SONIC FORCES™

CONTROLS
WORLD MAP
WISPOLNS
AVATARS
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!
SONIC THE HEDGEHOG

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.

CHARACTERS

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!
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!
**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.

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

<table>
<thead>
<tr>
<th>KEY</th>
<th>MENU CONTROLS</th>
</tr>
</thead>
<tbody>
<tr>
<td>↑</td>
<td>Up</td>
</tr>
<tr>
<td>↓</td>
<td>Down</td>
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<td>→</td>
<td>Right</td>
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<td>←</td>
<td>Left</td>
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<td>Enter</td>
<td>Select / Confirm</td>
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<tr>
<td>Esc / Backspace</td>
<td>Back</td>
</tr>
<tr>
<td>X</td>
<td>Reset to defaults</td>
</tr>
<tr>
<td>Tab</td>
<td>Toggle Menu / Rankings</td>
</tr>
</tbody>
</table>

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

YOU CAN CONTROL CLASSIC SONIC, SONIC, AVATAR AND TAG (SONIC AND AVATAR WORKING AS A TEAM).
**CLASSIC SONIC BASIC ACTIONS**

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

**Crouch**
Gamepad: B button  
Keyboard: Left Ctrl / S  
Press the B button (Left Ctrl / S) to crouch. You can also crouch by pressing ↓.

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

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

**Drop Dash**
A button (Spin Jump key) in mid-air  
Press the A button (Space) in mid-air, and upon landing you will launch straight into a Spin Dash.
<table>
<thead>
<tr>
<th><strong>SONIC BASIC ACTIONS</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Move</strong></td>
</tr>
<tr>
<td></td>
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</tr>
</tbody>
</table>

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

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

**Gamepad:** B button  
**Keyboard:** Left Ctrl  

**Gamepad:** X button  
**Keyboard:** Shift  

**Gamepad:** LB / RB  
**Keyboard:** Q / E  

**Gamepad:** B button (Crouch key) in mid-air  
**Keyboard:** Left Ctrl  

**Gamepad:** X button (Boost key) in mid-air  
**Keyboard:** Shift
<table>
<thead>
<tr>
<th>AVATAR BASIC ACTIONS</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Move</strong></td>
</tr>
<tr>
<td>Enter a direction to walk, and hold the direction to run. Enter the reverse direction to brake.</td>
</tr>
<tr>
<td><strong>Jump</strong></td>
</tr>
<tr>
<td>Press the A button (Space) to jump. For “Bird” type Avatars, press the A Button again while in the air for a double jump.</td>
</tr>
<tr>
<td><strong>Crouch / Slide</strong></td>
</tr>
<tr>
<td>At a standstill, press the B button (Left Ctrl) to crouch. Press and hold while running to slide.</td>
</tr>
<tr>
<td><strong>A button (Jump key) in mid-air</strong></td>
</tr>
<tr>
<td>Wire Attack</td>
</tr>
<tr>
<td>Press the A button (Space) during a jump to launch a wire at a locked-on target to attack, or for speedy transport.</td>
</tr>
<tr>
<td><strong>B button (Crouch key) in mid-air</strong></td>
</tr>
<tr>
<td>Stomp</td>
</tr>
<tr>
<td>Press the B button (Left Ctrl) mid-air to attack straight downward. Any enemies or breakable objects below you will be stomped!</td>
</tr>
<tr>
<td><strong>Wispon Attack</strong></td>
</tr>
<tr>
<td>Press RT (L) to engage the equipped Wispon’s unique basic attack.</td>
</tr>
<tr>
<td><strong>Wispon Special</strong></td>
</tr>
<tr>
<td>Touch a Wisp Capsule to fill the Gauge, and press the Y button (K) to engage the Wispon’s special action.</td>
</tr>
<tr>
<td><strong>Switch Avatar</strong></td>
</tr>
<tr>
<td>If you brought in a rental avatar at the World Map, press LT (J) to switch with your own Avatar.</td>
</tr>
<tr>
<td><strong>Cartwheel/Side Step</strong></td>
</tr>
<tr>
<td>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.</td>
</tr>
</tbody>
</table>
| **Gamepad:** D-pad / Left Stick  
**Keyboard:** W / S / A / D  
**Gamepad:** Y button  
**Keyboard:** K  
**Gamepad:** Left Trigger  
**Keyboard:** J  
**Gamepad:** LB / RB  
**Keyboard:** Q / E |

- **Gamepad:** A button  
  **Keyboard:** Space  
  **Gamepad:** Left Trigger  
  **Keyboard:** J  
  **Gamepad:** Right Trigger  
  **Keyboard:** L  
  **Gamepad:** B button  
  **Keyboard:** Left Ctrl
<table>
<thead>
<tr>
<th>Action</th>
<th>Gamepad</th>
<th>Keyboard</th>
<th>Description</th>
</tr>
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<tbody>
<tr>
<td><strong>Move</strong></td>
<td>D-pad/Left Stick</td>
<td>W / S / A / D</td>
<td>Enter a direction to walk, and hold the direction to run. Enter the reverse direction to brake.</td>
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<tr>
<td><strong>Jump</strong></td>
<td>A button</td>
<td>Space</td>
<td>Press the A Button to jump. Press the A button (Space) again while in the air for a double jump.</td>
</tr>
<tr>
<td><strong>Homing Attack</strong></td>
<td>A button (Jump key)</td>
<td>Shift</td>
<td>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.</td>
</tr>
<tr>
<td><strong>Stomp</strong></td>
<td>B button (Crouch key)</td>
<td>Shift</td>
<td>Press the B button (Left Ctrl) mid-air to attack straight downward. Any enemies or breakable objects below you will be stomped!</td>
</tr>
<tr>
<td><strong>Air Boost</strong></td>
<td>X button (Boost key)</td>
<td>Shift</td>
<td>Press the X button (Shift) mid-air while there is Gauge remaining for a mid-air boost.</td>
</tr>
<tr>
<td><strong>Wire Attack</strong></td>
<td>A button (Jump key)</td>
<td></td>
<td>Press the A button (Space) during a jump to launch a wire at a locked-on target to attack, or for speedy transport.</td>
</tr>
<tr>
<td><strong>Wispon Special</strong></td>
<td>Y button</td>
<td>K</td>
<td>Touch a Wisp Capsule to fill the Gauge, and press the Y button (K) to engage the Wispon's special action.</td>
</tr>
<tr>
<td><strong>Switch Avatar</strong></td>
<td>Left Trigger</td>
<td>J</td>
<td>If you brought in a rental avatar at the World Map, press LT (J) to switch with your own Avatar.</td>
</tr>
<tr>
<td><strong>Crouch / Slide</strong></td>
<td>B button</td>
<td>Left Ctrl</td>
<td>At a standstill, press the B button (Left Ctrl) to crouch. Press and hold while running to slide.</td>
</tr>
<tr>
<td><strong>Boost</strong></td>
<td>X button</td>
<td>Shift</td>
<td>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.</td>
</tr>
<tr>
<td><strong>Wispon Attack</strong></td>
<td>RT</td>
<td>L</td>
<td>Press RT (L) to engage the equipped Wispon’s unique basic attack.</td>
</tr>
<tr>
<td><strong>Cartwheel/Side Step</strong></td>
<td>LB / RB</td>
<td>Q / E</td>
<td>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.</td>
</tr>
<tr>
<td>KEY</td>
<td>CLASSIC SONIC IN-GAME CONTROLS</td>
<td>SONIC IN-GAME CONTROLS</td>
<td>AVATAR IN-GAME CONTROLS</td>
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</tr>
<tr>
<td>Esc</td>
<td>Pause</td>
<td>Pause</td>
<td>Pause</td>
</tr>
<tr>
<td>W</td>
<td>Move Forward</td>
<td>Move Forward</td>
<td>Move Forward</td>
</tr>
<tr>
<td>S</td>
<td>Crouch</td>
<td>Move Back</td>
<td>Move Back</td>
</tr>
<tr>
<td>A</td>
<td>Move Left</td>
<td>Move Left</td>
<td>Move Left</td>
</tr>
<tr>
<td>D</td>
<td>Move Right</td>
<td>Move Right</td>
<td>Move Right</td>
</tr>
<tr>
<td>Q</td>
<td>Cartwheel / Side Step (Left)</td>
<td>Cartwheel / Side Step (Left)</td>
<td>Cartwheel / Side Step (Left)</td>
</tr>
<tr>
<td>E</td>
<td>Cartwheel / Side Step (Right)</td>
<td>Cartwheel / Side Step (Right)</td>
<td>Cartwheel / Side Step (Right)</td>
</tr>
<tr>
<td>Space</td>
<td>Jump</td>
<td>Jump</td>
<td>Jump</td>
</tr>
<tr>
<td>Shift</td>
<td>Boost</td>
<td></td>
<td>Boost</td>
</tr>
<tr>
<td>Left Ctrl</td>
<td>Crouch</td>
<td>Crouch</td>
<td>Crouch</td>
</tr>
<tr>
<td>J</td>
<td></td>
<td></td>
<td>Switch Avatar</td>
</tr>
<tr>
<td>L</td>
<td>Use Wispon</td>
<td></td>
<td>Use Wispon</td>
</tr>
<tr>
<td>K</td>
<td>Use Wispon Special</td>
<td></td>
<td>Use Wispon Special</td>
</tr>
</tbody>
</table>
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

**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.

**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.

**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.
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.

There are many possible routes through each stage. In some routes you may find a Red Star Ring hidden away.
Wisps are alien creatures with special powers. They are valuable allies that support Sonic on his adventures.

**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.

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

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)
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.

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

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.
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 (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/
First, set the basic parameters of your Avatar. Gender, Species, Head Shape, Eye Shape and Voice can only be set once. Please choose carefully!

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.

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

- **BASIC ATTACK**: Shoots flames straight ahead. Hold the button for continuous fire.
- **SPECIAL ACTION**: Explosive jump. Consecutive use allows you to reach high up areas.

#### Lightning Wispon

- **BASIC ATTACK**: Attack with a lightning whip.
- **SPECIAL ACTION**: Use near an enemy or Rings for speedy transport.

#### Cube Wispon

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

#### Asteroid Wispon

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

#### Drill Wispon

- **BASIC ATTACK**: Attack with a drill. Press the button repeatedly for powered up attacks.
- **SPECIAL ACTION**: Tunnel under the surface to proceed. This can also be used to climb walls.
Hover Wispon

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

Void Wispon

<table>
<thead>
<tr>
<th>BASIC ATTACK</th>
<th>Launch a black hole that swallows up items and enemies.</th>
</tr>
</thead>
<tbody>
<tr>
<td>SPECIAL ACTION</td>
<td>Enter a direction to travel to its furthest extreme (the nearest wall) in an instant.</td>
</tr>
</tbody>
</table>

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.

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

MISSIONS

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.
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.

Please check:

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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   **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)

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2006-Jan-27
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4. Contacts
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There are two mailing lists related to FreeType:

- freetype@nongnu.org
  Discusses general use and applications of FreeType, as well as future and wanted additions to the library and distribution. If you are looking for support, start in this list if you haven’t found anything to help you in the documentation.

- freetype-devel@nongnu.org
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