



# SONIC FORCES™

**CONTROLS**

**WORLD MAP**

**WISPONS**

**AVATARS**

# STORY

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

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

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

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



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

**The fate of the world is in your hands!**

# CHARACTERS

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



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



# SONIC

THE HEDGEHOG

# AVATAR

# Dr. EGGMAN

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



# INFINITE

# RESISTANCE

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



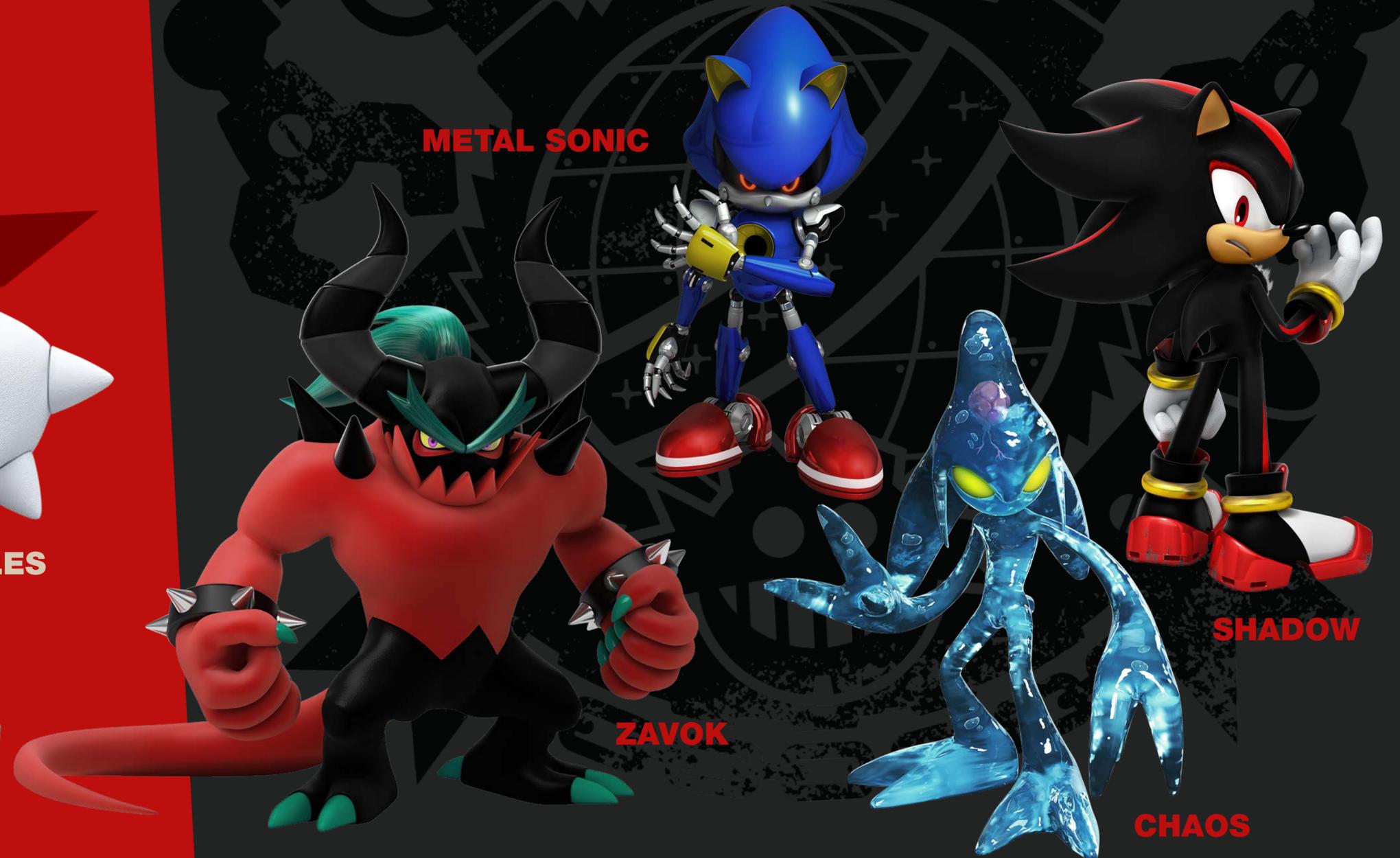
TAILS



KNUCKLES

# EGGMAN ARMY

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



METAL SONIC

ZAVOK

CHAOS

SHADOW

# CONTROLS

## GamePad

### MENU/WORLD MAP

**Left Bumper**

Switch screens at World Map

**D-Pad**

Select from menu

**Left Stick**

Select from menu



**Menu Button**

Return to title screen

**Right Bumper**

Switch screens at World Map

**Y Button**

Show details

**B Button**

Cancel

**X Button**

**A Button**

Enter

**Right Stick**

Control Avatar view

# Keyboard

KEY	MENU CONTROLS
↑	Up
↓	Down
→	Right
←	Left
Enter	Select / Confirm
Esc / Backspace	Back
X	Reset to defaults
Tab	Toggle Menu / Rankings



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

**Knuckles**

## UNIQUE CHARACTER ACTIONS

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





## CLASSIC SONIC BASIC ACTIONS

### Move

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

Gamepad: D-pad / Left Stick

Keyboard: D / A



### Crouch

Press the B button (Left Ctrl / S) to crouch. You can also crouch by pressing ↓.

Gamepad: B button

Keyboard: Left Ctrl / S



### Spin Jump

Press the A button (Space) for a Spin Jump that can be used to attack enemies.

Gamepad: A button

Keyboard: Space



### Spin Dash

Press ↓ and press the A button (Space) repeatedly to gather speed, then release ↓ to blast off in a Spin Dash.

Crouch + A button (Spin Jump key)  
pressed repeatedly



### Drop Dash

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

A button (Spin Jump key) in mid-air





# SONIC BASIC ACTIONS

**Move**  
 Gamepad: D-pad / Left Stick  
 Keyboard: W / S / A / D  
 Enter a direction to walk, and hold the direction to run. Enter the reverse direction to brake.

**Spin Jump**  
 Gamepad: A button  
 Keyboard: Space  
 Press the A button (Space) for a Spin Jump that can be used to attack enemies.

**Crouch / Slide**  
 Gamepad: B button  
 Keyboard: Left Ctrl  
 At a standstill, press the B button (Left Ctrl) to crouch. Press and hold while running to slide.

**Double Jump**  
 A button (Jump key) in mid-air  
 During a jump, press the A button (Space) again for a double jump that allows you to reach higher areas or escape ground based obstacles.



**Homing Attack**  
 A button (Jump key) in mid-air  
 During a jump, you will automatically lock-on to nearby enemies and devices. While locked-on, press the A button (Space) for a homing attack.



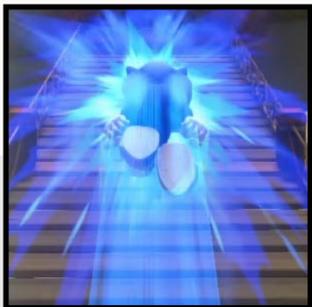
**Stomp**  
 B button (Crouch key) in mid-air  
 Press the B button (Left Ctrl) mid-air to attack straight downward. Any enemies or breakable objects below you will be stomped!



**Boost**  
 Gamepad: X button  
 Keyboard: Shift  
 When the Gauge has charge remaining, press the X button (Shift) for a sudden burst of speed. Any enemies or obstacles in your path will be safely barged through.



**Air Boost**  
 X button (Boost key) in mid-air  
 Press the X button (Shift) in mid-air while there is Gauge remaining for a mid-air boost.



**Cartwheel/Side Step**  
 Gamepad: LB / RB  
 Keyboard: Q / E  
 At a standstill, you can cartwheel, on a grind rail you can jump to a parallel rail, and while running you can step to the left and right.





# AVATAR BASIC ACTIONS

**Move**  
Gamepad: D-pad / Left Stick  
Keyboard: W / S / A / D

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

**Jump**  
Gamepad: A button  
Keyboard: Space

Press the A button (Space) to jump. For "Bird" type Avatars, press the A Button again while in the air for a double jump.

**Crouch / Slide**  
Gamepad: B button  
Keyboard: Left Ctrl

At a standstill, press the B button (Left Ctrl) to crouch. Press and hold while running to slide.

**Wire Attack**  
A button (Jump key) in mid-air

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



**Stomp**  
B button (Crouch key) in mid-air

Press the B button (Left Ctrl) mid-air to attack straight downward. Any enemies or breakable objects below you will be stomped!



**Wispon Attack**  
Gamepad: Right Trigger  
Keyboard: L

Press RT (L) to engage the equipped Wispon's unique basic attack.



**Wispon Special**  
Gamepad: Y button  
Keyboard: K

Touch a Wisp Capsule to fill the Gauge, and press the Y button (K) to engage the Wispon's special action.



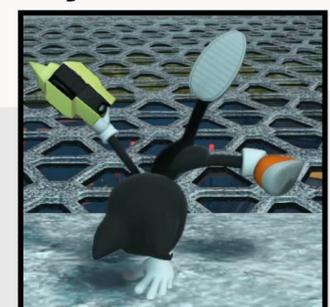
**Switch Avatar**  
Gamepad: Left Trigger  
Keyboard: J

If you brought in a rental avatar at the World Map, press LT (J) to switch with your own Avatar.



**Cartwheel/Side Step**  
Gamepad: LB / RB  
Keyboard: Q / E

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





# TAG BASIC ACTIONS

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

# Keyboard Controls

KEY	CLASSIC SONIC IN-GAME CONTROLS	SONIC IN-GAME CONTROLS	AVATAR IN-GAME CONTROLS	TAG IN-GAME CONTROLS
Esc	Pause	Pause	Pause	Pause
W		Move Forward	Move Forward	Move Forward
S	Crouch	Move Back	Move Back	Move Back
A	Move Left	Move Left	Move Left	Move Left
D	Move Right	Move Right	Move Right	Move Right
Q		Cartwheel / Side Step (Left)	Cartwheel / Side Step (Left)	Cartwheel / Side Step (Left)
E		Cartwheel / Side Step (Right)	Cartwheel / Side Step (Right)	Cartwheel / Side Step (Right)
Space	Jump	Jump	Jump	Jump
Shift		Boost		Boost
Left Ctrl	Crouch	Crouch	Crouch	Crouch
J			Switch Avatar	Switch Avatar
L			Use Wispon	Use Wispon
K			Use Wispon Special	Use Wispon Special

# MAIN MENU

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

## NEW GAME

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

### Save Data

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

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

## CONTINUE

Continue playing a previously saved game.

## OPTIONS

### GAMEPLAY

Make changes to game settings as follows:

- ◆ **Difficulty Level:** Select **Normal** or **Hard**.
- ◆ **Pad Vibration:** Set the pad vibration **ON/OFF**.
- ◆ **Hints:** Set the hint messages **ON/OFF**.
- ◆ **Radio:** Set in-game radio communications **ON/OFF**.
- ◆ **Voice/Text Language:** Set the language of voices and text display.

## GRAPHICS

Make changes to graphic settings as follows:

- ◆ **Resolution:** Set the screen resolution.
- ◆ **Screen Mode:** Set the screen mode.
- ◆ **Selected Monitor:** Select which monitor to use when 2 or more monitors are connected.
- ◆ **Vsync:** Enable/Disable Vsync.
- ◆ **Max FPS:** Set the maximum FPS.
- ◆ **Brightness:** Set the in-game screen brightness.  
(10 = the brightest, 1 = the darkest)
- ◆ **Quality Preset:** Set the preset graphic quality settings.
- ◆ **AA:** Set the Anti-Aliasing quality.
- ◆ **AF:** Set the Anisotropic Filtering quality.
- ◆ **Shadows:** Set the Shadows quality.
- ◆ **DOF:** Set the Depth of Field quality.
- ◆ **Bloom:** Set the Bloom effect quality.
- ◆ **Blur:** Set the Motion Blur effect quality.
- ◆ **Light Scattering:** Set the Light Scattering effect quality.

## AUDIO

Make changes to audio settings as follows:

- ◆ **Master Volume:** Set the master volume.
- ◆ **SFX Volume:** Set the sound effects volume.
- ◆ **Music Volume:** Set the music volume.
- ◆ **Voice Volume:** Set the voice volume.
- ◆ **Movie Volume:** Set the movie volume.

## CONTROLS

- ◆ **Make changes to button and key assignments here.**  
Press Y button / Tab to toggle between Gamepad and Keyboard.
- ◆ **If you are stuck, you can always reset to the default settings with X button / X key.**

## THEATER

Watch previously viewed movie scenes.

# PLAYING THE GAME

## GAME SCREEN



### ① Current Ring Count

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

### ② Time Elapsed

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

### ③ Stage Score

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

### ④ Rental Avatar

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

### ⑤ Wispon

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

### ⑥ Boost Gauge

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

### ⑦ Wisp Capsule

Touch to fill your Gauge.

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

## Pause Menu

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

# HOW TO PLAY

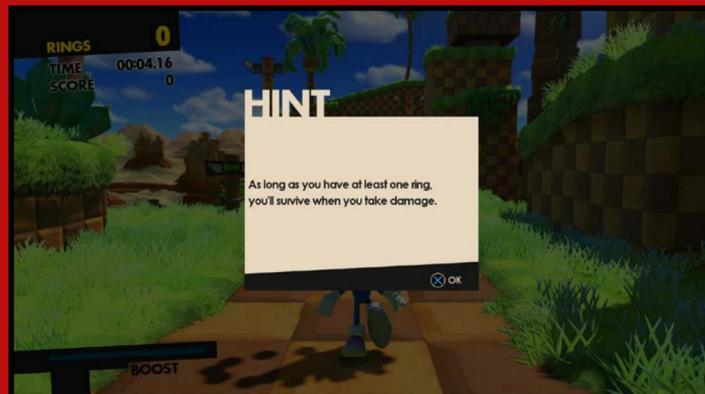


Before you begin, be sure to check out the following features! Understanding these is the key to beating the stages!

Tails

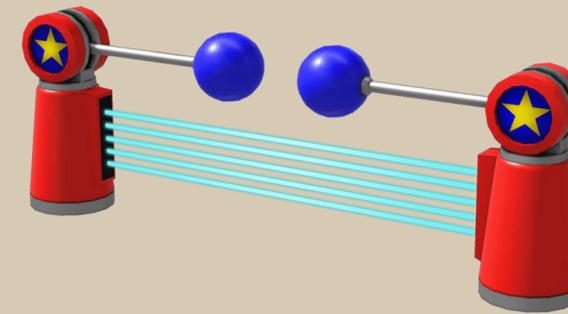
## Hints

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



## Rings

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



## Losing a Life

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



## Star Post

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



## Red Star Ring

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

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

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

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



## Gimmicks



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



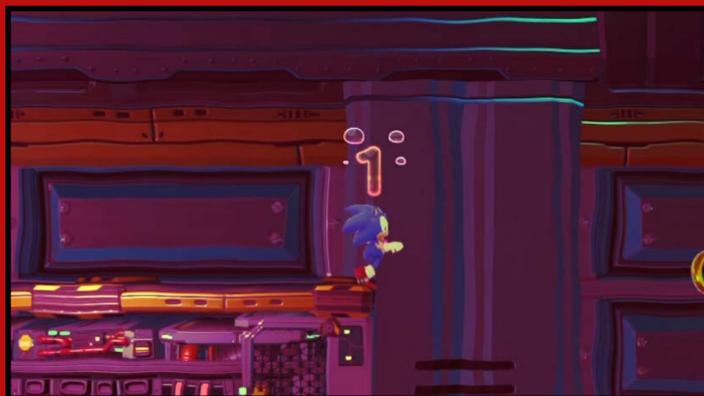
## Different Routes

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



## Out of Breath

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



## Wisp Capsule

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



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



## Item Box

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



## Grind Step

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





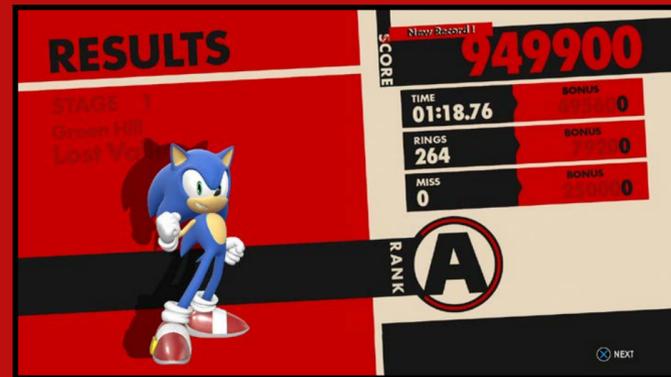
## Goal

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



## Results

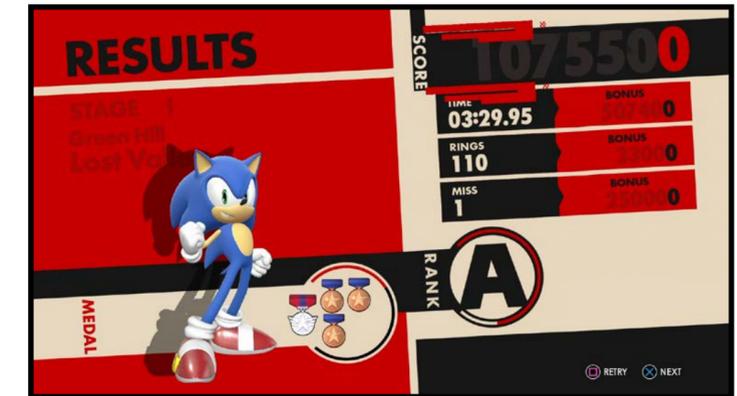
At the Results screen, your Total Score and Rank are shown together with Bonuses for Time, Rings and Retries.



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

## Honors

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



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



# WORLD MAP



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

Knuckles



① Stage Target

② Avatar

③ Mission

④ Stage List

## SELECT STAGE

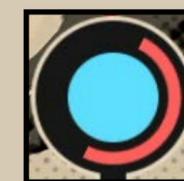
Move the cursor over the World Map, or open the Stage List, to select a stage to play.



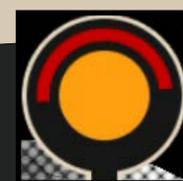
There are four kinds of Stage Target. The color indicates which character(s) may be used as follows:



Sonic



Classic Sonic



Avatar



Tag  
(Sonic & Avatar)

# STAGE INFORMATION SCREEN

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



# Rental Avatar

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



# Ranking

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



- ◆ **Global** ..... The top World Rankings.
- ◆ **Nearby** ..... The ranking players nearest to your own rank.
- ◆ **Friends** ..... See how your rank compares to that of your friends.

## SOS MISSION

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



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



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



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

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

## Downloadable Content

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

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

# AVATARS



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

Amy

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



## CREATE

First, set the basic parameters of your Avatar.

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



## Seven Species

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



# WISPON

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

## Wispon Varieties

### ■ Burst Wispon

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

### ■ Lightning Wispon

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

### ■ Cube Wispon

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

### ■ Asteroid Wispon

	<b>BASIC ATTACK</b>	Lock-onto and attack multiple enemies at the same time.
	<b>SPECIAL ACTION</b>	Become invincible and attract nearby Items. Press the button in mid-air to float.

### ■ Drill Wispon

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

■ Hover Wispon

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

■ Void Wispon

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



**FITTING ROOM**

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



**CLOSET**

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

# MISSIONS

Check Mission details at the Mission screen.

## CHALLENGE MISSIONS

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



## Mission Rewards

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



## DAILY MISSIONS

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



## HINTS & TIPS

- ★ In Normal mode, you will only lose a portion of your Rings when you take a hit.
- ★ When fighting Zavok, his descending attacks will cause you to jump, so be ready to use the Homing Attack. Hitting the **Jump** button in anticipation of his attack will just tire you out, and leave you in a less than optimal position to follow through.
- ★ If you're uncertain how to dress your Avatar, try selecting Random. Eventually you'll find a look that you like.

## CUSTOMER SUPPORT

Please check:

**[www.sega.com/support](http://www.sega.com/support)** or call

**00 44 845 301 5502 (UK)\***

**1-800-613162 (AU)\***

\*International call rate may apply, please consult your phone provider.

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English

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You can contact SEGA to discuss your warranty claim as follows:

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Brentford, Middlesex, TW8 9BW, England

**For Australia:** Five Star Games, Suite 1.11, 55 Miller Street,  
Pyrmont NSW 2009, Australia

**For US:** SEGA of America, Inc. 6400 Oak Canyon, Suite 100, Irvine,  
CA 92618

**2. Email:** Please check <http://www.sega.com/support> for more details.

**3. Phone:** 00 44 845 301 5502 (UK) 1-800-613-162 (Australia)

International call rates apply if calling from outside of these locations.  
Please consult your phone provider for further details.

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2006-Jan-27

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- [freetype-devel@nongnu.org](mailto:freetype-devel@nongnu.org)

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