

A large, detailed illustration of Sonic the Hedgehog in a dynamic, forward-leaning pose. He is blue with green eyes, white gloves, and red and white shoes. The background shows a stylized cityscape with a cathedral-like building and a roller coaster under a cloudy sky.

# **SONIC** *THE HEDGEHOG*™ **MANUAL**

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# CREDITS

## Project Developer

- ChaosX  
—(All of the game's development, the whole thing basically)

## Support

- BeatZ  
—(Enhanced HD Textures, Model Rigging, New UI Assistance, Collision Edit Assistance, Reference Material Supply, Beta Testing)
- Gotta Play Fast  
—(Character Model Edits, Suggestions, Beta Testing)
- JeraCyclo Gaming  
—(Assets Supply, Reverse Engineering Info, Suggestions, Beta Testing)
- SonicpoX  
—(New Character Animations, Suggestions)

## Special Thanks

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- Nibroc.Rock • DragonWhite • WinderBlitz •
- BrianuuuSonic •
- **And all who follow the project!** •

# ABOUT THE PROJECT

Project '06 is a passion project that aims to recreate the original Sonic the Hedgehog (2006) for PC with all kinds of changes and improvements. Primarily a huge enhancement job to provide a better game experience and to let cut, scrapped and new concepts breath new life to the game.

There is no interest in getting the project officially recognized. It is purely driven by passion and is treated as a hobby. The intent is to keep the essence of the original game still present.

This is a non-profit project, no money from it is made, and will continue to be free forever to, most importantly, respect the owners of the franchise, and cause, as it's always been...

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# USER GUIDE

- This game does not need emulators or additional files to work, it is a fully standalone application and can be played by running the executable.
- When installing the game, it is recommended to make a fresh install. Avoid pasting the new files on top of older versions as it may cause functionality issues.
- Using older data files created by the game such as “Settings.bin” and “File(n).bin” should be avoided as they may contain obsolete readable data/missing functionality parameters. It is recommended to let the game create these on its own (unless these files are from the same version of the game).
- This game is currently aimed at mid to high end PCs. While in active development, it is difficult to perform optimizations outside of the solutions that Unity already offers as the assets of the original game are notoriously unoptimized. Once development of the base game is finished we will make an effort to optimize the game and improve performance.



NOW LOADING...



# CONTROL MAPPING

## IMPORTANT:

Check for controllers being detected as Generic Gamepad or similar, controls can't be remapped. You'll have to hope the default mappings for Unknown Controller set in the internal input system are similar to your controller. Remapping will be implemented in the future!

## Supported Controllers

### • Microsoft

- Xbox 360
- Xbox One
- Xbox Series X | S

### • Sony

- DualShock 2
- DualShock 3
- DualShock 4
- DualSense



## Keyboard Mapping (X360)

- Start = Return
- Back = Backspace
- Left Stick = Direction Arrows
- Right Stick = W - A - S - D
- D-Pad = G - V - B - N
- A Button = Space
- X Button = Z
- B Button = X
- Y Button = C
- Triggers = Left (Left Shift) - Right (Right Shift)
- Bumpers = Left (Q) - Right (E)

# CHARACTERS

## SONIC THE HEDGEHOG



The world's fastest hedgehog who is free spirited but hates knavish acts. He can be short tempered, but is available for those in need of help. In Soleanna, he will confront the evil Dr. Eggman in order to save Princess Elise.

### Moveset

- **Homing Attack:** **A** Button on air  
Automatically zoom in and strike nearby targets. If no targets are within range, Sonic will perform the "Jump Dash" move.
- **Spin Dash:** Hold **X** Button > Release  
Hold the **X** Button to start spinning on the spot. Release the button and Sonic will dash off in a burst of speed.
- **Spin Kick:** **B** Button  
Throw a powerful spinning kick at enemies straight ahead. Speed will slowly decrease if letting go of the Left Stick.
- **Slide Attack:** Hold **B** Button  
Slide along a destructive path straight through multiple enemies ahead.
- **Bound Attack:** **X** Button on air  
While airborne, press the **X** Button to attack downward and bounce higher. Press the **X** Button again to repeat this move.
- **Light Dash:** **Y** Button near a trail of Rings  
Send Sonic soaring through a pathway of Rings suspended in mid-air at high speeds.

## Unique Action Stages

In addition to the regular Action Stages, there are various other scenes with unique types of action sequences. In them, Sonic will be able to perform actions specific to these unique Stages.

### Super-Speed Stages



There's no stopping Sonic in these stages. Guide him left and right through the fast-paced course, jumping over obstacles in his way to quickly reach the goal in as short a time as possible, and in one piece.

**Bound Dive (NEW!):** X Button  
**Slide Attack (NEW!):** B Button  
**Light Dash:** Y Button

### Snowboarding Stages



Sonic rides his snowboard as he descends through various terrains. Guide him through the course while avoiding obstacles and hazards. Hold and release the **A** Button on highlighted ramps to jump off them. The distance of a jump changes based on how long the jump is charged.

**Kick Dash (NEW!):** X Button

### Princess Stages



In a hurry, Sonic must escort princess Elise to a new destination. Their combined powers project an aura that deals damage and allows them to walk on unstable terrain. Hold the Right Trigger to activate the aura until the Action Gauge runs out of energy.

**Homing Attack:** A Button on air  
**Slide Attack:** Hold B Button  
**Light Dash:** Y Button



## Custom Actions

Throughout all of Sonic's stages lie hidden Gems that you can find and collect. Use the Right Trigger in order to perform the Action corresponding to the selected Gem displayed on the Action Gauge.

### ● About selection and use

If you have one or more Custom Actions, use the Left and Right buttons on the D-Pad to scroll through them.



#### Blue Gem

Allows you to use the "Mach Speed" action.  
Enables you to boost forward at maximum speed.



#### Red Gem

Allows you to use the "Slow" action.  
Temporarily slows the flow of time in the area.



#### Green Gem

Allows you to use the "Tornado" action.  
Creates wind to attack enemies and projectiles.



#### Purple Gem

Allows you to use the "Stealth" action.  
Enables you to do extra jumps and turn invisible.



#### Sky Gem

Allows you to use the "Gun Drive" action.  
Throw the Gem and slingshot to its landing point.



#### White Gem

Allows you to use the "Homing Smash" action.  
Stop midair to charge a stronger Homing Attack.



#### Yellow Gem

Allows you to use the "Thunder Guard" action.  
Shields from attacks and attracts nearby rings.

Gems can be leveled up in order to increase their efficiency. All Gems start on level 1 and can be upgraded up to 2 times. Collecting Chaos Drives and Light Cores from defeated enemies will fill up the Maturity meter below the Action Gauge, once the meter is filled up, the selected Gem will level up.

## SHADOW THE HEDGEHOG



The ultimate life form, created by Professor Gerald. On a mission from the Federal Government to rescue Rouge, Shadow encounters a mysterious enemy, Mephiles. During the course of battle, Shadow is hurled into the future.

### Moveset

- **Homing Attack:** **A** Button on air
- **Spin Dash:** Hold **X** Button > Release
- **Light Dash:** **Y** Button near a trail of Rings
- **Chaos Attack:** **A** Button after hitting a Homing Attack  
If hitting a tough enemy, Shadow will enter Chaos Attack. A move that lets him repeatedly hit his target up to 5 times by pressing the **A** Button until defeated. Chaos Attack can be canceled by pressing the **Y** Button at any moment.
- **Tornado Kick:** **B** Button  
Throws a powerful spinning kick straight ahead. Press three times to create a tornado that deals ranged damage to enemies.
- **Chaos Spear:** **X** Button on air  
Fire off electric spears that shock and suspend the enemies. If holding the **X** Button long enough, the electric spears will turn into powerful energy spears capable of damaging enemies.

# Chaos Boost

When gathering enough energy, Shadow can unleash his inner latent power. Press the Right Trigger to release Chaos Boost. For a certain period of time, you will be able to use powerful special moves.

## ● Using Chaos Boost

Chaos Boost can be used when the Action Gauge is filled up. When active, this state will constantly use energy. To replenish energy, defeat enemies to get Chaos Drives/Light Cores.

## ● Effects during use

When using Chaos Boost, 3 additional abilities become available (see below). Once the Maturity meter below the Action Gauge is filled up, press the Right Trigger to go 1 level up.

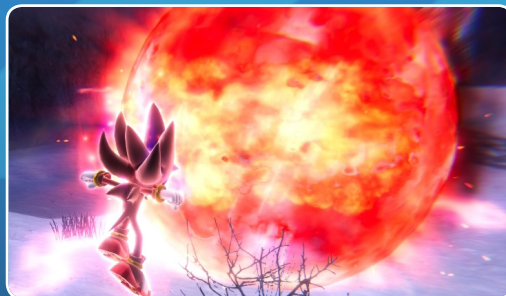
### LV.1 : Chaos Snap

Instantly warps in front of nearby targets. Hold the **A** Button to chain Chaos Snap up to 5 times in a row. Tougher enemies can interrupt Chaos Snap in its tracks, defeating them and pressing the **A** Button again will instantly warp to a nearby target to keep the chain of attacks going.



### LV.2 : Chaos Lance

Increases the power of Chaos Spear. Hold the **X** Button to charge a Chaos Lance, a powerful crimson spear that deals intense AoE damage to enemies and their surroundings when exploding. Tapping the **X** Button will fire regular charged Chaos Spears in place of the stunning spears.



### LV.3 : Chaos Blast

Unleashes a devastating wide range blast around Shadow that wipes out everything in its way. Press the Right Trigger to activate Chaos Blast. It can be performed on ground or while airborne, and can be performed as long as Chaos Boost is active with enough energy in the Action Gauge.





## Vehicles

There are 4 types of vehicles Shadow can find in the game field. When operating a vehicle, the Vehicle Gauge displayed above the Action Gauge will show the durability (damage), and remaining ammunition.

### Operate/Leave Vehicles: **Y** Button

Press the **Y** Button near a vehicle to get on it. Press the button again to get out of it. In certain situations, you may not be able to get on and off freely out of vehicles.

#### Buggy

A sturdy ground vehicle for city use as well as rough terrain.



Left Stick ... Steer  
**A** Button ... Accelerate  
**A** Button x2 ... Turbo  
Right Trigger ... Homing Missile  
**X** Button ... Brake/Reverse

#### Bike

Faster than the Buggy, but more easily damaged.



Left Stick ... Steer  
**A** Button ... Accelerate  
**A** Button x2 ... Turbo  
Right Trigger ... Machine Gun  
**X** Button ... Brake/Reverse

#### Glider

A light but agile aircraft.



Left Stick ... Steer/Adjust Pitch  
**A** Button ... Accelerate  
**A** Button x2 ... Turbo  
Right Trigger ... Homing Missile

#### Hover Craft

Suitable for aquatic and desert terrain.



Left Stick ... Steer  
**A** Button ... Accelerate  
**A** Button x2 ... Hover Jump  
Right Trigger ... Machine Gun  
**X** Button ... Brake/Reverse  
←→ While airborne, hold the **A** button to hover. The Left Stick will adjust the direction of the vehicle.

## SILVER THE HEDGEHOG



A naive but kind hearted hedgehog with telekinetic powers. The mysterious hedgehog travels back in time to save the future from the disaster that befalls it. With the help of a stranger bearing the ability to travel through time, Silver begins his chase after the Iblis Trigger.



### Moveset

- **Psychokinesis:** Right Trigger  
Raises surrounding objects off the ground. Enemy projectiles can also be manipulated. Press the Right Trigger again to drop the items. Psychokinesis can also create a path by moving surrounding objects to access a new area by holding down the Right Trigger while standing on a marked hotspot.
- **Psycho Smash:** X Button  
Push away or stun nearby objects. Charging this move will increase the intensity of the release shockwave (shown with a visual flash at full charge). If used while levitating objects, these will be hurled one by one.
- **Hold Smash:** Hold X Button > Release  
Hurl all levitating objects in the same direction at once with greater power.
- **Psychokinesis All:** Right Trigger X2  
Perform Psychokinesis in a wide 360° radius to grab all objects in the surrounding area.
- **Uplift Object:** Right Trigger on top of an object  
Stand on an object to raise it. This allows Silver to reach higher areas. Press the X Button to use **Uplift Smash** and throw the object forward.

## Moveset (Cont.)

Alongside his main Psychokinetic powers, Silver also has moves that support him in defense and offense. Use and combine these moves with his Psychokinesis to take Silver's combat to the next level.

### **Levitate:** Hold **A** Button on air

Levitate and move freely in any direction until the gauge runs out. Note that objects cannot be picked up (Right Trigger) while Silver is levitating, but objects previously picked up can be carried.



### **Teleport Dash:** **A** Button X2

Dash forward at high speeds for a short amount of time. This ability also lets Silver go through enemies without taking any damage using his teleportation ability.



### **Psycho Shock:** Hold **X** Button on air

Slam the ground and release a powerful electric shockwave capable of paralyzing enemies and deflecting all kinds of projectiles inside the radius of the attack.



### **Psychic Shot (NEW!):** **B** Button

Fire an energy orb that can home in on enemies. This orb can destroy objects and paralyze enemies. If hitting paralyzed enemies with it, the attack will deal damage instead.





## Upgrades

Throughout his journey, Silver can find special upgrades that further unlock his true potential. These upgrades lie hidden deep within the confines of areas he traverses, locked behind various hidden puzzles.

### ● Using the upgrades

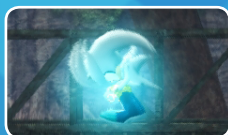
Upon collection, the upgrades are permanently added to Silver's moveset and can be used under any circumstance.

### ... Lotus of Resilience ...

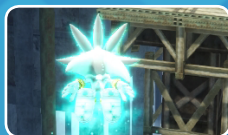
Having now witnessed the different world that is the past, Silver has newfound determination and grows stronger in mind and flexibility, improving his movement options.



#### Effects of this upgrade:



- Silver can spin and curl when jumping. This allows him to protect himself against enemies and deal damage to them at the same time.



- Teleport Dash lasts much longer. Makes covering longer distances much easier and can be used as long as there is energy left in the Action Gauge.

### ... Flame of Control ...

Gaining new clarity thanks to Shadow in the past, Silver now has a clear goal to strive for and continues to grow stronger, unlocking more power out of his Psychokinesis.



#### Effects of this upgrade:



- Charged Psycho Smash deals more damage. A fully charged Psycho Smash will throw all levitating objects with powerful intensity, dealing devastating damage to enemies or objects in the way.



- Unleash a Psychic Knife by holding the **B** Button. This attack can slash through everything in its way unfazed while dealing destructive damage in the process.

## MILES "TAILS" PROWER

A friendly kid fox with two tails, a mechanical genius and skilled pilot, he can fly by spinning his tails like a helicopter rotor. Alongside his best friend, Sonic the Hedgehog, they give chase to Doctor Eggman to overthrow his plans and save Princess Elise.



### Moveset

- **Fly:** **A** Button on air  
Release to float downward. Use the Left Stick to move in any direction. Fly until the gauge runs out.
- **Dummy Ring Bomb:** **X** Button  
Attack enemies in front by releasing a batch of exploding Rings.
- **Dummy Ring Snipe:** Hold **X** Button  
Switch to first-person view and use the Right Stick to aim a shot. Release the **X** Button to fire.
- **Dummy Ring Blitz:** **X** Button while flying  
Drop Dummy Rings diagonally in front of you for an air attack.
- **Tail Swipe (NEW!):** **B** Button  
Quick short range attack for close combat. Hold the **B** Button to perform continuous Tail Swipes (Rhythm Badge).

## KNUCKLES THE ECHIDNA

A powerful and wild echidna who is a close friend of Sonic, determined and serious, but sometimes gullible. After an unexpected request from Doctor Eggman, Knuckles decides to join Sonic and Tails in their search for Princess Elise.



### Moveset

- **Glide:** **A** Button on air  
Gently glide forward and downward, and punch any enemies in your way.
- **Climb:** Glide towards surface > Left Stick  
Knuckles clings to vertical surfaces that he glides into, allowing him to climb.
- **Punch:** **X** Button  
Punch enemies straight ahead. Press three times for a combo punch move.
- **Screwdriver:** Hold **B** Button > Release  
A screwdriver punch. Blast through the toughest of the enemies. Fully charge the attack to defeat tough enemies.
- **Ground Shaker:** **X** Button on air  
Dive straight downward fists first, causing a disruptive ripple that damages enemies and surroundings.

On the third press of a combo, you can perform either of the following attacks for enhanced damage.

- **Stone Breaker:** **X** Button
- **Dash Punch (NEW!):** **B** Button
- **Crimson Uppercut (NEW!):** **Y** Button



## ROUGE THE BAT

Professional treasure hunter and part-time government spy. After retrieving the Scepter of Darkness as part of a mission from G.U.N and escaping with Shadow, the mysterious item releases a mighty foe from the past. Together they engage in a journey to stop his evil deeds.



### Moveset

- **Glide:** **A** Button on air
- **Climb:** Fly towards surface > Left Stick
- **Kick (NEW!):** **X** Button  
Throw kicks enemies straight ahead. Press three times for a combo kick move.
- **Kick Dive (NEW!):** **X** Button on air  
Dive straight downward with a giratory kick, causing a disruptive ripple that damages enemies and surroundings.
- **Bomb Throw/Snipe:** **B** Button on ground/air  
Throw explosive bombs. Hold **B** Button to switch to first-person view and use the Right Stick to aim a shot. Release the **B** Button to fire. While climbing, press **B** Button to put Heart Bombs on walls.
- **Crackermine Throw/Scatter:** **B** Button on air  
Throw Crackermine Bombs that stun enemies. Release the **B** Button to fire.

## E-123 OMEGA

The last and most powerful of Dr. Eggman's E-Series robots. A request from Rouge leads Omega to assist Shadow in the future to fight Mephiles. After he escapes to the present, Omega joins Shadow and Rouge in their chase after Mephiles to stop his evil deeds.



### Moveset

- **Hover:** **A** Button on air  
Hover a short distance above the ground until the gauge runs out. Use the left stick to move freely.
- **Omega Shot:** **X** Button  
Perform a 3-hit combo and unleash a powerful giratory flurry of pellet shots to take enemies out at a close range.
- **Omega Launcher:** **X** Button on air  
Launch destructive fireballs from mid-air directly at surrounding enemies.
- **Lock-On Shot:** Hold **B** Button > Release  
Use the left stick to lock-on to a number of surrounding enemies, then release to attack with a Homing Laser.
- **Gatling Guns Mode (NEW!):** **Y** Button to toggle  
Change into a sentry-like mode using Omega's Gatling Guns to shoot at objects and enemies.  
Move around with the Left Stick, aim around with the Right Stick and shoot your Gatling Guns with the Right Trigger.

## BLAZE THE CAT

A calm and level-headed feline that's quick on her claws. After travelling to the past with Silver in order to save the future, they end up separated. Blaze, now on her own, has to find her way back to him while on the search for a way to defeat the Iblis Trigger.



### Moveset

- **Accelerator Tornado:** Hold **A** Button after a jump  
A lateral mid-air spin to reach higher areas and attack enemies as you land.
- **Fire Claw:** **X** Button  
Homing Attack on enemies ahead in a fiery vortex, useable both on ground and mid-air.
- **Crow Attack (NEW!):** **B** Button  
Lunge forward to throw a fast attack with Blaze's claws, useful for weaker enemies.
- **Spinning Claw:** Hold **Y** Button  
Spin along the ground in a ring of fire, destroying enemies in your path for a limited amount of time.



## AMY ROSE

An energetic and reliable girl that adores Sonic. During her tireless search for Sonic, Amy ends up running into Silver. Both with common goals, they engage in a pursuit to find their targets, but fate throws them in for a loop not long after their team up.



### Moveset

- **Double Jump:** **A** Button on air  
Launch a second jump from mid-air to reach higher areas with ease.
- **Hammer Attack:** **X** Button  
Attack enemies directly ahead with the Piko-Piko Hammer, useful on weaker enemies.
- **Hammer Jump (NEW!):** Hold **X** Button while running  
Swing the hammer, strike the ground and catapult Amy high in the air. Gives a small speed boost and deals damage.
- **Spin Hammer Attack (NEW!):** Hold **B** Button  
Spin the Piko-Piko Hammer in a 360° swing attack, however if spinning for too long, Amy will become temporarily dizzy and won't be able to walk straight.
- **Jump Attack (NEW!):** **X** Button on air  
Harness the Piko-Piko Hammer mid-jump to attack in a bigger radius than a normal jump.

# KNOWN BUGS



These are issues found through feedback and development that still have no culprits or fixes

## Resolution (Rare)

Resolution may sometimes randomly get set to native in an instance of the game but gets set to the saved one when booting the game up again.

## Glowing Outlines (Unusual)

Glowing outlines may get visually crushed or their resolution may get changed if messing with the game window in specific ways.

## Animation Bugs (Unusual)

Animations sometimes may bug out (just the way Unity animators work I guess, they're pretty hard to work with).