SEGA AGES

SONIC 2 THE HEDGEHOG™

SONIC THE HEDGEHOG 2

↗ **Prologue**   ↗ **Items**

↗ **Actions**

↗ **Playing the Game**

Basic Controls

■ Button Assignments (Default Setting)

◀ / ▶	Walk, Run
▲	Look Up, Climb Up
▼	Look Down, Crouch, Spin, Climb Down
Ⓐ	Spin Jump (C)
Ⓑ	Spin Jump (B)
Ⓧ	Start Button
Ⓨ	Spin Jump (A)
Ⓛ / Ⓡ	Unassigned

✳ Action button assignments can be changed via the SETTING MENU.

The A, B and C parts of the Spin Dash commands refer to the button assignments of the original platform. It has no effect on actual gameplay.

Directional buttons (▲ / ▼ / ◀ / ▶) and Left Stick (Ⓛ) commands are identical.

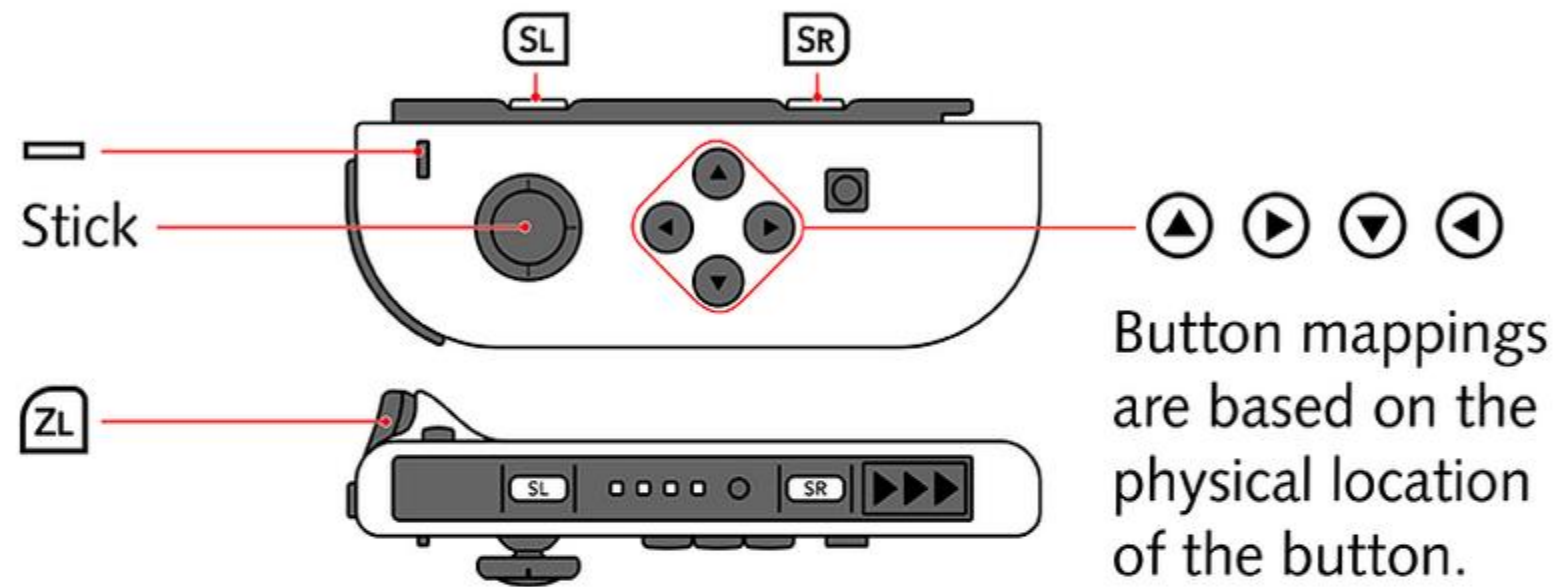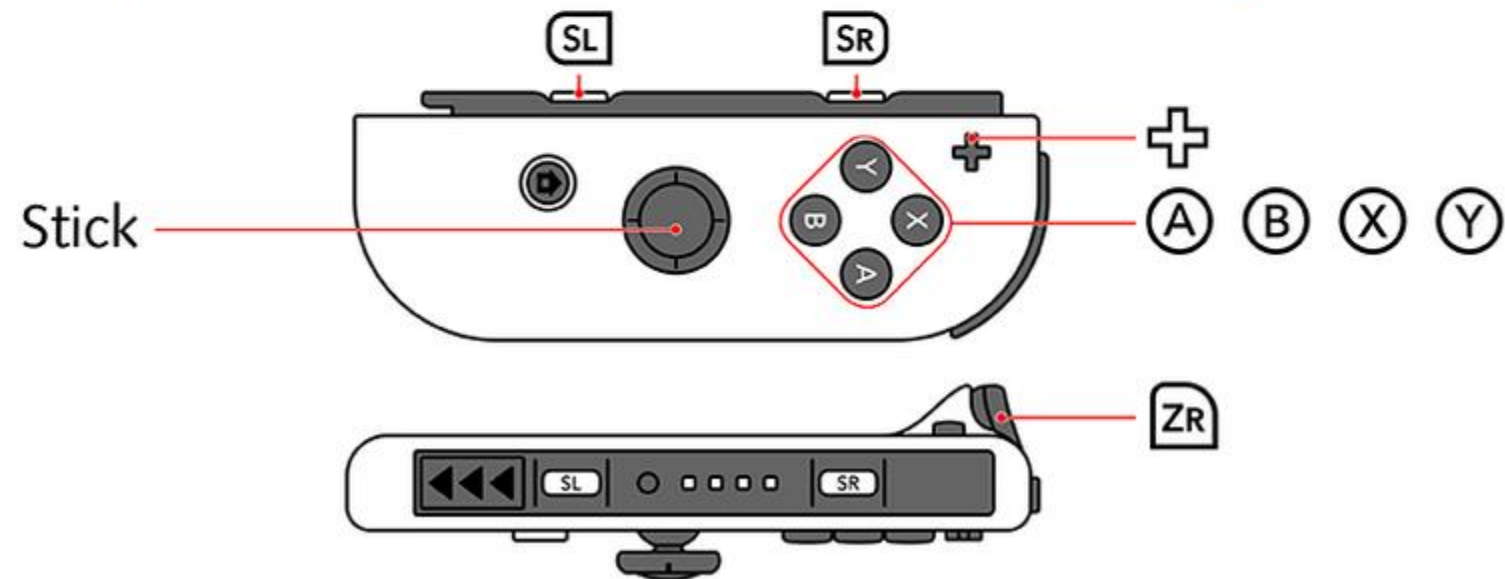✳ The Nintendo Switch™Lite and Nintendo Switch Pro controller use the same commands.

Basic Controls

■ Joy-Con™ (L) Solo Horizontal Grip

SL   SR

Stick

ZL

SL ●●●● ○ SR ▶▶▶

⊛ ▶ ⊛ ◀

Button mappings are based on the physical location of the button.

■ Joy-Con™ (R) Solo Horizontal Grip

SL   SR

Stick

Ⓐ Ⓑ Ⓧ Ⓨ

ZR

◀◀◀ SL ○ ●●●● SR

■ Button Assignments (Default Setting)

◎	Control character movement
⠁	Spin Jump (C)
⠂	Spin Jump (B)
⠄	Start Button
⠅	Spin Jump (A)
SL / SR	Unassigned

✱ The action button assignments can be changed via the SETTING MENU.

■ 2 Players

For two player games, a controller is required for each player.

The controller registration screen will display automatically when you detach the Joy-Con™ controllers. It can also be selected via the Home menu.

START MENU

Start the game to display the START MENU. Use ⊙ / ⊙ to select an option and press Ⓐ to confirm.

↗ SONIC THE HEDGEHOG 2

Play the original game as Sonic, Tails, or both!

Press ⊙ / ⊙ to set the ↗ **GAME MODE**.

■ KNUCKLES IN SONIC 2

Play through the familiar scenarios from the original game as Knuckles. Rules are identical to *SONIC THE HEDGEHOG 2*, but Knuckles' own special ↗ **ACTIONS** give it a unique flavor.

■ Load

Press ⊙ / ⊙ to select a save slot, and begin from where you left off.

Press Ⓨ to lock and unlock the selected data. Hold Ⓛ and Ⓡ to delete a save that isn't locked.

＊ Deleted data cannot be recovered. Please use with caution.

■ Challenge Mode

Race against the clock and collect 100 Rings as quickly as you can before reaching the goal! If you reach the goal without enough Rings, you'll fail the challenge!

Find your own fastest route!

■ Manual

Open and view the online manual (this one).

＊ An internet connection is required for viewing the manual.

■ Staff Credit

See the incredible staff responsible for bringing you the SEGA AGES version of *SONIC THE HEDGEHOG 2!*

START MENU

■ Ranking

See the most recent Ranking for each category. Press Ⓐ to download the latest Ranking.

❋ An internet connection and Nintendo Account is required to access and register scores to the Ranking.

Ⓛ / Ⓡ	Switch between categories of ranking.
Ⓧ	Switch between *Top Rank* and *My Rank*.
▲ / ▼	Switch between scores.
Ⓐ	See information on selected scores (Top 50 only).

■ Play Replay

Press ◀ / ▶ to select a replay slot. Replay controls are as follows:

Ⓛ / Ⓡ	Change speed of playback.
◀ / ▶	Fast rewind / Fast forward.
Ⓐ	Pause / Restart (while paused, press Ⓡ to step one frame forward, or ◀ / ▶ to skip ahead or behind 5 seconds).
Ⓑ	End playback.
Ⓨ	Restart playback from beginning.
Ⓧ	Display / Hide command menu.

Press Ⓨ to lock and unlock the selected replay data. Hold Ⓛ and Ⓡ to delete a replay that isn't locked.

❋ Deleted data cannot be recovered. Please use with caution.

SETTING MENU

Press Ⓧ at the START MENU or PAUSE MENU to open the SETTING MENU.

Press Ⓛ / Ⓡ to switch between categories of settings. When settings are complete, press Ⓑ to return to the previous screen.

■ Game Settings

Game Version	Set to *International* or *Japan*.
Drop Dash	Set to *On* or *Off*.
Stage Select	Set to *On* or *Off*.

＊ There is no ↗ **DROP DASH** in ↗ **2 PLAYER VS**.

■ Command Settings

Select an item and press Ⓐ to operate the right pane.

Controls 1 / 2	Assign a command to each button.
HD Rumble	Set to *On* to enable HD Rumble for 1P.

＊ HD Rumble is not supported by Nintendo Switch™Lite, 2P controller, or *2 PLAYER VS* mode.

■ Screen Settings

Display Mode	Set to Normal / *Fit* / *Full* / *Dot by Dot* / *Vintage*.
Display Effect	Set to *Off* / *Scan line* / *Smoothing* / *Scan line + smoothing*.
Wallpaper	Choose a wallpaper to display.
Ring Chain Display	Set to *On* or *Off*.

＊ When *Display Mode* is set to *Vintage*, the *Display Effect* will automatically be locked to *Scan line + smoothing*.

Press or hold Ⓨ to see a preview of the selected screen settings.

PAUSE MENU

Press ✛ / ━ during gameplay to display the PAUSE MENU.

Items such as Save and Load are not available during the Challenge Mode PAUSE MENU.

■ Save

Press ◀ / ▶ to select a save slot and save your game progress. Up to 10 games may be saved.

■ Load

Press ◀ / ▶ to select a save slot, and begin from where you left off.

■ Ranking

View the current ↗ RANKING.

✱ There is no option to view replays when selecting *Ranking* from the PAUSE MENU.

■ Manual

Open and view the online manual (this one).

■ Game Reset

Select this option, then press and hold Ⓐ to reset the game. The PAUSE MENU will be exited automatically.

■ Return to Start Menu

Select this option, then press and hold Ⓐ to end the game and return to the START MENU.

Prologue

West Side Island: once home, according to legend, to an advanced civilization whose people flourished by harnessing the immeasurable power of the mysterious stones!

But in their hubris and greed, they took the stones for granted once too often. Their civilization was reduced to dust. Now all that remains are lush green meadows and deep memories.

It was within these lush meadows that Sonic was enjoying a few days off during one of his impromptu adventures. The creatures of the island had proven very friendly, especially a young two-tailed fox who he'd discovered following him everywhere he went.

Miles 'Tails' Prower was his name. He wasn't always the most popular kid, but he knew right away that if he hung around with Sonic, he would be the coolest fox ever!

He had even mastered the Spin Dash!

Suddenly, an explosion rung forth from a nearby forest, followed by a rising pillar of fire, with soot and rubble thrown this way and that! As the flames died down, Sonic heard a familiar high pitched laugh echo through the burning trees.

It was Dr. Eggman, gloating to his minions!

From his impassioned rantings, they learned that Sonic had inadvertently lead him straight to the resting ground of the seven fabled Chaos Emeralds. He only need uncover them all, and he would have the power to create the ultimate weapon: the Death Egg! And with that he would finally conquer the world!

Sonic and his new friend Tails knew they had to stop his diabolical scheme, but how? What could they do?

Well how do you start any adventure?!

You get up off the floor and RUN!

Starting the Game

Select *SONIC THE HEDGEHOG 2* to open the game and display the title screen.

Press ⬆ / ⬇ to select *1 PLAYER* or *2 PLAYER VS*, then press ⊗ to start.

● Stage Select

If ⬀ **STAGE SELECT** is set to *On* in the SETTING MENU, then the stage select screen will open when you select *1 PLAYER*. Choose a Zone/Act to begin play from!

Introducing Tails

Now familiar two-tailed fox, Miles 'Tails' Prower made his debut appearance in this very title! Everyone knows him as Tails these days, so it's easy to forget his real name is Miles!

If a second controller is connected during *1 PLAYER* mode, a second player can take control of Tails and assist Sonic!

■ OPTIONS

At the title screen, move the cursor above or below the existing choices to select *OPTIONS*. Here you can make changes to the following game settings:

● PLAYER SELECT

Set the *1 PLAYER* mode character(s) to:

- ● SONIC AND TAILS
- ● SONIC ALONE
- ● TAILS ALONE

● VS MODE ITEMS

Set the available box Items in *2 PLAYER VS* mode to:

- ● ALL KINDS ITEMS
- ● TELEPORT ONLY

Actions

This game is played using the following actions. Note that some actions are unique to given characters.

Move

Press ◄ / ► to move left and right. Press and hold to run.

Spin

Press ▼ while running to spin.

Look Up / Down

While standing still, press and hold ▲ / ▼ to look up / down (crouch). The game screen will scroll to show you what's there.

Spin Jump

Press Ⓐ / Ⓑ / Ⓨ to perform a Spin Jump. Use this to attack enemies.

Spin Dash

Press ▼ while standing, then press Ⓐ / Ⓑ / Ⓨ repeatedly to build up speed. Release ▼ to blast off in a destructive Spin Dash.

Drop Dash **SONIC**

While in mid-air, press Ⓐ / Ⓑ / Ⓨ, and upon landing launch straight into a Spin Dash.

Glide **KNUCKLES**

During a jump, press and hold Ⓐ / Ⓑ / Ⓨ to start gliding. Use this to attack enemies. Press ◄ / ► to control your direction.

Wall Climb **KNUCKLES**

Glide into a wall to grab on, then press ▲ / ▼ to climb, or Ⓐ / Ⓑ / Ⓨ to jump off.

Transform **SONIC** **KNUCKLES**

Fulfill certain ⧉ **CONDITIONS** to change into Super Form!

Tricks and Traps

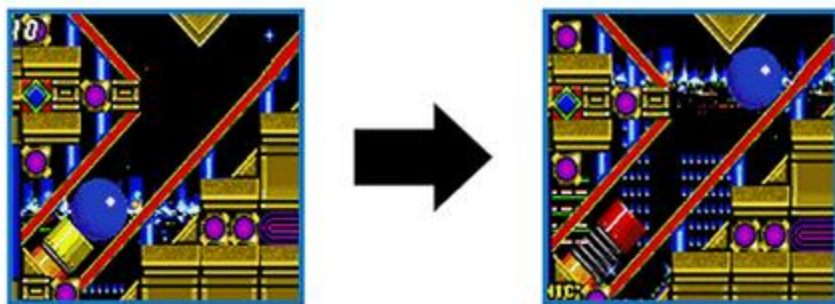Here are some of the many tricks and traps found around the stages.

▪ Bubbles

If you stay underwater for a long period of time, a counter will start. Don't let it reach 0, or you will suffocate and lose a life. Find and touch a giant bubble to take a deep breath.

▪ Pinball Shooter

At the pinball shooter, press and hold Ⓐ / Ⓑ / Ⓨ to pull back the spring, then release to launch!
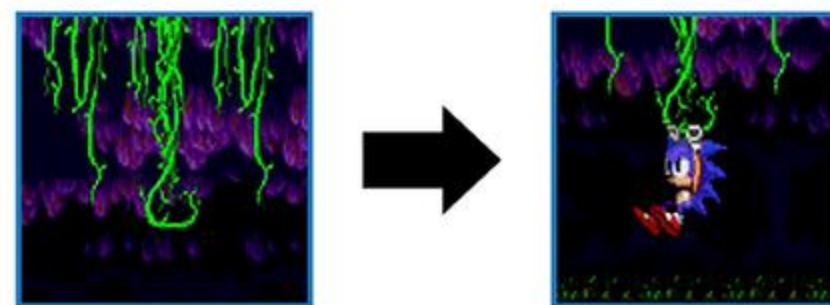

▪ Seesaw

An innocent piece of playground equipment that if approached correctly, could be used to jump really high into the air!

✪ *Sonic and friends are trained professionals. Please don't try this at home!*

▪ Ivy / Hanging Switches

Jump up to the hanging portion to pull it down. To get down again, simply jump in the direction of your choice.

Game Screen

■ Game Screen

■ Results Screen

❶ Current Score
Your total score so far.

❷ Time Elapsed
If this reaches 10 minutes, you will lose a life.

❸ Current Ring Count
The number of Rings you are holding.

❹ Remaining Lives
The game will end if you lose a life with only 1 remaining.

❺ Time Bonus
Bonus points for remaining time.

❻ Ring Bonus
Bonus points for remaining Rings.

❼ Total Score
The total score so far.

Playing the Game (1 PLAYER)

Make your way through each Zone, defeating enemies and picking up Rings and ↗ ITEMS as you go.

Each Zone is comprised of 1 to 3 Acts, each filled with tricks, traps and surprises. At the end of the final Act of each Zone, defeat Dr. Eggman and release the animals to progress.

■ Rings

Collect Rings as you progress. If you are holding at least one Ring, you will not be hurt when hit—your Rings will be scattered though! Try to pick as many back up as you can before they disappear! Take care, as there are some hazards that the Rings will not protect you from!

＊ *SONIC THE HEDGEHOG 2* and *KNUCKLES IN SONIC 2* have differing rules regarding the number of Rings you keep after a reset.

Differences Between Game Modes

SONIC THE HEDGEHOG 2 and *KNUCKLES IN SONIC 2* both allow you to select a game mode from the START MENU. Game modes are detailed as follows:

Original Mode

A faithful reproduction of the original SONIC THE HEDGEHOG 2 game experience (with the added functionality of *SONIC & KNUCKLES* lock-on technology).

Ring Keep Mode

When you take a hit, you only lose half of your Rings. Start or restart each Act with a certain number of Rings.

Super Sonic Mode / Super Knuckles Mode

Clear the final stage of both game modes to enable selection. Begin the game with all Chaos Emeralds and 50 Rings, and you can take on ↗ SUPER FORM.

■ 1-UP

Collect 100 Rings* or score 50,000 points to earn an extra life!

✳ Only 2 extra lives can be earned per Act by collecting Rings.

■ Ring Challenge

In the regular game mode, a *Ring Chain* record is kept, recording the highest number of Rings you collected without taking damage.

Set *Ring Chain display* in the ↗ SETTING MENU to *On*, and the current and highest Ring count will be displayed on-screen. You can also check by opening the PAUSE MENU. If you take damage, the current Ring count will reset, but any remaining Rings held at the end of an Act will be counted towards your current Ring count in the next Act or Zone.

The Ring Chain record will reset when restarting a saved game.

■ Star Post

Pass through a Star Post to activate it. If you lose a life and have lives remaining, you will restart from the last Star Post you activated. If you fail to touch a Star Post and lose a life, you will restart from the beginning of the Act.

Touch a Star Post while carrying 50 Rings or more and a ring of stars will appear above it. Jump into the stars to enter the ↗ SPECIAL STAGE.

■ Game Over / Continue

Lose a life with only 1 remaining and it's Game Over! If you have Continues, press ⓧ before the countdown expires to restart from the beginning of the most recently played Act.

✳ The game begins with 0 Continues. Clear an Act with a total score greater than 10,000 points to earn 1 Continue.

■ Special Stage

Run down the half tube collecting Rings positioned along the way.

Press ◀ / ▶ to move left / right, and Ⓐ / Ⓑ / Ⓨ to jump.

Bombs are also positioned along the way. Run into one of these and you will lose 10 Rings. Do your best to avoid these as you navigate the course.

Each course has 3 checkpoints. If you haven't collected the required number of Rings at each checkpoint, you will be returned to the Star Post you left off from.

Pass all 3 checkpoints with the minimum number of Rings required and you will receive a Chaos Emerald.

Chaos Emeralds come in 7 colors—blue, green, red, yellow, pink, white and purple—and once you've collected them all, you'll be able to take on ⤴ **SUPER FORM**.

When you complete each Special Stage, points will be awarded according to the game score and the number of Rings you collected. All of the Chaos Emeralds acquired so far will also be displayed here.

✳ When you return to the regular stage from the Special Stage, your Ring count will be 0.

Playing the Game (2 PLAYER VS)

In *2 PLAYER VS*, Player 1 controls Sonic and Player 2 controls Tails in a split-screen race mode.

Basic gameplay is the same as for *1 PLAYER* mode.

■ Playing a Regular Zone

Use the directional buttons to select a Zone and press ⊗ to begin the race.

The game screen is split vertically with Player 1 on top and Player 2 below.

When one player reaches the goal, a countdown timer will appear on the other player's screen. The player must now reach the goal within the 60 second time limit, or face a TIME OVER.

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■ Race Results

When each Act is clear, the winner will be decided according to the five criteria below:

- **SCORE**   Earn points by smashing enemies!
- **TIME**   Clear the Zone in the fastest time.
- **RING**   Finish the race with the most Rings.
- **TOTAL RING**   Grab the highest number Total Rings.
- **ITEM BOX**   Open the most Item Boxes.

Zones are raced as two Acts. In case of a draw, the Special Stage will be played once as a tiebreaker.

Playing the Game (2 PLAYER VS)

■ Special Stage Race

Controls are identical to those of *1 PLAYER* ↗ **SPECIAL STAGE**. Jumping makes Sonic and Tails swap places though, and the one in front gets first dibs on the Rings!! With that said, the one in front also bears the brunt of bomb explosions, so it's something of a double edged sword.

There are 3 checkpoints in the Special Stage. The player with the most Rings at each checkpoint gets a point. The first player to earn 2 points is the winner!

■ Race Over

A red cross will appear in Zones that have been cleared. If either player has Challenges remaining, you can choose another Zone to play.

When all 4 Zones are cleared, the final results are shown.

Items

Attack an Item Box to smash it open and collect the Item inside.

Super Ring
Increases your Ring count by 10.

Shield
Shields you from damage for one hit.

Power Sneakers
Run at twice the normal speed for a limited time.

Invincible
Protects from enemies and traps for a limited time.

1-UP
Increases remaining lives by one.

2 PLAYER VS Items

In ⬈ **2 PLAYER VS**, the content of an Item Box is unknown until you open it. The following Items are unique to this mode:

Teleport
Sonic and Tails swap places.

Sonic / Tails
The depicted character receives an extra Challenge.

Dr. Eggman
Find this and your character will take a hit!!

Replay and Ranking

■ Saving Replay Data

Replay data is automatically saved. Up to 10 replay data files can be stored, with the eldest being deleted automatically.

Lock replay data to prevent it from being deleted. Please note that it is not possible to lock all 10 data slots.

Timing of Replay Data Save

◆1 PLAYER / KNUCKLES IN SONIC 2
Replay data saved at Game Over / Game Clear.

◆2 PLAYER VS
Replay data saved after the final round results screen.

◆Challenge Mode
Replay data saved at the end of a challenge regardless of result.
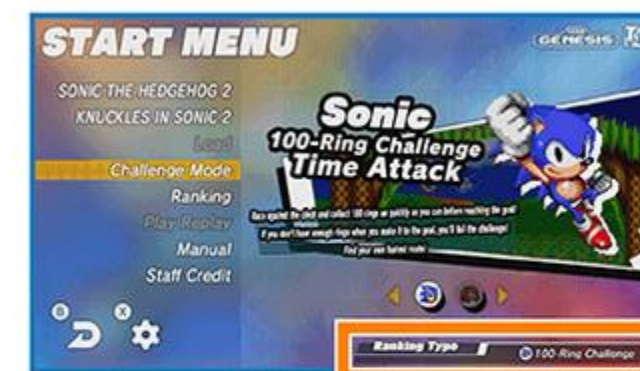
■ Ranking

At the end of the game, if you earned a high score (*Ring Chain* or *100-Ring Challenge*), it will be registered to the ranking server.

The Ranking type of each game mode is shown to the lower right of the START MENU.

At the time of ranking registration, replay data is uploaded, and replays of the top 50 places can be viewed by anyone.

＊ If network connection issues prevent you from registering your score, it cannot be registered at a later time.