



SONIC™

THE HEDGEHOG

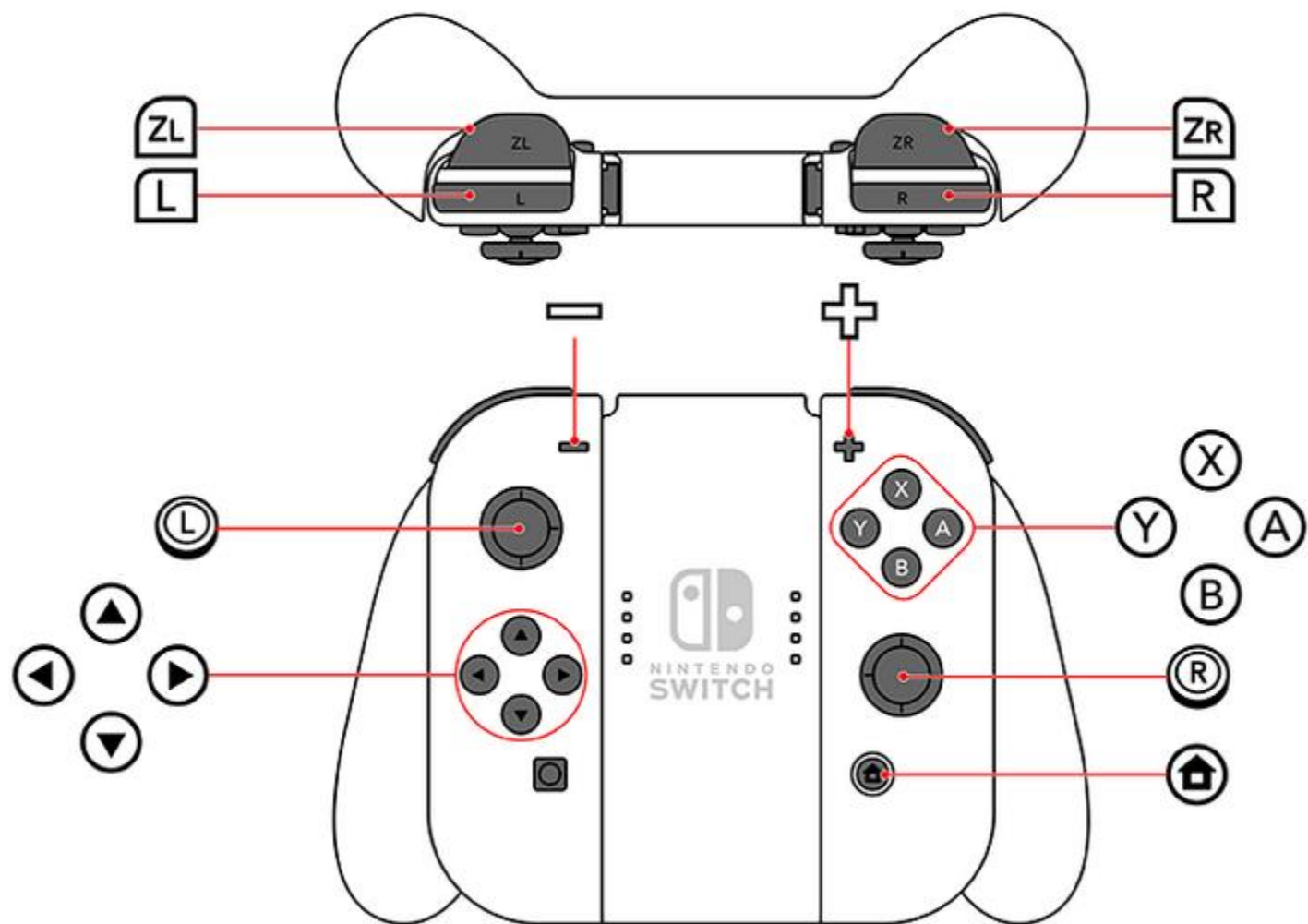
SONIC THE HEDGEHOG

- Starting the Game
- Actions
- Challenge Mode



Basic Controls

Joy-Con™ Grip



Commands that use the Directional Buttons (▲ / ▼ / ◀ / ▶) may also be performed using the Left Stick (Ⓕ).

Button Assignments (Default Setting)

Button assignments can be changed via the SETTING MENU.

Ⓐ	Spin Dash (C)
Ⓑ	Spin Dash (B)
ⓧ	Start Button
Ⓨ	Spin Dash (A)
Ⓕ	Unassigned
Ⓖ	Unassigned

★ Other button assignments cannot be changed.

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.

START MENU

Start the game to display the START MENU. Use ▲ / ▼ to select an item, and A to confirm.

📌 Original Mode / Ring Keep Mode

Start the game in either of the two main game modes. When choosing a mode, press ◀ / ▶ to set enable / disable *Stage Select*.

■ Load

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

★ Item can only be selected if save data is available.

Press Y to lock and unlock the selected data. Press and hold L + R to delete an unlocked data.

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

📌 Challenge Mode

Press ◀ / ▶ to choose between *GREEN HILL ZONE ACT I Time Attack Ranking* or *Mega play version Score Attack Ranking*.

When you've completed the challenge, press B to return to the START MENU.

■ Manual

Open and view the online manual (this one).

★ An internet connection is required for viewing the online manual.

■ Staff Credit

See the staff responsible for bringing you the SEGA AGES version of *Sonic The Hedgehog*.

START MENU

Ranking

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

★ An internet connection and a Nintendo Account are required for viewing and registering scores to the Ranking. If a high score cannot be registered at the time it's achieved, it is not possible to register it at a later time.

(L)	Switch between categories of ranking.
(R)	Switch between <i>Top Rank</i> and <i>My Rank</i> .
(▲) / (▼)	Switch between scores.
(A)	See information on selected scores (Top 10 only).

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

Play Replay

Press (◀) / (▶) to select a replay slot. Controls during Replay are as follows:

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

Press (Y) to lock and unlock the selected replay data. Press and hold (L) + (R) to delete an unlocked data.

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

SETTING MENU

Press (X) at the START MENU or PAUSE MENU to open the SETTING MENU. Press (L) / (R) to switch between categories. When settings are complete, press (B) to return to the previous screen. Alternatively, select *Restore Game Settings to default*, then press and hold (A) to cancel all changes and return them to their default settings.

■ Game Settings

Game Version	Set to <i>Japan / International / Mega Play</i> .
Add Dash	Enable / Disable the <i>Spin + Drop Dash</i> command.

■ Command Settings

Select *Controls 1* and press (A), then in the right pane press (▲) / (▼) to select a controller button and (◀) / (▶) to assign a command.



■ Screen Settings

Display Mode	Set to <i>Normal / Fit / Full / Dot by dot / Vintage</i> .
Display Effect	Set to <i>Off / Scan line / Smoothing / Scan line + smoothing</i> .
Wallpaper	Choose a wallpaper to display.
Ring Chain display	Set display of Ring Chains <i>On / Off</i> .



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

Press (Y) to see a preview of the selected screen settings.



PAUSE MENU

Press  /  during gameplay to display the 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.

★ Item can only be selected if save data is available.


■ Ranking

View the current  **RANKING**.


■ Manual

Open and view the online manual (this one).

■ Game Reset

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

■ Return to Start Menu

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

Starting the Game

■ Game Start

On selecting *Original Mode* or *Ring Keep Mode*, press (X) at the title screen to start the game.



■ Stage Select

If *Stage Select* is enabled at the START MENU, you can freely select the Zone and Act you wish to begin from when starting an *Original Mode* or *Ring Keep Mode* game.



★ *Stage Select* is not available in *Mega Play* version.

Original Mode and Ring Keep Mode

The mode you choose determines how many Rings are dropped when you take damage. In addition, in *Ring Keep Mode*, you will always start with 10 Rings when you start a new game, or restart after losing a life. Other rules are the same for both modes.

Mega Play

Mega Play is an arcade version of the game with a number of key differences to the console release. These include shorter time limits, fewer Zones, no extra lives based on Ring count and score, and no pause function. To begin the game, press (X) to insert a credit.

To enjoy *Mega Play* version, set *Game Version* to *Mega Play* in the SETTING MENU.



Game Controls

■ Run

Press ◀ / ▶ to move. Press and hold to run.



■ Spin

Press ▼ while running to spin.



■ Look up / Crouch

While standing still, press ▲ to look up, and ▼ to crouch. The game screen will scroll up and down.



■ Spin Jump

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



■ Spin Dash

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



■ Drop Dash

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

★ Spin Dash and Drop Dash actions have been added to this game version. If you wish to play without these actions, set *Add Dash* to *Off* in the **SETTING MENU**.

■ Pause (Except Mega Play version)

Press X to pause the game. Press again to resume play.

★ Pause is not available in *Mega Play* version.

■ Open Pause Menu

Press + / = to pause the game and open the **PAUSE MENU**.

★ The function of + / = cannot be reassigned in the **SETTING MENU**.

Playing the Game

Make your way through 6 challenging Zones, defeating enemies and picking up Rings as you go. Each Zone is comprised of 3 Acts, each filled with tricks, traps and surprises. At the end of each third Act, defeat Dr. Eggman and release the animals to clear the Zone.

■ Rings

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



■ 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.



■ 1-UP

There are three ways to earn an extra life:

- Pick up a 1-UP item (*Japan / International versions*).
- Collect 100 Rings (*Japan / International versions*).
- Score 50,000 points (*Japan version*).



Playing the Game

■ Entering the Special Stage

On clearing Act 1 or 2 of each Zone, if you are holding at least 50 Rings, a giant Ring will appear in the goal area. Jump into the Ring to enter the  **Special Stage**.



★ *Special Stage is not available in Mega Play version.*

■ Saving Replay Data

Upon total clear or game over, a replay data will be 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.

■ Ring Chains

In *Original Mode* and *Ring Keep Mode*, a Ring Chain record is kept, recording the highest number of Rings you can collect without taking damage.

Set *Ring Chain display* in the the SETTING MENU to *On*, and the current and highest Ring count will be displayed. 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.

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



Game Screen

Game Screen



1 Current Score

Your total score so far.

2 Time Elapsed

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

★ For *Mega Play* version, time remaining is shown instead.

3 Current Ring Count

The number of Rings you are holding.

4 Remaining Lives

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

Results Screen



5 Score

The total score so far.

6 Time Bonus

Bonus points for remaining time.

7 Ring Bonus

Bonus points for remaining Rings.

Items

Use Spin Jump or Spin Dash to open an Item Box and gain one of the following items:



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 short time.



Invincible

Protects you from enemies and traps for a short time.



1-UP

Increases remaining lives by one.

★ When playing Mega Play version, this item will gain you 5,000 points instead.

Special Stage

■ How to Play

Grab as many Rings as you can as you search for the Chaos Emerald. Finding the Emerald or touching a Goal Block will return you to the regular stages. Collecting 50 or more Rings in the Special Stage will earn you a bonus Continue.

★ *Special Stage not available in Mega Play version.*

■ Chaos Emerald

There are 6 Chaos Emeralds to collect. Claim them all and clear the game to see the full ending.



■ Special Blocks



Bumper

Bounce off of these.



Jump Stand

Jump off of these.



Reverse

The maze will reverse direction.



Up

The maze will rotate faster.



Down

The maze will rotate slower.



Goal

The Special Stage challenge will end.

Challenge Mode

■ GREEN HILL ZONE ACT I Time Attack Ranking

Clear GREEN HILL ZONE ACT I as quickly as you can. When you achieve a new record time, the time and replay data will be registered to the Ranking server. If it's among the top rankings, then your replay data will also be registered.



If you fail to clear the Act, your attempt will be ranked as *Fail*.

★ If you gather 100 Rings during a Time Attack, the display will show an extra life earned, but this cannot be used.

■ Retry

When you finish your attempt, press (X) to immediately retry. To retry from the beginning without finishing the current attempt, press (L) + (R) + (+) / (=) or select *Retry* from the Pause Menu.

■ Mega Play Version Score Attack Ranking

Make a single attempt at *Mega Play* version and aim for the highest score you can. Upon clearing the game or Game Over, if you have beaten your own record, your time will be registered to the ranking server. If it's among the top rankings, then your replay data will also be registered.



■ Ring Chain Ranking

Your Ring Chain records in *Original Mode* and *Ring Keep Mode* are also categories of Ranking. Replay data will not be created in these modes. See [here](#) for further information.

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