© SEGA. SEGA and the SEGA logo are registered trademarks of SEGA CORPORATION.
Nintendo Switch is a trademark of Nintendo.
“PlayStation”, “PS4”, “PS5”, “”, “DUALSHOCK” and “DualSense” are registered trademarks or trademarks of Sony Interactive Entertainment Inc.
Library programs ©Sony Interactive Entertainment Inc.
Microsoft, Xbox Series X|S, Xbox One, Kinect, Xbox Live, and the Xbox logos are registered trademarks or trademarks of Microsoft Corporation in the United States and other countries.
Font Design by FONTWORKS Inc.
QR Code is a registered trademark of DENSO WAVE INCORPORATED.
CRIWARE™

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.

Unauthorized copying, reproduction, rental, pay for play, public performance or transmission of this game is a violation of applicable laws.

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

Dr. Eggman, accompanied by accomplices Fang and Trip, is planning to build a vast mecha corps, the strongest there is! To achieve this, they invade the North Star Islands, an abundant tropical island chain, and attempt to capture the giant animals that inhabit it.

Our heroes, Sonic, Tails, Amy, and Knuckles, come running to thwart Dr. Eggman's evil ambitions and restore peace to the islands!

SONIC THE HEDGEHOG

The world's fastest supersonic hedgehog travels the world at breakneck speed to face down threats to his friends, peace, and the natural world we inhabit.

While perfectly happy to relax with his companions, he won't turn down a chance to stop Dr. Eggman's evil schemes!

MILES 'TAILS' PROWER

Sonic's best friend, an eager engineering genius, and pilot of Sonic's aircraft, the "Tornado!"

He can also fly by spinning his two tails like propellers!

KNUCKLES THE ECHIDNA

Guardian of the Master Emerald on Angel Island, and the final descendant of his clan. He can be stubborn at times, but makes for a brave, trustworthy, and reliable ally!

He uses his powerful spiked fists to smash enemies, climb walls, and even glide through the air!

AMY ROSE

An energetic pink hedgehog with a strong sense of justice, and a kindly heart.

Always an ally to the weak, she's quick to punish bullies with her giant Piko Piko Hammer!

DR. EGGMAN

A self-proclaimed evil genius scientist with an IQ of 300, who aspires to conquer the world and establish his very own Eggman Empire.

Together with his mighty robot army, he zealously seeks out the Chaos Emeralds to further fortify his might.

FANG THE HUNTER

An agile bounty hunter who is always in search of new prey. He has gone by many names over the years to avoid capture.

Always one to stay one step ahead, he remodelled his beloved vehicle, the Marvelous Queen, to outwit his latest enemies.

TRIP THE SUNGAZER

A mysterious girl who Fang first met in the North Star Islands. She wears heavy armor, and is rather clumsy.

She has been instructed to obey Dr. Eggman and Fang, and to serve as their guide through the uncharted lands.

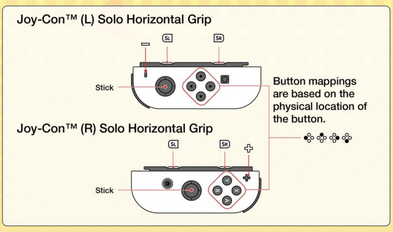
Basic Controls

Nintendo Switch™

Move	Ⓛ / ✥ (Continue pushing to run.)
Jump	Ⓐ / Ⓑ
Spin	Press Ⓛ↓ / ✥↓ while running to Spin.
Spin Dash	Press and hold Ⓛ↓ / ✥↓ while standing to Crouch, press Ⓐ / Ⓑ repeatedly to build speed, then release ↓ to perform a Spin Dash.
Emerald Power	Use Ⓛ or press L / R to select and then press Ⓧ to perform.
Pause Menu	✚
Join (Cooperative Play)	Ⓐ
Leave (Cooperative Play)	Press and hold Ⓨ

Detach the Joy-Con™ from the console to use as separate controllers allowing 2 player cooperative play.

* Prepare additional Joy-Con™ (sold separately) to enable simultaneous play for up to 4 players.

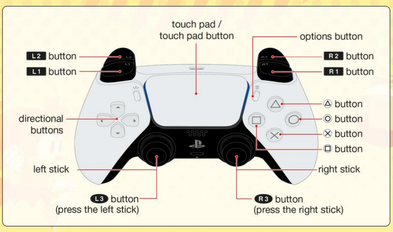


Move	Ⓡ (Continue pushing to run.)
Jump	✥ / ✥
Spin	Press Ⓡ↓ while running to Spin.
Spin Dash	Press and hold Ⓡ↓ while standing to Crouch, press ✥ / ✥ repeatedly to build speed, then release ↓ to perform a Spin Dash.
Emerald Power	Press SL / SR to select and then press ✥ to perform.
Pause Menu	Joy-Con™ (L): ▭ Joy-Con™ (R): ✚
Join (Cooperative Play)	✥
Leave (Cooperative Play)	Press and hold ✥

PlayStation®4

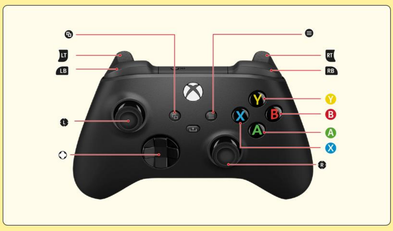
Move	left stick / directional buttons (Continue pushing to run.)
Jump	○ / ✕
Spin	Press ↓ while running to Spin.
Spin Dash	Press and hold ↓ while standing to Crouch, press ○ / ✕ repeatedly to build speed, then release ↓ to perform a Spin Dash.
Emerald Power	Press L1 / R1 to select and then press □ to perform.
Pause Menu	OPTIONS button
Join (Cooperative Play)	✕
Leave (Cooperative Play)	Press and hold △

PlayStation®5



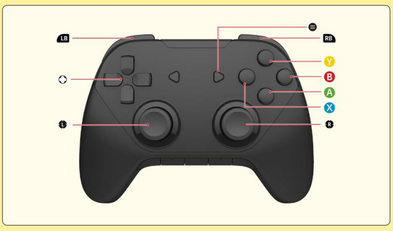
Move	left stick / directional buttons (Continue pushing to run.)
Jump	○ / ✕
Spin	Press ↓ while running to Spin.
Spin Dash	Press and hold ↓ while standing to Crouch, press ○ / ✕ repeatedly to build speed, then release ↓ to perform a Spin Dash.
Emerald Power	Press L1 / R1 to select and then press □ to perform.
Pause Menu	options button
Join (Cooperative Play)	✕
Leave (Cooperative Play)	Press and hold △

Xbox One / Xbox Series X|S



Move	Ⓛ / ◯ (Continue pushing to run.)
Jump	A / B
Spin	Press Ⓛ while running to Spin.
Spin Dash	Press and hold Ⓛ↓ / ◯↓ while standing to Crouch, press A / B repeatedly to build speed, then release ↓ to perform a Spin Dash.
Emerald Power	Use Ⓡ or press LB / RB to select and then press X to perform.
Pause Menu	☰
Join (Cooperative Play)	A
Leave (Cooperative Play)	Press and hold Y

PC



Move	Ⓛ / ◯ **Keyboard:** W / S / A / D (Continue pushing to run.)
Jump	A / B **Keyboard:** L / Enter
Spin	Press Ⓛ while running to Spin. **Keyboard:** Press S while running to Spin.
Spin Dash	Press and hold Ⓛ↓ / ◯↓ while standing to Crouch, press A / B repeatedly to build speed, then release ↓ to perform a Spin Dash. **Keyboard:** Press and hold S while standing to Crouch, press L / Enter repeatedly to build speed, then release S to perform a Spin Dash.
Emerald Power	Use Ⓡ or press LB / RB to select and then press X to perform. **Keyboard:** Press V / B to select and press E to perform.
Pause Menu	☰ **Keyboard:** N
Join (Cooperative Play)	A
Leave (Cooperative Play)	Press and hold Y

Basic Actions

Common actions and character specific actions are detailed below.

• Jump
Jump to perform a Spin Attack that can deal damage to enemies.

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

• Spin
Crouch while running to Spin, and knock out any enemies in your path.

Sonic's Unique Actions

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

Tails' Unique Actions

• Fly
Press and hold Jump during a Jump to fly. You can fly until Tails becomes exhausted.

• Tail Swipe
Attack enemies when midair using his tails.

• Tails to the Rescue
Touch an ally while flying to grab them and fly together for a short time.

Knuckles' Unique Actions

• Glide
Hold Jump mid-air to Glide. Freely change direction and punch your way through enemies.

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

• Smash Walls
Some walls that block your path can be punched straight through.

Amy's Unique Actions

• Double Jump
Press Jump during a Jump to perform a Double Jump.

• Hammer Attack
Press and hold Jump during a Jump to perform a Hammer Attack upon landing.

Emerald Powers

Gain a Chaos Emerald in the Special Stage to enable use of Emerald Powers. Emerald Powers serve many purposes such as helping you to explore stages and attack enemies.

To use an Emerald Power, select an item in the Ring Menu and press the button to activate. There are areas within each Act where specific powers are selected automatically. Activate the power at that location, and you may discover new routes and items.

Once activated, Emerald Powers can be used any number of times within the time limit. When the time runs out, you won't be able to use the Emerald Power again until you pass a Star Post.

Emerald Power Varieties

• Avatar
Avatars of your character will storm the gamefield collecting Rings and items, and attacking enemies on your behalf.

• Bullet
Set a direction and Dash through the air. Dash as many times as you like until the time runs out.

• Vision
Discover hidden gimmicks and items.

• Water
Change your body into a liquid state and move underwater. While time remains, you will be unaffected by water currents and won't need to breathe.

• Ivy
Grow ivy and climb to the top. You can also control the direction that it grows.

• Slow
Slow down the passing of time. This is effective when navigating gimmicks that move quickly.

• Extra
Perform powerful attacks unique to each character. For example, Sonic uses Homing Attacks to strike highlighted enemies or gimmicks.

TOP Menu

Press any button at the title screen to display the TOP menu.

* The screenshots displayed in this manual are from the Nintendo Switch™ version.

Start Game

Begin the game.

Nintendo eShop

Open Nintendo eShop

* Only available in the Nintendo Switch™ version.

PlayStation™Store

Open PlayStation™Store.

* Only available in the PlayStation®4 and PlayStation®5 versions.

Online Manual

Find out how to access the game's online manual (this one).

Options

Make changes to the following settings.

❖ Language

Select the game's display language.

❖ Sound

Set the game's BGM and sound effects volume.

❖ Controller

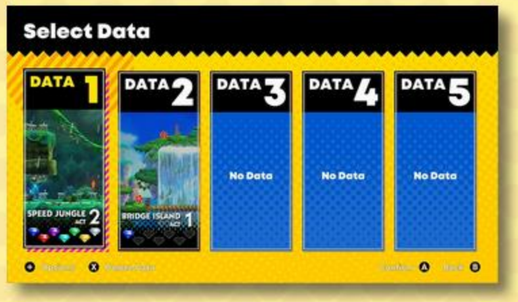
Set controller sensitivity and vibration ON/OFF.

* If you have a PlayStation®4 version save data on your PlayStation®5 system, select "Carry over from PlayStation®4" at the TOP menu to convert the data and continue where you left off. Please note that PlayStation®5 version save data cannot be read by the PlayStation®4 version.

Starting the Game

Game Data

When you select “Start Game” at the TOP menu, the Select Data screen will be displayed. Select an empty slot to begin a new game, or a slot with data present to continue a game in progress. Subsequent game progress will be saved to the selected slot. Up to 5 game data can be created.

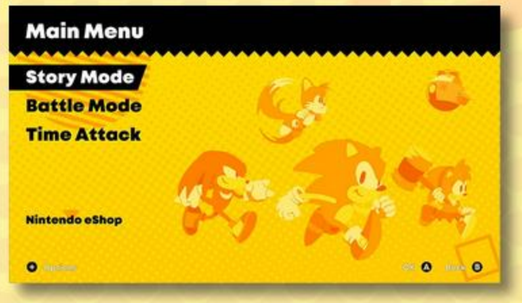


Autosave

Game progress is automatically saved at certain times, such as at the end of ACTs. At this time, the autosave icon will be displayed. Please do not quit the game or turn off the power to the console while saving is in progress.

Main Menu

When you have selected a data slot, the Main Menu will be displayed.



❖ Story Mode

You can choose to play as any of the four characters.

❖ Battle mode

Up to 8 players fight it out with Metal Fighters. This can be played both online/offline.

❖ Time Attack

Compete for the best clear time for each ACT. You can also upload your records to the online rankings.

* For Time Attack, you can only attempt ACTs that are currently playable in Story Mode.

* When joining online gameplay or rankings on Nintendo Switch™, PlayStation®4/PlayStation®5, Xbox One/Xbox Series X|S platforms, a paid subscription to the respective platform's online service is required.

Game Screens

ACT Screen

1 RINGS
The number of Rings you are holding. If you take damage while holding 0, you will lose a try.

2 TIME
Time elapsed since the beginning of the ACT.

3 Player Character

4 Emerald Power
The currently selected Emerald Power.

World Map Screen

1 Medal
The number of Medals you have. Use collected Medals at the Shop to purchase Metal Fighter parts.

2 Fruit
The number of Fruits you have. Use Fruits to play the special Fruit ACTs.

3 Chaos Emeralds
The Chaos Emeralds you have obtained.

4 ACT Entrance
Entrances to each ACT. Previously played ACTs can be entered from here.

5 Shop
Purchase and customize Metal Fighter parts.

Playing the Game

Make your way through a series of Zones, each of which is divided into multiple ACTs. There are many routes you can take. Freely explore the vast gamefields and defeat the awaiting boss or Dr. Eggman to clear the Zone.

• Rings
Collect Rings as you proceed. As long as you are holding even a single Ring, you will not take damage from regular attacks, but the Rings you are holding will instead scatter.

• Items
Break open an Item Box with a Spin Attack to retrieve the useful item.

• Gimmicks
Each Zone has its own collection of contraptions and traps such as loops, collapsing floors, and springs. Make good use of these as you explore each Zone.

• Star Post
Pass a Star Post to register your ACT progress. If you lose a try, you can restart from the last Star Post activated. If you pass a Star Post while holding 50 or more Rings, a gate to the Bonus Stage will appear.

• Goal
The ACT is cleared when you touch the goal plate, or step on the yellow egg capsule switch which releases the trapped animals.

Special Stage

Touch the giant Ring to enter the Special Stage. Move through three dimensional space and try to acquire floating Chaos Emeralds and Medals within the time limit. If you fall off the stage or the time limit expires, you will exit the Special Stage and return to the ACT.

❖ How to Play

Hold down the Jump button near a highlighted sphere to extend the wire and rotate (swing) around it. Release the button at just the right time to jump forward.

Warp Game

A Warp Gate will appear for a short time at specific locations within ACTs. Enter the gate to start the Warp Game. Reach the goal to exit the Warp Game and return to the ACT.

❖ How to Play

Collect Rings floating in the air as you're moved automatically.

Bonus Stage

If you have 50 or more Rings and pass through a Star Post, a Bonus Gate will appear above it. Enter the gate to attempt the Bonus Stage. Collect all the Medals placed around the stage or touch the Goal Block to exit the Bonus Stage and return to the ACT.

❖ How to Play

Collect Medals by moving around the rotating two dimensional Stage. Collect Rings as you go, and try to avoid touching the Goal Block. One Stage has a total of three layers, each of which contains one Medal. Collect a Medal to move to the next layer.

World Map

Use the World Map to travel to different ACTs and change characters. The World Map is divided up by Zone, and the number of places you can travel to will increase as you clear each ACT.

Enter ACT

Enter an open ACT gate and a list of ACTs available for selection will be displayed. Input ←→ to select an ACT, then select “Play ACT” to begin.

Change Character

Choose a different player character. You can also choose companions for cooperative play here.

Practice Stage

Practice unique actions for each character and available Emerald Powers.

Character Limited ACT

ACTs with a character icon displayed at the ACT selection screen or gate can only be played by the specified character. Make effective use of the character’s unique abilities to rack up points and clear the ACT.

Fruit ACT

ACTs with a Fruit icon displayed at the ACT selection screen or gate can be played at a cost of 1 Fruit. Progress through the automatically scrolling ACT collecting Rings and Medals. Fruit is obtained during regular ACTs and from egg capsules that appear after defeating bosses.

Shop

Use collected Medals to customize Metal Fighter parts.

Cooperative Play

Up to 4 players can enjoy cooperative gameplay simultaneously.
* A separate controller is required for each player.

Joining a Game

There are two ways to join a game.

❖ Character Select Screen

The character select screen is displayed when starting a new Story Mode game. You can also access it directly via the World Map.

* Each player must choose a different character.

❖ Join Button

If a game is already in progress, 2P can press the Join button to select a character and enter the ACT.

How to Play

Basic gameplay is identical to single player play. Characters who exit the screen or who have taken damage will be placed in a standby state, but can rejoin by pressing the Join button. You can Return as many times as you like, but if the last remaining character on-screen takes damage, you will all lose a try.

If you find parts of the ACT difficult to go alone, you can always ask other players to go ahead in your place. Some ACTs are easier to clear using specific character abilities, so try experimenting with varying character combinations.

* Tails, who is able to airlift companions, is recommended for beginners.

Leaving a Game

Players other than 1P can press and hold the Leave button to exit cooperative play. This can be performed either at the World Map or during the ACT.

Battle Mode

Take control of a Metal Fighter, customize it, and play against other players online.

Play Online

❖ Start Battle

Match with other players. Up to 8 people can participate, but the number may decrease if no opponents are found after a certain period of time.

* If no opponents are found, you will play against AI opponents.

❖ Create a Game Room

Create a game room and wait for other players. To join the room, they must enter the room number displayed when creating the game room.

❖ Join a Game Room

Search for a room directly by entering the game room number.

How to Play

Battle through 3 rounds, and the player with the most aggregate points wins. Points are earned according to the battle ranking for each round. Earn medals and increase your battle rank based on your ranking at the end of the 3rd round.

Battle Types

❖ Race

Reach the goal before the other players.

❖ Zap Scrap

Shoot bullets to attack other players. Points are added when you damage an opponent, and decrease when you take damage. Open an item box to earn a single powered up bullet.

❖ Star Snatcher

Collect stars within the time limit. You will lose 1 star if you take damage.

❖ Survival

Stay on the stage until the end while avoiding cannonballs flying from the back of the screen. The scaffolding will collapse if it is hit by a cannonball, or if you stay in one place for too long. If you fall off the screen, then you are out of the game.

Customize

Change your Metal Fighter parts. You can change not only the type of each part, but also the color and pattern.

* Changing parts does not affect your Metal Fighter's abilities.

Shop

Use Medals to purchase parts for your Metal Fighter. The types of parts that can be purchased will increase as the game progresses.

Play Offline

❖ Single Player

Play an offline battle alone. All opponents are AI controlled.

❖ Multiplayer

Up to 4 players can participate in an offline battle in split-screen mode.

* In offline battles, there are no Medals or Rank changes.

Advice

• Proceed to Bridge Island
This is the first Zone you need to play. There are many sections where you move at high speed, so be careful not to run head first into an enemy or trap. At the end of ACT 1, a large mecha will chase you along an uneven terrain. Use jumps or flight as you run to avoid losing speed as you clear hazards.

• Find the Boss's Weakness
The bosses waiting at the end of the ACTs will launch more powerful attacks than regular enemies. Pay close attention to the way they move, and aim for weak points that momentarily appear, or use the boss's own attacks against them.

• Collect Chaos Emeralds
Collect all the Chaos Emeralds to enable your transformation into Super state. Transformation can be performed from the Emerald Power Ring menu when you have 50 or more Rings.