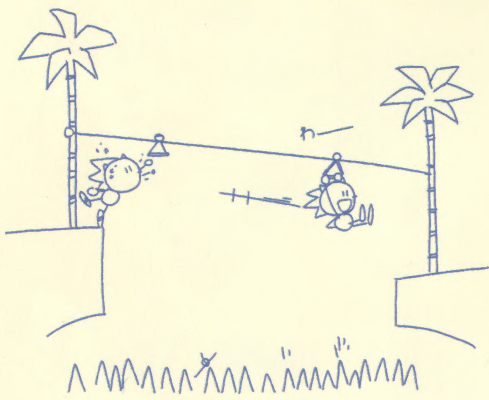


# SONIC™

## MANIA



**INTRODUCTION MANUAL**



**BY THE MANIA...**



INTRODUCTION MANUAL

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# THE STORY SO FAR

Some time after saving Angel Island, Sonic the Hedgehog and his best friend, Miles "Tails" Prower, are relaxing when Tails picks up a strange energy reading far away. Though different from the Chaos Emeralds, the reading is remarkably powerful, and Tails convinces Sonic to join him to check it out.

Sonic and Tails take off on the Tornado towards the source, but sure enough, the evil Dr. Eggman has detected it too! Now it's a race between Sonic and Eggman to get there first and figure out what mysteries it holds.

However, Eggman has been busy: he's just unleashed a new team of elite Egg-Robos to handle his most important tasks. They're called the "Hard-Boiled Heavies," and they're about to reach the source of the signal first!

It's up to Sonic, Tails, & their newest ally, Knuckles the Echidna, to defeat the Hard-Boiled Heavies, unlock the secrets of the energy source, and stop Dr. Eggman!

## CHARACTERS



### SONIC THE HEDGEHOG

The world's fastest hedgehog! Although often impatient, Sonic has a heart of gold and a strong desire to fight injustice – which means putting a stop to the evil Dr. Eggman's plans.

His blistering speed, Super Sonic Spin Attack, and sassy attitude make him a force to be reckoned with. After reconciling his differences with Knuckles, he's enjoyed some peace and quiet with Tails and their animal friends – until now.



# TAILS

MILES "TAILS" PROWER

Miles "Tails" Prower grew up idolizing Sonic, and now joins him on his adventures. He can fly using his two tails, and as a skilled inventor and mechanic, his talents almost rival those of Dr. Eggman. Anywhere Sonic goes, Tails is never far behind.

# KNUCKLES

THE ECHIDNA

Knuckles is the last descendent of the ancient Echidnas. He lives alone on the floating Angel Island, kept in the sky by the Master Emerald, which he guards. Knuckles has unmatched strength, and can even punch through solid walls. Following the defeat of Dr. Eggman's previous scheme, Knuckles considers Sonic an ally. When Knuckles spots something amiss on the island, he goes to investigate...



# Dr. EGGMAN

EVIL GENIUS

An evil genius with an IQ of 300, Dr. Eggman won't stop until he dominates the world with his army of mechanized minions. Despite suffering defeats at the hands of Sonic and his friends, Dr. Eggman's confidence never wavers.

Intrigued by this new energy signal, he plans to exploit it for his own means. With something this powerful, he could finally stop Sonic forever.

# MEET THE TEAM



## **CHRISTIAN WHITEHEAD** LEAD DEV & PROGRAMMER

Give me the cyber razor cut, because my long hair needs it after months toiling away on this game. I hope you enjoy all the new surprises our team worked hard to create!

## **SIMON "STEALTH" THOMLEY** PROGRAMMER

As an avid programmer, Sonic's first game was a huge inspiration to me back in 1991. Working with Sonic Team has always been a dream of mine, so living that dream has been amazing!



## **HUNTER BRIDGES** PROJECT MGR & PROGRAMMER

As a child, Sonic games shaped my senses of creativity, music and design. I'm thrilled to be a part of a team that has the opportunity to inspire new generations.

## **JARED KASL** LEAD DESIGNER

It's been a pleasure to not only work on a dream project, but get to do it with friends. The love and dedication is the heart of Mania.



## **BRAD FLICK** DESIGNER

Working with my best friends and Sonic Team on Mania still feels like an impossible dream. If you see me, could you remind me that it is indeed real? Thanks!

## **TARYN COSTELLO** DESIGNER

It has been an honor to work with such a great team. I hope Mania will inspire others to chase their dreams, too.





## **MICHAEL BALM** DESIGNER

Sonic 3 was my ultimate childhood game and Sonic Mania is without a doubt one of the most ambitious projects I've ever worked on - Thanks to such a strong team!

## **TOM FRY** ART DIRECTOR

Working on Sonic Mania surrounded by such a wealth of warm and talented folk has made for some of the most enjoyable months of my life. It's a time I will never forget.



## **PAUL VEER** ARTIST

I started doing pixel-art by doing Sonic sprite edits, so it's been surreal being on the other side of that some 18 years later. Never give up on your dreams!

## **KIERAN GATES** ARTIST

As a life long Sonic fan, I'm honoured to have been able to contribute to Sonic Mania, and it's been a privilege to work alongside so many talented people. Thank you!



## **LUCAS "MIDIO" CARVALHO** ARTIST

I had a blast working on a bunch of the game's stages! As a Sonic fan, I'm so happy to be part of the Mania family and I hope you feel all the love we poured into the game <3

## **TEE LOPES** COMPOSER

It's been an honor to work on Sonic Mania with this formidable team! I hope the game can stand as an icon of determination, as well as proof that dreams are worth chasing after.



# MEET THE TEAM



## FALK AU YEUNG MIXING

Sonic has a long, proud history of awesome music and it's an honor to support Tee in bearing that torch for this amazing game.

## JAMESON SUTTON SOUND DESIGN

Many of the talents on this team have been heroes of mine since I was a kid. Getting to work on Sonic Mania has been surreal, and I hope you enjoy the game. ^\_^



## GREG DAWSON BUSINESS DEV

Thanks Mom and Dad for letting me play Sonic growing up and to my wife for letting me play Sonic even though I'm grown up! Kaylin, Ryker, Maddox, Terri, Starr, Daniel.

## TYSON HESSE CINEMATIC ANIMATION

My fondness for Sonic is what led me to be pursue animation as a career, so this is a life dream fulfilled. I'm so humbled to have been even a small part of such a passionate team!



## HYPER POTIONS CINEMATIC SOUNDTRACK

So so thankful to go from being fans of Sonic to making the music for Sonic Mania trailers. Honestly a dream come true for us.





**TAKASHI IIZUKA**  
**SONIC SERIES PRODUCER**

Since creating Sonic The Hedgehog 3, I've always wanted to create a 2D pixel Sonic game again. Sonic Mania has been a dream for years.

**KAZUYUKI HOSHINO**  
**SONIC CREATIVE DIRECTOR**

It was my pleasure to work with talented creators who grew up with Sonic. Work hard, PLAY hard! Keep up the good work for Sonic's next 25 years :)



**AUSTIN KEYS**  
**DIRECTOR OF PRODUCTS**

Everyone on the project has worked remarkably hard to make Sonic Mania an amazing title. Thank you to all the fans who supported the game every step of the way.

**LOLA SHIRAIISHI**  
**PRODUCER**

I'm working too hard on this game right now. Someone write this for me, please.

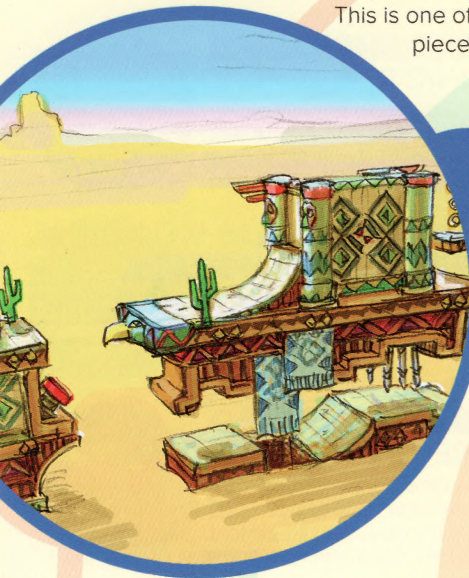


**AARON WEBBER**  
**SOCIAL MEDIA MANAGER**

To everyone who has worked on Sonic over the last 26 years: thank you. Here's to the future generations who will carry on that legacy.

# CONCEPT ART

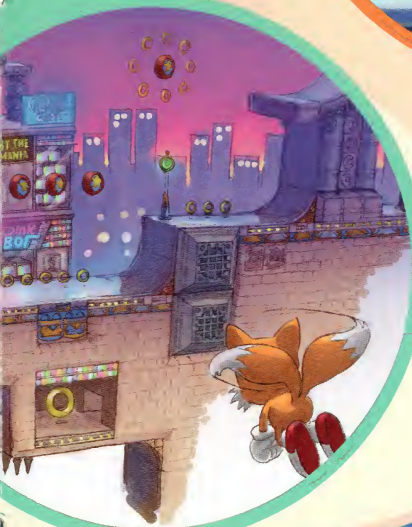
This is one of our earliest concept pieces of the desert Zone, Mirage Saloon.



The new Green Hill Zone features caves, aquatic caverns, and more.



Studiopolis is a brand new zone in Sonic Mania. A city at dusk full of bright lights, bumpers, and gold rings...



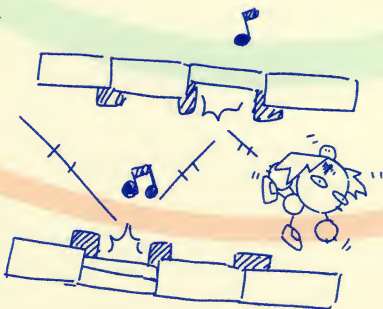
...it's also where you'll face off against "Heavy Gunner", of the new "Hard-Boiled Heavies".

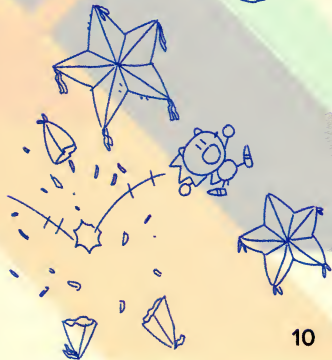
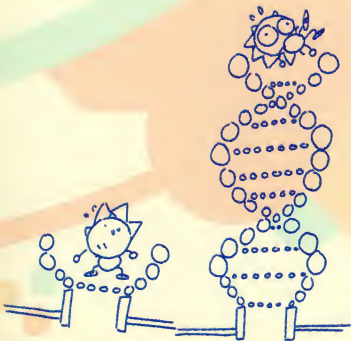
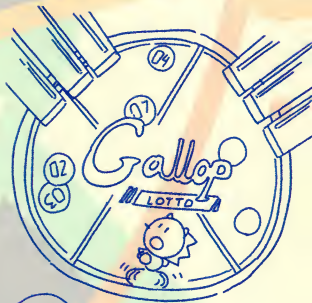
Brrr! Sonic ice cubes, anyone?...

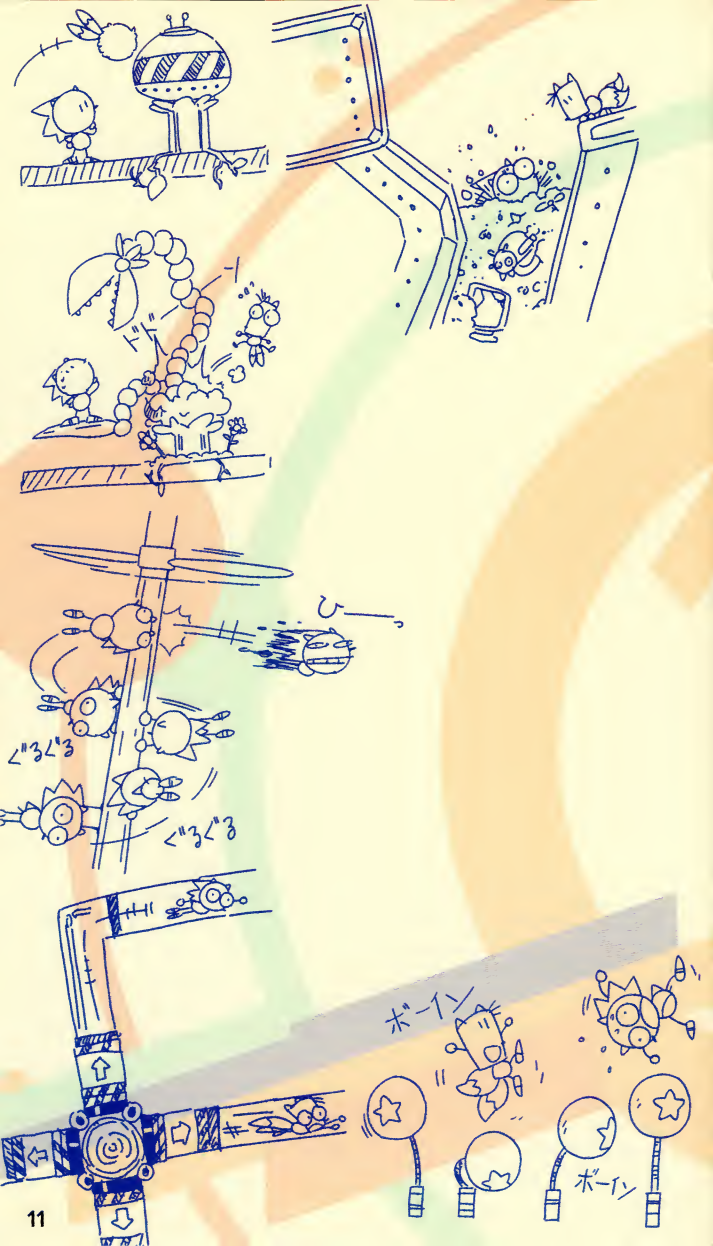


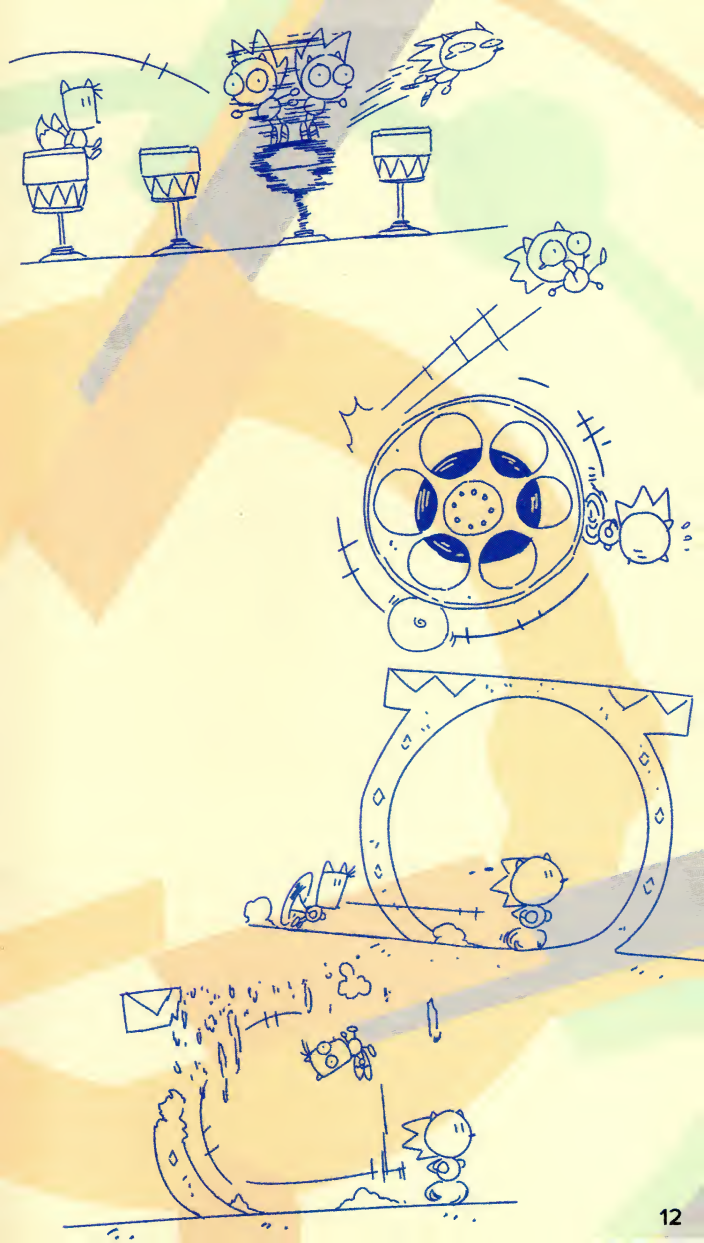
# SIGNATURES!

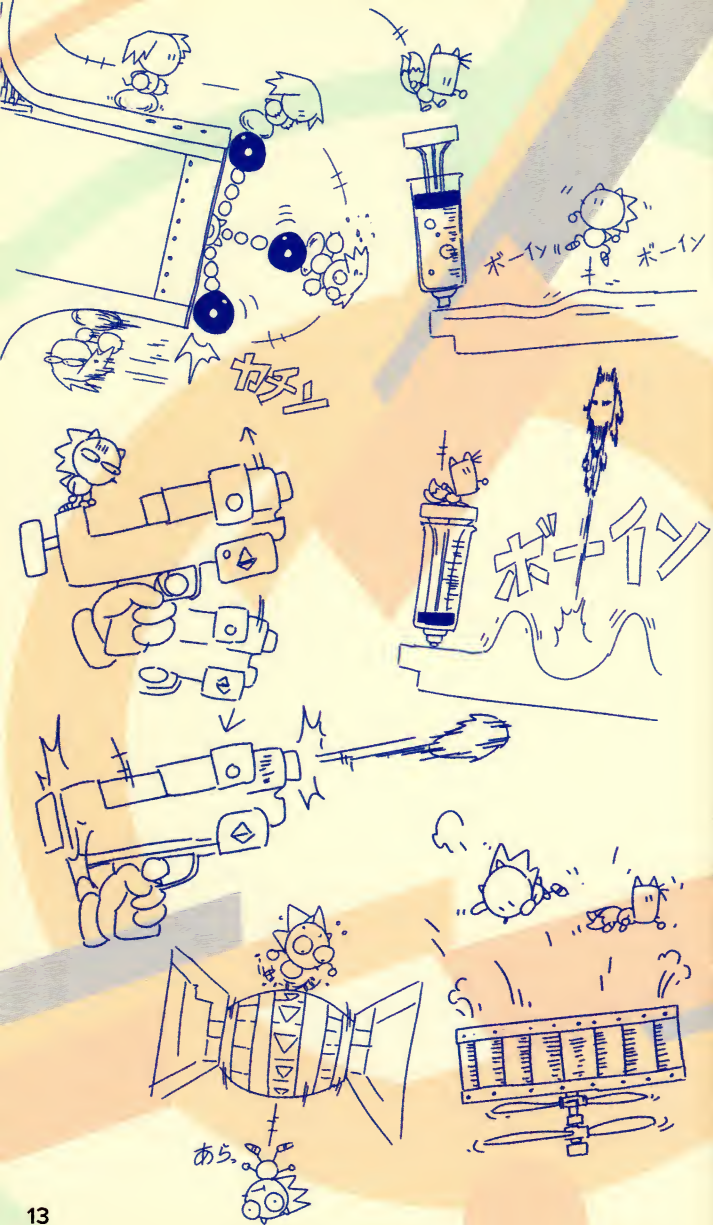
COLLECT THEM ALL!



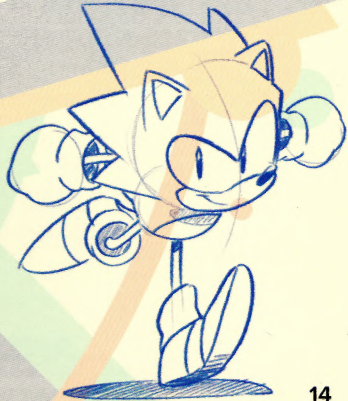
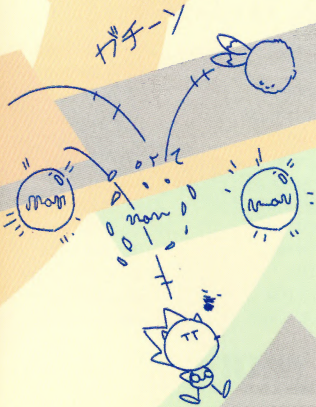
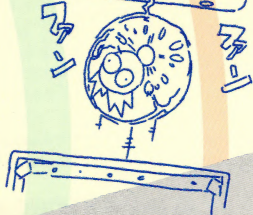
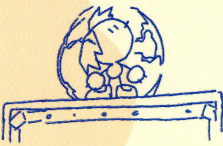
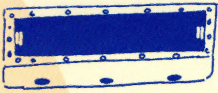
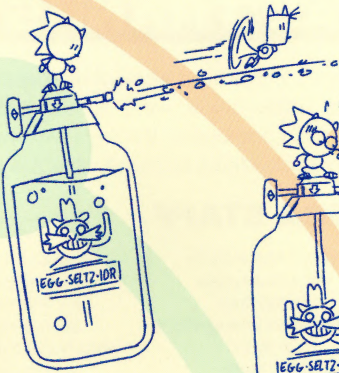












# SPECIAL THANKS

Sonic Mania exists thanks to the hard work of hundreds of people across the world. Listed below, we'd like to thank the following, each of whom has contributed, through hard work or constant support, to help Sonic Mania become what it is today:

## SEGA STAFF

Risa Araki  
Sylvia Barazza  
Adam Borno  
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Sara Chan  
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Tony Resendes  
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Jun Senoue

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Alex "Kidd" Solverson  
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Anoulay Tsai  
Yuji Uekawa  
Ranjan Vekaria  
"Classic" Wendy Wang  
"Super" Edith Yang  
Yuko Yasuda  
Terri Watanabe  
Jeff Webber  
Scott Williams

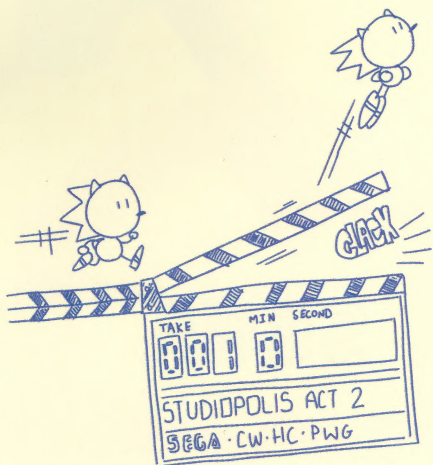
## ADDITIONAL THANKS

Nate Almond  
Suzy Berhow  
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Jacob Freeman  
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Arin "Grump" Hanson  
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Ryan Magee  
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Sibel Sunar  
Josie Taylor  
Adam Tuff  
Kevin Wasielewski  
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Brit Weisman  
Hirokazu Yasuhara  
Averi Yorek  
Studio Yotta

**...AND YOU!**



**...FOR THE MANIA**

*Manual design by Kieran Gates  
Sketch artwork by Tyson Hesse*

The image features the SEGA logo in a stylized, blue, blocky font with a white outline, centered on a bright yellow background. The background is decorated with abstract geometric shapes: a large red circle, a teal circle, and an orange circle, all partially overlapping. Several thick, diagonal lines in blue, red, and orange cross the scene. Small, scattered dots in red, teal, and orange are also present. The overall aesthetic is vibrant and retro, characteristic of 1980s-90s video game branding.

SEGA®