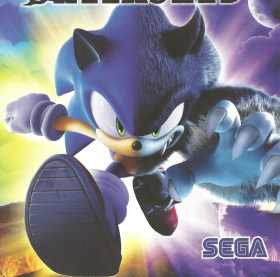




XBOX 360

LIVE

SONIC UNLEASHED™



SEGA



WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD
LANGUAGE



FEAR



SEXUAL
CONTENT



DRUGS



DISCRIMINATION



GAMBLING



pegionline.eu

For further information visit www.pegi.info and pegionline.eu

Thank you for purchasing *Sonic Unleashed*™. Please note that this software is designed for use with the Xbox 360 video game and entertainment system from Microsoft. Be sure to read this software manual thoroughly before you start playing.

SONIC UNLEASHED™

CONTENTS

PROLOGUE	4
BASIC CONTROLS	5
CONNECT TO XBOX LIVE	5
CHARACTERS	6
STARTING THE GAME	11
PLAYING THE GAME	12
CUSTOMER SUPPORT	18
WARRANTY	19

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. The 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 expelled, Sonic underwent a new transformation. His muscular density increased, his claws sharpened, his teeth grew into fangs and his body became covered with a lush heavy fur. Sonic had transformed into a Werehog.

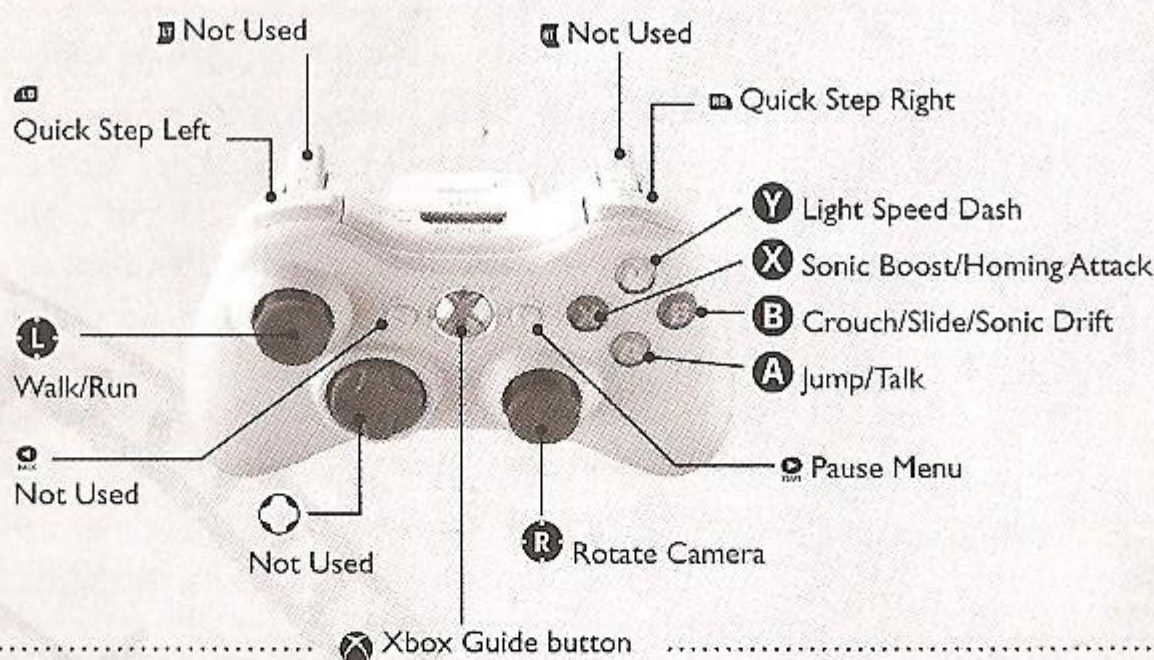
His business with Sonic having now concluded,

Dr. Eggman felt no remorse in ejecting Sonic and the spent Emeralds out of the air lock and into the darkness of space. 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.

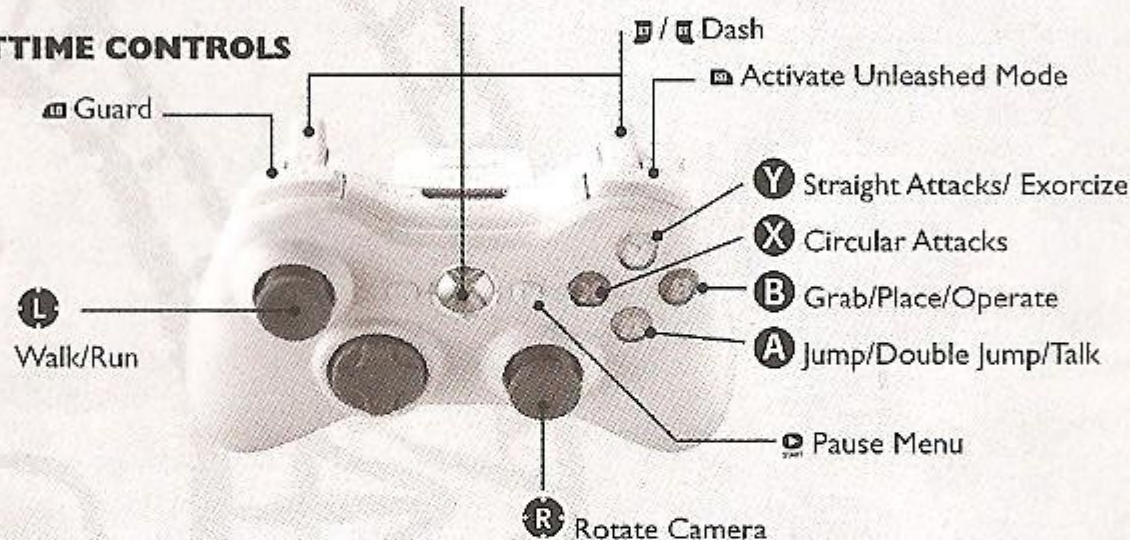
As Sonic comes to terms with his own mysterious transformation, he must also figure out a way to restore the continents of the planet to their rightful positions.

BASIC CONTROLS

DAYTIME CONTROLS



NIGHTTIME CONTROLS



Xbox LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360 and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

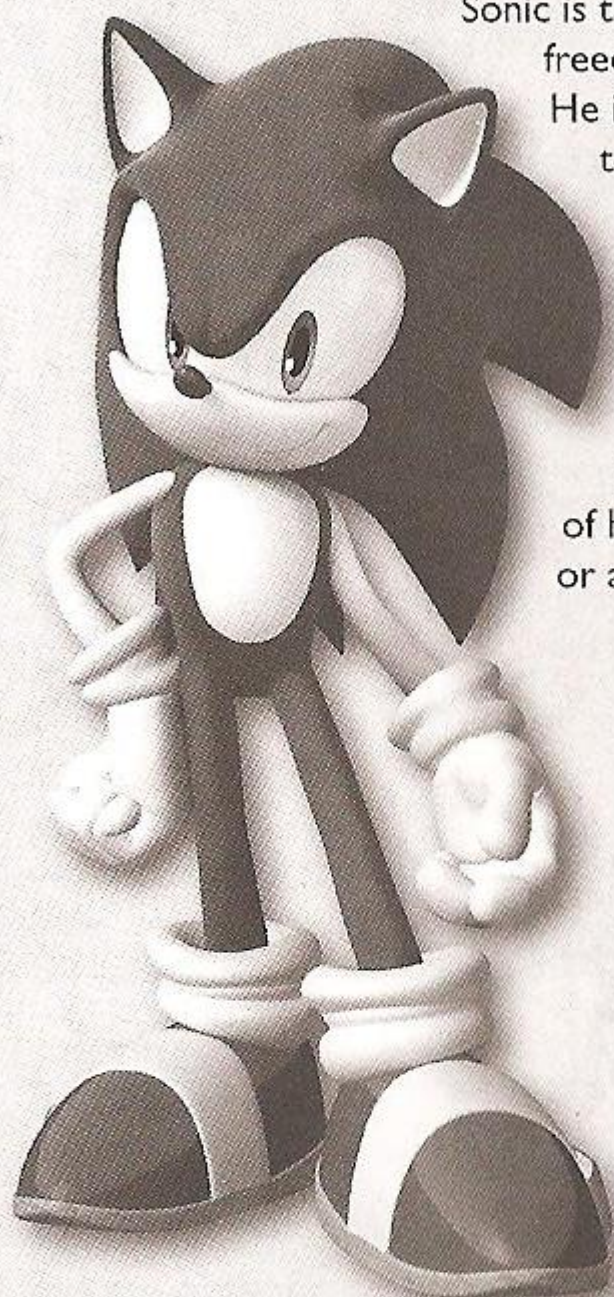
These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. And now, LIVE Family Settings and Windows Vista Parental Controls work better together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

COMMAND	MENU/WORLD MAP
left stick	Make Selection.
(A) button	Enter Selection.
(B) button	Cancel/Return.
(X) button	Advance Time (World Map only).
left / right bumper	Switch Character (Status Screen only).

Please see pages 6 to 9 for additional character and time specific controls.

CHARACTERS

SONIC THE HEDGEHOG








Sonic is the world's fastest supersonic hedgehog, 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 juxtaposition 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.

Walk/Run


Left Stick

In 3D view, push the left stick  to run forwards and  or  to steer. In 2D view, push the left stick  or  to progress through the course. Push the stick a little to walk, or all the way to run. To brake, push the stick in the reverse direction.



Jump


Button

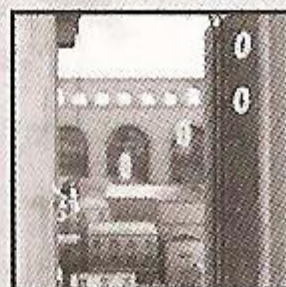
Press the  button to jump and spin in the air to avoid crevices and ground obstacles. The Spin Attack can also damage enemies and break certain objects that will occasionally reveal hidden items or devices.



Wall Jump

Button, while running towards a wall.

In 2D view, jump towards a wall at speed and Sonic will cling to it momentarily. Press the  button again to kick off from the wall. When there are two facing walls in close proximity, Sonic can climb to the top (once unlocked with correct shoes).



CHARACTERS

Sonic Boost

X Button

When there is Energy remaining on the Ring Energy Gauge (p.14), press the **X** 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 attracts nearby Rings.



Homing Attack

X Button, during jump

If a green reticle becomes visible over an enemy or device etc. during a jump, press the **X** button to immediately home in and attack. Using the left stick gives you limited control of the direction of the Homing Attack when there is more than one possible target.



Crouch/Slide

B Button

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



Foot Sweep

B Button repeatedly

Press the **B** button repeatedly to perform a Foot Sweep. This is handy for clearing obstacles in your path.

Stomping

B Button, during jump

Press the **B** button during a jump to slam vertically down causing a destructive shockwave that damages nearby enemies (once unlocked with correct shoes).

Sonic Drift

B Button while running left/right

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

Light Speed Dash

Y Button

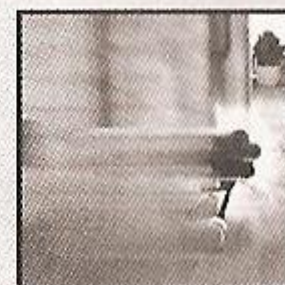
Approach a path of Rings and press the **Y** button to follow the path while collecting the Rings in the process, even through mid-air. Use this technique to reach hard to access areas (once unlocked with correct shoes).



Quick Step

Left bumper/right bumper

While running in 3D, press the left or right bumper to quickly skip to the left or right while continuing to move in the same direction. Use Quick Step to avoid walls or obstacles that suddenly obstruct your path. The same controls are used to switch rails while grinding.



Real Time Interaction

Sometimes you will see one or more button icons appear on devices 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. Incorrect entry will at best cost you an advantage, and at worst one of your lives.

CHARACTERS



SONIC THE WEREHOG

As a side effect of Dr. Eggman's latest foibles, 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 most likely his own fall from space that caused the problem in the first place.

As a Werehog, Sonic is slower than his usual self, but makes up for it in ferocious combat techniques. His arms are able to stretch allowing him to attack enemies from a greater distance, and to reach distant ledges, poles and bars with ease.

Walk

Left Stick

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



Jump

A Button

Press the **A** 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.



Dash

Left/Right trigger

Hold down the left or right trigger while walking to run at greater speed on all fours.



Grab

B Button

Enemies and certain objects can be picked up and manipulated. When the reticle appears, press the **B** button to grab. Pressing the **B** button again puts them down, whereas pressing the **X**, **Y** or **A** button performs a throw or attack. Depending on your skill level, a variety of attacks can be performed on grabbed enemies.



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 **B** button to take hold when the reticle 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 **Y** button to release your grip, or the **A** button to jump by kicking off of it. When swinging from a horizontal bar, press the **A** button at the correct time to swing towards the next bar or a ledge. Certain blocks can also be pushed or pulled. To do this, approach the block and hold down the **B** button, then move the left stick to either push or pull the block.

Attack

X Button/Y Button

Start an attack combo with either the **X** button or the **Y** 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 **Y** 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 **Y** buttons, you can mix in the **X**, **Y**, **A** and **B** buttons as you please. You can also hold down the **X** button or the **Y** button to build up a charged attack (once upgraded).

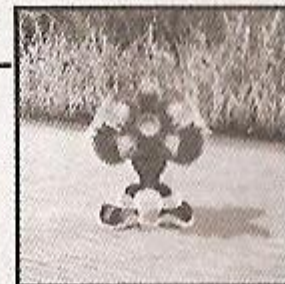


Check the possible command list (in the pause menu) or alternatively just experiment and explore the set of possible combat combos on your own! As Sonic gains experience, he will be able to access a wider variety of attacks.

Guard

Left Bumper

During combat, hold down the left bumper to protect yourself from enemy attacks. It's no longer effective once the Shield Charges runs out. Combine the left bumper with the left stick to guard while on the move. Pressing the **A** button whilst doing this will perform an evasive manoeuvre.



Activate Unleashed Mode

Right Bumper

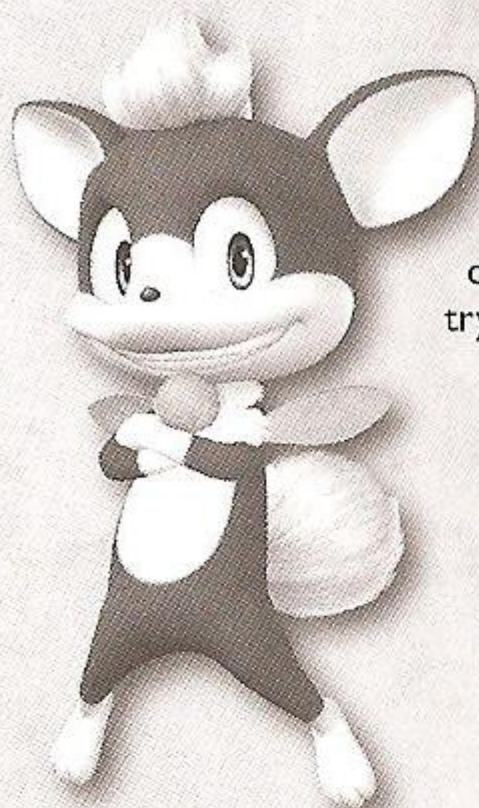
When the Unleash Gauge is full, push the right bumper to enter the Unleashed state. During this time, Sonic is able to deal much greater damage to enemies, and is temporarily invincible.



Power-Up Attacks

As Experience is allotted to different skills (p.17), new power-up attacks will become available. See Status in the Pause Menu for full details.

CHARACTERS



"CHIP"

In a classic scenario of being in the wrong place at the wrong time, Chip lost his memory after Sonic's fall from outer space. As he no longer knows who he is or where he came from, he decides to join Sonic on his world adventure to try to rediscover his identity.

PROFESSOR PICKLE

A well mannered and renowned expert in ancient literature, who will happily share his knowledge over a cucumber sandwich. He will prove to be an invaluable ally and guide to Sonic as he embarks on his latest adventure.



DR. EGGMAN (AKA DR. ROBOTNIK)

An evil scientific genius who boasts an IQ of 300. By skillfully luring Sonic right into a most devious trap, he was able to successfully awaken Dark Gaia. But will he be equally successful in taking over the world?

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. Here you can select from the following:



- CONTINUE:** Continue the game from the last save point (not available the first time you play).
- NEW GAME:** Begin a new game.
- OPTIONS:** Make changes to various game settings (see below).
- STORAGE DEVICE:** Change the storage device for save game data (only available when signed into a gamer profile with saving enabled).

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 Action Stages and Boss Stages.

OPTIONS

Select Options at the Main Menu to make changes to the following settings.

- BRIGHTNESS:** Set the brightness of the screen.
- VOICE:** Set the language of character voices.
- SUBTITLES:** Set display of subtitles **ON/OFF**.
- SOUND:** Set the volume for music and sound effects.
- CAMERA:** Set the **HORIZONTAL** and **VERTICAL** camera controls to **NORMAL** or **REVERSE**.

HDTV SETTINGS

To display the game in high definition display modes, connect your Xbox 360 console to a TV with HDMI or component input using an Xbox 360 Component HD AV Cable or Xbox 360 HDMI AV Cable. If you are using the Xbox 360 Component HD AV Cable, slide the switch on the AV port to "HDTV." The HDTV position should be selected on the Xbox Dashboard if the TV supports HD resolutions such as 720p, 1080i, and 1080p.

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 temples 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 **A** button to display the select menu. Here 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 down the **X** button to advance time.



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

ACTION STAGE SELECT

By highlighting an area and choosing **Action Stage Select**, 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 statistics of the highlighted stage. Press the **A** button to replay the Action Stage.

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 6 to 9. Additionally, you can initiate and have a conversation with an inhabitant by approaching them and pressing the **A** button.

Leave the Town Stage where you entered to return to the World Map, or delve deeper to progress to 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 list of possible answers appears during conversation, select the answer you wish to give and press the **A** button to confirm.

PLAYING THE GAME

SHOPS

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



HOTDOG STAND

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

Here there are 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 town inhabitants 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 straight-forward process. Simply approach the person and press the **Y** button to fire the Flash of Professor Pickle's special camera. This will reveal the monsters who you must then defeat in a special stage.



On successful completion of an exorcism, Sonic will be awarded with Experience. Note that flashes are limited in number, and when they run out, additional flashes will need to be obtained from Professor Pickle.

PROFESSOR'S ROOM/COLLECTION ROOM

In the Spagonia and Shamar 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 (once purchased) in the room to enjoy a variety of collected items.



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.

PLAYING THE GAME

ENTRANCE STAGE

Entrances to Action Stages are marked by Warp Gates. Stand on a Warp Gate to display information about the Action Stage, and press the **A** 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 Nighttime. 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.

Some areas have an additional Warp Gate for accessing the boss stage. See p.16 for a full explanation.

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



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

ACTION STAGES

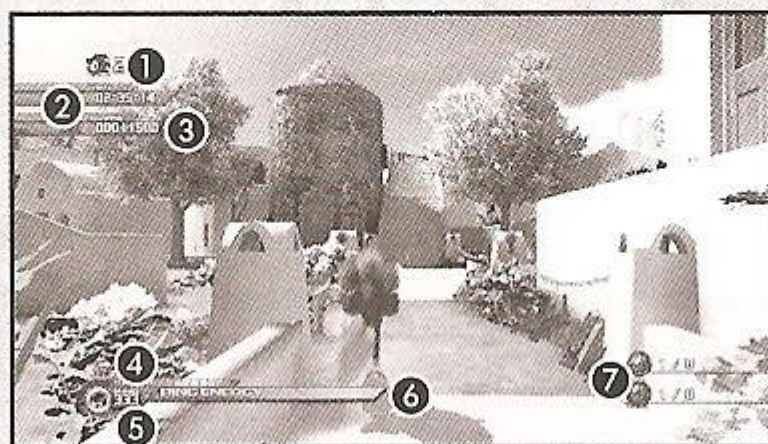
Daytime (Sonic the Hedgehog)

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
- 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

PLAYING THE GAME

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.

Gimmicks



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 nearer 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.



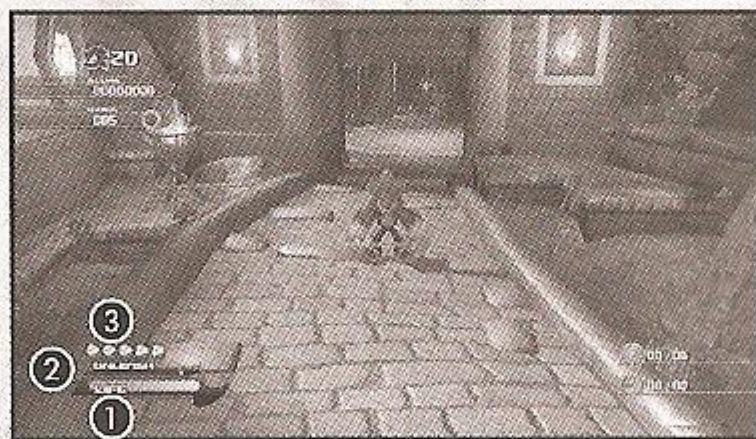
Springboard

Bounce on these to reach higher areas.

Nighttime (Sonic the Werehog)

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

Viewing the Game Screen



- 1 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. (Note that in Nighttime stages, Sonic does not lose a life if damaged while not holding Rings). Lives Remaining, Time, Score and Medals Collected are the same as for Daytime Action Stages.
- 2 Unleash Gauge.** Fill the gauge by defeating enemies and absorbing the Dark Gaia Force released.
- 3 Shield.** This is consumed each time an enemy hits Sonic while his Guard (left bumper) is up and is replenished by Shield Charge items. As Experience is gained, the maximum Shield level will increase.

Unleashed Mode

When the Unleash Gauge is full, press the right bumper to enter Unleashed Mode until the gauge runs out. In this state, Sonic will be noticeably more powerful and invincible to enemy attacks.

PLAYING THE GAME

Interactive Devices and Items



Door

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



Lever

Used to operate machines and doors. Approach and press the **B** 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 Charge.

Items

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



Super Ring

Increase your Ring count by 5, 10 or 20 Rings.



1UP

Increases your remaining lives by 1.



Media

Various media 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

Both Daytime and Nighttime Action Stages contain Sun Medals and Moon Medals that can be collected. As you collect these in each area, new Warp 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 Warp 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 Warp Gate which requires certain Daytime and Nighttime missions to be completed first. Bosses are harder to defeat than regular enemies, and require a methodological approach to finding and exploiting the enemy's weakness.



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, accessible via the Pause Menu and on successful clearance of Action Stages, you are able to check the current parameters of Sonic in both Hedgehog and Werehog states, and to allot Experience to increase the various parameters. As the parameter levels increase, Sonic's abilities will improve. Levelling up also allows Sonic to acquire new skills.



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

- 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.
- SPEED:** Level up to increase the speed of Sonic.
- RING ENERGY:** Level up to increase the length Sonic boost.

Pause Menu

During the Action and Adventure Stages, press **START** at any time to pause the game and open the Pause Menu. Options are as follows:

- RESUME:** Resume the game from where you left off.
- RESTART:** Restart the current stage from the beginning (Day Stage only).
- STATUS:** Check Sonic's status and allot Experience (see above).
- INVENTORY:** See a list of items in possession.
- EXIT STAGE:** Quit the current Action Stage and return to the Town Stage.
- QUIT GAME:** Quit the current game and return to the Title Screen.
- SKILLS:** See a list of available commands (Nighttime Action Stage only).

CUSTOMER SUPPORT

Please check

www.sega-europe.com/support

or call

0870 010 8002* (local rate)

for details of product support in your region.

Register online at **www.sega-europe.com** for exclusive news, competitions, email updates and more.

* Please ensure that you have the bill payers permission before dialling.
UK only. Prices subject to change without notice.

WARRANTY

WARRANTY: SEGA Europe Limited warrants to the original buyer of this Game (subject to the limitation set out below), that this Game will perform under normal use substantially as described in the accompanying manual for a period of ninety (90) days from the date of first purchase. This limited warranty gives you specific rights, and you may also have statutory or other rights under your local jurisdiction which remain unaffected.

WARRANTY LIMITATION: This warranty shall not apply if this Game is used in a business or commercial manner and/or if any defect or fault result from your (or someone acting under your control or authority) fault, negligence, accident, abuse, virus, misuse or modification of the Game after purchase.

WARRANTY CLAIM: If you discover a problem with this Game within the warranty period, you should return the Game together with a copy of the original sales receipt, packaging and accompanying documentation with an explanation of the difficulty you are experiencing either to the retailer from where you bought the game or call the technical support section (details set out in this manual) who will provide you with the relevant details for returns. The retailer or SEGA will either repair or replace the Game at their option. Any replacement Game will be warranted for the remainder of the original warranty period or ninety (90) days from receipt of the replacement Game, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive an amount up to the price you paid for the Game. The foregoing (repair, replacement or the price you paid for the Game) is your exclusive remedy.

LIMITATION: TO THE FULLEST EXTENT ALLOWED BY LAW (BUT SPECIFICALLY NOT LIMITING ANY LIABILITY FOR FRAUD OR DEATH OR PERSONAL INJURY CAUSED BY SEGA'S NEGLIGENCE), NEITHER SEGA, ITS RETAILERS OR SUPPLIERS SHALL BE LIABLE FOR ANY SPECIAL OR INCIDENTAL DAMAGE, DAMAGE TO PROPERTY, LOSS OF PROFITS, LOSS OF DATA OR COMPUTER OR CONSOLE FAILURE, ANTICIPATED SAVINGS, BUSINESS OPPORTUNITY OR GOODWILL WHETHER ARISING DIRECTLY OR INDIRECTLY FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME EVEN IF IT HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH LOSS.

Unless otherwise noted, the example companies, organisations, products, people and events depicted in the game are fictitious and no association with any real company, organisation, product, person or event is intended or should be inferred.

© SEGA. SEGA and the SEGA logo are either registered trademarks or trademarks of SEGA Corporation. All rights are reserved. Without limiting the rights under copyright, unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, renting, broadcast, public performance or transmissions by any means of this Game or accompanying documentation of part thereof is prohibited except as otherwise permitted by SEGA.

REGISTER YOUR GAME TODAY AND RECEIVE EXCLUSIVE ACCESS TO:



- PRIORITY DEMO PREVIEWS AND DOWNLOADS
 - FIRST LOOK FOR VIDEOS
 - MINI-GAMES
 - CONTESTS AND MORE...

IT'S FREE TO JOIN. PLUS, YOU'LL RECEIVE OUR MONTHLY SEGA PASS NEWSLETTER, PACKED WITH EXCLUSIVE GAMING NEWS, INFORMATION AND SPECIAL OFFERS.



REGISTER SONIC UNLEASHED™ NOW AT
WWW.SEGA.CO.UK/REGISTER

SEGA®
www.sega.co.uk

Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies. © SEGA, SEGA, the SEGA logo, Sonic the Hedgehog and Sonic Unleashed are either trademarks or registered trademarks of SEGA Corporation. All Rights Reserved.