



XBOX 360

LIVE

# SONIC

## UNLEASHED™



SEGA®



**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](http://www.xbox.com/support) or call Xbox Customer Support.

## 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 screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

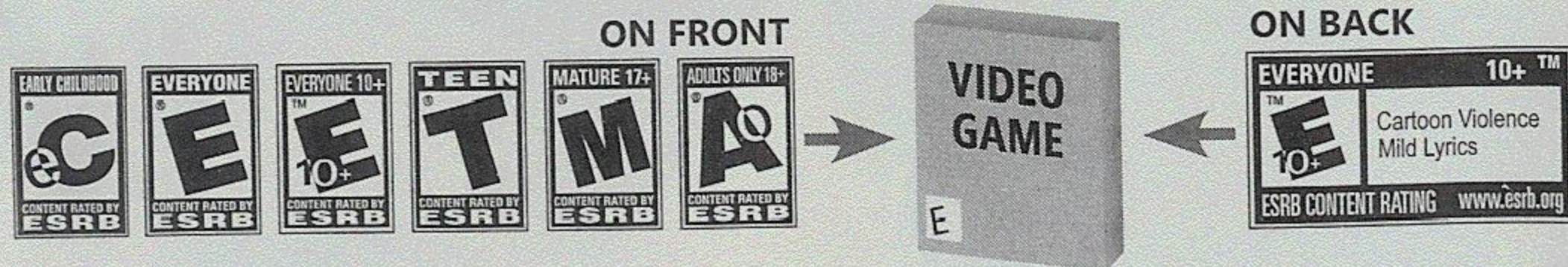
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit [www.ESRB.org](http://www.ESRB.org)

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

# SONIC UNLEASHED<sup>TM</sup>

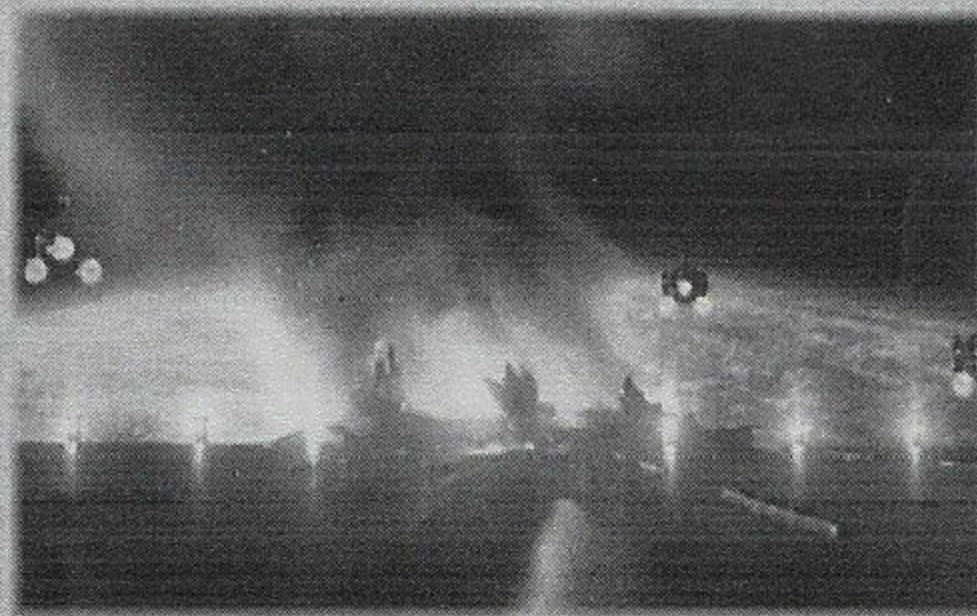
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Please note that this manual was written while the game was in production, so some screenshots may differ from those of the final product.

# PROLOGUE

A blue whirlwind flashed into view of the gargantuan battle fleet, and began a hasty but destructive path to the central fortress where Dr. Eggman awaited. In what was to be their final showdown, Sonic harnessed the power of the Chaos Emeralds and transformed into Super Sonic, dealing destructive blows to Dr. Eggman's precious machinery.



However, unbeknownst to Sonic, he'd run head first into Dr. Eggman's most devious trap so far. Sonic was suddenly surrounded by a high energy shield, which stripped him of his Super Sonic powers, while simultaneously robbing him of the Chaos Emeralds. Dr. Eggman had anticipated Sonic's transformation from the outset, and saw this as the perfect opportunity to procure the Emeralds.

Dr. Eggman then, from the safety of his control panel, reversed the polarity of the Chaos Emeralds releasing the dark energy within. The energy was then fired as a powerful beam towards the world.

With a roar, the world was ripped into seven continents, which floated around the core. From the aftermath of this destruction, the colossal beast Dark Gaia awoke from a very long slumber. Dr. Eggman had planned to exploit Dark Gaia as a means of taking over the world.



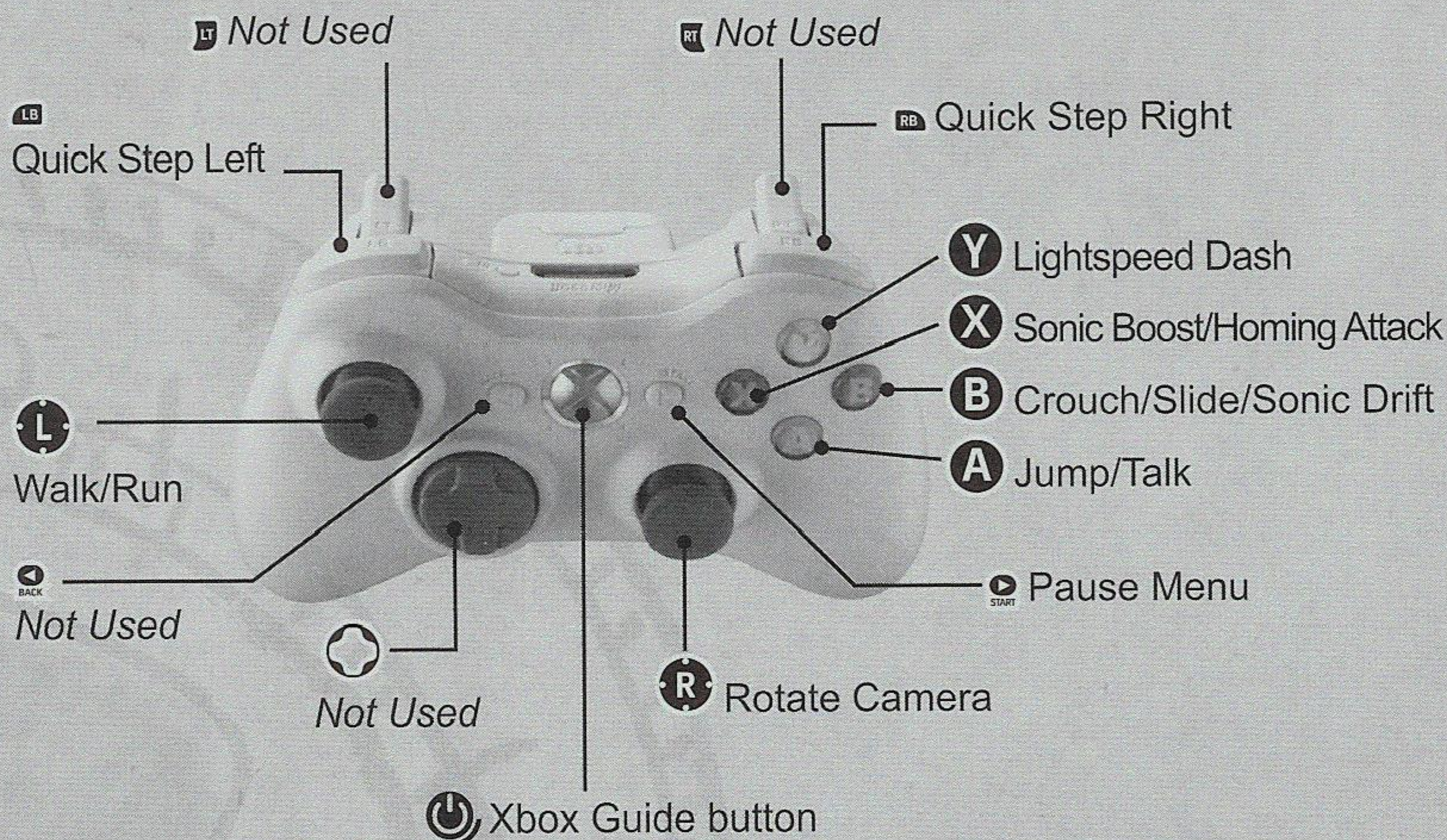
However, Dark Gaia was not the only beast unleashed. Due to his proximity to the Chaos Emeralds as the dark energy was expelled, Sonic underwent a new transformation. His muscular density increased, his claws sharpened, his teeth grew into fangs and his body became covered with a lush heavy fur. Sonic had transformed into a Werehog.

His business with Sonic having now concluded, Dr. Eggman felt no remorse in ejecting Sonic and the spent Emeralds out of the air lock and into the darkness of space. Sonic soon found himself plummeting to one of the continents of the fragmented world's surface. After colliding with a colossal bang, Sonic discovered an imp-like creature nearby that had lost all memory of who he was. Sonic, assuming he was responsible, befriended the creature and nicknamed him "Chip" on account of his insatiable appetite for desserts.

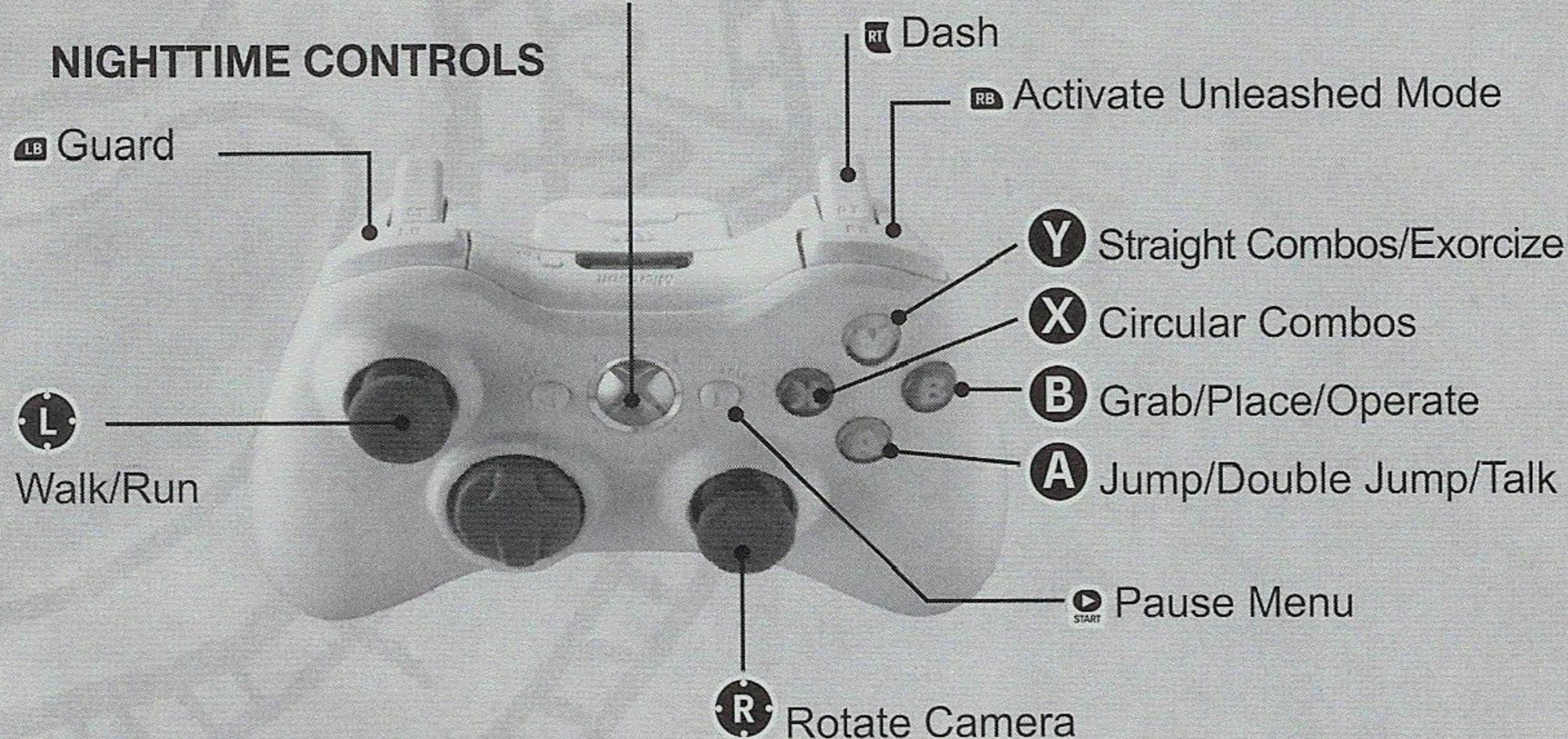
As Sonic comes to terms with his own mysterious transformation, he must also figure out a way to restore the continents of the planet to their rightful positions.

# BASIC CONTROLS

## DAYTIME CONTROLS



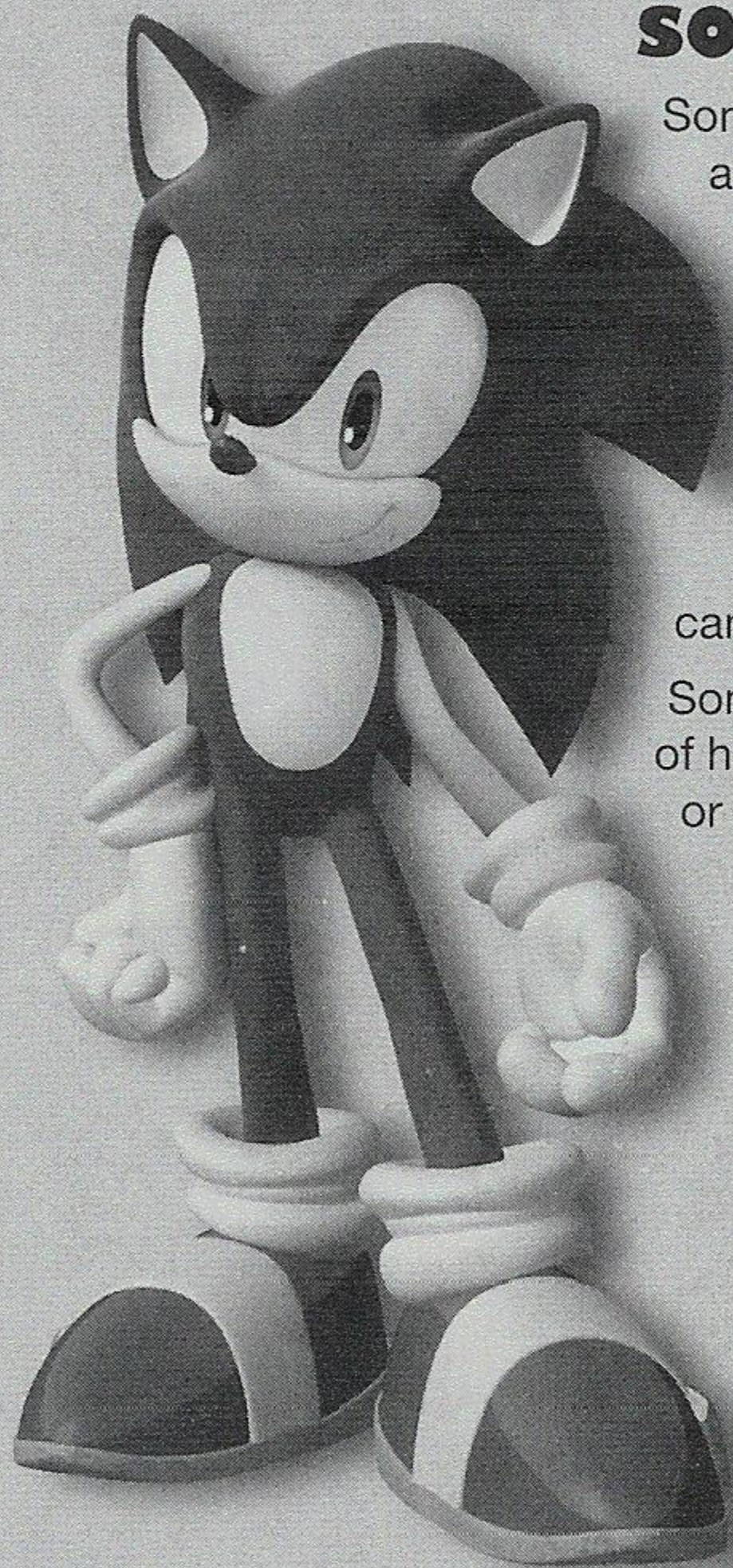
## NIGHTTIME CONTROLS



COMMAND	MENU/WORLD MAP
left stick	Make Selection.
A button	Enter Selection.
B button	Cancel/Return.
X button	Advance Time (World Map only).
left/right bumper	Switch Character (Status Screen only).

Please see pages 4 to 7 for additional character and time-specific controls.

# CHARACTERS








## SONIC THE HEDGEHOG

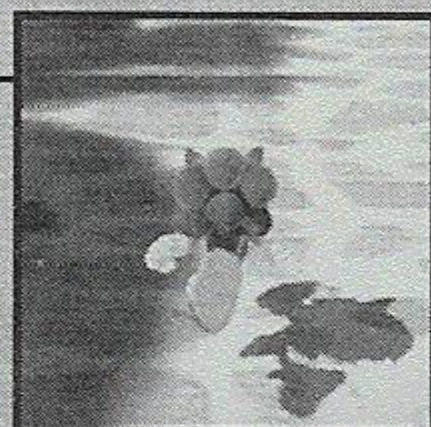
Sonic is the world's fastest supersonic hedgehog, and values freedom and life by his own rules above everything else. He is kind at heart, but can be short tempered and is quick to throw himself into the middle of trouble without a second thought, remaining steadfast to the end. His personality is a juxtaposition of kindness and ferocity, as on the one hand he does all in his power to snuff out evil, but he also can't look away when somebody else is in trouble.

Sonic hates boredom and being tied down, so much of his time is spent running towards the next danger or adventure.

### Walk/Run

### left Stick

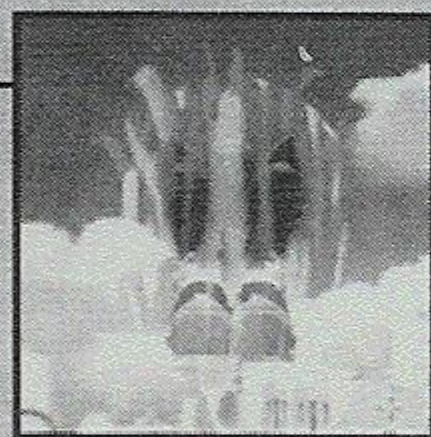
In 3D view, push the left stick  to run forwards and  or  to steer. In 2D view, push the left stick  or  to progress through the course. Push the stick a little to walk, or all the way to run. To brake, push the stick in the reverse direction.



### Jump

### A button

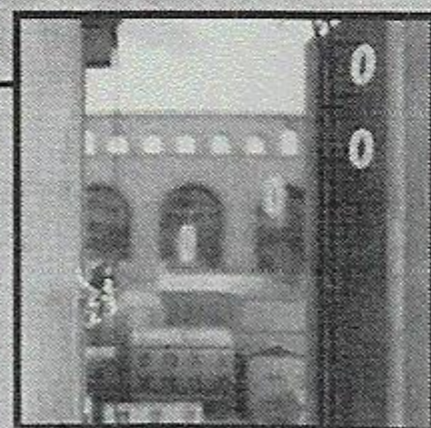
Press the A button to jump and spin in the air to avoid crevices and ground obstacles. The Spin Attack can also damage enemies and break certain objects that will occasionally reveal hidden items or devices.



### Wall Jump

### A button, while running towards wall

In 2D view, jump towards a wall at speed and Sonic will cling to it momentarily. Press the A button again to kick off from the wall. When there are two facing walls in close proximity, Sonic can climb to the top.

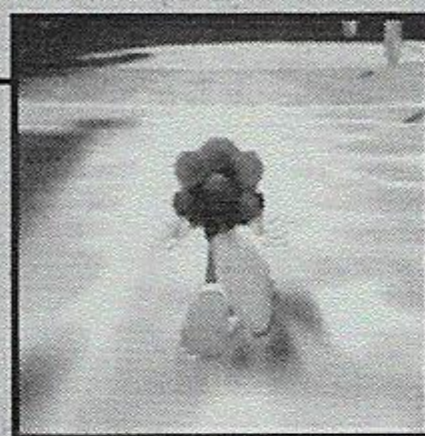


# CHARACTERS

## Sonic Boost

X button

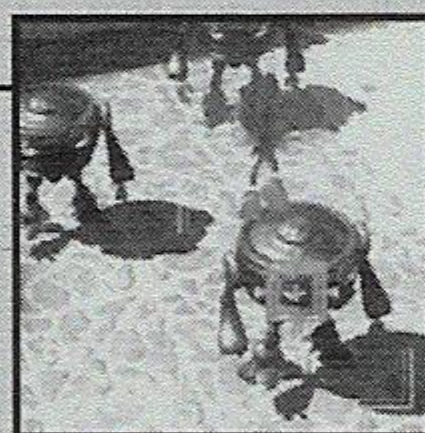
When there is Energy remaining on the Ring Energy Gauge (p.12), press the X button to temporarily increase speed beyond the sound barrier. During Sonic Boost, Sonic is protected by an energy shield that lets him smash enemies and breakable obstacles, and attracts nearby Rings.



## Homing Attack

X button, during Jump

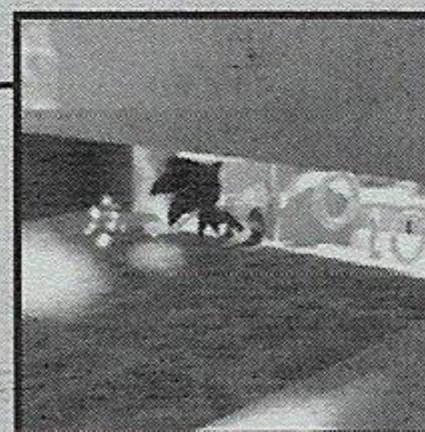
If a green reticle becomes visible over an enemy or a device, etc. during a jump, press the X button to immediately home in and attack. Using the left stick gives you limited control of the direction of the Homing Attack when there is more than one possible target.



## Crouch/Slide

B button

Press the B button while stationary to crouch down, allowing Sonic to crawl under lower surfaces. Alternatively, press the B button while running to slide straight ahead, knocking enemies and other smaller obstructions out of the way.



## Foot Sweep

B button repeatedly

Press the B button repeatedly to perform a Foot Sweep. This is handy for clearing obstacles in your path.

## Stomping

B button during Jump

Press the B button during a jump to slam vertically down causing a destructive shockwave that damages nearby enemies.

## Sonic Drift

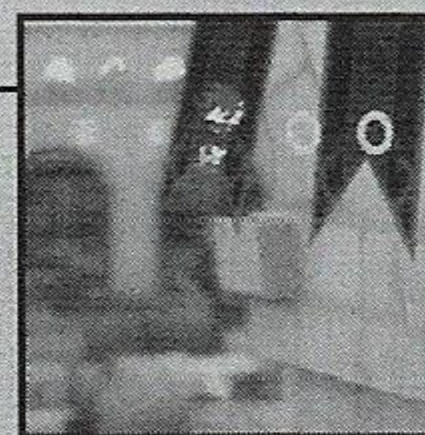
B button, while running left/right

Hold the B button while running left or right to perform Sonic Drift, enabling you to take tighter corners at speed.

## Lightspeed Dash

Y button

Approach a path of Rings and press the Y button to follow the path while collecting the Rings in the process, even through mid-air. Use this technique to reach hard to access areas.

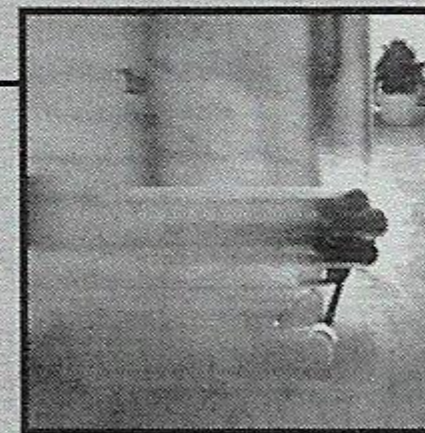


## Quick Step

left bumper/right bumper

While running in 3D, press the left or right bumper to quickly skip to the left or right while continuing to move in the same direction. Use Quick Step to avoid walls or obstacles that suddenly obstruct your path.

The same controls are used to switch rails while grinding.

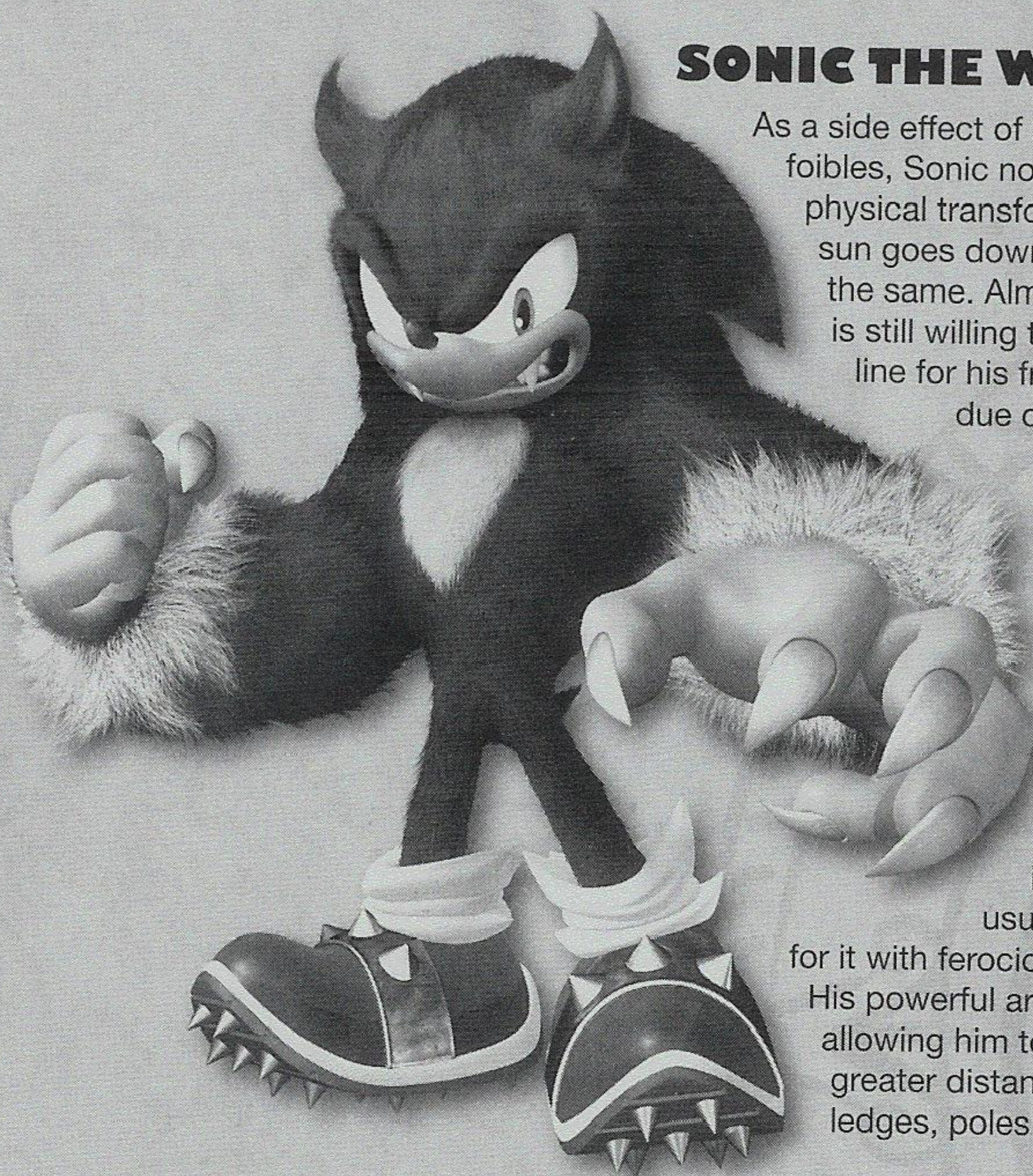


**\*Please note:** Some of these moves must be unlocked during gameplay.

## REAL TIME INTERACTION

Sometimes you will see one or more button icons appear on devices or in the center of the screen. You then have a limited amount of time to press the button, or buttons in the correct sequence as displayed, to perform the action correctly. Incorrect entry will at best cost you an advantage, and at worst one of your lives.

# CHARACTERS



## SONIC THE WEREHOG

As a side effect of Dr. Eggman's latest foibles, Sonic now undergoes an extreme physical transformation whenever the sun goes down, but his heart remains the same. Almost. Sonic the Werehog is still willing to put his life on the line for his friends without any due consideration, but his dedication to helping his new friend regain his memory is in no small part out of guilt that it was most likely his own fall from space that caused the problem in the first place.

As a Werehog, Sonic is not as fast as his usual self, but he makes up for it with ferocious combat techniques. His powerful arms are able to stretch allowing him to attack enemies from a greater distance, and to reach distant ledges, poles and bars with ease.

### Walk

#### left stick

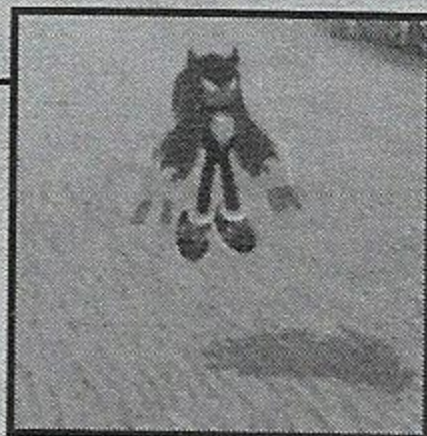
Use the left stick in all directions to walk around the gamefield. Push the stick a little to walk slowly, or all the way to walk a little quicker.



### Jump

#### A button

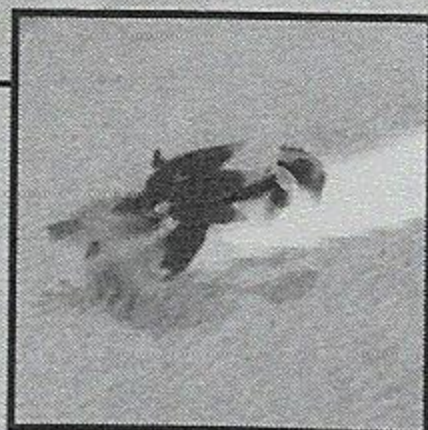
Press the A button to jump. Press again while in mid-air to perform a double-jump which allows you to jump further and reach high up areas.



### Dash

#### right trigger

Hold down the right trigger while walking to run at greater speed on all fours.

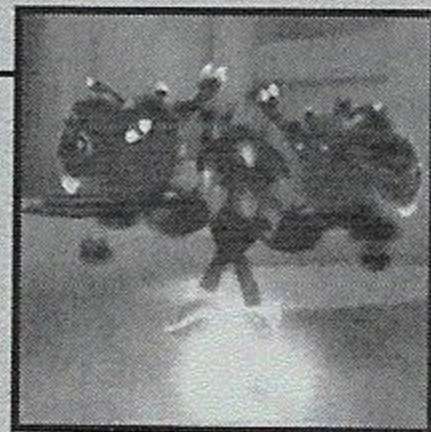


# CHARACTERS

## Grab

### B button

Enemies and certain objects can be picked up and manipulated. When the reticle appears, press the B button to grab. Pressing the B button again puts them down, whereas pressing the X, Y or A button performs a throw or attack. Depending on your skill level, a variety of attacks can be performed on grabbed enemies.

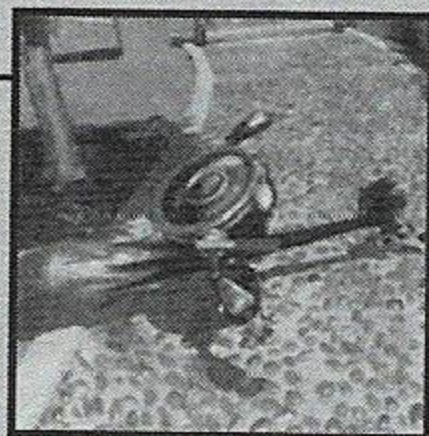


Additionally, a number of ledges and poles can be grabbed hold of enabling Sonic to climb or swing to an otherwise inaccessible area. Approach a ledge from below and press the B button to take hold when the reticle appears. You can then use the left stick  $\leftarrow/\rightarrow$  to shimmy sideways, or  $\uparrow$  to climb up. While hanging from a ledge or vertical pole, press the X or Y button to release your grip, or the A button to jump by kicking off of it. When swinging from a horizontal bar, press the A button at the correct time to swing towards the next bar or a ledge.

## Attack

### X button/Y button

Start an attack combo with either the X button or the Y button to attack enemies. Starting a combo with the X button leads to circular attacks, which generally do damage in a wide area around Sonic. Starting a combo with the Y button leads to straight attacks which generally do heavier damage to enemies in front of Sonic. Once you start a combo with the X or Y buttons, you can mix in the X, Y, A and B buttons as you please. You can also hold down the X button or the Y button to build up a charged attack.



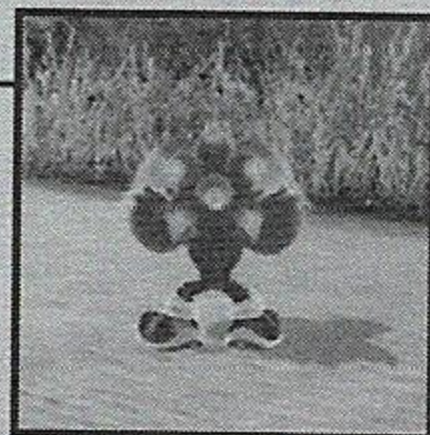
Check the possible command list (p.15) or alternatively just experiment and explore the set of possible combat combos on your own! As Sonic gains experience, he will be able to access a wider variety of attacks.

## Guard

### left bumper

During combat, hold down the left bumper to protect yourself from enemy attacks. It's no longer effective once the Shield Gauge runs out.

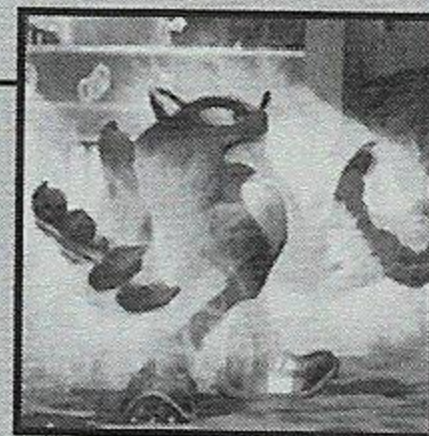
Combine the left bumper with the left stick to guard while on the move. Additionally, pressing the A button while guarding will perform a forward roll.



## Activate Unleashed Mode

### right bumper

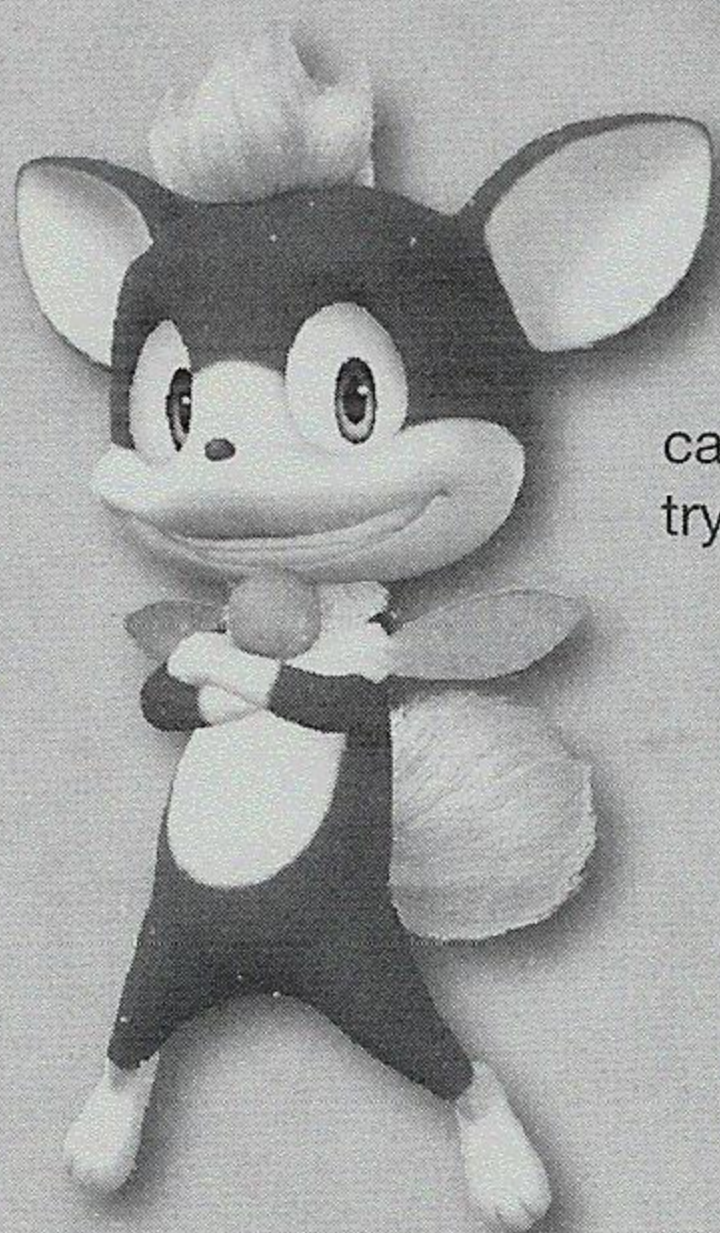
When the Unleash Gauge is full, push the right bumper to enter the Unleashed state. During this time, Sonic is able to deal much greater damage to enemies, and is temporarily invincible.



## POWER-UP ATTACKS

As Experience is allotted to different skills (p.15), new power-up attacks will become available. See **Skills** in the Pause Menu for full details.

# CHARACTERS

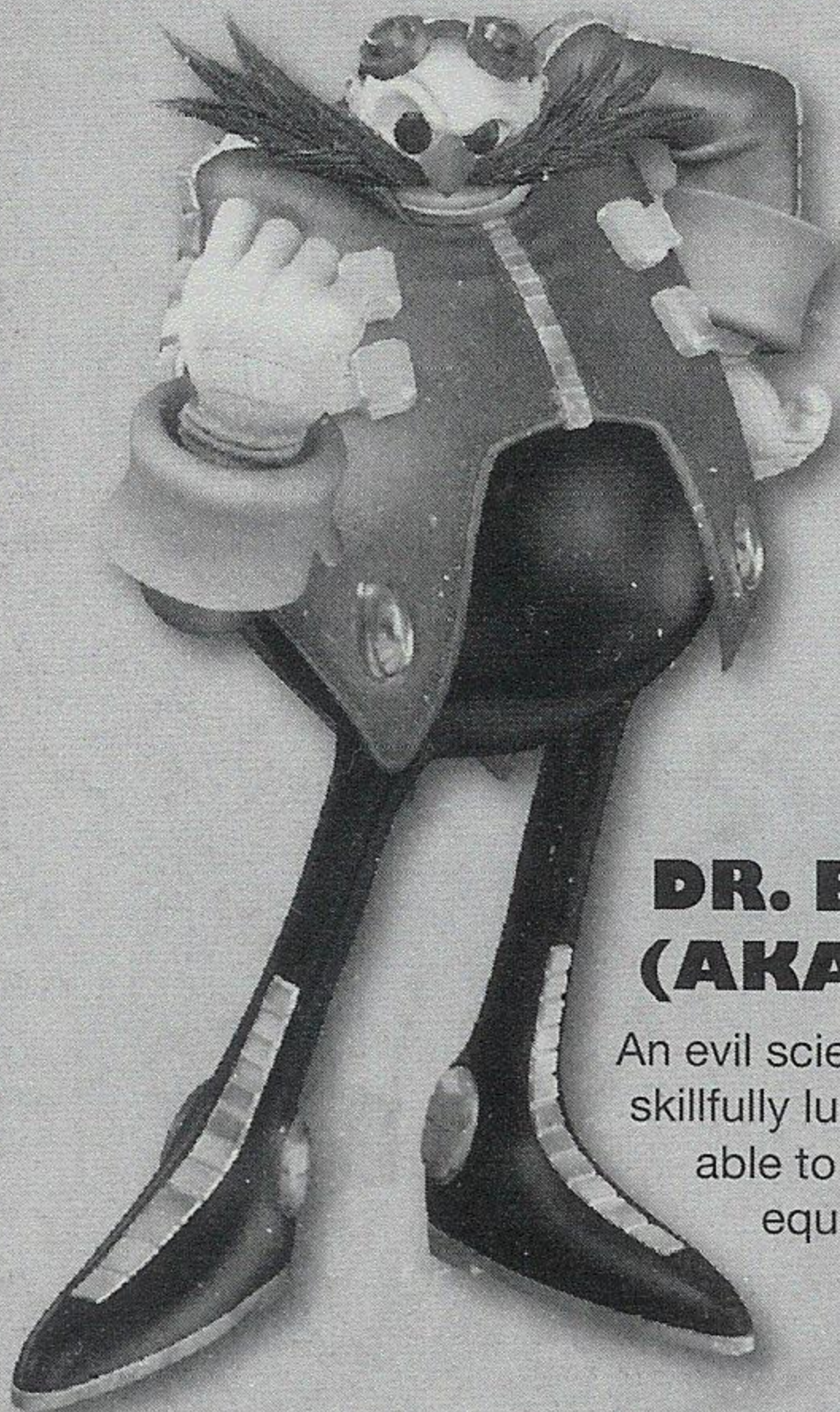


## CHIP

In a classic scenario of being in the wrong place at the wrong time, Chip lost his memory after Sonic's fall from outer space. As he no longer knows who he is or where he came from, he decides to join Sonic on his world adventure to try to rediscover his identity.

## PROFESSOR PICKLE

A well mannered and renowned expert in ancient literature, who will happily share his knowledge over a cucumber sandwich. He will prove to be an invaluable ally and guide to Sonic as he embarks on his latest adventure.



## DR. EGGMAN (AKA DR. ROBOTNIK)

An evil scientific genius who boasts an IQ of 300. By skillfully luring Sonic right into a most devious trap, he was able to successfully awaken Dark Gaia. But will he be equally successful in taking over the world?

# STARTING THE GAME

From the Title Screen, press the START button to select a storage device for the save information. Once selected, the Main Menu will be displayed. Here you can select from the following:



- NEW GAME:** Begin a new game.
- CONTINUE:** Continue the game from the last save point (not available the first time you play).
- OPTIONS:** Make changes to various game settings (see below).
- STORAGE:** Select a storage device to save the game to.

The first time you play *Sonic Unleashed*<sup>™</sup>, select **New Game** to start from the very beginning, and game information will be saved to the selected storage device. To continue a previously started game from where you left off, select **Continue**. Note that if you select **New Game** after a game has been started, the existing game information will be overwritten. Games are saved automatically on clearance of Action Stages and Boss Stages.

## OPTIONS

Select Options at the Main Menu to make changes to the following settings.

- VOICE:** Set the language of character voices.
- SUBTITLES:** Set display of subtitles **ON/OFF**.
- SOUND:** Set the volume for **MUSIC** and **SOUND EFFECTS**.
- CAMERA CONTROLS:** Set the **UP/DOWN** and **LEFT/RIGHT** camera controls to **NORMAL** or **REVERSE**.

### HDTV SETTINGS

To display the game in high definition display modes, connect your Xbox 360 console to a TV with HDMI or component input using an Xbox 360 Component HD AV Cable or Xbox 360 HDMI AV Cable. If you are using the Xbox 360 Component HD AV Cable, slide the switch on the AV port to "HDTV." The HDTV position should be selected on the Xbox Dashboard if the TV supports HD resolutions such as 720p, 1080i, and 1080p.

# PLAYING THE GAME

Take control of Sonic as he attempts to restore the world to its original state by returning the power of the Chaos Emeralds to the sacred temples on the seven divided continents. In your travels, you will find yourself in a number of different game areas as outlined below:

## WORLD MAP

After you have progressed to a certain point in the story, the World Map will become available. From here, you can select the next area Sonic will visit. Use the left stick to scroll and highlight the desired area, and press the A button to display the select menu. Here you can choose to enter the Town Stage or to jump straight to a previously cleared Action Stage.

Because Sonic changes form at night, it will often be necessary to enter an area within the correct time frame (night or day). If the area is not in the correct time frame, hold down the X button to advance time.

Areas will increase as the game progresses.



- ① Remaining Lives, Rings, Medals Collected/Max Medals
- ② Name of selected area
- ③ Information on area

## SELECT STAGE

By highlighting an area and choosing **Select Stage** you can jump straight to a previously cleared Action Stage. The left panel shows a list of available Action Stages, while the panel on the right gives a detailed description of the goal and statistics of the highlighted stage. Press the A button to replay the Action Stage.

## TOWN STAGE

At the Town Stages, you can walk about freely gathering information by talking to the inhabitants. Some of the information will give you a better understanding of what is happening, some will be idle gossip, and some will be necessary for the story to progress. Try to find out as much as you can, as you never know when it might be useful.

Controls are mostly the same as the character-specific controls used in the Action Stages as detailed on pages 4 to 7. Additionally, you can initiate and have a conversation with an inhabitant by approaching them and pressing the A button. Use the "Wait until Day/Night" item in the Pause Menu (p.15) to toggle between Daytime and Nighttime.



Leave the Town Stage where you entered to return to the World Map, or delve deeper to progress to the Entrance Stage.

## MISSIONS

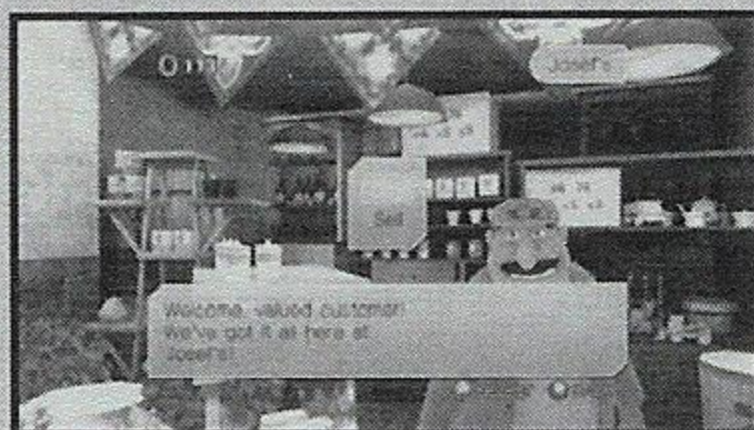
Sometimes inhabitants will ask you for help or assistance. It is up to you when and if you will assist, but doing so will increase your Experience allowing you to level-up more quickly. Sonic may have a world to save, but that doesn't make the day-to-day problems of its inhabitants any less important. Use the "Wait Until Day/Night" item to toggle between Daytime and Nighttime.

When a list of possible answers appears during conversation, select the answer you wish to give and press the A button to confirm.

# PLAYING THE GAME

## SHOPS

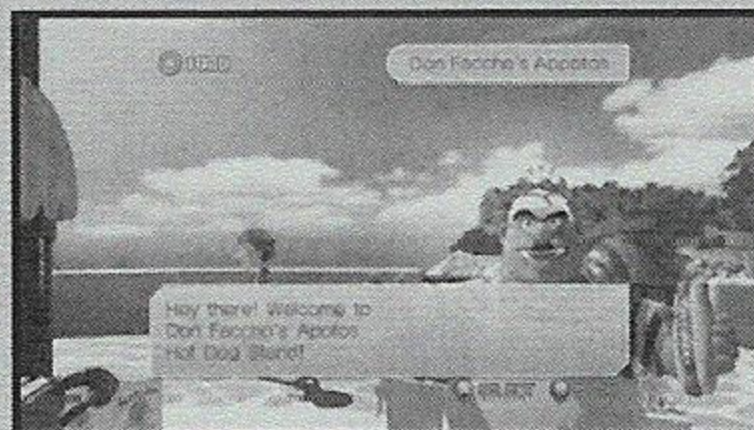
Most towns have a shop where you can buy items using collected Rings as currency. Collectable items are automatically set in the Collection Room, while edible items can be eaten by Sonic and his new friend "Chip". Sonic gains Experience by eating. Chip simply enjoys eating, and will appreciate any morsels you may have to spare.



## HOTDOG STAND

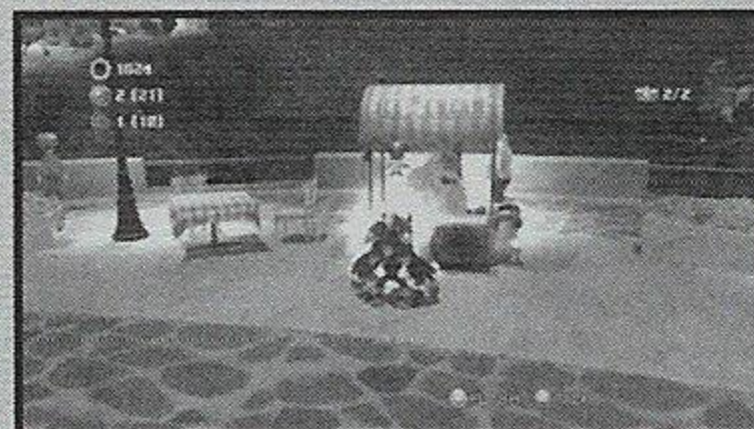
While a little too spicy for Chip's palette, Sonic absolutely loves chili dogs. At certain stages of the game you will find a hotdog stand.

Here there are a variety of challenges to attempt within the Action Stages. Challenges may be to run the stage within a certain time, defeat a certain number of enemies, or collect a certain number of Rings. Complete each challenge to increase your Experience and unlock even tougher challenges.



## EXORCISMS

Occasionally, during Nighttime, you will find yourself face to face with town inhabitants that seem a little odd or out of place. There's a very good chance they have been possessed by monsters. To help out, it will be necessary to perform an exorcism. Luckily, this is a fairly straight-forward process. Simply approach the person and press the Y button to use Professor Pickle's special camera. This will reveal the monster, who you must then defeat.

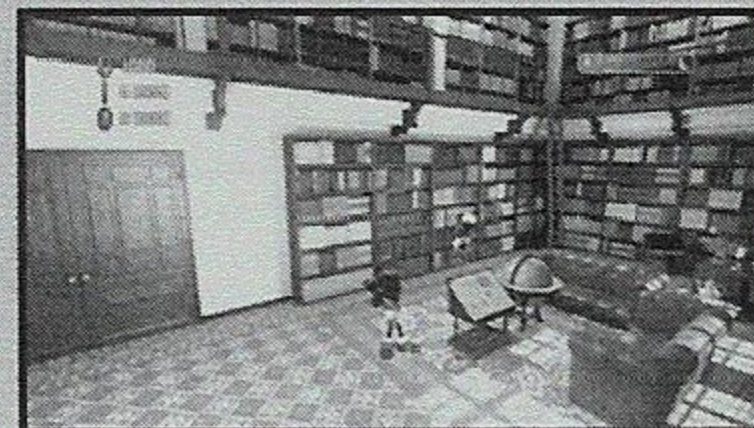


On successful completion of an exorcism, Sonic will be awarded with Experience. Note that the camera can only be used a limited number of times, and when that number is reached, you will need to have the camera recharged.

## PROFESSOR'S ROOM/COLLECTION ROOM

In the Spagonia and Shamar Town Stages you will find the Professor's Room. Here you can talk to Professor Pickle to receive instructions on where to go next, as well as gameplay hints. When you speak to Professor Pickle, you can also give him a souvenir in exchange for an additional gameplay hint (one hint per unique item).

The Professor's Room doubles as the Collection Room. Approach the following items in the room to enjoy a variety of collected items.



**TELEVISION:** View unlocked movie scenes.

**GRAMOPHONE:** Listen to in-game music.

**BOOKSHELF:** See information on artwork you received from Professor Pickle, non-player characters you have spoken to, and enemies you have defeated.

# PLAYING THE GAME

## ENTRANCE STAGE

Entrances to Action Stages are marked by Gaia Gates. Stand on a Gaia Gate to display information about the Action Stage, and press the A button to enter. Stages marked by the Sun icon can only be entered during the Daytime, and stages marked by a Moon icon can only be entered at Nighttime. If you are not in the correct time frame for the stage you wish to enter, find the hourglass and attack it to advance time, or wait while time passes naturally.

Some areas have an additional Gaia Gate for accessing the boss stage. See p.14 for a full explanation.

Cleared Action Stages and additional non-story stages can be re-attempted freely to improve your scores and times, and gain Experience to develop your character.



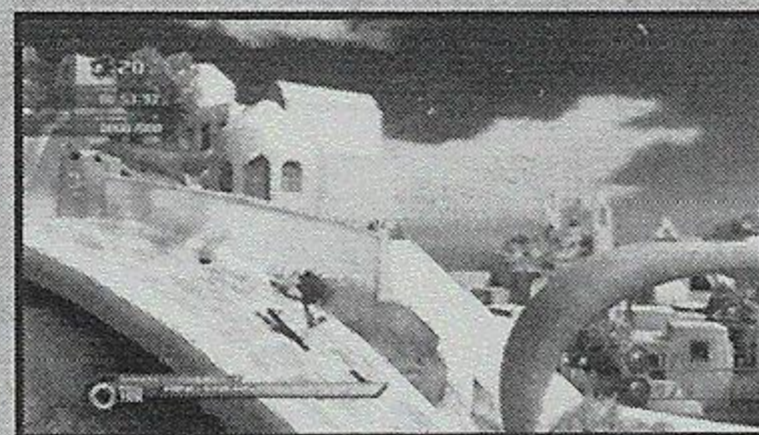
- ① High Score
- ② Best Time
- ③ Medals Collected/Level Total
- ④ Status/Rank

## ACTION STAGES

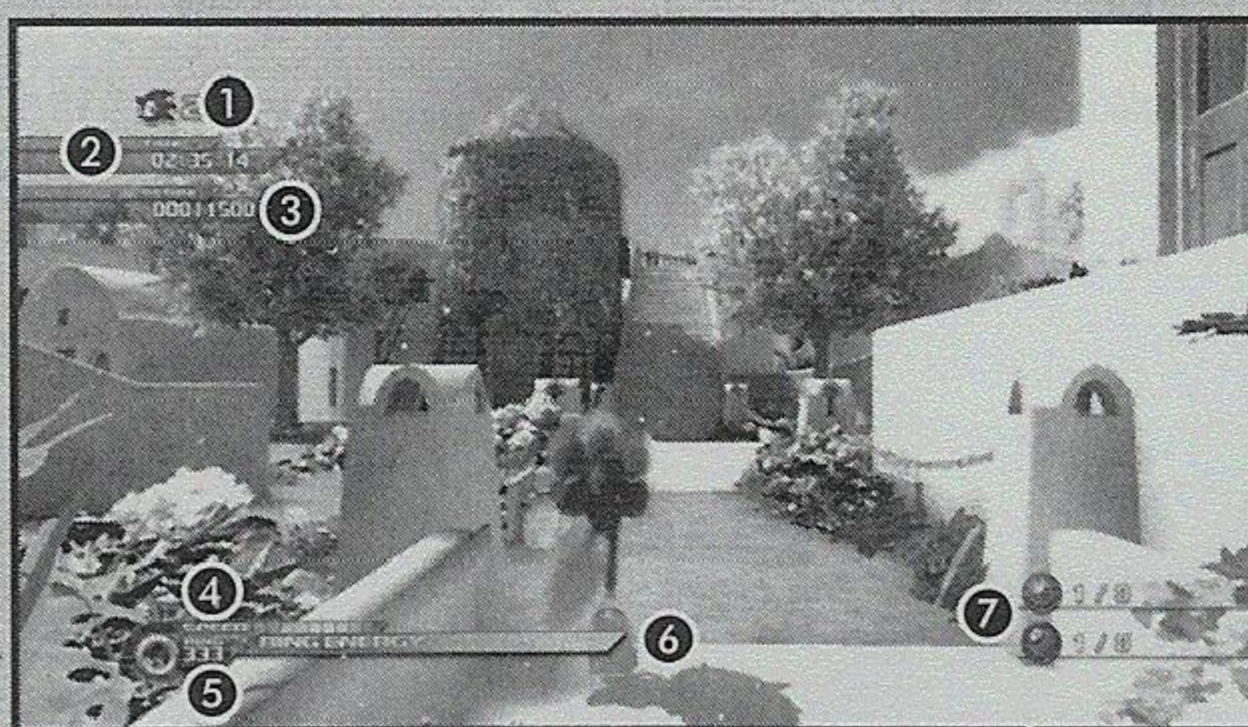
### DAYTIME (SONIC THE HEDGEHOG)

Make your way along the course to reach the Goal Ring at breakneck speed, attacking robots and avoiding traps along the way. Courses contain three dimensional areas where you have the freedom to run in any direction, and two dimensional side-scrolling areas that bring classic 2D Sonic gameplay into the modern era.

### Viewing the Game Screen



2D side-scrolling area



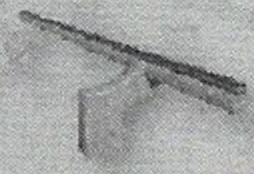
- ① Lives Remaining
- ② Game Time - Complete the level in 10 minutes or less, or lose one life.
- ③ Score
- ④ Speed
- ⑤ Rings
- ⑥ Ring Energy Gauge - Increases as Rings are collected, and reduces as Sonic Boost is used.
- ⑦ Sun/Moon Medals Collected

# PLAYING THE GAME

## Rings

If you are holding at least one Ring you will be protected against enemy attacks and damage from obstacles. Attacks will however cause you to drop some of your Rings which may leave you vulnerable. Gathering Rings also increases the Ring Energy Gauge.

## Gimmicks



### Grind Rail

Slide along the path, but watch out for obstructions.



### Ramp

Run over at speed to be launched into the air.



### Dash Ring

Pass through these to shoot through the air.



### Dash Panel

Pass over to be launched at speed in a set direction.



### Crane Lift

Be lifted to a higher area.



### Springboard

Bounce on these to reach higher areas.



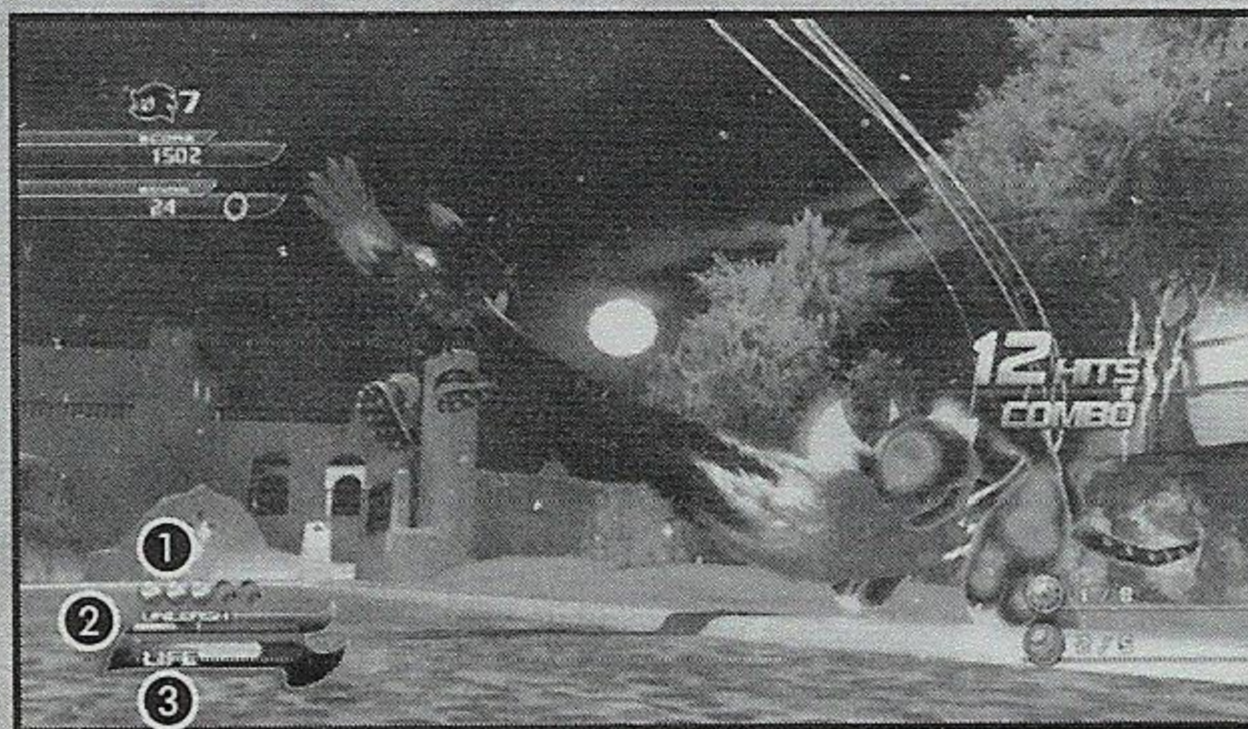
### Springpole

Bounce straight upwards. You will bounce higher if you jump off nearer the end.

## NIGHTTIME (SONIC THE WEREHOG)

Find a path to the Goal Ring by fighting any monsters and robots along the way.

## Viewing the Game Screen



- ① **Shield.** This is consumed each time an enemy hits Sonic while his Guard (left bumper) is up and is replenished by Shield Charge items. As Experience is gained, the maximum Shield level will increase.
- ② **Unleash Gauge.** Fill the gauge by defeating enemies and absorbing the Dark Gaia Force released.
- ③ **Life Gauge.** Whenever Sonic takes damage, this is depleted slightly. If it depletes completely then Sonic will lose one life. Replenish the gauge by collecting Rings.

☛ See the Daytime Action Stage screen (p.12) for an explanation of Lives Remaining, Score, Rings and Medals Collected. Note that in Nighttime stages, Sonic does not lose Rings when damaged.

## Unleashed Mode

When the Unleash Gauge is full, press the right bumper to enter Unleashed Mode until the gauge runs out. In this state, Sonic will be noticeably more powerful and invincible to enemy attacks.

# PLAYING THE GAME

## Interactive Devices and Items



### Door

Some doors can be opened by brute force. Approach and press the B button repeatedly to open.



### Lever

Used to operate machines and doors. Approach and press the B button repeatedly to pull.



### Power Shield

Pick up to minimize received damage for a limited time.



### Super Claw

Pick up to double your attack power for a limited time.



### Shield Charge

Pick up to refill the Shield Gauge.

## ITEMS

The following items are found in both Daytime and Nighttime Action Stages.



### Super Ring

Increase your Ring count by 10 Rings.



### 1UP

Increase your remaining lives by 1.



### Media

Various media content for use in Media Room.



### Chaos Orb

Collect from defeated enemies to increase Experience.



### Sun Medal

Collect to unlock additional Daytime stages.



### Moon Medal

Collect to unlock additional Nighttime stages.



### Check Point

Pass through this to record your stage progress. If you lose a life, you will return to this point.

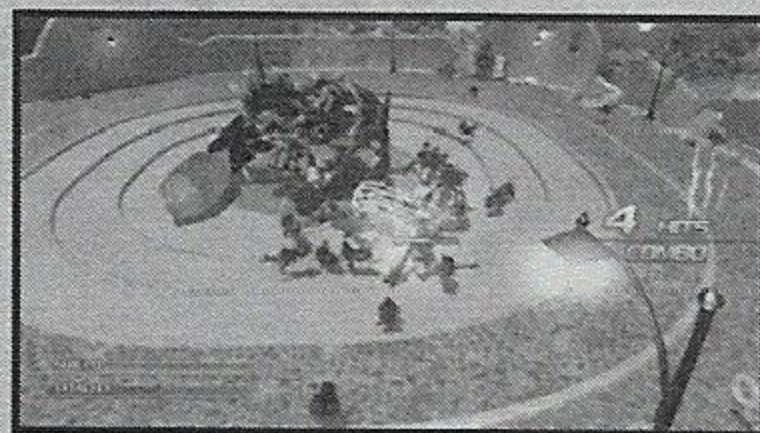
## MEDALS AND ADDITIONAL GAIA GATES

Both Daytime and Nighttime Action Stages contain Sun Medals and Moon Medals that can be collected. As you collect these in each area, new Gaia Gates will be revealed allowing you access to additional non-story Action Stages.

The number of each medal type found and the total amount for a given Action Stage can be seen when standing above the Gaia Gate. From the World Map you can also see the number found for each country.

## BOSS STAGES

Some Boss Stages form part of an Action Stage, while others are entered via a special Gaia Gate which requires both a Sun Key and a Moon Key, found near the Goal Rings of the Action Stages. Bosses are harder to defeat than regular enemies, and require a methodological approach to finding and exploiting the enemy's weakness.



# PLAYING THE GAME

## Results Screen

At the end of each Action Stage you will be shown the Results Screen. This is where your performance is evaluated according to your score, the number of Rings you have picked up, and the time it took to complete. The Rank indicates whether or not your total score is a good score for the stage, with "S" showing the best performance, and "E" being the worst.



## STATUS SCREEN

At the Status Screen, accessible via the Pause Menu and on successful clearance of Action Stages, you are able to check the current parameters of Sonic in both Hedgehog and Werehog states, and to allot Experience to increase the various parameters. As the parameter levels increase, Sonic's abilities will improve. Levelling up also allows Sonic to acquire new skills.



Use the left stick  $\uparrow/\downarrow$  to select a parameter, and hold down the A button to allot **EXP** (Experience). To switch between Day and Night states, press the left or right bumper. Select **Quit** and press the A button to save changes and continue. Parameters are detailed as follows:

### SONIC THE HEDGEHOG (DAYTIME)

- SPEED:** Level up to increase maximum speed.  
**RING ENERGY:** Level up to increase maximum Ring Energy.

### SONIC THE WEREHOG (NIGHTTIME)

- COMBAT:** Level up to increase available attack techniques.  
**STRENGTH:** Level up to increase the power of attacks.  
**LIFE:** Level up to increase the maximum length of the LIFE gauge.  
**UNLEASH:** Level up to increase the maximum length of the UNLEASH gauge.  
**SHIELD:** Level up to increase Shield points (Werehog only).

## PAUSE MENU

During the Action and Town Stages, press START to pause the game and open the Pause Menu. Press START again or select "Resume" to return to the game.

- RESTART:** Restart the current stage from the beginning (Action Stage only).  
**STATUS:** Check Sonic's status and allot Experience (see above).  
**INVENTORY:** See a list of items in possession (Town Stage only).  
**SKILLS:** See a list of available commands (Nighttime Action Stage only).  
**WAIT UNTIL DAY/NIGHT:** Toggle between Daytime and Nighttime modes.

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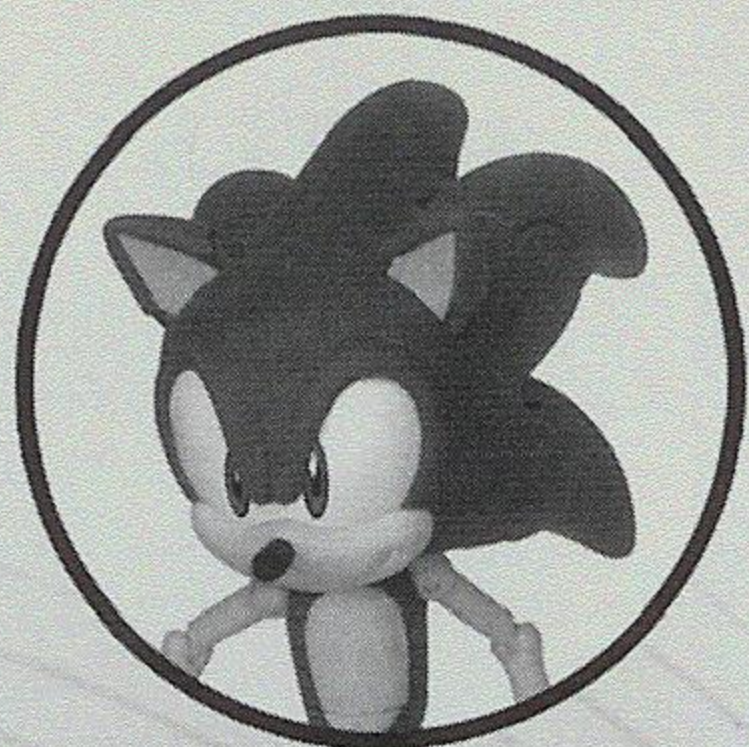
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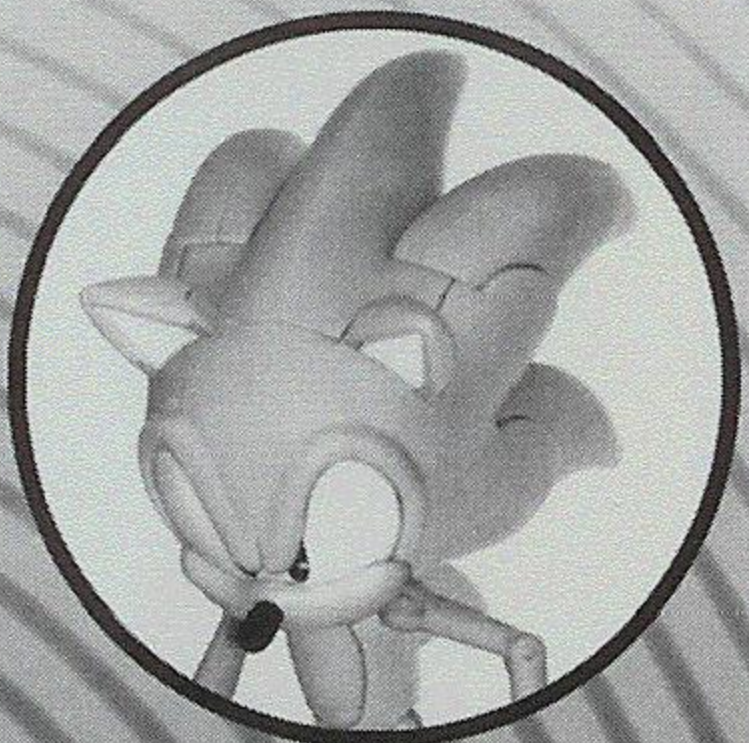
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