

SONIC

UNLEASHED™



SEGA®

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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

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®2 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 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®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

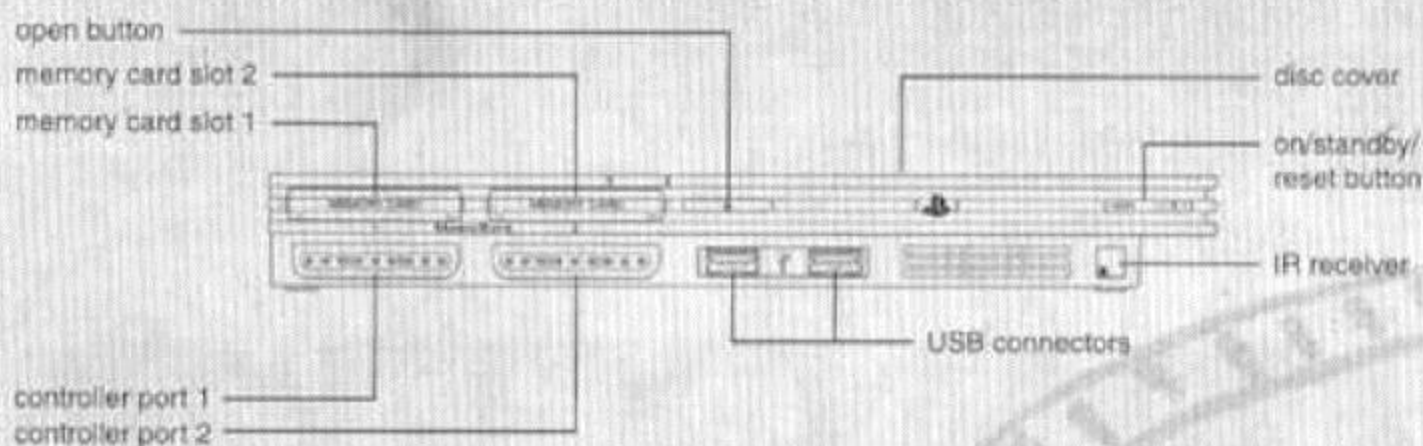
Thank you for purchasing *Sonic Unleashed*[™]. Please note that this game is designed only for use with the PlayStation®2 computer entertainment system. Be sure to read this instruction manual thoroughly before you start playing.

SONIC **UNLEASHED**[™]

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GETTING STARTED





Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Sonic Unleashed*™ disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

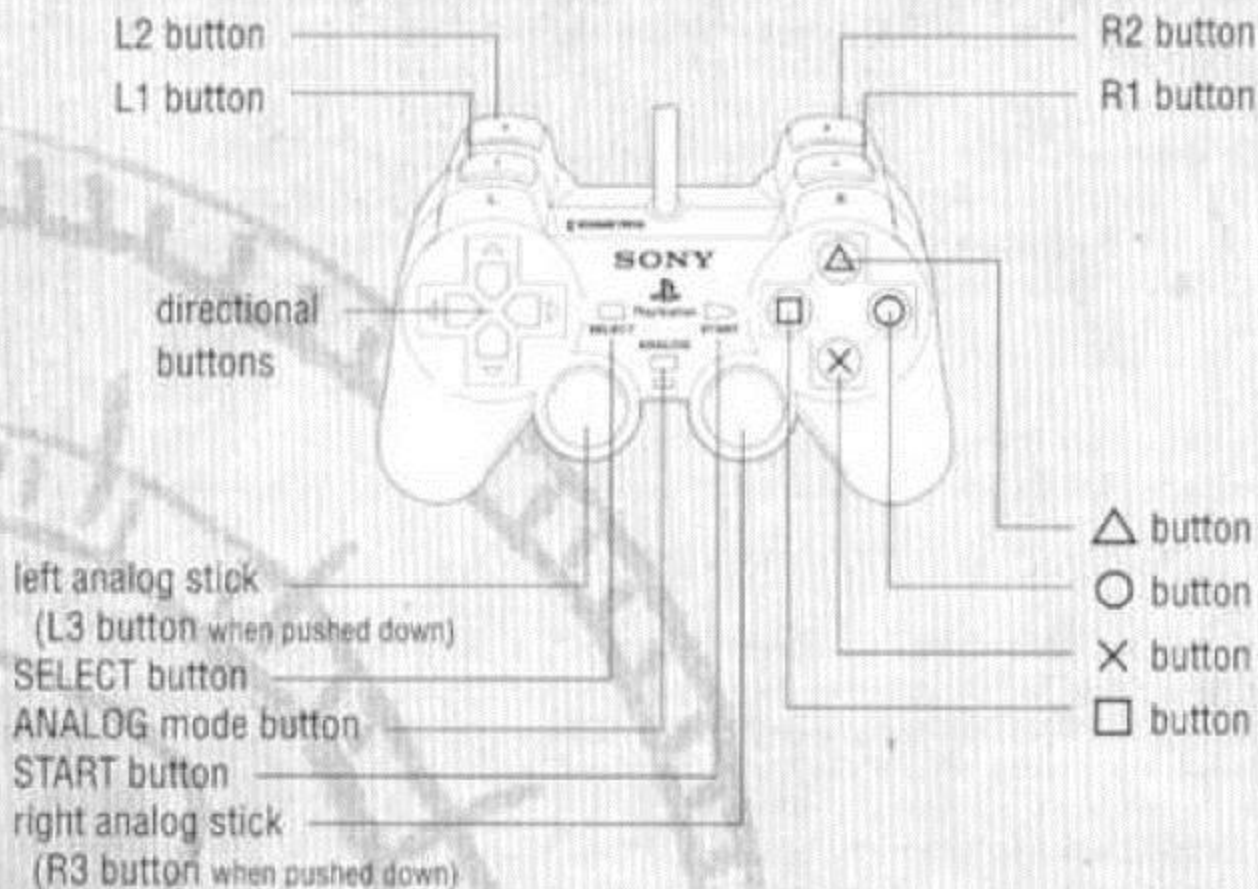
The game requires 67 kilobytes of free memory space for the System Data, and 88 kilobytes each for the Game Data (up to six can be created).

Progressive Scan Mode

To play this game in progressive scan mode, press and hold the  and  buttons during the startup of the game, then follow the on-screen instruction.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

directional buttons Make Selection

⊗ button Accept

⊙ button Cancel

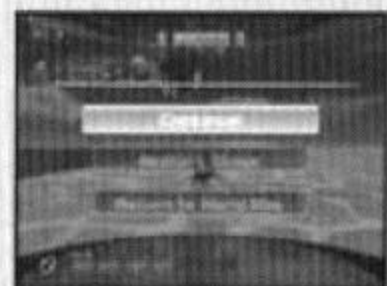
PAUSE MENU

Press the **START button** during the Action Stages or inside the Sacred Shrine to pause the game and bring up the Pause Menu. Select a command to execute from the menu. Press the **START button** again or **⊙ button** (cancel) to close the Pause Menu (same as selecting Continue):

Continue Close the Pause Menu and resume play.

Restart Stage Restart from the beginning of the Main/ Sub-Mission.

Return to World Map Quit the stage and return to the WORLD MAP Screen. Not available until World Map Screen becomes available.



For controls in the Action Stages, please refer to HOW TO PLAY section of the manual, starting from p.7.

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.

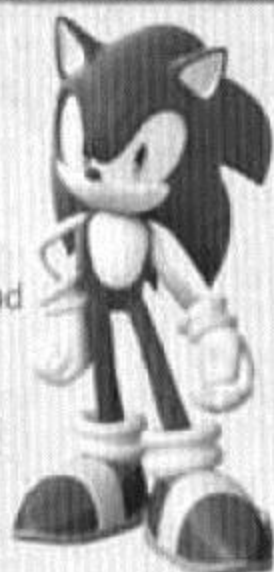
As Sonic comes to terms with his own mysterious transformation, he must also figure out a way to restore the continents of the planet to their rightful positions.

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.



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 his own fall from space that caused the problem in the first place.

As a Werehog, he 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.

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.

In this game, Chip will also serve as a guide, giving you various hints along the way.



DR. EGGMAN (A.K.A. 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

During the introductory demo movie, press the **START** button to display the Main Menu. Select one of the following options.

START GAME Start the game.

OPTIONS Change the game settings. See below for details.



SELECT FILE

After selecting **GAME START**, select a game file: either an existing one or one of the **NO DATA** slots (see below). If you selected one of the existing files, select one of the following:

START GAME Start the game with this file.

DELETE Delete the selected file and return to **SELECT FILE**.

COPY Make a duplicate copy of the file. Select the target slot to copy to.

BACK Cancel Selection and return to **SELECT FILE**.



GAME DATA

You must first create a game data to save your game progress. After you select an empty slot, you will be confirmed to create your game data. When confirmed, select **OK** to create. You will be returned to the **SELECT FILE** Screen, so select the newly-created data to begin the game with it.



OPTIONS

Language Settings Select the language you prefer in the game from English, French, German, Spanish, Italian, and Japanese.

Audio Settings Select the audio output from Monaural, Stereo, and Dolby Pro Logic® II.

Vibration Settings Toggles the vibration setting of the controller ON/OFF.

HOW TO PLAY

STAGES

The Stages of *Sonic Unleashed* are divided into two types: Day Stages played with Sonic the Hedgehog, and Night Stages played with Sonic the Werehog. The play styles between the two are completely different.

Each Stage has a mission to achieve, and they are divided into two types: Main Missions and Sub-Missions. Main Missions are cleared by simply reaching the Goal Ring with the given amount of Lives, while in Sub-Missions you must fulfill a given task (many are tutorials for the controls) within a limited time. You must finish a series of Missions in order to clear the Day/Night Stage of the area. If you fail, you must try the same Mission again.

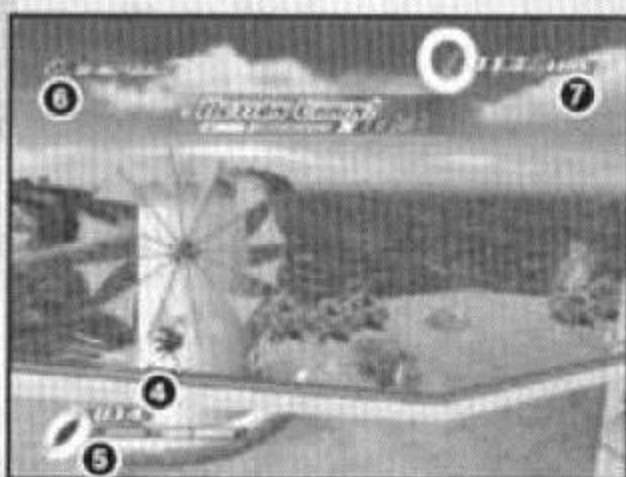
DAY STAGES — SONIC THE HEDGEHOG

Day Stages are fast-paced Stages with a combination of 3D View sections and classic Side-View sections. Many stages have more than one route to the Goal Ring.

- ❶ Lives Remaining (Main Missions only)
- ❷ Target Time (Main Missions only)
- ❸ Elapsed Time (Main Missions only)
- ❹ Rings in Possession
- ❺ Boost Gauge



- ❻ Time Remaining (Sub-Missions only)
- ❼ Rings Collected/Needed (Sub-Missions only)



Note: The screen layout depends on whether you are playing a Main Mission or Sub-Mission. The screen layout of Sub-Missions may also vary.

LIVES AND RINGS

Lives are the number of tries you have to reach the Goal Ring (clear the Mission). You will lose a life if you fall off a bottomless area, drown, or take damage with no Rings in possession. Rings protect Sonic from enemy attacks and harmful objects, and even only one Ring in possession will prevent you from losing a life. You will lose a portion of the Rings you have when you take damage.

Rings: one each (left) or amount shown inside (right).



MOVE/BRAKE

Use the **left analog stick** to make Sonic move in the direction entered. Continue to push in the same direction, and Sonic will gradually increase his running speed up to the maximum. Note that by collecting Rings, Sonic's maximum speed increases. Move the left analog stick in the opposite direction to brake.



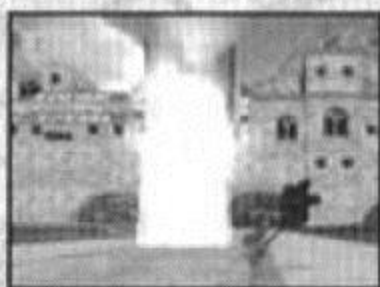
RUNNING ON WALLS/WATER

Sonic can run along a wall using momentum. Likewise, Sonic can slide on water. While you can adjust your course when sliding on water, you can only use Quick Step (see below) to change your path when running along a wall. Sonic will fall if he loses momentum, so be careful.



QUICK STEP

While running, press the **L1/R1 button** to make Sonic sidestep to his left or right (or up/down while running along the wall) without losing forward momentum. This action is not available during the Side-View Mode.



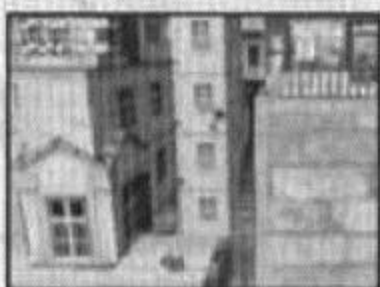
QUICK JUMP/SPIN ATTACK

Tap the **X button** for a short, quick jump. Press the **X button** longer for Spin Attack, allowing Sonic to jump higher. Landing on top of an enemy or a breakable object while in Spin Attack will damage it.



WALL JUMP

Use the left analog stick to move towards a wall and press the **X button**, allowing Sonic to climb up narrow, vertical openings. This manoeuvre is possible only in the Side-View sections of the Stag.



CROUCH/SLIDE

While standing still, press the **S button** to crouch. While holding the **S button** you can make Sonic crawl. While he is moving forward, press the **S button** to slide. These moves are useful in areas with very low ceilings.



SONIC DRIFT

While running, push the **left analog stick** \leftarrow/\rightarrow and then press the **□ button**, and Sonic will turn tight corners without losing much of his momentum. Performing this long enough will fill the Boost Gauge (see below) a little.



HOMING ATTACK

While airborne via jumping or bouncing up against a bumper, a cursor will appear if either an enemy or a gimmick that is a possible target for homing is within the area. Press the **⊗ button**, and Sonic will perform a Homing Attack towards the cursor.



ACTION CHAINS

If you connect enemies and certain gimmicks in succession via normal or Homing Attacks, it will trigger Action Chains. Action Chains fill the Boost Gauge (see below) quickly.

LIGHTSPEED DASH

If a Ring is within range for the Lightspeed Dash, press the **⊙ button** to make Sonic dash towards it. By dashing along a series of Rings, Sonic can reach places where he normally can't.



SONIC BOOST

If you have at least one full unit on the Boost Gauge (see below), press the **⊙ button** anywhere to dash forward at supersonic speed for a limited time.




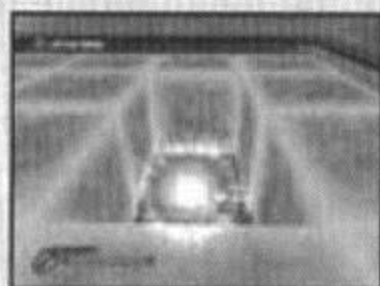
BOOST GAUGE

You start the Stage with three empty units on the Boost Gauge, and you can fill the gauge in the following ways: collecting Rings, performing Action Chains (the more chains, the more units on the gauge), or performing Sonic Drift for a given length of time (Drift Bonus). If you collect a certain amount of Rings, the maximum number of units increases by one (up to six units), with the gauge filled to the maximum. If you take damage, the maximum number of units decreases by one (down to three units). Using Sonic Boost will consume one unit from the gauge.



STOMPING

While jumping, press the  button to stomp on an object. Stomping on a fragile floor will allow Sonic to break through it.



REAL-TIME INTERACTION

In some situations, you will be prompted to press specific buttons. Quickly press the correct button(s) displayed on the screen to advance. If you make a mistake, depending on the situation, the result could be anything from losing an advantage to costing you one Life.



RESULTS SCREEN

If you reach the Goal Ring to clear a Main, the Results Screen will be displayed. Your performance will be evaluated, and you will be given a Rank and earn Moon Medals: three Medals for Rank S, two for Rank A, and one for Rank B. For clearing a Sub-Mission, you will earn one Moon Medal.



Note: You can retry Missions from the World Map (p.18). Note that, with Main Missions, even if you retry and receive a higher Rank, you will only receive the number of Medals you did not get before.

SOME OTHER GIMMICKS AND ITEMS



Grind Rail

Hop onto it, and Sonic will slide along the rail.



Ramp

Run over it to be launched into the air.



Dash Panel

Run over it, and Sonic will be launched running in a set direction, at a speed faster than his top speed.



Speed Ring

Pass through one of these and Sonic will be launched into the air.



Springs

Touch one and Sonic will bounce in a set direction. These are possible targets for the Homing Attack.



Crane Lift

Grab it to be lifted up. These are possible targets for the Homing Attack.



Item Capsules

These contain items that can be viewed on the Extras Screen of the World Map (p.19). Most of these items are in hard-to-find places.

NIGHT STAGES — SONIC THE WEREHOG

In Night Stages, Sonic uses his new abilities to both fight against enemies and explore.

- ❶ Lives Remaining
- ❷ Elapsed Time
- ❸ Life Gauge
- ❹ Unleashed Gauge
- ❺ Combo Count
- ❻ Short-Range Map



LIVES AND RINGS

The way you lose a Life is completely different in Night Stages. Sonic has a Vitality Gauge, and when Sonic takes damage from enemy attacks or by making contact with harmful objects, a portion of the gauge will be lost. When the Vitality Gauge is completely depleted, Sonic will lose a Life. Sonic can regain lost vitality by collecting Rings or green orbs (p.13). Be careful of bottomless ledges and deep waters. Falling into one (and drowning) will cause Sonic to lose one Life in an instant.



MOVE/DASH

Use the **left analog stick** to move Sonic in the direction entered. Continue to push in the same direction, and Sonic gradually increases his running speed up to the maximum. Push in the same direction twice to dash.



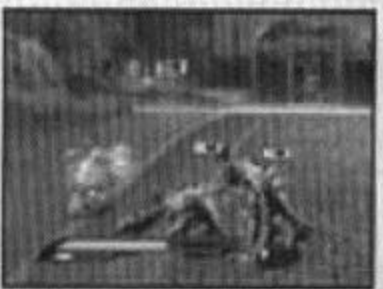
JUMP

Press the **X button** to jump. Press the **X button** again while in midair to "double-jump."



GUARDING

Press and hold the **L1 button** to guard against enemy attacks. You can make Sonic dodge while guarding to take evasive action.



BATTLE AGAINST ENEMIES

When you encounter a group of enemies, it's time to battle! With some exceptions, the area will be enclosed with a force field, and you cannot leave the area until all enemies have been defeated. The vitality gauge of each enemy will be displayed nearby. By defeating each enemy you will earn forces (p.13); one, two or three types depending on the enemy type.

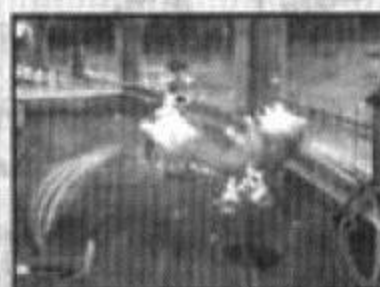
ATTACKING

Press the **○ button** for the right-handed attack, the **□ button** for the left-handed attack, or the **× button** for the two-handed strong attack. You can even attack while jumping.



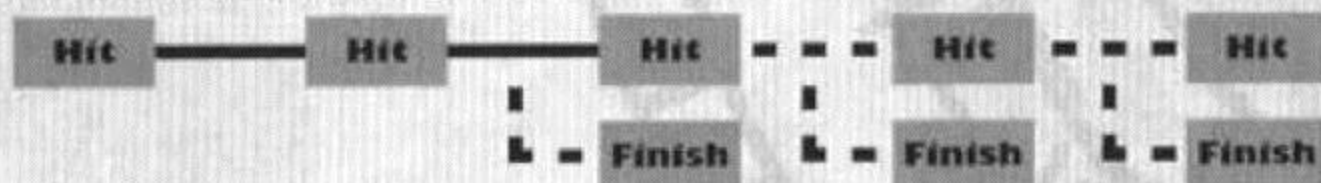
DASH ATTACK

Attack the enemies with either hand while running. The enemies will be stunned for a limited time, providing an opportunity to inflict massive damage.



COMBOS

Combos are normally performed by alternating the right-handed attack and left-handed attacks. You may start with either hand for a different combo. However, you may press the same button repeatedly to have the same effect. Early in the game, you can only perform up to three-hit combos (although the Combo Count will accumulate more). But as the game progresses, Sonic's ability improves (see Orb Results, p.15) and will be able to increase the number of combos (up to five). Sonic will also learn new skills that will allow him to perform finishing blows with the two-handed attacks anytime from the third hit.



WERE-WALLOP

As Sonic gains Experience Points (see Orb Results, p.15), he will eventually learn a skill called the Were-Wallop. Hit the enemies with Were-Wallop to send them flying, then follow up with more attacks to gain even more Experience Points. You can repeat the Were-Wallop combo in succession to gain even more Experience Points.

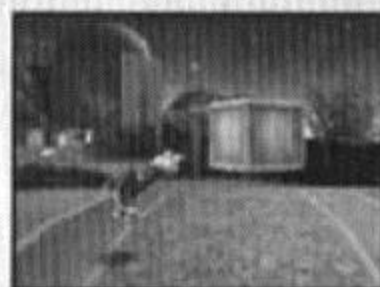
GRAB

Stand in front of an object or an enemy, and press and hold the **R1 Button**. Sonic will grab it. Release the button to put the object/enemy on the ground.



THROW

While grabbing an object or an enemy, press the **X** button to throw it.



UNLEASHED MODE

If you have even a little amount left on the Unleashed Gauge, press the **L1** button and **R1** button together to invoke the Unleashed Mode. During this state, Sonic's attack power increases, while the amount of damage from the enemies' attack decreases. The gauge will deplete with time, and when it runs out Sonic returns to his normal state. The Unleashed Gauge can be recharged by collecting blue forces (see below).



ORBS

There are three types of orbs that can be collected by defeating enemies or collecting Item Capsules. The green orbs restore the Life Gauge by a little. The blue orbs will fill the Unleashed Gauge. Red orbs serve as Sonic's experience points towards improvements in his abilities (see Orb Results, p.15).



ACTIONS THAT INVOLVE GRABBING

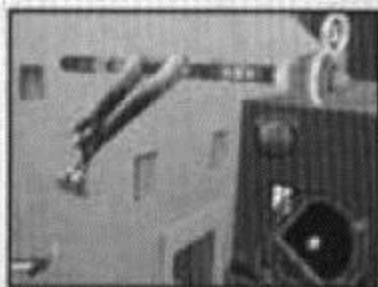
Apart from throwing enemies and objects, there are several actions that involve grabbing. By holding the Grab button, Sonic will hang onto poles; release and Sonic will let go. **Jump while holding the Grab button and Sonic will find and grab onto the next pole.** Here are some examples:

Note: The directions on how to operate the controllers will also be displayed on-screen.



HORIZONTAL POLES

Grab it, and Sonic will swing himself, then jump at the right moment. **By holding the Grab button, Sonic will automatically find and grab the next Horizontal Pole/Vertical Pole within his range after the jump.**



VERTICAL POLES

Once you grab it, press the **left analog stick** **↑** to climb up. Release the Grab button to descend; re-grab to stop. Jump and Sonic will jump away from the pole. Watch where you land when you descend!



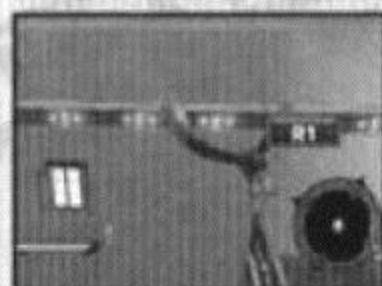
SPINNING POLES

Once you grab it, press the **left analog stick** in the desired direction to jump, and Sonic will start spinning. Then **jump**.



HANGING LEDGE

There are some ledges you can grab and hang onto. In this state you can move sideways (**←/→**) or climb up (**↑**) where allowed.



OPENING A DOOR

Stand in front of a door, and press the Grab button to grab its base. Keep holding it until Sonic opens it. Note also that not all doors can be opened this way, and you may need to find other ways to open them.



MOVING A LEVER

Stand in front of a lever and grab it. Keep holding it until Sonic turns the lever.



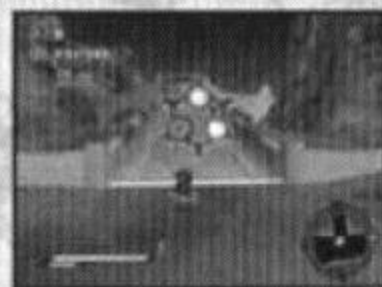
TURNING A CRANK

Stand in front of a crank and grab it. Keep holding it, and use the **left analog stick** to turn the crank.



DARK ENERGY FORCE FIELDS

In some Stages, when you reach a certain area, a Force Field will appear to block your way. You must find three "keys" in order to deactivate it. The number of "keys" found is displayed below the elapsed time at the left side of the screen.



RESULTS SCREEN

As with Day Stages, the Results Screen will evaluate your performance, and Sun Medals will be awarded accordingly.

RECORD TIME: Beat the Target Time to increase your rank.

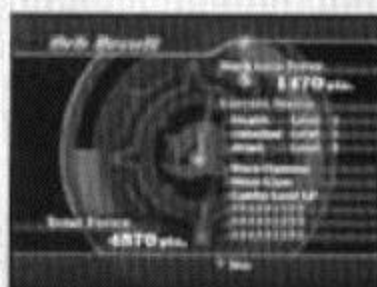
RINGS: Exceed the set amount to increase your rank.

FORCE COLLECTED: Exceed the set amount of red orbs to increase your rank.



ORB RESULTS

After the Results Screen, the Orb Result Screen is displayed. The red orbs collected in the Stage will be accumulated here. As they accumulate, if the total number reaches a given amount, one of the following will occur: increase in Vitality/Combat/Attack Power Rank or learn a new attack skill. As the game progresses, the Stages become more challenging. So make sure to find as many red orbs as you can to improve Sonic's abilities quickly. Use the **directional buttons** or the **left analog stick** **↑/↓** to view how many you have earned or how many more are needed for the next stage.



SOME OTHER GIMMICKS AND ITEMS



Switch

If you see one, try stepping on it to see what it does!



Item Capsules

These contain either Orbs (red or blue) or items. Most of these are placed at hard-to-find places.

BOSS STAGES

As the game progresses, you will eventually receive keys to the bosses of each area. You will fight as either Sonic the Hedgehog or Sonic the Werehog, depending on the boss you will face. Observe their behavior and find a way to defeat them.

You will be awarded one Medal (Moon or Sun) for defeating the boss before the Target Time.

- ❶ Lives Remaining
- ❷ Target Time for a Medal
- ❸ Elapsed Time
- ❹ Boss' Vitality Gauge
- ❺ Sonic's Gauges (depends on which form Sonic is in)



VILLAGES

- ❶ Local Destinations
- ❷ Change Time (Day↔Night) (becomes available for each area, when the condition is met)
- ❸ Return to World Map (Ⓢ button) (Leave the game if World Map has not become available yet)
- ❹ Your Next Destination



Villages are where you meet and talk to people and gather information. You will see several destinations to choose from. Select a destination and talk to the villager there.



If you see "NEW!" next to the destination name, it means either you have not visited there or a person there may have something new to tell you that is vital to the story. Even if you don't see it, try talking to someone anyway. You may be in for a treat.

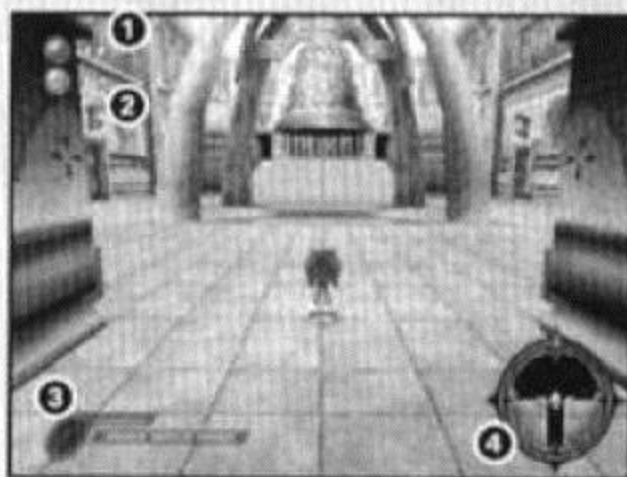


You will visit the village during Daytime or Nighttime, and some villagers may behave differently depending on the time of day. Also, as the game progresses, you will be able to switch from day to night, and vice versa. Press the **X** button to switch time. You may be able to obtain different information in Daytime or at Night.



GAIA GATES

- ❶ Number of Sun Medals
- ❷ Number of Moon Medals
- ❸ Sonic's Gauges (Depends on which form Sonic is In)
- ❹ Short-Range Map



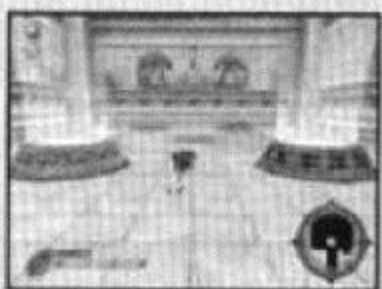
In each village, there is a Sacred Shrine called the Gaia Gate that you must find. Talk to one of the villagers who knows about it, and you will find a way there.



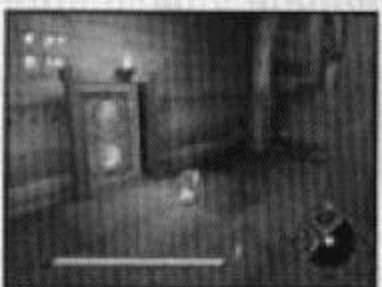
Inside the Sacred Shrine, you will find several doors at the back. Each door requires a matching tablet to open it. If you have the tablet, the door that matches the tablet will glow. Through these doors you will enter Day/Night Stages and the Gaia Temples. Note that not all Gaia Gates have three gates.



As the game progresses, you will be able to teleport yourself to different Gaia Gates you have visited already through the warp gates. Step onto one of the devices and you will be teleported instantly.

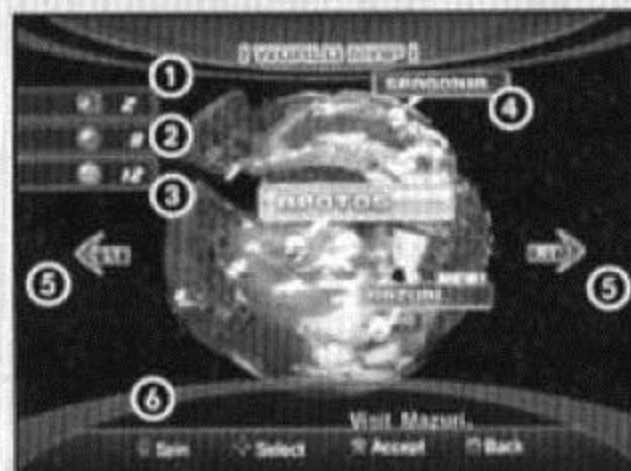


The doors at the sides require specific amounts of both Sun Medals and Moon Medals to open them. Beyond each gate is a room of puzzles where you must find a way to get items for the Extras Screen (p.19), 1up item (increases your starting Life Count of the Stages), or a key to access new Secret Missions. If you get stuck, simply select **RESTART STAGE** from the Pause Menu and try again.



WORLD MAP

- ❶ Number of Lives to Start Main Missions
- ❷ Number of Sun Medals
- ❸ Number of Moon Medals
- ❹ Destination(s)
- ❺ Change Menu
- ❻ Your Next Destination



The game takes place in several different areas of the world, and as the game progresses you will move on to new areas. The World Map, with the World broken apart, will become available after you complete the first area, and the areas you can travel to will be displayed. Use the **left analog stick** to rotate the World to see where else you can travel (the cursor will be at the area nearest to the center of the screen). Use the **directional buttons** to select the area. Either select the marks on the sides (❺) or press the **R1 button** or **L1 button** to change screen.

Select a destination and a menu will be displayed. Note that if a menu selection shows a red lock mark, you cannot select it at this time.

- VILLAGE** Go to the village of the selected area (p.16).
- STAGE** Retry the Missions you have already cleared. You may want to retry to either improve your record or to find items you may have missed. Select a stage to retry from the list.
- GAIA GATE** Go directly to the Gaia Gate of the selected area.



OVERALL STATUS

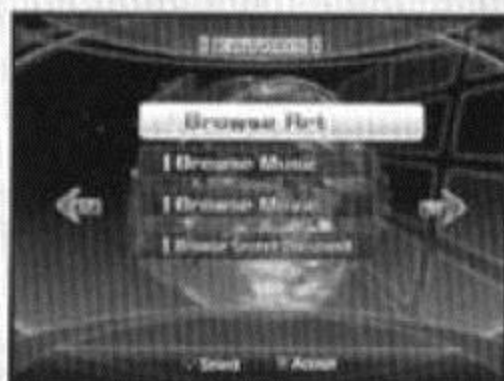
Select an area to display a list of Missions you have played in that area, along with the Medals earned in each Mission. Use this to check where you have missed the Medals.



EXTRAS

You can view (or listen to) these items found in the game:

- Browse Art** View various illustrations, rough arts, and/or settings of the characters and areas.
- Browse Music** Listen to the music used in the game.
- Browse Movies** View movie clips used in the game.
- Browse Secret Documents** ... What are they? Find out for yourself!



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Protothreads

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Squirrel

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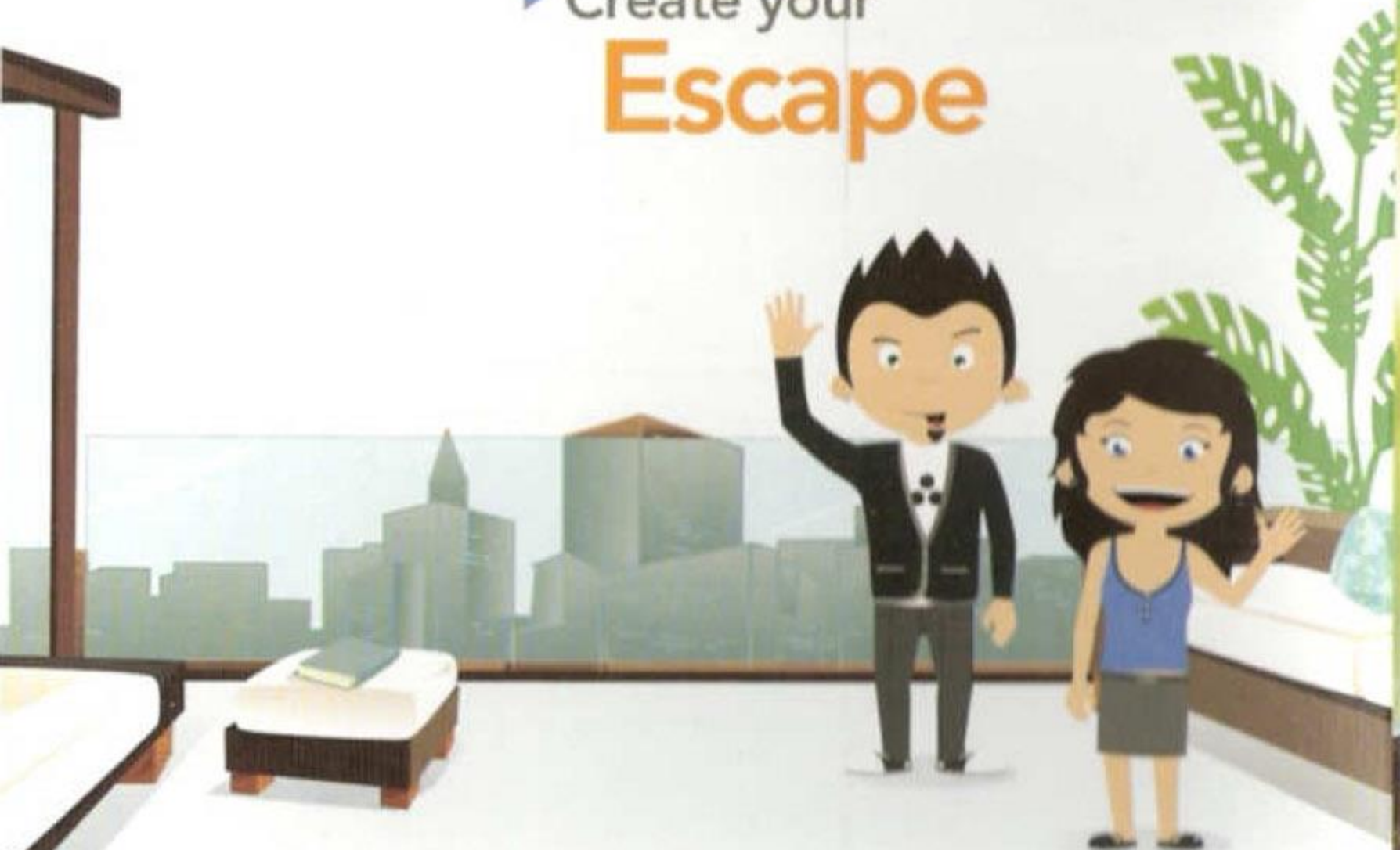
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