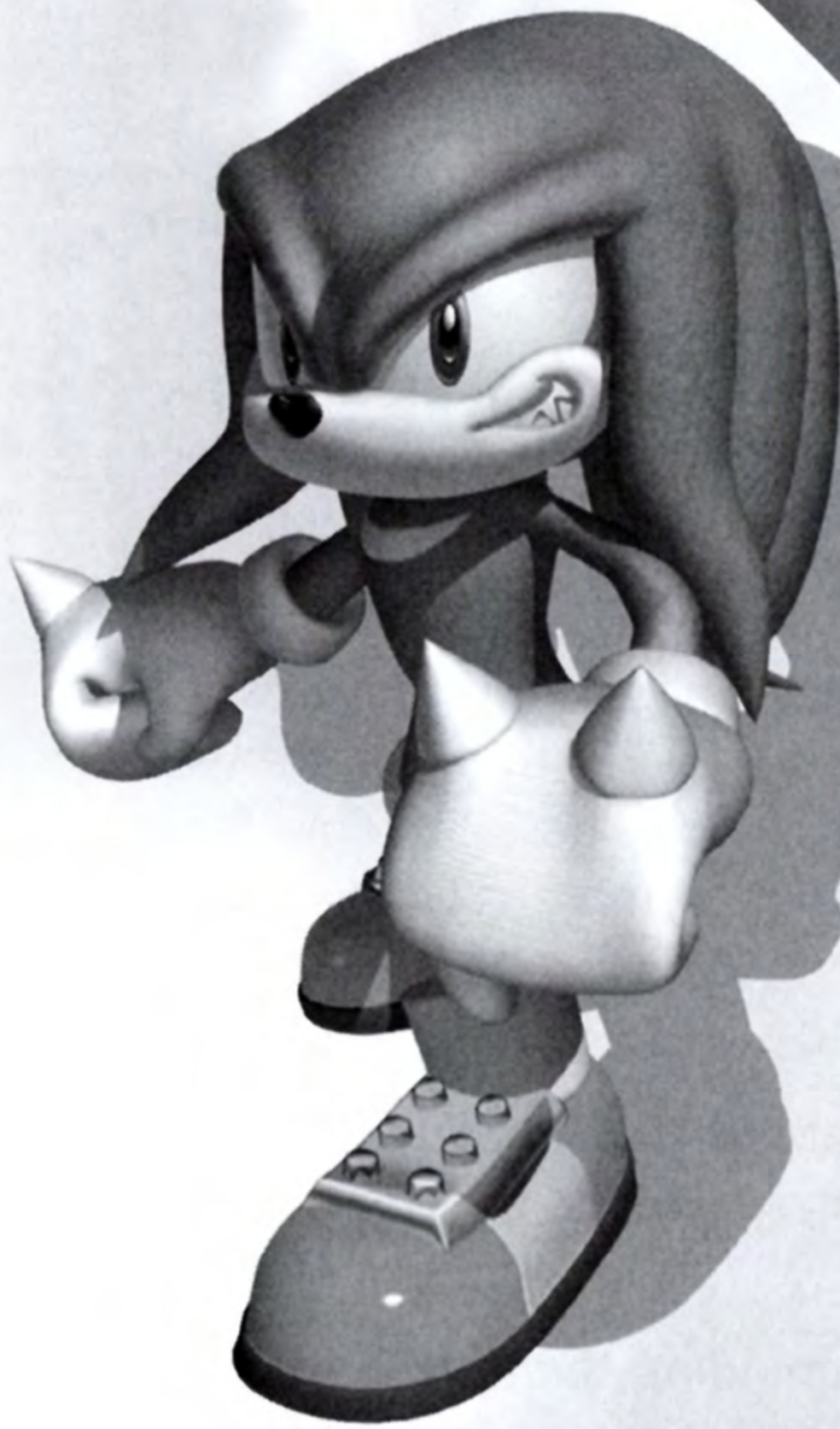
Sonic the Hedgehog

Age 15

The world's fastest supersonic hedgehog unrivalled in speed returns once more. Always the drifter, Sonic goes wherever the wind takes him, and lives life according to his own rules rather than the standards of those around him. He's basically easy-going, but when he gets fired up over an injustice, his anger explodes with surprising consequences. Always at the receiving end of this aggression is arch-enemy Dr. Eggman, whose fiendish ploys to take over the world are constantly being foiled by Sonic. Saving the world is a nice distraction, but Sonic is soon off to find his next adventure.

Watch out for the patented Light Dash manoeuvre whereby Sonic hurtles along a path of illuminated Rings, even through mid-air!





Knuckles the Echidna

Age 16

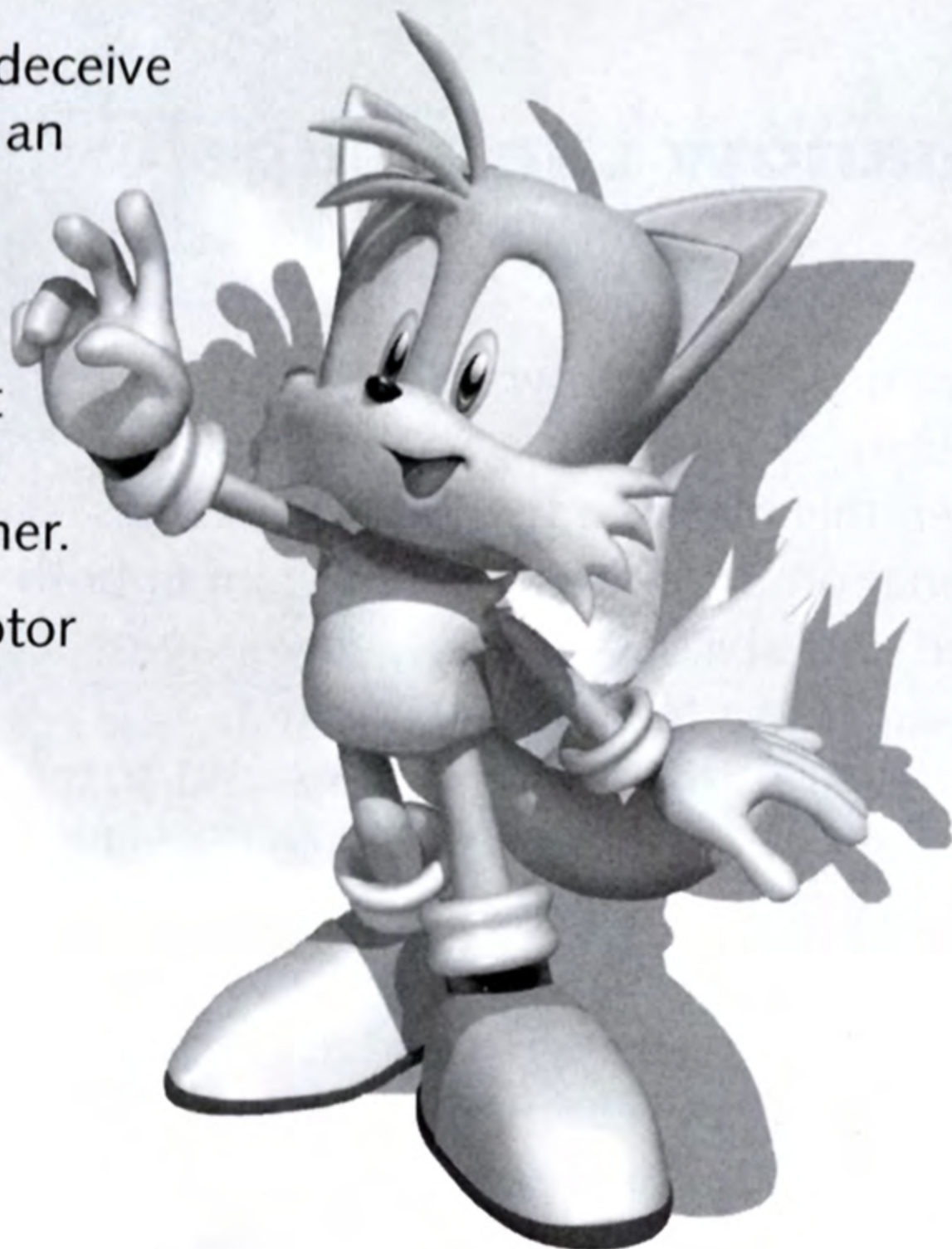
An egotistical dreadlocked Echidna from the Angel Island, and appointed guardian of the Master Emerald. Sonic may be a drifter, but Knuckles' home is firmly fixed in the mountains. Wild, tough, stubborn and inflexible, Knuckles sees himself as Sonic's rival, perhaps because of his own dreams of a free lifestyle. He's also known as a treasure hunter, and possesses martial arts skills.

Miles "Tails" Prower

Age 8

Don't let his docile appearance deceive you. This cute twin-tailed fox is an absolute mecha-maniac with skills rivalling those of Dr. Eggman. Humble about his abilities, he always does his best to help out Sonic, who sees him as something of a cute kid brother.

"Tails" can spin his tails like a rotor blade enabling him to fly.



TEAM DARK

A villainous team of Shadow, Rouge and Omega. Skill and concentration is required to endure heavy battle.

Treasure hunter Rouge, who flies all over the world in search of precious jewels, one day hears that Dr. Eggman is accumulating a massive treasure collection. She immediately heads for Dr. Eggman's headquarters to liberate these riches, but discovers the base abandoned with all the valuables gone.

However, she comes across a stasis capsule that to her surprise houses the figure of Shadow. Far from being deceased as everybody thought, he was indeed very much alive, but unconscious. In order to release Shadow from the capsule, Rouge switches on the facility's power, unintentionally reactivating the final E-Series robot Omega. Shadow wakes to find his memory gone, unable to recall why or how he went into stasis.

Omega, on the other hand, was rather upset about Dr. Eggman shutting him down. Mistaking Shadow for one of Eggman's robots, he immediately starts to attack him.

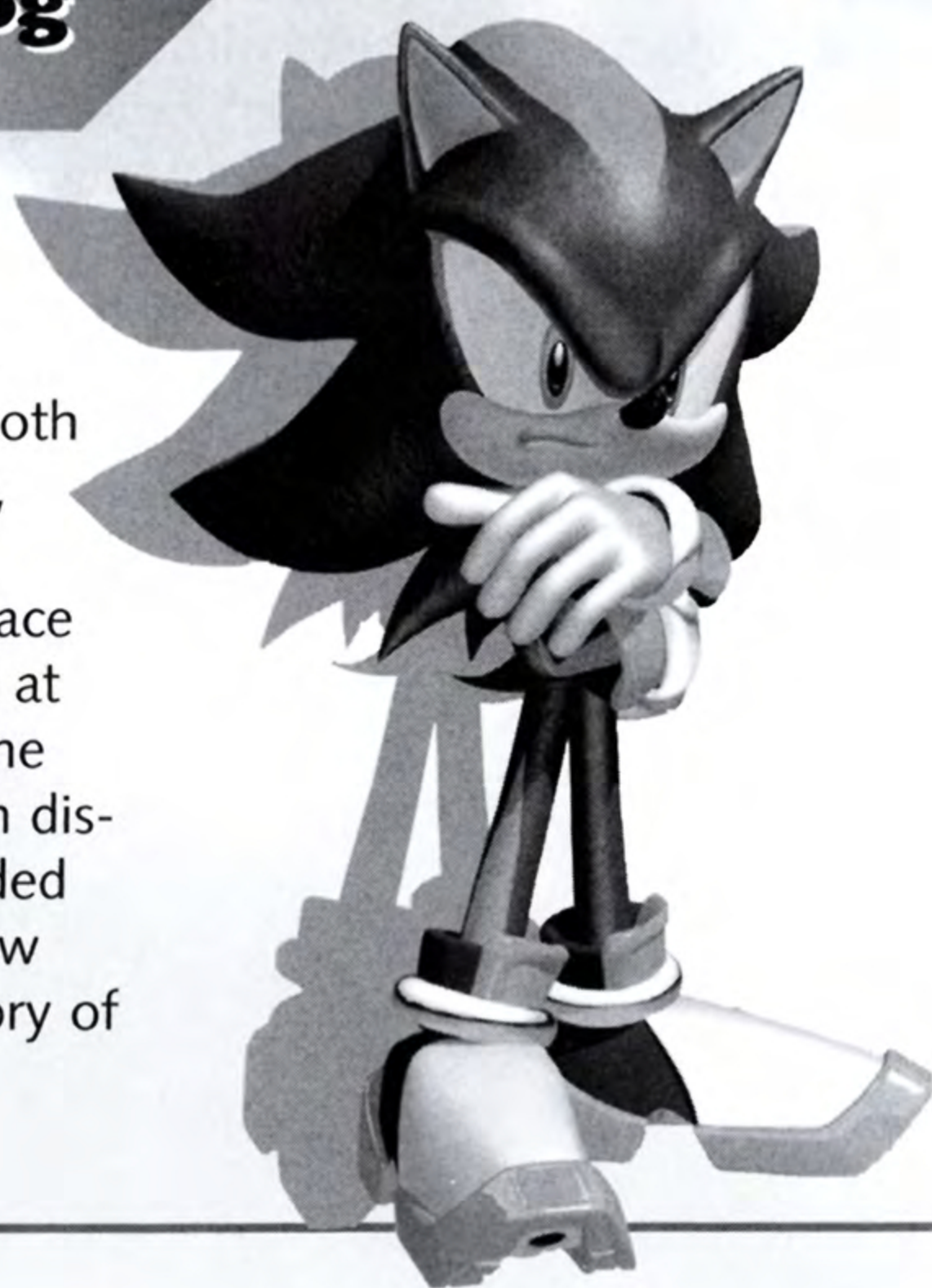
Rouge steps in to break up the fighting, and reminding them both that their enemy is Eggman, the three shook hands and the team was formed.

"Yeah baby!" announces Rouge. "That makes us a team! Let's go find Eggman!"

Shadow the Hedgehog

Time of Creation unknown

Created by the renowned scientist Professor Gerald at the peak of his career, this black hedgehog is the dark incarnation of Sonic, matching him in both speed and abilities. Shadow never ages, and can use a technique known as "Chaos Control" to distort time and space using the Chaos Emeralds. Since his fall at Colony Arc (Sonic Adventure 2 Battle) he was presumed dead, but has since been discovered by Rouge, alive and in suspended animation at Dr. Eggman's base. He now suffers from amnesia and has no memory of events prior to his release.

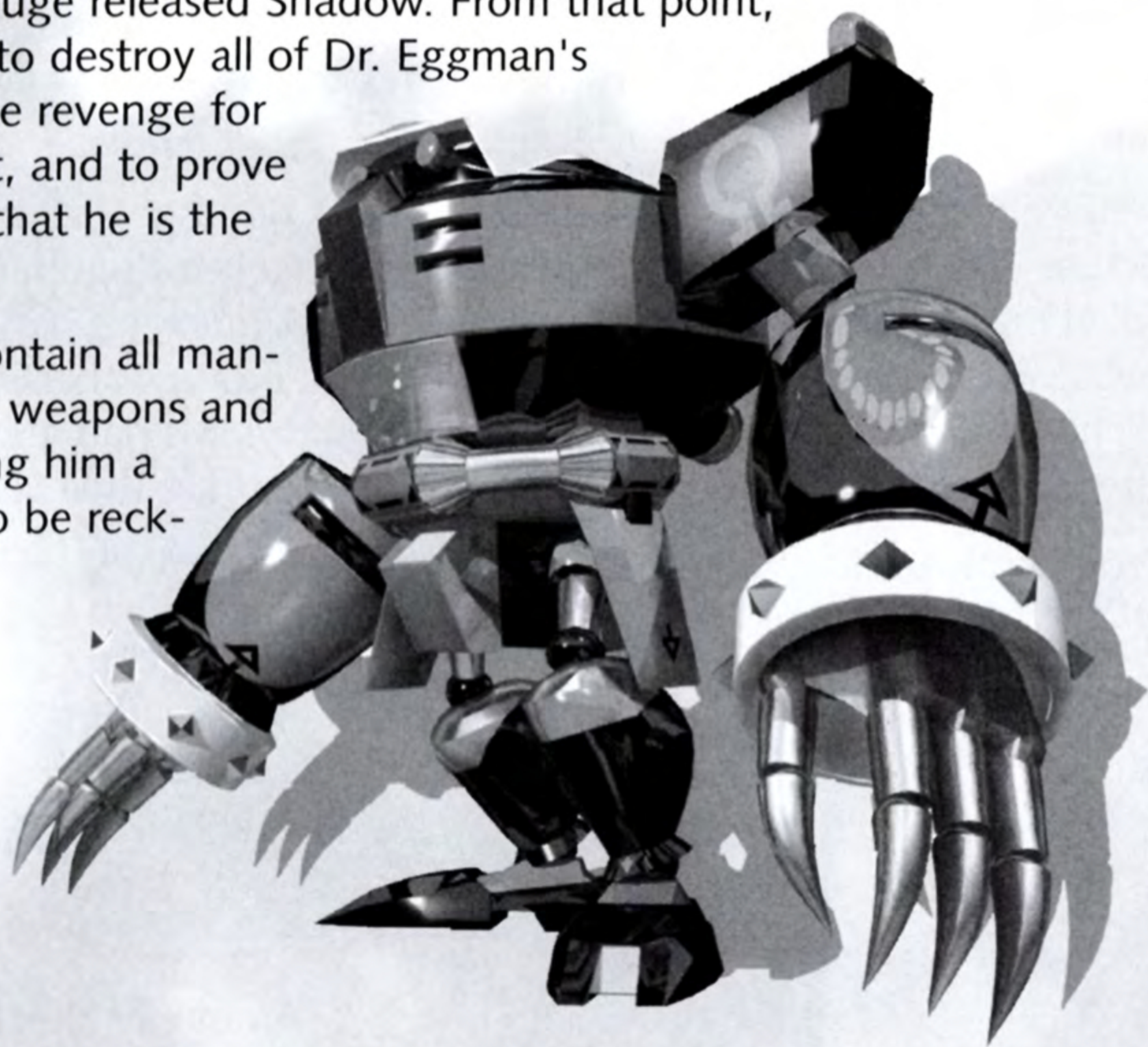


E-123 Omega

Time of Creation unknown

The last and most powerful of Dr. Eggman's E-Series robots. Decommissioned and left imprisoned at the base, Omega was reactivated by mistake as Rouge released Shadow. From that point, Omega decided to destroy all of Dr. Eggman's machinery to take revenge for his imprisonment, and to prove once and for all that he is the strongest.

His wide arms contain all manner of concealed weapons and machinery making him a powerful force to be reckoned with.



Rouge the Bat

Age 17

Rouge is a professional treasure hunter, forever in search of the world's most precious stones, and part time government spy. Fearless, bewitching, and overflowing with feminine charm, Rouge is dedicated to her work, and never leaves a task empty handed. Her external appearance suggests a careless character, but she is actually calculating and manipulative, basing her actions on potential gain rather than abstract morality or manners.

Her powerful wings enable her to fly with ease.



TEAM ROSE

A delightful trio of Amy, Cream and Big. Shorter missions are suitable for younger players.

Amy, crazily in love with Sonic as always, is concerned that she hasn't had any contact for over a month. Making little progress on his trail, she is about to give up hope when she catches sight of Sonic's picture in a newspaper.

In her excitement, Amy runs straight to the publishers to ask where the picture was taken, and on her arrival, she meets a huge familiar looking cat called Big and a cute rabbit named Cream. A quick exchange of stories reveals that Big is looking for his best friend Froggy, and Cream is looking for her friend Chao's twin Chocola, both of whom had appeared in the picture with Sonic. From this, they decide to continue their search together.

"You can't run forever Sonic! Mark my words we WILL be married!!"

Amy Rose

Age 12

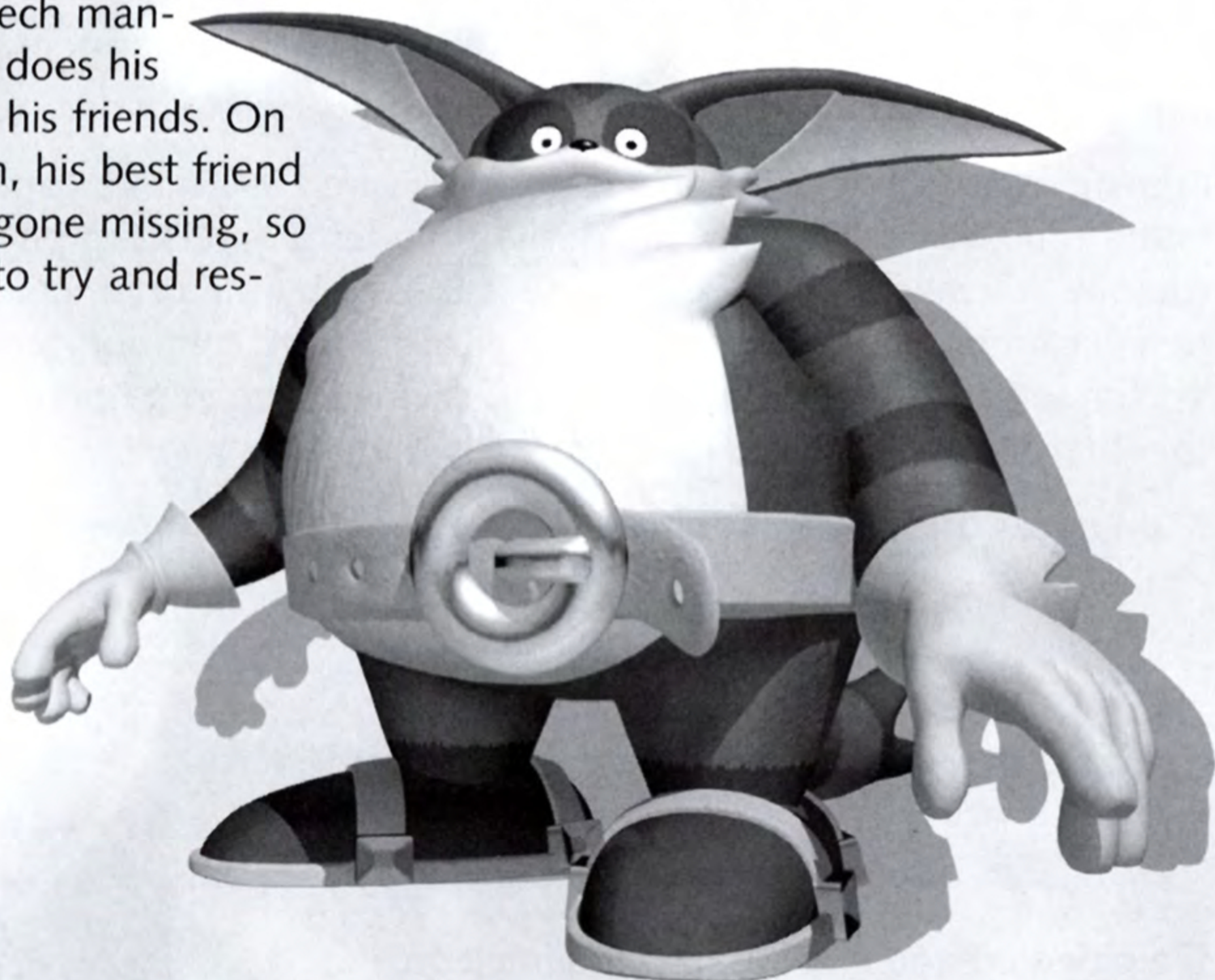


An overly cheerful and a slightly erratic girl that poor Sonic just can't seem to shake off. Amy uses her natural initiative and positive attitude to pull the team together, and her weapon of choice, the Piko Piko Hammer, helps her to maintain authority. Despite her clearly defined goal to one day marry Sonic, he treats her as little more than an annoyance. In his heart he probably doesn't dislike her that much.

Big the Cat

Age 18

A huge feline that lives with his best friend Froggy, peacefully in the middle of the jungle. His hobby is fishing, and he always has his favourite rod handy. Big is strong, but gentle, and very easygoing as is reflected in his carefree speech manner. He also does his best to help his friends. On this occasion, his best friend Froggy has gone missing, so Big sets off to try and rescue him.

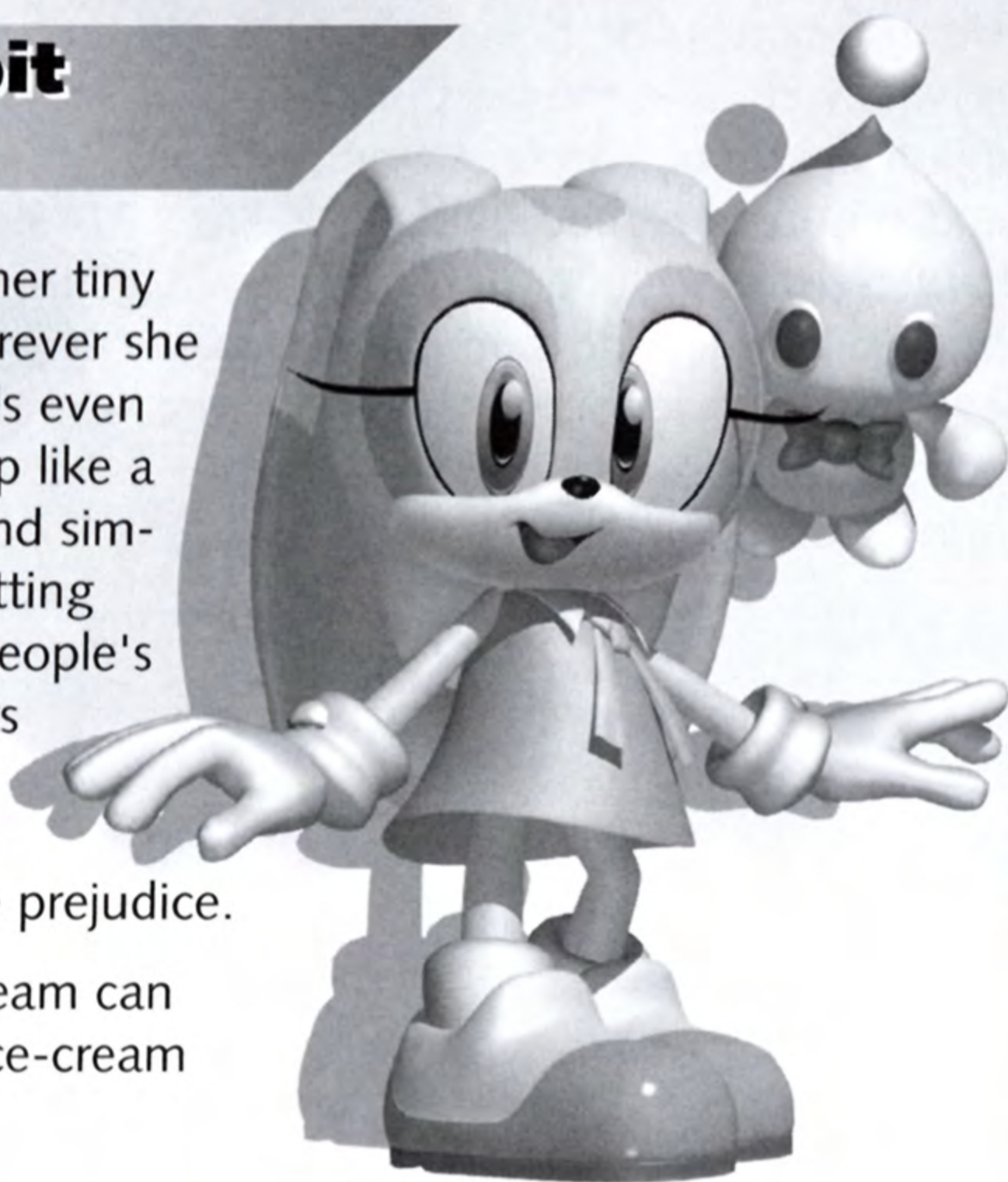


Cream the Rabbit

Age 6

A cute little rabbit that takes her tiny Chao "Cheese" with her wherever she goes, and at just 6 years old, is even younger than Tails. Brought up like a princess, she is a little naïve and simple minded at times, often getting herself wrapped up in other people's problems. Cream never forgets her manners, and even offers a polite curtsy before attacking Dr. Eggman, with extreme prejudice.

By flapping her huge ears, Cream can sustain flight. She also loves ice-cream cones.



TEAM CHAOTIX

This devious team of crack detectives is made up of Espio, Vector and Charmy. Each Mission they undertake lands them in unexpected situations, which leads to some very unusual and sometimes dubious adventures.

The Chaotix Detective Agency is always at your service if the price is right. Lately however, things have been quiet with very little work available.

One lazy day, a mysterious package is delivered to Chaotix, and inside they find a transceiver which mysteriously promises a handsome payment if Chaotix will take on a case. Charmy is thrilled by the offer, but Espio remains sceptical due to the strange nature of the communication. Boss Vector, with dollar signs in his eyes, wastes no time in gathering his troop together to take hasty advantage of the opportunity.

"You know our policy! We never turn down work that pays!"

Espio the Chameleon

Age 16

Opinionated and self obsessed chameleon at the Chaotix Detective Agency. He has a militaristic discipline despite being quiet and laidback, and thanks to extensive ninja training, he can face trouble head-on unconcerned by danger. His characteristics include a protruding horn, coiled tail, and a stealth camouflage trick that renders him invisible to enemy eyes allowing him to pass by unnoticed.

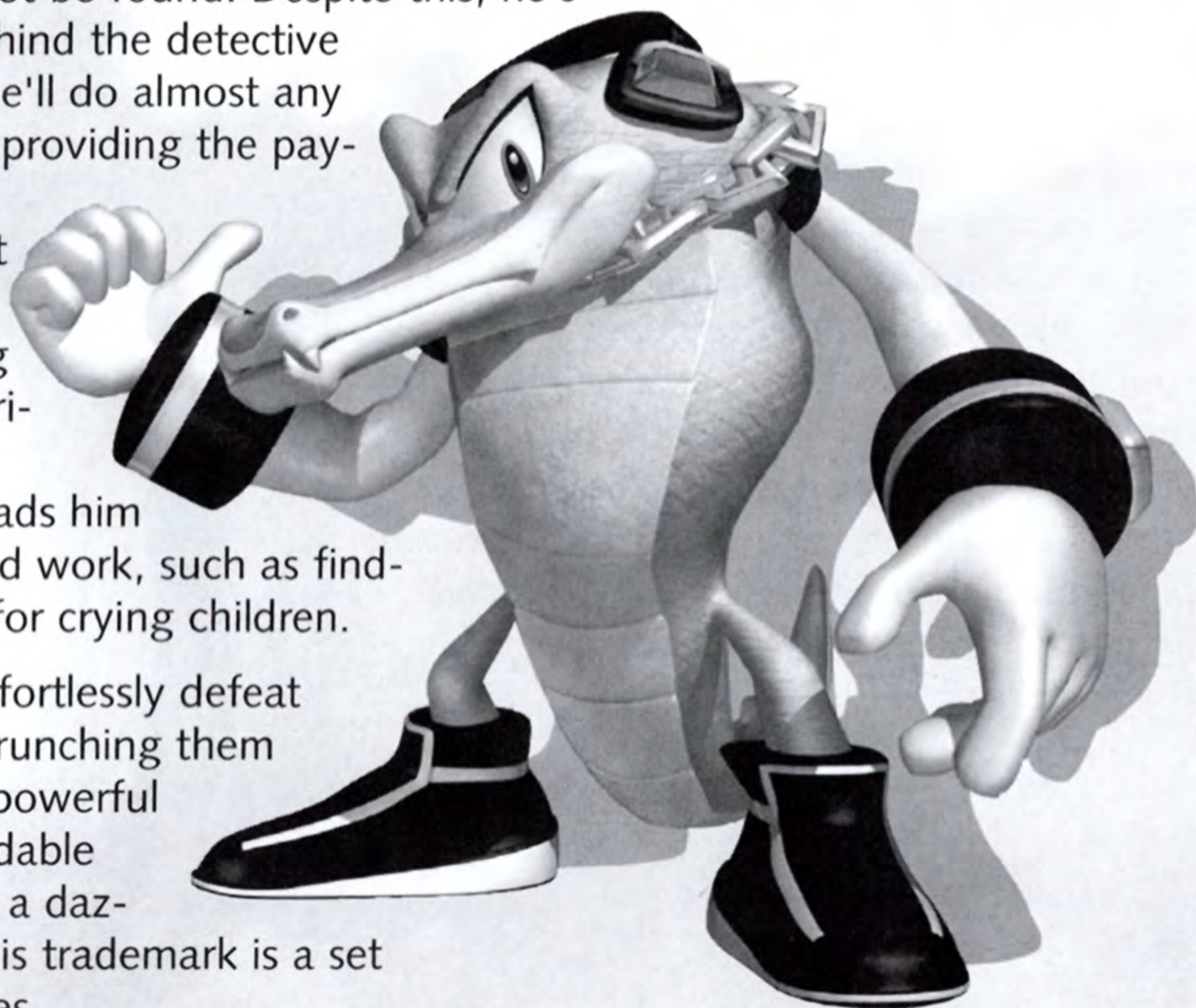


Vector the Crocodile

Age 20

Outlaw detective and head honcho of the Chaotix Detective Agency. He can always find peaceful solutions to problems, providing an aggressive method cannot be found. Despite this, he's the brains behind the detective operations. He'll do almost any kind of work providing the payment is right, but won't get involved with anything dirty. His charitable nature sometimes leads him to take unpaid work, such as finding lost toys for crying children.

Vector can effortlessly defeat enemies by crunching them between his powerful jaws, a formidable weapon with a dazzling smile. His trademark is a set of headphones.

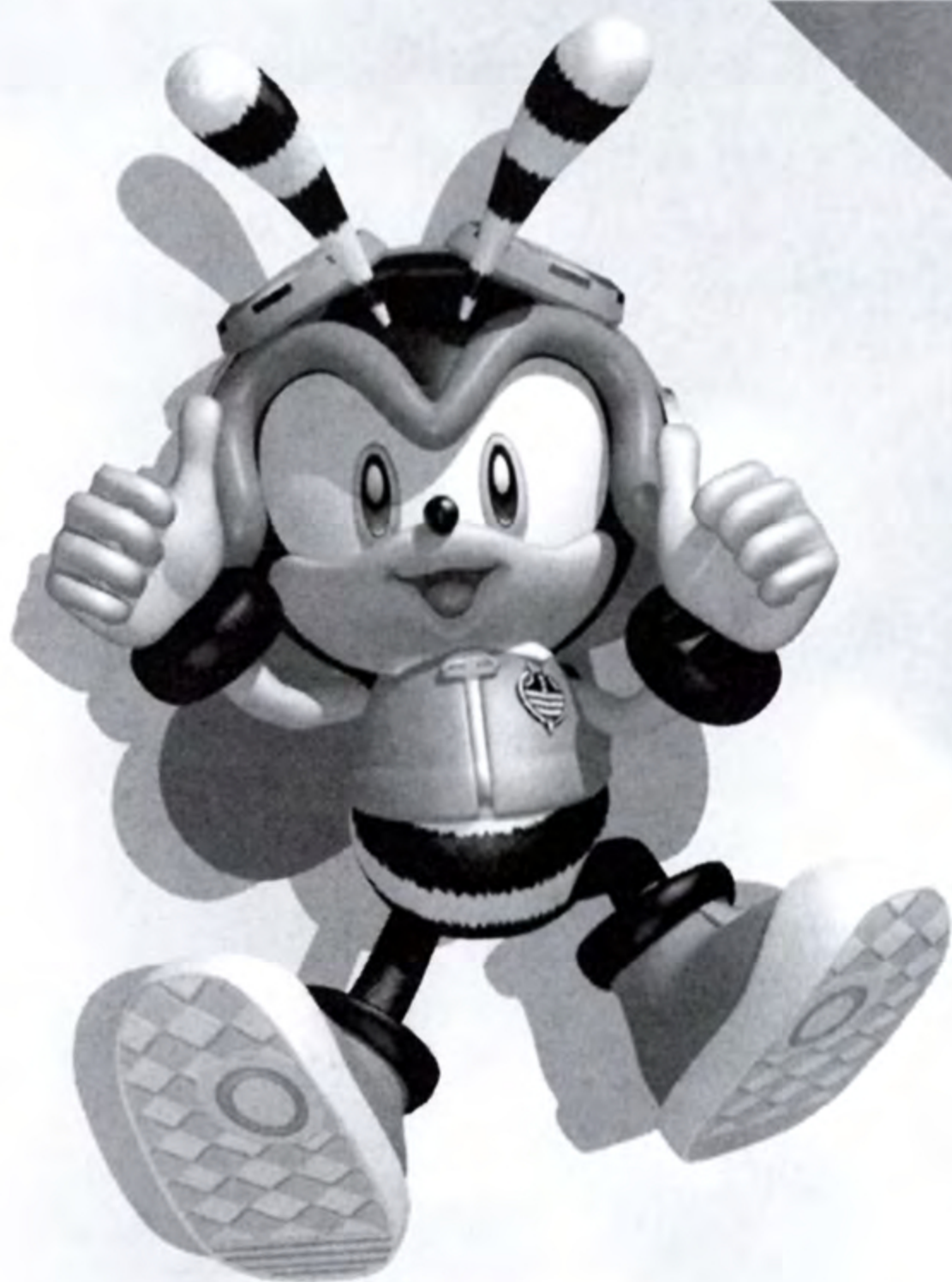


Charmy Bee

Age 6

This scatterbrained funny-kid likes nothing more than fooling around, and making the remaining Chaotix staff look professional. Seen by the others as more of a cute mascot, he's generally good natured and light-hearted, but when he gets angry he often introduces the source of his anger to his stinging tail.

Charmy is neither clever nor powerful, but excels in following hunches and uncovering hidden objects. He is also able to mysteriously warp between flowers. His flying helmet is his trademark.



ENEMIES

Dr. Eggman

Age unknown

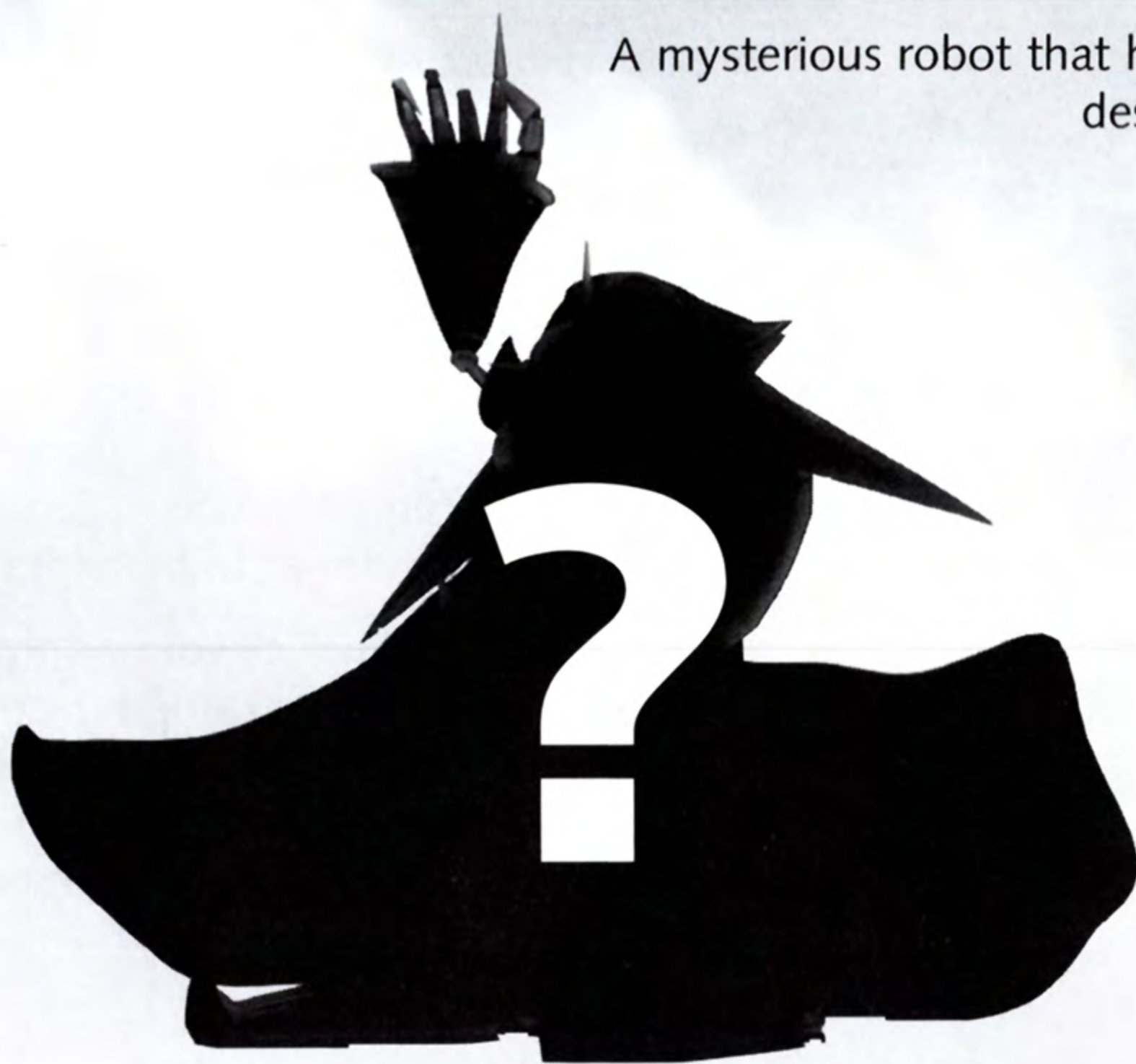
As his name implies, Dr. Eggman is a Doctor that looks like an egg. As well as having an unfeasibly high IQ of 300, Eggman is a romanticist, a feminist, and a self-professed gentleman. Sadly, his charms are often difficult to spot through the abominable laughter that accompanies his maniacal declarations of world domination. Sonic is always finding ways to stop his diabolical plots, but as with all great arch-enemies Eggman now sees Sonic as more of a rival than a threat.



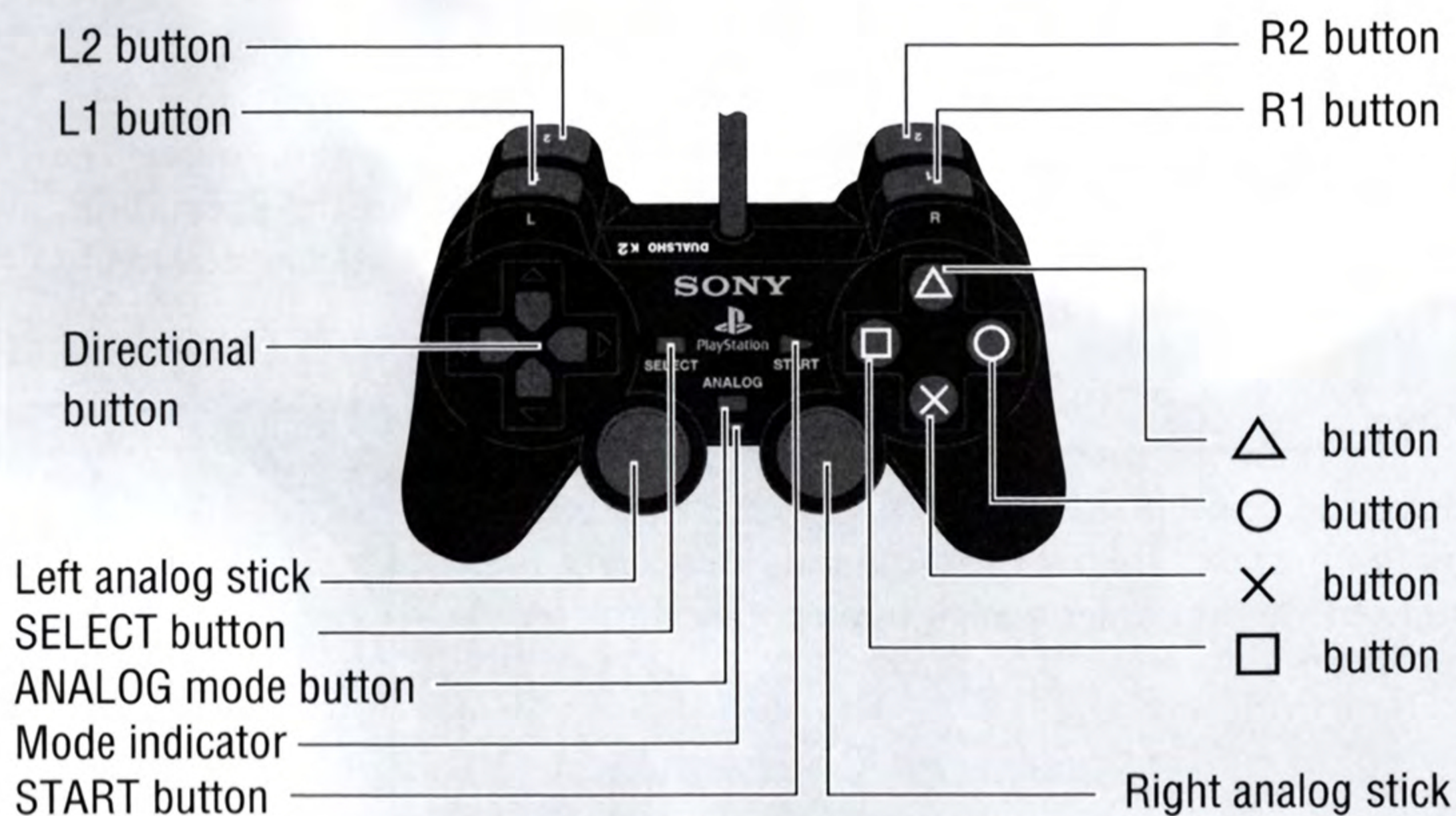
Mystery Monster

Time of Creation unknown

A mysterious robot that holds the key to destroy the world.



BASIC CONTROLS



MENU CONTROLS

START	Game Start
left analog stick	Move Cursor (Select Menu Items)
directional buttons	Move Cursor (Select Menu Items)
○ buttons	Enter Selection
△ buttons	Cancel (Return to Previous Screen)

DURING THE GAME

START	Pause
left analog stick	Move Characters
× button	Jump / Special Action
□ button	Action Button
L2 / R2 buttons	Rotate Camera Left & Right
△ button	Counter-clockwise Formation Change
○ button	Clockwise Formation Change
R1 button	Team Blast
right analog stick	View Surroundings from leader's Viewpoint

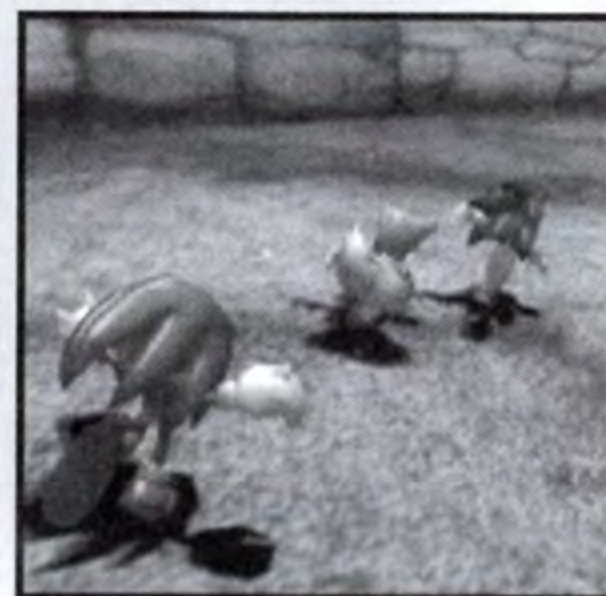
BASIC ACTIONS

Sonic Heroes™ introduces the brand new Team Action control system, whereby teams of characters are controlled together in Formation. Each team has 3 members individually representing Speed, Fly and Power. The character leading the team at any given point determines the Formation type, allowing a unique set of maneuvers to be performed. The following actions are common to each team and character.

Move

left analog stick

Move the team leader freely in any direction while the team-mates follow close behind. Increasing the angle of the left analog stick makes the characters run faster.



Jump

⊗ button

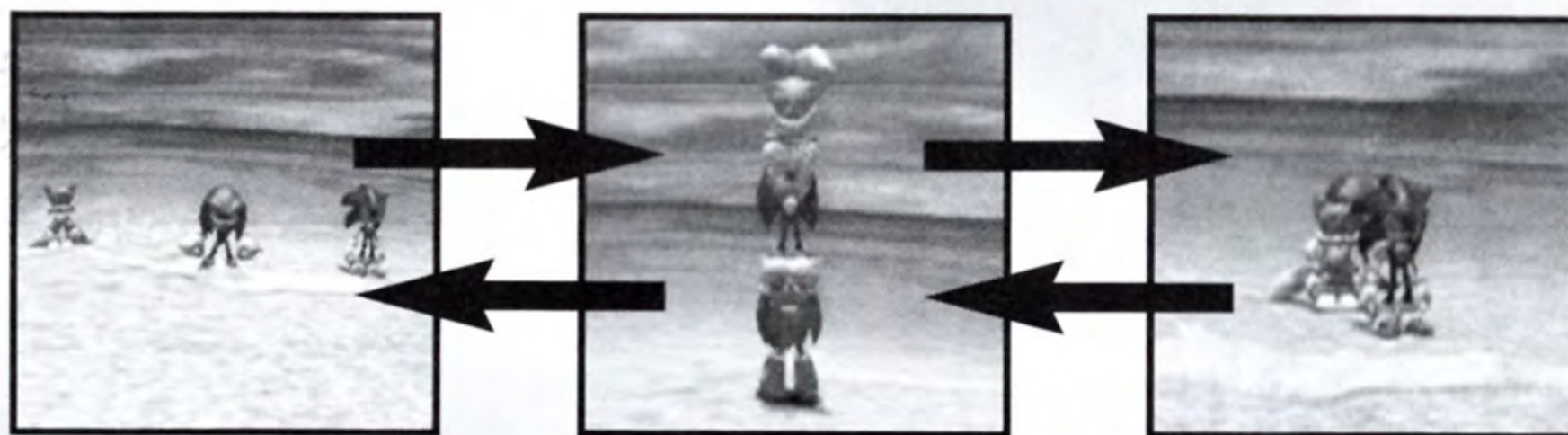
Press the ⊗ button while running or standing still to jump in the air. A variety of special jump maneuvers can also be performed (see Special Actions on p.15).



Change Formation

△ and ○ buttons

Press the △ or ○ button to change the leader and rotate between Speed, Fly, and Power Formations. Depending on the Formation type, a variety of special maneuvers can also be performed (see Special Actions on p.15).



Team Blast

R1 button


When the Team Blast Gauge is full, press the R1 button to perform the Team Blast move. This knock-out technique is ideal for situations where widespread destruction is called for, such as when overwhelmed by enemies. The Team Blast Gauge takes time to charge up, so use this move with caution.



SPECIAL ACTIONS

SPEED FORMATION MANEUVERS


Spin

Hold  button

Roll like a ball to increase speed and attack enemies.




Rocket Accel

Hold  button \Rightarrow team-mates gather \Rightarrow release

Team-mates push the leader, propelling them forwards at high speed. Can also be used to attack enemies straight ahead.


Solo Attacks

Hold  button \Rightarrow release (without team-mates)


The leader performs a special attack maneuver unique to that team. Sonic and Shadow attack forwards with a flying Kick, Amy flattens her surroundings with a Swinging Hammer Attack, and Espio throws Shuriken stars.



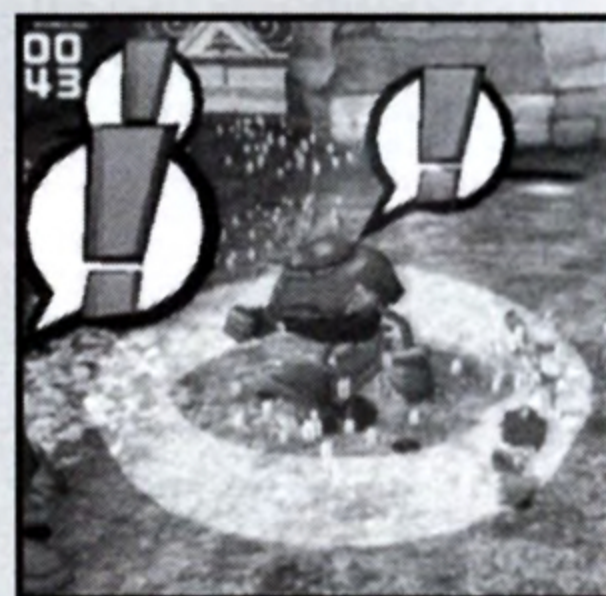

Homing Attacks

Jump \Rightarrow  button


Targeted dash directly towards enemies. When team-mates follow through with the maneuver, the attack power is tripled!

Tornado AttacksJump ⇒  button

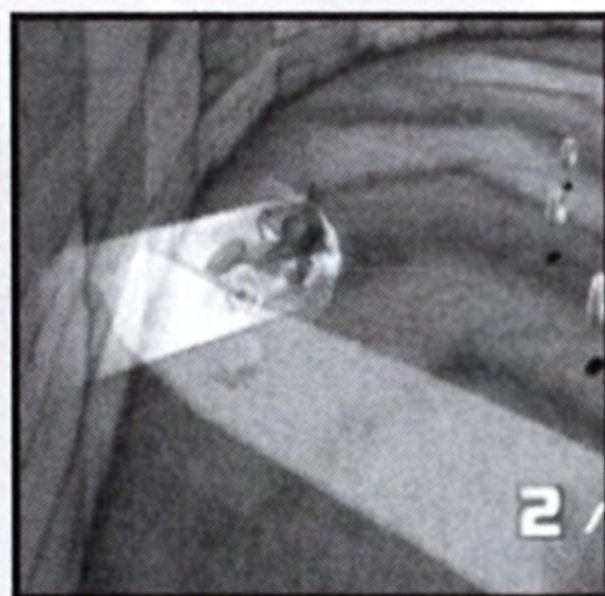
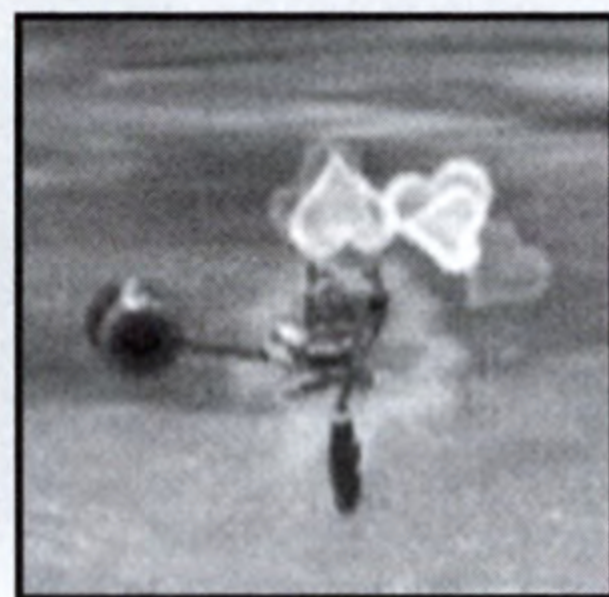
Spin at high speed to create a tornado effect that can home in on and weaken enemies. Espio combines this with a Ninja Leaf Swirl maneuver allowing him to sneak past enemies unnoticed.

**Light Dash**Approach path of Rings ⇒  button

Enable Sonic and Shadow to dash at high speed along a path of Rings, even through midair.

Propeller HammerJump ⇒ hold  button

Amy can momentarily sustain flight by spinning the hammer like a propeller.

**Triangle Jump**Homing Attack towards wall ⇒ grabs wall ⇒  button

Bounce between facing surfaces to pass across areas where there is no ground. Espio can also remain still on the wall without falling off.

Fly FORMATION MANEUVERS

Ascending Flight

Jump ⇒ hold ⊗ button

While in Flying Formation, the leader carries their team-mates beneath and can fly until the Flight Gauge is used up.



Quick Ascent

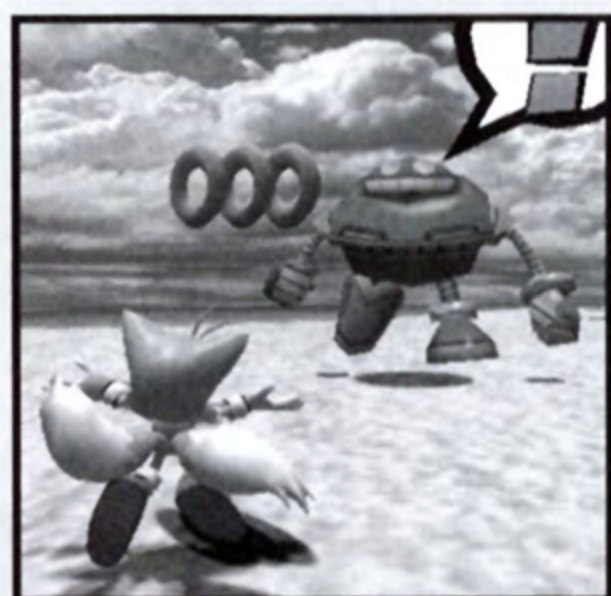
Ascending Flight ⇒ ⊗ button

Sudden dash upwards during flight that also doubles as a quick attack on enemies by stunning and grounding them, similar to Thunder Shoot.

Thunder Shoot

Ⓚ button

Launch team-mates like cannonballs towards enemies on the ground or in the air. A well-aimed shot will have the effect of stunning and grounding enemies.



Solo Attacks

Ⓚ button (without team-mates)

The leader performs a special attack maneuver unique to that team. Tails and Rouge fire Dummy Ring Bombs to stun enemies, Cream sends her tiny Chao "Cheese" to attack enemies on her behalf, and Charmy attacks directly with his stinging tail.

POWER FORMATION MANEUVERS

Auto Homing

Approach enemies

Team-mates automatically home in on and attack nearby enemies.



Forward Power Attacks

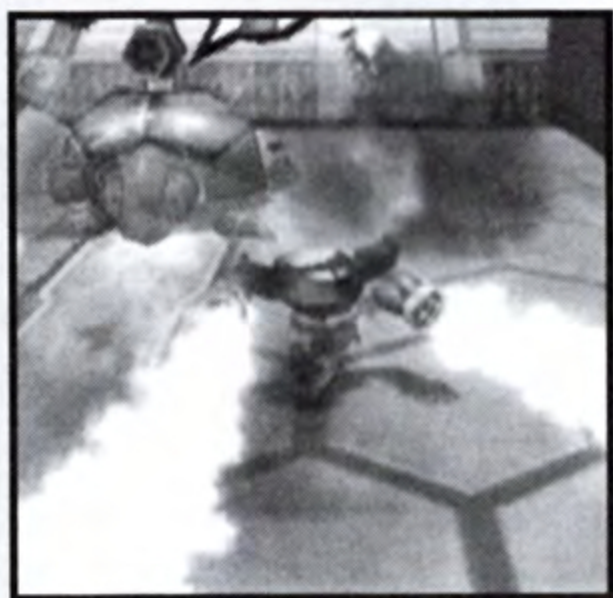
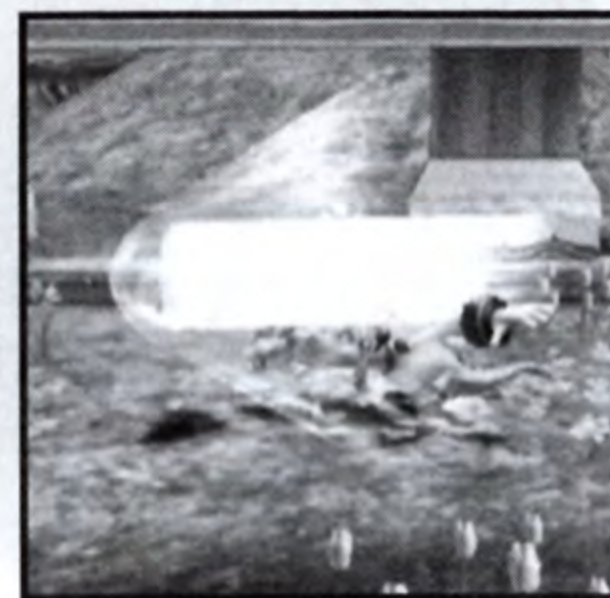
□ button

A series of maneuvers for attacking enemies directly ahead. Knuckles and Omega attack with Dash Punches, Big employs an Umbrella Attack, and Vector crunches enemies in his enormous jaws.

Remote Power Attacks

Forward Power Attack ⇨ □ button

A series of maneuvers for attacking surrounding enemies. Knuckles and Omega use Spinning Back punches, while Big and Vector launch team-mates as destructive balls of fire.




Wide Power Attacks

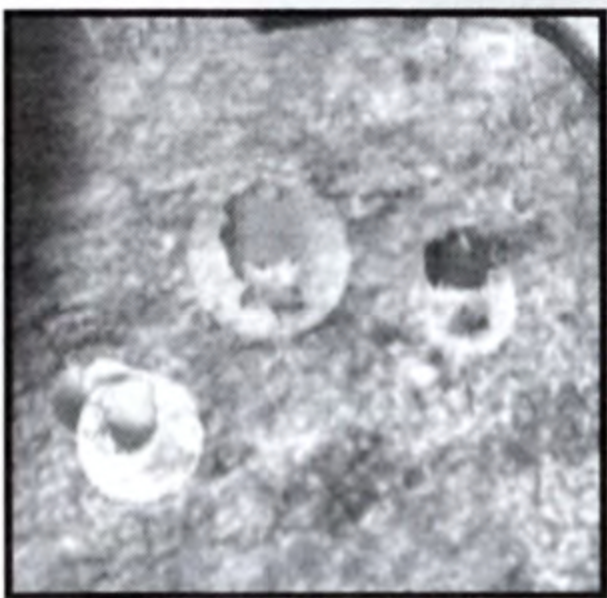
Remote Power Attack ⇨ □ button

Attack all nearby enemies with a single maneuver. Knuckles launches a single punch to the ground causing powerful volcanic explosions, Omega uses a concealed machine gun to fire bullets round in a circle, Big swings his fishing reel around dangerously, and Vector spews his putrid breath to knock out enemies into submission.


Fighting Pose

Hold  button

Gather team-mates ready for some serious fighting action.




Fireball Jump

Fighting Pose \Rightarrow Hold  button

Knuckles and Omega can jump while spinning team-mates to attack surrounding enemies.


Fire Dunk

Fighting Pose \Rightarrow jump \Rightarrow  button

Hurl team-mates diagonally towards the ground as balls of fire. The resulting explosion damages all enemies in the vicinity.



Body Press/Hammer Down

Jump \Rightarrow  button

Big and Vector can attack enemies directly beneath them.

Triangle Jump/Umbrella Descent/Bubblegum Descent Jump \Rightarrow button

Float gently towards the ground together with team-mates. By catching a draft, this maneuver can also be used to float upwards.



STARTING THE GAME

SETTING UP

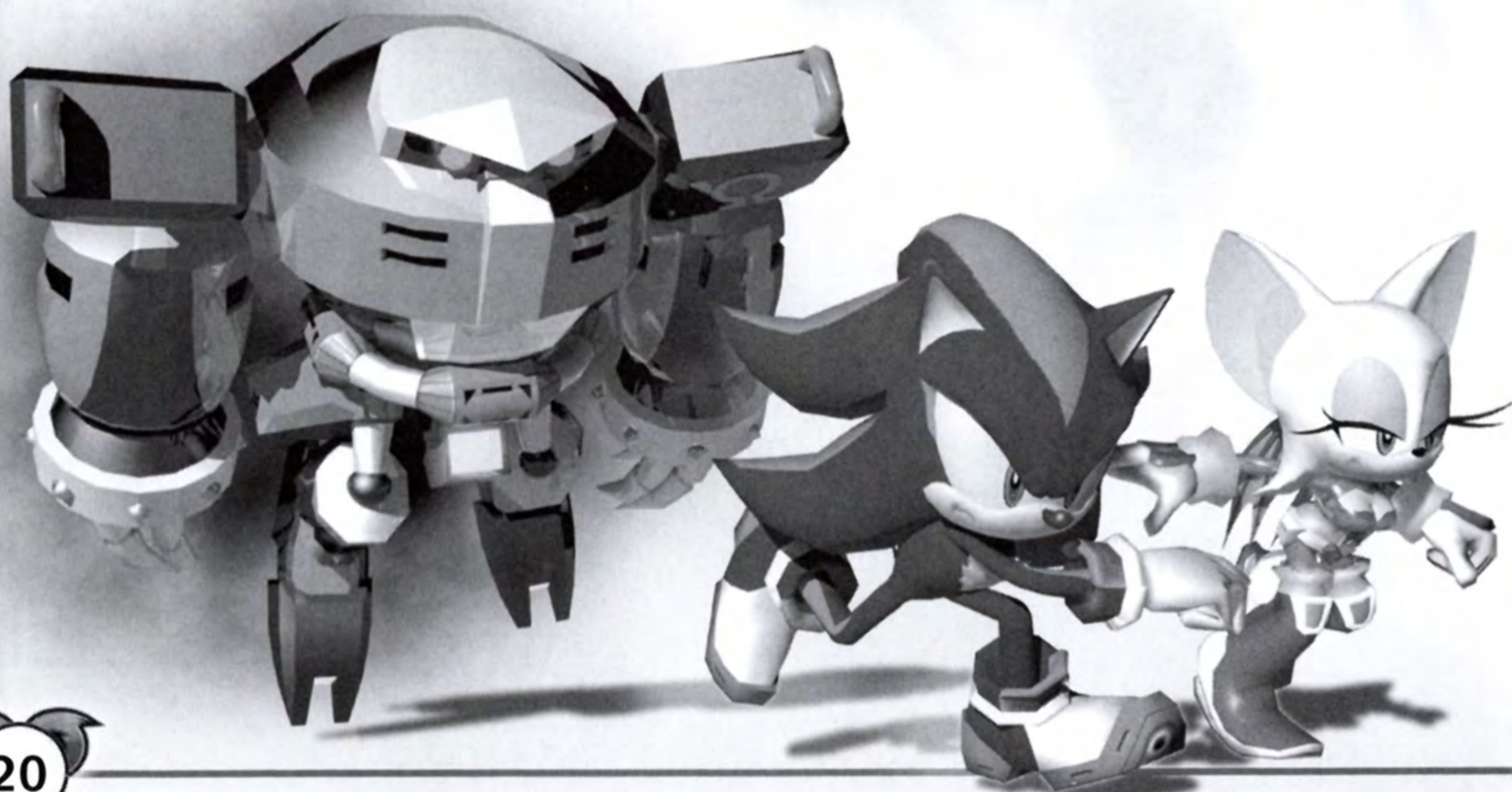
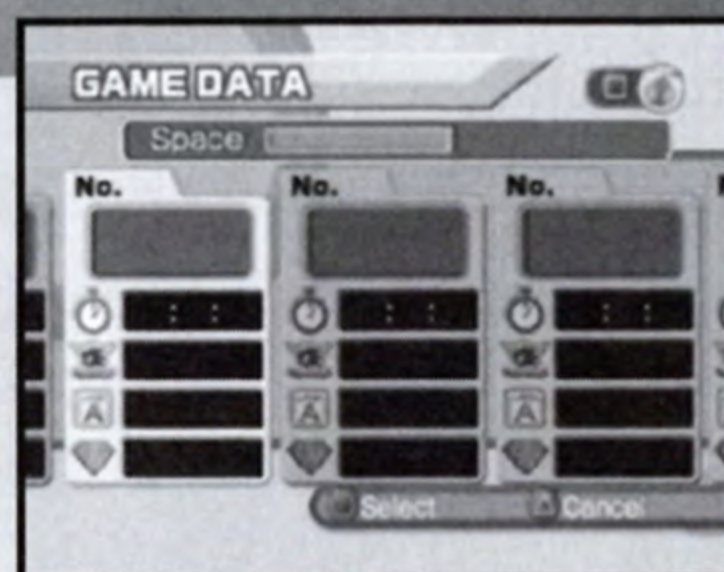
Press START at the Title Screen to access the Main Menu. Use the left analog stick or directional buttons \uparrow \downarrow \leftarrow \rightarrow to choose from the following and press the \odot / \otimes button to select.



1P PLAY	Displays the menu for Single Player Games (See p.21).
2P PLAY	Displays the menu for Two Player Games (See p.29).
EXTRAS	Displays the menu for bonus features (See p.30).
OPTIONS	Change various game settings (See p.31).

GAME DATA SELECT

Every time you start-up the game, the Game Data Select Screen will be displayed before you progress to the Main Menu. Here you will be asked to select a file on the memory card (8MB) (for PlayStation®2) in which to create or read Game Data, which is accessed automatically during the game. Use the left analog stick \leftarrow \rightarrow to choose a data slot and press the \odot / \otimes button to select. Follow the instructions onscreen to create or open a Game Data file.



1P PLAY MODE

From the 1P PLAY Menu, use the left analog stick or directional buttons **↑** **↓** to choose from the following and press the **○** / **×** button to select.

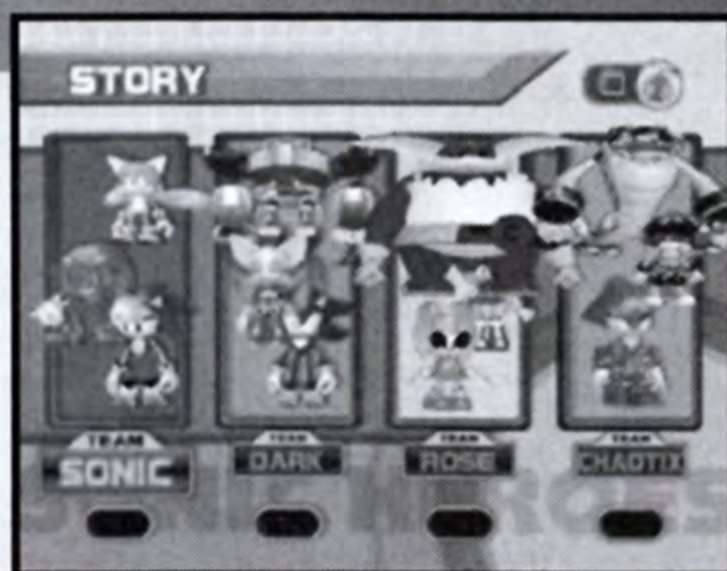
STORY	Play the game to reveal the story.
CHALLENGE	Re-attempt Missions in previously cleared Stages (see p.27).
TUTORIAL	Tutorial on Basic Team Actions (see p.28).

STORY MODE

This is the main game mode where each team's story is revealed by completing each action stage. Each of the 4 teams has their own unique story-line with various levels of difficulty.

TEAM SELECT

On the Character Select screen, the four teams are displayed together with game progress shown as a percentage. Use the left analog stick or directional buttons **←** **→** to choose the team you wish to play, and press the **○** / **×** button to select.



GAMEFLOW



The objectives of each Mission are displayed at the Stage Title Screen, so read carefully before continuing. Each Mission ends when you reach the Goal Ring Emblem at the end of the course.

- ★ Story Mode Stages contain a single Mission each. Once you complete the first Mission in Story Mode, an additional Mission for each Stage is available in Challenge Mode (see p.27).
- ★ Special Stage Keys can be found in each Stage. If you are carrying a Key when you reach the Goal Ring Emblem, you will immediately enter a Special Stage before progressing to the next Mission or Boss. See p.25 for details on Special Stages.
- ★ Game Data is automatically saved between Stages.

VIEWING THE GAME SCREEN



1 SCORE

Points scored during this mission. Points are awarded for speed, Rings collected, Level-Ups, good technique and enemies defeated.

2 TOTAL TIME

Total game time elapsed since the beginning of the Story.

3 RING COUNT

Number of Rings currently held.

4 TECHNIQUE POINTS

Bonus score awarded for advanced action techniques.

5 TEAM BLAST GAUGE

The Team Blast maneuver can be used when Gauge is full.

6 FORMATION LEADER

The currently selected Team Leader. Different leaders allow different Team Actions as part of the game strategy.

7 LEVEL-UPS

Collecting Level-Ups for each character increases the potency of their attacks.

8 FLIGHT GAUGE

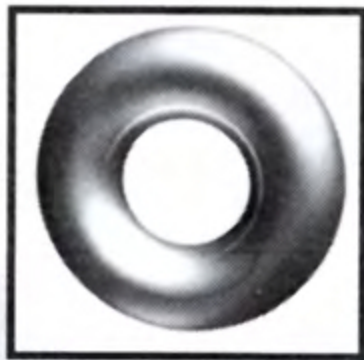
Decreases as the Flying Type character tires during flight. Recharges automatically on landing.

9 ADDITIONAL ACTION

Indicates availability of an additional common action that can only be used in specific circumstances.

Rings

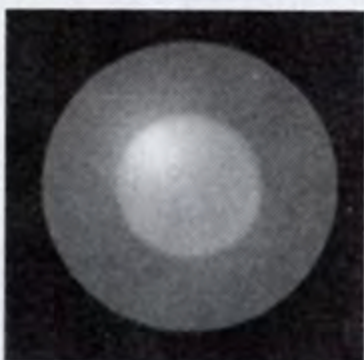
Collect Rings to protect against enemy attacks. For each 100 rings collected, earn an extra life.

**Goal Ring**

Trigger the Goal Ring to complete the action stage.

**Power Core**

Comes in Red, Blue and Yellow. Collect these to Level-Up the character of the corresponding color. Power Cores appear when certain enemies are defeated, and can also be found inside Item Boxes.

**Hint Ring**

Touch to receive a strategy hint from a teammate.

**Formation Signal**

Indicates the most suitable Formation for tackling the next challenge.

**Formation Change Gate**

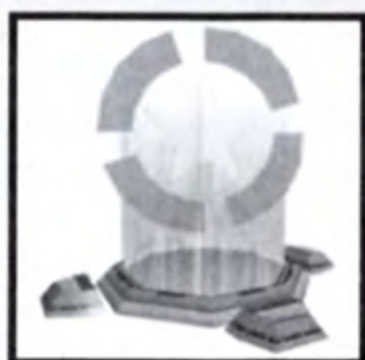
Pass through the gate to automatically change Formation as indicated in the Formation Signal above it.

**Special Stage Key**

Special Stage Keys can be found in each Stage. Collect one to enter a Special Stage when the Mission is cleared. If you sustain damage however, the Key will be lost as collected Rings scatter.

**Check Point**

Pass through the Check Point to save your progress, and return to that point if you lose a life. The leader that touches the Check Point also receives one Level-Up.

**Item Box**

Open the box to reveal the Item inside.



ITEM BOX ITEMS

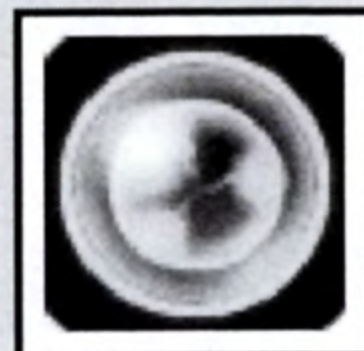
Rings

Ring count increases by 5, 10 or 20 Rings.



Power Core

Comes in three colors. Collect these to Level-Up the corresponding character.



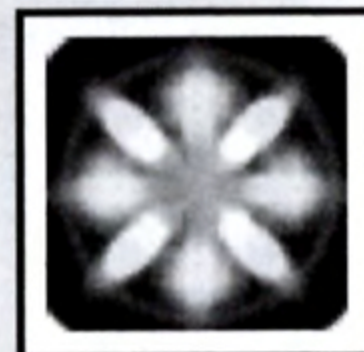
High Speed

Increase running speed for a limited time.



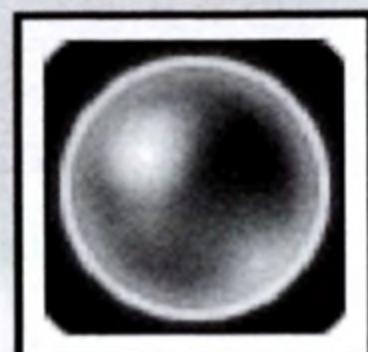
Invincible

Become invincible for a limited time.



Barrier

Protect against enemy attacks one time only.



Team Blast Ring

Set the Team Blast Gauge to full.



1 UP

Increase lives by 1.



Fly Charge

Set the Flying Formation Flight Gauge to full.



SPECIAL STAGE

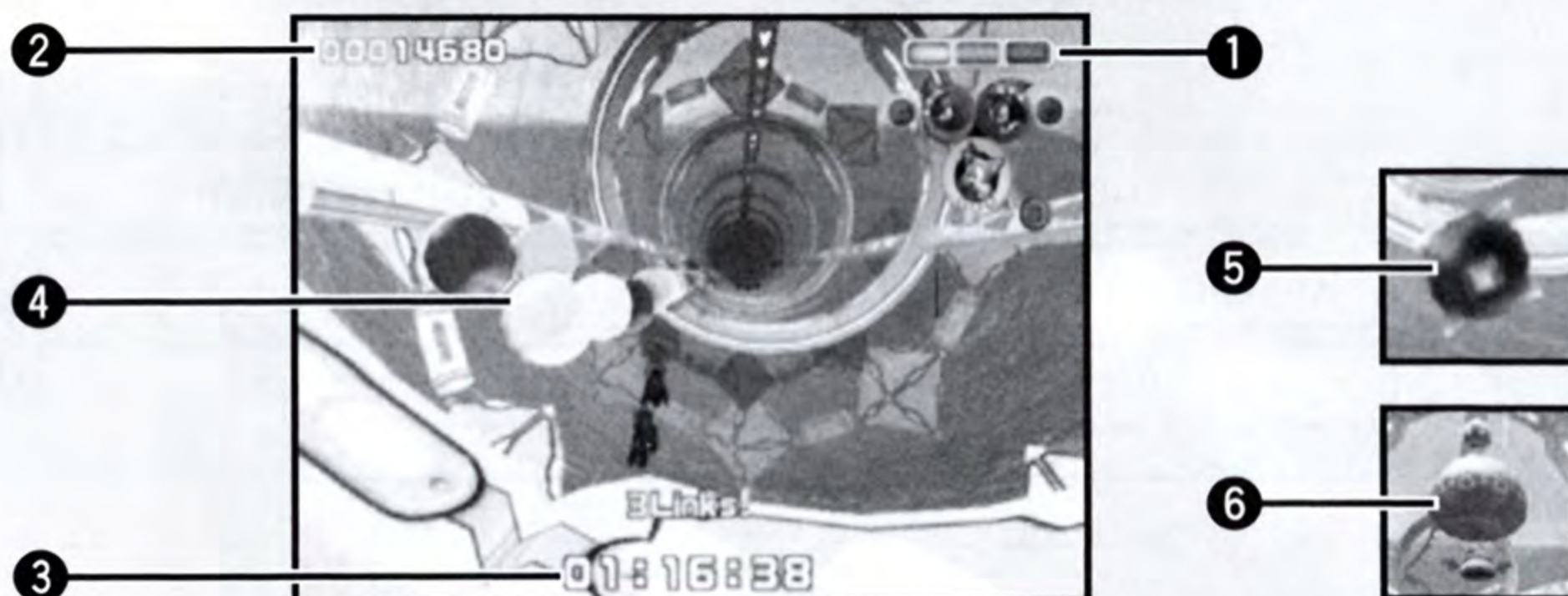
If you are holding a Special Stage Key when you reach the Goal Ring, you will enter the Special Stage where you earn points that are converted into extra lives plus get a chance to obtain one of the 7 Chaos Emeralds.

CONTROLS

left analog stick	Move characters left or right.
⊗ button	Jump. Use to avoid Bombs.
□ button	Use Power Gauge to Dash.

- ★ Using the Power Gauge allows a sudden Dash creating a temporary shield of air. Continuous use drains the Power Gauge, so use with caution.
- ★ Move left, right, and jump to collect Spheres and avoid Bombs.

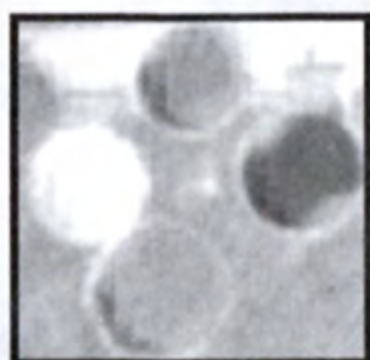
The aim of the Special Stage is to chase and catch up with the Chaos Emerald within the time provided. Even if the Emerald for the Stage you are playing has already been taken, you can still boost your score by aiming to reach the Goal Ring while carrying as many Spheres as possible.



- 1 Power Gauge**
Increases as Spheres are collected, and decreases when used to Dash.
- 2 Score**
Increases as spheres are collected.
- 3 Time Remaining**
Time available to complete the Special Stage.
- 4 Spheres**
Collect these to increase the Power

- Gauge level and Score.
- 5 Bombs**
Come in contact with these and your speed and Power Gauge level will decrease.
- 6 Chao Balloon**
Chao Balloons drop both Spheres and Bombs so take care not to pick up the wrong ones!!

Spheres come in three varieties.



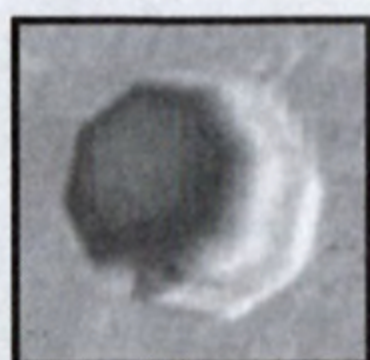
Normal Spheres

Regular type of sphere to collect.



Power Spheres

Boosts level of Power Gauge.



Score Spheres

Boosts Score.

PAUSE MENU

During gameplay, press the START button to display the PAUSE menu. Use the left analog stick or directional buttons **↑** **↓** to choose from the following, and press the START button to select.

Continue

Cancel the PAUSE menu and continue the game.

Restart

Restart Action Stage.

Quit

Quit the game and return to the Title Screen.

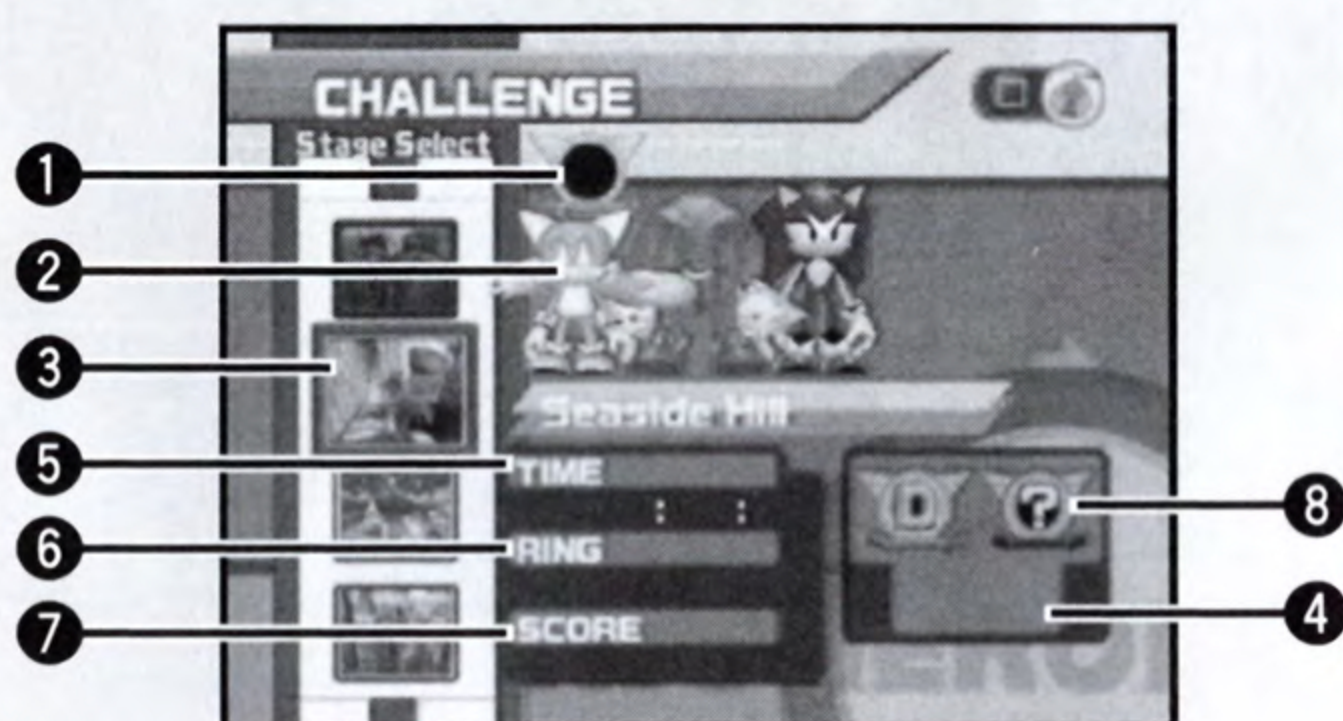
CHALLENGE MODE

In Challenge Mode, you can replay each Action Stage previously cleared in Story Mode as many times as you like. This is ideal for players wishing to improve their Score and Rank, race against the clock, or pick up Items missed the first time around. For additional enjoyment, a second objective is also available for each Stage.

STAGE SELECT

From the Stage Select screen, use the left analog stick or directional buttons $\leftarrow \rightarrow$ to choose the team you wish to play as, $\uparrow \downarrow$ to select the Stage, and press the \odot / \otimes button to select. For the chosen Stage, use $\leftarrow \rightarrow$ to select a Mission and press the \odot / \otimes button to select.

A variety of information is displayed on the Stage Select screen to help you.



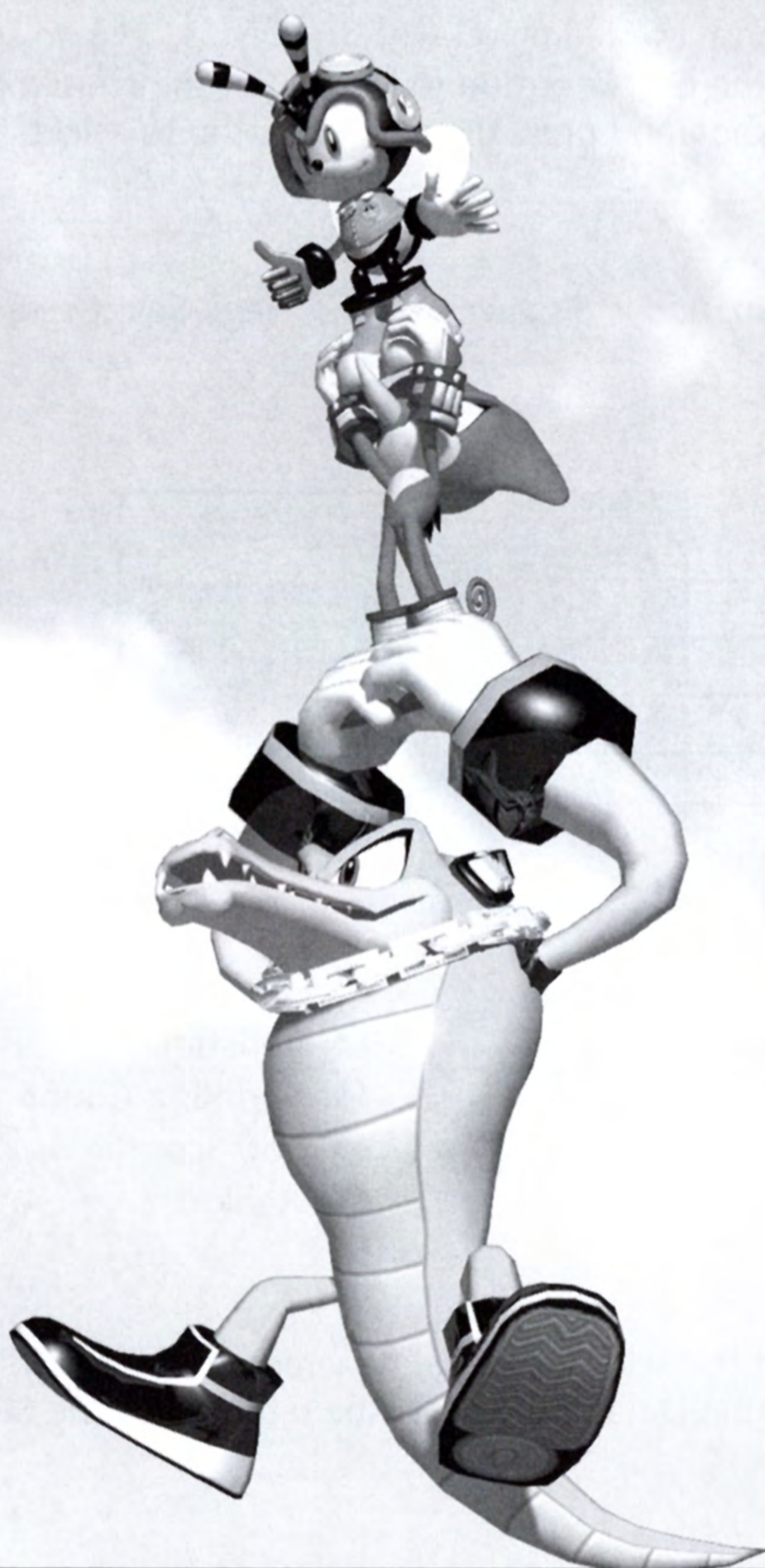
- ① Total Emblems Collected
- ② Presently Selected Team
- ③ Stages
- ④ Chaos Emerald (Collected)

- ⑤ Top Time
- ⑥ Top Ring Count
- ⑦ Top Score
- ⑧ Rank

On completion of the selected Stage, new records will be automatically saved into the Game Data and you will be returned to the Stage Select screen.

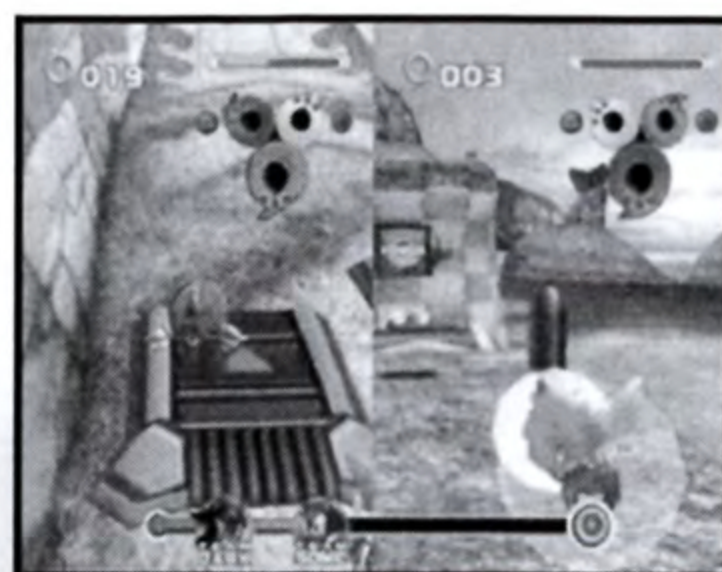
TUTORIAL

This basic Tutorial provides a trial Stage in which to practice Team Action controls without danger or objectives to consider. Select TUTORIAL from the 1P PLAY menu to begin. When the Tutorial Stage has been cleared, you will return to the Main Menu. Progress and results are not saved as Game Data.



2P PLAY MODE

In this mode, 2 Players each control a team battling for the highest score in accordance with the Mission objectives. A second Controller is required to play in 2P PLAY mode.



MODE SELECT

Use the left analog stick or directional buttons $\leftarrow \rightarrow$ to choose from the available 2P PLAY modes, and press the \odot / \otimes button to select. To begin with, only the Action Race mode can be selected, but an additional mode becomes available for every 20 Emblems collected in Story mode.



TEAM SELECT

Each player selects their own team. Use the left analog stick or directional buttons $\leftarrow \rightarrow$ to choose your teams in turn, and press the \odot / \otimes button to select. The same team cannot be selected by both players.



STAGE SELECT

Each Battle Mode contains 3 Stages. Use the left analog stick or directional buttons $\uparrow \downarrow$ to choose the Stage you wish to play or ALL to play the 3 Stages consecutively, and press the \odot / \otimes button to select.

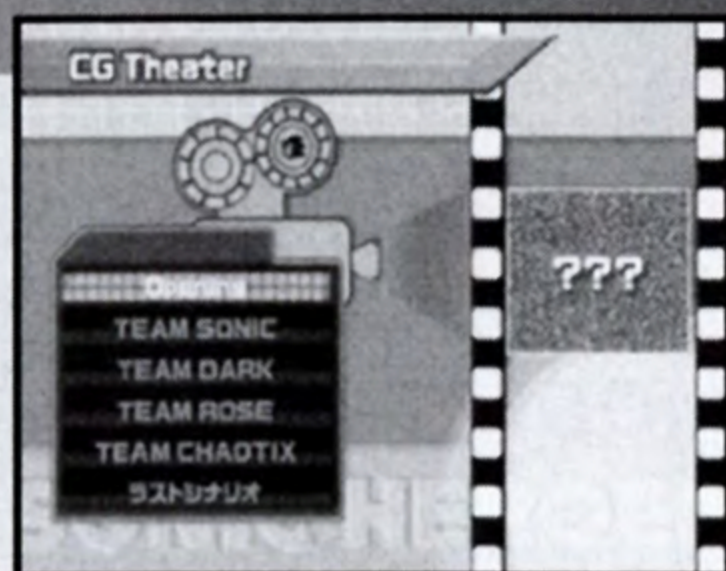


EXTRAS

Replay music, sound effects and movies found in this game by selecting either Audio Room or CG Theatre.

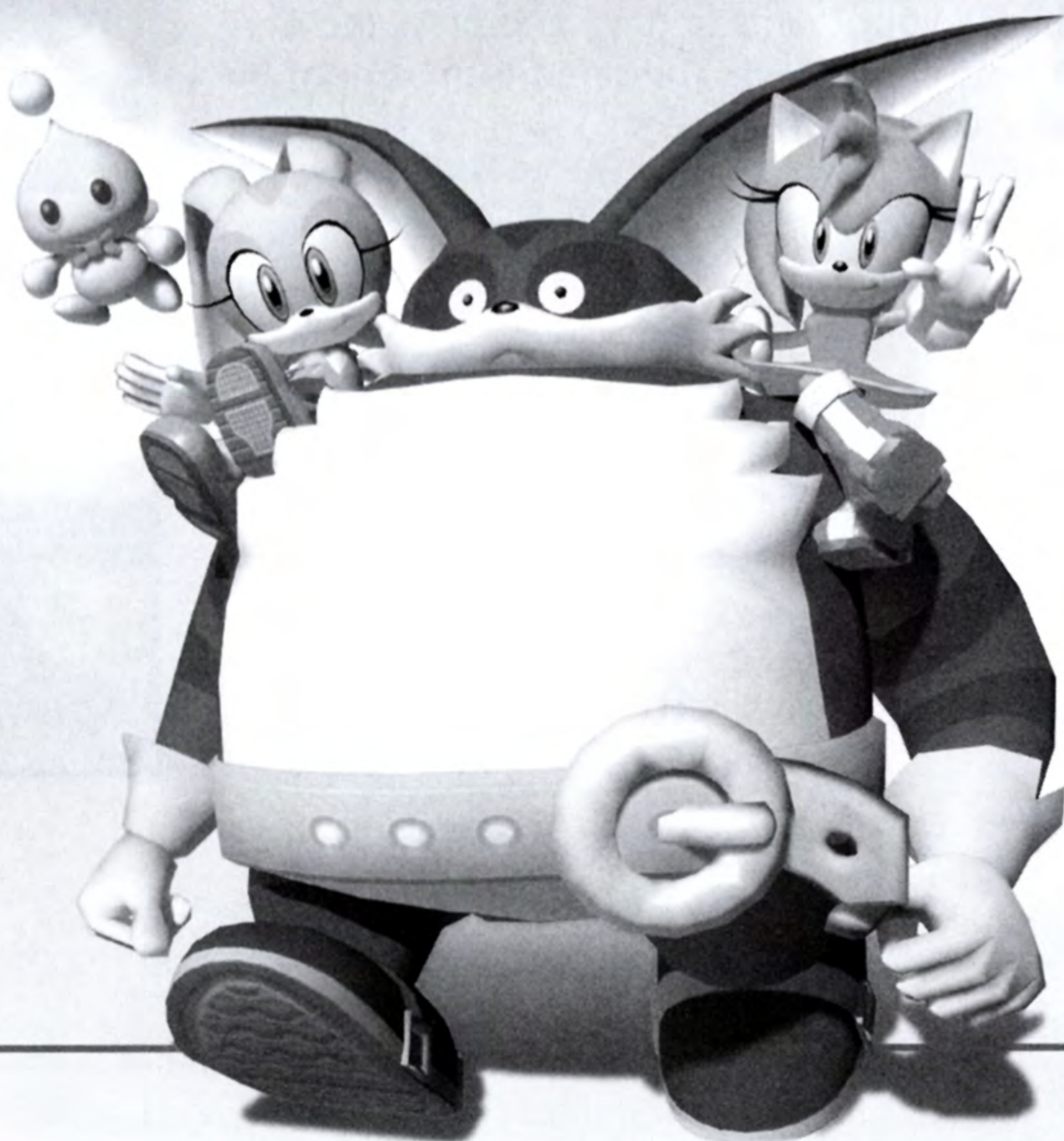
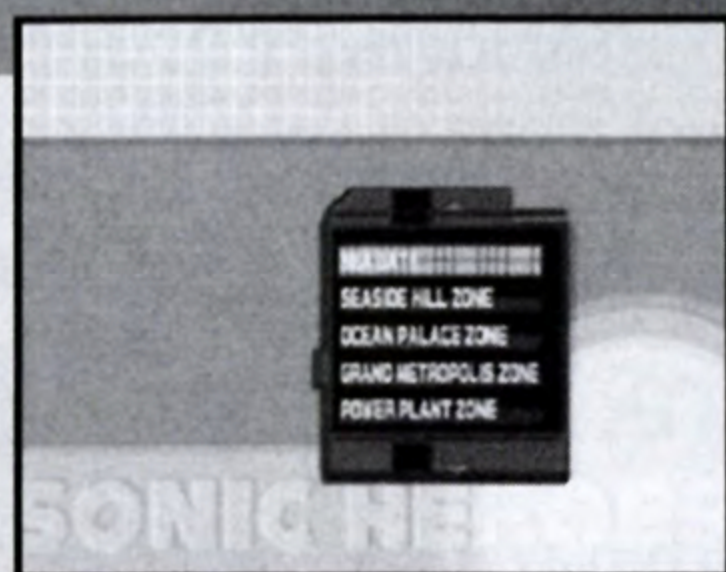
CG THEATRE

In the CG Theatre, you can view movies that appear in Story Mode. To begin with, only the Opening is available, but more movies will become available as you progress through the game. Use the left analog stick or directional buttons **↑** **↓** to choose a movie, and press the **○** / **×** button to view.



AUDIO ROOM

In the Audio Room, you can listen to the background music and sound effects used in the game. Use the left analog stick or directional buttons **↑** **↓** to choose a category, and press the **○** / **×** button to select. Then use **↑** **↓** to choose the music or sound effect you wish to listen to and press the **○** / **×** button to play.

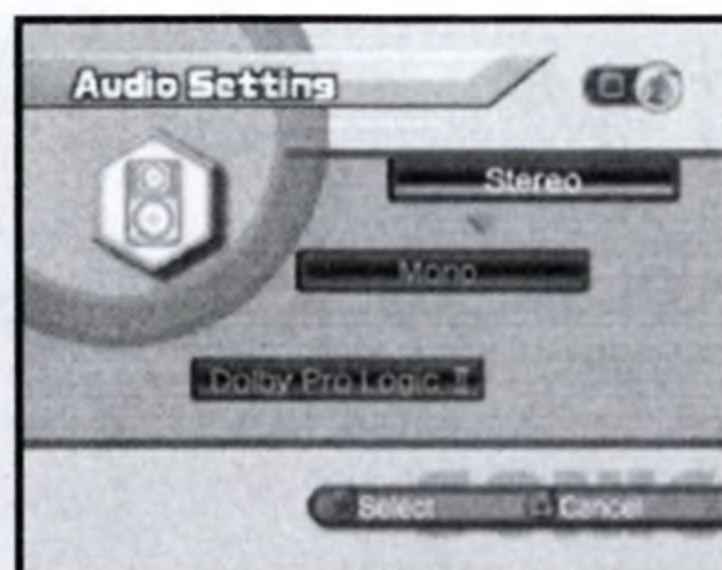


OPTIONS

Make various changes to game settings. From the Options Menu, select from the items listed below. Use the left analog stick or directional buttons **← → ↑ ↓** to choose a setting, and press the **○ / ×** button to confirm the change.

AUDIO SETTING

Switch between Stereo, Mono and Dolby Pro Logic II.



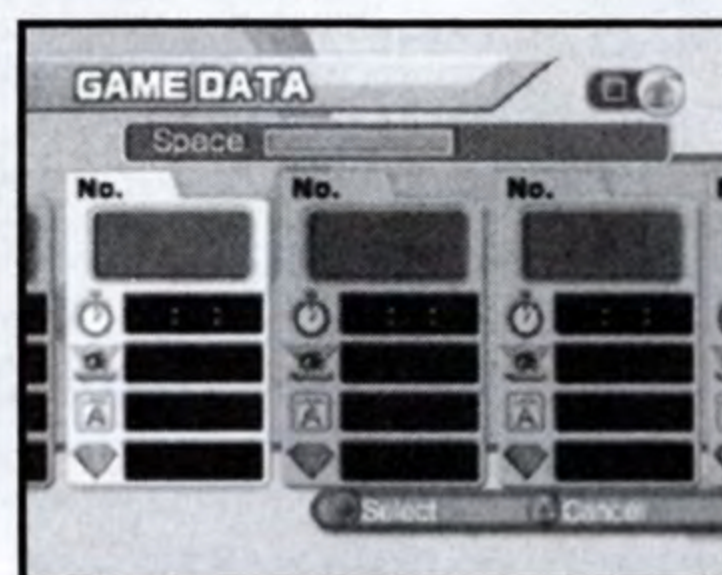
VIBRATION SETTING

Set the Vibration setting in the Controller to ON/OFF. The default setting is OFF.



GAME DATA

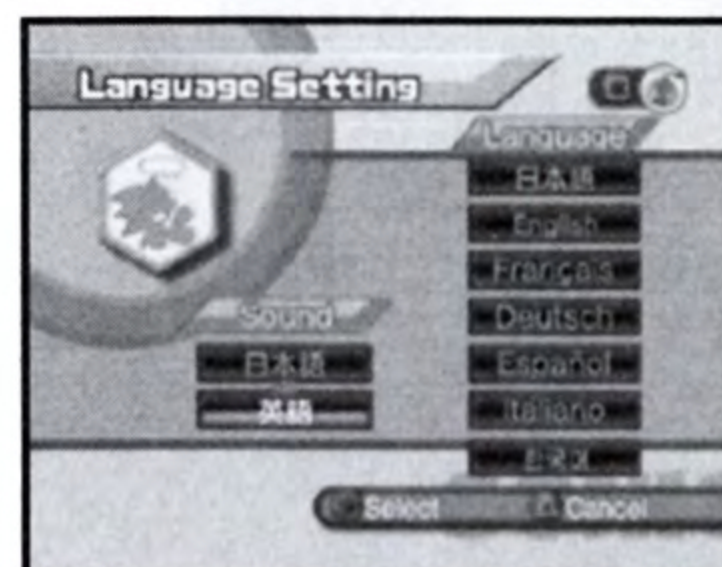
Change and manage the Game Data files stored on the memory card (8MB) (for PlayStation®2). Each slot with Game Data stored will display the time elapsed, winning Team, Rank, Score and Emeralds collected.



Use the left analog stick or directional buttons **← →** to choose a slot, and press the **○ / ×** button to bring up the Menu. Select "Start" to begin or continue the game in the selected Game Data, "Delete" to erase the Game Data, "Copy" to save a copy into another slot, or "Cancel" to return.

LANGUAGE SETTING

Select the language for in-game text.



CREDITS

The following credits list the staff responsible for the localization, marketing, and manual production for Sonic Heroes™. See the in-game credits for the complete list of the original development staff.

Sega of America

President

Hide Irie

Product Marketing Manager

Noah Musler

Director of Product Development and Localization

Osamu Shibamiya

Localization Producer/Assistant

Product Marketing Manager

Yosuke Moriya

Senior Media Manager

Teri Higgins

Creative Services Manager

Arianne McCarthy

Director of Quality Assurance

Deborah Kirkham

Offshore Project Manager

Shawn Dobbins

Senior Release Manager

Andrei Belkin

Build Engineer/PC Project Coordinator

Rick "Maverick" Ribble

Manual Production

Supervisor

Yoshihiro Sakuta

Design Coordinator

Satoru Ishigami

Layout Designer

Makoto Nishino

Editor/Layout Designer

Colin Restall

Special Thanks

Marketing Consultant

Lori Von Rueden

Sega Ex-Patriot

Rich Briggs

COMING SOON!

SONIC HEROES™



PRIMA'S OFFICIAL STRATEGY GUIDE

- How-to for snagging every single Ring
- Complete list of every secret in the game
- Character bios and tactics for using each team to its full potential
- Mission flowcharts to show you all the possible paths you can choose

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