SONIC FORCES™

ACTIONS

WORLD MAP

WISPONS

AVATARS

WM-01

STORY

Making yet another grab for global domination, Dr. Eggman launches a large scale offensive on an urban center. It is a desperate time for the survivors; all hope is lost!

Then, out of nowhere appears the heroic visage of the world's fastest supersonic hedgehog—Sonic—who makes short work of the surrounding forces. But Dr. Eggman has a surprise up his sleeve.

Sonic finds himself face to face with a troop of much tougher enemies. One wields a mysterious power which proves too much for our hero. Sonic is defeated and captured, his present status unknown.

With nobody left to stop him, it is a matter of a few short months before Dr. Eggman succeeds in conquering all but a tiny fraction of the world.

Even in Sonic's absence, the survivors weren't ready to give up! A rag-tag Resistance was formed, with Knuckles as commander. Together with their latest recruit, they're ready to do what needs to be done.

The fate of the world is in your hands!

CHARACTERS

The world's fastest supersonic hedgehog who loves freedom and hates injustice. While busy foiling yet another of Dr. Eggman's evil endeavors, he was attacked and captured by an unknown assailant.

A custom character of your very own. As a survivor of Dr. Eggman's robot armies, and a new recruit with the resistance, you will be tasked with a number of dangerous duties. Go find Sonic, combine forces, and help save the world!

SONIC THE HEDGEHOG

AVATAR

Dr.EGGMAN

A greedy and selfish evil genius who boasts an IQ of 300. With his army of heavily-armed robots, some familiar faces, and what he affectionately refers to as his invincible instrument of destruction, he will crush Sonic once and for all, and finally realize his dreams of a world-spanning Eggman Empire!

INFINITE

RESISTANCE

The base of operations for Sonic's allies as they bring the fight straight to Eggman's forces. With Knuckles as commander, operations are proceeding in every region.

TAILS

KNUCKLES

EGGMAN ARMY

Dr. Eggman has recruited a number of powerful enemies to aid him in his selfish cause. Each has their own bone to pick with our hero...

METAL SONIC

ZAVOK

CHAOS

SHADOW

CONTROLS

Try to learn the controls before starting operations; don't just rush in blind! We're all counting on you!

Knuckles

UNIQUE CHARACTER ACTIONS

You can control Classic Sonic, Sonic, Avatar and Tag (Sonic and Avatar working as a team). For platform-specific controls for each character, please click the button below that corresponds to your game console.

CONTROLLER AND MENU COMMANDS

Please click the button below that corresponds to your game console.
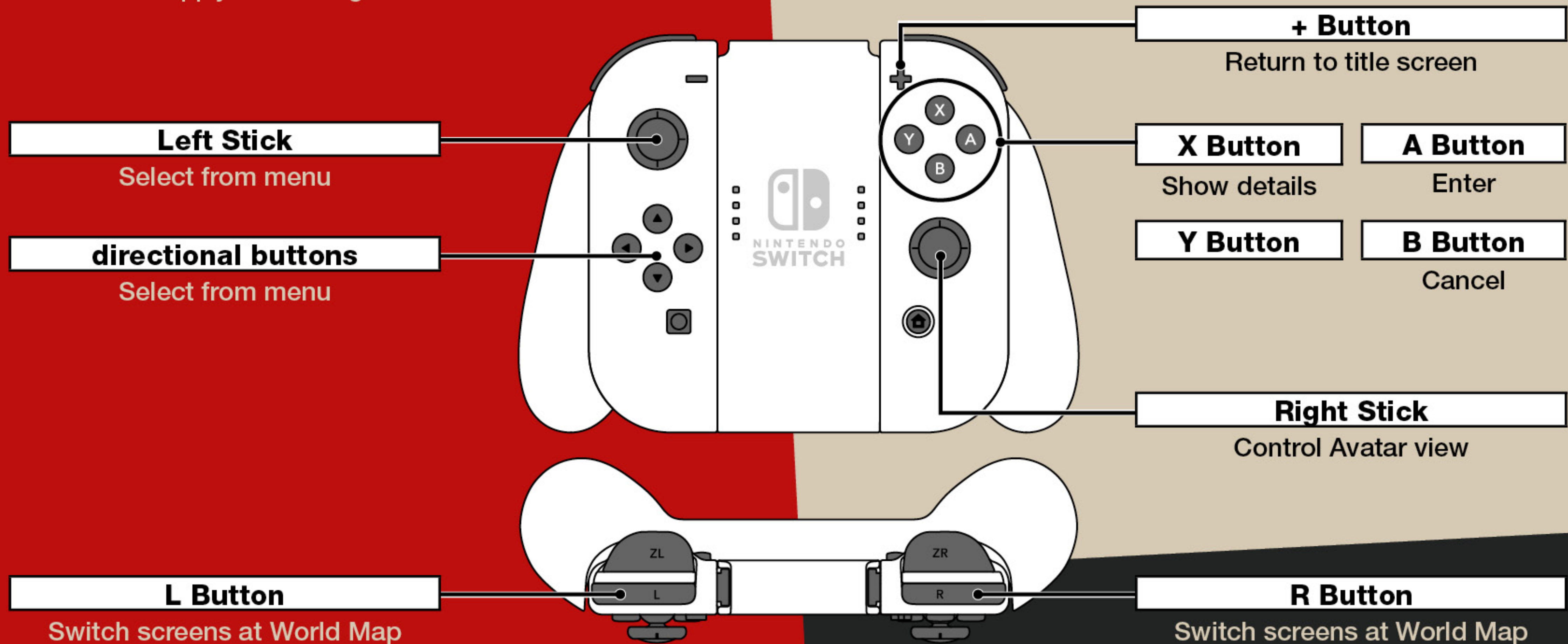
| Nintendo Switch™ | PlayStation®4 system | Xbox One |

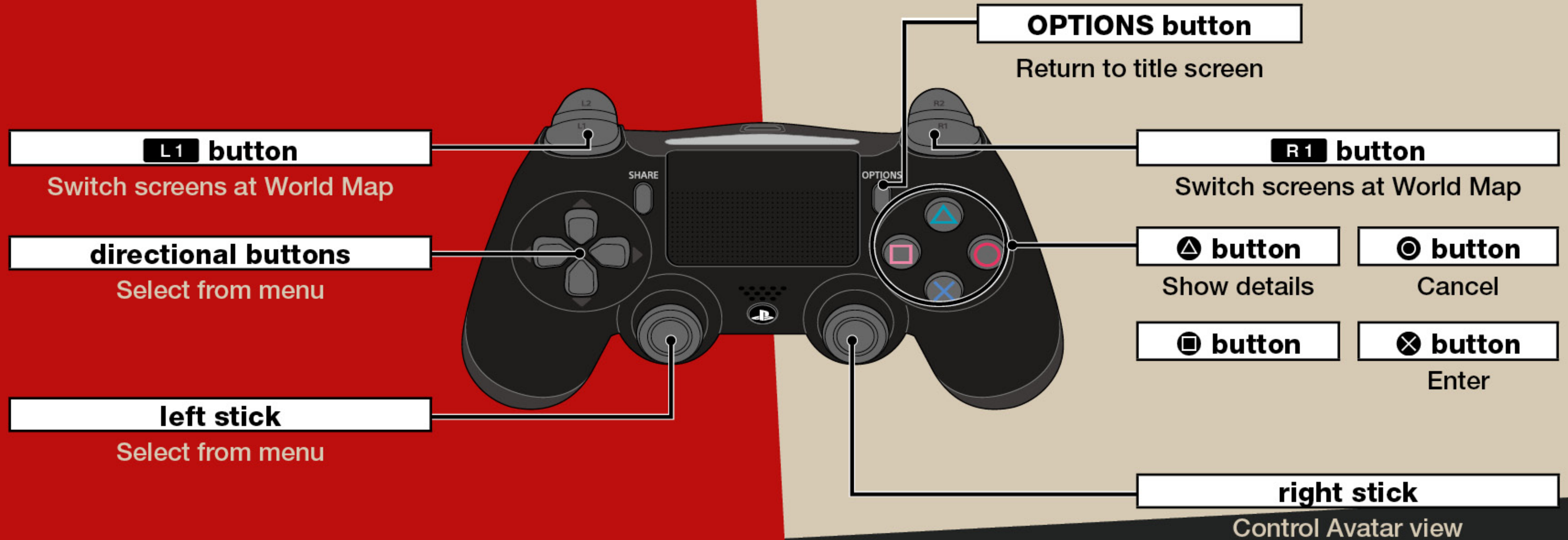✪ Information will appear as a pop-up window.

CLASSIC SONIC	SONIC	AVATAR	TAG

| Nintendo Switch™ |
| PlayStation®4 system |
| Xbox One |

Joy-Con Grip

✪ Controls also apply when using a Nintendo Switch Pro Controller

Left Stick
Select from menu

directional buttons
Select from menu

+ Button
Return to title screen

X Button
Show details

A Button
Enter

Y Button

B Button
Cancel

Right Stick
Control Avatar view

L Button
Switch screens at World Map

R Button
Switch screens at World Map

DUALSHOCK®4 wireless controller

OPTIONS button

Return to title screen

L1 button

Switch screens at World Map

R1 button

Switch screens at World Map

directional buttons

Select from menu

△ button

Show details

◎ button

Cancel

□ button

✕ button

Enter

left stick

Select from menu

right stick

Control Avatar view

Xbox One Wireless Controller

Menu Button
Return to title screen

Left Bumper
Switch screens at World Map

Right Bumper
Switch screens at World Map

Left Stick
Select from menu

Y Button
Show details

B Button
Cancel

X Button

A Button
Enter

D-Pad
Select from menu

Right Stick
Control Avatar view

You can control Classic Sonic, Sonic, Avatar and Tag (Sonic and Avatar working as a team).

CLASSIC SONIC BASIC ACTIONS

Move directional buttons/Left Stick

Enter a direction to walk, and hold the direction to run. Enter the reverse direction to brake.

Crouch A Button

Press the A Button to crouch. You can also press ⬇ with the Left Stick or the Down Button.

Spin Jump B Button

Press the B Button for a Spin Jump that can be used to attack enemies.

Spin Dash Crouch + B Button pressed repeatedly

Press ⬇ with the Left Stick or the Down Button, and press the B Button repeatedly to gather speed. Then release the button or stick to blast off in a Spin Dash.
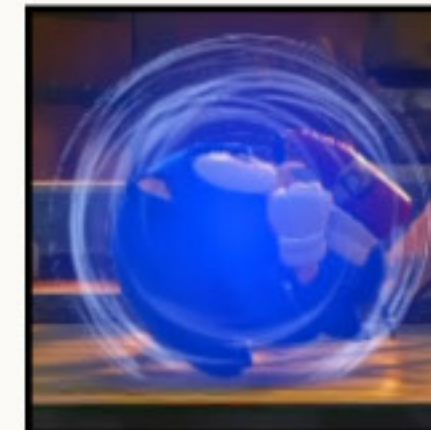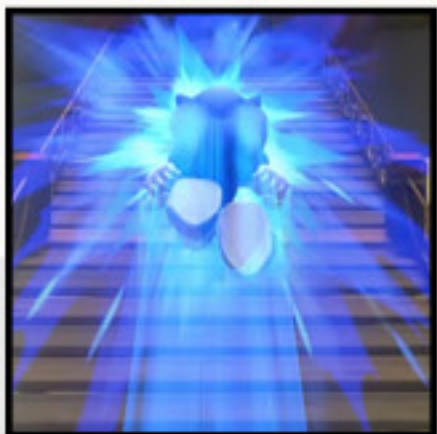
Drop Dash B Button in mid-air

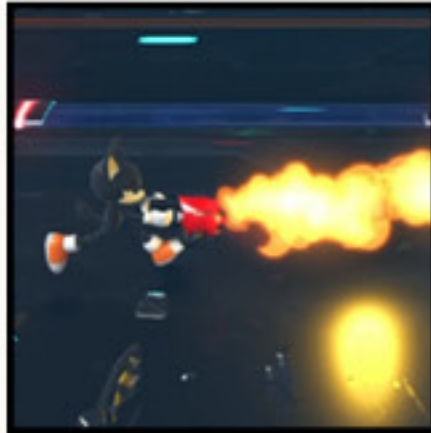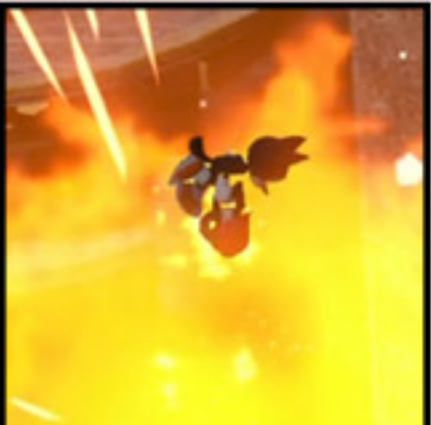Press the B Button in mid-air, and upon landing you will launch straight into a Spin Dash.
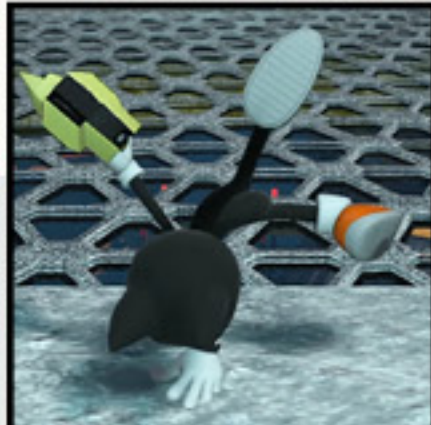
SONIC BASIC ACTIONS

Move — directional buttons/Left Stick

Enter a direction to walk, and hold the direction to run. Enter the reverse direction to brake.

Spin Jump — B Button

Press the B Button for a Spin Jump that can be used to attack enemies.

Crouch / Slide — A Button

At a standstill, press the A Button to crouch. Press and hold while running to slide.

Double Jump — B Button in mid-air

During a jump, press the B Button again for a double jump that allows you to reach higher areas or escape ground based obstacles.

Homing Attack — B Button in mid-air

During a jump, you will automatically lock-on to nearby enemies and devices. While locked-on, press the B Button for a homing attack.

Stomp — A Button in mid-air

Press the A Button mid-air to attack straight downward. Any enemies or breakable objects below you will be stomped!

Boost — Y Button

When the Gauge has charge remaining, press the Y Button for a sudden burst of speed. Any enemies or obstacles in your path will be safely barged through.

Air Boost — Y Button in mid-air

Press the Y Button in mid-air while there is Gauge remaining for a mid-air boost.

Cartwheel/Grind Step — L / R Button

At a standstill, you can cartwheel, on a grind rail you can jump to a parallel rail, and while running you can step to the left and right.

Move — directional buttons/Left Stick

Enter a direction to walk, and hold the direction to run. Enter the reverse direction to brake.

Jump — B Button

Press the B Button to jump. For "Bird" type Avatars, press the B Button again while in the air for a double jump.

Crouch / Slide — A Button

At a standstill, press the A Button to crouch. Press and hold while running to slide.

Wire Attack — B Button in mid-air

Press the B Button during a jump to launch a wire at a locked-on target to attack, or for speedy transport.

Stomp — A Button in mid-air

Press the A Button mid-air to attack straight downward. Any enemies or breakable objects below you will be stomped!

R Wispon — ZR Button

Press the ZR Button to engage the equipped Wispon's unique basic attack.

X Wispon — X Button

Touch a Wisp Capsule to fill the Gauge, and press the X Button to engage the Wispon's special action.

Switch Avatar — ZL Button

If you brought in a rental avatar at the World Map, press the ZL Button to switch with your own Avatar.

Cartwheel/Grind Step — L / R Button

At a standstill, you can cartwheel, on a grind rail you can jump to a parallel rail, and while running you can step to the left and right.

TAG BASIC ACTIONS

Move   directional buttons/Left Stick

Enter a direction to walk, and hold the direction to run. Enter the reverse direction to brake.

Jump   B Button

Press the B Button to jump. While in the air, press the B Button again for a double jump.

Crouch / Slide   A Button

At a standstill, press the A Button to crouch. Press and hold while running to slide.

Homing Attack   B Button in mid-air

During a jump, you will automatically lock-on to nearby enemies and devices. While locked-on, press the B Button for a homing attack.

Stomp   A Button in mid-air

Press the A Button mid-air to attack straight downward. Any enemies or breakable objects below you will be stomped!

Boost   Y Button

When the Gauge has charge remaining, press the Y Button for a sudden burst of speed. Any enemies or obstacles in your path will be safely barged through.

Air Boost   Y Button in mid-air

Press the Y Button in mid-air while there is Gauge remaining for a mid-air boost.

Wire Attack   B Button in mid-air

Press the B Button during a jump to launch a wire at a locked-on target to attack, or for speedy transport.

R Wispon   ZR Button

Press the ZR Button to engage the equipped Wispon's unique basic attack.

X Wispon   X Button

Touch a Wisp Capsule to fill the Gauge, and press the X Button to engage the Wispon's special action.

Switch Avatar   ZL Button

If you brought in a rental avatar at the World Map, press the ZL Button to switch with your own Avatar.

Cartwheel/Grind Step   L / R Button

At a standstill, you can cartwheel, on a grind rail you can jump to a parallel rail, and while running you can step to the left and right.

You can control Classic Sonic, Sonic, Avatar and Tag (Sonic and Avatar working as a team).

CLASSIC SONIC BASIC ACTIONS

Move   directional buttons/left stick

Enter a direction to walk, and hold the direction to run. Enter the reverse direction to brake.
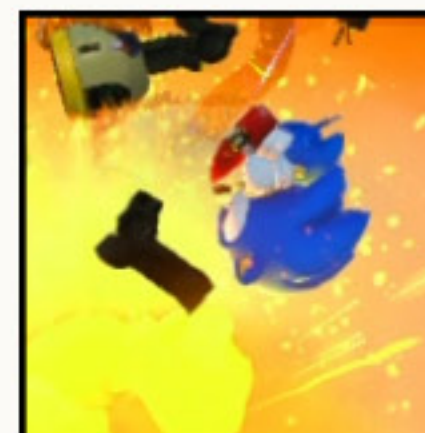
Crouch   ◎ button

Press the ◎ button to crouch. You can also press ⬇ with the left stick or the down button.

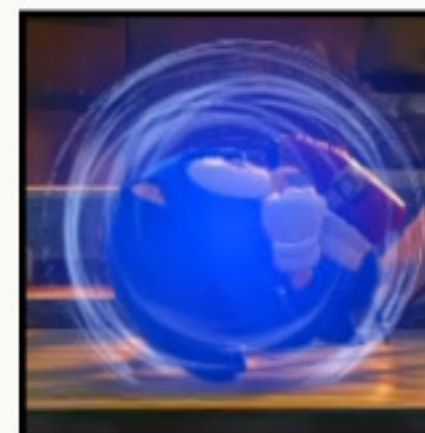### Spin Jump   ✕ button

Press the ✕ button for a Spin Jump that can be used to attack enemies.

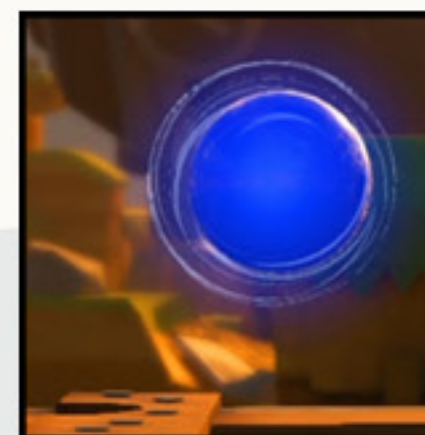### Spin Dash   Crouch + ✕ button pressed repeatedly

Press ⬇ with the left stick or the down button, and press the ✕ button repeatedly to gather speed. Then release the button or stick to blast off in a Spin Dash.
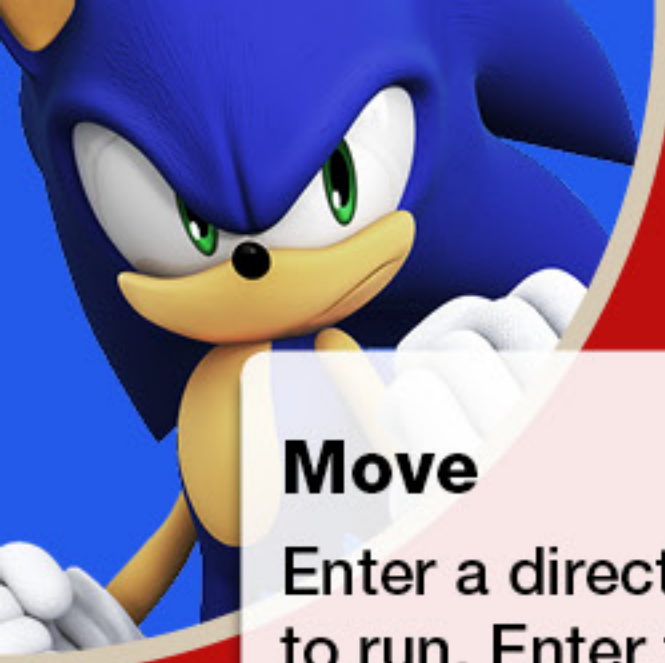
Drop Dash   ✕ button in mid-air

Press the ✕ button in mid-air, and upon landing you will launch straight into a Spin Dash.

SONIC BASIC ACTIONS

Move directional buttons/left stick

Enter a direction to walk, and hold the direction to run. Enter the reverse direction to brake.

Spin Jump ✕ button

Press the ✕ button for a Spin Jump that can be used to attack enemies.

Crouch / Slide ◎ button

At a standstill, press the ◎ button to crouch. Press and hold while running to slide.

Double Jump ✕ button in mid-air

During a jump, press the ✕ button again for a double jump that allows you to reach higher areas or escape ground based obstacles.

Homing Attack ✕ button in mid-air

During a jump, you will automatically lock-on to nearby enemies and devices. While locked-on, press the ✕ button for a homing attack.

Stomp ◎ button in mid-air

Press the ◎ button mid-air to attack straight downward. Any enemies or breakable objects below you will be stomped!

Boost ▣ button

When the Gauge has charge remaining, press the ▣ button for a sudden burst of speed. Any enemies or obstacles in your path will be safely barged through.

Air Boost ▣ button in mid-air

Press the ▣ button in mid-air while there is Gauge remaining for a mid-air boost.

Cartwheel/Grind Step L1 / R1 button

At a standstill, you can cartwheel, on a grind rail you can jump to a parallel rail, and while running you can step to the left and right.

AVATAR BASIC ACTIONS

Move — directional buttons/left stick

Enter a direction to walk, and hold the direction to run. Enter the reverse direction to brake.

Jump — ✕ button

Press the ✕ button to jump. For "Bird" type Avatars, press the ✕ button again while in the air for a double jump.

Crouch / Slide — ◉ button

At a standstill, press the ◉ button to crouch. Press and hold while running to slide.

Wire Attack — ✕ button in mid-air

Press the ✕ button during a jump to launch a wire at a locked-on target to attack, or for speedy transport.

Stomp — ◉ button in mid-air

Press the ◉ button mid-air to attack straight downward. Any enemies or breakable objects below you will be stomped!

R Wispon — R2 button

Press the R2 button to engage the equipped Wispon's unique basic attack.

▲ Wispon — △ button

Touch a Wisp Capsule to fill the Gauge, and press the △ button to engage the Wispon's special action.

Switch Avatar — L2 button

If you brought in a rental avatar at the World Map, press the L2 button to switch with your own Avatar.

Cartwheel/Grind Step — L1 / R1 button

At a standstill, you can cartwheel, on a grind rail you can jump to a parallel rail, and while running you can step to the left and right.

TAG BASIC ACTIONS

Move — directional buttons/left stick

Enter a direction to walk, and hold the direction to run. Enter the reverse direction to brake.

Jump — ✕ button

Press the ✕ button to jump. While in the air, press the ✕ button again for a double jump.

Crouch / Slide — ◎ button

At a standstill, press the ◎ button to crouch. Press and hold while running to slide.

Homing Attack — ✕ button in mid-air

During a jump, you will automatically lock-on to nearby enemies and devices. While locked-on, press the ✕ button for a homing attack.

Stomp — ◎ button in mid-air

Press the ◎ button mid-air to attack straight downward. Any enemies or breakable objects below you will be stomped!

Boost — ▢ button

When the Gauge has charge remaining, press the ▢ button for a sudden burst of speed. Any enemies or obstacles in your path will be safely barged through.

Air Boost — ▢ button in mid-air

Press the ▢ button in mid-air while there is Gauge remaining for a mid-air boost.

Wire Attack — ✕ button in mid-air

Press the ✕ button during a jump to launch a wire at a locked-on target to attack, or for speedy transport.

R Wispon — R2 button

Press the R2 button to engage the equipped Wispon's unique basic attack.

▲ Wispon — △ button

Touch a Wisp Capsule to fill the Gauge, and press the △ button to engage the Wispon's special action.

Switch Avatar — L2 button

If you brought in a rental avatar at the World Map, press the L2 button to switch with your own Avatar.

Cartwheel/Grind Step — L1 / R1 button

At a standstill, you can cartwheel, on a grind rail you can jump to a parallel rail, and while running you can step to the left and right.

You can control Classic Sonic, Sonic, Avatar and Tag (Sonic and Avatar working as a team).

CLASSIC SONIC BASIC ACTIONS

Move — D-Pad/Left Stick

Enter a direction to walk, and hold the direction to run. Enter the reverse direction to brake.
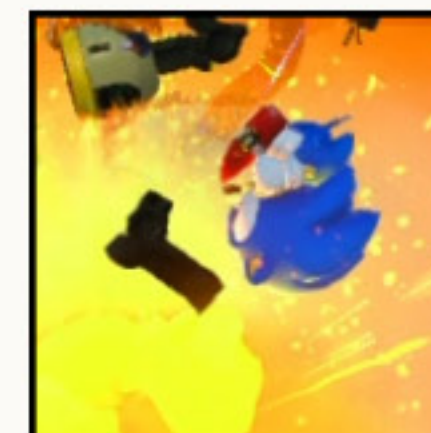
Crouch — B Button

Press the B Button to crouch. You can also crouch by pressing ⬇.
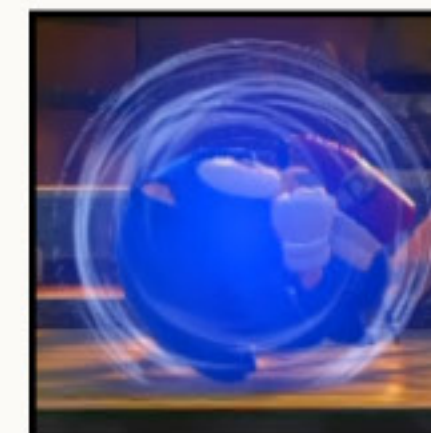
Spin Jump — A Button

Press the A Button for a Spin Jump that can be used to attack enemies.

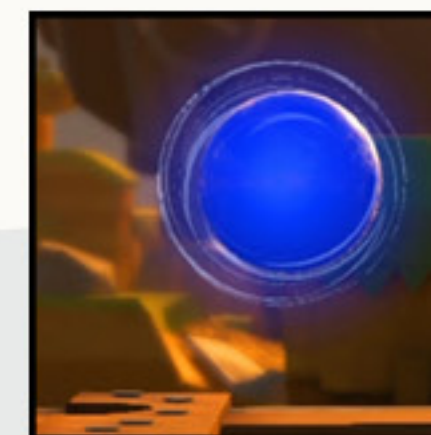### Spin Dash — Crouch + A Button pressed repeatedly

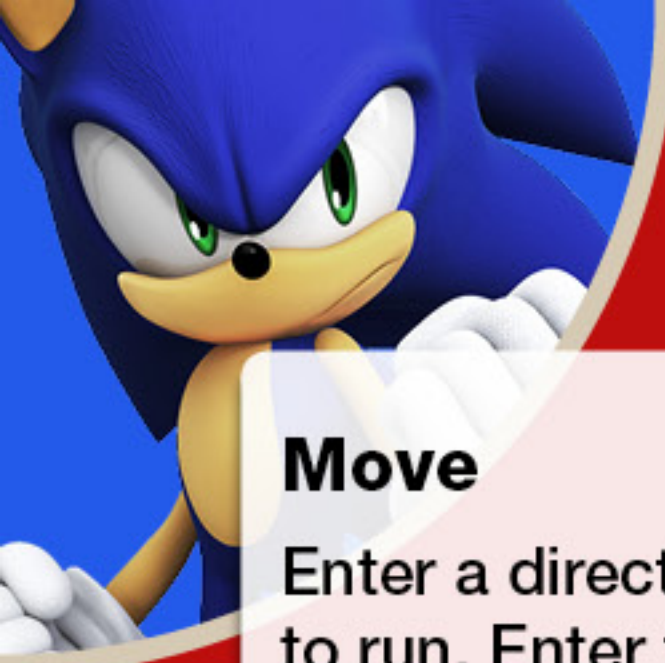Press ⬇ and press the A Button repeatedly to gather speed, then release ⬇ to blast off in a Spin Dash.

Drop Dash — A Button in mid-air

Press the A Button in mid-air, and upon landing you will launch straight into a Spin Dash.
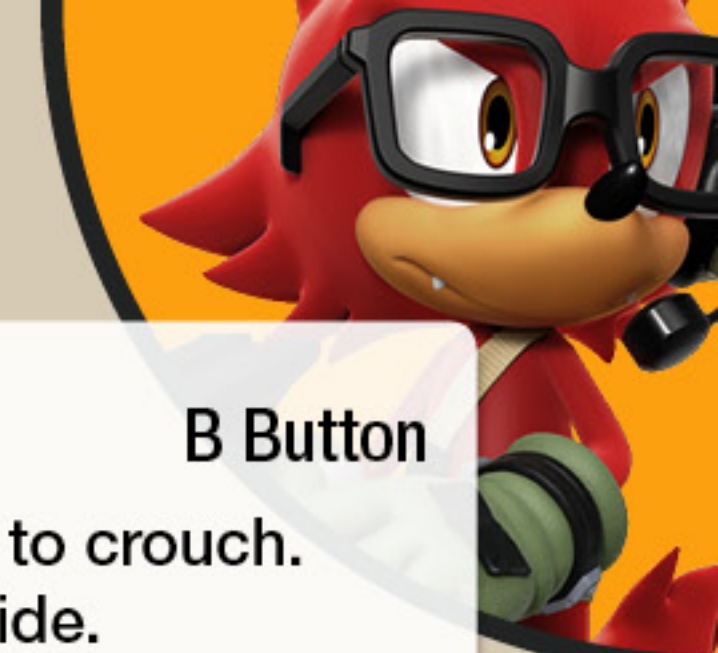
SONIC BASIC ACTIONS

Move — D-Pad/Left Stick
Enter a direction to walk, and hold the direction to run. Enter the reverse direction to brake.

Spin Jump — A Button
Press the A Button for a Spin Jump that can be used to attack enemies.

Crouch / Slide — B Button
At a standstill, press the B Button to crouch. Press and hold while running to slide.

Double Jump — A Button in mid-air
During a jump, press the A Button again for a double jump that allows you to reach higher areas or escape ground based obstacles.

Homing Attack — A Button in mid-air
During a jump, you will automatically lock-on to nearby enemies and devices. While locked-on, press the A Button for a homing attack.

Stomp — B Button in mid-air
Press the B Button mid-air to attack straight downward. Any enemies or breakable objects below you will be stomped!

Boost — X Button
When the Gauge has charge remaining, press the X Button for a sudden burst of speed. Any enemies or obstacles in your path will be safely barged through.

Air Boost — X Button in mid-air
Press the X Button in mid-air while there is Gauge remaining for a mid-air boost.

Cartwheel/Grind Step — Left / Right Bumper
At a standstill, you can cartwheel, on a grind rail you can jump to a parallel rail, and while running you can step to the left and right.

AVATAR BASIC ACTIONS

Move — D-Pad/Left Stick
Enter a direction to walk, and hold the direction to run. Enter the reverse direction to brake.

Jump — A Button
Press the A Button to jump. For "Bird" type Avatars, press the A Button again while in the air for a double jump.

Crouch / Slide — B Button
At a standstill, press the B Button to crouch. Press and hold while running to slide.

Wire Attack — A Button in mid-air
Press the A Button during a jump to launch a wire at a locked-on target to attack, or for speedy transport.

Stomp — B Button in mid-air
Press the B Button mid-air to attack straight downward. Any enemies or breakable objects below you will be stomped!

R Wispon — Right Trigger
Press RT to engage the equipped Wispon's unique basic attack.

Y Wispon — Y Button
Touch a Wisp Capsule to fill the Gauge, and press the Y Button to engage the Wispon's special action.

Switch Avatar — Left Trigger
If you brought in a rental avatar at the World Map, press LT to switch with your own Avatar.

Cartwheel/Grind Step — Left / Right Bumper
At a standstill, you can cartwheel, on a grind rail you can jump to a parallel rail, and while running you can step to the left and right.

TAG BASIC ACTIONS

Move D-Pad/Left Stick Enter a direction to walk, and hold the direction to run. Enter the reverse direction to brake.	**Jump** A Button Press the A Button to jump. Press the A Button again while in the air for a double jump.	**Crouch / Slide** B Button At a standstill, press the B Button to crouch. Press and hold while running to slide.
Homing Attack A Button in mid-air During a jump, you will automatically lock-on to nearby enemies and devices. While locked-on, press the A Button for a homing attack.	**Stomp** B Button in mid-air Press the B Button mid-air to attack straight downward. Any enemies or breakable objects below you will be stomped!	**Boost** X Button When the Gauge has charge remaining, press the X Button for a sudden burst of speed. Any enemies or obstacles in your path will be safely barged through.
Air Boost X Button in mid-air Press the X Button in mid-air while there is Gauge remaining for a mid-air boost.	**Wire Attack** A button in mid-air Press the A Button during a jump to launch a wire at a locked-on target to attack, or for speedy transport.	**R Wispon** Right Trigger Press RT to engage the equipped Wispon's unique basic attack.
Y Wispon Y Button Touch a Wisp Capsule to fill the Gauge, and press the Y Button to engage the Wispon's special action.	**Switch Avatar** Left Trigger If you brought in a rental avatar at the World Map, press LT to switch with your own Avatar.	**Cartwheel/Grind Step** Left / Right Bumper At a standstill, you can cartwheel, on a grind rail you can jump to a parallel rail, and while running you can step to the left and right.

MAIN MENU

Select **START** at the title screen to display the main menu.

NEW GAME

Select **New Game** to create save data and begin a new game from the beginning.

Save Data

Game progress is saved automatically at specific times, such as when a stage is cleared.

If you select **New Game** while there is existing game data, then a warning message will be displayed. **If you select OK, the existing data will be deleted and new data created in its place.** Overwritten data cannot be recovered, so please proceed with caution.

CONTINUE

Continue playing a previously saved game.

OPTIONS

Make changes to game settings as follows:

✦**Difficulty Level** ....Select **Normal** or **Hard**.
✦**Hints** ....Set in-game hints **ON/OFF**.
✦**Radio** ....Set in-game radio communications **ON/OFF**.
✦**Voice/Text Language** ...Set the language of voices and text display.
✦**Reset to Default** ......Revert to the default settings.
✦**Confirm** ....Save settings and return to the title screen.

THEATER

Watch previously viewed movie scenes.

PLAYING THE GAME

GAME SCREEN

❶ Current Ring Count

You can carry up to 100 Rings in Normal, and 999 Rings in Hard.

❷ Time Elapsed

Exceed 60 minutes and you will Time Over. The game will end, and you will return to the World Map.

❸ Stage Score

Increase your score by collecting Rings and Items, and attacking enemies.

❹ Rental Avatar

The Rental Avatar you chose at the World Map. This can be freely switched with your own Avatar during gameplay.

❺ Wispon

Unique Wispon actions are available any time the Gauge has charge remaining.

❻ Boost Gauge

Freely Boost until the Gauge runs out. Fill the Gauge by touching Wisp Capsules and attacking enemies.

❼ Wisp Capsule

Touch to fill your Gauge.

✪ Wisp Capsules must correspond to your Avatar's equipped Wispon.

Pause Menu

Check your play conditions and equipped Wispon. Choose **Continue** to resume play, **Retry** to begin from the start of the stage, or **Quit** to end the stage and return to the World Map.

PLAYING THE GAME

HOW TO PLAY

Before you begin, be sure to check out the following features! Understanding these is the key to beating the stages!
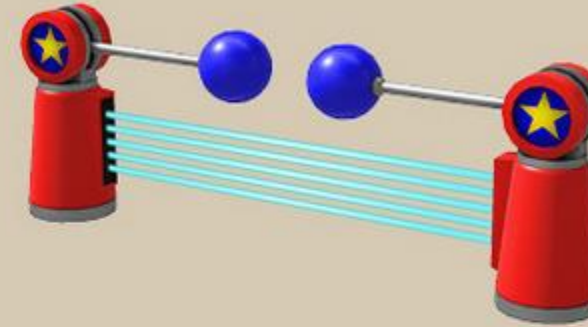
Tails

Hints

Hint Rings are placed around the stages. Touch one for useful timely advice.

Rings

Gather Rings as you go. Take a hit while holding even a single Ring and you will not be hurt. You will drop some or all of your Rings though.

Star Post

Pass through a Star Post to activate it. If you lose a life, you will restart from the last Star Post you activated.

Losing a Life

If you fall down a hole, drown, or take a hit while carrying no Rings, you will lose a life and restart from the beginning of the stage or from a Star Post.

Red Star Ring

Five of these are found hidden around each stage. Any that you pick up will be marked as received at stage clear.

Collect all five Red Star Rings, and a set of five Number Rings will appear in the stage. Number Rings have to be collected in the order of the number they display, starting with the highest.

Collect all five Number Rings, and a set of five Silver Moon Rings will appear. Once you collect the first, you only have a limited amount of time to collect the rest.

Collecting these special Rings gives you a higher score bonus, helping you to earn experience.

Gimmicks

Each stage features an abundance of tricks and traps such as loops, crumbling ground, springs and moving platforms. Work out how to make the best use of these to speed you through the stages.

Different Routes

There are many possible routes through each stage. In some routes you may find a Red Star Ring hidden away.

PLAYING THE GAME

Out of Breath

Stay underwater too long and you will run out of breath. Find an air bubble to breathe in before the counter reaches zero.
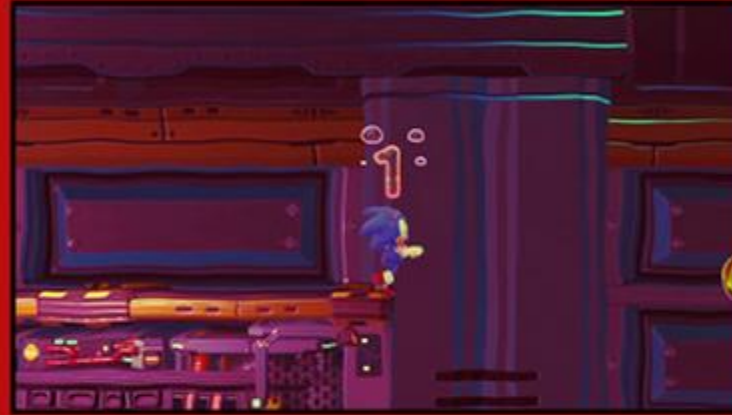
Wisp Capsule

Touch a Wisp Capsule to fill the Gauge. Use the Gauge to perform a Boost, or a Wispon unique special action.

Wisps are alien creatures with special powers. They are valuable allies that support Sonic on his adventures.

Item Box

Break open an Item Box to receive an item such as bonus Rings, Invincibility, and Power Sneakers for super speed.

Grind Step

Mount a grind rail to slide quickly along it. When there are parallel rails, you can jump between them. Some rails end suddenly, so keep your wits about you!

PLAYING THE GAME

Goal

Reach the goal or defeat the boss to clear the stage.

Results

At the Results screen, your Total Score and Rank are shown together with Bonuses for Time, Rings and Retries.
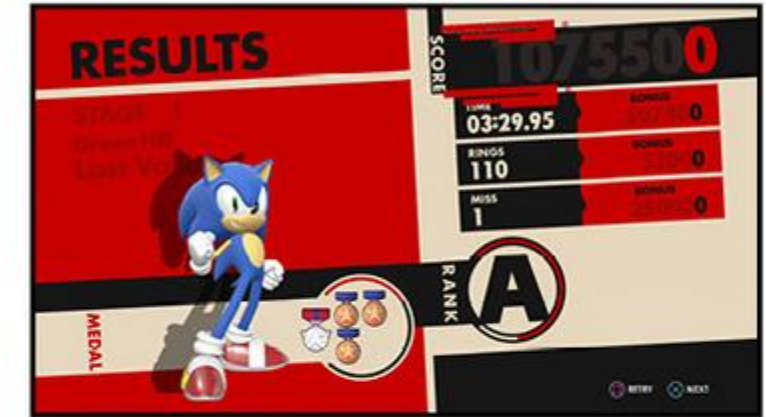

Experience increases with Total Score. When the experience gauge fills, you will receive an honor.

Honors

Honors come in Bronze, Silver and Gold. Collect five Bronze honors to earn a Silver honor, and two Silver honors to earn a Gold honor.

Once you have a Gold honor, you can start collecting Wispons and Costumes as part of your Mission rewards.

WORLD MAP

Every corner of the world is now overrun by Dr. Eggman's forces.
It's time we took the fight to them!

Knuckles

❶ Stage Target
❷ Avatar
❸ Mission
❹ Stage List

SELECT STAGE

Move the cursor over the World Map, or open the Stage List, to select a stage to play.
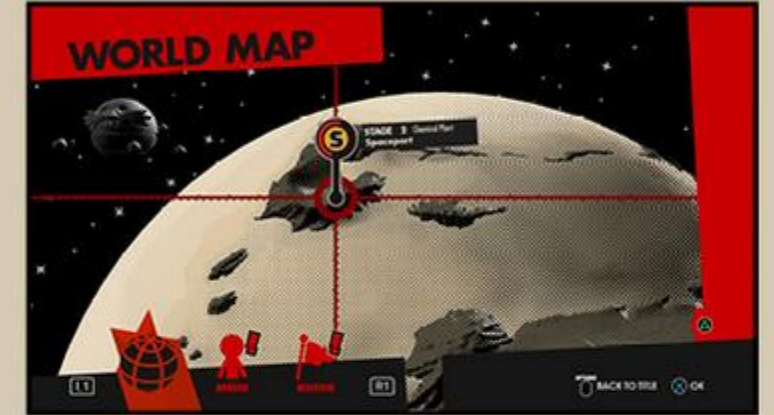
There are four kinds of Stage Target. The color indicates which character(s) may be used as follows:
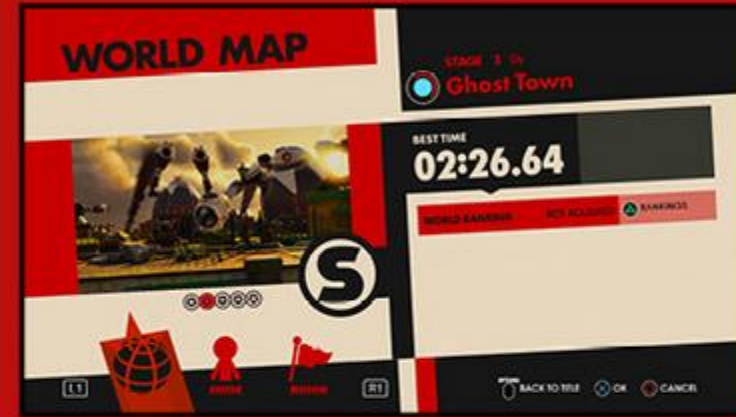
Sonic

Classic Sonic

Avatar

Tag
(Sonic & Avatar)

STAGE INFORMATION SCREEN

Select a stage to see the stage information screen. For previously cleared stages, the Best Time, Clear Rank and Red Star Rings collected are also displayed.

Rental Avatar

Set a Rental Avatar, and freely switch with your own Avatar during gameplay. When you switch Avatars, special skills and equipped Wispon will also be swapped over.

Ranking

At the stage information screen, you can also access the Rankings to see the clear times of players from around the world. Rankings can be viewed as follows:

✦ **Global** ...... The top World Rankings.

✦ **Nearby** ...... The ranking players nearest to your own rank.

✦ **Friends** ...... See how your rank compares to that of your friends.

SOS MISSION

Replaying some cleared stages will trigger an SOS Mission. There are three kinds of SOS Mission as follows:

Clear a stage using another player's Avatar only (own Avatar not available).

Clear a stage using another player's Avatar as a Rental Avatar.

Rescue another player's Avatar by opening the trap box placed somewhere in the stage.

If you lose a life, quit the game or reach the goal without rescuing the Avatar, then you will fail the Mission without the option to retry.

Downloadable Content

Downloadable content (DLC) is planned for shortly after the game's initial release date. For more details and an official release schedule, check out the site below:

http://www.sonicthehedgehog.com/forces/

✪ An internet connection is required to access the online rankings, set Rental Avatars, and play SOS Missions.
✪ Press the button below that corresponds to your game console for precautions and other information relating to online connection. Information will appear as a pop-up window.

Nintendo Switch™	PlayStation®4 system	Xbox One

Entering the Ranking

To upload your clear times to the online ranking, an internet connection is required. It is also necessary to link your Nintendo Switch user account with a Nintendo Account. Please see the Nintendo Switch Support page below for further information.

Nintendo Switch Support
http://en-americas-support.nintendo.com/app/answers/detail/a_id/22406/p/897/c/495

Entering the Ranking

To upload your clear times to the online ranking, it is necessary to sign into PlayStation™Network. To connect, you will need an internet connection, a Sony Entertainment Network account, and you must agree to the terms and conditions therein. Parental or guardian permission is required for users under 18. Some services may incur additional costs.

About PSN

https://www.playstation.com/en-us/network/

Entering the Ranking

To upload your clear times to the online ranking, it is necessary to connect to Xbox Live. For information on connecting your Xbox One console to Xbox Live, follow the instructions for "I'm connecting my Xbox One to Xbox Live for the first time" at the site below.

I'm connecting my Xbox One to Xbox Live for the first time

http://support.xbox.com/en-US/xbox-one/networking/first-time-connection-solution

AVATARS

Use your collected items to customize your Avatars! Never underestimate the importance of personal appearance!

Amy

Early in the game, an Avatar will be introduced as Sonic's new ally. You can set the Avatar's Wispon and make other customizations at the Avatar screen.

CREATE

First, set the basic parameters of your Avatar.

Gender, Species, Head Shape, Eye Shape and Voice can only be set once. Please choose carefully!

Seven Species

Avatars come in a total of seven species. Each species has an innate ability such as **Draw Items** and **Double Jump**.

WISPON

Change your equipped Wispon and check the available skills. Wispons come in the following varieties:

Wispon Varieties

■ Burst Wispon

	BASIC ATTACK	Shoots flames straight ahead. Hold the button for continuous fire.
	SPECIAL ACTION	Explosive jump. Consecutive use allows you to reach high up areas.

■ Lightning Wispon

	BASIC ATTACK	Attack with a lightning whip.
	SPECIAL ACTION	Use near an enemy or Rings for speedy transport.

■ Cube Wispon

	BASIC ATTACK	Turns enemies into cubes. Smash the cubes to receive Rings.
	SPECIAL ACTION	Make a foothold out of cubes, even in mid-air.

■ Asteroid Wispon

	BASIC ATTACK	Lock-onto and attack up to six enemies.
	SPECIAL ACTION	Become invincible and attract nearby Items. Press the button in mid-air to float.

■ Drill Wispon

	BASIC ATTACK	Attack with a drill. Press the button repeatedly for powered up attacks.
	SPECIAL ACTION	Tunnel under the surface to proceed. This can also be used to climb walls.

AVATARS

■ Hover Wispon

	BASIC ATTACK	Blow away enemies with a shockwave.
	SPECIAL ACTION	Make a balloon and rise upwards. This can even save you from falling down a hole.

■ Void Wispon

	BASIC ATTACK	Launch a black hole that swallows up Items and enemies.
	SPECIAL ACTION	Enter a direction to travel to its furthest extreme (the nearest wall) in an instant.

FITTING ROOM

Customize your Avatar with acquired parts. Customizations are reflected both in stages and movie scenes.

CLOSET

Save outfits of custom parts for quick recall. Up to 15 outfits can be saved.

MISSIONS

Check Mission details at the Mission screen.

CHALLENGE MISSIONS

A variety of Missions are available, such as **Earn Gold honors as a Bird** or **Clear Stage 1 with an S Rank.**
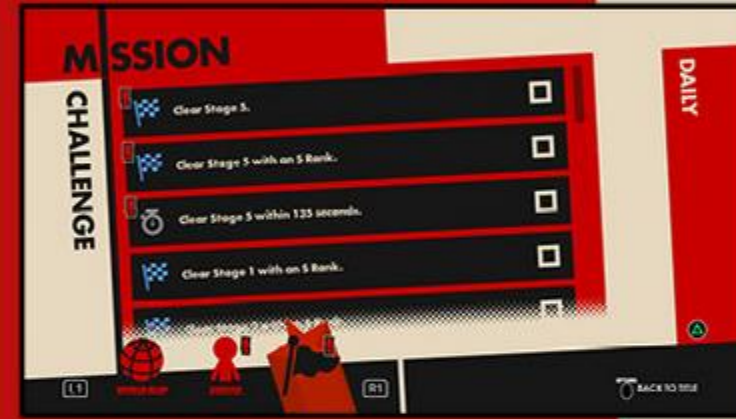
Mission Rewards

When you successfully clear a Mission, you will receive Parts and Wispons as a reward.

DAILY MISSIONS

Missions that change daily. After you clear a daily Mission, your regular stage score will receive a bonus points boost for 30 minutes. Do this every day to gradually increase your score bonus.

HINTS & TIPS

- ✪ In Normal mode, you will only lose a portion of your Rings when you take a hit.

- ✪ When fighting Zavok, his descending attacks will cause you to jump, so be ready to use the Homing Attack. Hitting the **Jump** button in anticipation of his attack will just tire you out, and leave you in a less than optimal position to follow through.

- ✪ If you're uncertain how to dress your Avatar, try selecting Random. Eventually you'll find a look that you like.

This license applies to all files found in such packages, and which do not fall under their own explicit license. The license affects thus the FreeType font engine, the test programs, documentation and makefiles, at the very least.

This license was inspired by the BSD, Artistic, and IJG (Independent JPEG Group) licenses, which all encourage inclusion and use of free software in commercial and freeware products alike. As a consequence, its main points are that:

• We don't promise that this software works. However, we will be interested in any kind of bug reports. ('as is' distribution)

• You can use this software for whatever you want, in parts or full form, without having to pay us. ('royalty-free' usage)

• You may not pretend that you wrote this software. If you use it, or only parts of it, in a program, you must acknowledge somewhere in your documentation that you have used the FreeType code. ('credits')

We specifically permit and encourage the inclusion of this software, with or without modifications, in commercial products. We disclaim all warranties covering The FreeType Project and assume no liability related to The FreeType Project.

Finally, many people asked us for a preferred form for a credit/disclaimer to use in compliance with this license. We thus encourage you to use the following text:

"""

Portions of this software are copyright © 2016 The FreeType Project (www.freetype.org). All rights reserved.

"""

Please replace <year> with the value from the FreeType version you actually use.

Legal Terms

===========

0. Definitions

• Redistribution of source code must retain this license file ('FTL.TXT') unaltered; any additions, deletions or changes to the original files must be clearly indicated in accompanying documentation. The copyright notices of the unaltered, original files must be preserved in all copies of source files.

- Redistribution in binary form must provide a disclaimer that states that the software is based in part of the work of the FreeType Team, in the distribution documentation. We also encourage you to put an URL to the FreeType web page in your documentation, though this isn't mandatory.

These conditions apply to any software derived from or based on the FreeType Project, not just the unmodified files. If you use our work, you must acknowledge us. However, no fee need be paid to us.

3. Advertising

Neither the FreeType authors and contributors nor you shall use the name of the other for commercial, advertising, or promotional purposes without specific prior written permission. We suggest, but do not require, that you use one or more of the following phrases to refer to this software in your documentation or advertising materials: 'FreeType Project', 'FreeType Engine', 'FreeType library', or 'FreeType Distribution'. As you have not signed this license, you are not required to accept it. However, as the FreeType Project is copyrighted material, only this license, or another one contracted with the authors, grants you the right to use, distribute, and modify it. Therefore, by using, distributing, or modifying the FreeType Project, you indicate that you understand and accept all the terms of this license.

4. Contacts

There are two mailing lists related to FreeType:

- freetype@nongnu.org

Discusses general use and applications of FreeType, as well as future and wanted additions to the library and distribution. If you are looking for support, start in this list if you haven't found anything to help you in the documentation.

- freetype-devel@nongnu.org

Discusses bugs, as well as engine internals, design issues, specific licenses, porting, etc.

Our home page can be found at http://www.freetype.org

"◢▶", "PlayStation", "PS4" and "DUALSHOCK" are registered trademarks or trademarks of Sony Interactive Entertainment Inc.

"Sony Entertainment Network" is a trademark of Sony Corporation.

Library programs ©Sony Interactive Entertainment Inc.

Nintendo Switch and the Nintendo Switch logo are trademarks or registered trademarks of Nintendo.

This software uses fonts produced by FONTWORKS Inc.

FONTWORKS, and font names are trademarks or registered trademarks of Fontworks Inc.

The typefaces included herein are solely developed by DynaComware.

Unauthorized copying, reproduction, rental, pay for play, public performance or transmission of this game is a violation of applicable laws.

CRIWARE™