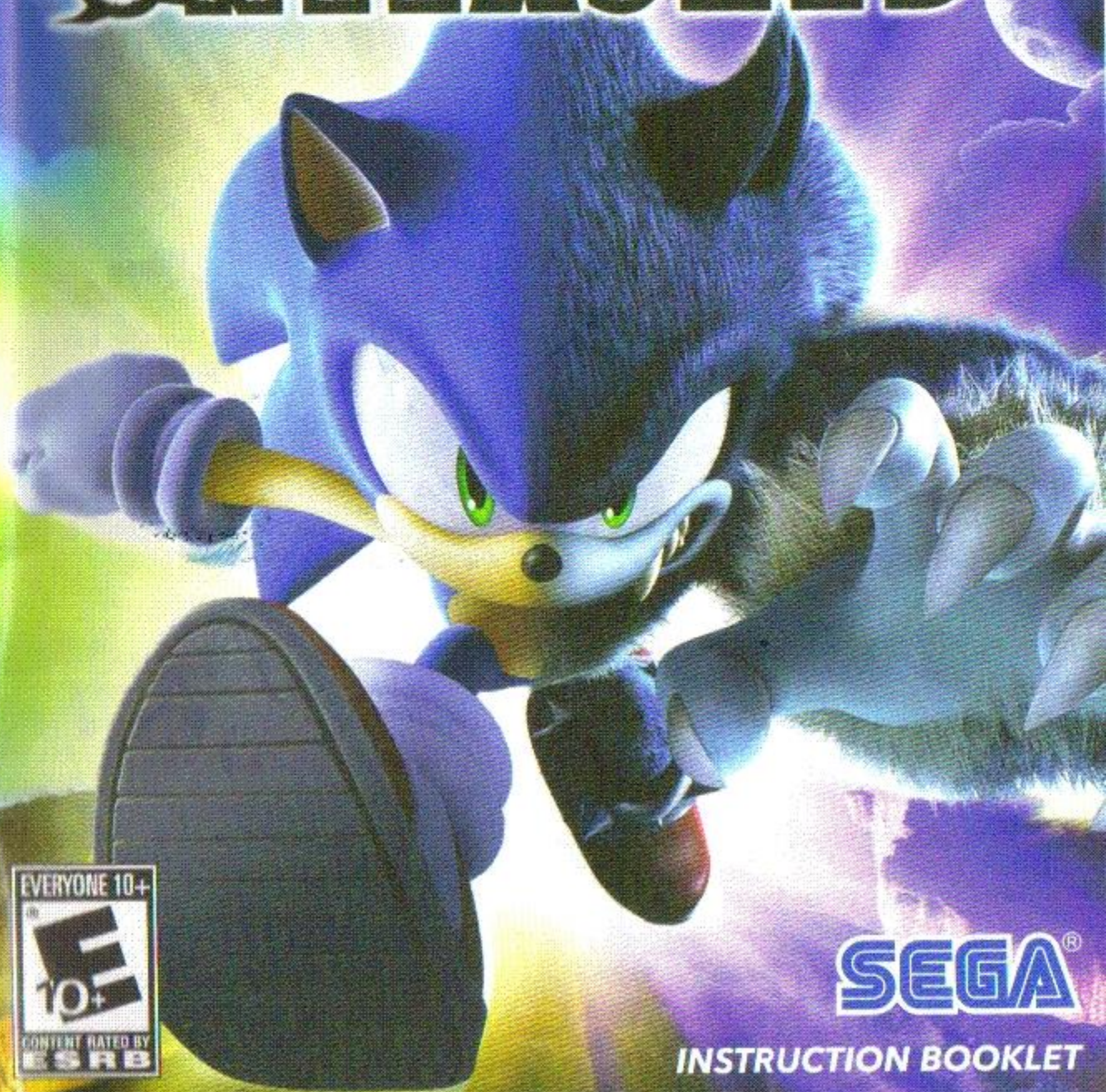


Wii™

SONIC

UNLEASHED™



SEGA®

INSTRUCTION BOOKLET

WORLD MAP

- 1 Number of Lives to Start Main Missions
- 2 Number of Sun Medals
- 3 Number of Moon Medals
- 4 Name of the Area
- 5 Change Menu
- 6 Your Next Destination



The game takes place in several different areas of the world, and as the game progresses you will move on to new areas. The World Map, with the World broken apart, will become available after you complete the first area, and the areas you can travel to will be displayed. Hold the **Z Button** and use the **Control Stick** to rotate the World to see where else you can travel (the cursor will be at the area nearest to the center of the screen). Use either the **Pointer** or the **+Control Pad** to select the area. Either select the on-screen + or - marks or press the **+ Button** or **- Button** to change screens,

	Classic Controller	GameCube Controller
Rotate the World	L Stick	Control Stick
Select Area	+Control Pad	+Control Pad
Change Menu	L Button / R Button	L Button / R Button

Select a destination and a menu will be displayed. Note that if a menu selection shows a red lock mark, you cannot select it at this time.

VILLAGE Go to the village of the selected area (p.16).

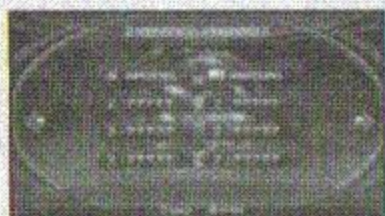
STAGES Retry the Missions you have already cleared. You may want to retry to either improve your record or to find items you may have missed. Select a Mission to retry from the list.

GAIA GATE Go directly to the Gaia Gate of the selected area.



OVERALL STATUS

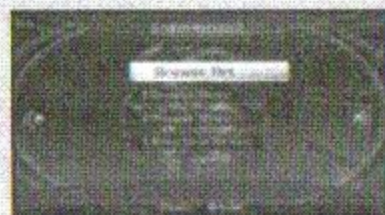
Select an area to display a list of Missions you have played in that area, along with the Medals earned in each Mission. Use this to check where you have missed the Medals.



EXTRAS

You can view (or listen to) the items found in the game.

- Browse Art** View various illustrations, concept arts, and settings of the characters and areas.
- Browse Music** Listen to the music used in the game.
- Browse Movies** View movie clips used in the game.
- Browse Secret Documents** What are they? Find out for yourself!



LEGAL ACKNOWLEDGEMENTS

Protothreads

Copyright © 2004-2005, Swedish Institute of Computer Science. All rights reserved. Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. Neither the name of the Institute nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE INSTITUTE AND CONTRIBUTORS 'AS IS' AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE INSTITUTE OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Author: Adam Dunkels

Squirrel

Copyright © 2003-2008 Alberto Demichelis

This software is provided 'as-is', without any express or implied warranty. In no event will the authors be held liable for any damages arising from the use of this software.

Permission is granted to anyone to use this software for any purpose, including commercial applications, and to alter it and redistribute it freely, subject to the following restrictions:

1. The origin of this software must not be misrepresented; you must not claim that you wrote the original software. If you use this software in a product, an acknowledgment in the product documentation would be appreciated but is not required.
2. Altered source versions must be plainly marked as such, and must not be misrepresented as being the original software.
3. This notice may not be removed or altered from any source distribution.

SqPlus

Copyright © 2003-2006 Alberto Demichelis

This software is provided 'as-is', without any express or implied warranty. In no event will the authors be held liable for any damages arising from the use of this software.

Permission is granted to anyone to use this software for any purpose, including commercial applications, and to alter it and redistribute it freely, subject to the following restrictions:

1. The origin of this software must not be misrepresented; you must not claim that you wrote the original software. If you use this software in a product, an acknowledgment in the product documentation would be appreciated but is not required.
2. Altered source versions must be plainly marked as such, and must not be misrepresented as being the original software.
3. This notice may not be removed or altered from any source distribution.

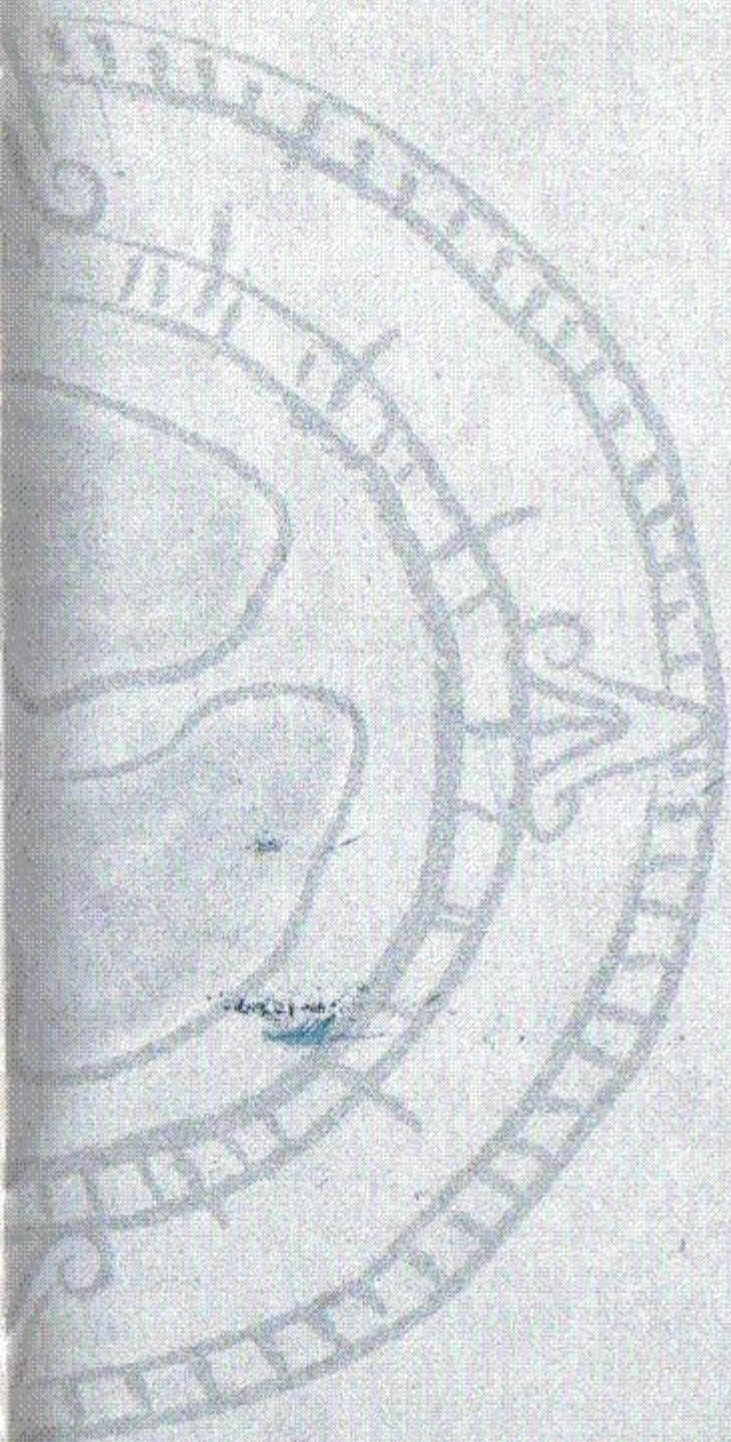
Special Thanks to:

Massive Black Inc.

Gentle Giant Studios

AOKI Prod.

NOTES



NOTES



REACTOR[®] MINI GAME CHAIR

AN ULTIMATE GAME CHAIR™ LIMITED EDITION

"THE ULTIMATE GAME CHAIR IS THE BOMB-DIGGIDY"

DYLAN AND COLE SPROUSE - THE SUITE LIFE OF ZACK & CODY

retail
~~\$69.99~~
\$62.99 US
+SHIPPING

SAVE 10%
using Coupon Code:

UGC MINI

3D Stereo 6 Watt
Headrest Mounted Speakers

4 Game Sync'd™
Vibration Motors

Maximum
Gaming
Comfort

25 3/4" H

14 1/2" W

13 1/2" D

24 1/2" L

**LIMITED
QUANTITIES!
ORDER NOW**

Connect Multiple
Game Chairs Together

SONIC
THE HEDGEHOG

© SEGA. All Rights Reserved.

COMPATIBLE WITH ALL GAMING SYSTEMS!

Available at...

www.ultimategamechair.com/sonic

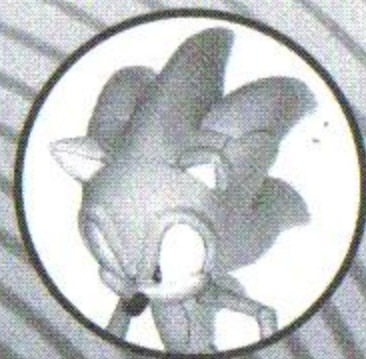
UGC Customer Service (925) 756-6944

© SEGA & Ultimate Game Chair™ (UGC) Logo, Images, Designs and Associated Media ©2008 • Patented & Insured • Publication Date Aug 2008 • Made in China

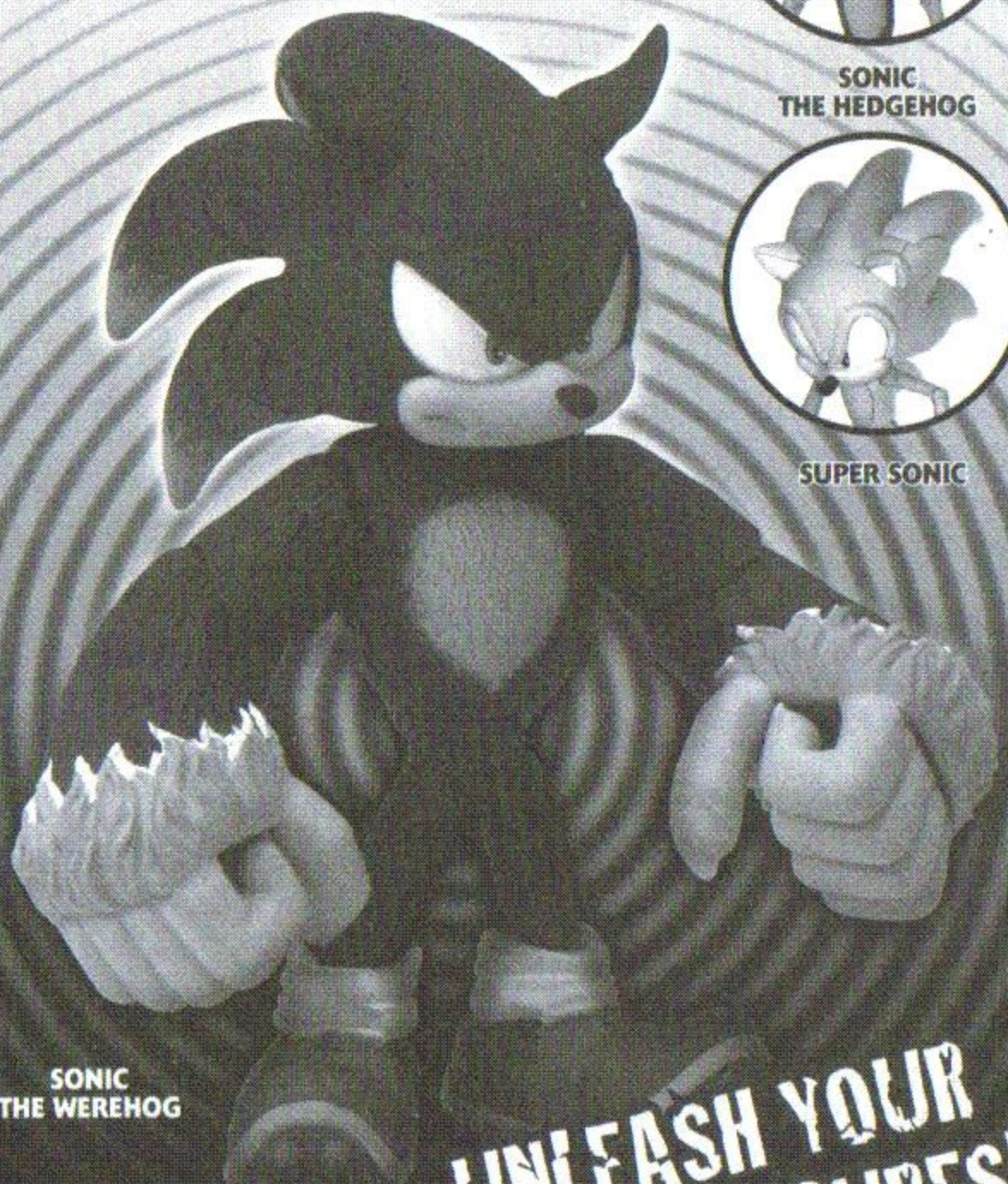
SONIC UNLEASHED™



SONIC
THE HEDGEHOG



SUPER SONIC



SONIC
THE WEREHOG

UNLEASH YOUR
ACTION FIGURES!

Available in Nov. 2008 visit sega.com for details

© SEGA. All Rights Reserved.



Jazwares™

www.jazwares.com

LIMITED WARRANTY:

SEGA of America, Inc. warrants to the original consumer purchaser that the game disc or cartridge shall be free from defects in material and workmanship for a period of 90-days from the original date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective game disc or cartridge will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or manufacturing workmanship. This limited warranty does not apply to used software or to software acquired through private transactions between individuals or purchased from online auction sites. Please retain the original, or a photocopy, of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact SEGA to obtain support.

Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact SEGA at:

- Website: www.sega.com/support
- Telephone: 1-800-USA-SEGA

LIMITATIONS ON WARRANTY

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES AND CANADA ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS THAT VARY FROM STATE TO STATE.

To register this product, please go to www.sega.com

SEGA of America, Inc.
350 Rhode Island Street, Suite 400, San Francisco, CA 94103

SEGA is registered in the U.S. Patent and Trademark Office. SEGA, the SEGA logo, and SONIC UNLEASHED are either registered trademarks or trademarks of SEGA Corporation. © SEGA. All rights reserved.

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

▲ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

▲ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

▲ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.



The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Manufactured under license from Dolby Laboratories. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.



Nintendo, Wii and the Official Seal are trademarks of Nintendo. © 2006 Nintendo.



This software uses specially-designed fonts created under license from Fontworks Japan, Inc. Fontworks Japan, Fontworks, and font names are trademarks or registered trademarks of Fontworks Japan, Inc.

The typefaces included herein are solely developed by DynaComware.

Sonic Unleashed uses Havok®. ©Copyright 1999-2008 Havok.com Inc. (and its licensors). All rights reserved. See www.havok.com for details.

Thank you for purchasing *Sonic Unleashed*™. Please note that this game is designed only for use with the Wii™. Be sure to read this instruction booklet thoroughly before you start playing.

SONIC UNLEASHED™

CONTENTS

CONTROLLERS	3
PROLOGUE	4
CHARACTERS	5
STARTING THE GAME	6
HOW TO PLAY	7

▲ CAUTION: WRIST STRAP USE

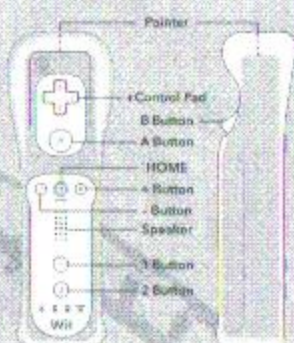
Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

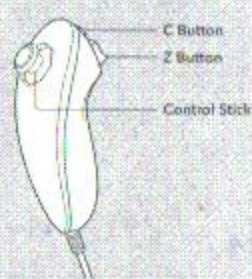
- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.

CONTROLLERS

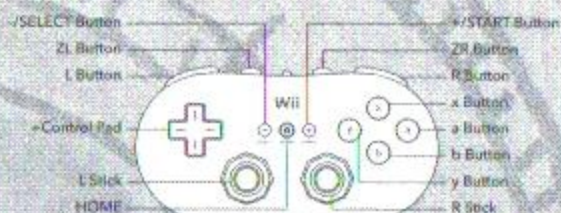
Wii Remote™



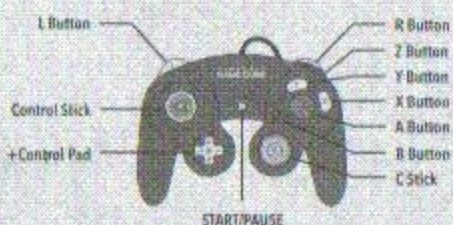
Nunchuk™



Classic Controller



Nintendo GameCube Controller



Sonic Unleashed is best played in Nunchuk Style™ (Wii Remote™ + Nunchuk), but it can also be played with a Classic Controller and with the Nintendo GameCube Controller. To play with a Classic Controller, connect it to the Wii Remote; to use the Nintendo GameCube Controller, connect it to the Nintendo GameCube Controller Socket 1. Then from the Options Screen, select Controller Settings and select the controller style you prefer.

MENU CONTROLS

	Nunchuk Style	Classic Controller	GameCube Controller
Make Selection	Pointer*	L Stick	Control Stick
Accept	A Button	a Button	A Button
Cancel	B Button	b Button	B Button

*For some Menus you can also use the Control Stick or +Control Pad to make your selection while in Nunchuk Style.

PAUSE MENU

Press the + Button during the stages or inside the Gaia Gate to pause the game and bring up the Pause Menu. Select a command to execute from the menu. Press the + Button again or B Button (cancel) to close the Pause Menu (same as Continue).



Classic Controller	GameCube Controller
+/START Button	START/PAUSE

- Continue** Close the Pause Menu and resume play.
- Restart Stage** Restart from the beginning of the Main/Sub-Mission.
- Return to World Map** ... Quit the stage and return to the World Map Screen. Not available until the World Map Screen becomes available.

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.

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.

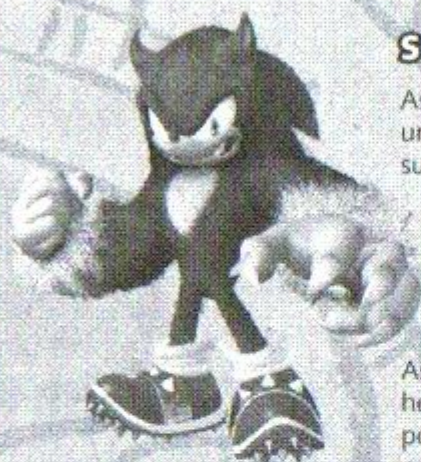
Sonic hates boredom and being tied down, so much of his time is spent running towards the next danger or adventure.



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 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.



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.

In this game, Chip will also serve as a guide, giving you various hints along the way.



DR. EGGMAN (A.K.A. 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

During the introductory demo movie, press the **+ Button** to display the Main Menu. Select one of the following options.

Classic Controller

+ / START Button

GameCube Controller

START / PAUSE

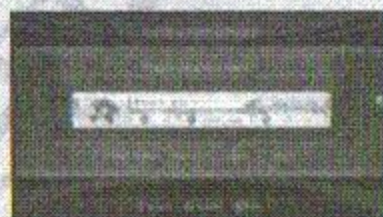
- START GAME** Start the game.
- OPTIONS** Change the game settings. See below for details.



SELECT FILE

After selecting **START GAME**, select a game file: either an existing one or one of the **NO DATA** slots (see below). If you selected one of the existing files, select one of the following or the character icon to change it:

- START GAME** Start the game with this file.
- DELETE** Delete the selected file and return to **SELECT FILE** Screen.
- COPY** Make a duplicate copy of the file. Select the target slot to copy to.
- BACK** Cancel Selection and return to **SELECT FILE** Screen.



GAME DATA

You must first create game data to save your game progress. After you select an empty slot, you will be prompted to create your game data. Select **OK**, then select an icon (from one of the Sonic characters or Miis) to indicate your data. When you have chosen an icon, select **OK** to create the game data. You will then return to the **SELECT FILE** Screen, so select the newly-created data to begin the game with it.

The progress of the game will be saved automatically.
The game requires 3 blocks of free space.



OPTIONS

- Language Settings** Select the language to be used in the game from English, French, German, Spanish, Italian, and Japanese.
- Audio Settings** Select the audio output from Monaural, Stereo, and Dolby Pro Logic® II.
- Controller Settings** Select which set of controllers to use in the game: Wii Remote + Nunchuk, Classic Controller or GameCube Controller.
- Rumble Settings** Toggles the Rumble Feature ON/OFF.

HOW TO PLAY

STAGES

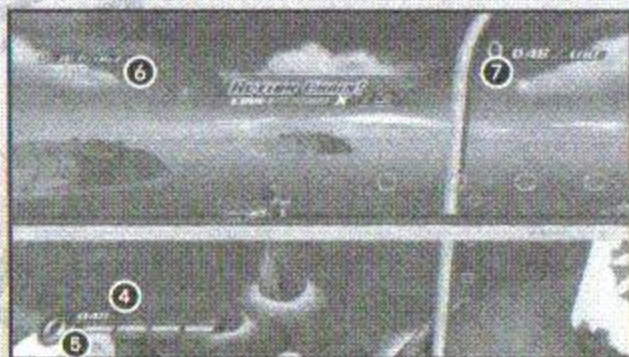
The stages of *Sonic Unleashed* are divided into two types: Day Stages are played with Sonic the Hedgehog, and Night Stages are played with Sonic the Werehog. The play styles between the two are completely different.

Each stage has a mission to achieve and is divided into two types: Main Missions and Sub-Missions. Main Missions are cleared by simply reaching the Goal Ring with the given amount of Lives, while in Sub-Missions you must fulfill a given task (many are tutorials for the controls) within a limited time. You must finish a series of Missions in order to clear the Day/Night Stage of the area. If you fail, you must try the same Mission again.

DAY STAGES — SONIC THE HEDGEHOG

Day Stages are fast-paced stages with a combination of 3D View sections and classic Side-View sections. Many stages have more than one route to the Goal Ring.

- 1 Lives Remaining (Main Missions only)
- 2 Target Time (Main Missions only)
- 3 Elapsed Time (Main Missions only)
- 4 Rings in Possession
- 5 Boost Gauge
- 6 Time Remaining (Sub-Missions only)
- 7 Rings Collected/Needed (Sub-Missions only)



Note: The screen layout depends on whether you are playing a Main Mission or Sub-Mission. The screen layout of Sub-Missions may also vary.

LIVES AND RINGS

Lives are the number of tries you have to reach the Goal Ring (clear the Mission). You will lose a life if you fall off a bottomless area, drown or take damage with no Rings in possession. Rings protect Sonic from enemy attacks and harmful objects, and even only one Ring in possession will prevent you from losing a life. You will lose a portion of the Rings you have when you take damage.



Rings: one each (left) or amount shown inside (right).

MOVE/BRAKE

Use the **Control Stick** to make Sonic move in the direction entered. Continue to push in the same direction, and Sonic will gradually increase his running speed up to the maximum. Note that by collecting Rings, Sonic's maximum speed increases. Move the Control Stick in the opposite direction to brake.

Classic Controller

L Stick

GameCube Controller

Control Stick



RUNNING ON WALL/WATER

Sonic can run along a wall using momentum. Likewise, Sonic can slide on water. While you can adjust your course when sliding on water, you can only use Quick Step (see below) to change your path when running along a wall. Sonic will fall if he loses momentum, so be careful.

QUICK STEP

While running, press and hold the **B Button** for Quick Step Mode. In this state, push the Control Stick $\blacktriangle/\blacktriangleright$ (or $\blacktriangle/\blacktriangleright$ while running along the wall) to make Sonic sidestep to his left/right (or up/down) without losing forward momentum. Release the B Button to deactivate Quick Step Mode. This action is not available during Side-View sections of the stage.

Classic Controller

L Button / R Button

GameCube Controller

L Button / R Button



QUICK JUMP/SPIN ATTACK

Tap the **A Button** for a short, quick jump. Press the **A Button** longer for Spin Attack, allowing Sonic to jump higher. Landing on top of an enemy or a breakable object while in Spin Attack will damage it.

Classic Controller

b Button

GameCube Controller

A Button



WALL JUMP

Use the Control Stick to move towards a wall and press the **A Button**, allowing Sonic to climb up narrow, vertical openings. This maneuver is possible only in the Side-View sections of the stage.

Classic Controller

b Button $\blacktriangle/\blacktriangleright$

GameCube Controller

A Button $\blacktriangle/\blacktriangleright$



CROUCH/SLIDE

While standing still, press the **Z Button** to crouch. While holding the **Z Button**, press the Control Stick in any direction to make Sonic crawl. While he is moving forward, press the **Z Button** to slide. These moves are useful in areas with very low ceilings.

Classic Controller

y Button

GameCube Controller

B Button



SONIC DRIFT

While running, push the **Control Stick** $\blacktriangle/\blacktriangleright$ and then press the **Z Button**, and Sonic will turn tight corners without losing much of his momentum. Performing this long enough will fill the Boost Gauge (see below) a little.

Classic Controller

y Button + L Stick $\blacktriangle/\blacktriangleright$

GameCube Controller

B Button + Control Stick $\blacktriangle/\blacktriangleright$



HOMING ATTACK

While airborne via jumping or bouncing up against a bumper, a cursor will appear if either an enemy or a gimmick that is a possible target for homing is within the area. **Shake the Wii Remote** and Sonic will perform a Homing Attack towards the cursor.

Classic Controller

b Button / x Button

GameCube Controller

A Button / X Button / Y Button



ACTION CHAINS

If you connect enemies and certain gimmicks in succession via normal or Homing Attacks, it will trigger Action Chains. Action Chains fill the Boost Gauge (see below) quickly.

LIGHTSPEED DASH

If a Ring is within range for the Lightspeed Dash, **shake the Wii Remote** to make Sonic dash towards it. By dashing along a series of Rings, Sonic can reach places where he normally can't.

Classic Controller

x Button

GameCube Controller

X Button / Y Button



SONIC BOOST

If you have at least one full unit on the Boost Gauge (see below), **shake the Wii Remote** anywhere to dash forward at supersonic speed for a limited time.

Classic Controller

x Button

GameCube Controller

Y Button



BOOST GAUGE

You start the Stage with three empty units on the Boost Gauge, and you can fill the gauge in the following ways: collecting Rings, performing Action Chains (the more chains, the more units on the gauge), or performing Sonic Drift for a given length of time (Drift Bonus). If you collect a certain amount of Rings, the maximum number of units increases by one (up to six units), with the gauge filled to the maximum. If you take damage, the maximum number of units decreases by one (down to three units). Using Sonic Boost will consume one unit from the gauge.



STOMPING

While jumping, press either the **B Button** or **Z Button** to stomp on an object. Stomping on a fragile floor will allow Sonic to break through it.

Classic Controller

y Button

GameCube Controller

B Button



REAL-TIME INTERACTION

In some situations, you will be prompted to press specific buttons. Quickly press the correct button(s) displayed on the screen to advance. If you make a mistake, depending on the situation, the result could be anything from losing an advantage to costing you one Life.



RESULTS SCREEN

If you reach the Goal Ring to clear a Main Mission, the Results Screen will be displayed. Your performance will be evaluated, and you will be given a Rank and earn Moon Medals: three Medals for Rank S, two for Rank A, and one for Rank B. For clearing a Sub-Mission, you will earn one Moon Medal.



Note: You can retry Missions from the World Map (p. 18). Note that, with Main Missions, even if you retry and receive a higher Rank, you will only receive the number of Medals you did not get before.

SOME OTHER GIMMICKS AND ITEMS



Grind Rail

Hop onto it, and Sonic will slide along the rail.



Ramp

Run over it to be launched into the air.



Dash Panel

Run over it, and Sonic will be launched running in a set direction, at a speed faster than his top speed.



Speed Ring

Pass through one of these and Sonic will be launched into the air.



Springs

Touch one and Sonic will bounce in a set direction. These are possible targets for the Homing Attack.



Crane Lift

Grab it to be lifted up. These are possible targets for the Homing Attack.



Item Capsules

These contain items that can be viewed on the Extras Screen on the World Map (p. 19). Most of these items are in hard-to-find places.

NIGHT STAGES — SONIC THE WEREHOG

In Night Stages, Sonic uses his new abilities to both fight against enemies and explore.

- 1 Lives Remaining
- 2 Elapsed Time
- 3 Life Gauge
- 4 Unleashed Gauge
- 5 Combo Count
- 6 Short-Range Map



LIVES AND RINGS

The way you lose a Life is completely different in Night Stages. Sonic has a Vitality Gauge, and when Sonic takes damage from enemy attacks or by making contact with harmful objects, a portion of the gauge will be lost. When the Vitality Gauge is completely depleted, Sonic will lose a Life. Sonic can regain lost vitality by collecting Rings or green orbs (p. 13). Be careful of bottomless ledges and deep waters. Falling into one (and drowning) will cause Sonic to lose one Life in an instant.

MOVE/DASH

Use the **Control Stick** to move Sonic in the direction entered. Continue to push in the same direction, and Sonic gradually increases his running speed up to the maximum. Push in the same direction twice to dash.

Classic Controller

Control Stick

GameCube Controller

Control Stick

JUMP

Press the **A Button** to jump. Press the **A Button** again while in midair to "double-jump."

Classic Controller

A Button

GameCube Controller

A Button

GUARDING

Press and hold the **Z Button** to guard against enemy attacks. You can make Sonic dodge while guarding to take evasive action.

Classic Controller

Z Button

GameCube Controller

B Button



BATTLE AGAINST ENEMIES

When you encounter a group of enemies, it's time to battle! With some exceptions, the area will be enclosed with a force field, and you cannot leave the area until all enemies have been defeated. The vitality gauge of each enemy will be displayed nearby. By defeating each enemy you will earn orbs (p.13); one, two or three types depending on the enemy type.



ATTACKING

Attacking enemies is performed by **shaking** either of the controllers: **Wii Remote** for a right-handed attack, **Nunchuk** for a left-handed attack, or **both together** for a two-handed attack. You can even attack while jumping.



	Classic Controller	GameCube Controller
Right-Handed Attack	y Button	R Button
Left-Handed Attack	x Button	L Button
Two-Handed Attack	a Button	L Button + R Button

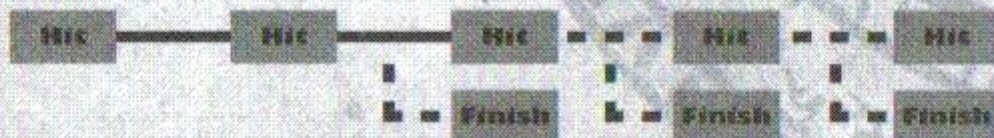
DASH ATTACK

Attack the enemies with either hand while running. The enemies will be stunned for a limited time, providing an opportunity to inflict massive damage.



COMBOS

Combos are performed by **shaking the Wii Remote and Nunchuk alternately**. You may start with either hand for a different combo. Early in the game, you can only perform up to three-hit combos (although the Combo Count will accumulate more). But as the game progresses, Sonic's ability improves (see Orb Results, p.15) and will be able to increase the number of combos (up to five). Sonic will also learn new skills that will allow him to perform finishing blows with two-handed attacks anytime from the third hit.



Classic Controller	GameCube Controller
x Button + y Button	L Button + R Button

WERE-WALLOP

As Sonic gains Experience Points (see Orb Results, p.15), he will eventually learn a skill called the Were-Wallop. Hit the enemies with The Were-Wallop Combo to send them flying, then follow up with more attacks to gain even more Experience Points. You can repeat the Were-Wallop combo in succession to gain even more Experience Points.

GRAB

Stand in front of an object or an enemy, and press and hold the **B Button**. Sonic will grab it. Release the button to put the object/enemy on the ground.

Classic Controller

R Button

GameCube Controller

X Button



THROW

While grabbing an object or an enemy, shake the Wii Remote to throw.

Classic Controller

b Button

GameCube Controller

A Button



UNLEASHED MODE

If you have even a little amount left on the Unleashed Gauge, press the **C Button** to invoke Unleashed Mode. During this state, Sonic's attack power increases, while the amount of damage from the enemies' attack decreases. The gauge will deplete with time, and when it runs out Sonic returns to his normal state. The Unleashed Gauge can be recharged by collecting blue orbs (see below).

Classic Controller

ZL Button / ZR Button

GameCube Controller

Y Button



ORBS

There are three types of orbs that can be collected by defeating enemies or collecting Item Containers. The green orbs restore the Life Gauge by a little. The blue orbs will fill the Unleashed Gauge. Red orbs serve as Sonic's Experience Points towards improvements in his abilities (see Orb Results, p. 15).



ACTIONS THAT INVOLVE GRABBING

In addition to throwing enemies and objects, there are a number of actions that involve grabbing. By holding the Grab button, Sonic will hang onto poles; release and Sonic will let go. **Jump while holding the Grab button and Sonic will find and grab onto the next pole.** Here are some examples:

Note: The directions on how to operate the controllers will also be displayed on-screen.

HORIZONTAL POLES

Shake the Wii Remote and Sonic will swing himself, then jump at the right moment. **By holding the Grab button, Sonic will automatically find and grab the next Horizontal Pole/Vertical Pole within his range after the jump.** Note that in Classic Style or while using the Nintendo GameCube Controller, simply grabbing onto the Horizontal Pole will cause Sonic to swing automatically.



VERTICAL POLES

Shake the Wii Remote and Nunchuk alternately to climb. Release the Grab button to descend; re-grab to stop. Jump and Sonic will jump away from the pole. Watch where you land when you descend!

SPINNING POLES

Move the Wii Remote in a circular motion to keep momentum, then press the Control Stick in the desired direction and jump.

Classic Controller

L Stick*

GameCube Controller

Control Stick*

*Press to start spinning.

HANGING LEDGE

There are some ledges you can grab and hang onto. In this state you can move sideways (↔) or climb up (↑) where allowable.

OPENING A DOOR

Stand in front of a door, and press the Grab button to grab its base. Then, while holding the Grab button to charge power, swing both the Wii Remote and Nunchuk together upwards to open the door. While using the Classic Controller or the Nintendo GameCube Controller, simply holding the Grab button will open the door automatically. Note also that not all doors can be opened this way, and you may need to find other ways to open them.

MOVING A LEVER

Stand in front of a lever and grab it. While holding the Grab button to charge power, swing the Wii Remote from left to right to move the lever. While using the Classic Controller or the Nintendo GameCube Controller, simply holding the Grab button will move the lever.

TURNING CRANKS

Stand in front of a crank and grab it. While holding the Grab button, rotate the Control Stick to turn the crank.

Classic Controller

L Stick

GameCube Controller

Control Stick

DARK ENERGY FORCE FIELDS

In some Stages, when you reach a certain area, a Force Field will appear to block your way. You must find three "keys" in order to deactivate it. The number of "keys" found is displayed below the elapsed time at the left side of the screen.



RESULTS SCREEN

As with Day Stages, the Results Screen will evaluate your performance, and Sun Medals will be awarded accordingly.

RECORD TIME: Beat the Target Time to increase your rank.

RINGS: Exceed the set amount to increase your rank.

FORCE COLLECTED: Exceed the set amount of red orbs to increase your rank.



ORB RESULTS

After the Results Screen, the Orb Result Screen is displayed. The red orbs collected in the stage will be accumulated here. As they accumulate, if the total number reaches a given amount, one of the following will occur: increase in Vitality/Combat/Attack Power Rank or learn a new attack skill. As the game progresses, the stages become more challenging. So make sure to find as many red orbs as you can to improve Sonic's abilities quickly. Use the **Control Stick** \leftarrow/\rightarrow to view how many you have earned or how many more are needed for the next stage.



Classic Controller

L Stick

GameCube Controller

Control Stick

SOME OTHER GIMMICKS AND ITEMS



Switch

If you see one, try stepping on it to see what it does!



Item Capsules

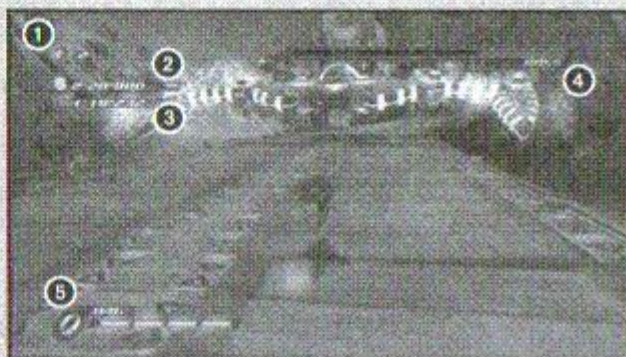
These contain either Orbs (red or blue) or Items. Most of these are placed at hard-to-find places.

BOSS STAGES

As the game progresses, you will eventually receive keys to the bosses of each area. You will fight as either Sonic the Hedgehog or Sonic the Werehog, depending on the boss you will face. Observe their behavior and find a way to defeat them.

You will be awarded one Medal (Moon or Sun) for defeating the boss before the Target Time.

- 1 Lives Remaining
- 2 Target Time for a Medal
- 3 Elapsed Time
- 4 Boss' Vitality Gauge
- 5 Sonic's Gauges (depends on which form Sonic is in)



VILLAGES

- 1 Local Destinations
- 2 Change Time (Day+Night)
(becomes available for each area, when the condition is met)
- 3 Return to World Map (Leave the game if World Map has not becomes available yet)
- 4 Your Next Destination



Villages are where you meet and talk to people and gather information. You will see several destinations to choose from. Select a destination and talk to the people there.

If you see "NEW!" next to the destination name, it means either you have not visited there or a person there may have something new to tell you that is vital to the story. Even if you don't see it, try talking to people anyway. You may be in for a treat.

You will visit the village during Daytime or Nighttime, and some villagers may behave differently depending on the time of day. Also, as the game progresses, you will be able to switch from day to night, and vice versa. Select the icon at the top right, or press the **Z Button** to switch time. You may be able to obtain different information in Daytime or at Night.



Classic Controller

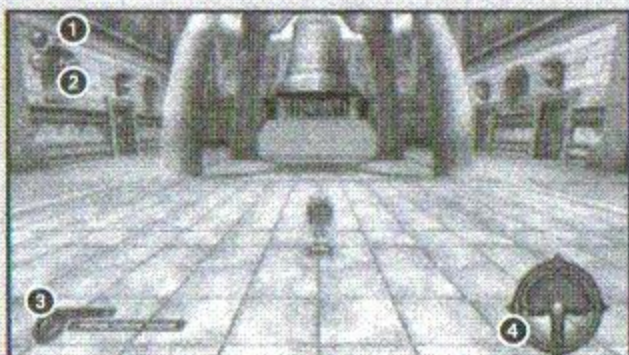
x Button

GameCube Controller

X Button

GAIA GATE

- 1 Number of Sun Medals
- 2 Number of Moon Medals
- 3 Sonic's Gauges (depends on which form Sonic is in)
- 4 Short-Range Map

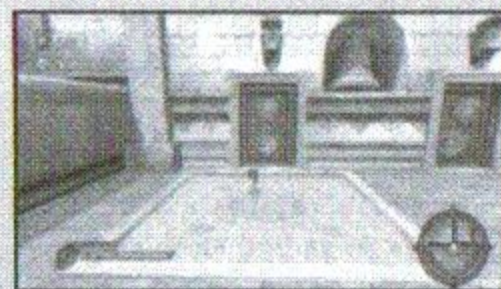
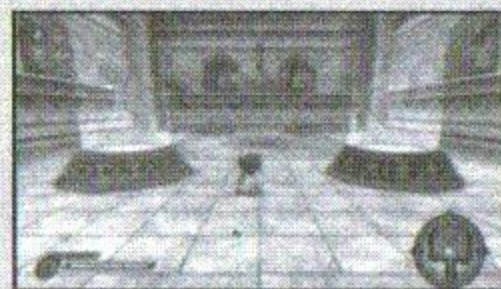


In each village, there is a sacred shrine called a Gaia Gate that you must find. Talk to one of the villagers who knows about the Gaia Gate, and you will find a way there.

Inside the Gaia Gate, you will find several doors at the back. Each door requires a matching tablet to open it. If you have the tablet, the door that matches the tablet will glow. Through these doors you will enter Day or Night Stages, as well as the Gaia Temples. Note that not all Gaia Gates have three gates.

As the game progresses, you will be able to teleport yourself to different Gaia Gates you have visited already. Step onto one of the devices and you will be teleported instantly.

The doors at the sides require specific amounts of both Sun Medals and Moon Medals to open them. Beyond each gate is a room of puzzles where you must find a way to get items for the Extras Screen (p.19), 1UP item that increases your starting Life Count of the Stages, or a key to access new Secret Missions. If you get stuck, simply select RESTART STAGE from the Pause Menu and try again.





NOW AVAILABLE!

SAMBA DE AMIGO

www.sambadeamigogame.com

SEGA

gearbox
SOFTWARE

Wii

EVERYONE TM
E Mild Lyrics
ESRB CONTENT RATING www.esrb.org

SEGA America, Inc.
350 Rhode Island, Suite 400, San Francisco, CA 94103

© SEGA. All rights reserved. SEGA is registered in the U.S. Patent and Trademark Office. SEGA, the SEGA logo and SAMBA DE AMIGO are either registered trademarks or trademarks of SEGA Corporation. © 2008 Gearbox Software, LLC. All rights reserved. Gearbox Software and the Gearbox logo are registered trademarks of Gearbox Software, LLC in the U.S. and/or other countries. Wii and the Wii logo are trademarks of Nintendo. © 2006 Nintendo. Part FMNL65017