Thank you for purchasing *Sonic The Hedgehog*™. 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.

It all started in Soleanna, the beautiful city of water.

On the night of the Sun Festival, the young princess of Soleanna was abducted by none other than the calculating Dr. Eggman who was working under dark and sinister motives to destroy the special kingdom.

Sonic dashes to Soleanna to stop Dr. Eggman's malicious plot and save the princess.

Yet suddenly, a mysterious white hedgehog named Silver appeared before him. Believing Sonic to be the "Iblis Trigger," he interrupts Sonic's daring rescue with his amazing powers.

Who is the Iblis Trigger, and why does he think it is Sonic? And what is the Flame of Disaster that Dr. Eggman is eagerly after?

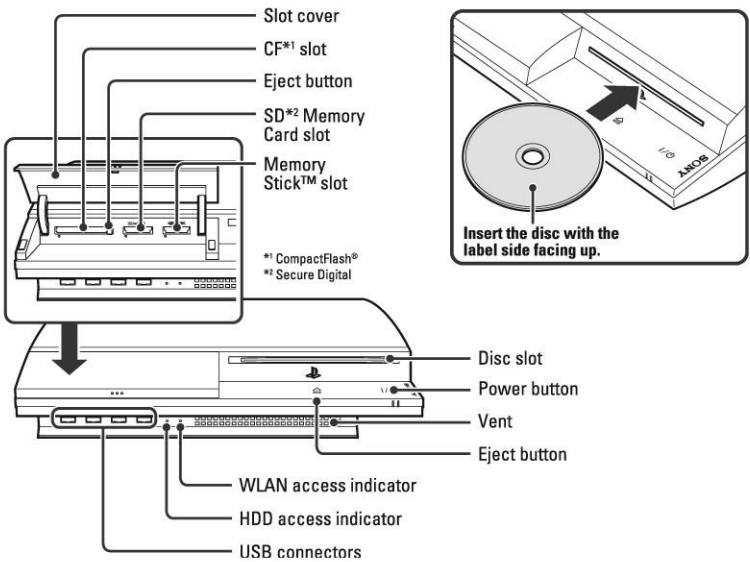As Sonic speeds through the vast kingdom, the mystery unravels.

CONTENTS

GETTING STARTED

PLAYSTATION®3 system front

- Slot cover
- CF*¹ slot
- Eject button
- SD*² Memory Card slot
- Memory Stick™ slot

*¹ CompactFlash®
*² Secure Digital

Insert the disc with the label side facing up.

- Disc slot
- Power button
- Vent
- Eject button
- WLAN access indicator
- HDD access indicator
- USB connectors

Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation 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 Sonic the Hedgehog™ disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PLAYSTATION®3 system's home menu, and then press the ✕ button.

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.

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

Using the SIXAXIS™ wireless controller (for PLAYSTATION®3)

- Port indicators
- L2 button
- L1 button
- Directional buttons
- Left stick/ L3 button*
- SELECT button
- USB connector
- R2 button
- R1 button
- △ button
- ◎ button
- ✕ button
- ▢ button
- Right stick/ R3 button*
- START button
- PS button
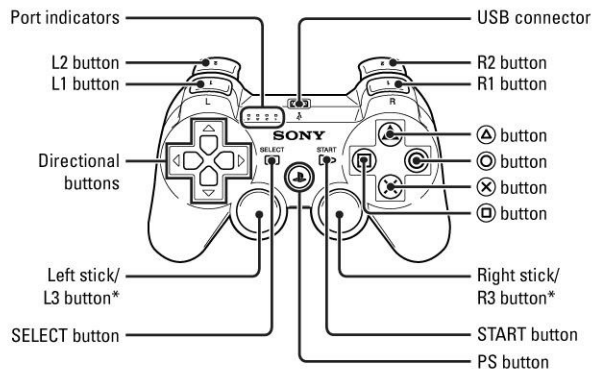
* The L3 and R3 buttons function when the sticks are pressed.

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

Note: Some PlayStation®2 or PlayStation® format software titles may perform differently on this system than they do on PlayStation®2 or PlayStation® systems, or may not perform properly on this system. For more information, visit our Web site at http://www.us.playstation.com or call SCEA Consumer Services at 1-800-345-7669.

BASIC CONTROLS

⫸⫸⫸ MENU CONTROLS ⫷⫷⫷

BUTTONS	MENU CONTROLS
left stick	Select Menu Item
directional buttons	Select Menu Item
✖ button	Enter Selection
◉ button	Back

⫸⫸⫸ GAME CONTROLS ⫷⫷⫷

BUTTONS	GAME CONTROLS
left stick	Walk and run
right stick	Move camera
directional buttons	Select custom actions (Sonic only)
✖ button	Jump
◉ button	*Not Used*
⬤ button	Attacks
△ button	Mount / dismount vehicle (Shadow only)
L1 button	Reset Camera
R1 button	Special Actions
start button	Pause Menu (P.10)

✖ **Jump**: Press the ✖ button to execute a simple jump. Holding down the button will allow your character to reach higher or further.

⬤ **Attacks**: Press the ⬤ button once to perform a basic attack move. See P.13 (Character Controls) for character-specific attacks.

△ **Vehicles**: Shadow can ride the vehicles that are made available within the Stages (P.16).

L1 **Reset Camera**: Shift the camera position so your screen displays the direction your character is facing.

R1 **Special Actions**: Character-specific actions that require a special power source displayed on the Action Gauge (P.8).

STARTING THE GAME

MAIN MENU

Press the start button at the Title Screen to begin. The Main Menu will appear once the saved game file is loaded. Use the left stick / directional buttons ⬆⬇ and select from the following menu options.

■ SINGLE PLAYER (P.7)

Aim to complete the stories of the three main characters – Sonic, Shadow and Silver.
Note: Sonic is the only character available at the start of the game.

Episode Select

Continue the adventure from where you made your last save.

Trial Select

Replay any of the Stages or Missions you've already cleared.

Gold Medal Results

Checklist of the Gold Medals you've collected.

■ MULTIPLAYER (P.21)

Play the Act Stages with a partner, or battle against one another for the victory.

Tag Mode

A co-operative mode played by two players.

Battle Mode

A competition mode for two players.

■ NETWORK

Browse the high score rankings of the Single Player games.

■ EXTRA

Replay any of the cut scenes and the soundtracks introduced during your previously cleared Stages of the Single Player mode.

■ OPTIONS (See below)

Modify the various settings of this game.

OPTIONS

Make changes to the following game settings available from the Options Screen.

■ AUDIO SETTING

Adjust the volume level of the game music and sound effects.

■ SUBTITLE SETTING

Toggle the subtitles of the cut scenes ON / OFF.

SAVING AND LOADING GAMES

Progress of the Single Player mode can be saved manually whenever you successfully clear any of the Action Stages (Act, Boss, and Mission). To save the game while you are exploring the Town Stage, access the Pause Menu and select SAVE. The game can also be saved when any of the Stages in Tag Mode (P.21) are completed.

Access your previously saved game on your storage device immediately after pressing the START button at the Title Screen.

PRINCIPAL CHARACTERS

SONIC THE HEDGEHOG

The world's fastest hedgehog who is free spirited but hates knavish acts. He can be short tempered, but is available for those in need of help. In Soleanna, he will confront Dr. Eggman in order to save Princess Elise.

PRINCESS ELISE

Princess of Soleanna at the tender age of 17. She lost her father when she was younger, but she keeps her father's oath – "never cry, no matter what." She fulfills her duty as the royal princess, but she has yet to see the mysterious powers she possesses.

DR. EGGMAN

A master of robotic engineering with an IQ of 300. Knowing about the princess' secret powers, he attempts to capture her to unlock and use her powers for his self-serving needs.
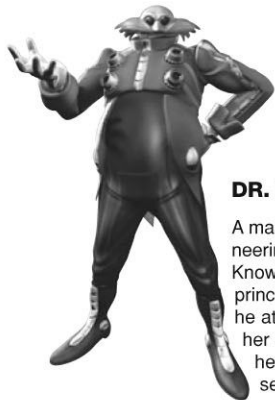
SINGLE PLAYER GAME

EPISODE SELECT

The main story mode of the game.

■ CHARACTER SELECTION

Once you have progressed enough to access the other main characters (Shadow and Silver), you will be able to choose any of the available characters before you proceed with the Episode mode. Note that only Sonic will be available the first time you play.

■ GAME CONCEPT

Episode mode is comprised of two distinct areas. One is called the Town Stage where you are free to explore the city of Soleanna. The other area is the Action Stage where your character must successfully fulfill given objectives to advance their story.

As you explore various areas of the Town Stage, you will uncover events that will lead you to the next Action Stage (Act, Boss, or Mission).

TOWN STAGE
(See P.9 for details)

ACT

BOSS

MISSION

SHOP

Note: Act, Boss and Mission are collectively called the Action Stages.
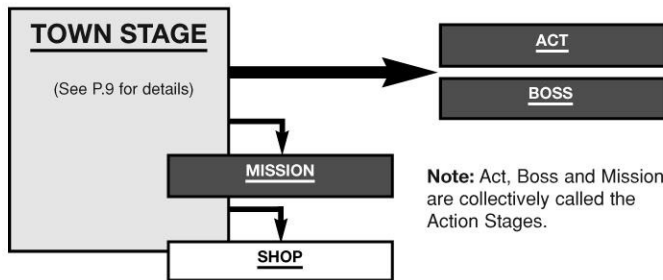
TRIAL SELECT

Choose ACT TRIAL to replay the Act and Boss Stages you've already completed, or select TOWN TRIAL to retry town-based Missions you've already cleared. Note that your game progress (saved game) must be loaded in order to select the previously played Stages and Missions.

ACT

Score

Time

Rings

Lives

Action Gauge

Level Indicator

Note: The Life Gauge of enemies will appear right above their head if they require more than a single attack to eliminate.

TOWN STAGE

Money

Lives

Radar Map

Action Gauge

Level Indicator

■ ACTION GAUGE

The Action Gauge indicates the amount of special power the character holds. This power is required to use Sonic's Custom Actions (P.14), activate Shadow's Chaos Boost (P.15), and use Silver's telekinetic powers (P.17). Using such actions will deplete the Action Gauge, but all three characters can refill their power by collecting Chaos Drives and Light Cores (P.11). Note that Sonic and Silver's gauges are also gradually restored over time.

The Level Indicator is the 3-light display located in the right portion of the Action Gauge. The number lit is the level of the currently selected Custom Action (Sonic), or Shadow's Chaos Boost.

If you are playing as Sonic, there is another gauge below the Action Gauge which will display the maturity of the Custom Action's Level.

There are two main objectives during the Town Stage. One is to locate the entrances to the Action Stages, and the other is to increase your character's ability by purchasing enhancement items which will allow you to use the Power-Up moves (check P.13, 15, and 17 for their moves).

■ INFORMATION

Walk toward anyone with an icon above their head and press the ⊙ button to hear what the folk in Soleanna have to say. Information from them will usually give you a better idea as to what you should do and where to go in the Town Stage.

■ EVENT

At various times during the game such as finding an Action Stage entrance, completing an Action Stage, or meeting a special character, a cinematic presentation of the story event will automatically play.

■ MISSION

You will encounter various Missions while you are in the Town Stage. These may be in the form of a trial, a task, or a battle. Complete each Mission as it's presented to advance your story.

■ SHOP

Go to the shop to purchase various items that will enhance your main character's skills. Shop items are purchased with money you've earned mainly by clearing the Action Stages. Items sold will change according to your game progress, so browse the nearest Shop when you have a chance.

Note: Some character moves must be purchased in order to advance your story.

BOSS STAGE

After clearing certain Action Stages, your character must battle the Boss to advance through the story. Bosses are stronger than regular enemies and will require more skill to overcome.

Most Bosses will need to be attacked in a specific way, so find the most efficient attack by locating their weaknesses. The Boss is finally defeated when their Life Gauge (displayed in the top right) is empty.

PAUSE MENU

Press the start button to pause the game and display the Pause Menu and information about your next task. During the pause, select CONTINUE to resume gameplay, or QUIT to exit the game.

The START OVER option is also available during the Action Stages, allowing you to start the current Stage/Mission over from the beginning, with the cost of one life. From the Town Stage, there is an option to save the game progress to your designated storage device.
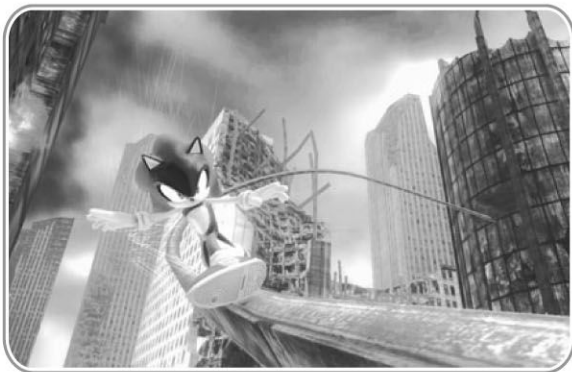
ITEMS / OBJECTS

The following items and objects found throughout the environments can help your character in the Action Stages.

Hint Ring
Touch to receive helpful information to assist your gameplay.

Item Box
Touch to receive one of a variety of Power-Up Items (see P.12).

Ring
Holding onto at least one Ring will protect the character from most attacks. Collect 100 Rings to earn an extra life.

Point Marker
Touch it to save your progress in the Stage, in case you need to use an extra life to finish the Act.

Spring
Allows you to bounce high up to access hard-to-reach areas.

Dash Panel
Touch one of these to instantly increase your speed.

Silver Medal
Collectable medals that are scattered all around Soleanna.

Gold Medal
Earned by completing each Mission / Stage and meeting a specific condition.

Chaos Drive & Light Core
Power sources that are released and absorbed by your character once the enemy is destroyed. These will replenish your character's Action Gauge.

Switch
Touch this to operate doors, disable defenses, and a variety of other uses.

Goal Ring
Marks the end of the Action Stages.

POWER-UP ITEMS

The following items are the Power-Ups you can receive by breaking open the Items Boxes within the Stages.

Rings
Ring (Money) count increases by 5, 10 or 20.

Shield
Protects your character from an attack.

Gauge Up
Replenishes the Action Gauge.

Invincible
Become invincible for a limited time.

High Speed
Increases running speed to the maximum.

1-Up
Earn an extra life.

SCORES AND RANKS

The Score of this game is increased by grabbing items such as Rings and destroying enemies. Points are also given when you successfully perform a series of great moves or quickly eliminate a group of enemies. On completion of an Action Stage, bonus points (based on Rings and Time) will be added to your Total Score.

The Total Score you've earned in the Stage will determine the Rank (S, A, B, C, or D) you receive in the Result screen. The higher the Rank, the more money you are awarded.

GAME OVER

You will lose a life if your character takes damage while not carrying any Rings during the Action Stage. If your character falls off a cliff, or drowns in the water areas, you will also lose a life. If you lose a life with no remaining lives, you will return to the Title Screen.

CHARACTER CONTROLS

Sonic The Hedgehog features three playable characters, each with their own unique moves and techniques, as detailed below. Six additional supporting characters (P.18) can also be controlled as they interact with the three main characters.

SONIC THE HEDGEHOG

Homing Attack ⊗ **button during jump**

Automatically zoom in and strike nearby enemies. If no enemies are within range, use this move to make Sonic perform a "Jump Dash."

Attack ◉ **button**

Throw a powerful spinning kick at enemies straight ahead.

Spin Dash **Hold ◉ button at standstill > Release**

Hold the ◉ button to start Sonic spinning on the spot. Release the button and he will dash off in a burst of speed.

Light Dash ◉ **button near a path of Rings** **POWER-UP**

Send Sonic soaring through a pathway of Rings suspended in mid-air.

Bound Jump ◉ **button during jump** **POWER-UP**

While jumping over an enemy or breakable ground area, press the ◉ button to attack vertically downward before bouncing even higher. Press the ◉ button again to repeat this move.

Sliding Attack **Hold ◉ button > Release** **POWER-UP**

Slide along a destructive path straight through multiple enemies ahead.

Custom Action **R1 button** **POWER-UP**

Hold down the **R1** button to use the currently selected Custom Action for an extended period of time. You are allowed to continually use the action as long as there is enough energy left in the Action Gauge.

Note: Actions listed as a POWER-UP (check to the right of each action command) are available once the enhancement products are purchased from the Shop (P.9).

CUSTOM ACTIONS

Purchasing Gems from the Shop will allow Sonic to perform various specialized actions by pressing the **R1** button to leverage your gameplay. Custom Actions you've already gained can be freely selected during the action Stage by using the directional buttons. Note that Custom Actions require power on your Action Gauge, and cannot be used when the gauge is empty.

All Custom Ations can be upgraded (up to Level 3) by collecting Chaos Drives (P.11) – leveling up the action will result in more power and/or better mileage from the Action Gauge. Also, leveling up a Custom Action occurs one at a time since only the selected action can absorb the power of the Chaos Drives.

SUPER-SPEED STAGES

There's no stopping Sonic during the Super-Speed Stages. Guide him left and right through the fast-paced course, jumping over obstacles in his way to reach the goal in as short a time as possible, and in one piece. Note that attack moves are not used during these Stages.

PRINCESS STAGES

In certain Stages, Sonic must escort the princess to a new destination. During this time, the princess's hidden powers combine with Sonic's allowing them to project an aura that can knock out enemies and provide firm footing on unstable terrain. Hold the **R1** button to activate the aura until the Action Gauge runs out. Note that certain skills will not be available to Sonic during these Stages.

SHADOW THE HEDGEHOG

The ultimate life form, created by Professor Gerald

On a mission from the Federal Government to rescue Rouge, Shadow encounters a mysterious enemy, Mephiles. During the course of battle, Shadow is hurled into the future.

Homing Attack | ✕ **button during jump**

Chaos Attack | ✕ **button after hitting a Homing Attack (up to x5)**

Spin Kick/Tornado | ⊡ **button**

Throws a powerful spinning kick straight ahead. Press three times to create a tornado that sucks in surrounding enemies causing them damage.

Chaos Spear | ⊡ **button during Jump**

Fire off electric bolts that shock and suspend the enemies.

Light Dash | ⊡ **button near a path of Rings** | **POWER-UP**

CHAOS BOOST

When Shadow is in possession of a Memory Shard and the Action Gauge is completely filled, Chaos Boost can be triggered by pressing the **R1** button. During this time, Shadow gains greater destructive power and is invincible to attack. Power-Up moves corresponding to the Memory Shards may be used during this time (see below actions). Chaos Boost ends when the Action Gauge reaches zero.

Chaos Snap | Hold ✕ **button (Boost Lv.1)** | **POWER-UP**

Instantly warps in front of the enemies (up to five) for a chain of attacks.

Chaos Lance | ⊡ **button during jump (Boost Lv.2)** | **POWER-UP**

Fire red Chaos Spears to destroy enemies.

Chaos Blast | **R1** **button (Boost Lv.3)** | **POWER-UP**

Wipe out everything within a 10-yard range. *Can be used multiple times.

VEHICLES

Shadow can freely commandeer any vehicles he finds around the gamefield by pressing the ⊙ button. Sometimes this will be necessary to get to an area that otherwise cannot be reached. When operating a vehicle, the Vehicle Gauge displayed above the Action Gauge will show the vehicle's durability (damage), and remaining ammunition.

BUGGY

A sturdy ground vehicle for city use as well as rougher terrain.

⊗ button	Accelerate (press twice for turbo)
⊕ button	Brake/Reverse
left stick	Steer
R1 button	Homing Missile

BIKE

Faster than the buggy, but more easily damaged.

⊗ button	Accelerate (press twice for turbo)
⊕ button	Brake/Reverse
left stick	←→ Steer
R1 button	Machine Gun

GLIDER

A light and agile aircraft.

⊗ button	Accelerate (press twice for turbo)
left stick	Steer, adjust pitch
R1 button	Homing Missile

HOVER CRAFT

Suitable for both aquatic and desert terrain.

⊗ button	Accelerate
⊗ button x2	Hover Jump
⊕ button	Brake/Reverse
left stick	Steer
R1 button	Machine Gun

SILVER THE HEDGEHOG

A hedgehog with telekinetic powers

The mysterious hedgehog Silver travels back in time to the present day to save the future from the destructive evil of the Iblis Trigger.

Levitate	⊗ button > Hold ⊗ button

Levitate and move freely in any direction until the gauge runs out. Note that objects cannot be manipulated (R1 button) while Silver is levitating.

Psychokinesis	R1 button

Raise surrounding objects off the ground. In some circumstances enemy projectiles can also be manipulated. Press the R1 button again to drop. Stand on an object and raise it to reach higher areas.

Psychokinesis can also create a path by moving surrounding objects to access a new area by holding down the R1 button while standing on a marked hotspot.

Psycho Smash	⊕ button

Push away nearby objects. The longer you hold down the ⊕ button, the further the object will travel. If used while manipulating objects, they will be hurled one-by-one. If enemies are within range, objects will home-in automatically.

Hold Smash	Hold ⊕ button > Release	POWER-UP

Hurl all levitating objects in the same direction at once.

Psychokinesis All	R1 button > R1 button	POWER-UP

Use Silver's psychokinetic power to manipulate everything.

Teleport Dash	⊗ button > ⊗ button	POWER-UP

Move quickly and avoid taking damage using Silver's teleportation ability.

Psycho Shock	Hold ⊕ Button during Jump > Release	POWER-UP

Paralyze the enemy and manipulate them like other inanimate objects.

SUPPORTING CASTS

At various points in the story, supporting characters will appear. Once their role has been established in the Action Stage, the control will be switched from the main character to the supporting character. The following are the character specific moves of the six supporting characters:

MILES "TAILS" PROWER
A friendly kid fox with two tails.

Fly — ✕ button during Jump
Press the ✕ button to fly and release it to float gently downward. Use the left stick to move in any direction. Fly until the gauge runs out.

Dummy Ring Bomb — ⊙ button
Attack enemies in front by releasing a batch of exploding Rings.

Dummy Ring Snipe — Hold ⊙ button
Switch to first-person view and use the right stick to aim a shot. Release the ⊙ button to fire.

Dummy Ring Blitz — ⊙ button while Flying
Drop Dummy Rings diagonally in front of you for an air attack.

KNUCKLES THE ECHIDNA
A powerful and wild echidna, close friend and rival of Sonic.

Glide — ✕ button during Jump
Gently glide forward and downward, and punch any enemies in your way.

Climb — Glide towards surface > left stick
Knuckles clings to vertical surfaces he glides into, allowing him to climb.

Punch — ⊙ button
Punch enemies straight ahead. Press three times for a combo punch move.

Screwdriver — Hold ⊙ button > Release
A screwdriver punch. Blast through the toughest of the enemies.

Ground Shaker — ⊙ button during Jump
Dive straight downward fists first, causing a disruptive ripple that damages enemies and surroundings.

ROUGE THE BAT
Professional treasure hunter and part-time government spy.

Glide — ✕ button during Jump
Gently glide forward and downward.

Climb — Fly towards surface > left stick
Rouge clings to vertical surfaces she glides into, allowing her to climb.

Bomb — ⊙ button
Place (⊙ button from standstill), launch (press ⊙ button during jump) or scatter (hold ⊙ button during jump) a variety of bombs and other explosives.

Bomb Snipe — Hold ⊙ button
Switch to first-person view and use the right stick to aim a shot. Release the ⊙ button to fire.

E-123 OMEGA
The last and most powerful of Dr. Eggman's E-Series robots.

Hover — ✕ button during Jump
Hover a short distance above the ground until the gauge runs out. Use the left stick to move freely.

Omega Shot — ⊙ button
Fire a spray of pellets at enemies ahead of you.

Omega Launcher — ⊙ button during Jump
Launch destructive fireballs from mid-air directly at surrounding enemies.

Lock-On Shot — Hold ⊙ button > Release
Use the left stick to lock-on to a number of surrounding enemies, then release to attack with a Homing Laser.

AMY ROSE

An energetic girl that adores Sonic and plans to marry him someday.

Double Jump ⊗ button during Jump

Launch a second jump from mid-air to reach higher areas.

Hammer Attack ◉ button from standstill

Attack enemies directly ahead with the Piko-Piko Hammer.

Invisibility Hold ◉ button

Become invisible to enemies for a short period of time. Note that she can still sustain injury during this time.

BLAZE THE CAT

Calm and level-headed feline that's quick on her claws.

Accelerator Tornado ⊗ button during Jump

A lateral mid-air spin to reach higher areas and attack enemies as you land.

Fire Claw ◉ button

Homing Attack on enemies ahead.

Spinning Claw Hold ◉ button > Release

Spin along the ground in a ring of fire, destroying enemies in your path.

MULTIPLAYER GAME

TAG MODE

A two-player game where each player chooses one of the main characters, and the two must work together to collect the Chaos Emeralds. The Action Stages are designed in a way that the two characters must assist one another to complete the Missions. A second controller is required to play this mode.

■ STARTING THE GAME

Select TAG STORY to begin a new game or to continue a game you've previously saved. Alternatively, select TAG TRIAL to retry Stages that have already been cleared in the Tag Story mode.

■ RINGS AND LIVES

Although each player collects their own Rings, the number of lives are shared by the two players. When one of the players loses a life, that player will restart from the nearest Point Marker that the team already passed. If a player loses a life and there are no remaining lives, the game is over for both players.

■ TEAMWORK

Critical areas where strategy and teamwork will be needed are waiting for you and your partner. In most cases, destroying nearby enemies or hitting the switch in the area will open the way to advance the Stage.

⫸⫸ GAME DISPLAY ⫷⫷

Player 1 ———   ——— Player 2

BATTLE MODE

A split-screen competition game for two players. Use any techniques at your disposal to beat your opponent to the Goal. A second controller is required to play this mode.

■ CHARACTER SELECT

Choose any of the main characters of the Single Player mode.

■ RINGS

Attack your opponent to damage them, and pick up the Rings they drop. Players are repositioned to restart from the last Point Marker they touched if they are damaged with no Rings.

CREDITS

CAST

Character Voices
Lacey Chabert as Princess Elise

Lisa Ortiz
Bella Hudson
Mike Pollock
David Wills
Dan Green
Maddie Blaustein
Kathleen Delaney
Jason Griffith
Pete Capella
Amy Palant

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Developed by
SONIC TEAM™

See the in-game credit roll for the complete staff of this game.

LICENSING INFORMATION:

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