SONIC™ FRONTIERS

Browser Compatibility

The correct functioning of this website has been confirmed using the Google Chrome and Safari browsers.

✱ It is recommended that you use the latest version of each browser. Older versions may not display the content correctly.

✱ Please ensure that Javascript is enabled in your browser's settings.

Customer Service

US: 1-866-226-8092
UK/EU: 00-44-845-301-5502
Australia: 1-800-613-162

Website
www.sega.com/support

Characters

Sonic the Hedgehog

The world's fastest supersonic hedgehog is second to none when it comes to speed!

He came to the Starfall Islands in search of the Chaos Emeralds, but now scrambles to find his lost companions, guided by a mysterious voice of unknown origin.

Amy Rose

A lively and enthusiastic girl with a spirit for adventure.

Her physical body became trapped in Cyber Space and now lives a virtual existence that cannot directly interact with the physical world.

Miles "Tails" Prower

A genius mechanic who sees Sonic as a big brother.

While piloting the Tornado, he got caught up in some mysterious turbulence, lost control, and crash landed in Cyber Space.

Knuckles the Echidna

A powerful hot-blooded warrior, and a fitting rival for Sonic.

He is thought of as being the last of the great Echidna tribe, and continues to protect the Master Emerald on Angel Island…

Dr. Eggman

An evil genius scientist and Sonic's nemesis.

His latest nefarious plan is to take command of a secret technology once harnessed by the mysterious Ancients of the Starfall Islands. Unfortunately, he now finds himself trapped in Cyber Space.

Sage

A mysterious girl who appears before Sonic as he travels the Starfall Islands.

She warns Sonic to leave the island immediately, but what could be her true intent...?

Getting Started

Title Menu

Start the game to display the title menu.

✱ Screenshots shown in this manual are from the Nintendo Switch™ version.

Continue	Load a saved data and continue from where you left off.
New Game	Choose a difficulty and play style, and begin a new game.
Language	Choose a voice and text language, and whether or not to display subtitles.
Copyright	Information regarding Open Source software used in this game.
User Manual	See the web link and scan code to view this manual.

✱ If you have PS4™ save data on your PS5™ console, you can choose "Carry over from PlayStation®4" to continue the existing game. PS5 data cannot however be imported into the PS4 version.

New features with Update Patch

Install Update Patch to acquire downloaded content! A new item, "Extras," will be added to the main menu. Open this to edit settings related to the downloaded items.

Game Settings

The battle difficulty can be set to three levels:

Easy ▶ Normal ▶ Hard

Increasing the difficulty makes enemy attacks cause more damage, and more desirable dropped items are less likely to appear. The difficulty can be changed at any time via "Menu" ▶ "Options."

The play style comes in two settings:

Action Style: the camera keeps a distance from Sonic and speed is limited.

High Speed Style: the camera stays near Sonic and there's a greater sense of speed.

Continue

Loading Data

There are 4 save data slots: 1 for autosave, and 3 for manual save. The background image shows the current island.

Autosave

Your game progress is saved automatically at appropriate times such as opening a Portal. During autosave, the icon shown right will be displayed. Be careful not to exit the game or switch the power off while a save is in progress.
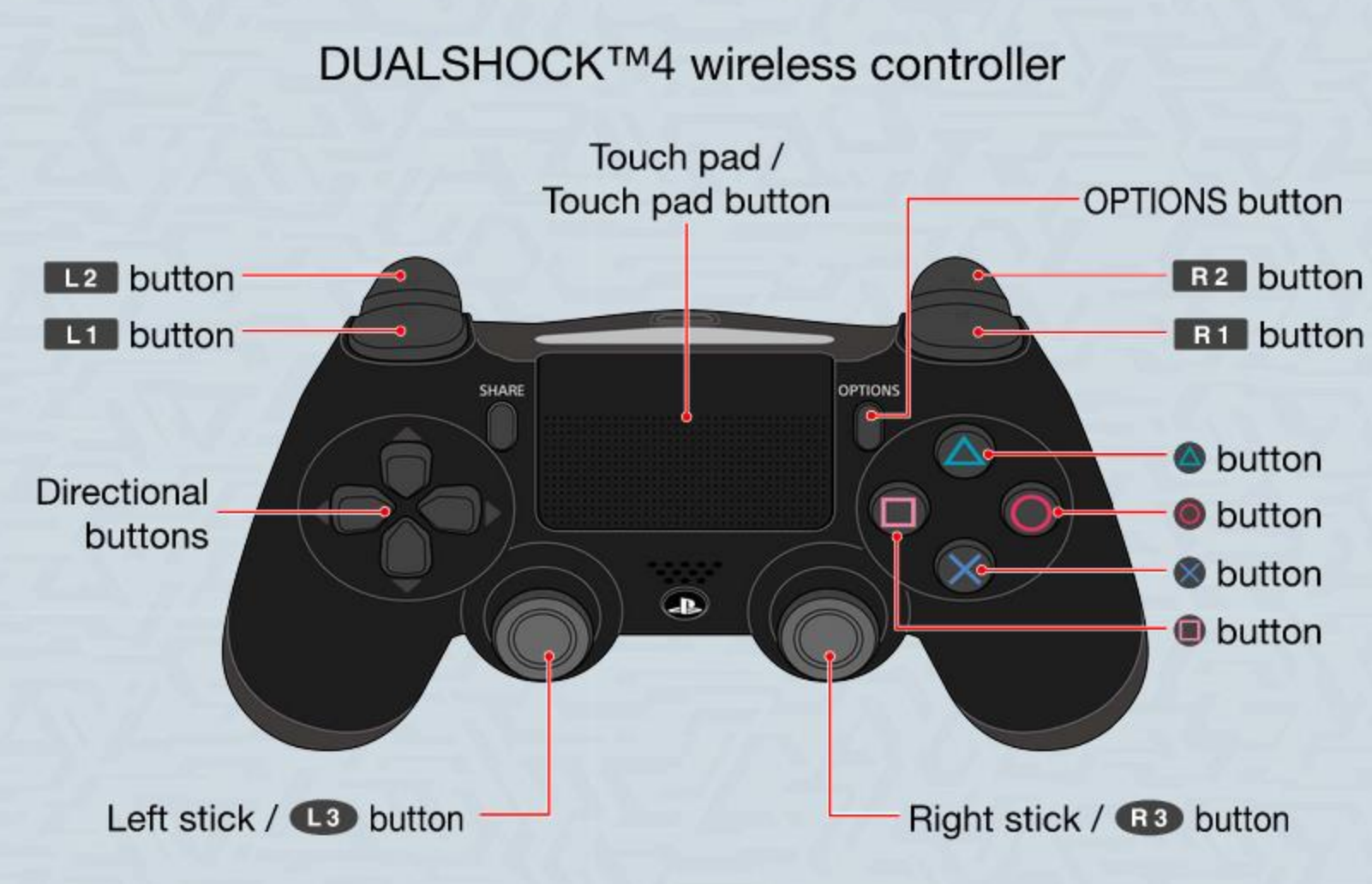
Basic Controls

Nintendo Switch™

✴ Commands are the same for Nintendo Switch™ Lite and the Nintendo Switch Pro Controller.

Menu	✛
Open the Menu screen.

Map*	⊖
Open the Map screen.

Move Camera*	Ⓡ
Control the camera.

Lock-On / Camera Reset*	Press Ⓡ
Lock-on to the enemy highlighted by the cursor. If no enemy is targeted, the camera will reset.

Move	Ⓛ
Push the stick a little to walk, or all the way to run.

Boost	Hold ZR and move
Convert Boost Gauge to raw speed. While engaged, you will run around much faster than usual!

Air Boost	ZR while airborne
Convert Boost Gauge to raw speed while airborne or jumping.

Jump	Ⓑ
Perform a spin jump. Sonic can attack during a spin jump.

Double Jump	Ⓑ during a jump
Press Ⓑ during a jump to perform a second jump that allows you to reach higher places.

Homing Attack / Attack	Ⓨ
Automatically lock on to enemies and Challenges and perform a homing attack. Push additional buttons after a Homing Attack to perform a combo.

Parry*	Ⓛ + Ⓡ
Counterattack by receiving an attack while holding the buttons, or pressing the buttons at the correct time.

Evade*	Ⓛ / Ⓡ during camera lock-on / airborne
Press while the camera is locked on or while airborne to evade.

Cartwheel / Quick Step	Ⓛ / Ⓡ
Perform a cartwheel while standing still, or a Quick Step while running.

Crouch / Slide	Ⓐ
Perform a Crouch while standing still, or a Slide while running.

Stomp	Ⓐ while airborne
Slam hard down from the air. Use this to attack from above, or break through obstacles.

Jump Stomp	Hold Ⓐ while airborne
Perform multiple Stomps, and on the third Stomp unleash an area-wide attack.

Light Dash	Press Ⓧ near a row of Rings
Quickly Dash along a row of Rings.

Drop Dash	Hold Ⓑ during Double Jump
Upon landing, perform a Spin Dash and move at high speed.

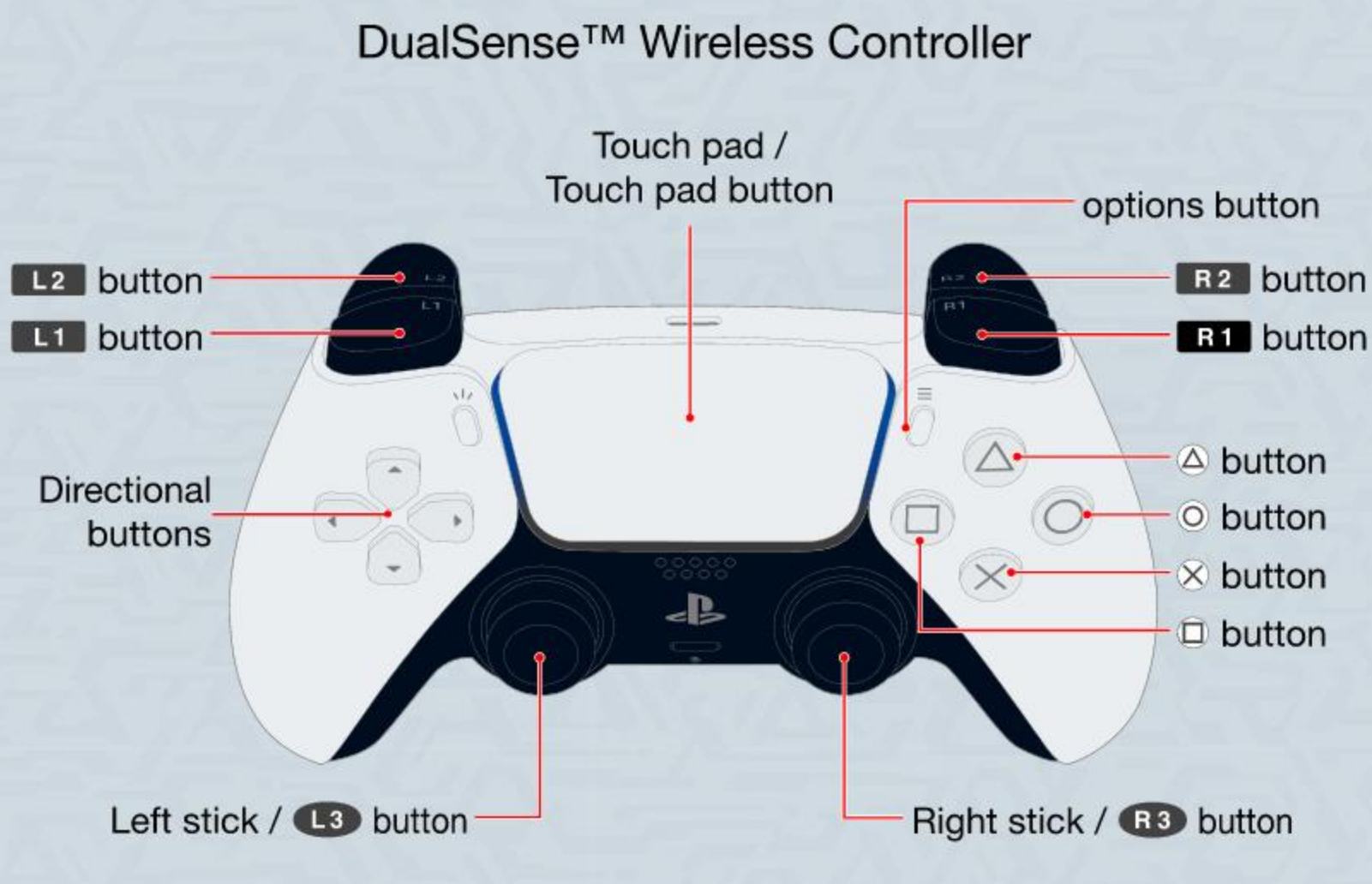✴ Map, Move Camera, Lock-On / Camera Reset, Parry and Evade cannot be used in Cyber Space.

PlayStation®4

DUALSHOCK™4 wireless controller

Menu	OPTIONS button
Open the Menu screen.

Map*	Touch pad button
Open the Map screen.

Move Camera*	Right stick
Control the camera.

Lock-On / Camera Reset*	R3 button
Lock-on to the enemy highlighted by the cursor. If no enemy is targeted, the camera will reset.

Move	Left stick
Push the stick a little to walk, or all the way to run.

Boost	Hold R2 button and move
Convert Boost Gauge to raw speed. While engaged, you will run around much faster than usual!

Air Boost	R2 button while airborne
Convert Boost Gauge to raw speed while airborne or jumping.

Jump	● button
Perform a spin jump. Sonic can attack during a spin jump.

Double Jump	● button during a jump
Press ● during a jump to perform a second jump that allows you to reach higher places.

Homing Attack / Attack	▲ button
Automatically lock on to enemies and Challenges and perform a homing attack. Push additional buttons after a Homing Attack to perform a combo.

Parry*	L1 + R1 button
Counterattack by receiving an attack while holding the buttons, or pressing the buttons at the correct time.

Evade*	L1 / R1 button during camera lock-on / airborne
Press while the camera is locked on or while airborne to evade.

Cartwheel / Quick Step	L1 / R1 button
Perform a cartwheel while standing still, or a Quick Step while running.

Crouch / Slide	✕ button
Perform a Crouch while standing still, or a Slide while running.

Stomp	● button while airborne
Slam hard down from the air. Use this to attack from above, or break through obstacles.

Jump Stomp	Hold ● button while airborne
Perform multiple Stomps, and on the third Stomp unleash an area-wide attack.

Light Dash	L3 button near a row of Rings
Quickly Dash along a row of Rings.

Drop Dash	Hold ● button during Double Jump
Upon landing, perform a Spin Dash and move at high speed.

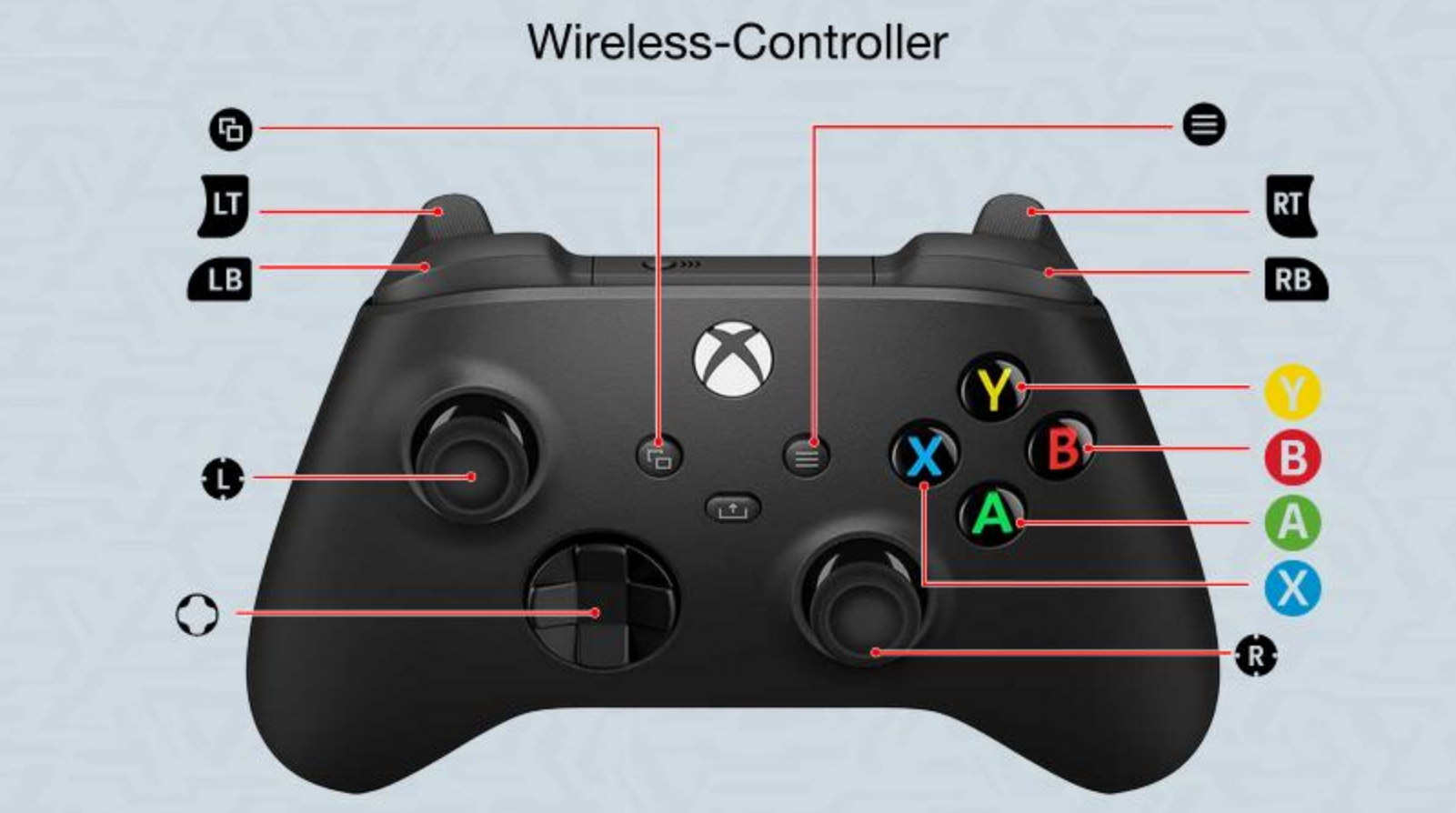✴ Map, Move Camera, Lock-On / Camera Reset, Parry and Evade cannot be used in Cyber Space.

PlayStation®5

DualSense™ Wireless Controller

Menu	Options button
Open the Menu screen.

Map*	Touch pad button
Open the Map screen.

Move Camera*	Right stick
Control the camera.

Lock-On / Camera Reset*	R3 button
Lock-on to the enemy highlighted by the cursor. If no enemy is targeted, the camera will reset.

Move	Left stick
Push the stick a little to walk, or all the way to run.

Boost	Hold R2 button and move
Convert Boost Gauge to raw speed. While engaged, you will run around much faster than usual!

Air Boost	R2 button while airborne
Convert Boost Gauge to raw speed while airborne or jumping.

Jump	✕ button
Perform a spin jump. Sonic can attack during a spin jump.

Double Jump	✕ button during a jump
Press ✕ during a jump to perform a second jump that allows you to reach higher places.

Homing Attack / Attack	☐ button
Automatically lock on to enemies and Challenges and perform a homing attack. Push additional buttons after a Homing Attack to perform a combo.

Parry*	L1 + R1 button
Counterattack by receiving an attack while holding the buttons, or pressing the buttons at the correct time.

Evade*	L1 / R1 button during camera lock-on / airborne
Press while the camera is locked on or while airborne to evade.

Cartwheel / Quick Step	L1 / R1 button
Perform a cartwheel while standing still, or a Quick Step while running.

Crouch / Slide	○ button
Perform a Crouch while standing still, or a Slide while running.

Stomp	○ button while airborne
Slam hard down from the air. Use this to attack from above, or break through obstacles.

Jump Stomp	Hold ○ button while airborne
Perform multiple Stomps, and on the third Stomp unleash an area-wide attack.

Light Dash	L3 button near a row of Rings
Quickly Dash along a row of Rings.

Drop Dash	Hold ✕ button during Double Jump
Upon landing, perform a Spin Dash and move at high speed.

✴ Map, Move Camera, Lock-On / Camera Reset, Parry and Evade cannot be used in Cyber Space.

Xbox Series X|S   Xbox One

Wireless-Controller

✴ Controls are the same for Xbox One.

Menu	☰
Open the Menu screen.

Map*	⧉
Open the Map screen.

Move Camera*	⊙
Control the camera.

Lock-On / Camera Reset*	Press ⊙
Lock-on to the enemy highlighted by the cursor. If no enemy is targeted, the camera will reset.

Move	Ⓛ
Push the stick a little to walk, or all the way to run.

Boost	Hold RT and move
Convert Boost Gauge to raw speed. While engaged, you will run around much faster than usual!

Air Boost	RT while airborne
Convert Boost Gauge to raw speed while airborne or jumping.

Jump	Ⓐ
Perform a spin jump. Sonic can attack during a spin jump.

Double Jump	Ⓐ during a jump
Press Ⓐ during a jump to perform a second jump that allows you to reach higher places.

Homing Attack / Attack	Ⓧ
Automatically lock on to enemies and Challenges and perform a homing attack. Push additional buttons after a Homing Attack to perform a combo.

Parry*	LB + RB
Counterattack by receiving an attack while holding the buttons, or pressing the buttons at the correct time.

Evade*	LB / RB during camera lock-on / airborne
Press while the camera is locked on or while airborne to evade.

Cartwheel / Quick Step	LB / RB
Perform a cartwheel while standing still, or a Quick Step while running.

Crouch / Slide	Ⓑ
Perform a Crouch while standing still, or a Slide while running.

Stomp	Ⓑ while airborne
Slam hard down from the air. Use this to attack from above, or break through obstacles.

Jump Stomp	Hold Ⓑ while airborne
Perform multiple Stomps, and on the third Stomp unleash an area-wide attack.

Light Dash	Press Ⓛ near a row of Rings
Quickly Dash along a row of Rings.

Drop Dash	Hold Ⓐ during Double Jump
Upon landing, perform a Spin Dash and move at high speed.

✴ Map, Move Camera, Lock-On / Camera Reset, Parry and Evade cannot be used in Cyber Space.

Game Screens

Game Screen (Field)

Information shown on the field screen is as follows:

❶	Rings	Current / Maximum Rings
❷	Items	Current Portal Gears / Vault Keys / Memory Tokens
❸	Compass	Direction of guardians and previously discovered Portals
❹	Objective	Goal of next Mission or Quest
❺	Status	Current Speed level / Ring level / Power level / Defense level
❻	Boost Gauge	Remaining Boost. Recovers over time and by picking up Rings
❼	Target Cursor	Sets the target for Homing Attacks and regular attacks
❽	Skill Points	Current Skill Points. These can be earned by defeating enemies
❾	Speedometer	Sonic's current speed

✱ All display items other than "Boost Gauge" and "Target Cursor" can be set ON / OFF in Options.

Underwater

The OXYGEN Gauge is displayed when Sonic is underwater. If the gauge reaches 0, Sonic will drown, so return to the surface occasionally to breathe.

Game Screen (Cyber Space)

Information shown on the Cyber Space screen is as follows:

❶	Rings	Current / Maximum Rings
❷	Red Star Rings	Current / Maximum Red Star Rings
❸	Time	Time spent in Cyber Space
❹	Target Cursor	Sets the target for Homing Attacks and regular attacks
❺	Boost Gauge	Remaining Boost. Recovers over time and by picking up Rings

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Menu Screen (Field)

Information shown on the field menu is as follows:

Skills	Unlock various Skills using Skill Points, and check details of Skills you have already unlocked.
Save Data	Save and load games. You may not be able to save or load during battles, puzzles, or mini-games. You can also pause the game and return to the title.
Options	Change common in-game option settings such as controls, sounds, and graphics*.

✱ PS5™ and Xbox Series X versions have an option to adjust the graphics quality. Select "4K mode" or "60fps mode."

Menu Screen (Cyber Space / Quest)

Information shown on the Cyber Space / Quest menu is as follows:

System	Restart Cyber Space Stages and Quests from the beginning, or give up and return to the field.
Options	Change common in-game option settings.

Map Screen

Bring up the map display to view unlocked areas of the current island, held items, and Sonic's levels.

❶	Portal Gear	Number of Portal Gears held
❷	Vault Key and Chaos Emerald	Number of Vault Keys and Chaos Emeralds held
❸	Memory Token	Number of Memory Tokens
❹	Koco and Ring / Speed Level	Number of Kocos held and current Ring level / Speed level
❺	Seed of Power and Power Level	Number of Red Seeds of Power held and current Power level
❻	Seed of Defense and Defense Level	Number of Blue Seeds of Defense held and current Defense level
❼	Purple Coin	Number of Purple Coins held
❽	Icon Filter	Toggle Icon display

Icons Displayed on the Map

Map Cursor	
Current Location	
Character: Sonic's friend. Black icons indicate character Side Stories, while the pink icons continue the main story	
Elder Koco: Bring collected Koco to increase Sonic's Speed and Ring limit	
Hermit Koco: Exchanges the Speed and Ring limits raised by Elder Koco. If you take the Red Seed of Power and Blue Seed of Defense to him, he will raise your Power and Defense respectively	
Portal: Inside is Cyber Space. The display changes when you can access it	
Chaos Emerald Vault: A facility where Chaos Emeralds are kept	
Guardian: Large enemies such as NINJA and TOWER that always drop a Portal Gear	
Memory Token: Items needed when talking to friends	
Map sensor: Located near "Challenges"	
Island Mysteries: Giant Mystery Objects	
Purple Portal: A portal to a special area of Cyber Space where you can play a fishing mini-game	

Playing the Game

"Sonic Frontiers" is a new style frontier action-adventure. Freely run around a vast island with supersonic action unique to Sonic. Sonic's new adventure begins at the unknown "Starfall Islands" where an ancient civilization sleeps.

Explore Field

Freely explore the vast landscape of the Starfall Islands. Run more speedily with Boost, and ride grindrails, launch off jump panels to discover new areas and traverse larger expanses more efficiently.

The island has Portals that allow you to move outside the island limits to Cyber Space and a fishing mini-game. Set Portal Gears into a Portal to fire it into action.
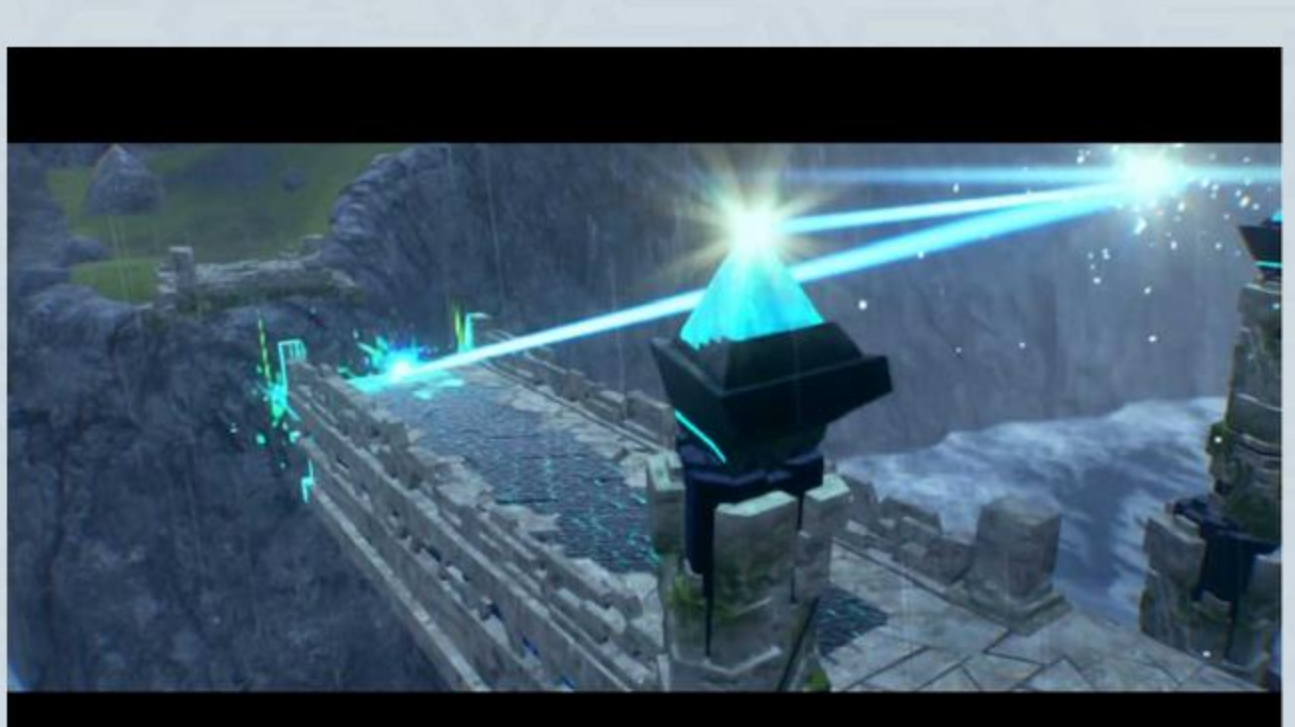

Solve the Mystery Challenges

There are objects on the island that contain puzzle elements. If you clear them, you can unlock a new section on the map and acquire items.

As you explore further, you may encounter larger scale puzzles to solve. Figuring out these mysteries and completing the Challenges can open up new areas.
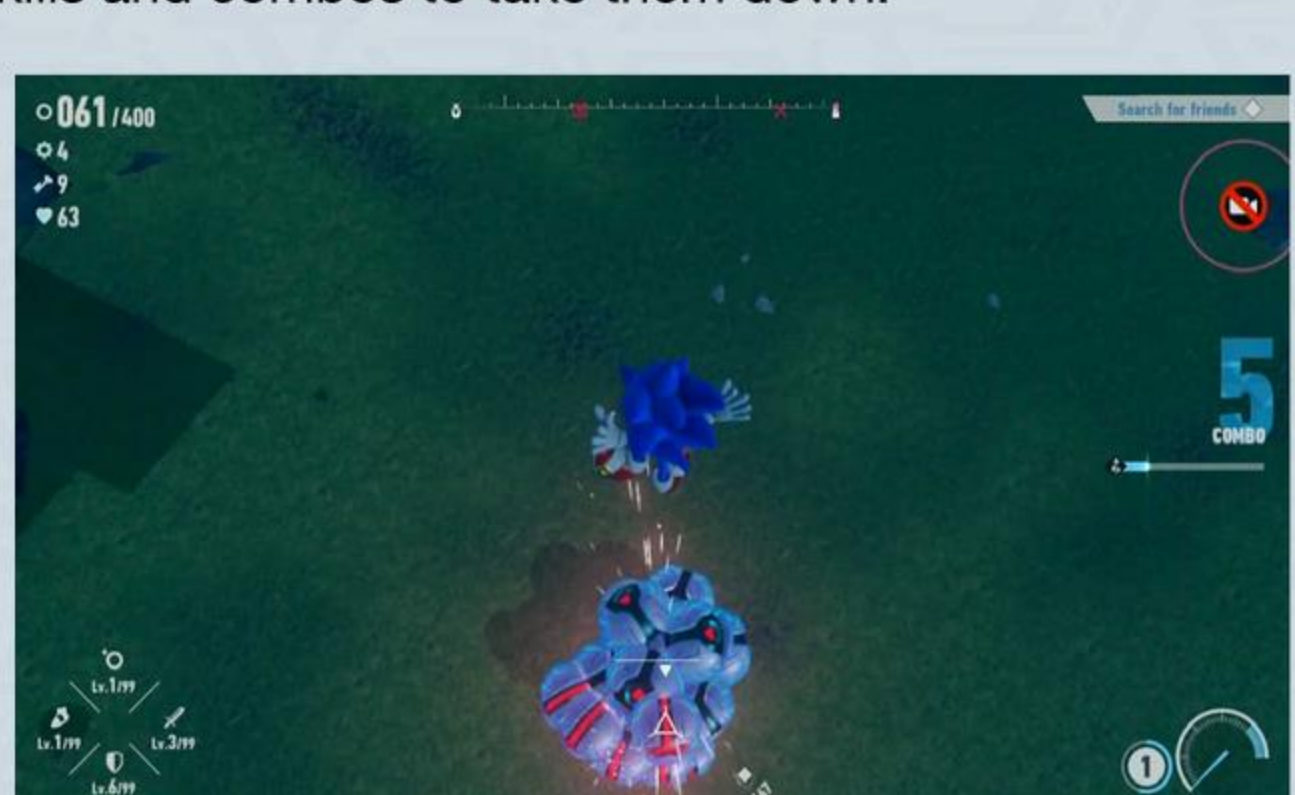

Enemies

Mysterious enemies that Sonic has never before encountered roam the island. In addition to the soldier-level enemies, there are also even more powerful guardians.
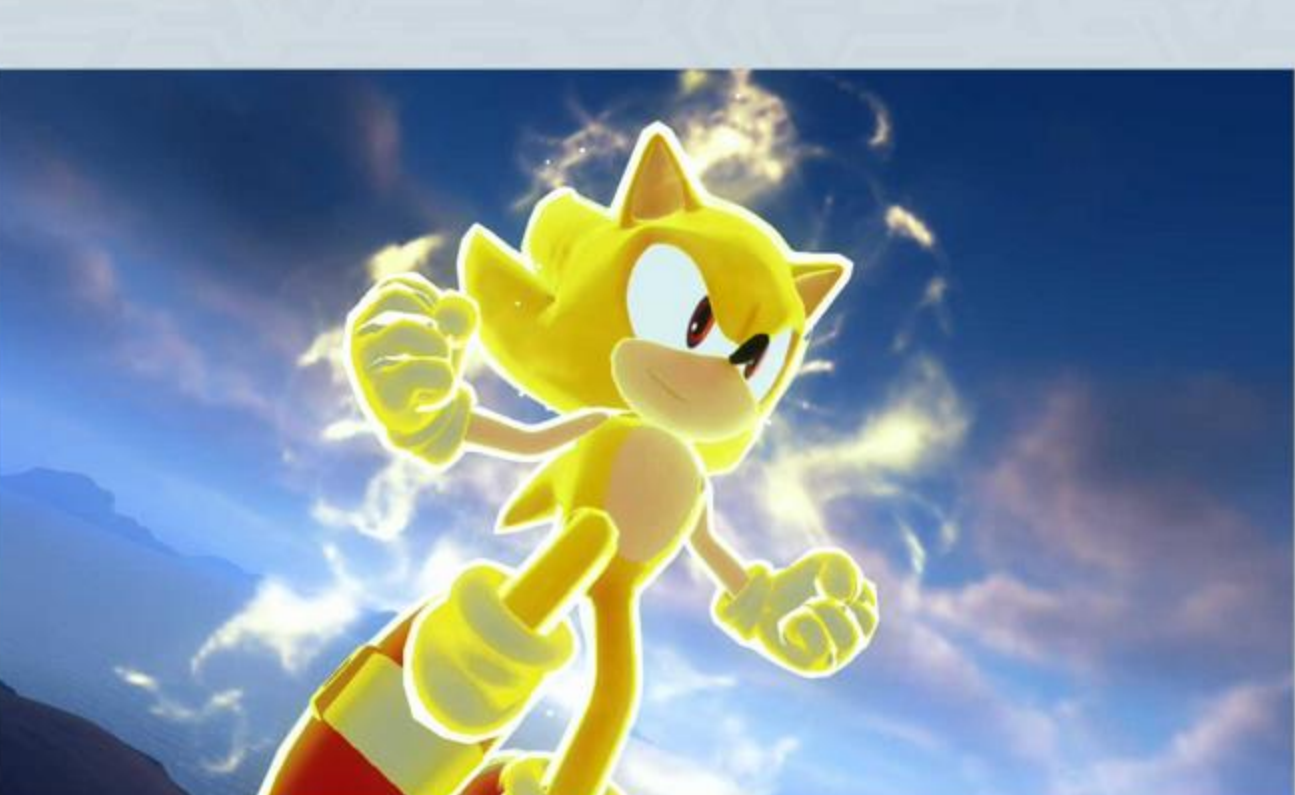

Use skills and combos to take them down!

You can attain Skill Pieces and Items by defeating the soldier-level enemies, and Portal Gears required to activate the Portals by defeating the guardians.
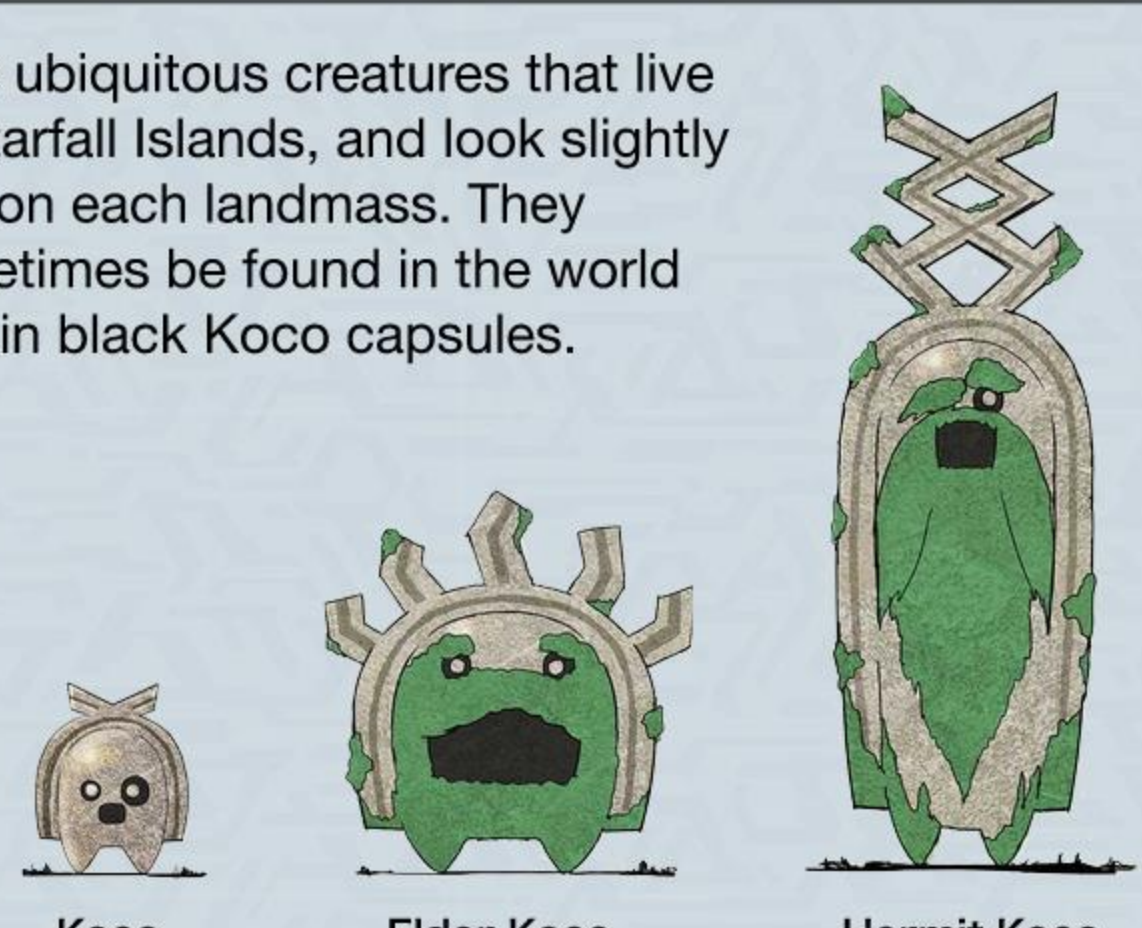

Collect all the Chaos Emeralds to transform into Super Sonic and take on the Titans.

Koco, Elder Koco & Hermit Koco

Koco are ubiquitous creatures that live on the Starfall Islands, and look slightly different on each landmass. They can sometimes be found in the world grouped in black Koco capsules.

Koco   Elder Koco   Hermit Koco

Find Koco and bring them to Elder Koco to increase Sonic's maximum Speed and Ring limit.
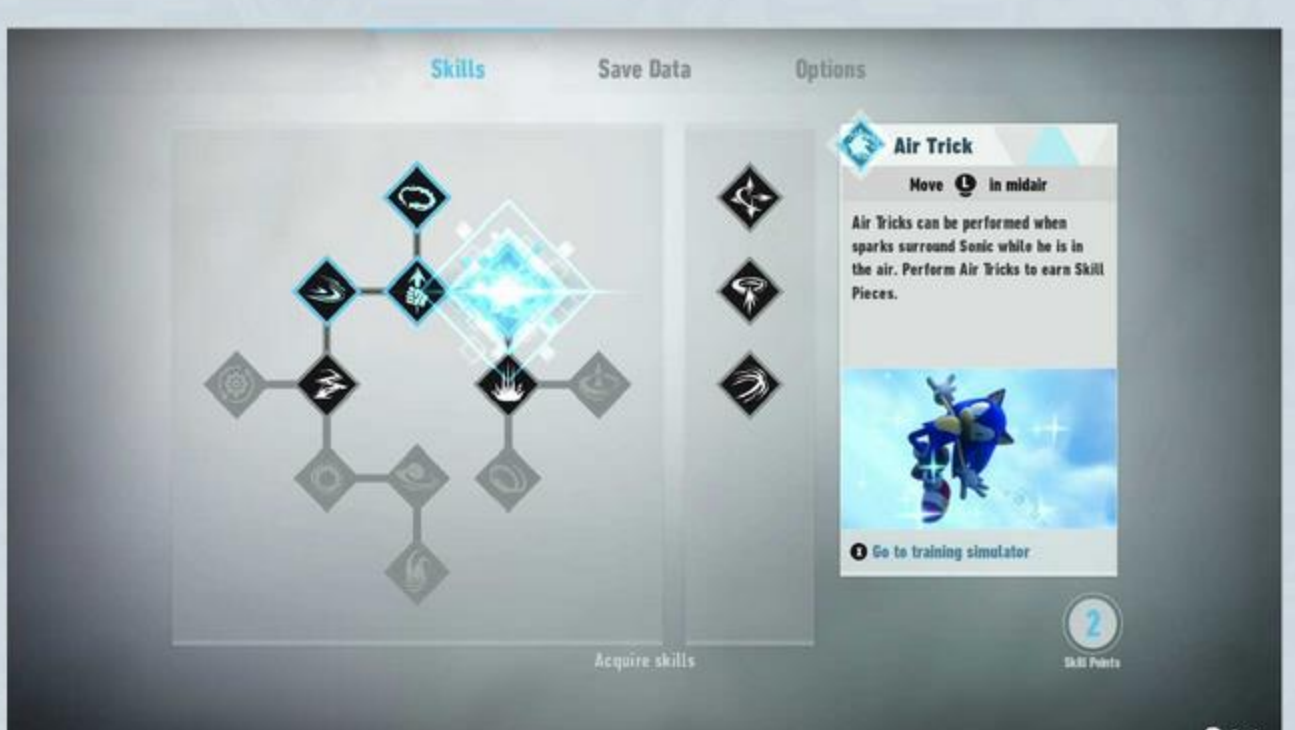

You can increase Sonic's attack and defense power by giving the Red Seed of Power and Blue Seed of Defense to Hermit Koco.


Acquiring Skills

Use Skill Points to learn different Skills. Some Skills are acquired through game progress.

Skills are connected to each other by lines. You can't learn branched skills without first acquiring the skills that precede them.

Cyloop

While pressing and holding the button, run around while leaving a light trail. After creating an enclosure with the light trail, release the button to produce various effects. Surround an enemy to attack it, or surround the ground to cause Rings to appear.
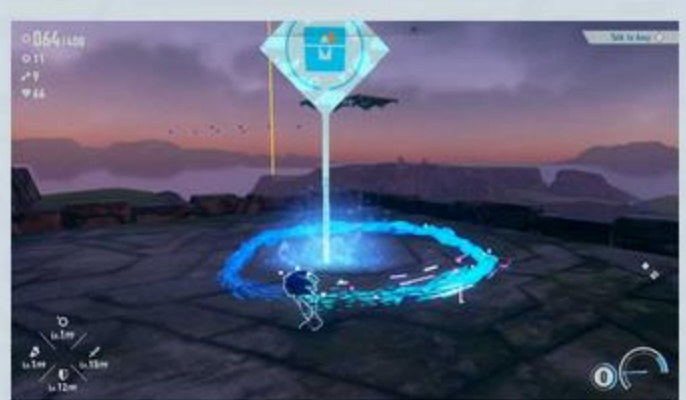
Nintendo Switch	⊗
PlayStation®4	● button
PlayStation®5	△ button
Xbox Series X|S / Xbox One	🅨

Phantom Rush

When the combo meter is maxed out, Phantom Rush is activated, resulting in attacks being 1.2 times more powerful. Phantom Rush lasts until the combo meter reaches 0.

Sonic Boom

A high-speed kick that unleashes shockwaves to pummel the enemy.

Cyber Space

A stage clear style high-speed action mode. Clear the stage to acquire the "Vault Key" necessary to open the Chaos Emerald Vaults.

Reach the Portal Gate (goal) in Cyber Space to clear the Stage.

Fishing Mini-Game

Transport from the purple Portal found on each island to join Big in Cyber Space and play a fishing mini-game.

Use Purple Coins to begin fishing. If you press the button at just the right time to match the ripples, you can successfully catch the fish.

Big will buy any fish you catch for tokens. Tokens can be exchanged later for Items.

Advice

Q | Can't Clear a Quest?

The difficulty of quests in the game will decrease if you fail too many times. Don't give up, however many tries it takes!

Q | Motion Sickness

If you are troubled by motion sickness (3D sickness), try adjusting the settings below in Options.

Note: symptoms of motion sickness manifest differently depending on the individual. The settings below are an example, so if the symptoms do not improve, it's recommended you stop playing.

Game Settings

- Top Speed ……………………………… Lower the value
- Camera Speed ………………………… Lower the value
- Camera Distance …………………… Raise the value
- Camera Angle ………………………… Raise the value
- Auto Reset Camera Position ……… Uncheck
- Auto Camera Correction …………… Uncheck

Graphics

- Center Cursor Display ……………… Check
- Blur Effect ……………………………… Uncheck