

SONIC UNLEASHED™



SEGA

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement or convulsion.
- altered vision
- loss of awareness
- seizures, or

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness, discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE

Use caution when using the SIXAXIS™ wireless controller motion sensor function. When using the SIXAXIS™ wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PLAYSTATION®3 system 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.

HANDLING YOUR PLAYSTATION®3 FORMAT DISC:

- 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 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 Unleashed™. Please note that this software is designed for use with the PLAYSTATION®3 computer entertainment system. Be sure to read this software manual thoroughly before you start playing.

SONIC UNLEASHED™

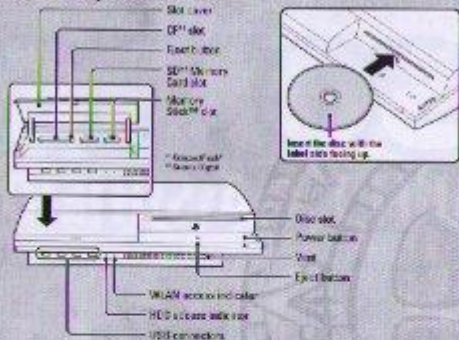
CONTENTS

GETTING STARTED	2
PROLOGUE	4
CHARACTERS	5
BASIC CONTROLS	7
STARTING THE GAME	11
PLAYING THE GAME	12
LICENSING	19

Please note that this manual was written while the game was in production, so some screenshots may differ from those of the final product.

GETTING STARTED

PLAYSTATION®3 System Front



Note: Some models of the PLAYSTATION®3 system console include media slots. For specific features included, refer to the box contents for use of your model of the PLAYSTATION®3 system.

Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The document also contains information on setting up and using your system as well as important safety information.

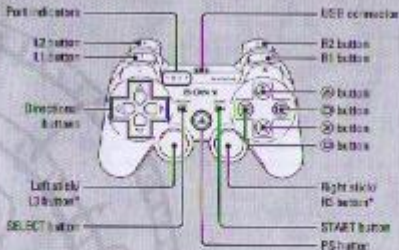
Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the Disc (Licensed™ disc with the label facing up) into the disc slot. Select the icon for the software title and/or (Game) in the PLAYSTATION®3 system's home menu, and then press the **PS** button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the **PS** button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

NOTE

To remove a disc, touch the eject button after quitting the game.

USING THE SIXAXIS™ WIRELESS CONTROLLER (FOR PLAYSTATION®3)



* The L3 and R3 buttons function when the sticks are pressed.

Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

SAVED DATA FOR PLAYSTATION®3 SYSTEM FORMAT SOFTWARE

Saved data for PLAYSTATION®3 format software is stored on the system's hard disk. The data is displayed under "Saved Game System" in the Game menu.

PROLOGUE

A blue whirlwind flashed into view of the gargantuan battle fleet, and began a hasty but destructive path to the central fortress where Dr. Eggman awaited. In what was to be their final showdown, Sonic harnessed the power of the Chaos Emeralds and transformed into Super Sonic, dealing destructive blows to Dr. Eggman's precious machinery.

However, unbeknownst to Sonic, he'd run head first into Dr. Eggman's most devious trap so far. Sonic was suddenly surrounded by a high energy shield, which stripped him of his Super Sonic powers, while simultaneously robbing him of the Chaos Emeralds. Dr. Eggman had anticipated Sonic's transformation from the outset, and saw this as the perfect opportunity to procure the Emeralds.

Dr. Eggman then, from the safety of his control panel, reversed the polarity of the Chaos Emeralds, releasing the dark energy within. This energy was then fired as a powerful beam towards the world. With a roar, the world was ripped into seven continents, which floated around the core. From the aftermath of this destruction, the colossal beast Dark Gaia awoke from a very long slumber. Dr. Eggman had planned to exploit Dark Gaia as a means of taking over the world.



However, Dark Gaia was not the only beast unleashed. Due to his proximity to the Chaos Emeralds as the dark energy was released, Sonic underwent a new transformation. His muscular density increased, his claws sharpened, his teeth grew into fangs and his body became covered with a thick heavy fur. Sonic had transformed into a Werehog.

His business with Sonic having now concluded, Dr. Eggman felt no remorse in ejecting Sonic and the spent Emeralds out of the air lock and into the darkness.

Of course, Sonic soon found himself plummeting to one of the continents of the fragmented world's surface. After colliding with a colossal bang, Sonic discovered an imp-like creature nearby that had lost all memory of who he was. Sonic, assuming he was responsible, befriended the creature, and nicknamed him "Chip" on account of his insatiable appetite for desserts.

As Sonic comes to terms with his own mysterious transformation, he must also figure out a way to return the continents of the planet to their rightful positions.

CHARACTERS



SONIC THE HEDGEHOG

Sonic is the world's fastest superhedgehog, and values freedom and life by his own rules above everything else. He is kind at heart, but can be short tempered and is quick to throw himself into the middle of trouble without a second thought, remaining steadfast to the end. His personality is a just mixture of kindness and ferocity, as on the one hand he does all in his power to snuff out evil, but he also can't look away when somebody else is in trouble.

Sonic hates boredom and being tied down, so much of his time is spent running towards the next danger or adventure.

SONIC THE WEREHOG

As a side effect of Dr. Eggman's best tactics, Sonic now undergoes an extreme physical transformation whenever the sun goes down, but his heart remains the same. Almost Sonic the Werehog is still willing to put his life on the line for his friends without any due consideration, but his dedication to helping his new friend regain his memory is in no small part out of guilt that it was his own fall from grace that caused the problem in the first place.

As a Werehog Sonic is not as fast as his usual self, but he makes up for it with ferocious combat techniques. His powerful arms are able to stretch allowing him to attack enemies from a greater distance, and to reach distant ledges, poles and bars with ease.



BASIC CONTROLS

Sonic Boost

▲ button

When there is Energy remaining on the Ring Energy Gauge (p. 15), press the **▲ button** to temporarily increase speed beyond the sound barrier. During Sonic Boost, Sonic is protected by an energy shield that lets him smash enemies and breakable obstacles, and attract nearby Rings.



Homing Attack

▲ button, during Jump

If a green (80%) boobylic yields even an enemy or a device, etc. during a jump, press the **▲ button** to immediately home in and attack. Using the left stick allows you to aim control of the direction of the Homing Attack when there is more than one possible target.



Crouch/Slide

▲ button

Press the **▲ button** while stationary to crouch down, allowing Sonic to crawl under low surfaces. Alternatively, press the **▲ button** while running to slide straight ahead, knocking enemies and other smaller obstructions out of the way.



Foot Sweep

▲ button repeatedly

Press the **▲ button** repeatedly to perform a Foot Sweep. This can be handy for clearing obstacles in your path.

Stomping

▲ button during Jump

Press the **▲ button** during a jump to stomp vertically down, causing a destructive shockwave.

Sonic Drift

▲ button, while running left/right

Hold the **▲ button** while running left or right to perform Sonic Drift, enabling you to take tighter corners at speed.

Lightspeed Dash

▲ button

Approach a path of Rings and press the **▲ button** to follow the path while collecting the Rings in the process, even through mid-air. Use this technique to reach hard-to-access areas.



BASIC CONTROLS

Quick Stop

← / **→** button

While running in 3D, press the **←** or **→** button to quickly stop in the left or right while continuing to move in the same direction. Use Quick Stop to avoid walls or obstacles that suddenly obstruct your path.

The same controls are used to switch rails while grinding.

Please note: Some of these moves must be unlocked during gameplay.



REAL TIME INTERACTION

Sometimes you will see one or more button icons appear on the screen or in the center of the screen. You then have a limited amount of time to press the button, or buttons in the correct sequence as displayed to perform the action correctly. Incoincidentally will at best cost you an advantage, and at worst one of your lives.

NIGHTTIME ACTION STAGES

Walk

left stick

Use the left stick in all directions to walk around the gamefield. Push the left stick a bit to walk slowly, or all the way to walk a little quicker.



Dash

→ button

Hold down the **→** button while walking to run at greater speed or all fours.



Rotate Camera

right stick

Move the right stick to rotate the camera around the character. In some cases the camera will only pan, not rotate.

Jump

○ button

Press the **○** button to jump. Press again while in mid-air to perform a double jump which allows you to jump further and reach high up areas.



BASIC CONTROLS

Grab

Enemies and certain objects can be picked up and manipulated. When the red dot appears, press the **X** button to grab an object. Pressing the **X** button again puts the object down, whereas pressing the **Z**, **Y** or **A** button performs a throw or attack. Depending on your skill level, a variety of attacks can be performed on grabbed enemies. Pushing the **X** button when you have grabbed an enemy also performs an attack.

Additionally, a number of ledges and poles can be grabbed hold of, enabling Sonic to climb or swing to an otherwise inaccessible area. Approach a ledge from below and press the **X** button to take hold when the red dot appears. You can then use the left stick **←**/**→** to shimmy sideways, or **↑** to climb up. While hanging from a ledge or vertical pole, press the **X** or **Z** button to release your grip, or the **X** button to jump by kicking off of it. When swinging from a horizontal bar, press the **X** button at the correct time to swing towards the red bar or a ledge. You can push **↓** while shimmying along a ledge to hang off of it.



Attack

Start an attack combo with either the **X** button or the **Z** button to attack enemies. Starting a combo with the **X** button leads to circular attacks, which generally do damage in a wide area around Sonic. Starting a combo with the **Z** button leads to straight attacks, which generally do heavier damage to enemies in front of Sonic. Once you start a combo with the **X** or **Z** buttons, you can mix in the **Y**, **A** and **B** buttons as you please. You can also hold down the **X** button or the **Z** button to build up a charged attack.

Check the possible Command List from the Pause Menu, or alternatively just experiment and explore the set of possible combat combos on your own! As Sonic gains Experience, he will be able to access a wider variety of attacks.

X/Z button



Guard

During combat, hold down the **R** button to protect yourself from enemy attacks. It's no longer effective as the Shield Gauge runs out.

Combine the **R** button with the left stick to guard while on the move. Additionally, pressing the **X** button while guarding will perform a forward roll.

R button



Activate Unleashed Mode

When the Unleash Gauge is full, push the **L1** button to enter the Unleashed state. During this time, Sonic is able to deal much greater damage to enemies, and is temporarily invincible.

L1 button



POWER-UP ATTACKS

As Experience is allotted to different skills (p.13), new power-up attacks will become available. See Skills in the Pause Menu for full details.

STARTING THE GAME

From the Title Screen, press the **START** button to select a storage device for the save information. Once selected, the Main Menu will be displayed as follows:



- NEW GAME:** Begin a new game.
- CONTINUE:** Continue the game from the last save point (not available the first time you play).
- OPTIONS:** Make changes to various game settings (see below).
- STORAGE:** Select a storage device to save the game to.

The first time you play *Sonic Unleashed™*, select **New Game** to start from the very beginning, and game information will be saved to the selected storage device. To continue a previously started game from where you left off, select **Continue**. Note that if you select **New Game** after a game has been started, the existing game information will be overwritten. Games are saved automatically on clearance of stages, including boss stages.

OPTIONS

Select **Options** at the Main Menu to make changes to the following settings:

- VOICE:** Set the language of character voices.
- SUBTITLES:** Set display of subtitles **ON/OFF**.
- SOUND:** Set the volume for **MUSIC** and **SOUND EFFECTS**.
- CAMERA CONTROLS:** Set the **UP/DOWN** and **LEFT/RIGHT** camera controls to **NORMAL** or **REVERSE**.

PLAYING THE GAME

Take control of Sonic as he attempts to restore the world to its original state by returning the power of the Chaos Emeralds to the sacred land on the seven divided continents. In your travels, you will find yourself in a number of different game areas as outlined below:

WORLD MAP

After you have progressed to a certain point in the story, the World Map will become available. From here, you can select the next area Sonic will visit. Use the left stick to scroll and highlight the desired area, and press the **X** button to display the select screen, where you can choose to enter the Town Stage or to jump straight to a previously cleared Action Stage.

Because Sonic changes form at night, it will often be necessary to enter an area within the correct time frame (night or day). If the area is not in the correct time frame, hold over the **X** button to advance time.

Available areas will increase as the game progresses.

SELECT MISSION

By highlighting an area and choosing **Select Mission**,

you can jump straight to a previously cleared Action Stage. The left panel shows a list of available Action Stages, while the panel on the right gives a detailed description of the goal and location of the highlighted stage. Press the **X** button to replay the Action Stage.



- 1 Remaining Lives, Rings, Medals Collected, War Medals
- 2 Name of selected area
- 3 Information on area

TOWN STAGE

At the Town Stages, you can walk about freely gathering information by talking to the inhabitants. Some of the information will give you a better understanding of what is happening, some will be idle gossip, and some will be necessary for the story to progress. Try to find out as much as you can, as you never know when it might be useful.

Controls are mostly the same as the character-specific controls used in the Action Stages as detailed on pages 7 to 10.

Additionally, you can initiate and have a conversation with an inhabitant by approaching them and pressing the **X** button. Use the "Walk until Dusklight" item in the Puzzle Menu (p. 10) to toggle between Daytime and Nighttime.

Leave the Town Stage where you entered to return to the World Map, or delve deeper to progress in the Entrance Stage.



Missions

Sometimes inhabitants will ask you for help or assistance. It is up to you when and if you will assist, but doing so will increase your Experience allowing you to level-up more quickly. Sonic may have a world to save, but that doesn't make the day-to-day problems of its inhabitants any less important.

When a lot of possible answers appears during conversations, select the answer you wish to give and press the **X** button to confirm.

SHOPS

Most towns have a shop where you can buy items using collected Rings as currency. Collectible items are automatically set in the Collection Room, while usable items can be eaten by Sonic and his new friend "Chip". Sonic gains Experience by eating. Chip simply enjoys eating, and will appreciate any snacks you may have to spare.

HOTDOG STAND

While a little too spicy for Chip's palate, Sonic absolutely loves chili dogs. At certain stages of the game you will find a hotdog stand.

The owner of the hotdog stand has prepared for you a variety of challenges to attempt within the Action Stages. Challenges may be to run the stage within a certain time, defeat a certain number of enemies, or collect a certain number of Rings. Complete each challenge to increase your Experience and unlock even tougher challenges.

EXORCISMS

Occasionally, during Nighttime, you will find yourself face to face with a "Worm" - creatures that seem a little odd or out of place. There's a very good chance they have been possessed by monsters. To help out, it will be necessary to perform an exorcism. Luckily, this is a fairly straightforward process. Simply approach the person and press the **X** button to use Professor Fudd's special camera. This will focus the monitor, into you must defeat.

On successful completion of an exorcism, Sonic will be awarded with Experience. Note that the camera can only be used a limited number of times, and when that number is reached, you will need to return to the camera's recharge.



PLAYING THE GAME

PROFESSOR'S ROOM/COLLECTION ROOM

In the Spagonia and Shemar Town Stages you will find the Professor's Room. Here you can talk to Professor Pickle to receive instructions on where to go next, as well as gameplay hints. When you speak to Professor Pickle, you can also give him a souvenir in exchange for an additional gameplay hint (one hint per unique item).

The Professor's Room doubles as the Collection Room. Approach the following items in the room to enjoy various collectable media.

Television: View unlocked movie scenes.

Gramophone: Listen to in-game music.

Bookshelf: See information on artwork you received from Professor Pickle, non-player characters you have spoken to, and enemies you have defeated.



ENTRANCE STAGE

Entrances to Action Stages are marked by Gale Gates. Stand on a Gale Gate to display information about the Action Stage, and press the **X** button to enter. Stages marked by the Sun icon can only be entered during the daytime, and stages marked by a Moon icon can only be entered at night. If you are not in the correct time frame for the stage you wish to enter, find the hourglass and attack it to advance time, or wait while time passes naturally.

Some areas have an additional Gale Gate for accessing the boss stage. See p. 17 for a full explanation.

Classic Action Stages and additional non-story stages can be re-attempted freely to improve your scores and times, and help you gain Experience to develop your character.



- 1 High Score
- 2 Best Time
- 3 Items Collected/Level Total
- 4 Status/Rank

ACTION STAGES

DAYTIME (SONIC THE HEDGEHOG) STAGES

Make your way along the course to reach the Goal Ring at breakneck speed, attacking robots and avoiding traps along the way. Courses contain three-dimensional areas where you have the freedom to run in any direction, and two-dimensional side-scrolling areas that bring classic 2D Sonic gameplay into the modern era.



2D side-scrolling area

Viewing the Game Screen

- 1 Lives Remaining
- 2 Game Time - Complete the level in 10 minutes or less, or lose one life.
- 3 Score
- 4 Speed
- 5 Rings
- 6 Ring Energy Gauge - Increases as Rings are collected, and reduces as Sonic Boost is used.
- 7 Sun/Moon Medals Collected



Rings

If you are holding at least one Ring, you will be protected against enemy attacks and damage from obstacles. Attacks will however cause you to drop some of your Rings which may leave you vulnerable. Gathering Rings also increases the Ring Energy Gauge.

Interactive Devices



Grind Rail

Slide along the path, but watch out for obstructions.



Dash Ring

Pass through these to shoot through the air.



Crane Lift

Be lifted to a higher area.



Springpole

Bounce straight upwards. You will bounce higher if you jump off near the end.



Ramp

Run over at speed to be launched into the air.



Dash Panel

Pass over to be launched at speed in a set direction.



Springboard

Bounce on these to reach higher areas.

PLAYING THE GAME

NIGHTTIME (SONIC THE WEREHOG) STAGES

Find a path to the Goal Ring by fighting any monsters and robots along the way.

Viewing the Game Screen



- 1 **Shield.** This is consumed each time an enemy hits Sonic while his Guard **[L1]** button is up and is replenished over time. As Experience is gained, the maximum Shield level will increase.
 - 2 **Unleash Gauge.** Fill by defeating enemies and absorbing the Dark Gali Force released.
 - 3 **Life Gauge.** Whenever Sonic takes damage, this is depleted slightly. If it depletes completely then Sonic will lose one life. Replenish the gauge by collecting Rings.
- Q See the Daytime Action Stage screen (p. 7) for an explanation of Lives Remaining, Score, Rings and Medals Collected. Note that in Nighttime stages, Sonic does not lose Rings when damaged.

Unleashed Mode

When the Unleash Gauge is full, press the **[L1]** button to enter Unleashed Mode until the gauge runs out. In this state, Sonic will be more powerful and invincible to enemy attacks.

Gimmicks



Door

Some doors can be opened by brute force. Approach and press the **[R1]** button repeatedly to open.



Lever

Used to operate machinery and doors. Approach and press the **[R1]** button repeatedly to pull.



Power Shield

Pick up to minimize received damage for a limited time.



Super Claw

Pick up to double your attack power for a limited time.



Shield Charge

Pick up to refill the Shield Gauge.

ITEMS

The following items are found in both Daytime and Nighttime Action Stages.



Super Ring
Increase your Ring count by 10 Rings.



LUP
Increase your remaining lives by 1.



Media
Various needs content for use in Media Room.



Chaos Orb
Collect from defeated enemies to increase Experience.



Sun Medal
Collect to unlock additional Daytime stages.



Moon Medal
Collect to unlock additional Nighttime stages.



Check Point
Pass through this to record your stage progress. If you lose a life, you will return to this point.

MEDALS AND ADDITIONAL GAIA GATES

Both Daytime and Nighttime Action Stages contain Sun Medals and Moon Medals that can be collected. As you collect these in each area, new Gaia Gates will be revealed allowing you access to additional non-story Action Stages.

The number of each medal type found and the total amount for a given Action Stage can be seen when standing above the Gaia Gate. From the World Map, you can also see the number found for each country.

BOSS STAGES

Some Boss Stages form part of an Action Stage, while others are entered via a special Gaia Gate which requires both a Sun Key and a Moon Key found near the Goal Rings of the Action Stages. Bosses are harder to defeat than regular enemies, and require a methodical approach to finding and exploiting the enemy's weaknesses.



PLAYING THE GAME

Results Screen

At the end of each Action Stage you will be shown the Results Screen. This is where your performance is evaluated according to your score, the number of Rings you have picked up, and the time it took to complete. The Rank indicates whether or not your total score is a good score for the stage, with "S" showing the best performance, and "E" being the worst.



STATUS SCREEN

At the Status Screen, accessed via the Pause Menu and upon a successful clearance of Action Stages, you can check the current parameters of Sonic in both stases, and allot Experience to increase various parameters. As the parameters increase, Sonic's abilities will improve, and new skills can be acquired.

Use the left stick or \uparrow/\downarrow to select a parameter, and hold down the \odot button to allot EXP (Experience). To switch between Hedgehog and Werehog stases, press the \square or \triangle button. Select Quit and press the \odot button to save changes and continue. Parameters are detailed as follows:



SONIC THE HEDGEHOG (DAYTIME)

- SPEED :** Level up to increase maximum speed.
- RING ENERGY** Level up to increase maximum Ring Energy.

SONIC THE WEREHOG (NIGHTTIME)

- COMBAT:** Level up to increase available attack techniques.
- STRENGTH:** Level up to increase the power of attacks.
- LIFE:** Level up to increase the maximum length of the LIFE gauge.
- UNLEASH:** Level up to increase the maximum length of the UNLEASH gauge.
- SHIELD:** Level up to increase Shield points.

PAUSE MENU

During the Action and Town Stages, press START to pause the game and open the Pause Menu. Press START again or select "RESUME" to return to the game.

- RESTART:** Restart the current stage from the beginning (Action Stage only).
- STATUS:** Check Sonic's status and allot Experience (see above).
- INVENTORY:** See a list of items in possession (Town Stage only).
- SKILLS:** See a list of available commands (Nighttime Action Stage only).
- WAIT UNTIL DAY:**
- NIGHT:** Toggle between Daytime and Nighttime modes.

LICENSING

License for Linux 5.1

Copyright © 1994-2008 Linux, P.O. Box 5.

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDERS AND CONTRIBUTORS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

This project and the software developed by
The Apache Software Foundation (<http://www.apache.org>)

Portions of this software were originally based on the following:
- software copyright © 1999, IBM Corporation, <http://www.ibm.com>.

Apache License

Version 2.0, January 2004

<http://www.apache.org/licenses>

TERMS AND CONDITIONS FOR USE, REPRODUCTION, AND DISTRIBUTION

1. Definitions

"License" means the terms and conditions for use, reproduction, and distribution as defined by Section 1.1 hereof. It includes the "Software" and any associated copyright or other intellectual property rights in the "Software".

"Copyright" shall mean the copyright and/or other intellectual property rights in the "Software" and any associated copyright or other intellectual property rights in the "Software". It includes the "Software" and any associated copyright or other intellectual property rights in the "Software".

"Contributor" shall mean the person or entity that creates or contributes to the creation of the "Software".

"Copies" shall mean any form resulting from reproduction or translation of a Software component, including but not limited to software executed on a computer, and any associated documentation, and conversion to other media, such as:

"What" shall mean the work of authorship, as defined in Section 101 hereof, made available under the License, as a result of a Contributor's creation of the "Software".

"Derivative Work" shall mean any work, whether in any medium or form, that is based on, derived from, or copies from the "Software" and any associated copyright or other intellectual property rights in the "Software". It includes the "Software" and any associated copyright or other intellectual property rights in the "Software".

"Contributor" shall mean the person or entity that creates or contributes to the creation of the "Software". It includes the "Software" and any associated copyright or other intellectual property rights in the "Software".

"Copies" shall mean any form resulting from reproduction or translation of a Software component, including but not limited to software executed on a computer, and any associated documentation, and conversion to other media, such as:

"What" shall mean the work of authorship, as defined in Section 101 hereof, made available under the License, as a result of a Contributor's creation of the "Software".

"Derivative Work" shall mean any work, whether in any medium or form, that is based on, derived from, or copies from the "Software" and any associated copyright or other intellectual property rights in the "Software". It includes the "Software" and any associated copyright or other intellectual property rights in the "Software".

LIMITED WARRANTY:

SEGA of America, Inc. warrants to the original consumer purchaser that the game disc or cartridge shall be free from defects in material and workmanship for a period of 90-days from the original date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective game disc or cartridge will be replaced 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 manufacturing workmanship. This limited warranty does not apply to used software or to software acquired through private transactions between individuals or purchased from online auction sites. Please retain the original, or a photocopy, of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact SEGA to obtain support.

Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact SEGA at:

- Website: www.sega.com/support
- Telephone: 1-800-USA-SEGA

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 AND CANADA 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 THAT VARY FROM STATE TO STATE.

To register this product, please go to www.sega.com

SEGA of America, Inc.
250 Rhode Island Street, Suite 400, San Francisco, CA 94103

SEGA is registered in the U.S. Patent and Trademark Office. SEGA, the SEGA logo, SONIC UNLEASHED and Hedgehog Engine are either registered trademarks or trademarks of SEGA Corporation. © SEGA. All rights reserved. The typefaces included herein are solely developed by DynaCommerz. This software uses fonts produced by Fontworks Japan, Inc. Fontworks Japan, Fontworks, and font names are trademarks or registered trademarks of Fontworks Japan, Inc. Ukes Hawk, copyright © 1989-2006 Hewlett-Packard (or its licensors). See www.hawk.com for details.



PLAYSTATION 2™ is a registered trademark and "PS2" is a trademark of Sony Computer Entertainment Inc. The HEDGEHOG is a trademark of the copyright owner Activision Blizzard. SEGA™ is a trademark of Sony Computer Entertainment Inc. © 2006 Sony Computer Entertainment Inc.



Beijing 2008



BRING HOME THE GOLD!



Become a champion on the or at home with the Official Video Game of the Beijing 2008 Olympic Games.

AVAILABLE NOW!

Published by
SEGA

© 2008 Sega Inc.
All rights reserved. Sega and SEGA are trademarks or registered trademarks of Sega Corporation in the United States and other countries.

SEGA GAMES logo and SEGA GAMES are trademarks or registered trademarks of Sega Corporation in the United States and other countries. SEGA GAMES logo and SEGA GAMES are registered trademarks of Sega Corporation in the United States and other countries.



PLAYSTATION 3

www.olympic.org
www.playstation.com

EVERYONE



Visit www.esrb.org
for rating information.

ESRB CONTENT RATING

www.esrb.org