⚠ WARNING

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

Important Health Warning About Playing Video Games

Photosensitive Seizures

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

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

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

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

MAN-XT200601-UK

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

SONIC
THE HEDGEHOG ™

CONTENTS

STORY

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 interrupted 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.

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
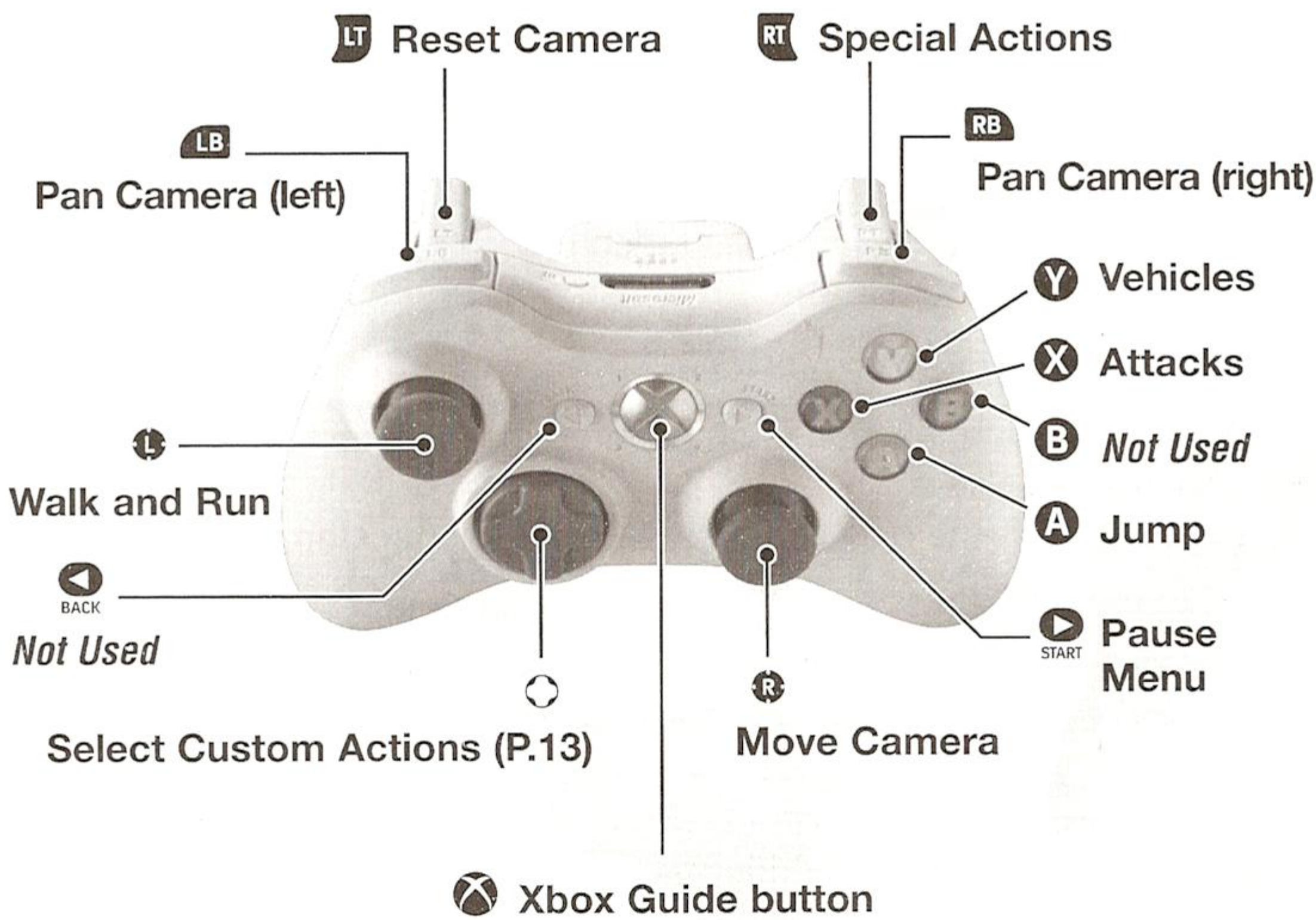Dr. Eggman in order to save
Princess Elise.

PRINCESS ELISE

Princess of Soleanna
at the tender age of
17. She lost her
father when she was
younger, but she
keeps her promise
to him to never cry,
no matter what.
She fulfills her
duty as the
royal princess, but
she has yet to see
the mysterious pow-
ers she possesses.

DR. EGGMAN

A master of robotic engineer-
ing 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.

BASIC CONTROLS

LT Reset Camera   **RT** Special Actions

LB Pan Camera (left)   **RB** Pan Camera (right)

Y Vehicles

X Attacks

B *Not Used*

A Jump

L Walk and Run

BACK *Not Used*

Select Custom Actions (P.13)

R Move Camera

START Pause Menu

Xbox Guide button

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

RT **Special Actions**: Character-specific actions that require a special power source, and this power is displayed on the Action Gauge (P.7).

Y **Vehicles**: Shadow can ride the vehicles that are made available within the stages. See P.15 for details on how to operate the vehicles.

X **Attacks**: Press the X button once to perform a basic attack move. See P.12 (Character Controls) for other character-specific attacks.

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

≫ MENU CONTROLS ≪

BUTTONS	MENU CONTROLS
Left Stick / D-pad	Select Menu Items
A / START button	Enter Selection
B button	Back

GETTING STARTED

MAIN MENU

The Main Menu will appear once the saved game file is loaded. Use the left stick / D-pad ⬆⬇ and select from the following menu options.

■ SINGLE PLAYER (P.6)

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.20)

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

Tag

A co-operative mode played by two players.

Battle

A competition mode played by two players.

■ EXTRA

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

■ OPTIONS (P.5)

Modify the various settings of this game.

OPTIONS

Make changes to the following game settings 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 & LOADING GAMES

Your progress in Single Player mode can be saved 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 (P.9) and select SAVE. The game can also be saved when any of the Stages in Tag mode (P.20) are completed.

Access your previously saved game on your storage device, immediately after pressing the START button at the Title Screen. The save file of this game must be either created or loaded to proceed the game.

LANGUAGE SETTING

The in-game text of this game can be changed to any of the following languages from the System area of the Xbox Dashboard:

English   French   Italian   German   Spanish   Japanese

DOLBY® DIGITAL

This game is presented in Dolby® Digital 5.1 surround sound. Connect your Xbox 360 console to a sound system with Dolby Digital technology using a digital optical cable. Connect the digital optical cable to the base of an Xbox 360 Component HD AV Cable, Xbox 360 VGA HD AV Cable, or Xbox 360 S-Video Cable. From the System area of the Xbox Dashboard, choose Console Settings, then select Audio Options, then Digital Output and finally select Dolby Digital 5.1 to experience the excitement of surround sound.

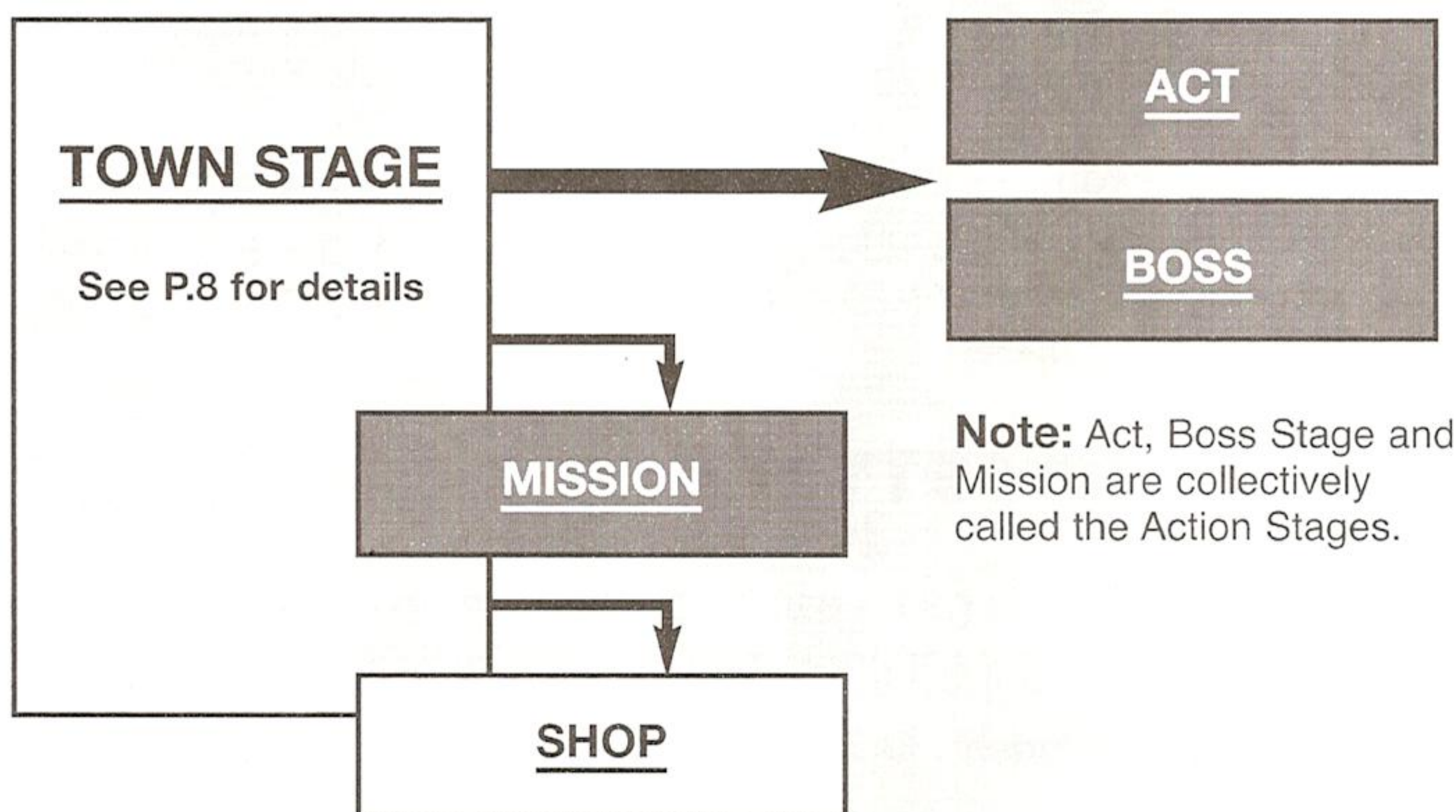# SINGLE PLAYER MODE

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 in Episode mode. Note that Sonic is the only character 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 fulfil given objectives to advance their story.

```
                                              ┌─────────────┐
                                              │     ACT     │
┌──────────────────────┐                      └─────────────┘
│                      │─────────────────────▶
│   TOWN STAGE         │                      ┌─────────────┐
│                      │                      │    BOSS     │
│   See P.8 for details│                      └─────────────┘
│                 ┌────────────────┐
│                 │                │          Note: Act, Boss Stage and
│                 │   MISSION      │          Mission are collectively
│                 │                │          called the Action Stages.
│                 └────────────────┘
│          ┌──────────────┐
└──────────│    SHOP      │
           └──────────────┘
```

TRIAL SELECT

Choose ACT TRIAL to replay the Act and Boss Stages you've completed, or select TOWN TRIAL to retry the 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.
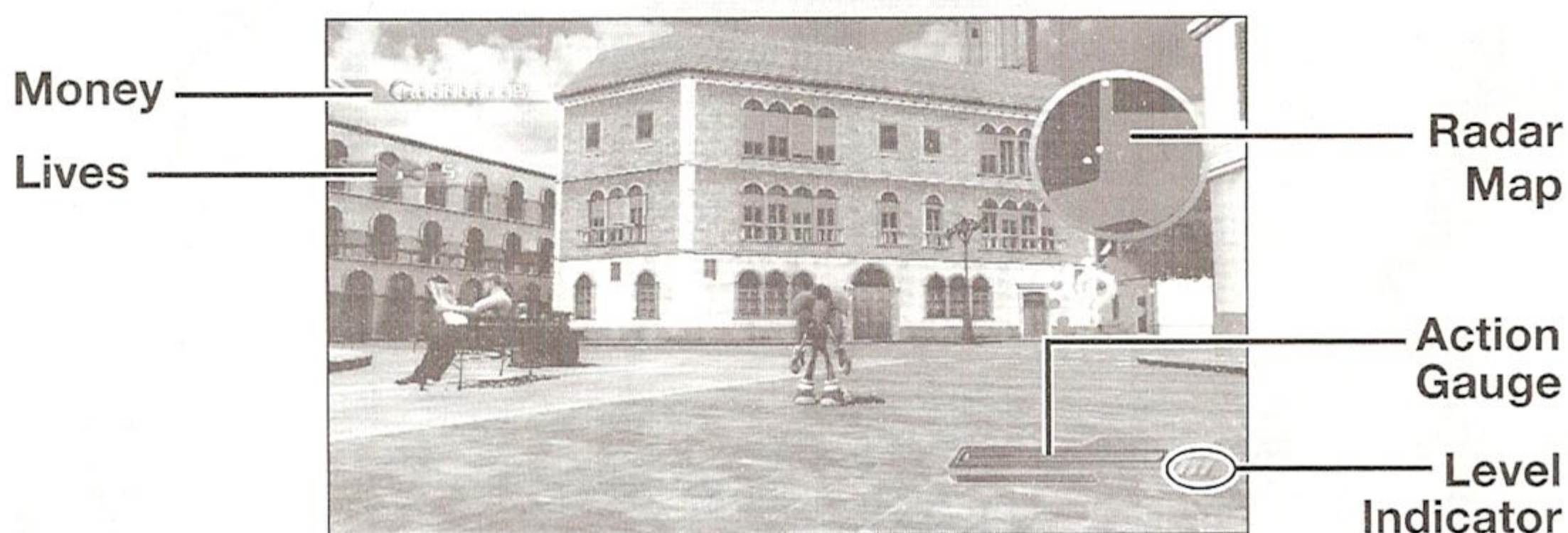
GAME DISPLAY

>>> ACTION STAGE (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.13), activate Shadow's Chaos Boost (P.14), and use Silver's telekinetic powers (P.16). Using such actions will deplete the Action Gauge, but all three characters can refill their power by collecting Chaos Drives and Light Cores (P.10). Note that Sonic and Silver's gauges are also gradually restored by 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.
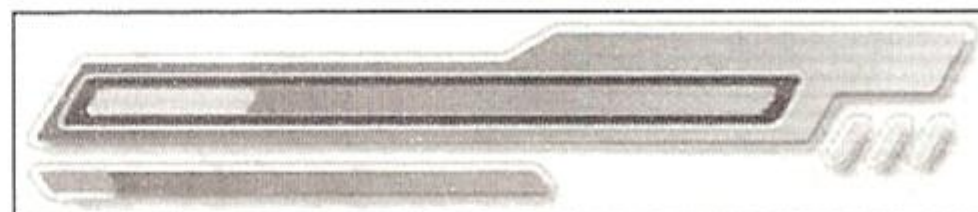
TOWN STAGE

There are two main objectives during the Town Stage. One is to seek where the next Action Stage begins, 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.12, 14, and 16 for their moves).

■ INFORMATION

Walk toward anyone with an icon above their head and press the X 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.
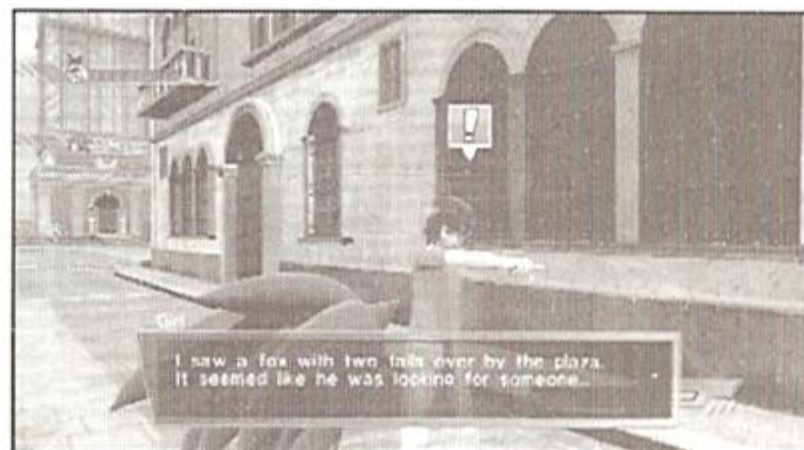
■ EVENT

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 event will automatically play.
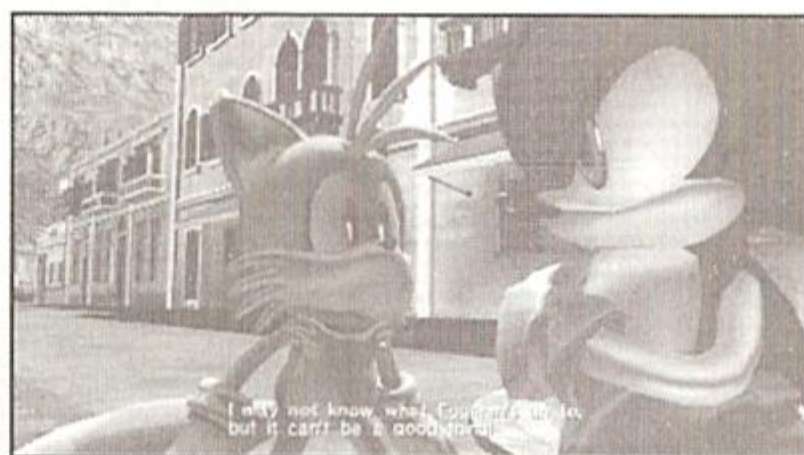
■ MISSION

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 if 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 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 will finally be 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. During the pause, select CONTINUE to resume gameplay or QUIT to exit the game.

Additionally, the START OVER option will allow you to start over the current Stage/Mission from the beginning, with the cost of one life. During the Town Stage, there will also be an option to freely save your game progress to a designated storage device.
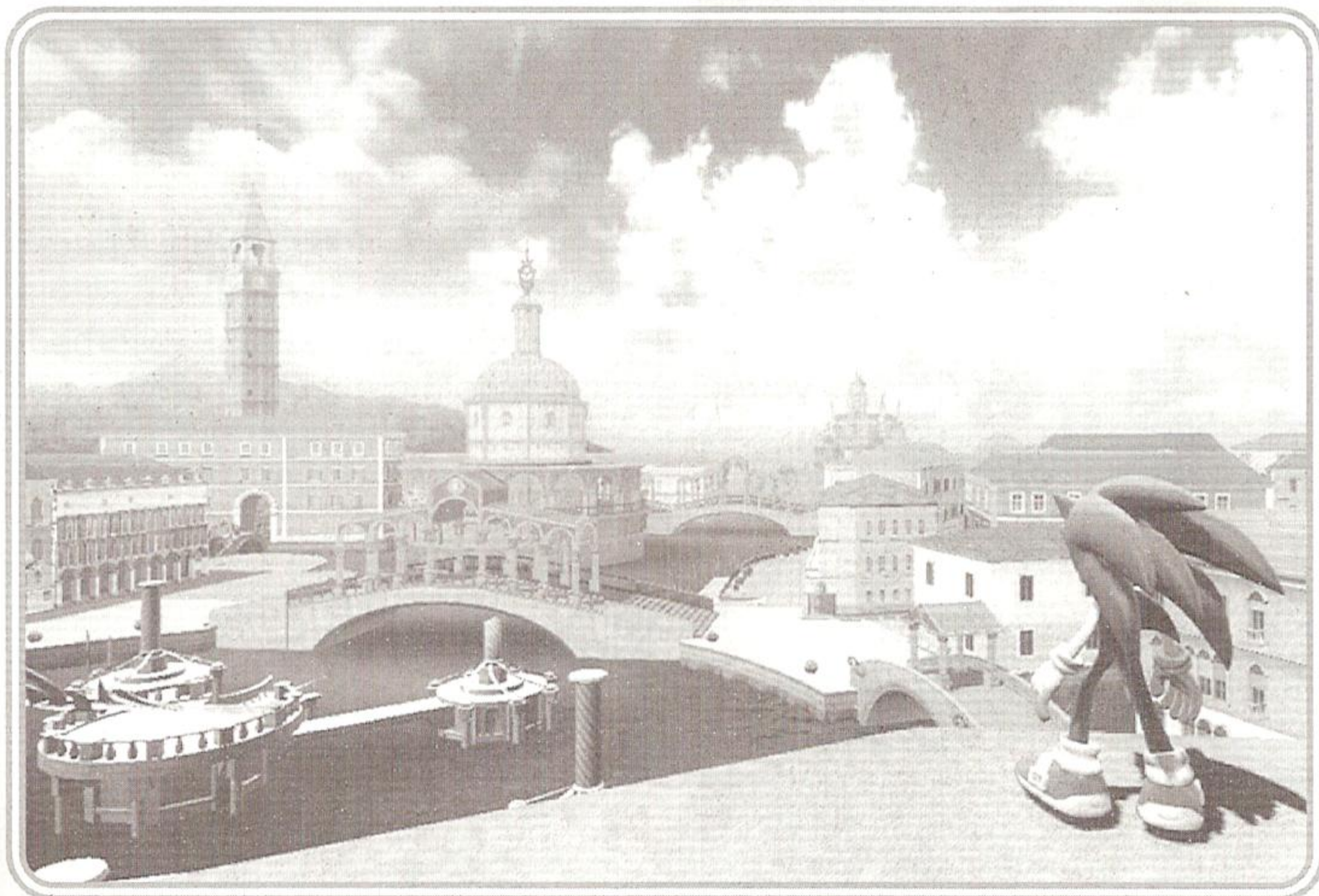
ITEMS / OBJECTS

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

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

Item Box
Touch to receive one of a variety of Power-up Items (see P.11).

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 Stage.

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 defences, 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.

Invincible
Become invincible for a limited time.

Shield
Protects your character from an attack.

High Speed
Increases running speed to the maximum.

Gauge Up
Replenishes the Action Gauge.

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 characters 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 Episode Select screen.

11

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.17) can also be controlled as they interact with the three main characters.

SONIC THE HEDGEHOG

Homing Attack — A 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."

Spin Dash — Hold X Button at standstill > Release

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

Attack — X Button

Throw a powerful spinning kick at enemies straight ahead.

Light Dash — X Button near a path of Rings — POWER-UP

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

Bound Jump — X Button during Jump — POWER-UP

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

Sliding Attack — Hold ← or → > press X Button — POWER-UP

Slide along a destructive path straight through multiple enemies ahead.

Custom Action — Right Trigger — POWER-UP

Hold down the right trigger 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 items are purchased from the Shop (P.8).

CUSTOM ACTIONS

Purchasing Gems from the Shop will allow
Sonic to perform various specialised actions
by pressing the right trigger to leverage your
gameplay. Custom Actions you've already
gained can be freely selected during the
Action Stage by using the D-pad. Note that
Custom Actions require power on your Action Gauge, and cannot be
used when the gauge is empty.
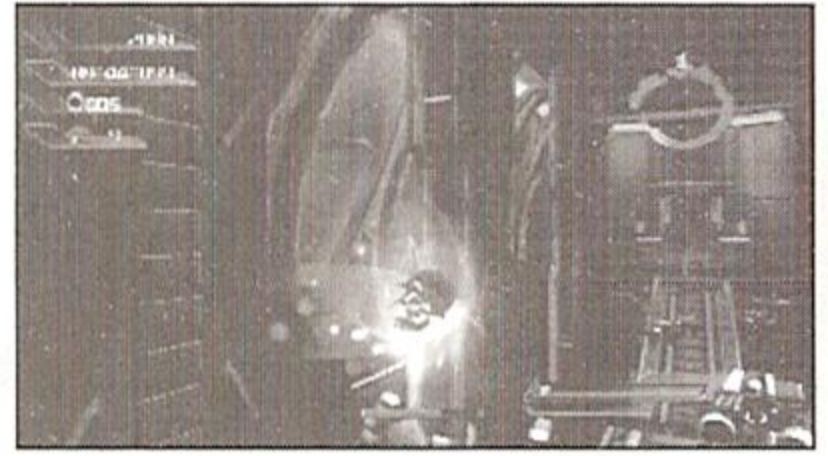
All Custom Actions are upgradable (up to Level 3) by collecting Chaos
Drives (P.10) – levelling up the action will result in more power and/or
better mileage from the Action Gauge. Also, levelling up a Custom Action
occurs one at a time since only the selected action can absorb the power
of the Chaos 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 right trig-
ger to activate the aura until the Action Gauge
runs out. Note that certain skills will not be
available to Sonic during these stages.