

⚠ WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/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.

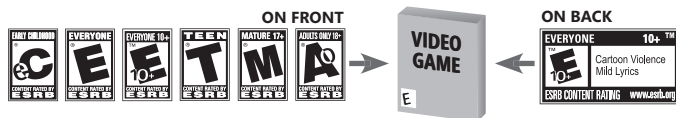
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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.



Thank you for purchasing *SONIC GENERATIONS*™. Please note that this software is designed for use with Xbox 360® video game and entertainment system from Microsoft®. Be sure to read this software manual thoroughly before you start playing.



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Getting Started

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.

3D Display Settings

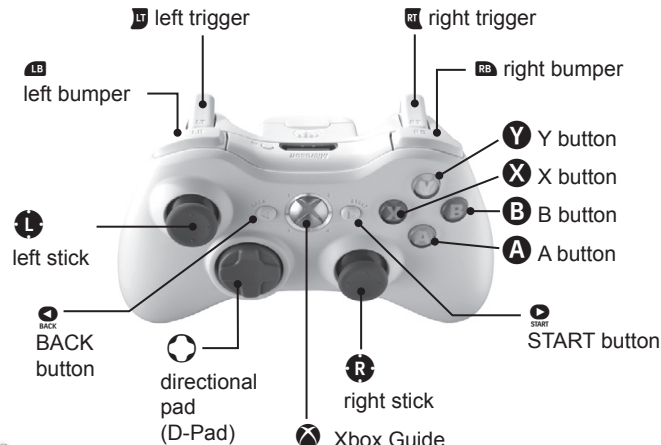
This game supports the latest 3D display technology. To enable 3D viewing, go to the Options screen (p.6), select **Set Stereoscopic 3D** and choose **Yes**. Choose **3D Scale** to adjust the depth.

Notices: You must have a 3D-ready display in order to enjoy 3D viewing. To properly set up your 3D display, please refer to the instruction manuals for your display device and peripheral.

WARNING

3D glasses are not prescription eyewear, sunglasses, nor protective goggles. Do not use the glasses for any general eyewear purposes (e.g., driving, reading, protection from sunlight or ultraviolet light, etc.) as such use may result in injury. 3D glasses are not for extended wear. After removing 3D glasses, it may take a few seconds to readjust to viewing natural colors and the glasses may temporarily affect depth perception. **USE WITH CAUTION!** If you have a history of epilepsy or experience headache/eyestrain or any other physical trouble at the time of 3D viewing, discontinue use immediately and consult a physician.

Xbox 360® Controller



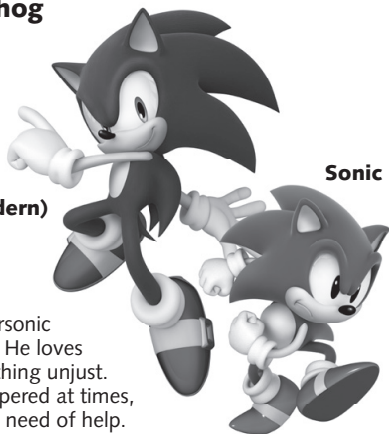
Prologue

Sonic's universe is thrown into chaos when a mysterious new power comes into force, creating «time holes» which take Sonic and his friends. Whilst there, Sonic runs into some very familiar characters from his past including a younger version of himself! Now they must team up to defeat their enemies, save their friends, and find out who is behind this diabolical deed.

Characters

Sonic the Hedgehog

Sonic (Modern)

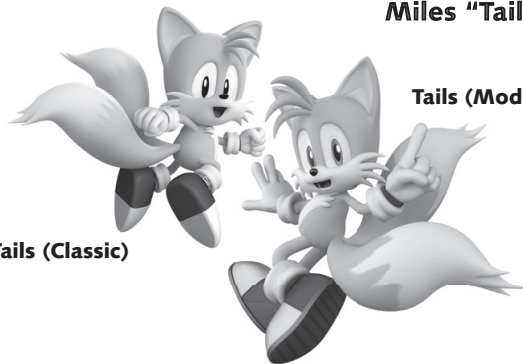


Sonic (Classic)

The world's fastest supersonic hedgehog is back again. He loves freedom, and hates anything unjust. Although he's short tempered at times, he can't leave anyone in need of help. He was about to enjoy his birthday until a mysterious creature appeared...

Miles "Tails" Prower

Tails (Modern)



Tails (Classic)

Tails is a kid fox who can fly by spinning his two tails. He loves to work with machinery, and his inventions have helped Sonic many times.

Dr. Eggman



The evil genius of science is a long time rival of Sonic. Countless times he's challenged Sonic, but each time his ambitions are shattered. But how about this time...?

Time Eater

A mysterious monster that appeared out of nowhere. It created a mysterious maelstrom that blew Sonic's friends into another dimension.



Main Menu

At the title screen, press the START button to display the Main Menu.

Menu Controls

Left stick / directional pad (D-Pad)	Make selection
A button	Choose / Confirm
B button	Back / Cancel Changes

New Game

Start a new game. Please note that any existing game data will be overwritten. The game starts immediately from Act 1 of GREEN HILL.

Continue

Continue the game from where you left off.

Xbox LIVE

Access Xbox LIVE® (p.18).

Options

Change various game settings:

Voice-Over Language	Change the voice-over language of the game.
Music Volume	Adjust the volume level of the music.
Effects Volume	Adjust the volume level of the sound effects.
Control Tutorial	Set Controller Hint Display (Yes/No).
OMOCHAO	Set Omochao Hint Display (Yes/No).
Subtitles	Display subtitles (Yes/No).
Set Brightness	Adjust brightness of the game screen.
Set Stereoscopic 3D	Set 3D Mode.
Restore Defaults	Restore all settings to their default value.
Confirm	Save changes and exit the Options Screen.

About Autosave

Games are saved automatically after you finish the Stage. Take care not to switch the power to OFF while saving is in progress.



How to Play

Controls

While Act 1 stages are 2D side-scrolling scenes only, Act 2 stages consist of both 3D and 2D scenes. While some controls are common to both Acts, each has a variety of distinct controls.

• Controls Common to Both Act 1 and Act 2



Walk / Run (left stick)

Move Sonic left/right (2D side-scrolling views) or in all directions (3D views). Press in the opposite direction to brake.

Note: For all controls that use left stick, you may alternatively use the directional pad (D-Pad) for the same effect.



Spin Jump (**A** button)

Sonic's main method of attack is his spinning jump. Land on top of enemy robots and breakable objects to destroy them.



Grind (automatic)

Land on (or access) a grinding rail, and Sonic will slide on it (or roll on it in Act 1). You can also jump while grinding.

• Controls for Act 1 Only



Spin (tap **X button any time/left stick DOWN while running)**
Sonic can spin on the spot as well as when running. Sonic can also attack while spinning.



Spin Dash (hold **X button, then release)**
Holding the button will make Sonic build up speed on the spot then, when the button is released, Sonic will dash forward at high speed. Alternatively, hold the D-Pad down and press/tap the **A** button, then release the D-Pad for the same effect.



Look Up/Down (left stick UP/DOWN)

Sonic looks above or below him. Looking down can be used to duck against some obstacles.

Controls for Act 2 Only



Hop (tap **A** button)

Sonic makes a small hop without spinning.



Homing Attack (**A** button in air with locked-on target)

While airborne, a lock-on sight may appear over a nearby enemy. Press the **A** button to charge straight towards the target, attacking in the process. Note that not only enemies, but some gimmicks can also be the target of homing attacks.



Boost / Air Boost (**X** button)

If you have some units on the Boost Gauge, you can make Sonic run at even higher speed! Collecting Rings and defeating enemies will fill the Boost Gauge. You can also boost in the air, following a jump.



Quick Step (left / right bumper)

While running, Sonic will sidestep to his left/right.



Drift (left / right trigger while turning)

Sonic spins while turning, allowing him to turn tight corners at high speed. Either button can be used for either direction.



Grind Step (left stick LEFT/RIGHT)

While grinding, hop onto the grinding rail running parallel to the one you're on. You can perform this only in 3D view scenes of the Stage.



Crouch / Slide (**B** button)

Sonic lowers his head to crouch. When running, Sonic will slide. This is especially useful when you need to get past an area with a low ceiling without losing momentum.



Stomp (**B** button while airborne)

Sonic will quickly land on the ground. Stomping can break through fragile floors, or push down a rock on spouting lava.



Lightspeed Dash (**V** button)

When special glowing Rings are within range, Sonic dashes towards and along them.



Wall Jump (**A** button)

There are walls Sonic can stick to. Jump towards it to stick onto it. Then, before Sonic falls off, jump against the wall on the other side.

HUD

1 Time

2 Rings

3 Active Power

Indicated when you have a skill or color power that requires the **V** button.

4 Lives

5 Boost Gauge

Appears in Act 2 only.

6 Time Limit

Appears in some Challenge Acts only.

7 Time Limit for the Indicated Rank

Appears in Challenge Acts only.

The on-screen displays will vary according to the type of Challenge Act you are playing.



Lives and Rings

Lives are the number of tries you have to reach the goal in an Act. You will lose a life if you fall down a bottomless area, drown or take damage with no Rings (shown right) in possession. Rings protect Sonic from enemy attacks and harmful objects, even if you have only one Ring in possession. You will lose a portion of the Rings you have if you take damage. If you collect 100 Rings, you will also gain one life.



You begin the Act with six lives (or the number of lives you had left at the end of last Act you played). When you lose a life but still have lives remaining, you will restart from either the starting point of the Stage or the last Star Post (shown left) you passed. If all your lives are gone, the Game Over screen will be displayed. You can try again by selecting **Yes**, or select **No** to return to White Space.

Note: In Challenge Acts, there are no "lives." Rather, your challenge will be over by rules specific to each of the Challenge Acts, such as time limit or failing to meet the given objectives.

Items & Gimmicks

Various items and gimmicks are found in the game to help Sonic. Some appear in both Acts, others appear in only one of the Acts, and some in Challenge Stages only. Some gimmicks can be the target of the homing attack, launching Sonic forward to access them. A selection of items and gimmicks found in the game are detailed below:



Super Ring
Adds ten Rings to your collection.



1-Up
Gives you one extra try.



Invincible
Become invincible for a limited time.



Power Sneakers
Increase running speed for a limited time.



Skateboard
Increases your downhill speed.



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



Red Star Ring
Collecting one and clearing the Stage will unlock an item for the Collection Room.



Booster/Dash Panel
Pass over to be launched at high speed.



Dash Ring
Pass through it, and Sonic will be launched forward.



Pulley
Grab the handle to be lifted up.



Spring
Launches you in a set direction.



Spring Pole
Launches you upwards. Hopping on its outer end launches you higher.



Jump Panel
Launches you forward and up at accelerated speed.



Trick Jump Panel
Run over it to be launched into the air, then perform Freestyle Tricks using left stick in any direction, with left + right bumpers to finish the trick. Performing tricks gives you units on Boost Gauge.

White Space

White Space is *the* main world in this game. From here you can access Acts, Rival Battles and Boss Battles, as well as the Skill Shop, Information Pod, Collection Room and Play Spots.

1 Shop Points

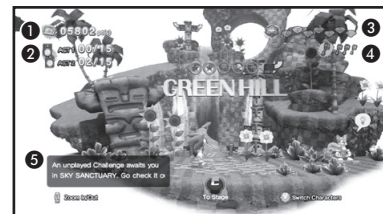
2 Challenge Acts Completed/Available

Top: Act 1/Bottom: Act 2

3 Chaos Emeralds

4 Boss Gate Keys

5 Hints for the Next Destination



At the beginning of the game, you can only access the first Area. But as the game progresses and you clear each Area, a new Area will open.

• Controls in White Space

You control Sonic as you do in the Stages, with the following additional controls:

Switch Sonics (Y button)

Switching Sonics will also switch Acts and Challenge Stages you will play in. Classic Style: Act 1; Modern Style: Act 2

Access (left stick UP)

Stand in front of any place of interest and you will see a left stick icon appearing underneath. You can access any of Stages or talk to the character standing in front.



Camera Zoom In/Out (left trigger)

Zoom the camera out to see wider area of White Space.

Pause Menu (START button)

• In White Space

Back to Game | Close the Pause Menu and return to gameplay.

Exit Game | Return to the Main Menu.

• In Stages

Continue | Close the Pause Menu and return to gameplay.

Start Over | Restart from the beginning of the Stage. You will lose one life.

Controls | View controls.

Quit Stage | Return to White Space.

Acts

Your first task in this game is to clear both Acts of all Stages in the current Area. Here you must reach the goal as fast as you can.



Act 1 Goal
Goal Post



Act 2 Goal
Goal Ring



To attempt an Act, simply approach one of the Stage Entrances.

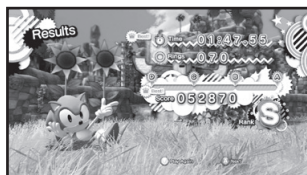
At the Details screen, you have an at-a-glance rundown of the Best Score and top three Times for reference. Select **Play Stage** to begin.

You can also **Change Music** in this mode if you have unlocked any of the music. You can also choose to play a different Stage: press left/right bumper to cycle through the available Stages and Information Pod (p.17) or **Y** button to change Act. You can even choose Skill Customization (p.17); press **X** button.

A Boss Gate Key will be unlocked after completing one Challenge Act.

Results Screen

If you successfully reach the goal, the Results screen will be displayed. Here you can see your overall Rank, Shop Points earned, and improvement needed to reach the next Rank. If you clear the Stage without losing a life, you'll earn a Perfect Bonus for one higher Rank.



Freeing a Friend

If you clear both Act 1 and Act 2 of the same Stage, you will free one of Sonic's friends. You can then talk to him/her for various hints.

Challenge Acts

Once you have cleared both Acts of all three Stages in a given Area, a series of Challenge Gates will open around the Stage Entrances on White Space. Challenges take place in dedicated action Stage areas, and come with a variety of fun objectives and conditions. Aim to clear them all with the highest rank!



There are 5 Challenges per Act, totalling 30 exciting Challenges for each Area. Once the Challenge Gates have opened, they can be played in any order and as many times as you wish.



Time Bonus

Adds time to your time limit.



To attempt a challenge, simply approach one of the Challenge Gates on White Space as you would with a regular Stage.

At the Details Screen, an outline of the rules and conditions are shown together with the Best Time. Select **Go For It!** to begin.

You can also **Change Music** in this mode if you have unlocked any of the music.

Results Screen

If you successfully clear the conditions of the Challenge, the Results screen will be displayed. Here you can see your overall Rank, Shop Points earned, and improvement needed to reach the next Rank.

When you've finished viewing your results, select **Yes** to retry the challenge, or select **No** to return to White Space.



Bonus Bells

When you return to White Space after successfully clearing a Challenge for the first time, a Bonus Bell will appear above the Challenge Gate. Strike the Bonus Bell and catch the musical note before the time runs out to unlock bonus content in the Collection Room (p.17).

Rival Battles

In each Area there is a rival character waiting to challenge you to a one-on-one battle. Each battle takes its own unique form, so follow the advice of Omochao in learning the environment and best means of attack, and show your rival what you're made of!

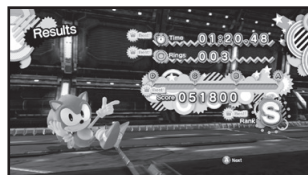
Defeating a rival will earn you a Chaos Emerald.



To attempt a Rival Battle, simply find and approach a rival character on White Space.

At the Details screen, you have an at-a-glance rundown of the Best Score and Times for reference. Select **Main Stage** to begin, or **Hard Mode** for an even more challenging battle.

You can also **Change Music** in this mode if you have unlocked any of the music.



Results Screen

If you successfully defeat your rival, the Results screen will be displayed. Here you can see your overall Score and Rank, your completion Time, Rings collected, and improvement needed to reach the next Rank.



Chaos Emeralds

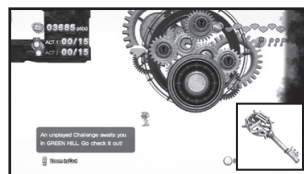
There are seven Chaos Emeralds. Three of them can be earned by defeating rival characters. Another three can be earned by defeating the Bosses. The last piece can be earned by completing Act 1 and 2 of all nine Stages. It is said that collecting all seven will cause mysterious power to manifest.

All seven Emeralds will aid you on your way to the final showdown!

Boss Battles

At the end of each Area is a powerful Boss who must be defeated in order to proceed with the game. Each Boss will have unique methods of attack, and specific vulnerabilities which you must learn and exploit to find the best way to defeat them.

Defeating a Boss will progress the story and open up the next Area for play. It will also earn you a Chaos Emerald.



The Boss Gate can be found at the right of each Area. To enter, you will need to have acquired all three Boss Gate Keys (shown left). Once you've cleared all the Acts in the Area and opened the Challenge Gates, a key can be found somewhere in the area. Simply clear any one of Challenge Acts in the Stage and pick up the key.

With all three keys in hand, approach the Boss Gate and enter as you would a regular Stage.

Play Spots

You will also find Play Spots on White Space:

Original Sonic the Hedgehog

Find the SEGA Mega Drive console to enjoy a classic console game. Before you can play though, you will need to purchase a controller from the Skill Shop.

Note: 3D viewing is not available in the Original Sonic the Hedgehog.



Casino Night

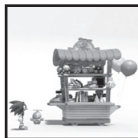
Play a game of classic pinball with Sonic as the ball! You will need to first purchase and download the contents via Xbox LIVE® Marketplace in order for this feature to appear on White Space. Press the **A** button to launch the ball, the left/right bumper to operate the flippers, and the Left Stick to nudgde the table.

Other Areas

At the far left of White Space, you will find additional areas as follows:

• Skill Shop

Exchange Shop Points earned for new Skills. Simply approach Omochao, and select **Skill Shop** to see what's available. Select a skill from the list and confirm the purchase. If you have sufficient Shop Points, the skill will be added to your inventory.



New items will come into stock as Sonic progresses through the game, completing certain Challenges and collecting Red Star Rings. Be sure to check back regularly. Note also that certain items only work in certain Acts.

Skill Customization

Before you can use your purchased skills, it's necessary to add them to a Skill Set. Simply approach Omochao at the Skill Shop, select **Skill Customization**, and choose one of the five Skill Set slots to access the following menu:

Customize	Pick an empty slot, and then choose a skill to occupy it. Each skill requires a specified number of available skill points. There are 100 skill points available per Skill Set, and these will reduce as skills are equipped, so choose your combinations wisely! Press the START button to confirm and save the Skill Set.
Change Name	Select two words from the list to form a new name for the selected skill set for easy identification.
Equip Set	Make the selected Skill Set the active set. The active set will be marked with a check-mark on the Skill Customization screen. You will see the effects of the Skill Set at the next Action Stage.



• Information Pod

Select **Q&A** to see unlocked tidbits of wisdom and other useful information about gameplay techniques, or select **Play Records** to see your overall achievements for the current character.

You can also press the Left/Right Bumper to jump straight to unlocked Stage Entrances, if you wish to try and better your achievements.

• Collection Room

Contents unlocked during gameplay can be enjoyed from here. Select from one of the following categories to see what's available!



Movies	Recap movie scenes previously played during the game.
Art	View concept designs, sketches and other artworks. These were used for visual reference at the earliest stages of game development!
Music	Listen to background music used during action Stages.
Characters	View the profiles of all your favourite Sonic the Hedgehog characters.

Statue Room

You can access Statue Room from Collection Room. Press and hold the BACK button until Sonic is transported there.

Inside Statue Room, press the BACK button, then use the the left stick to enter pass code obtained from the *SONIC GENERATIONS™* Official Site. Press the **A** button to confirm You will obtain one of statues of the characters.

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting

Before you can use Xbox LIVE®, connect your Xbox 360® console to a high-speed Internet connection and sign up to become an Xbox LIVE® member.

For more information about connecting, and to determine whether Xbox LIVE® is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE® service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

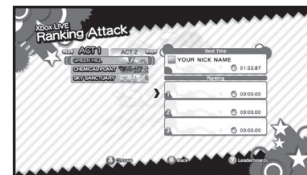
Achievements

This game supports the Xbox LIVE® Achievement system. As you play the game, you will earn points by fulfilling certain challenges, which will be credited to your profile as Gamerscore. Achieving all 49 of this game's achievements will add a total of 1000G to your profile.

Ranking Attack

A list of Acts you've cleared will be displayed. Select an Act and press the **A** button to start. After you have finished the Act, your clear time will be registered to the online leaderboards.

You can also view the Leaderboards or view player profiles.



• Leaderboards

You can view ranking from the following categories:

Friends	View ranks among the Xbox LIVE® friends.
My Ranking	View ranks around your placement.
World's Top	World rankings.

30 Second Trial

From the list of Acts you've already cleared, select one and press the **A** button to start. After 30 seconds, a marker will be placed on the spot you've reached. The result (marker) can then be viewed by your friends within the Acts to compare times.

You can also view detailed records of the selected Act, and the profiles of your friends.



"Endless Possibility"

Performed by Jaret Reddick of Bowling For Soup

Backing vocals by Erik Chandler of Bowling For Soup

Lyrics by Jaret Reddick / Music by Tomoya Ohtani

Jaret Reddick and Erik Chandler appear courtesy of Jive Records
(www.bowlingforsoup.com)

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Obtaining Technical Support/Service

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

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