

SM-01



TM

Manual

# Sonic Origins: Where it All Began



The earliest Sonic titles are considered the true origin of the series. Now they're back with a host of optional upgrades, including the modernized "Anniversary Mode."

## Featured Titles



- "Sonic The Hedgehog"
- "Sonic CD"
- "Sonic The Hedgehog 2"
- "Sonic 3 & Knuckles"

Whichever title you choose, Sonic's unique brand of thrilling high speed action awaits you!

\* Package fronts shown are from the North American releases.



## Saving Games

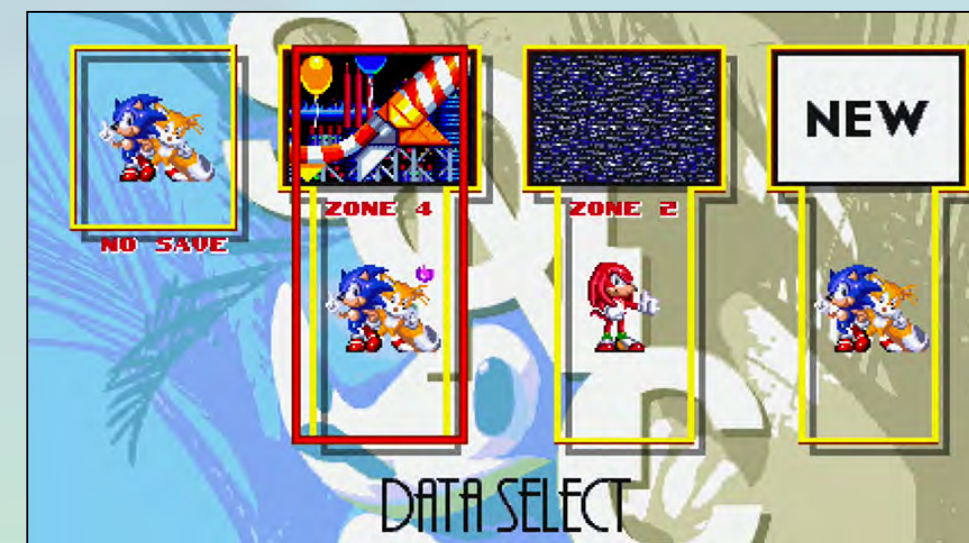
Game progress is saved automatically. To prevent loss or damage, please do not turn the power off while the 'Autosave' icon is displayed.



To continue a saved game, select a title and play mode, and then select "Continue."



"Sonic 3 & Knuckles" additionally allows you to manage game data within the game itself.



\* Screenshots in this manual are taken from the Nintendo Switch™ version of the game.

## Anniversary Mode / Classic Mode

Enjoy powered up features in “Anniversary Mode,” or play the games in their original form in “Classic Mode.”

### Anniversary Mode



- 16:9 aspect ratio.
- Player selection available in every title, each with their own save data.
- There is no Game Over or Continue. You have infinite attempts.
- Introduces Coins that can be used to unlock bonus content in the Museum. Clear various conditions to earn Coins, including the conditions set in the original title to earn extra attempts in the form of tries and Continues.
- Try the Special Stage as many times as you need to get the Chaos Emerald / Timestone, providing you have a Coin to spare.

## Classic Mode



- 4:3 aspect ratio (pillar-boxed). The area left and right of the game screen can be customized in Options.
- Playable characters are limited to those available in the original game. Each character has their own save data.
- Stages have a time limit of 10 minutes game time. Exceed this and you will lose a try.
- Tries remaining is shown bottom left, and will go down every time you take damage. If you run out of tries, you have Continues to fall back on, but these too are limited.
- Tries and Continues are awarded based on Act clearance results, holding more than a certain number of Rings in the Acts or Special Stages, or by picking up a 1-UP item.

## Characters

### Sonic the Hedgehog

# SONIC



The world's fastest supersonic hedgehog loves freedom and hates injustice. Though he can be a little too quick to act, he would never look away when someone is in need.

### Miles 'Tails' Prower

# TAILS



A kindly kid fox with two tails. He supports Sonic by spinning his tails and flying like a helicopter.

## Knuckles the Echidna



# KNUCKLES

An Echidna that protects the Master Emerald. He takes his work very seriously, but is also quite gullible. Dr. Eggman has him believing that Sonic the Hedgehog is the real enemy.

## Amy Rose

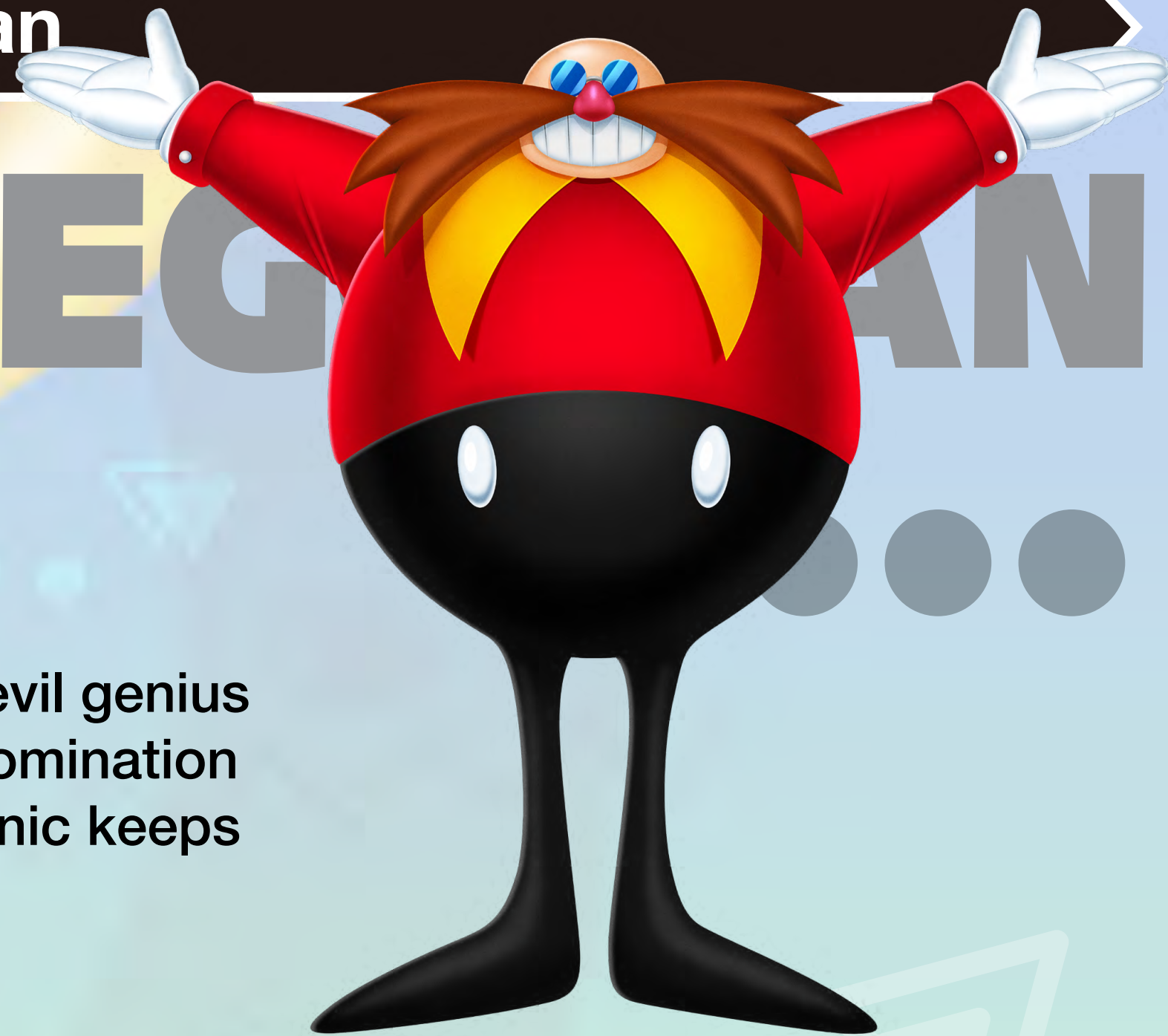


# AMY

Sonic's greatest fan, she is energetic and always ready to join the action. She enjoys fortune card readings and wielding her piko-piko hammer to help her friends.

## Dr. Eggman

# DR. EGGMAN



A self-appointed evil genius scientist. World domination is his goal, but Sonic keeps getting in his way.

## Metal Sonic

# METAL SONIC



A cutting edge super-powered robot built by Dr. Eggman to get the upper hand against Sonic. He was designed to look like and match Sonic in both speed and power.

# Main Menu



Choose a game title and play mode. Menu controls are displayed at the bottom of the screen.

\* Screenshot taken from the Nintendo Switch™ version of the game.

# Play Mode Menus

Each game title has its own play mode menu as follows:

## Anniversary Mode

Play an updated version of the game in 16:9 widescreen.

## Classic Mode

Play the game in its original form in standard 4:3 screen.

## Boss Rush

Fight the bosses one after another to earn Coins.

## BLUE SPHERES

\* “Sonic 3 & Knuckles” only.

Select “Original” for a standalone version of the secret Special Stage from Sonic 3 & Knuckles. Alternatively, select “New Mode” for a more challenging take on the game. Press the Pause Menu button to begin play.

Clear a stage level to progress to the next. Enter a level code to skip ahead to a later level.



Before playing, press the OK button to change the color of the cursor. The color determines the character you will play as. Please note that actual gameplay is unaffected by this choice.



“New Mode” introduces two new ball colors as follows:



**Pink:**

Warp to the location of another pink ball.

**Green:**

Turns into a blue ball when touched.

# Mission

## Story Mode

Play as Sonic through all of the included titles in succession to enjoy the story, and thwart each of Dr. Eggman's ploys.



## Mission Mode

Clear the selected Mission in specially designed stages to earn Coins.



Clear a Mission to unlock new challenges. Newly unlocked Missions are marked .



# Museum

## Museum

Enjoy collected Sounds, Illustrations and Movies. Each category has a "Normal Collection" consisting of items automatically unlocked through game play, and a "Premium Collection" of items purchased with Coins.

In "Sound" you can register up to 5 playlists to listen to as BGM while you enjoy the Museum experience. The icons below allow further playback customization.



Shuffle ON/OFF



Repeat All/Repeat One Track/  
Repeat OFF

## My Data and Ranking

Check your personal best times for each Act and see how they stack up in the global rankings. The Rankings always show your best time, regardless of how many times you play.

\* An internet connection is required to view global rankings.

## Options

Make changes to various game settings and replay the tutorials.

## DLC

Visit the online store to purchase extra hard levels.

## Playing the Game

The following applies to all four game titles. Some game screen elements may vary from title to title.

The Sonic series is a 2D action scroller. Zones are broken down into Acts. Beat the final boss or Dr. Eggman to clear each Zone.



There are many routes to clear each Act. Explore your surroundings to find the best way forwards.



## Game Screen



### 1 SCORE

Earn points by attacking enemies. Score above a certain number to earn Coins and tries.

### 2 TIME

Your current Act playtime. In Classic Mode, your time is limited to 10 minutes, after which you will lose a try.

### 3 RINGS

Your current Ring count. Hold more than 100 Rings to receive Coins in Anniversary Mode or an extra try in Classic Mode.

### 4 Coins/ Remaining Tries

Anniversary Mode: the number of Coins you have.

Classic Mode: the number of tries you have remaining. If your tries drop to zero, the game will end unless you have a Continue.

\* A Continue allows you an extra 3 tries.

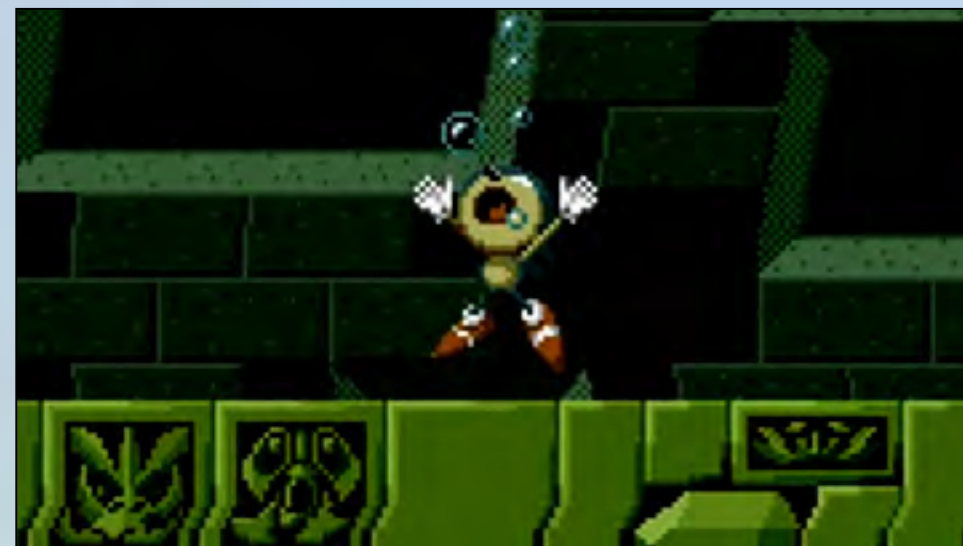
## Gameplay Features

### Rings

Gather Rings as you make your way through each Act. Rings will protect you from damage—once. If you're attacked, your Rings will scatter in all directions leaving you vulnerable.



There are however some hazards that even Rings won't protect you from. Fall down a hole, or spend too long underwater without taking a breath, and you will lose a try.



### Items

Use a Spin Attack or Spin Dash to break open an Item Box to retrieve the Item therein.



### Tricks and Traps

Each Act is packed with loops, collapsing walkways, springs and other tricks and traps. In "Sonic CD" Sonic can even travel to the Past and Future with the Time Warp feature.



### Star Post

Any time you take damage, you will return to the last Star Post you activated in that Act. In some titles, activating a Star Post while carrying a certain number of Rings will open a portal to a Special Stage.



## Goal

Pass the goal plate to clear the Act. In the final Act of each Zone, you will need to defeat the boss and rescue the animals. In some titles, if you enter the goal area while carrying a certain number of Rings, a giant Ring will appear.



## Chaos Emerald / Time Stone

Fulfil certain conditions (per title) to enter the Special Stage. Clear the Special Stage to attain a “Chaos Emerald” or “Time Stone,” a mystical gem of unspeakable power that would be very dangerous in the wrong hands. Collect all of them to unlock an alternative ending.



- \* Special Stage gameplay varies with each title. Please check the in-game tutorials for details.
- \* In Anniversary Mode, you can keep retrying the Special Stage until you capture the gem, so long as you have Coins to spare.
- \* For each of the 7 Chaos Emeralds you collect in the first part of Sonic 3 & Knuckles, a corresponding Super Emerald will be available in the final part.

## Pause Menu

Press the Pause button during an Act to pause gameplay and display the Pause Menu. Here you can choose to continue the game, restart the Act, return to the Title Screen, or return to the Main Menu.



## Featured Titles

Each title has its own unique gameplay features. For common aspects, see Playing the Game, Actions and Items.



Sonic The Hedgehog



Sonic The Hedgehog 2



Sonic CD



Sonic 3 & Knuckles

# Sonic The Hedgehog



## Released

23rd June 1991 (US and Europe)  
26th July 1991 (Japan)

The very first title that set the stage for the entire series. It was best known for its high speed action, thrilling gimmicks, eye-popping graphics and catchy soundtrack. Don't forget the ultra cool visage of Sonic himself, who took the world by storm and became the public face of SEGA.

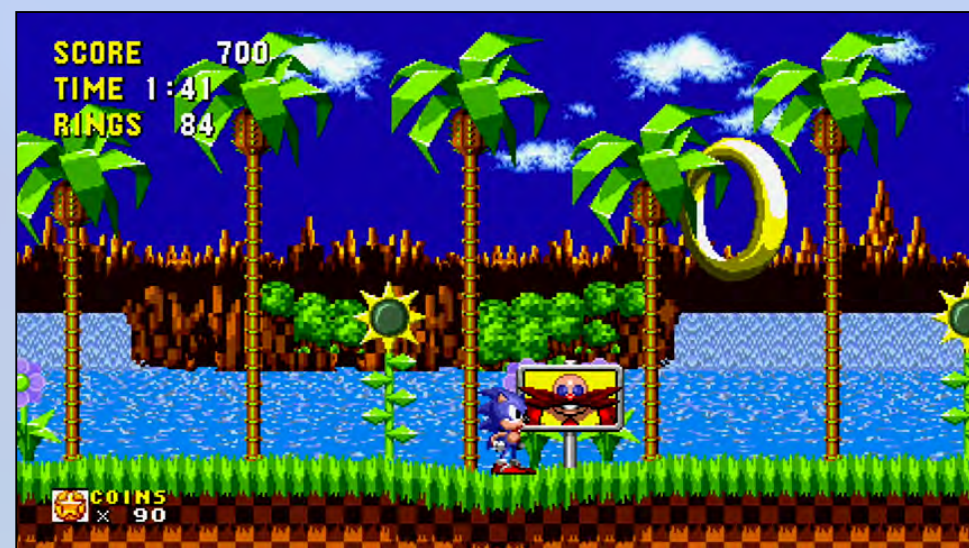
## Story

As part of his quest to find the legendary Chaos Emeralds, evil genius scientist Dr. Eggman rounded up the South Island animals and turned them into robots. Now it's up to Sonic to release the animals from their robotic prisons and find the Chaos Emeralds before Dr. Eggman does.

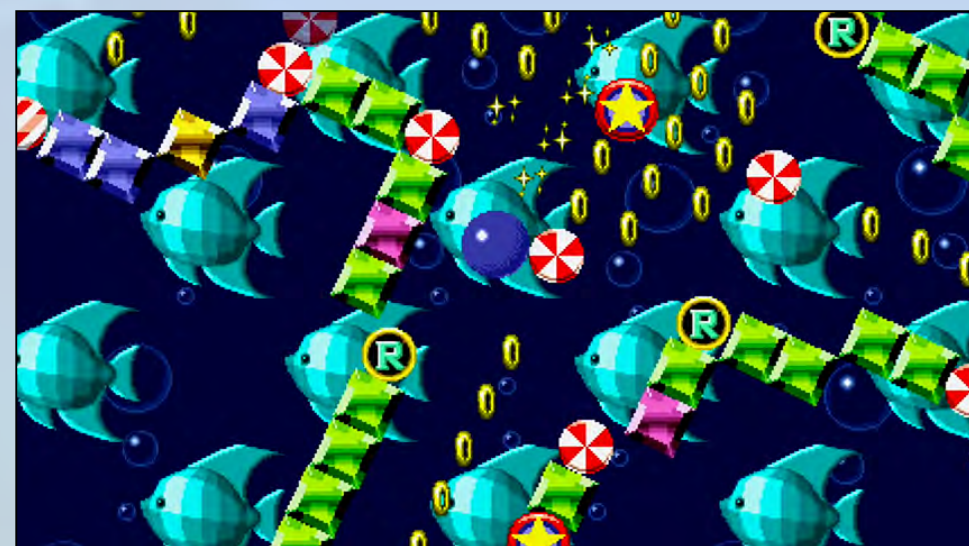


## Special Stage

Complete Act 1 or 2 of a Zone while holding 50 or more Rings, and a giant Ring will appear at the goal area. Jump into the Ring to warp to the Special Stage.



To play the Special Stage, make your way through a rotating maze collecting Rings. The Stage ends when you pick up a Chaos Emerald, or touch one of the Goal Blocks.



Earn Coins and Continues at the Results Screen based on your results.

## Special Stage Blocks



### Bumper

Bounce off these.



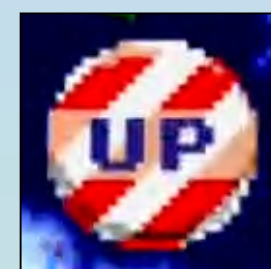
### Jump Stand

A static block that you can jump off from.



### Reverse

Reverse the direction that the maze rotates.



### Up

Increase the maze rotation speed.



### Down

Reduce the maze rotation speed.



### Goal

Touch this to exit the Special Stage.

# Sonic CD



## Released

23rd September 1993 (Japan)  
October 1993 (Europe)  
23rd November 1993 (US)

This title was released on Sega CD/Mega-CD as a Sonic series spin-off. It broke new ground in 2D action, featuring a “Time Warp” game mechanic that allowed you to jump between the past, present and future. It was also the first appearance of Amy Rose.

\* At the time, Amy was affectionately known as “Rosie the Rascal” in Japan, and “Princess Sally” in the US.

## Story

Above Never Lake exists a beautiful celestial body known as Little Planet, which is only visible for a single month of the year. Using the power of the “Time Stones,” Dr. Eggman has begun constructing a fortress on Little Planet in his persistent pursuit of world domination. Upon arriving at Never Lake, Sonic saw what Dr. Eggman was up to and jumped into action to set things right!



## Title Screen

At the Title Screen, press Left / Right to select Game Start as well as the following modes:



### TIME ATTACK

Replay previously cleared Zones competing for the best time.

### SETTINGS

Set the visual effect of the Spin Dash technique to Original or Genesis.

### SOUND TRACK

Choose between the JP and US sound track.

### EXTRAS

Enjoy extra content unlocked based on your Time Attack performance.

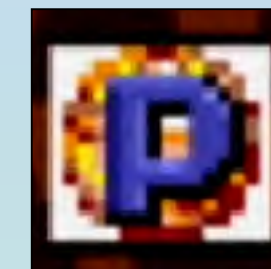
## Time Warp

Pass the Time Warp sign and a Past or Future icon will be displayed at the lower left of the screen. Run at full speed to travel through time. Destroying Dr. Eggman's machines in the past will remove them from the future.



Check the icon at the lower left of the screen to determine your current time period.

### Anniversary Mode

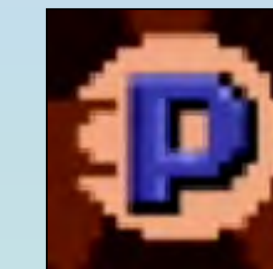


Past



Future

### Classic Mode



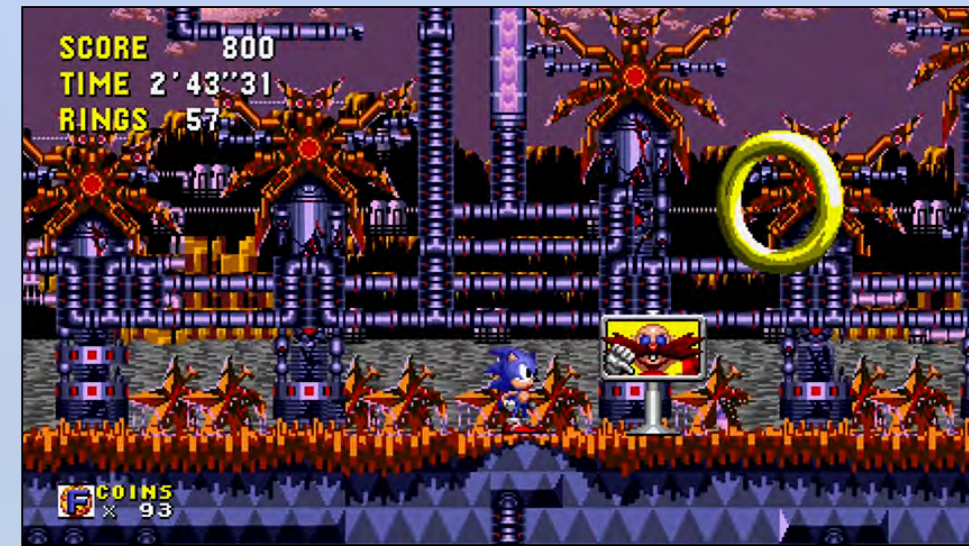
Past



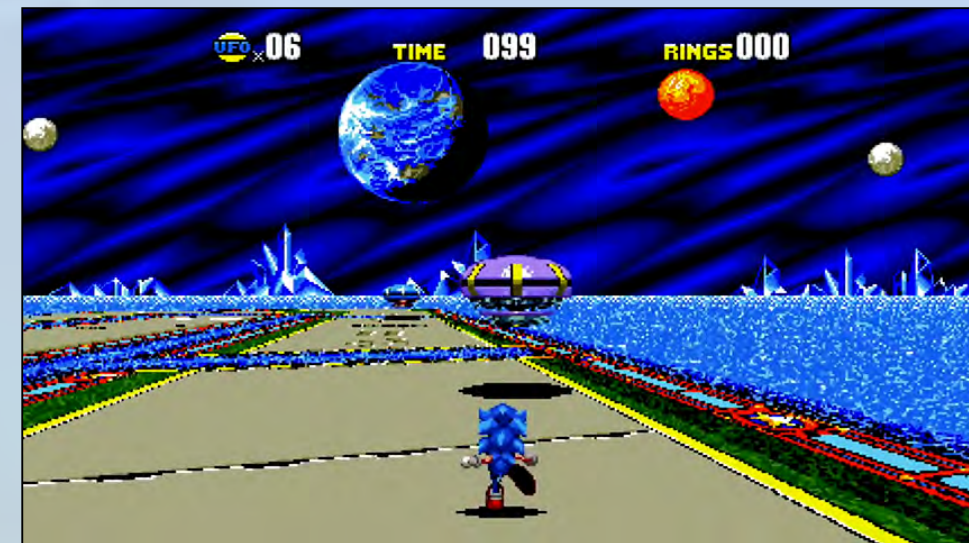
Future

## Special Stage

Clear Act 1 or Act 2 while holding 50 or more Rings and a giant Ring will appear at the Goal area. Enter the Ring to attempt the Special Stage.



Navigate a 3D course and use Spin Jump to destroy all of the UFOs. Complete the stage within the time limit to receive a Time Stone .

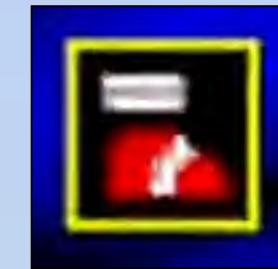


## Special Stage Items



### Super Ring

Earns you 10 Rings in one go.



### Power Sneakers

Move at double speed for a limited time.



### Time Bonus

Adds 30 seconds to your remaining time.

## Special Stage Blocks



### Chopper Block

Grabs your feet knocking you flat on your nose, and causing you to drop half your Rings.



### Dash Zones

Pass over these for an enormous boost of speed in the indicated direction.



### Mini Dash

Pass over this for a smaller burst of speed.



### Fan Blocks

Pass over this to go spinning into the air—handy for accessing shortcuts with the right skill.



### Spring Blocks

Bounce high in the air.

# Sonic The Hedgehog 2



## Released

21st November 1992 (Japan)  
24th November 1992 (US/Europe)

Boasts increased speed and exhilaration over the original title, as well as an exciting new 3D Special Stage. This title also introduced Sonic's loyal friend and sidekick, Tails, who as a playable character can assist Sonic in the main game mode, or compete against him in a split screen race.

## Story

Evil genius scientist Dr. Eggman is back! It's up to Sonic assisted by Miles 'Tails' Prower to keep the Chaos Emeralds out of Dr. Eggman's hands, and halt the construction of the ultimate weapon, the Death Egg.



## 2 PLAYER VS

Sonic The Hedgehog 2 features a 2 player competitive mode. Choose the number of rounds, the Items you want available, and a character to play as to begin the game. When either character reaches the Goal, the remaining player has just 60 seconds to complete the stage before taking damage.



At the end of a match, final scores are determined based on score, clear time, final Rings, total Rings collected and Item Boxes opened. In case of a draw, an extra match will be added (excluding Special Stage).

Providing neither player exhausts their tries and Continues, the final results are shown when all the matches are over.

## Special Stage

Pass a Point Marker while holding 50 Rings or more and a circle of stars will appear. Jump into the circle to enter the Special Stage.



Run around a 3D course picking up the scattered Rings. Be careful though—collide with a bomb and you will drop some of them!



Pass all three checkpoints holding the required amount of Rings to receive a Chaos Emerald.



# Sonic 3 & Knuckles



The action packed story introduces Sonic's new rival Knuckles, a red Echidna, and features character-specific actions increasing its playability. While the two parts of the story were originally released as separate titles, both are included together in this collection.

## Released

Sonic The Hedgehog 3  
2nd February 1994 (US)  
4th February 1994 (Europe)  
27th May 1994 (Japan)

Sonic & Knuckles  
18th October 1994  
(All regions)

## Story

### Sonic The Hedgehog 3

Thanks to the bravery of our heroes, the Death Egg dropped out of the sky onto Floating Island. However, Dr. Eggman plans on resurrecting it using the power of the Chaos Emeralds which are hidden somewhere on the island. As a means to a nefarious end, he convinces Knuckles, the somewhat gullible guardian of the Master Emeralds, that Sonic is the real villain.

### Sonic & Knuckles

After smashing the Death Egg into the planet, Sonic was blown deep into the Mushroom Hills. Knuckles appears before him and vows that he will never succeed in resurrecting the Death Egg. As the confrontation begins between the two fateful rivals, the future of the Chaos Emeralds hangs in the balance.



## Competition

At the Title Screen, select Competition to enjoy one of the following modes:

### GRAND PRIX

Take part in a series of 5 races.

### MATCH RACE

Take part in a single race.

### TIME ATTACK

Compete against the clock for the best time.

For Grand Prix and Match Race, you can decide whether or not Items will appear.



## Competition Items



### Power Sneakers

Increases speed for a limited time.



### Lead Sneakers

Reduces speed for a limited time.



### Ring

Protects you from damage once.



### Banana

When touched, it drops to the ground. Step on it to slide.



### Self-Propelled Bomb

When touched, it drops to the ground, and moves around by itself.



### Spring

When touched, it drops to the ground. Step on it to perform a big jump.



### Change

Swap your current Item with your opponent's.

## Special Stage

Find the giant Ring in hidden rooms or passageways and touch to enter the Special Stage.



Navigate the stage by tuning left, right and jumping. Successfully pick up all of the blue balls to receive a Chaos Emerald.

\* For each Chaos Emerald you collect in the first part, a corresponding Super Emerald will be available in the latter part of the game.

## Game Screen



**1** Blue balls remaining

**2** Rings remaining

**3** Blue ball

Touch these and they turn into red balls.

**4** Red ball

Touch one and the Special Stage will end.

**5** Yellow ball

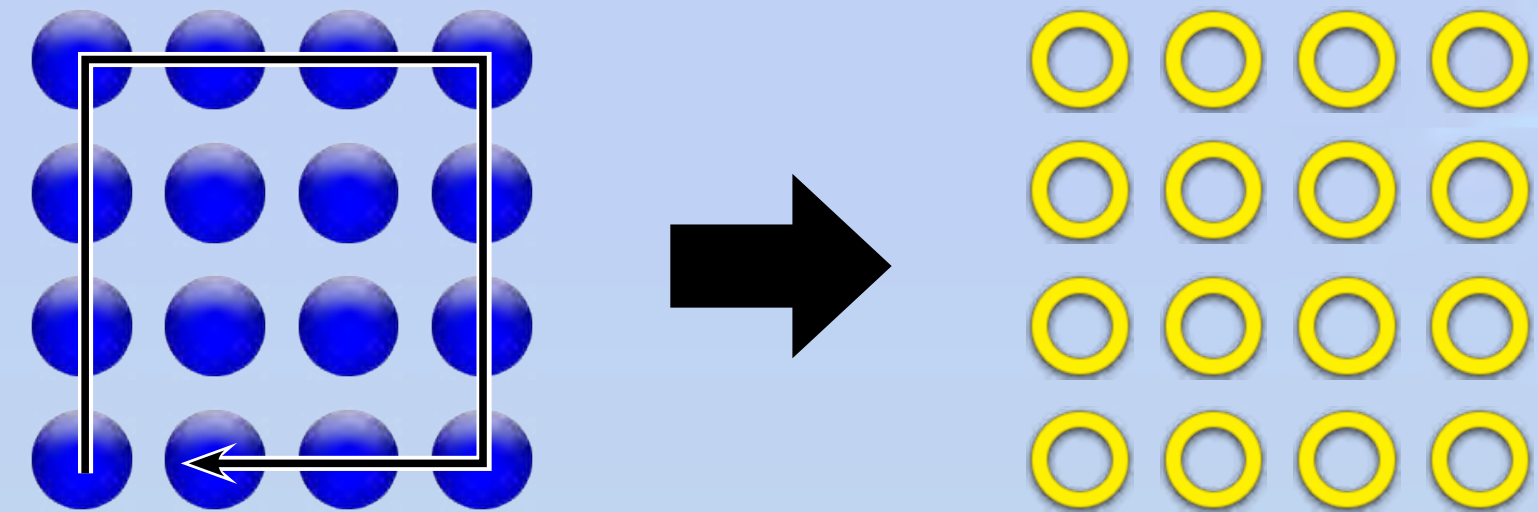
Touch one to perform a long jump.

**6** Bumper ball

Touch one to rebound off.

## Technique

Touch all the blue balls around the edge to turn the entire formation into Rings (other than red balls and bumper balls).



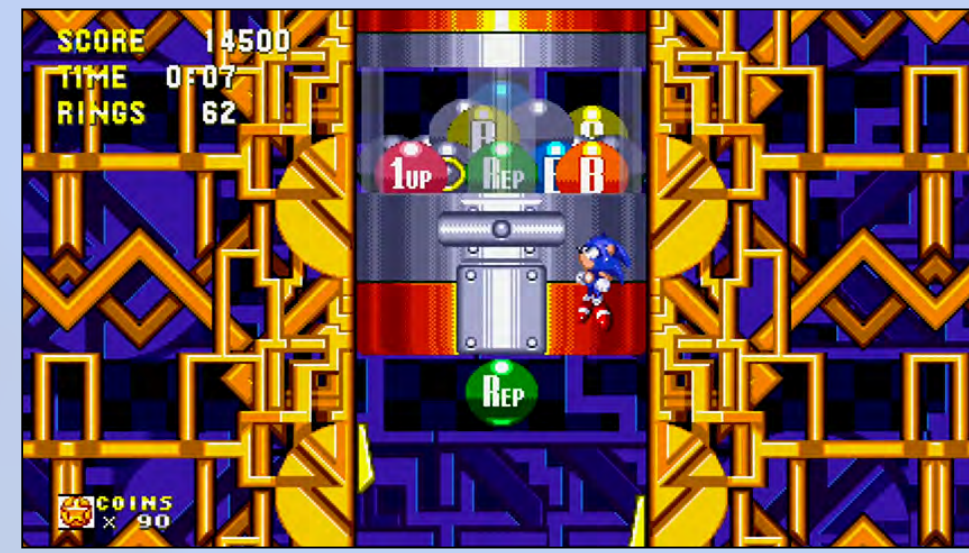
## Bonus Stage

Pass through a Star Post with 20 or more Rings, and a ring of stars will appear. Jump into the ring to enter the Bonus Stage. There are three kinds of Bonus Stage, chosen based on the number of Rings on you're holding.



## Gumball Machine

Use the bumpers left and right to spring up and turn the crank, releasing Item balls. Try to grab Items before they fall out of reach. Once a Spring board has been used, it will leave a hole in the floor. Fall down the hole and the stage is over.



## Slot Machine

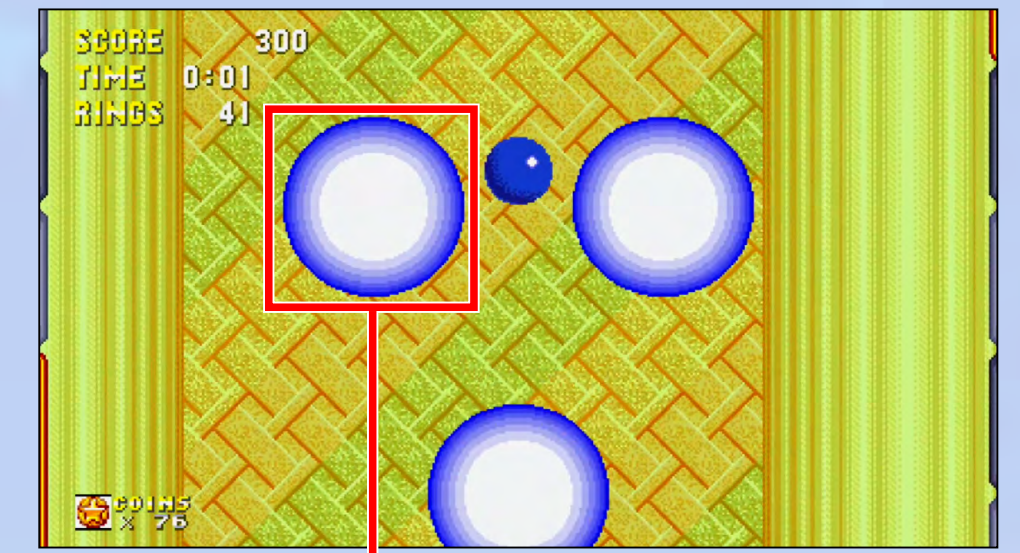
Jump around the rotating stage and enter the slot pot in the middle. Once inside, the slot pot will rotate, and when the patterns align your Rings will increase. The stage ends when you touch a Goal block.



Slot Pot

## Glowing Spheres

Use the gravitational orbit of the glowing spheres and other tricks to make your way upwards collecting Items. The stage will end if you touch the forcefield rising from underneath.












Glowing Spheres

# Basic Actions

For menu based controls, please refer to the guide at the bottom of the screen.

Xbox Wireless Controller



<b>Move</b>	 /  Keyboard: W/S/A/D
<b>Look Up</b>	 up /  up Keyboard: W (Hold to scroll screen)
<b>Crouch</b>	 down /  down Keyboard: S (Hold to scroll screen)
<b>Jump</b>	 /  Keyboard: K / L
<b>Pause Menu</b>	 Keyboard: N

\* Keyboard commands described according to default settings.

# Actions

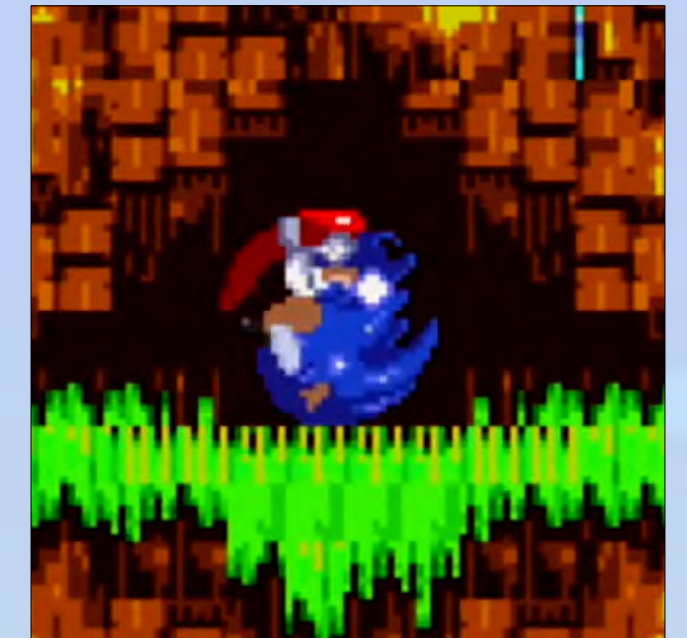
## Jump

A Spin Attack against enemies.



## Spin

Crouch while running to knock out any enemies in your path.



## Spin Dash

Press Jump while Crouching to build power. Release Crouch to launch a high speed Spin Dash.



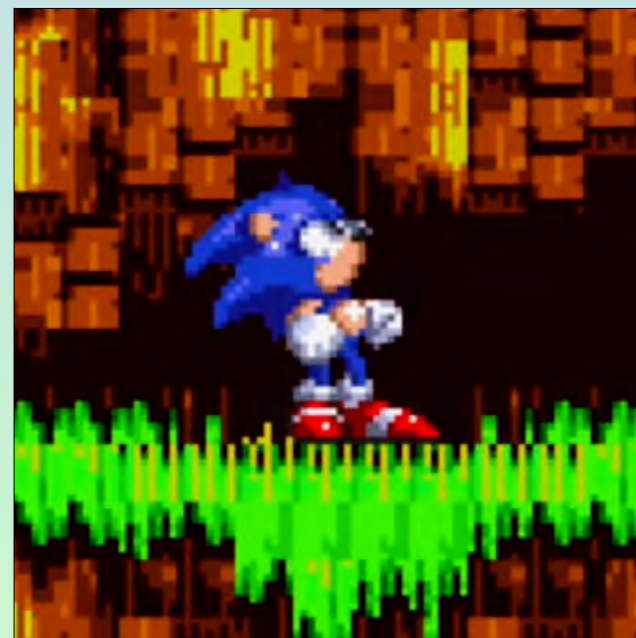
## Drop Dash

Hold Jump mid-air to launch a Spin Dash upon landing.

- \* Cannot be used in Classic Mode.
- \* Action only available to Sonic.

## Look Up / Crouch

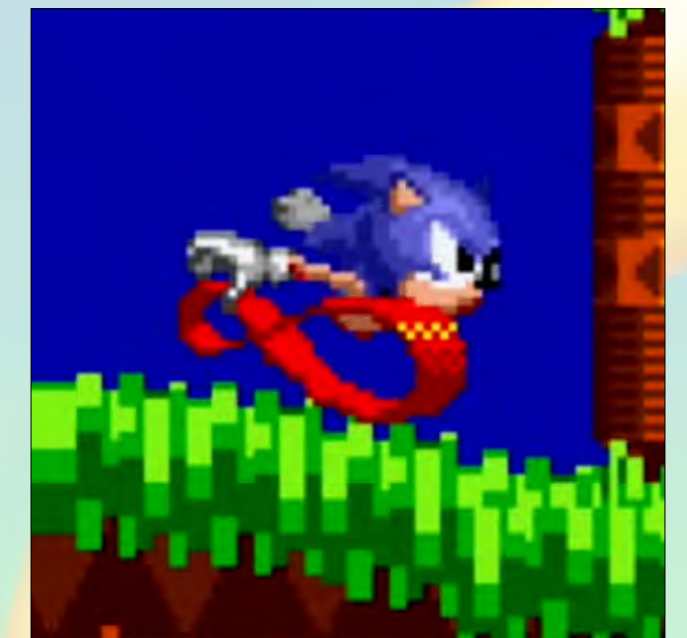
Scroll screen for a better view of the surroundings.



## Dash

Press Jump while Looking Up to build power. Release Look Up to launch a high speed Dash. Faster than a Spin Dash but less lethal.

- \* Only available to Sonic. [Sonic CD]



## Insta-Shield

Press Jump mid-air to create a temporary barrier. Combine this skill with a Shield to trigger special abilities.

\* Only available to Sonic. [Sonic 3 & Knuckles]



## Fly

Tap Jump to fly. You can fly as long as Tails doesn't get too exhausted.

\* Only available to Tails.



## Tails to the Rescue

While playing Sonic & Tails Look Up and tap Jump. Once Tails is flying overhead Jump towards him and you can fly together for a short time. Press Crouch and Jump together to release.

\* Only available when playing with Sonic & Tails or Knuckles & Tails.



## Glide

Hold Jump mid-air to Glide. Here you can freely change direction and punch your way through enemies.

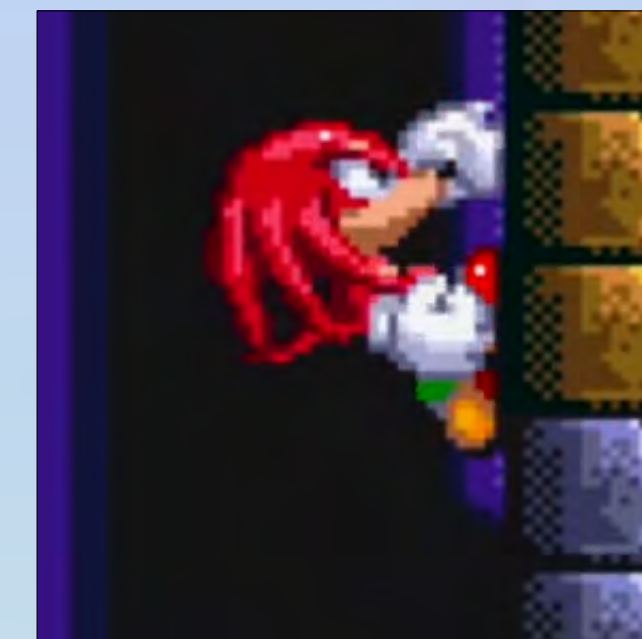
\* Only available to Knuckles.



## Wall Climb

Glide into a wall to grab on. From there you can freely climb up and down.

\* Only available to Knuckles.



# Items

The precise look of each Item varies depending on the selected title.



## Super Ring

Increases your Ring count by 10.



## Invincible

Protects you from damage for a limited time.



## Shield

Protects you from damage once only.



## Power Sneakers

Run faster for a limited time.



## 1-UP (Classic Mode only)

Increases the displayed character's tries by 1.



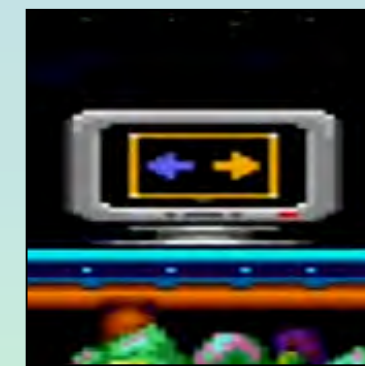
## Coin (Anniversary Mode only)

Gives you Coins that can be used to retry Special Stages and purchase collections at the Museum.



## Eggman Mark

It's a trap! This will damage you.



## Teleportation (2 PLAYER VS only)

During 2 PLAYER VS game in Sonic The Hedgehog 2, collect this Item and the two players will swap positions.

# Shield and Special Actions

In Sonic 3 & Knuckles, there are three kinds of Shield. While Sonic is equipped with one of these shields, press Jump during a Jump to perform a Special Action.



## Fire Shield

Makes you immune to fire attack damage. Entering water extinguishes the Shield.

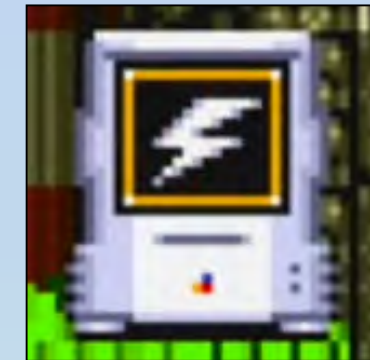
Special Action: Fireball Spin Dash



## Bubble Shield

Allows you to breathe under water. It can deflect certain projectiles, but sharp items will pop it.

Special Action: Bounce Jump



## Lightning Shield

Draws in nearby Rings. Entering water discharges the Shield.

Special Action: Double Jump



## Extra Information

### Gather All the Emeralds

Complete the Special Stages with all the Emeralds and you will gain the ability to transform into Super Sonic or Super Knuckles. Collect all the Super Emeralds to turn into Hyper Sonic, Super Tails, or Hyper Knuckles. To transform collect 50 or more Rings and press **Y** / **O** while airborne.

\* Only available in Sonic The Hedgehog 2 and Sonic 3 & Knuckles.

### Mirror Mode

Complete each title or Story mode to enable Mirror Mode, where Acts are flipped left to right. Once unlocked, it can be selected via the Main Menu.

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"Sonic 3 & Knuckles" is using Headcannon's "Path Tracer" collision and movement system, featured in "HCGE" and "Methyl" Game engines (C)1997-present Simon Thomley / Headcannon

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