

# SONIC™ HEROES



 SONIC™  
TEAM

SEGA®

## Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

## Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

## PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

**See back page of this manual for Customer Service Numbers.**

SLES-51950

**1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 110KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible**

SEGA, the SEGA logo, Sonic Heroes and Sonic The Hedgehog are either registered trademarks or trademarks of SEGA CORPORATION. All rights reserved. Original Game © SEGA © SONICTEAM/SEGA, 2003. Published by SEGA. RenderWare is a registered trademark of Canon Inc. Portions of this software are Copyright 1998-2003 Criterion Software Ltd. and its Licensors.

Library programmes © 1997-2003 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited.

Thank you for purchasing Sonic Heroes. Please note that this software 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 Heroes. Also note that this instruction manual cannot be re-issued, therefore please keep it in a safe place.

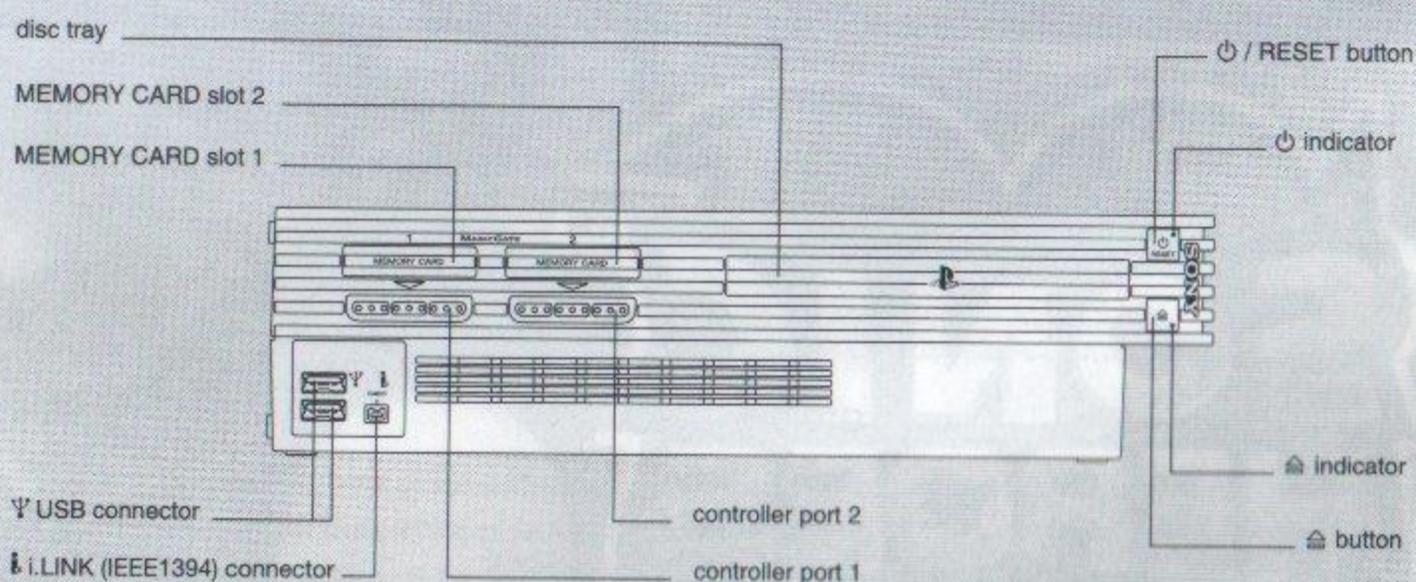
# SONIC HEROES™

SONIC HEROES

32  
36

<b>CONTENTS</b>	
<b>SETTING UP</b> .....	2
<b>CONTROLLER</b> .....	3
<b>TEAM INTRODUCTIONS</b> .....	4
<b>BASIC CONTROLS</b> .....	13
<b>BASIC ACTIONS</b> .....	14
<b>SPECIAL ACTIONS</b> .....	15
<b>STARTING THE GAME</b> .....	20
<b>1P PLAY MODE</b> .....	21
<b>2P PLAY MODE</b> .....	29
<b>EXTRAS</b> .....	30
<b>OPTIONS</b> .....	31
<b>CREDITS</b> .....	44

# SETTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the /RESET button. When the indicator is green, press the button and the disc tray will open. Place the Sonic Heroes disc on the disc tray with the label side up. Press the button again and the disc tray will close. Attach game controllers and other accessories, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## Memory Card (8MB) (for PlayStation®2)

Sonic Heroes supports MEMORY CARD slot 1 only. Refer to p.31 in this manual for details on loading and saving games. Insertion or removal of the memory card (8MB) (for PlayStation®2) after switching on the console may cause data to be overwritten or lost. At least 110KB or more of free space is required to save Game Data in this game.

This title uses an Autosave feature as the only method of saving data.

## How to enjoy cut-scenes with Dolby Digital

In "5.1 channel Dolby Digital" mode, the audio from the PlayStation 2's AV MULTI OUT may be disabled. When "5.1 channel Dolby Digital" mode is activated, sound may only come from the unit's DIGITAL OUT (OPTICAL). The PS2's DIGITAL OUT (OPTICAL) should be connected to the "digital optical in" of a receiver with Dolby Digital decoding.

This game uses both Dolby Digital and PCM audio. Some receivers will switch between both audio formats automatically, and others will not. Please refer to your receiver's instruction manual to determine if it is necessary to activate an "auto-detect" feature.

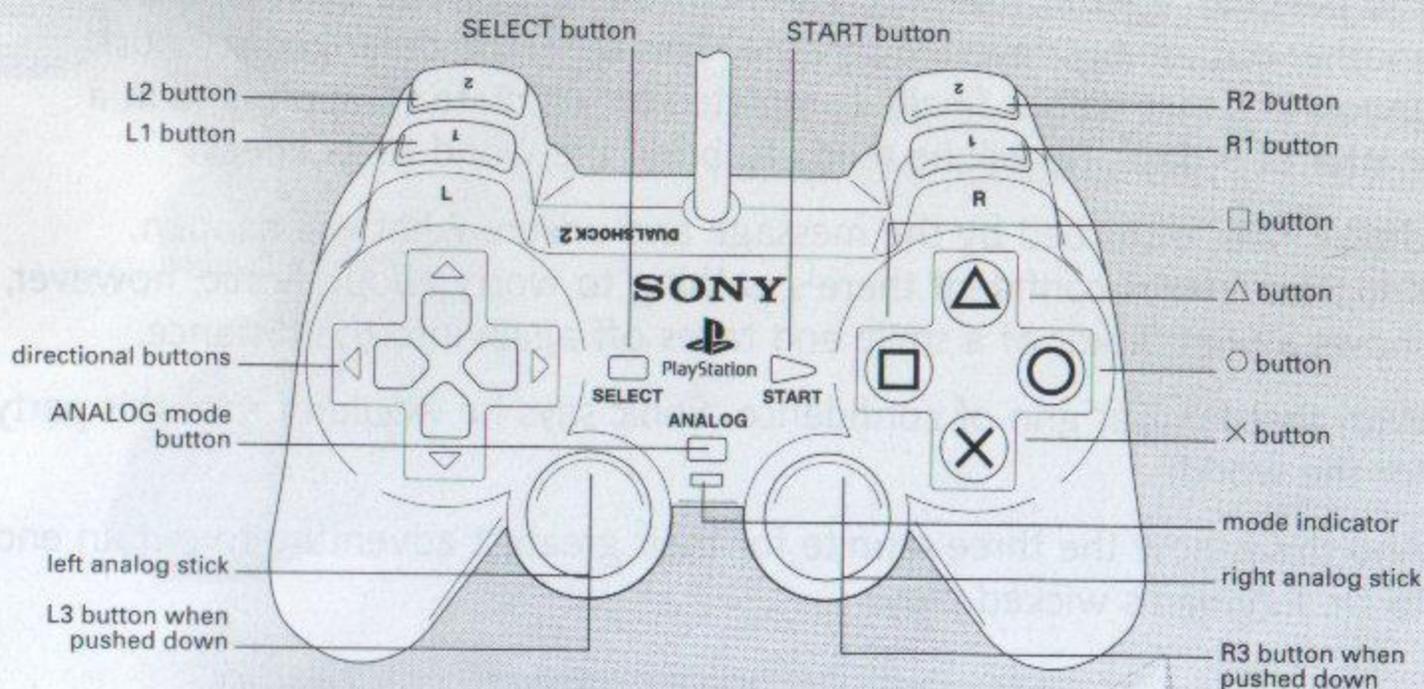


Dolby, Pro Logic, and the double-D symbol are registered trademarks of Dolby Laboratories

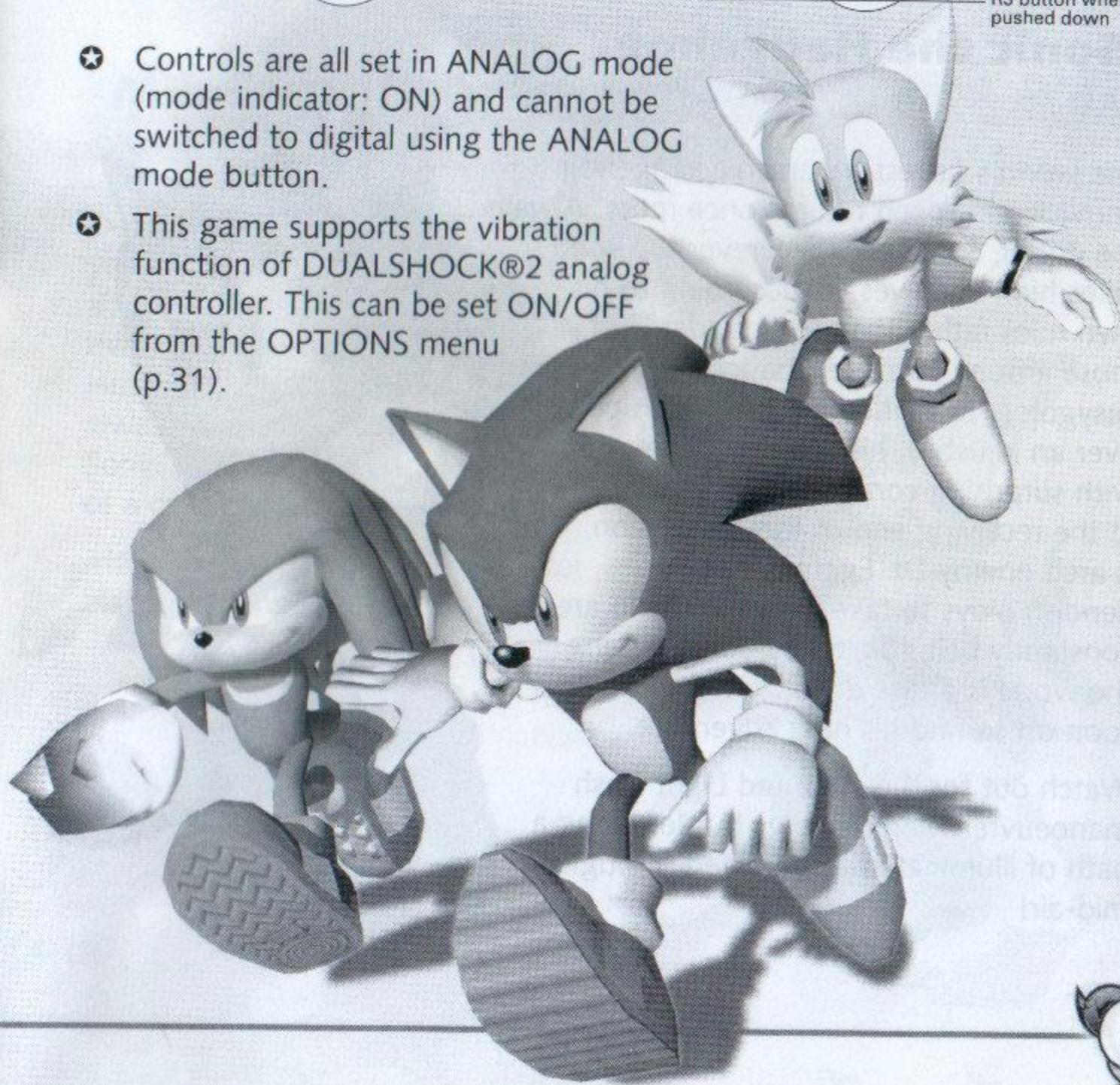
# CONTROLLER

Sonic Heroes is a one to two player game, and compatible with the analog controller (DUALSHOCK®2). When playing a 1P game, connect the controller to controller port 1. When playing a 2P game, connect the controller for the 2nd player to controller port 2.

Although this title can be played with a digital controller, all functions performed with the left or right analog sticks are not available.



- ★ Controls are all set in ANALOG mode (mode indicator: ON) and cannot be switched to digital using the ANALOG mode button.
- ★ This game supports the vibration function of DUALSHOCK®2 analog controller. This can be set ON/OFF from the OPTIONS menu (p.31).



# TEAM INTRODUCTIONS

## TEAM SONIC

This tenacious trio of Sonic, Tails and Knuckles combines exhilarating high-speed action with medium difficulty playability.

Tails and Knuckles finally catch up with Sonic as he tours around the globe, and pass him a letter from his arch-nemesis Dr. Eggman threatening another outrageous revenge scheme. This time, the deranged scientist announces that he has finally completed his ultimate weapon, and in a matter of 3 days, he will be ready to bring the world to its knees!

Unlike Tails, disturbed by the message and unsure what will happen, Knuckles relaxes confident there's nothing to worry about. Sonic, however, shows a brief flicker of a smile and takes off again into the distance.

With that familiar grin of confidence, Sonic says he wouldn't miss this party for the world!

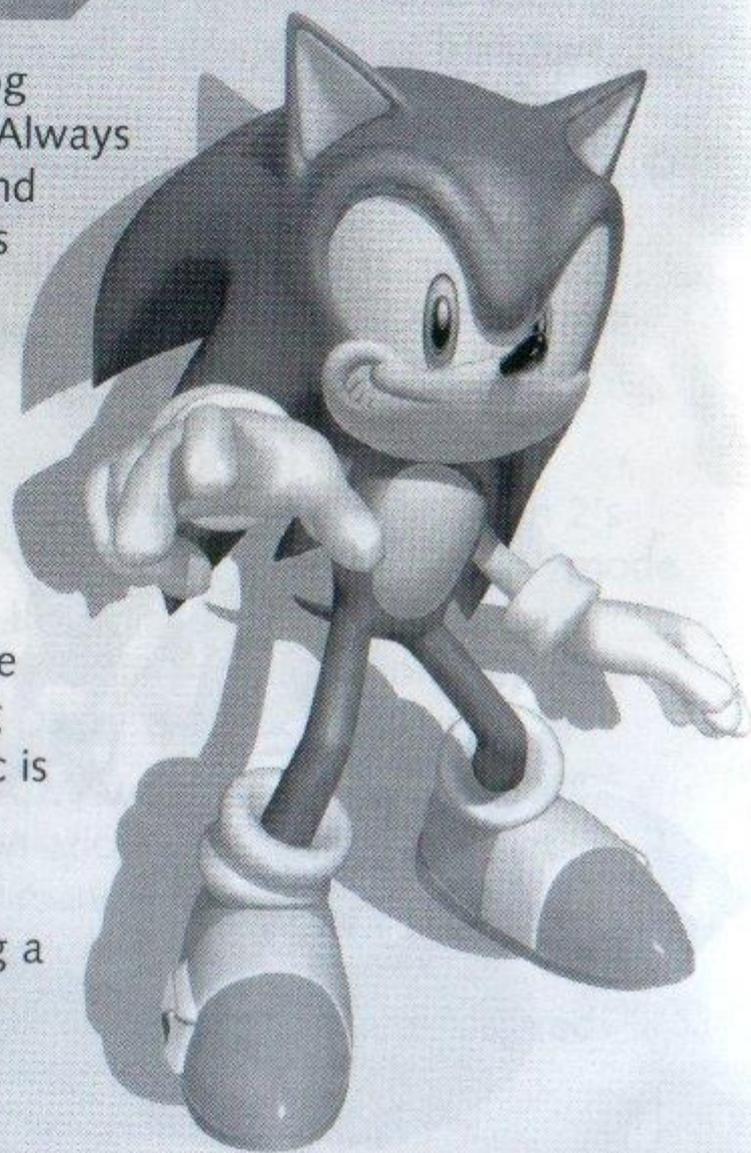
And this is how the three reunite for their greatest adventure to put an end to Dr. Eggman's wicked ploy.

### Sonic the Hedgehog

Age 15

The world's fastest supersonic hedgehog unrivalled in speed returns once more. Always the drifter, Sonic goes wherever the wind takes him, and lives life according to his own rules rather than the standards of those around him. He's basically easygoing, but when he gets fired up over an injustice, his anger explodes with surprising consequences. Always at the receiving end of this aggression is arch-enemy Dr. Eggman, whose fiendish ploys to take over the world are constantly being foiled by Sonic. Saving the world is a nice distraction, but Sonic is soon off to find his next adventure.

Watch out for the patented Light Dash manoeuvre whereby Sonic hurtles along a path of illuminated Rings, even through mid-air!



## Knuckles the Echidna

Age 16



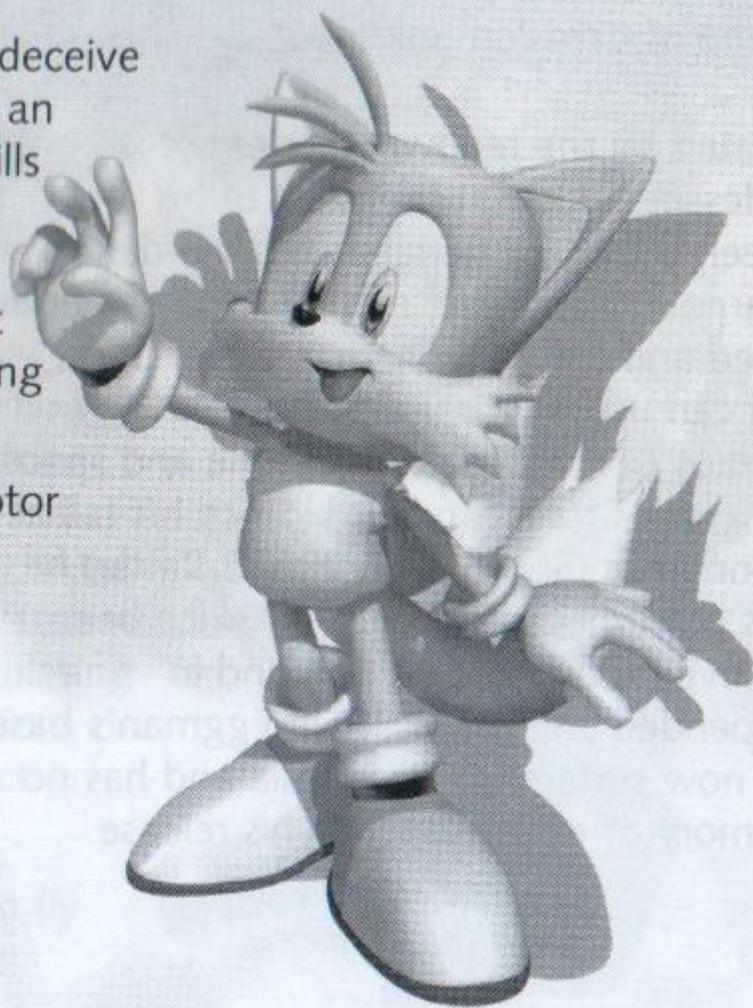
An egotistical dread locked Echidna from the Angel Island, and appointed guardian of the Master Emerald. Sonic may be a drifter, but Knuckles' home is firmly fixed in the mountains. Wild, tough, stubborn and inflexible, Knuckles sees himself as Sonic's rival, perhaps because of his own dreams of a free lifestyle. He's also known as a treasure hunter, and possesses martial arts skills.

## Miles "Tails" Prower

Age 8

Don't let his docile appearance deceive you. This cute twin-tailed fox is an absolute mecha-maniac with skills rivalling those of Dr. Eggman. Humble about his abilities, he always does his best to help out Sonic, who sees him as something of a cute kid brother.

"Tails" can spin his tails like a rotor blade enabling him to fly.



## TEAM DARK

A villainous team of Shadow, Rouge and Omega. Skill and concentration is required to endure heavy battle.

Treasure hunter Rouge, who flies all over the world in search of precious jewels, one day hears that Dr. Eggman is accumulating a massive treasure collection. She immediately heads for Dr. Eggman's headquarters to liberate these riches, but discovers the base abandoned with all the valuables gone.

However, she comes across a stasis capsule that to her surprise houses the figure of Shadow. Far from being deceased as everybody thought, he was indeed very much alive, but unconscious. In order to release Shadow from the capsule, Rouge switches on the facility's power, unintentionally reactivating the final E-Series robot Omega. Shadow wakes to find his memory gone, unable to recall why or how he went into stasis.

Omega, on the other hand, was rather upset about Dr. Eggman shutting him down. Mistaking Shadow for one of Eggman's robots, he immediately starts to attack him.

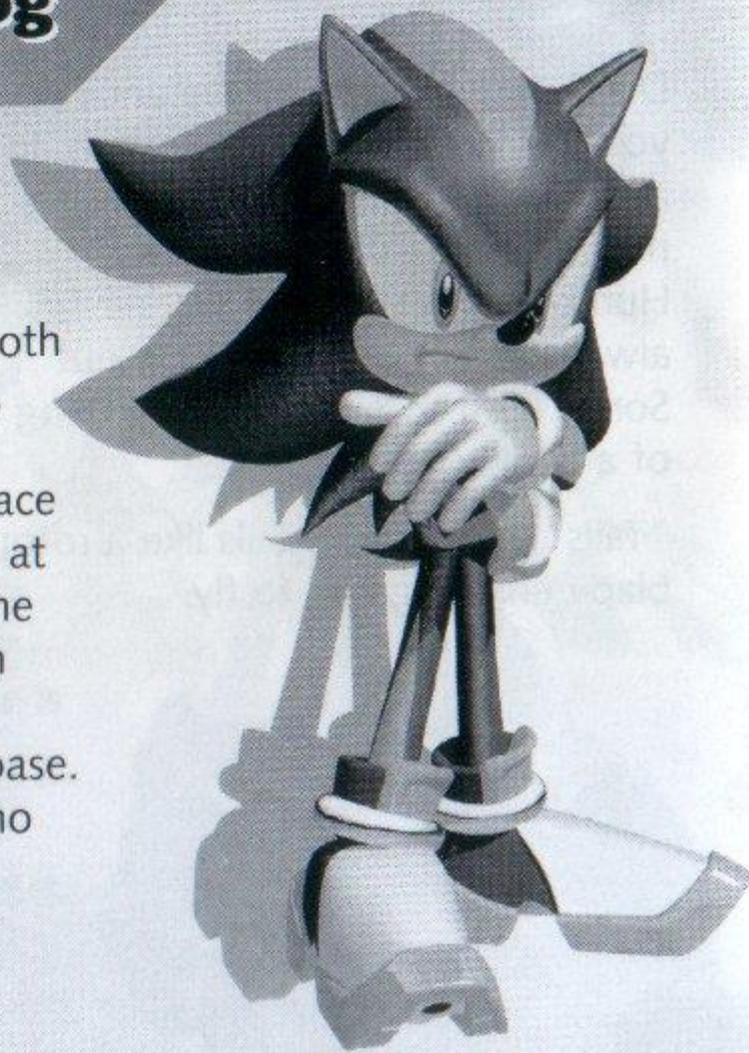
Rouge steps in to break up the fighting, and reminding them both that their enemy is Eggman, the three shook hands and the team was formed.

"Yeah baby!" announces Rouge. "That makes us a team!"

### Shadow the Hedgehog

Time of Creation unknown

Created by the renowned scientist Professor Gerald at the peak of his career, this black hedgehog is the dark incarnation of Sonic, matching him in both speed and abilities. Shadow never ages, and can use a technique known as "Chaos Control" to distort time and space using the Chaos Emeralds. Since his fall at Colony Arc (Sonic Adventure 2 Battle) he was presumed dead, but has since been discovered by Rouge, alive and in suspended animation at Dr. Eggman's base. He now suffers from amnesia and has no memory of events prior to his release.

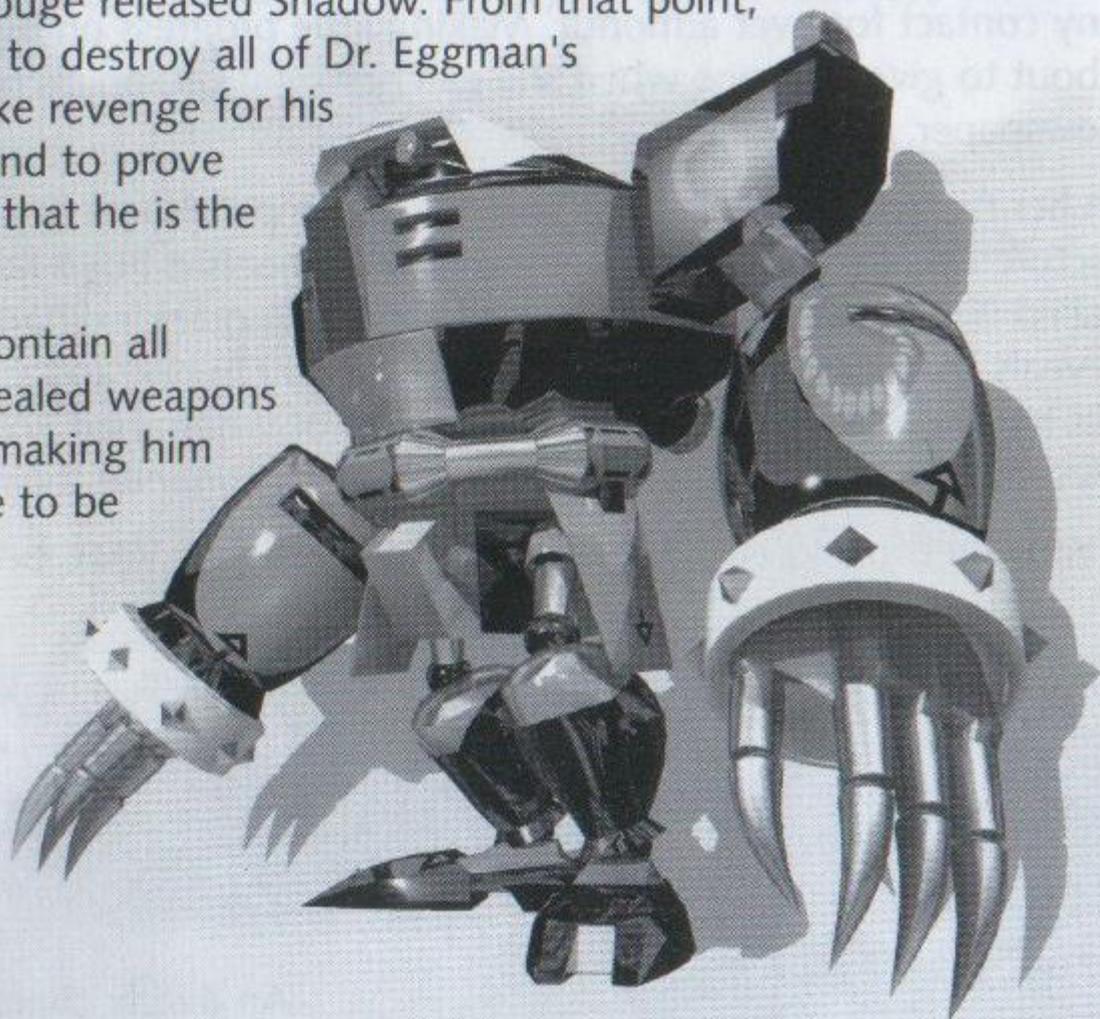


## E-123 Omega

Time of Creation unknown

The last and most powerful of Dr. Eggman's E-Series robots. Decommissioned and left imprisoned at the base, Omega was reactivated by mistake as Rouge released Shadow. From that point, Omega decided to destroy all of Dr. Eggman's machinery to take revenge for his imprisonment, and to prove once and for all that he is the strongest.

His wide arms contain all manner of concealed weapons and machinery making him a powerful force to be reckoned with.



## Rouge the Bat

Age 17

Rouge is a professional treasure hunter, forever in search of the world's most precious stones, and part time government spy. Fearless, bewitching, and overflowing with feminine charm, Rouge is dedicated to her work, and never leaves a task empty handed. Her external appearance suggests a careless character, but she is actually calculating and manipulative, basing her actions on potential gain rather than abstract morality or manners.

Her powerful wings enable her to fly with ease.



## TEAM ROSE

A delightful trio of Amy, Cream and Big. Shorter missions are suitable for younger players.

Amy, crazily in love with Sonic as always, is concerned that she hasn't had any contact for over a month. Making little progress on his trail, she is about to give up hope when she catches sight of Sonic's picture in a newspaper.

In her excitement, Amy runs straight to the publishers to ask where the picture was taken, and on her arrival, she meets a huge familiar looking cat called Big and a cute rabbit named Cream. A quick exchange of stories reveals that Big is looking for his best friend Froggy, and Cream is looking for her friend Chao's twin Chocola, both of whom had appeared in the picture with Sonic. From this, they decide to continue their search together.

"You can't run forever Sonic! Mark my words we WILL be married!!"

### Amy Rose

Age 12

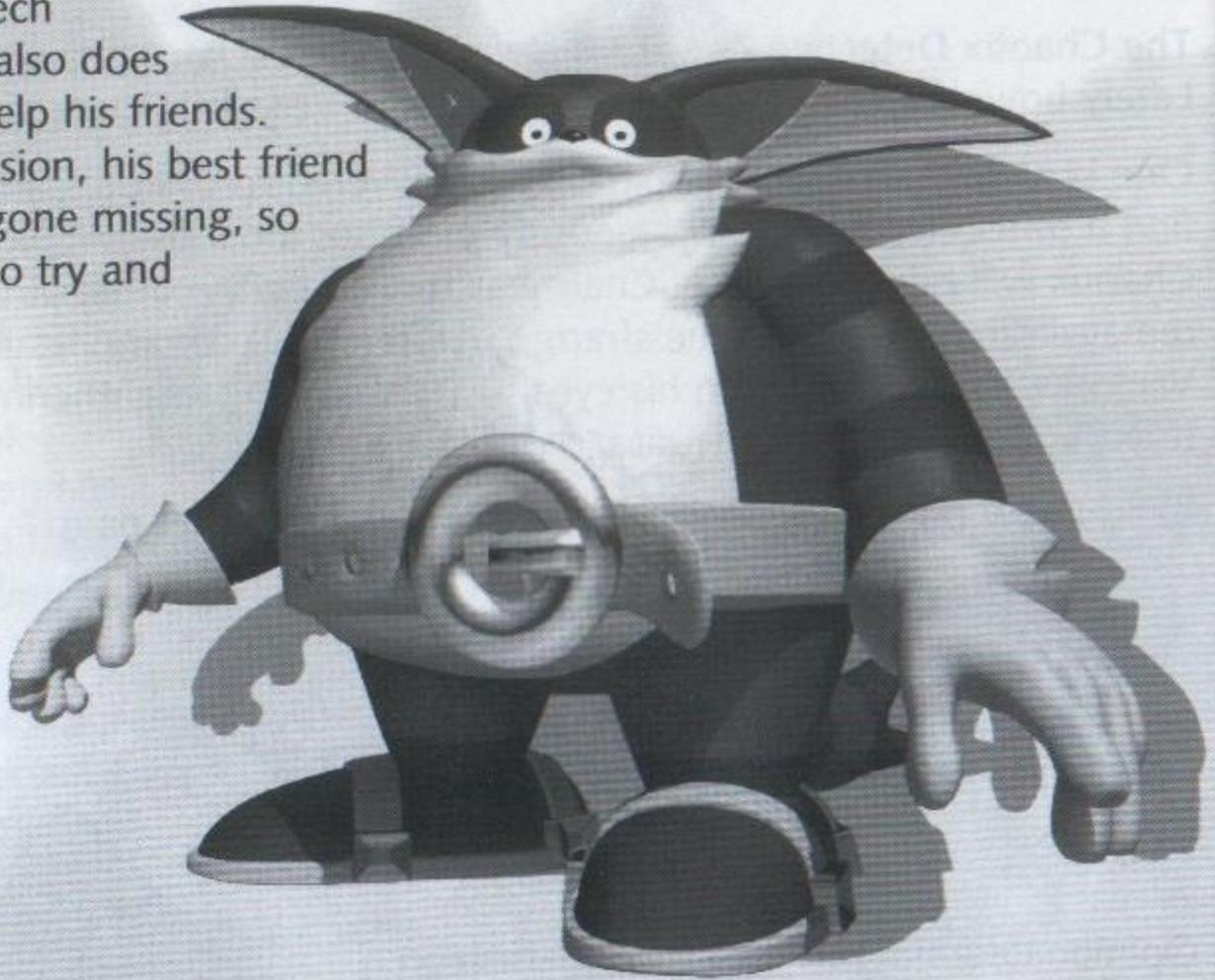


An overly cheerful and a slightly erratic girl that poor Sonic just can't seem to shake off. Amy uses her natural initiative and positive attitude to pull the team together, and her weapon of choice, the Piko Piko Hammer, helps her to maintain authority. Despite her clearly defined goal to one day marry Sonic, he treats her as little more than an annoyance. In his heart he probably doesn't dislike her that much.

## Big the Cat

Age 18

A huge feline that lives with his best friend Froggy, peacefully in the middle of the jungle. His hobby is fishing, and he always has his favourite rod handy. Big is strong, but gentle, and very easygoing as is reflected in his carefree speech manner. He also does his best to help his friends. On this occasion, his best friend Froggy has gone missing, so Big sets off to try and rescue him.

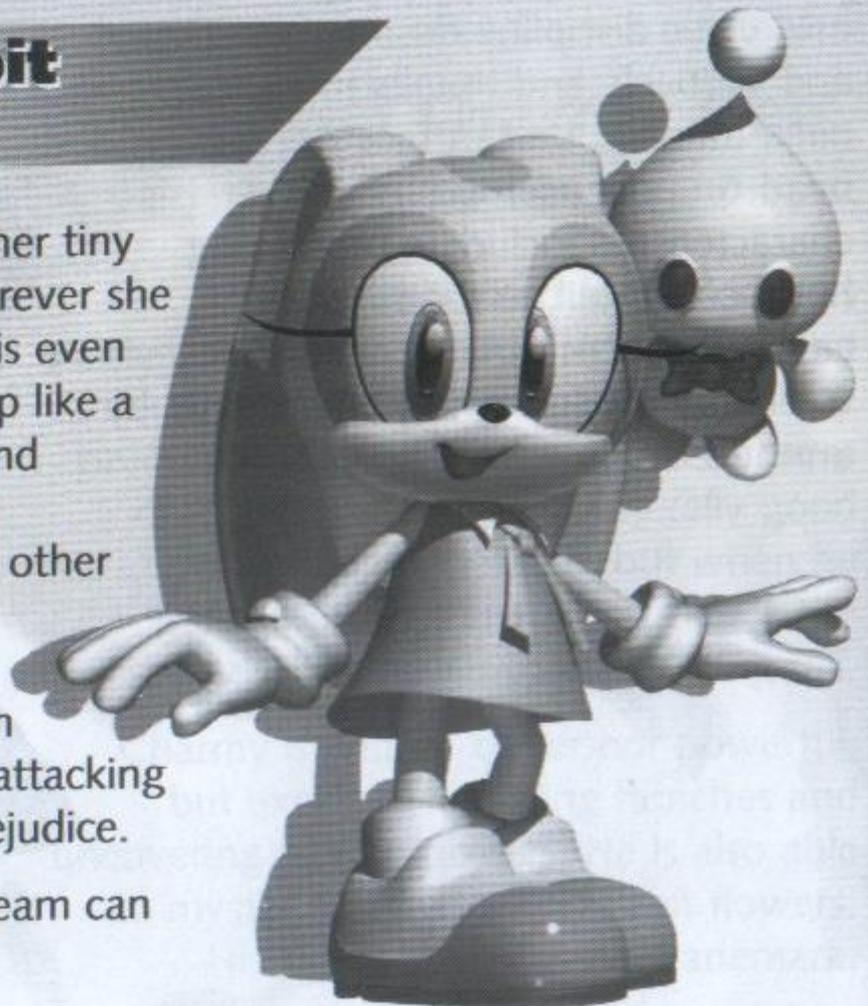


## Cream the Rabbit

Age 6

A cute little rabbit that takes her tiny Chao "Cheese" with her wherever she goes, and at just 6 years old, is even younger than Tails. Brought up like a princess, she is a little naïve and simple minded at times, often getting herself wrapped up in other people's problems. She also loves ice cream. She never forgets her manners, and even offers a polite curtsy before attacking Dr. Eggman, with extreme prejudice.

By flapping her huge ears, Cream can sustain flight.



## TEAM CHAOTIX

This devious team of crack detectives is made up of Espio, Vector and Charmy. Each Mission they undertake lands them in unexpected situations, which leads to some very unusual and sometimes dubious adventures.

The Chaotix Detective Agency is always at your service if the price is right. Lately however, things have been quiet with very little work available.

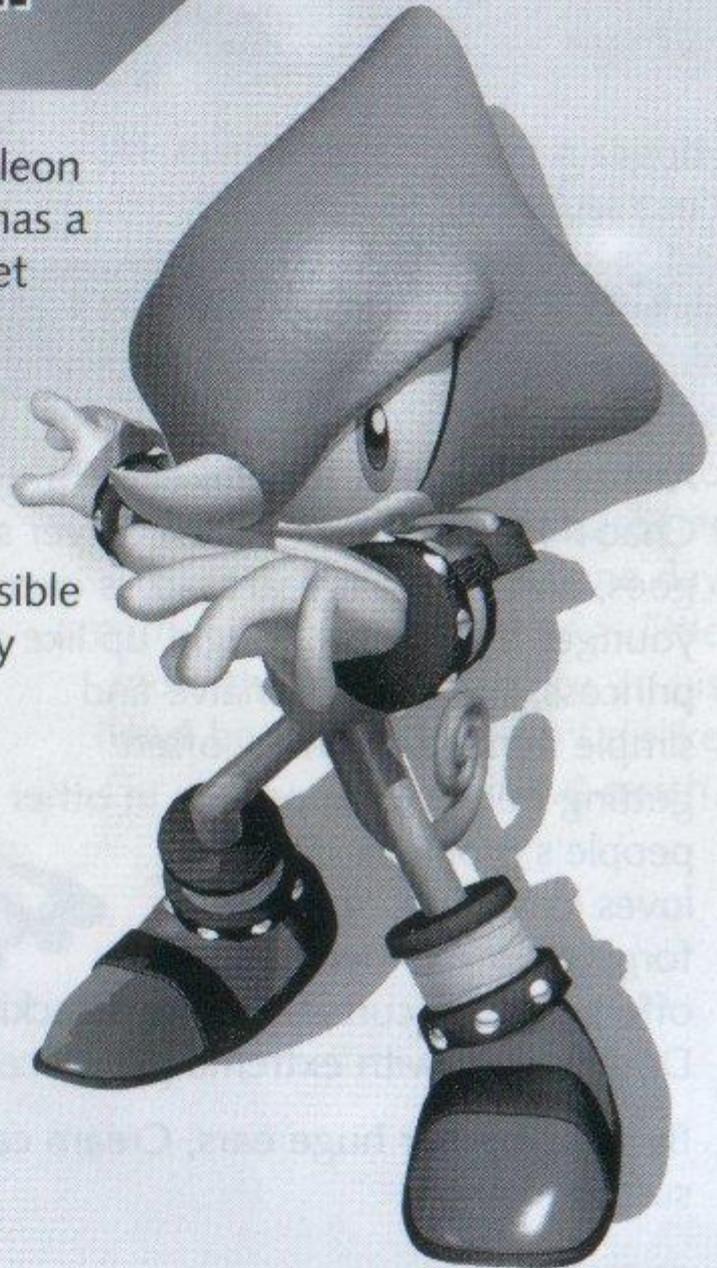
One lazy day, a mysterious package is delivered to Chaotix, and inside they find a transceiver which mysteriously promises a handsome payment if Chaotix will take on a case. Charmy is thrilled by the offer, but Espio remains sceptical due to the strange nature of the communication. Boss Vector, with dollar signs in his eyes, wastes no time in gathering his troop together to take hasty advantage of the opportunity.

"You know our policy! We never turn down work that pays!"

### Espio the Chameleon

Age 16

Opinionated and self obsessed chameleon at the Chaotix Detective Agency. He has a militaristic discipline despite being quiet and laidback, and thanks to extensive ninja training, he can face trouble head-on unconcerned by danger. His characteristics include a protruding horn, coiled tail, and a stealth camouflage trick that renders him invisible to enemy eyes allowing him to pass by unnoticed.

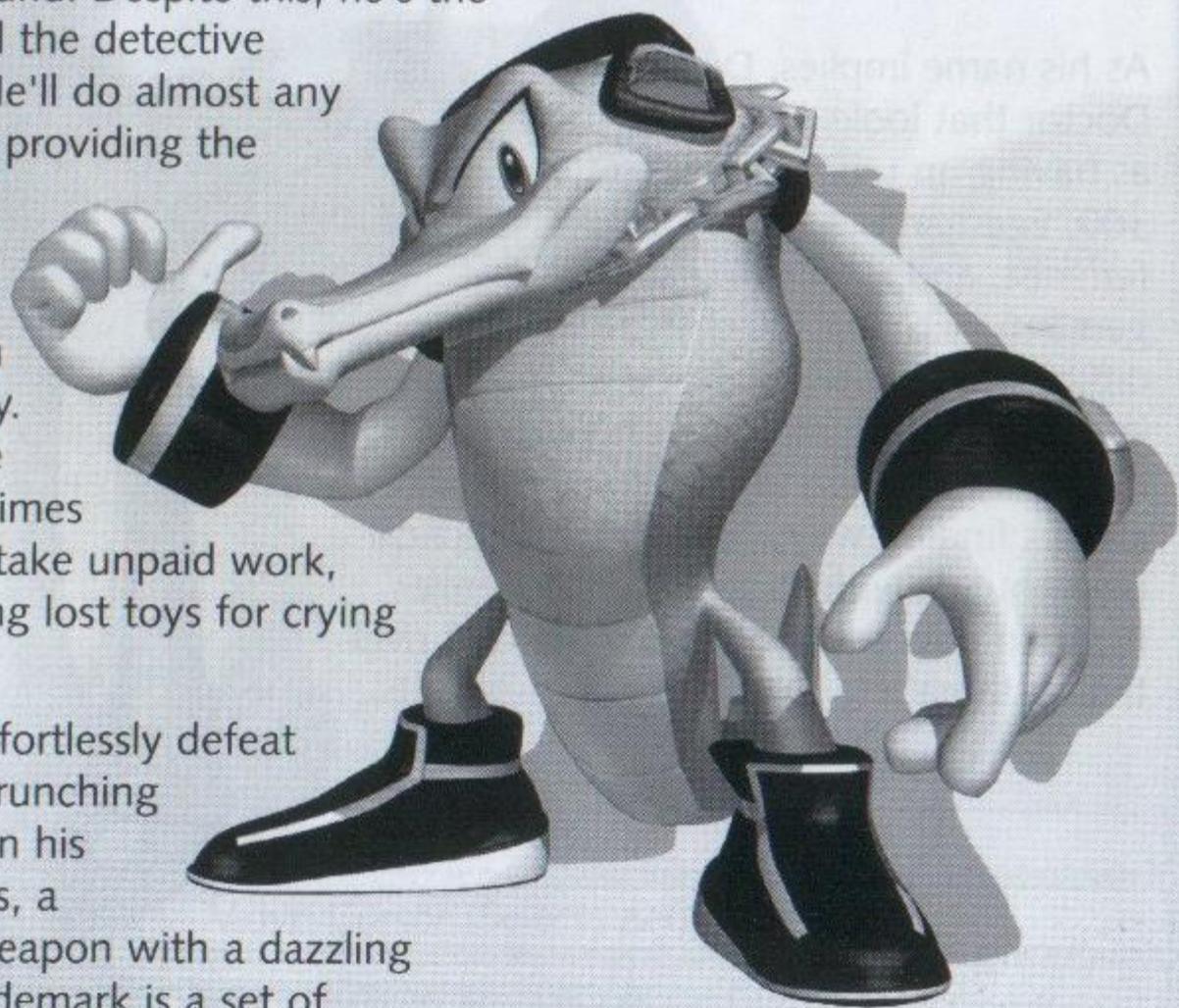


## Vector the Crocodile

Age 20

Outlaw detective and head honcho of the Chaotix Detective Agency. He can find peaceful solutions to problems, providing an aggressive method cannot be found. Despite this, he's the brains behind the detective operations. He'll do almost any kind of work providing the payment is right, but won't get involved with anything dirty. His charitable nature sometimes leads him to take unpaid work, such as finding lost toys for crying children.

Vector can effortlessly defeat enemies by crunching them between his powerful jaws, a formidable weapon with a dazzling smile. His trademark is a set of headphones.



## Charmy Bee

Age 6

This scatterbrained funny-kid likes nothing more than fooling around, and making the remaining Chaotix staff look professional. Seen by the others as more of a cute mascot, he's generally good natured and light-hearted, but when he gets angry he tends to introduce the source of his anger to his stinging tail.

Charmy is neither clever nor powerful, but excels in following hunches and uncovering hidden objects. He is also able to mysteriously warp between flowers. His flying helmet is his trademark.

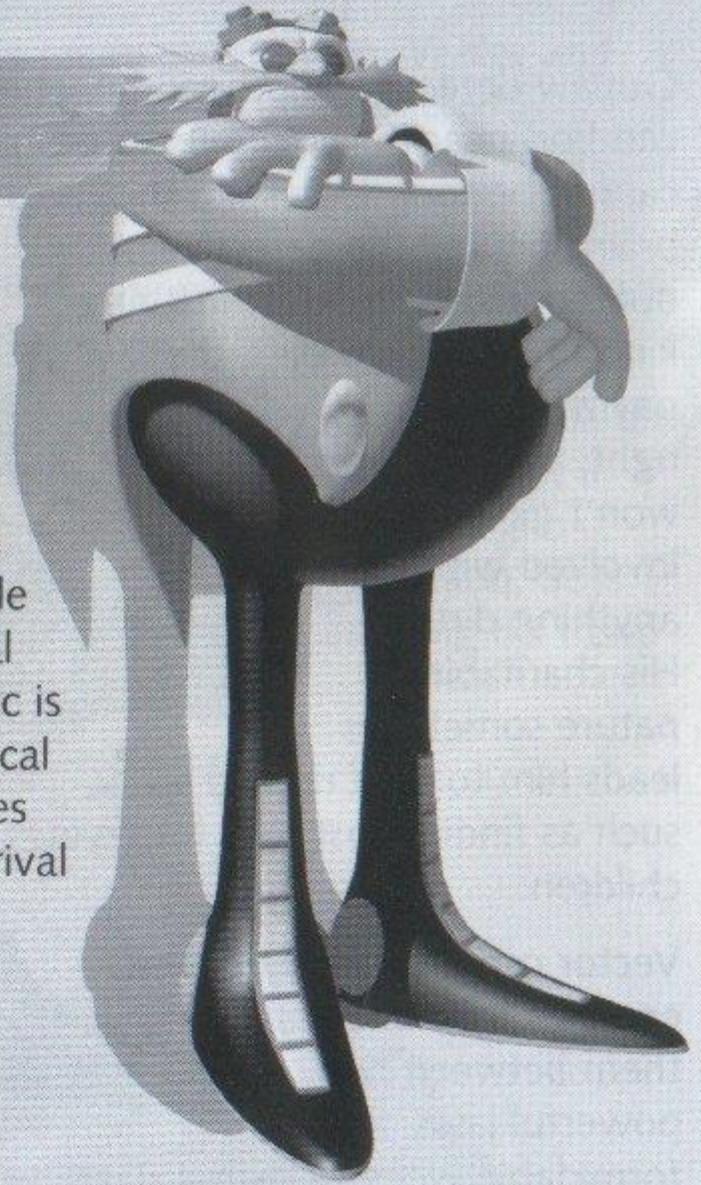


# ENEMIES

## Dr. Eggman

Age unknown

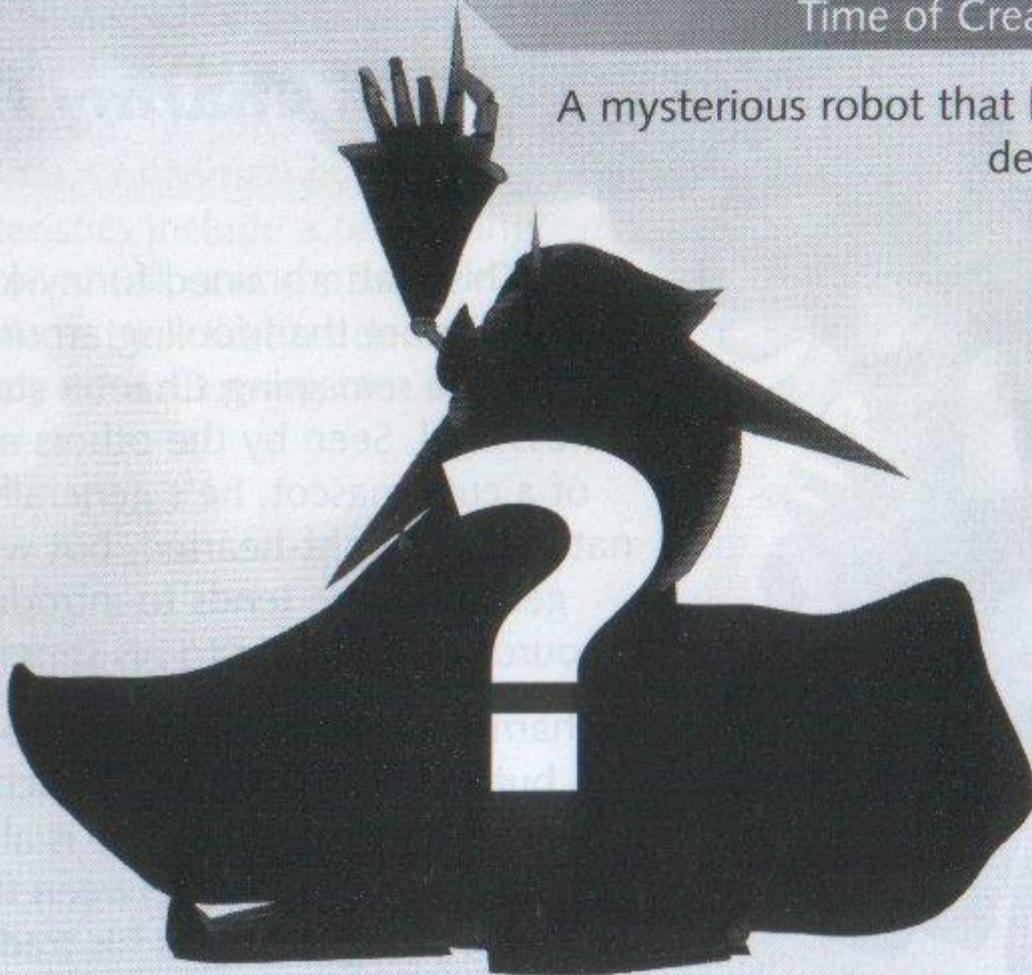
As his name implies, Dr. Eggman is a Doctor that looks like an egg. As well as having an unfeasibly high IQ of 300, Eggman is a romanticist, a feminist, and a self-professed gentleman. Sadly, his charms are often difficult to spot through the abominable laughter that accompanies his maniacal declarations of world domination. Sonic is always finding ways to stop his diabolical plots, but as with all great arch-enemies Eggman now sees Sonic as more of a rival than a threat.



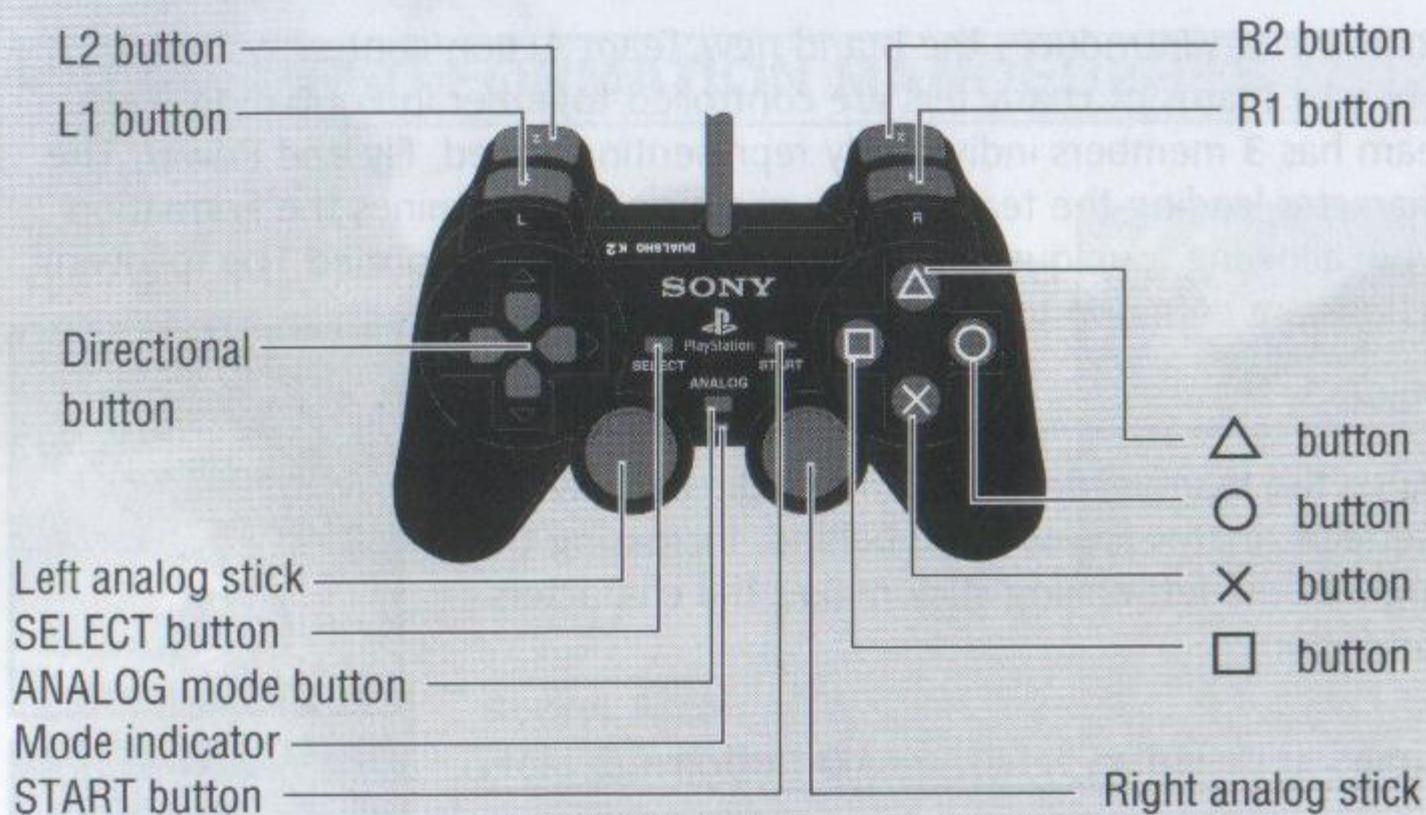
## Mystery Monster

Time of Creation unknown

A mysterious robot that holds the key to destroy the world.



# BASIC CONTROLS



## MENU CONTROLS

<b>START</b>	Game Start
<b>left analog stick</b>	Move Cursor (Select Menu Items)
<b>directional buttons</b>	Move Cursor (Select Menu Items)
<b>× button</b>	Enter Selection
<b>△ button</b>	Cancel (Return to Previous Screen)

## DURING THE GAME

<b>START</b>	Pause
<b>left analog stick</b>	Move Characters
<b>× button</b>	Jump / Special Action
<b>□ button</b>	Action Button
<b>L2 / R2 buttons</b>	Rotate Camera Left & Right
<b>△ button</b>	Counter-clockwise Formation Change
<b>○ button</b>	Clockwise Formation Change
<b>R1 button</b>	Team Blast
<b>right analog stick</b>	View Surroundings from leader's Viewpoint

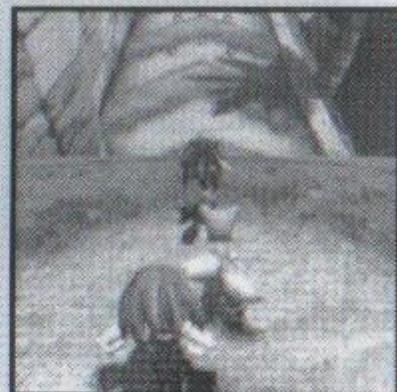
# BASIC ACTIONS

Sonic Heroes introduces the brand new Team Action control system, whereby teams of characters are controlled together in Formation. Each team has 3 members individually representing Speed, Fly and Power. The character leading the team at any given point determines the Formation type, allowing a unique set of manoeuvres to be performed. The following actions are common to each team and character.

**Move** left analog stick

---

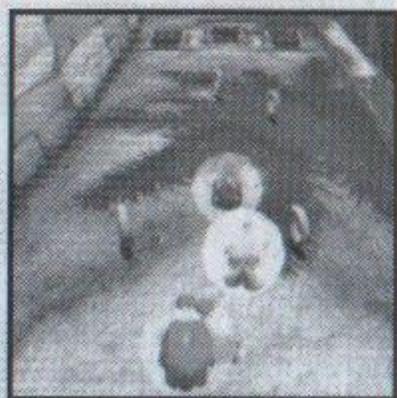
Move the team leader freely in any direction while the team-mates follow close behind. Increasing the angle of the left analog stick makes the characters run faster.



**Jump** X button

---

Press the X button while running or standing still to jump in the air. A variety of special jump manoeuvres can also be performed (see Special Actions on p.15).



**Change Formation** △ and ○ buttons

---

Press the △ or ○ button to change the leader and rotate between Speed, Fly, and Power Formations. Depending on the Formation type, a variety of special manoeuvres can also be performed (see Special Actions on p.15).



**Team Blast** R1 button

---

When the Team Blast Gauge is full, press the R1 button to perform the Team Blast move. This knockout technique is ideal for situations where widespread destruction is called for, such as when overwhelmed by enemies. The Team Blast Gauge takes time to charge up, so use this move with caution.



# SPECIAL ACTIONS

## SPEED FORMATION MANOEUVRES

### Spin

Hold  button

Roll like a ball to increase speed and attack enemies.



### Rocket Accel

Hold  button ⇨ team-mates gather ⇨ release

Team-mates push the leader, propelling them forwards at high speed. Can also be used to attack enemies straight ahead.

### Solo Attacks

Hold  button ⇨ release (without team-mates)

The leader performs a special attack manoeuvre unique to that team. Sonic and Shadow attack forwards with a flying Kick, Amy flattens her surroundings with a Swinging Hammer Attack, and Espio throws Shuriken stars.



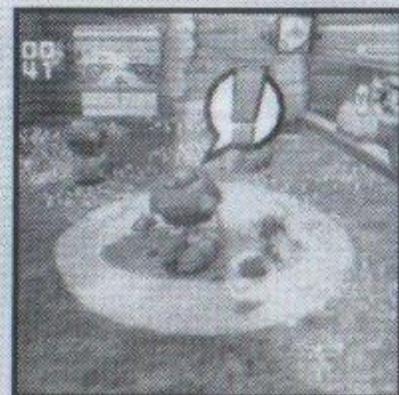
### Homing Attacks

Jump ⇨  button

Targeted dash directly towards enemies. When team-mates follow through with the manoeuvre, the attack power is tripled!

**Tornado Attacks**Jump ⇒  button

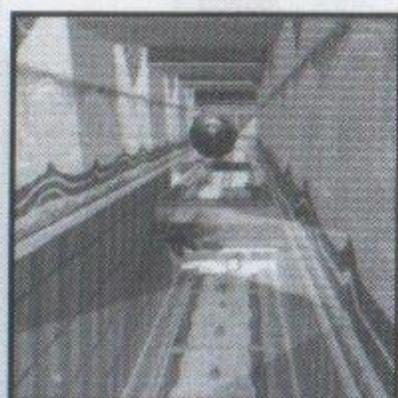
Spin at high speed to create a tornado effect that can home in on and weaken enemies. Espio combines this with a Ninja Leaf Swirl manoeuvre allowing him to sneak past enemies unnoticed.

**Light Dash**Approach path of Rings ⇒  button

Enable Sonic and Shadow to dash at high speed along a path of Rings, even through midair.

**Propeller Hammer**Jump ⇒ hold  button

Amy can momentarily sustain flight by spinning the hammer like a propeller.

**Triangle Jump**Homing Attack towards wall ⇒ grabs wall ⇒  button

Bounce between facing surfaces to pass across areas where there is no ground. Espio can also remain still on the wall without falling off.

**Ascending Flight**

Jump ⇒ hold ⊗ button

While in Flying Formation, the leader carries their team-mates beneath and can fly until the Flight Gauge is used up.

**Quick Ascent**

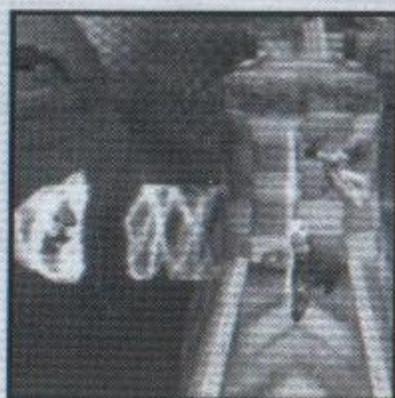
Ascending Flight ⇒ ⊗ button

Sudden dash upwards during flight that also doubles as a quick attack on enemies by stunning and grounding them, similar to Thunder Shoot.

**Thunder Shoot**

Ⓚ button

Launch team-mates like cannonballs towards enemies on the ground or in the air. A well-aimed shot will have the effect of stunning and grounding enemies.

**Solo Attacks**

Ⓚ button (without team-mates)

The leader performs a special attack manoeuvre unique to that team. Tails and Rouge fire Dummy Ring Bombs to stun enemies, Cream sends her tiny Chao "Cheese" to attack enemies on her behalf, and Charmy attacks directly with his stinging tail.

## POWER FORMATION MANOEUVRES

### Auto Homing

Approach enemies

---

Team-mates automatically home in on and attack nearby enemies.



### Forward Power Attacks

■ button

---

A series of manoeuvres for attacking enemies directly ahead. Knuckles and Omega attack with Dash Punches, Big employs an Umbrella Attack, and Vector crunches enemies in his enormous jaws.

### Remote Power Attacks

Forward Power Attack ⇨ ■ button

---

A series of manoeuvres for attacking surrounding enemies. Knuckles and Omega use Spinning Back punches, while Big and Vector launch team-mates as destructive balls of fire.



### Wide Power Attacks

Remote Power Attack ⇨ ■ button

---

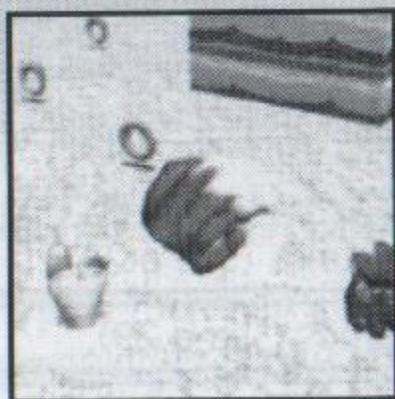
Attack all nearby enemies with a single manoeuvre. Knuckles launches a single punch to the ground causing powerful volcanic explosions, Omega uses a concealed machine gun to fire bullets round in a circle, Big swings his fishing reel around dangerously, and Vector spews his putrid breath to knock out enemies into submission.

### Fighting Pose

Hold  button

---

Gather team-mates ready for some serious fighting action.



### Fireball Jump

Fighting Pose  $\Rightarrow$  Hold  button

---

Knuckles and Omega can jump while spinning team-mates to attack surrounding enemies.

### Fire Dunk

Fighting Pose  $\Rightarrow$  jump  $\Rightarrow$   button

---

Hurl team-mates diagonally towards the ground as balls of fire. The resulting explosion damages all enemies in the vicinity.



### Body Press/Hammer Down

Jump  $\Rightarrow$   button

---

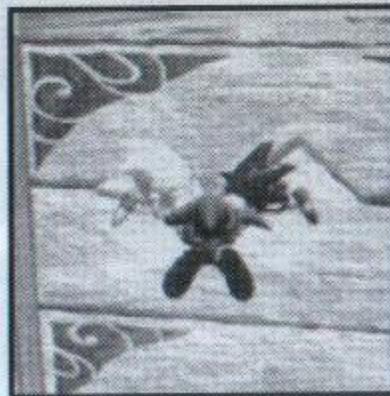
Big and Vector can attack enemies directly beneath them.

### Triangle Jump/Umbrella Descent/Bubblegum Descent

Jump  $\Rightarrow$   button

---

Float gently towards the ground together with team-mates. By catching a draft, this manoeuvre can also be used to float upwards.



# STARTING THE GAME

## SETTING UP

Press START at the Title Screen to access the Main Menu. Use the left analog stick or directional buttons  $\uparrow$   $\downarrow$  to choose from the following and press the  $\otimes$  button to select.



### 1P PLAY

Displays the menu for Single Player Games (See p.21).

### 2P PLAY

Displays the menu for Two Player Games (See p.29).

### EXTRAS

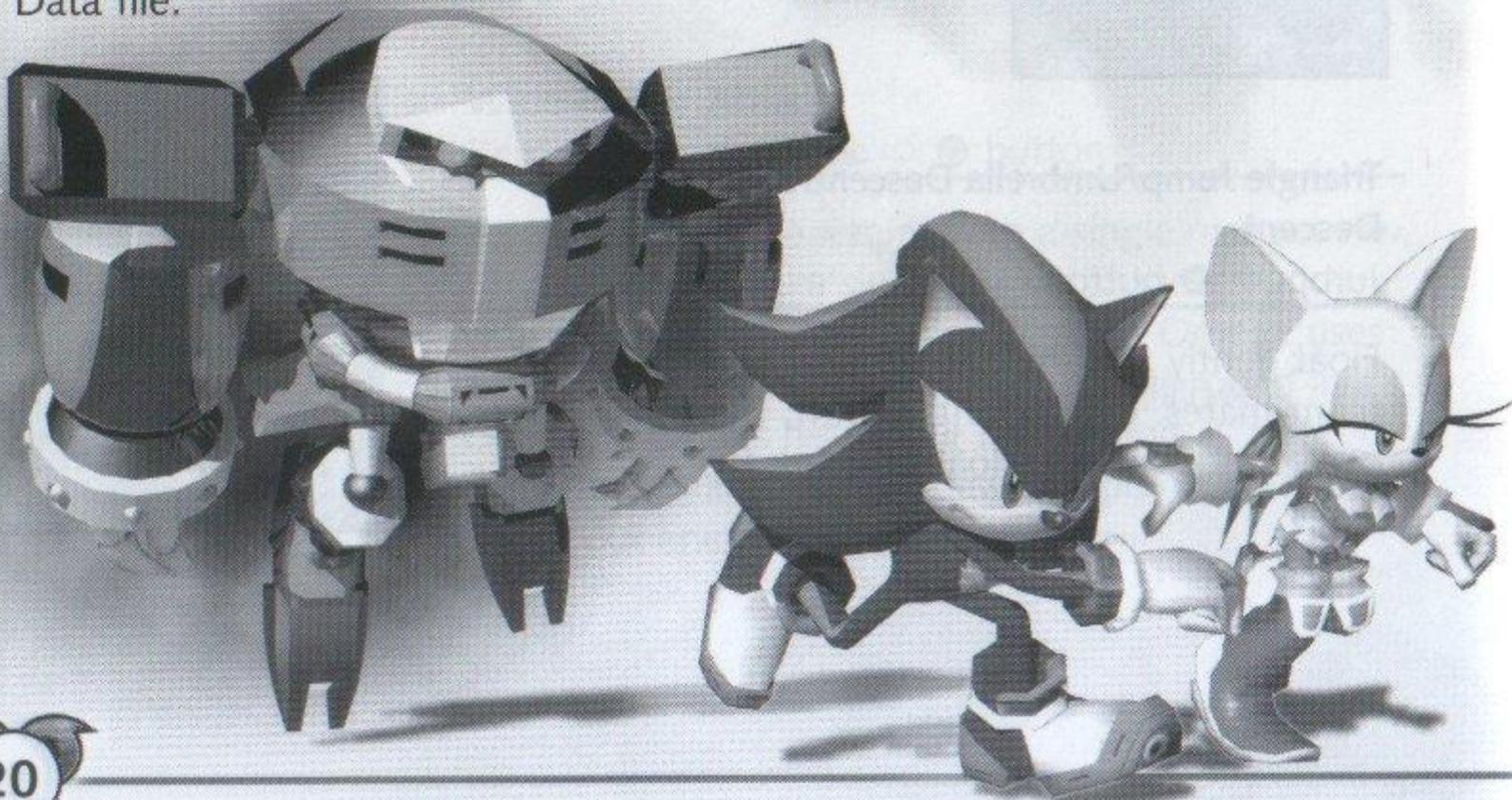
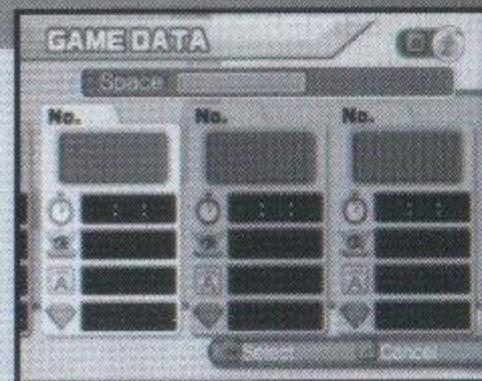
Displays the menu for bonus features (See p.30).

### OPTIONS

Change various game settings (See p.31).

## GAME DATA SELECT

Every time you start-up the game, the Game Data Select Screen will be displayed before you progress to the Main Menu. Here you will be asked to select a file on the memory card (8MB) (for PlayStation®2) in which to create or read Game Data, which is accessed automatically during the game. Use the left analog stick  $\leftarrow$   $\rightarrow$  to choose a data slot and press the  $\otimes$  button to select. Follow the instructions onscreen to create or open a Game Data file.



# 1P PLAY MODE

From the 1P PLAY Menu, use the left analog stick or directional buttons **↑ ↓** to choose from the following and press the **⊗** button to select.

<b>STORY</b>	Play the game to reveal the story.
<b>CHALLENGE</b>	Re-attempt Missions in previously cleared Stages (see p.27).
<b>TUTORIAL</b>	Tutorial on Basic Team Actions (see p.28).

## STORY MODE

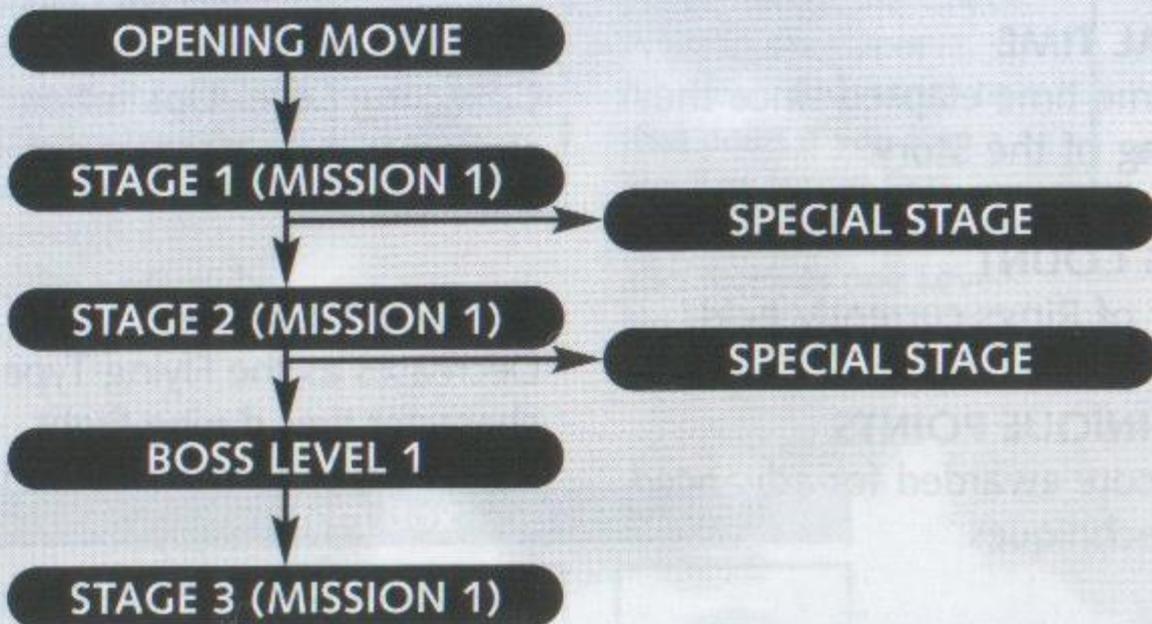
This is the main game mode where each team's story is revealed by completing each action stage. Each of the 4 teams has their own unique storyline with various levels of difficulty.

### TEAM SELECT

On the Character Select screen, the four teams are displayed together with game progress shown as a percentage. Use the left analog stick or directional buttons **← →** to choose the team you wish to play, and press the **⊗** button to select.



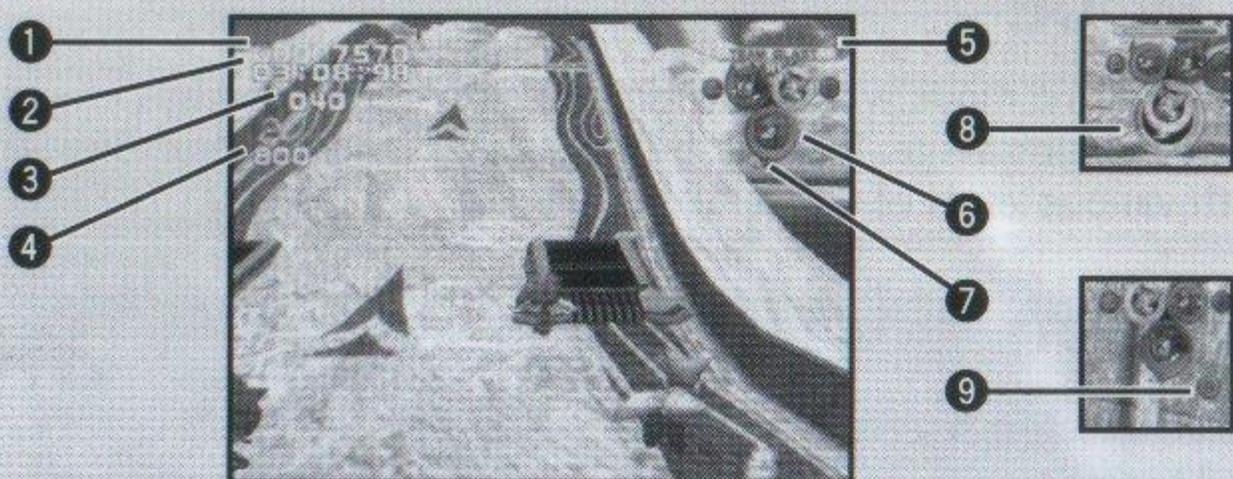
### GAMEFLOW



The objectives of each Mission are displayed at the Stage Title Screen, so read carefully before continuing. Each Mission ends when you reach the Goal Ring Emblem at the end of the course.

- ★ Story Mode Stages contain a single Mission each. Once you complete the first Mission in Story Mode, an additional Mission for each Stage is available in Challenge Mode (see p.27).
- ★ Special Stage Keys can be found in each Stage. If you are carrying a Key when you reach the Goal Ring Emblem, you will immediately enter a Special Stage before progressing to the next Mission or Boss. See p.25 for details on Special Stages.
- ★ Game Data is automatically saved between Stages.

## VIEWING THE GAME SCREEN



### 1 SCORE

Points scored during this mission. Points are awarded for speed, Rings collected, Level-Ups, good technique and enemies defeated.

### 2 TOTAL TIME

Total game time elapsed since the beginning of the Story.

### 3 RING COUNT

Number of Rings currently held.

### 4 TECHNIQUE POINTS

Bonus score awarded for advanced action techniques.

### 5 TEAM BLAST GAUGE

The Team Blast manoeuvre can be used when Gauge is full.

### 6 FORMATION LEADER

The currently selected Team Leader. Different leaders allow different Team Actions as part of the game strategy.

### 7 LEVEL-UPS

Collecting Level-Ups for each character increases the potency of their attacks.

### 8 FLIGHT GAUGE

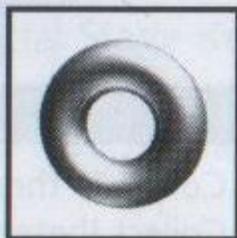
Decreases as the Flying Type character tires during flight. Recharges automatically on landing.

### 9 ADDITIONAL ACTION

Indicates availability of an additional common action that can only be used in specific circumstances.

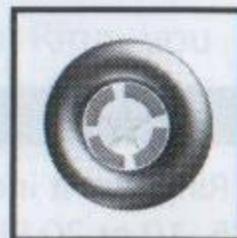
## Rings

Collect Rings to protect against enemy attacks. For each 100 rings collected, earn an extra life.



## Goal Ring

Trigger the Goal Ring to complete the action stage.



## Power Core

Comes in Red, Blue and Yellow. Collect these to Level-Up the character of the corresponding colour. Power Cores appear when certain enemies are defeated, and can also be found inside Item Boxes.



## Hint Ring

Touch to receive a strategy hint from a team-mate.



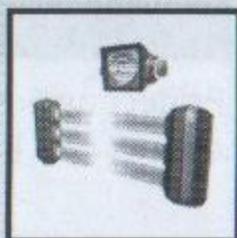
## Formation Signal

Indicates the most suitable Formation for tackling the next challenge.



## Formation Change Gate

Pass through the gate to automatically change Formation as indicated in the Formation Signal above it.



## Special Stage Key

Special Stage Keys can be found in each Stage. Collect one to enter a Special Stage when the Mission is cleared. If you sustain damage however, the Key will be lost as collected Rings scatter.



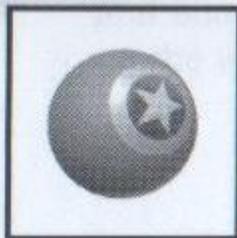
## Check Point

Pass through the Check Point to save your progress, and return to that point if you lose a life. The leader that touches the Check Point also receives one Level-Up.



## Item Box

Open the box to reveal the Item inside.



## ITEM BOX ITEMS

## Rings

Ring count increases by 5, 10 or 20 Rings.



## Power Core

Comes in three colours. Collect these to Level-Up the corresponding character.



## High Speed

Increase running speed for a limited time.



## Invincible

Become invincible for a limited time.



## Barrier

Protect against enemy attacks one time only.



## Team Blast Ring

Set the Team Blast Gauge to full.



## 1 UP

Increase lives by 1.



## Fly Charge

Set the Flying Formation Flight Gauge to full.



# SPECIAL STAGE

If you are holding a Special Stage Key when you reach the Goal Ring, you will enter the Special Stage where you earn points that are converted into extra lives plus get a chance to obtain one of the 7 Chaos Emeralds.

## CONTROLS

left analog stick	Move characters left or right.
⊗ button	Jump. Use to avoid Bombs.
⊠ button	Use Power Gauge to Dash.

- ★ Using the Power Gauge allows a sudden Dash creating a temporary shield of air. Continuous use drains the Power Gauge, so use with caution.
- ★ Move left, right, and jump to collect Spheres and avoid Bombs.

The aim of the Special Stage is to chase and catch up with the Chaos Emerald within the time provided. Even if the Emerald for the Stage you are playing has already been taken, you can still boost your score by aiming to reach the Goal Ring while carrying as many Spheres as possible.



- 1 Power Gauge**  
Increases as Spheres are collected, and decreases when used to Dash.
- 2 Score**  
Increases as spheres are collected.
- 3 Time Remaining**  
Time available to complete the Special Stage.
- 4 Spheres**  
Collect these to increase the Power Gauge level and Score.
- 5 Bombs**  
Come in contact with these and your speed and Power Gauge level will decrease.
- 6 Chao Balloon**  
Chao Balloons drop both Spheres and Bombs so take care not to pick up the wrong ones!!

Spheres come in three varieties.



### Normal Spheres

Regular type of sphere to collect.



### Power Spheres

Boosts level of Power Gauge.



### Score Spheres

Boosts Score.

## PAUSE MENU

During gameplay, press the START button to display the PAUSE menu. Use the left analog stick or directional buttons **↑** **↓** to choose from the following, and START button to select.

**Continue**

Cancel the PAUSE menu and continue the game.

**Restart**

Restart Action Stage.

**Quit**

Quit the game and return to the Title Screen.

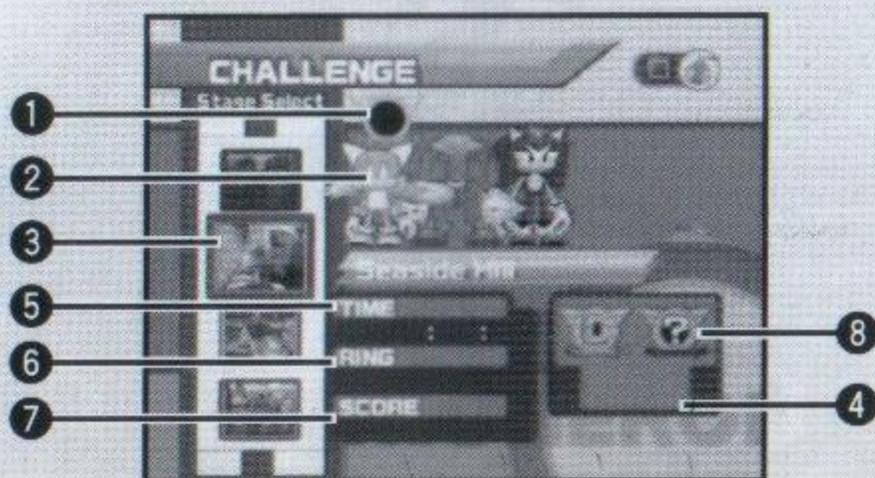
# CHALLENGE MODE

In Challenge Mode, you can replay each Action Stage previously cleared in Story Mode as many times as you like. This is ideal for players wishing to improve their Score and Rank, race against the clock, or pick up Items missed the first time around. For additional enjoyment, a second objective is also available for each Stage.

## STAGE SELECT

From the Stage Select screen, use the left analog stick or directional buttons  $\leftarrow \rightarrow$  to choose the team you wish to play as,  $\uparrow \downarrow$  to select the Stage, and press the  $\otimes$  button to select. For the chosen Stage, use  $\leftarrow \rightarrow$  to select a Mission and press the  $\otimes$  button to select.

A variety of information is displayed on the Stage Select screen to help you.



- |                             |                  |
|-----------------------------|------------------|
| ① Total Emblems Collected   | ⑤ Top Time       |
| ② Presently Selected Team   | ⑥ Top Ring Count |
| ③ Stages                    | ⑦ Top Score      |
| ④ Chaos Emerald (Collected) | ⑧ Rank           |

On completion of the selected Stage, new records will be automatically saved into the Game Data and you will be returned to the Stage Select screen.

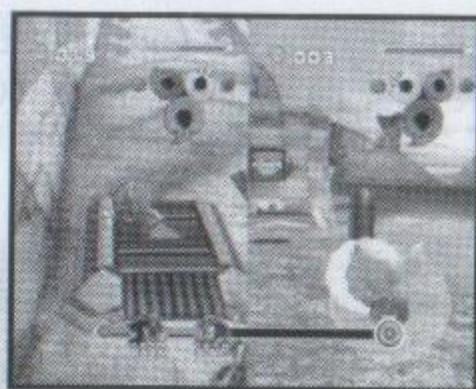
## TUTORIAL

This basic Tutorial provides a trial Stage in which to practice Team Action controls without danger or objectives to consider. Select TUTORIAL from the 1P PLAY menu to begin. When the Tutorial Stage has been cleared, you will return to the Main Menu. Progress and results are not saved as Game Data.



# 2P PLAY MODE EXTRA

In this mode, 2 Players each control a team battling for the highest score in accordance with the Mission objectives. A second Controller is required to play in 2P PLAY mode.



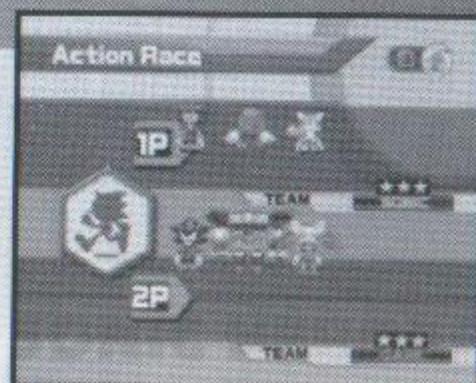
## MODE SELECT

Use the left analog stick or directional buttons  $\leftarrow \rightarrow$  to choose from the available 2P PLAY modes, and press the  $\otimes$  button to select. To begin with, only the Action Race mode can be selected, but an additional mode becomes available for every 20 Emblems collected in Story mode.



## TEAM SELECT

Each player selects their own team. Use the left analog stick or directional buttons  $\leftarrow \rightarrow$  to choose your teams in turn, and press the  $\otimes$  button to select. The same team cannot be selected by both players.



## STAGE SELECT

Each Battle Mode contains 3 Stages. Use the left analog stick or directional buttons  $\uparrow \downarrow$  to choose the Stage you wish to play or ALL to play the 3 Stages consecutively, and press the  $\otimes$  button to select.

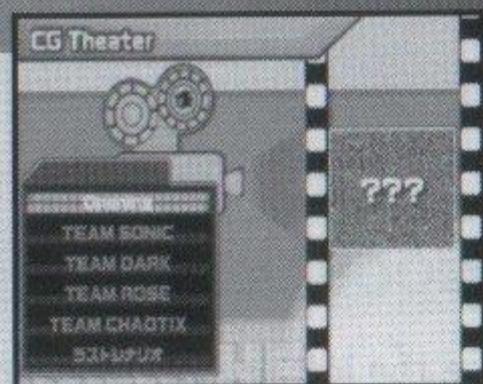


# EXTRAS

Replay music, sound effects and movies found in this game by selecting either Audio Room or CG Theatre.

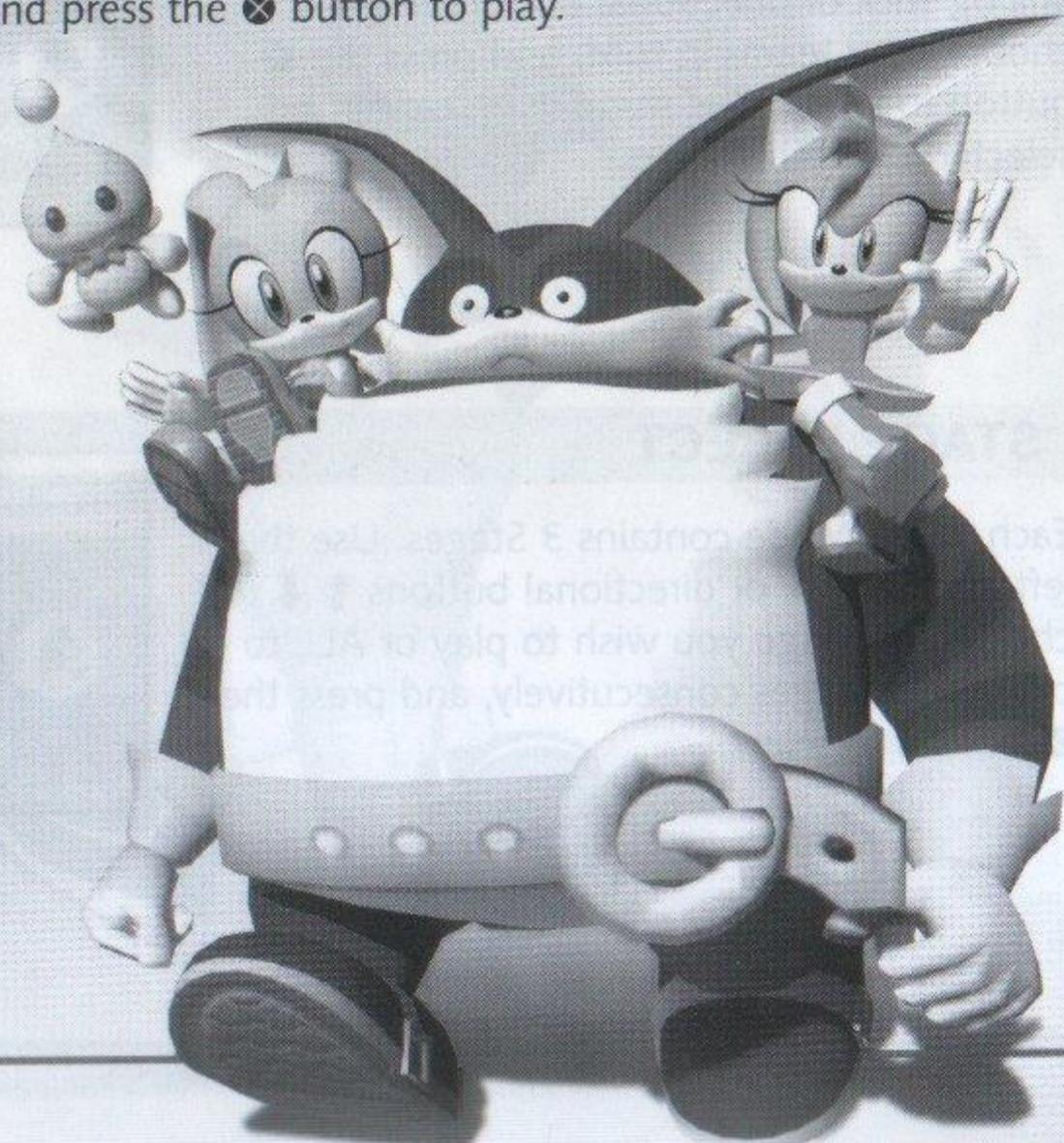
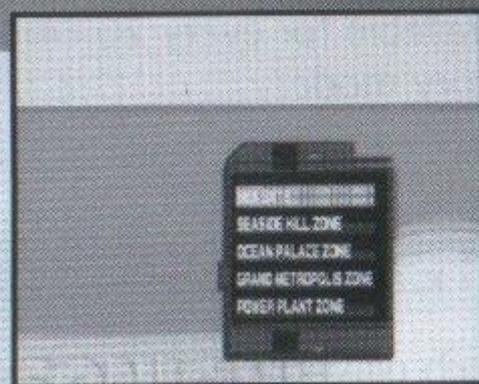
## CG THEATRE

In the CG Theatre, you can view movies that appear in Story Mode. To begin with, only the Opening is available, but more movies will become available as you progress through the game. Use the left analog stick or directional buttons **↑** **↓** to choose a movie, and press the **⊗** button to view.



## AUDIO ROOM

In the Audio Room, you can listen to the background music and sound effects used in the game. Use the left analog stick or directional buttons **↑** **↓** to choose a category, and press the **⊗** button to select. Then use **↑** **↓** to choose the music or sound effect you wish to listen to and press the **⊗** button to play.



# OPTIONS

Make various changes to game settings. From the Options Menu, select from the items listed below. Use the left analog stick or directional buttons **← → ↑ ↓** to choose a setting, and press the **⊗** button to confirm the change.

## AUDIO SETTING

Switch between Stereo, Mono and Dolby Pro Logic II.



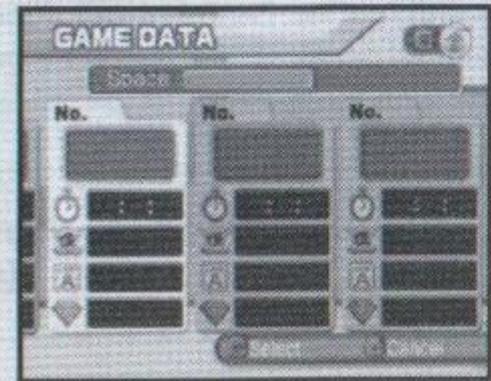
## VIBRATION SETTING

Set the Vibration setting in the Controller to ON/OFF. The default setting is OFF.



## GAME DATA

Change and manage the Game Data files stored on the memory card (8MB) (for PlayStation®2). Each slot with Game Data stored will display the time elapsed, winning Team, Rank, Score and Emeralds collected.



Use the left analog stick or directional buttons **← →** to choose a slot, and press the **⊗** button to bring up the Menu. Select "Start" to begin or continue the game in the selected Game Data, "Cancel" to return.

## LANGUAGE SETTING

Select the language for in-game text.



## Försiktighetsåtgärder

Den här skivan innehåller programvara för datorunderhållningssystemet PlayStation®2. Använd inte skivan i något annat system eftersom det då kan skadas. Den här skivan uppfyller endast PlayStation®2-specifikationerna för PAL-marknaden. Den kan inte användas på andra specifikationsversioner av PlayStation®2. Läs instruktionshandboken till PlayStation®2 noggrant för korrekt användning. När du sätter in skivan i PlayStation®2 ska du alltid se till att placera den med rätt uppspelningssida nedåt. Vidrör inte skivans yta när du hanterar den. Håll den i kanterna. Håll skivan ren och undvik att repa den. Om ytan är smutsig kan du försiktigt torka ren den med en torr mjuk trasa. Lämna inte skivan nära värmekällor eller i direkt solljus eller överdriven fuktighet. Använd inte oregelbundet formade skivor, spruckna eller skeva skivor eller skivor som har reparerats med klister, eftersom det kan leda till tekniskt fel.

## Hälsovarning

• Se till att du tar en paus på ungefär 15 minuter under varje timme som du spelar. • Undvik att spela när du är trött eller har sovit för lite. • Spela alltid i ett väl upplyst rum, och sitt så långt från skärmen som sladden tillåter. • Vissa människor erfar epileptiska kramper när de utsätts för blinkande ljus eller mönster i den dagliga miljön. • De människorna kan erfar kramper när de ser på TV eller spelar videospel. Även människor som aldrig haft kramper kan ändå ha en oupptäckt epileptisk åkomma. Konsultera läkare innan du spelar videospel om du har en epileptisk åkomma eller omedelbart om du upplever något av följande symptom när du spelar: yrsel, synförvrängningar, muskelryckningar, andra ofrivilliga rörelser, minskad medvetenhet om omgivningen, mental förvirring eller konvulsioner.

## Piratkopiering

Obehörig kopiering av alla eller några delar av den här produkten eller obehörig användning av registrerade varumärken utgör troligen en kriminell handling. PIRATKOPIERING skadar både konsumenter och rättmätiga utvecklare, utgivare och återförsäljare. Om du misstänker att den här spelprodukten är en obehörig kopia, eller har någon annan information om piratkopierade produkter, ber vi dig ringa det lokala kundtjänstkontoret som finns angivet på baksidan av den här handboken.

**Se sista sidan i denna manual för hur man kontaktar Kundtjänst  
(Customer Service Numbers).**

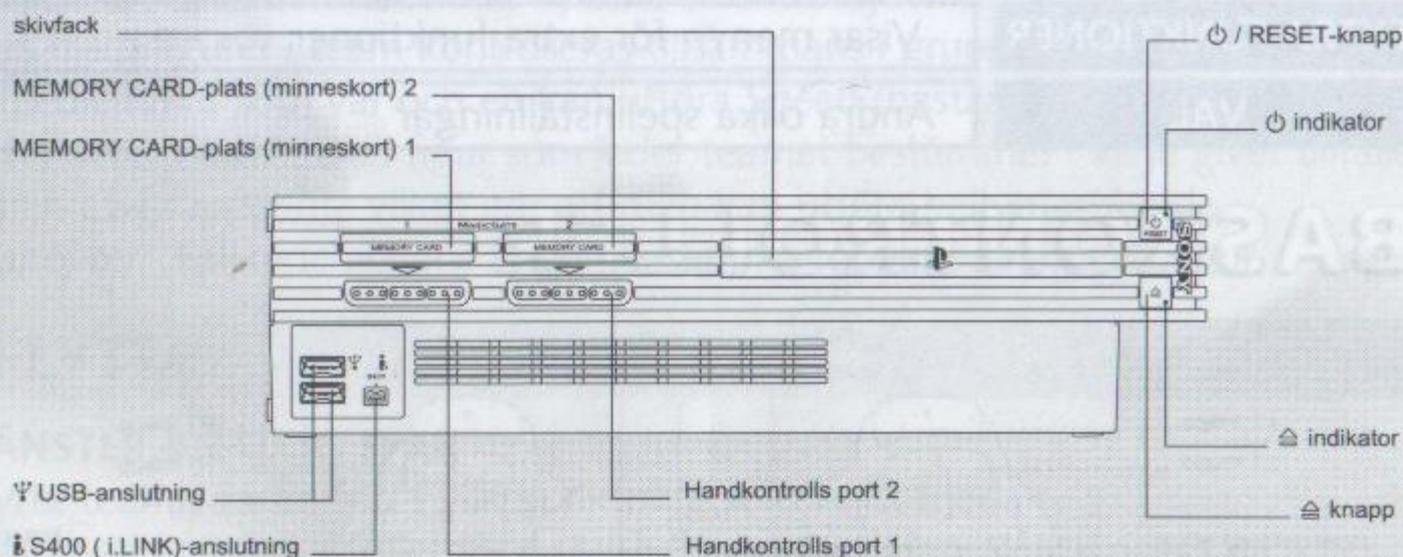
SLES-51950

**1 eller 2 spelare • Memory Card (minneskort) (8MB) (till PlayStation®2): minst 800KB • Kompatibelt med analog kontroll: endast analoga styrspakar  
• Vibrationsfunktionskompatibelt**

SEGA, the SEGA logo, Sonic Heroes and Sonic The Hedgehog are either registered trademarks or trademarks of SEGA CORPORATION. All rights reserved. Original Game © SEGA © SONICTEAM/SEGA, 2003. Published by SEGA. RenderWare is a registered trademark of Canon Inc. Portions of this software are Copyright 1998-2003 Criterion Software Ltd. and its Licensors.

Biblioteksprogram © 1997-2003 Sony Computer Entertainment Inc. exklusivt licensierat till Sony Computer Entertainment Europe. ENDAST FÖR HEMMABRUK. Obehörig kopiering, anpassning, uthyrning, utlåning, vidareförsäljning, arkadanvändning, debitering för användning, utsändning, offentligt framförande och åtkomst eller användning via internet, kabel, eller annan telekommunikation är förbjudet. Distribution eller utdrag av den här produkten eller något varumärke eller copyrightarbete som utgör del av den här produkten är förbjudet.

# INSTALLATION



Installera PlayStation®2 datorsystem enligt instruktionsboken. Se till att MAIN POWER-strömbrytaren (som sitter på baksidan av basenheten) är påslagen. Tryck på -knappen. När kontrollampen tänds, tryck på -knappen för skivfacket så öppnas det. Lägg Sonic Heroes-skivan i skivfacket med etiketten uppåt. Tryck på -knappen igen och skivfacket stängs. Anslut handkontroller för spelet och andra lämpliga tillbehör. Följ instruktionerna på skärmen och läs om hur man använder programvaran i den här instruktionsboken.

## Memory Card (8MB) (till PlayStation®2)

Sonic Heroes stöder endast MEMORY CARD-plats 1. Om man tar bort eller sätter i Memory Card (8MB) (till PlayStation®2) när man har slagit på basenheten, kan detta orsaka att data skrivs över eller förloras. Minst 110KB eller mer ledigt utrymme krävs för att spara Game Data (speldata) i det här spelet.

## HANDKONTROLL

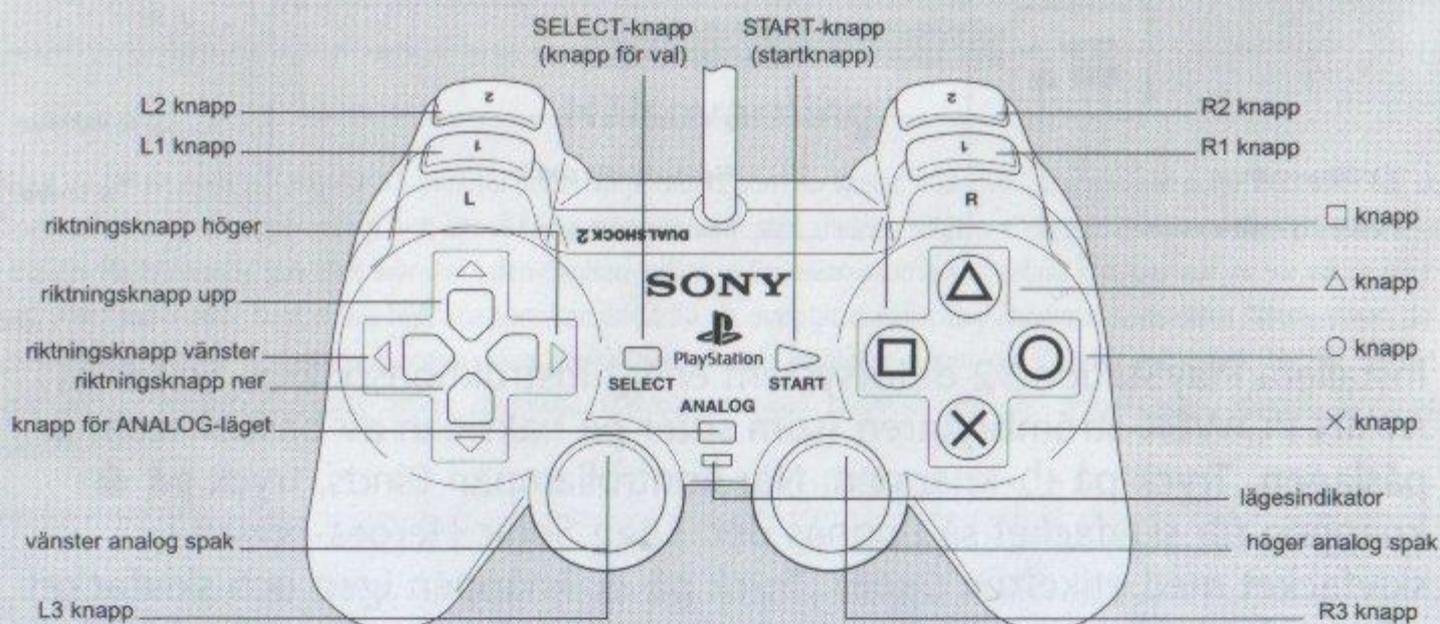
Sonic Heroes är ett spel för en eller två spelare och det är kompatibelt med den analoga handkontrollen DUALSHOCK®2. När man spelar ett 1P-spel, ansluter man handkontrollen till handkontrolls port 1. När man spelar ett 2P-spel, ansluter man handkontrollen för den andra spelaren till handkontrolls port 2.

## HUVUDMENY

Tryck på START på skärmen för att komma till huvudmenyn. Använd vänster analog spak eller riktningknappar upp/ner för att välja följande och tryck på -knapparna för att välja.

<b>1P-SPELARE</b>	Visar menyn för spel för en spelare
<b>2P-SPELARE</b>	Visar menyn för spel för två spelare
<b>EXTRA FUNKTIONER</b>	Visar menyn för extra funktioner
<b>VAL</b>	Ändra olika spelinställningar

## BASKONTROLLER



## MENYKONTROLLER

<b>START</b>	Start av spelet
<b>Vänster analog spak</b>	Flytta markör (Välj menyalternativ)
<b>Riktningknappar</b>	Flytta markör (Välj menyalternativ)
<b>× knapp</b>	Välj
<b>△ knapp</b>	Upphäv (Gå tillbaka till föregående skärmbild)

## UNDER SPELET

<b>START</b>	Paus
<b>Vänster analog spak</b>	Flytta figurer
<b>× knapp</b>	Hoppa / speciell action
<b>□ knapp</b>	Actionknapp
<b>L2 / R2 knappar</b>	Rotera kamera åt vänster och höger
<b>△ knapp</b>	Förändring av gruppering motsols
<b>○ knapp</b>	Förändring av gruppering medsols
<b>R1 knapp</b>	Teamattack
<b>Höger analog spak</b>	Ledarens vy

# GRUNDLÄGGANDE ACTIONS

Sonic Heroes lanserar det helt nya handkontrollsystemet Team Action, med vars hjälp figurer i team kontrolleras tillsammans i gruppering. Varje team har 3 medlemmar som var och en kan utföra Speed (hastighet), Flight (flygning) och Power (kraft). Den figur som leder teamet bestämmer i varje givet tillfälle typen av gruppering, vilket gör att man kan utföra helt enastående manövrer. Följande actions är gemensamma för varje team och figur.

## FLYTTA

### VÄNSTER ANALOG SPAK

Flytta teamledaren fritt i vilken riktning som helst medan teammedlemmarna följer med tätt bakom. Om man ökar vinkeln på vänster analog spak rör sig figurerna snabbare.

## HOPPA

### ⊗ KNAPP

Tryck på ⊗-knappen medan du springer eller står still för att hoppa upp i luften. Många olika hoppmanövrer kan också utföras.

## ÄNDRA GRUPPERING

### △/○ KNAPPAR

Tryck på △ eller ○-knapparna för att ändra ledaren och alternera mellan grupperingarna Speed (hastighet), Flying (flygning) och Power (kraft). Beroende på grupperingstyp kan många olika specialmanövrer också utföras. Olika situationer kräver olika taktiska lösningar, så var noga när du väljer gruppering.

## TEAMATTACK

### R1 -KNAPP

När Teamattackmätaren är full, tryck på R1knappen för att utföra en Teamattack. Den här knockouttekniken är idealisk när situationen kräver stor förödelse, till exempel när man blivit övermannad av fiender. Teamattackmätaren tar tid att ladda upp, så använd den här åtgärden med försiktighet.

## Varoitus

Tämä levy sisältää pelin PlayStation®2 -tietokonepelijärjestelmään. Älä käytä tätä levyä missään muussa järjestelmässä, koska se voi vahingoittua. Tämä levy soveltuu vain PlayStation®2:n PAL-järjestelmää käyttäville markkinoille, eikä sitä voi käyttää muissa PlayStation®2 -versioissa. Lue PlayStation®2 -järjestelmän käyttöohje huolellisesti ennen käyttöönottoa. Kun laitat levyn PlayStation®2 -konsoliin, aseta se aina tekstipuoli ylöspäin. Älä kosketa levyn pintaa, vaan pidä levyn reunoista kiinni. Pidä levy puhtaana äläkä naarmuta sitä. Jos pinta likaantuu, pyyhi se varovasti pehmeällä kuivalla kankaalla. Älä jätä levyä lähelle lämmönlähteitä, suoraan auringonvaloon tai kovin kosteaan tilaan. Älä käytä epäsäännöllisen muotoista, murtunutta, taipunutta tai liimalla korjattua levyä, koska ne saattavat aiheuttaa käyttöhäiriöitä.

## Terveydellisiä näkökohtia

• Jos olet pelannut videopeliä yhtäjaksoisesti tunnin ajan, pidä 15 minuutin tauko ennen pelaamisen jatkamista. • Älä pelaa videopelejä, kun olet väsynyt tai et ole nukkunut tarpeeksi. • Huolehti pelatessasi siitä, että huone on valaistu hyvin ja että istut niin kaukana kuvaruudusta kuin virtajohto sallii. • Jotkut ihmiset kokevat epileptisiä kohtauksia katsellessaan vilkkuvia valoja tai kuvioita jokapäiväisessä ympäristössä. Nämä henkilöt voivat saada kohtauksia katsellessaan TV-kuvaa tai pelatessaan videopelejä. Sellaisillakin pelaajilla, jotka eivät ole koskaan aikaisemmin saaneet kohtauksia, voi olla kaikesta huolimatta piilevä epilepsia. Käänny lääkärin puoleen ennen videopelien pelaamista, jos olet epileptinen. Ota heti yhteys lääkäriin, jos pelatessasi tunnet seuraavia oireita: huimausta, näkökyvyn muuttumista, lihasten nykimistä tai muita pakkoliikkeitä, epätietoisuutta ympäristöstäsi ja/tai kouristuksia.

## LUVATON KOPIOINTI

Tämän tuotteen jokaisen peliosan tai koko tuotteen luvaton jäljentäminen sekä rekisteröityjen tavaramerkkien luvaton käyttöä pidetään melko varmasti rikoksena. LUVATON KOPIOINTI vahingoittaa sekä kuluttajia että laillisia suunnittelijoita, julkaisijoita ja vähittäiskauppiaita. Jos epäilet, että tämä pelituote on luvaton kopio tai jos sinulla on muita luvattomasti kopioituja tuotteita koskevia tietoja, soita paikalliseen asiakaspalvelunumeroon, joka on annettu tämän käyttöohjeen takasivulla

**Katso asiakaspalvelunumerot (Customer Service Numbers) tämän ohjekirjan takasivulta.**

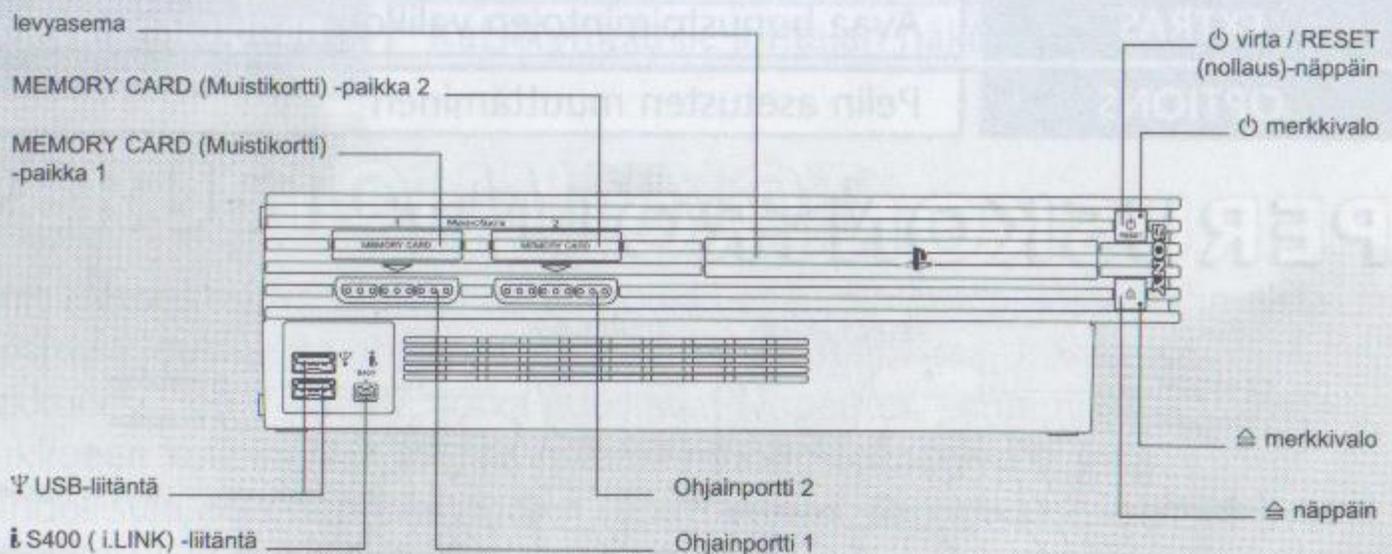
SLES-51950

1 tai 2 pelaajaa • Memory Card (Muistikortti) (8MB) (PlayStation®2:ta varten): minimi 110KB • Yhteensopiva Analogisen Ohjaimen kanssa: vain analogiset sauvat  
• Yhteensopiva värähtelytoiminnon kanssa

SEGA, the SEGA logo, Sonic Heroes and Sonic The Hedgehog are either registered trademarks or trademarks of SEGA CORPORATION. All rights reserved. Original Game © SEGA © SONICTEAM/SEGA, 2003. Published by SEGA. RenderWare is a registered trademark of Canon Inc. Portions of this software are Copyright 1998-2003 Criterion Software Ltd. and its Licensors.

Kirjasto-ohjelmat © 1997-2003 Sony Computer Entertainment Inc:n yksinoikeudelliset käyttöoikeudet: Computer Entertainment Europe.VAIN KOTIKÄYTTÖÖN. Luvaton jäljentäminen, mukailu, vuokraus, lainaus, jälleenmyynti, pelihallikäyttö, käytöstä veloitus, lähetys, julkinen tai Internetin kautta esittäminen, kaapelin kautta tapahtuva tai muu tietoliikennepohjainen jakelu, poiminto tai käyttö on kielletty. Tämän tuotteen tai minkään sen tavaramerkillä tai tekijänoikeuksilla suojatun osan jakelu tai erottaminen on kielletty.

# ALOITUS



Viritä PlayStation®2 -pelikonsoli käyttöoppaan neuvomalla tavalla. Varmista, että MAIN POWER -kytkin (virtakytkin) (pelikonsolin takana) on päällä. Paina /RESET-näppäintä. Kun merkkivalo syttyy, avaa levykansi painamalla avausnäppäintä. Aseta Sonic Heroes -levy levyasemaan kuvapuoli ylöspäin. Sulje levykansi painamalla uudelleen avausnäppäintä. Kiinnitä peliohjaimet ja muut haluamasi lisälaitteet. Seuraa näyttöön tulevia ohjeita. Lisätietoja ohjelman käytöstä löydät tästä käyttöohjeesta.

## Memory Card (muistikortti)(8MB) (PlayStation®2)

Sonic Heroes tukee vain MEMORY CARD (muistikortti) -paikkaa 1. Memory Card (muistikortti)(8MB) (PlayStation®2) lisääminen tai poistaminen pelikonsolin käynnistämisen jälkeen voi aiheuttaa tietojen päällekirjoittamista tai katoamista. Pelitietojen tallentamiseen tarvitaan vähintään 110KB vapaata tilaa.

## PELIOHJAIN

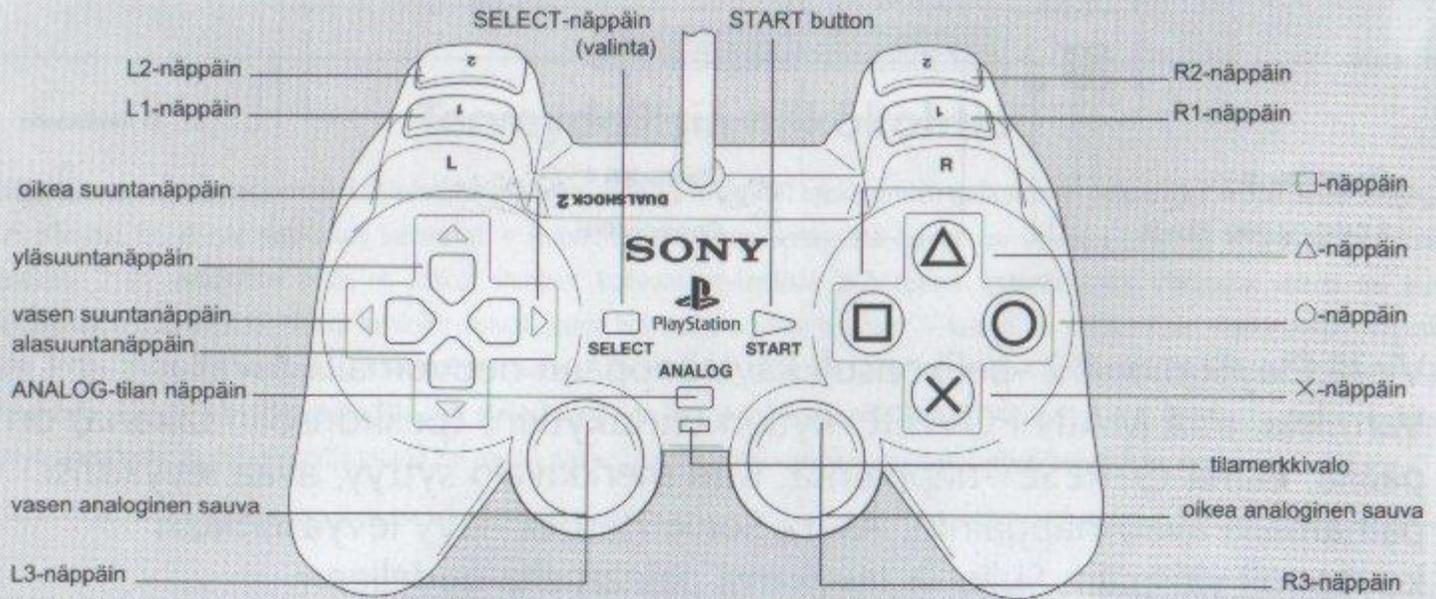
Sonic Heroes -peli on tarkoitettu yhdelle tai kahdelle pelaajalle, ja peli on yhteensopiva analogisen ohjaimen DUALSHOCK®2 kanssa. Yksinpeliä pelattaessa peliohjain kytketään ohjainporttiin 1. Kaksinpelissä toisen pelaajan peliohjain kytketään ohjainporttiin 2.

## PÄÄVALIKKO

-Päävalikkoon pääset painamalla aloitusnäytöllä **START**-näppäintä. Valitse alla olevista vaihtoehdoista vasen analoginen sauva tai ylös/alasuunnanäppäimillä. Vahvasta valinta painamalla -näppäintä.

<b>1P PLAY</b>	Avaa yksinpelivalikon
<b>2P PLAY</b>	Avaa kaksinpelivalikon
<b>EXTRAS</b>	Avaa bonustoimintojen valikon
<b>OPTIONS</b>	Pelin asetusten muuttaminen

## PERUSKONTROLLIT



## VALIKKOKONTROLLIT

<b>START</b>	Aloita peli
<b>vasen analoginen sauva</b>	Liikuta kursoria (Selaa valikkoa)
<b>Suuntanäppäimet</b>	Liikuta kursoria (Selaa valikkoa)
<b>⊗-näppäin</b>	Vahvista valinta
<b>△-näppäin</b>	Peruuta (Palaa edelliseen ruutuun)

## PELIKONTROLLIT

<b>START</b>	Tauko
<b>vasen analoginen sauva</b>	Liikuta hahmoja
<b>⊗-näppäin</b>	Hyppää / Erikoistoiminto
<b>○-näppäin</b>	Toimintanäppäin
<b>L2 / R2 -näppäimet</b>	Kierrä kameraa vasemmalle & oikealle
<b>△-näppäin</b>	Muodostelman muutos vastapäivään

<b>○-näppäin</b>	Muodostelman muutos myötäpäivään
<b>R1 -näppäin</b>	Joukkueisku
<b>oikea analoginen sauva</b>	Katso ympärille johtajan näkökulmasta

## PERUSTOIMINNOT

Sonic Heroes esittelee aivan uuden joukkuepelitoiminnon, jossa hahmoista koostuvia joukkueita ohjataan yhdessä muodostelmassa. Jokaisessa joukkueessa on 3 jäsentä, jotka edustavat Nopeutta, Lentämistä ja Voimaa. Joukkueen kulloinenkin johtaja määrää muodostelmatyypin, joka mahdollistaa erilaisten liikesarjojen suorittamisen. Seuraavat toiminnot ovat yhteisiä kaikille joukkueille ja hahmoille.

### LIKKUMINEN

#### VASEN ANALOGINEN SAUVA

Liikuta joukkueen johtajaa vapaasti mihin tahansa suuntaan. Joukkueen jäsenet seuraavat johtajan kintereillä. Painamalla vasenta analogista sauvaa alemmas saat hahmot juoksemaan nopeammin.

### HYPPÄÄMINEN

#### ⊗-NÄPPÄIN

Hyppää ilmaan painamalla ⊗-näppäintä hahmon juostessa tai seisossa. Voit myös suorittaa erilaisia erikoishyppy-yhdistelmiä.

### MUODOSTELMAN MUUTTAMINEN

#### △/○-NÄPPÄIMET

△- tai ○-näppäintä voit vaihtaa johtajaa ja siirtyä nopeus-, lento- ja voimamuodostelmien välillä. Muodostelmatyypistä riippuen käytettävissä on myös erilaisia erikoisliikkeitä. Eri tilanteet vaativat erilaisia taktisia ratkaisuja, joten muodostelman valinnassa on syytä olla tarkkana.

### JOUKKUEISKU

#### R1 -NÄPPÄIN

Kun joukkueiskumittari on täynnä, voit suorittaa joukkueiskun painamalla R1-näppäintä. Tämä tyrmäystekniikka sopii erityisesti tilanteisiin, joissa on saatava aikaan laajaa tuhoa, kuten esimerkiksi ylivoimaisen vihollisen uhatessa. Joukkueiskumittari täyttyy hitaasti, joten toimintoa kannattaa käyttää harkiten.

# CREDITS

## SEGA EUROPE, LTD.

Naoya Tsurumi

:President and COO

Jin Shimazaki

:Executive Vice President –  
Product Development

Mike Sherlock

:Executive Vice President –  
Sales and Marketing

Matt O'Driscoll

:Senior Producer

Kuniyo Matsumoto

:Localization Producer

Elliot Martin

:Technical Producer

Matthew Woodley

:European Marketing Director

Gary Knight

:European Marketing Manager

Mathew Quaack

:European Product Manager

Asam Ahmad

:Head of PR, Europe.

Stephan McGarry

:Public Relations

Suzanne Eglton

:European Trade and Promotions Manager

Caroline Searl

:Software Production Manager

Mark Simmons

:Head of Operations

Carl Hamblin

:Design

Morgan Evans

:Network Business Manager

Bennie Boysen

:Senior Web Designer

Eduardo de Felipe

:Web Designer

Giuseppe Rizzo

:Italian Translator

Brigitte Nadesan

:French Translator

Marta Lois Gonzalez

:Spanish Translator

Zuzanna Zabkova

:German Translator

Darius Sadeghian

:SOE QA

David Smith

:SOE QA

Roy Boateng

:SOE QA

Chris Geiles

:SOE QA

Special Thanks:

Andi, Jo and Peter @ Red Pepper Design Ltd.

Lau and Ollie @ Mercier Gray

SEGA  
SONIC HERO NOW BY  
SEGA

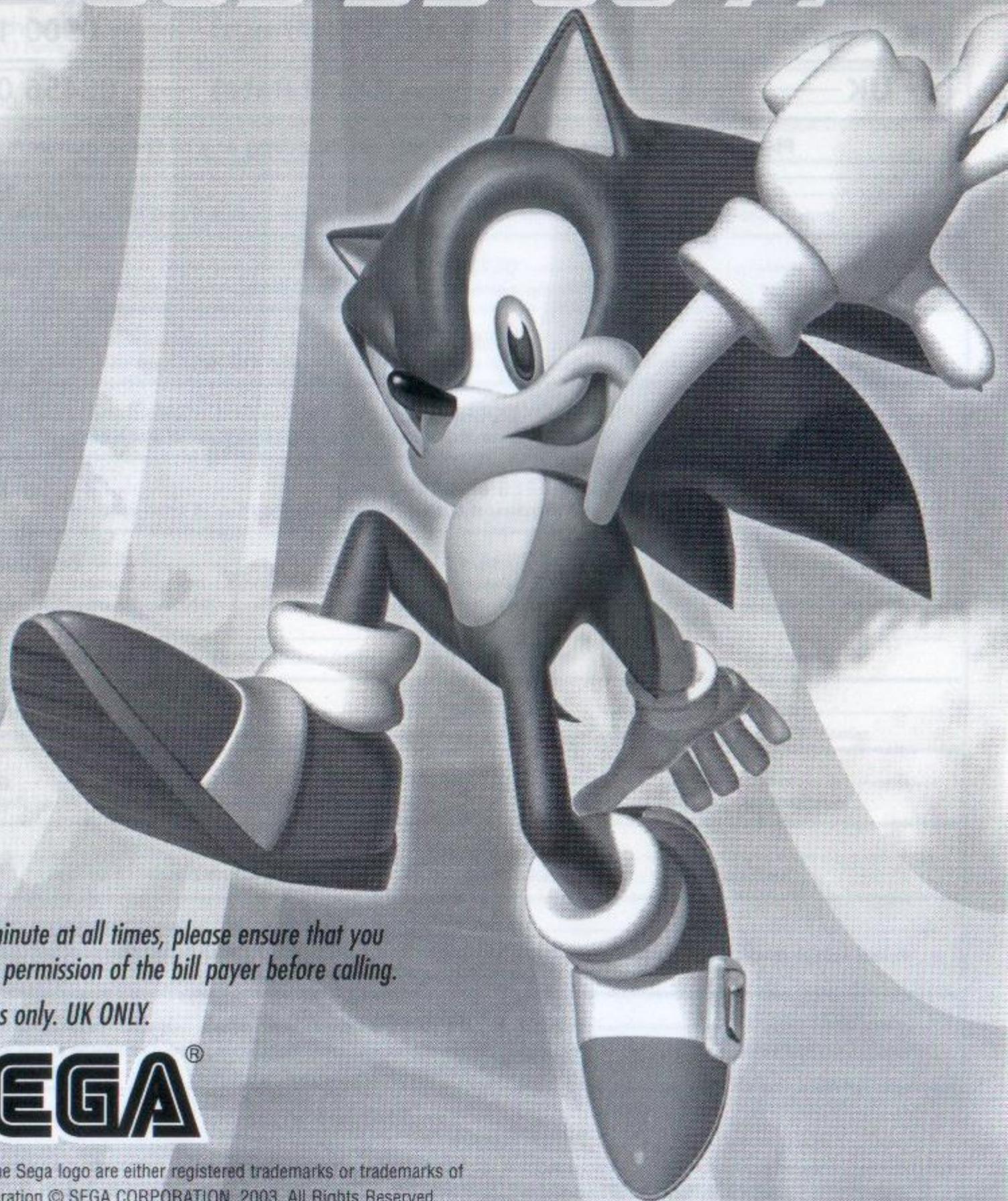
090

SONIC HEROES

SEGA



***Be the ultimate  
Sonic Hero now by  
calling the SEGA  
hints and tips line on:  
09065 55 88 77***



*£1 per minute at all times, please ensure that you  
have the permission of the bill payer before calling.*

*Over 16's only. UK ONLY.*

**SEGA<sup>®</sup>**

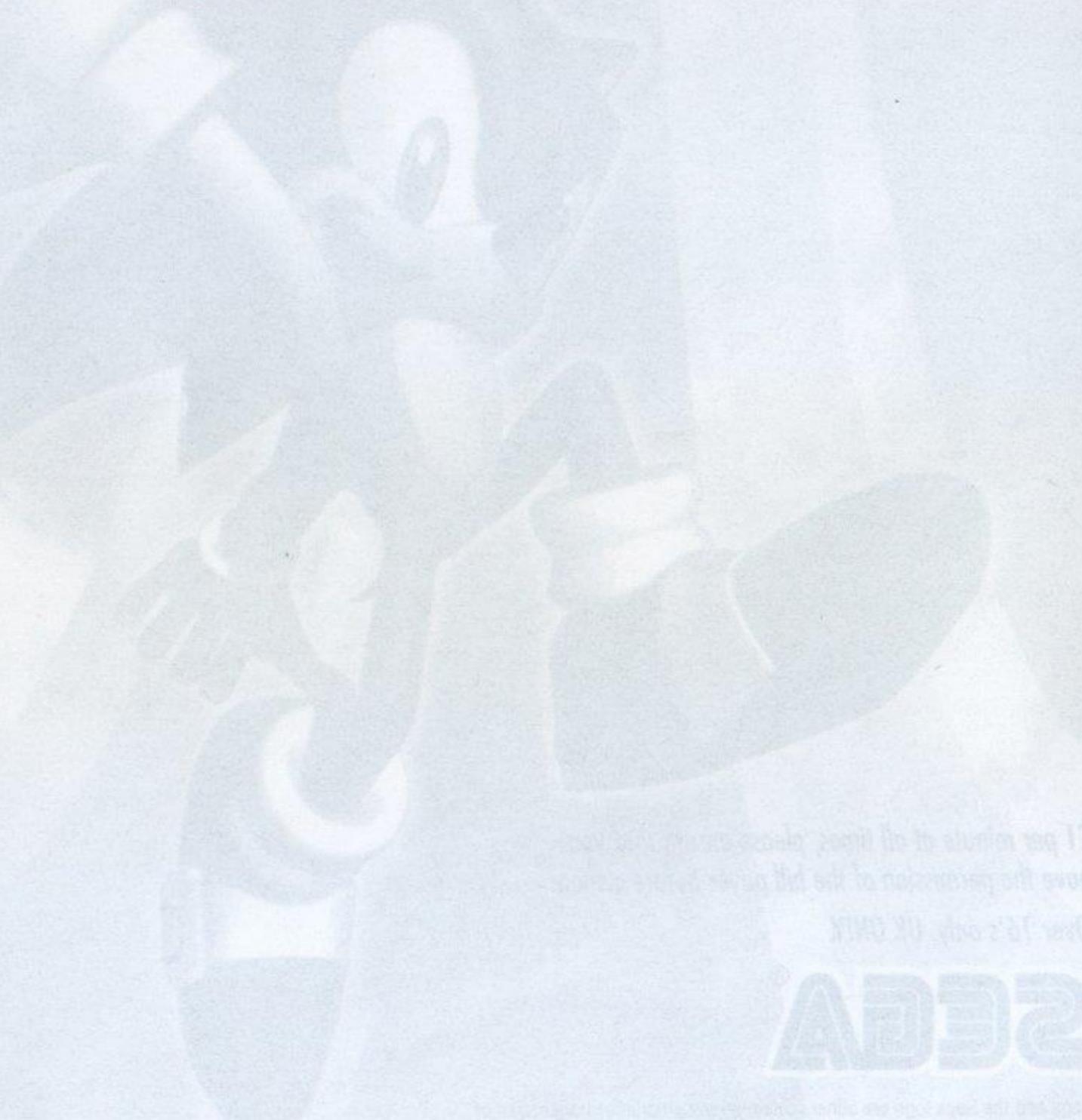
Sega and the Sega logo are either registered trademarks or trademarks of  
Sega Corporation © SEGA CORPORATION, 2003. All Rights Reserved.

Prices correct at time of going to press and are subject to change without notice.

**Sega Customer Service contact numbers**email: [info@segahelp.com](mailto:info@segahelp.com)

- |               |                                  |                     |
|---------------|----------------------------------|---------------------|
| • Belgie      | (€1,12/min)                      | 0903 99 231         |
| • Deutschland | (Telefongebühren zum Ortstarif)  | 0180 3000 410       |
| • Eire        | (Local Rate)                     | 1 890 925 555       |
| • España      | (Se aplica tarifa llamada local) | 902 20 23 24        |
| • France      | (€0,12/min)                      | 0820 37 61 58       |
| • Italy       | (Tariffa internazionale)         | +44 (0)141 272 1113 |
| • Nederland   | (€0,68/min)                      | 0903 99 231         |
| • Österreich  | (€1,23/min)                      | 0900 4007342        |
| • Schweiz     | (2.50CHF/min)                    | 0900 105 805        |
| • UK          | (Local Rate)                     | 08456 090 090       |

Please seek bill payers permission before contacting any of these numbers



SEGA

## Customer Services Numbers

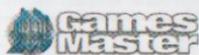
- **Australia** \_\_\_\_\_ **1300 365 911** \_\_\_\_\_  
Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.
- **Österreich** \_\_\_\_\_ **0820 500 535** \_\_\_\_\_  
0,145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.
- **Belgique/België/Belgien** \_\_\_\_\_ **011 516 406** \_\_\_\_\_  
Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.
- **Danmark** \_\_\_\_\_ **33 26 68 00** \_\_\_\_\_  
Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardware-support til PlayStation-produkter.
- **Suomi** \_\_\_\_\_ **0600-411911** \_\_\_\_\_  
17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.
- **France** \_\_\_\_\_ **0820 31 32 33** \_\_\_\_\_  
Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.
- **Deutschland** \_\_\_\_\_ **01805 766 977** \_\_\_\_\_  
0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.
- **Ελλάδα** \_\_\_\_\_ **00321 0678 2000** \_\_\_\_\_  
Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.
- **Ireland** \_\_\_\_\_ **0818 365065** \_\_\_\_\_  
All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.
- **Israel** \_\_\_\_\_ **09 971170** \_\_\_\_\_  
Please call these Customer Service Numbers only for hardware support of PlayStation products.
- **Italia** \_\_\_\_\_ **848 82 83 84** \_\_\_\_\_  
Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.
- **Malta** \_\_\_\_\_ **21 344700** \_\_\_\_\_  
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.
- **Nederland** \_\_\_\_\_ **0495 574 817** \_\_\_\_\_  
Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.
- **New Zealand** \_\_\_\_\_ **09 415 2447** \_\_\_\_\_  
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.
- **Norge** \_\_\_\_\_ **820 75 050** \_\_\_\_\_  
Mon-Fre 8.30-16.30. Vennligst ring disse kundeservicenumrene bare for maskinvare støtte i forbindelse med PlayStation-produkter.
- **Portugal** \_\_\_\_\_ **707 23 23 10** \_\_\_\_\_  
Contacte-nos através destes números de Assistência ao Cliente para obter assistência técnica (hardware) apenas para produtos da PlayStation.
- **España** \_\_\_\_\_ **902 102 102** \_\_\_\_\_  
Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.
- **Sverige** \_\_\_\_\_ **08 587 822 40** \_\_\_\_\_  
Mån-Tors 8-17 Fre 8-15.30. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.
- **Suisse/Schweiz/Svizzera** \_\_\_\_\_ **0848 84 00 85** \_\_\_\_\_  
Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.
- **UK** \_\_\_\_\_ **08705 99 88 77** \_\_\_\_\_  
National rate. Calls may be recorded for training purposes. Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

Please call these Customer Service Numbers only for hardware support of PlayStation products.

Featuring 'Shake your Coconuts' by  
JUNIOR SENIOR, taken from the album  
P-P-Don't Stop The Beat. Out now.

# WORMS 3D

**Out Now...Start an underground war  
with your mates at [www.startawar.com](http://www.startawar.com)**



"Definitely still got the Worms magic."

PlayStation 2  
OFFICIAL LICENSEE

"A mud-munching marvel"

**SEGA**<sup>®</sup>

[www.sega-europe.com](http://www.sega-europe.com)

**TEAM17**



SEGA, the SEGA logo, Sonic Heroes are either registered trademarks or trademarks of Sega Corporation.

© Sonicteam / SEGA, 2003. All Rights Reserved. Published by SEGA Europe Limited under licence. Developed by Team17 Software. Worms 3D © 2003 Team17 Software, Team17 Software and Worms 3D are trademarks or registered trademarks of Team17 Software Limited. Original Concept Andy Davidson. 'Shake your Coconuts' by Junior Senior © © Crunchy Frog (Licensed by Universal Music DK) AS. All rights reserved.

SEGA, the SEGA logo, Sonic Heroes and Sonic The Hedgehog are either registered trademarks or trademarks of SEGA CORPORATION. All rights reserved.

Original Game © SEGA © SONICTEAM/SEGA, 2003. Published by SEGA. RenderWare is a registered trademark of Canon Inc.

Portions of this software are Copyright 1998-2003 Criterion Software Ltd and its Licensors.

MAN-P51950-UKV

SLES-51950

PlayStation, "△○×□" and "DUALSHOCK" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.  
5060004762255