

SEGA PC™

NTSC U/C

SONIC HEROES™



EVERYONE

E

CONTENT RATED BY
ESRB

SEGA

SEGA PC DISC – NOTES ON USE

HEALTH ISSUES

Use this software in a well-lit room, staying a good distance away from the monitor or TV screen to not overtax your eyes. Take breaks of 10 to 20 minutes every hour, and do not play when you are tired or short on sleep. Prolonged use or playing too close to the monitor or television screen may cause a decline in visual acuity.

In rare instances, stimulation from strong light or flashing when staring at a monitor or television screen can cause temporary muscular convulsions or loss of consciousness for some people. If you experience any of these symptoms, consult a doctor before playing this game. If you experience any dizziness, nausea, or motion-sickness while playing this game, stop the game immediately. Consult a doctor when any discomfort continues.

PRODUCT CARE

Handle the game discs with care to prevent scratches or dirt on either side of the discs. Do not bend the discs or enlarge their centre holes.

Clean the discs with a soft cloth, such as a lens cleaning cloth. Wipe lightly, moving in a radial pattern outward from the centre hole towards the edge. Never clean the discs with paint thinner, benzene, or other harsh chemicals.

Do not write or attach labels to either side of the discs.

Store the discs in their original case after playing. Do not store the discs in a hot or humid location.

The SONIC HEROES™ game discs contain software for use on a personal computer. Please do not play the discs on an ordinary CD player, as this may damage the headphones or speakers.

- * Also read the manual of your personal computer.
- * The game discs may not be used for rental business.
- * Unauthorized copying of this manual is prohibited.
- * Unauthorized copying and reverse engineering of this software is prohibited.

Thank you for purchasing Sonic Heroes™. Please be sure to read this instruction manual thoroughly before you start playing. Please note that all the screenshots in this manual are taken from Microsoft® Windows XP.

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SYSTEM REQUIREMENTS

	MINIMUM	RECOMMENDED
OS	Windows 98SE / Me / 2000 / XP	
PROCESSOR	Pentium III, 866 MHz	Pentium 4, 1.4 GHz or above
MEMORY (RAM)	128 MB	256 MB or more
HARD DISK SPACE	0.8 GB	1.5 GB or more
RESOLUTION	640 x 480, High Color (16bits) or better	
GRAPHICS CARD	Direct3D compatible, 16 MB VRAM	Direct3D compatible, 64 MB VRAM or more
SOUND CARD	DirectSound compatible	
CD-ROM DRIVE	12x or better	
DIRECTX	DirectX 9.0b or above (included on CD)	

GETTING STARTED

INSTALLING SONIC HEROES

1. Turn the computer on and start Windows 98SE/Me/2000/XP. Please close any other programs that you have running.
2. Place the **Sonic Heroes Disc 1** in the CD-ROM drive and wait 10 seconds. The Install launcher should appear.
3. If the Install launcher does not appear, browse the CD via **My Computer** and double-click on the **autorun** icon.
4. Select **Install the game** from the Install launcher and follow the on-screen instructions.



Sonic Heroes Disc 2 must be inserted into your CD-ROM drive before playing the game. See p.20 for further details.

UNINSTALLING

To uninstall the game from your system, insert the **Sonic Heroes Disc 1** into your CD-ROM drive and select **Uninstall the game** from the Install launcher. Alternatively, open the **START** menu, and then select **Programs**. Select **SEGA, SONIC HEROES, Uninstall** to proceed.

After the game has been successfully deleted, you will be prompted to optionally delete any save game data stored on your system. Select **Yes** to delete, or **No** if you wish to keep your games for future play.

DIRECTX

This game requires DirectX version 9.0b or later. If not installed, insert the **Sonic Heroes Disc 1** into your CD-ROM drive and select **Install DirectX** from the Install launcher. Follow the instructions onscreen.

USING 3RD PARTY CONTROLLERS

Sonic Heroes can be played with any Direct Input compatible game controller. Please ensure that it is setup properly in the Windows Control Panel before starting the game. Refer to the manufacturer's own instruction manual for further details on installation and setup.



OPTIONS

Confirm and adjust system, environment and control related settings. Open the **START** menu and then select **Programs**. Select **SEGA, SONIC HEROES, SONIC HEROES** and then choose **Options** from the Play launcher.



Sound Setting

3D Sound	Set 3D Sound to ON/OFF
SE/Voice	Mute or adjust the volume of sound effects and speech
BGM	Mute or adjust the volume of background music

Screen Setting

Screen Size	Set the game screen Resolution and choose between Full Screen or Window Mode play
Fog	Improves the effect of perspective (default: ON)
Shadow Setting	Adds detailed shadows to characters (default: ON)
Anisotropic Filter	Prevents texture blurring (default: ON)
Free Camera	Fixes camera behind player character (default: OFF)
Clipping	Set to Far for the furthest range of vision
Frame Rate	Set to 60 Hz for the smoothest animation

- Hover the pointer over each item to see a more detailed description.

Mouse Setting

Select between **Type A** or **Type B** mouse configurations (p.14), and customise individual commands.

Controller Setting

Customise the button assignments of a third party USB controller for 1P and 2P respectively. Select a command and press the controller button you wish to assign, or select **Return to Default** to remove custom settings.

BONUS FEATURES

Customise your Windows environment with a variety of wallpapers and mouse pointer icons featuring Sonic and friends.

Select **Bonus Features** from the **Sonic Heroes Disc 1** Install launcher, and then choose the wallpaper and mouse pointer you would like to use.



TEAM INTRODUCTIONS

TEAM SONIC

This tenacious trio of Sonic, Tails and Knuckles combines exhilarating high-speed action with medium difficulty playability.

Tails and Knuckles finally catch up with Sonic as he tours around the globe, and pass him a letter from his arch-nemesis Dr. Eggman threatening another outrageous revenge scheme. This time, the deranged scientist announces that he has finally completed his ultimate weapon, and in a matter of 3 days, he will be ready to bring the world to its knees!

Unlike Tails, who is disturbed by the message and unsure what will happen, Knuckles seems confident that there's nothing to worry about. Sonic, however, shows a brief flicker of a smile and takes off again into the distance.

With that familiar grin of confidence, Sonic says he wouldn't miss this party for the world!

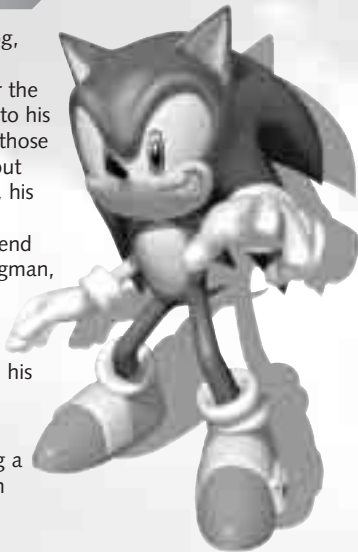
And this is how the three reunite for their greatest adventure to put an end to Dr. Eggman's wicked ploy.

Sonic the Hedgehog

Age 15

The world's fastest supersonic hedgehog, unrivalled in speed, returns once more. Always the drifter, Sonic goes wherever the wind takes him and lives life according to his own rules rather than the standards of those around him. He's basically easygoing, but when he gets fired up over an injustice, his anger explodes with surprising consequences. Always at the receiving end of this aggression is arch-enemy Dr. Eggman, whose fiendish ploys to take over the world are constantly being foiled by Sonic. Saving the world is a nice distraction, but Sonic is soon off to find his next adventure.

Watch out for the patented Light Dash manoeuvre whereby Sonic moves along a path of illuminated Rings, even through mid-air!



Knuckles the Echidna

Age 16

An egotistical dreadlocked Echidna from Angel Island, and appointed guardian of the Master Emerald. Sonic may be a drifter, but Knuckles' home is firmly fixed in the mountains. Wild, tough, stubborn and inflexible, Knuckles sees himself as Sonic's rival, perhaps because of his own dreams of a free lifestyle. He's also known as a treasure hunter, and possesses martial arts skills.

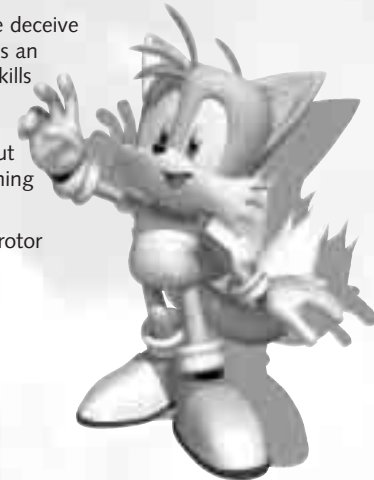


Miles "Tails" Prower

Age 8

Don't let his docile appearance deceive you. This cute twin-tailed fox is an absolute mecha-maniac with skills rivalling those of Dr. Eggman. Humble about his abilities, he always does his best to help out Sonic, who sees him as something of a cute kid brother.

"Tails" can spin his tails like a rotor blade enabling him to fly.



TEAM DARK

A villainous team of Shadow, Rouge and Omega. Skill and concentration is required to endure heavy battle.

Treasure hunter Rouge, who flies all over the world in search of precious jewels, one day hears that Dr. Eggman is accumulating a massive treasure collection. She immediately heads for Dr. Eggman's headquarters to liberate these riches, but discovers the base abandoned with all the valuables gone.

However, she comes across a stasis capsule that, to her surprise, houses the figure of Shadow. Far from being deceased as everybody thought, he is indeed very much alive, but unconscious. In order to release Shadow from the capsule, Rouge switches on the facility's power, unintentionally reactivating the final E-Series robot Omega. Shadow wakes to find his memory gone, unable to recall why or how he went into stasis.

Omega, on the other hand, was rather upset about Dr. Eggman shutting him down. Mistaking Shadow for one of Eggman's robots, he immediately starts to attack him.

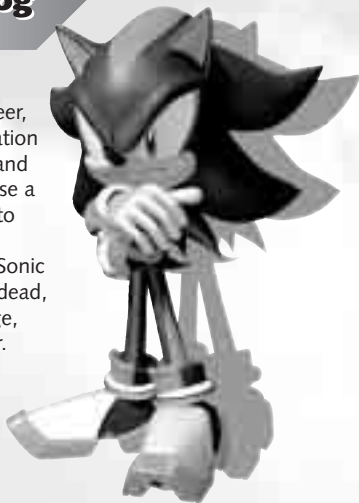
Rouge steps in to break up the fighting, and reminds them both that their enemy is Eggman, so the three shook hands and the team was formed.

"Yeah baby!" announces Rouge. "That makes us a team!"

Shadow the Hedgehog

Time of Creation unknown

Created by the renowned scientist Professor Gerald at the peak of his career, this black hedgehog is the dark incarnation of Sonic, matching him in both speed and abilities. Shadow never ages and can use a technique known as "Chaos Control" to distort time and space using the Chaos Emeralds. Since his fall at Colony Arc (Sonic Adventure 2 Battle) he was presumed dead, but has since been discovered by Rouge, alive and in suspended animation at Dr. Eggman's base. He now suffers from amnesia and has no memory of events prior to his release.



E-123 Omega

Time of Creation unknown

The last and most powerful of Dr. Eggman's E-Series robots. Decommissioned and left imprisoned at the base, Omega was reactivated by mistake as Rouge released Shadow. From that point, Omega decided to destroy all of Dr. Eggman's machinery to take revenge for his imprisonment, and to prove once and for all that he is the strongest.

His wide arms contain all manner of concealed weapons and machinery making him a powerful force to be reckoned with.

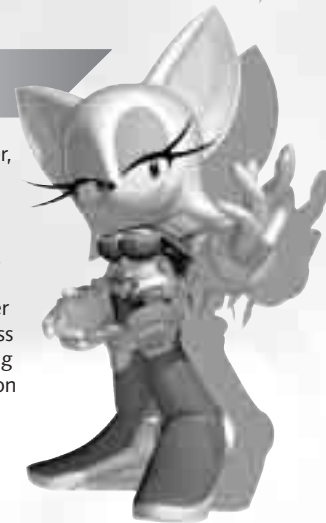


Rouge the Bat

Age 17

Rouge is a professional treasure hunter, forever in search of the world's most precious stones, and part time government spy. Fearless, bewitching, and overflowing with feminine charm, and overflowing with feminine charm, Rouge is dedicated to her work, and never leaves a task empty handed. Her external appearance suggests a careless character, but she is actually calculating and manipulative, basing her actions on potential gain rather than abstract morality or manners.

Her powerful wings enable her to fly with ease.



TEAM ROSE

A delightful trio of Amy, Cream and Big. Shorter missions suitable for younger players.

Amy, crazily in love with Sonic as always, is concerned that she hasn't had any contact for over a month. Making little progress on his trail, she is about to give up hope when she catches sight of Sonic's picture in a newspaper.

In her excitement, Amy runs straight to the publishers to ask where the picture was taken, and on her arrival, she meets a huge familiar looking cat called Big and a cute rabbit named Cream. A quick exchange of stories reveals that Big is looking for his best friend Froggy, and Cream is looking for her friend Chao's twin Chocola, both of whom had appeared in the picture with Sonic. From this, they decide to continue their search together.

"You can't run forever Sonic! Mark my words we WILL be married!!"

Amy Rose

Age 12



An overly cheerful and a slightly erratic girl that poor Sonic just can't seem to shake off. Amy uses her natural initiative and positive attitude to pull the team together, and her weapon of choice, the Piko

Piko Hammer, helps her to maintain authority. Despite her clearly defined goal to one day marry Sonic, he treats her as little more than an annoyance. In his heart he probably doesn't dislike her that much.

Big the Cat

Age 18

A huge feline that lives peacefully with his best friend Froggy in the middle of the jungle. His hobby is fishing, and he always has his favourite rod handy. Big is strong, but gentle and very easygoing, as is reflected in his carefree speech and manner. He also does his best to help his friends. On this occasion, his best friend Froggy is missing, so Big sets off to try and rescue him.

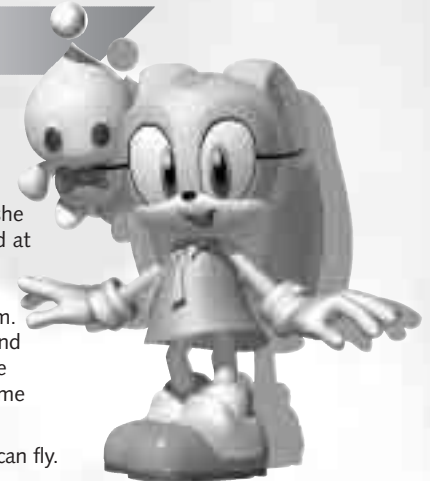


Cream the Rabbit

Age 6

A cute little rabbit that takes her tiny Chao "Cheese" with her wherever she goes, and at just 6 years old, is even younger than Tails. Brought up like a princess, she is a little naïve and simple-minded at times, often getting herself wrapped up in other people's problems. She also loves ice cream. She never forgets her manners, and even offers a polite curtsy before attacking Dr. Eggman, with extreme prejudice.

By flapping her huge ears, Cream can fly.



TEAM CHAOTIX

This devious team of crack detectives is made up of Espio, Vector and Charmy. Each Mission they undertake lands them in unexpected situations, which leads to some very unusual and sometimes dubious adventures.

The Chaotix Detective Agency is always at your service, if the price is right. Lately however, things have been quiet with very little work available.

One lazy day, a mysterious package is delivered to Chaotix, and inside they find a transceiver which mysteriously promises a handsome payment if Chaotix will take on a case. Charmy is thrilled by the offer, but Espio remains sceptical due to the strange nature of the communication. Boss Vector, with dollar signs in his eyes, wastes no time in gathering his troop together to take hasty advantage of the opportunity.

"You know our policy! We never turn down work that pays!"

Espio the Chameleon

Age 16

Opinionated and self obsessed chameleon at the Chaotix Detective Agency. He has a militaristic discipline despite being quiet and laidback, and thanks to extensive ninja training, he can face trouble head-on unconcerned by danger. His characteristics include a protruding horn, coiled tail, and a stealth camouflage trick that renders him invisible to enemy eyes allowing him to pass by unnoticed.

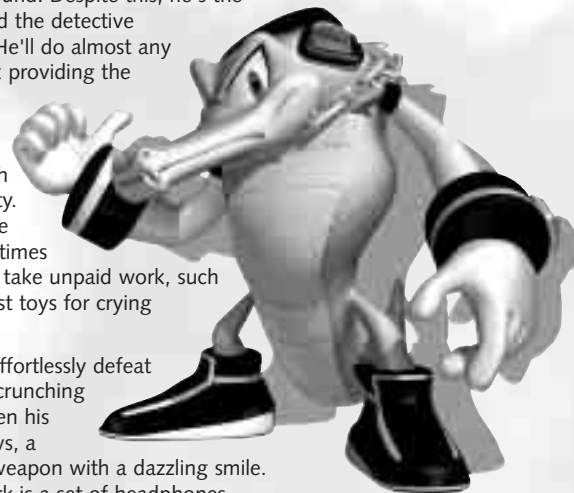


Vector the Crocodile

Age 20

Outlaw detective and head honcho of the Chaotix Detective Agency. He can find peaceful solutions to problems, providing an aggressive method cannot be found. Despite this, he's the brains behind the detective operations. He'll do almost any kind of work providing the payment is right, but won't get involved with anything dirty. His charitable nature sometimes leads him to take unpaid work, such as finding lost toys for crying children.

Vector can effortlessly defeat enemies by crunching them between his powerful jaws, a formidable weapon with a dazzling smile. His trademark is a set of headphones.



Charmy Bee

Age 6

This scatterbrained funny-kid likes nothing more than fooling around, and making the remaining Chaotix staff look professional. Seen by the others as more of a cute mascot, he's generally good natured and light-hearted, but when he gets angry he tends to introduce the source of his anger to his stinging tail.

Charmy is neither clever nor powerful, but excels in following hunches and uncovering hidden objects. He is also able to mysteriously warp between flowers.

His flying helmet is his trademark.

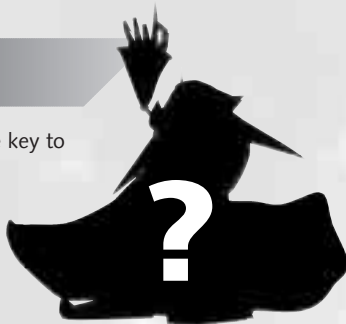


ENEMIES

Mystery Monster

Time of Creation unknown

A mysterious robot that holds the key to destroy the world.



Dr. Eggman

Age unknown



As his name implies, Dr. Eggman is a Doctor whose body looks like an egg. As well as having an unfeasibly high IQ of 300, Eggman is a romanticist, a feminist, and a self-professed gentleman. Sadly, his charms are often difficult to spot through the abominable laughter that accompanies his maniacal declarations of world domination. Sonic is always finding ways to stop his diabolical plots, but as with all great arch-enemies Eggman now sees Sonic as more of a rival than a threat.

BASIC CONTROLS

MENU CONTROLS

	Keyboard	Mouse	Controller
Select	Enter/Space	Left + Right click	Start/A button
Cancel/Back	Escape/Delete	Right click	X button

DURING THE GAME

Move. See explanation on p.14 for more details on using the mouse.
Jump. Can also be used to perform a variety of special actions (p.15)
Action. Perform a variety of special actions (p.15)
Team Blast. Players combine to knock out all surrounding enemies.
Change Formation. Rotate team members clockwise or counter-clockwise.
Rotate Camera. View surroundings from a third person perspective.
Leader's View. View surroundings from the leader's perspective.
PAUSE. Displays the PAUSE menu.

Keyboard 1P	Keyboard 2P	Mouse	Controller
[T]/[F]/[G]/[H] keys	Cursor keys	Left click	Left analog stick
[A]/Space keys	End key	Left + right click	A button
[X]/Escape keys	Delete key	Right click	X button
[Z] key	Page Up/Down keys	Wheel click	Z button
[Y]/[S] ↔ [B]/[D] keys	Insert ↔ Home keys	Wheel rotate	Y ↔ B button
Shift ↔ Ctrl keys	Shift ↔ Ctrl keys	Right click + wheel rotate	Left ↔ Right trigger
[I]/[J]/[K]/[L] keys	Keypad keys	NONE	Right analog stick
Tab key	Enter key	Left + right + wheel click	Start button

BASIC ACTIONS

Sonic Heroes introduces the brand new Team Action control system, whereby teams of characters are controlled together in Formation. Each team has 3 members individually representing Speed, Fly and Power. The character leading the team at any given point determines the Formation type, allowing a unique set of manoeuvres to be performed. The following actions are common to each team and character.

Move

Move the team leader freely in any direction while the team-mates follow close behind.

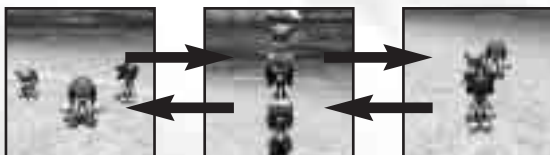
When using the mouse, the character will start walking when you hold down the left button. Move the mouse to increase speed and change direction. Moving the mouse with buttons released while stopped will make them rotate on the spot.

Release the left button and keep the mouse still to stop. If the mouse is set to Type B configuration, the characters are stopped by dragging the mouse in the opposite direction.



Change Formation

Press the left or right [change formation] keys to change the leader and rotate between Speed, Fly, and Power Formations. Depending on the Formation type, a variety of special manoeuvres can also be performed (see Special Actions on p.15).



Team Blast

When the Team Blast Gauge is full, press the [team blast] key to perform the Team Blast move. This knockout technique is ideal for situations where widespread destruction is called for, such as when overwhelmed by enemies. The Team Blast Gauge takes time to charge up, so use this move with caution.



SPECIAL ACTIONS

SPEED FORMATION MANOEUVRES

Spin

Hold [action] key

Roll like a ball to increase speed and attack enemies.



Rocket Boost

Hold [action] key, team-mates gather, release

Team-mates push the leader, propelling them forwards at high speed. Can also be used to attack enemies straight ahead.

Solo Attacks

Hold [action] key, release (without team-mates)

The leader performs a special attack manoeuvre unique to that team. Sonic and Shadow attack forwards with a flying Kick, Amy flattens her surroundings with a Swinging Hammer Attack, and Espio throws Shuriken stars.



Homing Attacks

Jump, [jump] key

Targeted dash directly towards enemies. When team-mates follow through with the manoeuvre, the attack power is tripled!

Tornado Attacks

Jump, [action] key

Spin at high speed to create a tornado effect that can home in on and weaken enemies. Espio combines this with a Ninja Leaf Swirl manoeuvre allowing him to sneak past enemies unnoticed.



Light Dash

Approach path of Rings, [action] key

Enable Sonic and Shadow to dash at high speed along a path of Rings, even through midair.

Propeller Hammer

Jump, hold [action] key

Amy can momentarily sustain flight by spinning the hammer like a propeller.



Triangle Jump

Homing Attack towards wall, grabs wall, [jump] key

Bounce between facing surfaces to pass across areas where there is no ground. Espio can also remain still on the wall without falling off.

FLY FORMATION MANOEUVRES

Ascending Flight

Jump, hold [jump] key

While in Flying Formation, the leader carries their team-mates beneath and can fly until the Flight Gauge is used up.



Quick Ascent

Ascending Flight, [jump] key

Sudden dash upwards during flight that also doubles as a quick attack on enemies by stunning and grounding them, similar to Thunder Shoot.

Thunder Shoot

[action] key

Launch team-mates like cannonballs towards enemies on the ground or in the air. A well-aimed shot will have the effect of stunning and grounding enemies.



Solo Attacks

[action] key (without team-mates)

The leader performs a special attack manoeuvre unique to that team. Tails and Rouge fire Dummy Ring Bombs to stun enemies, Cream sends her tiny Chao "Cheese" to attack enemies on her behalf, and Charmy attacks directly with his stinging tail.

POWER FORMATION MANOEUVRES

Auto Homing

Approach enemies

Team-mates automatically home in on and attack nearby enemies.

**Forward Power Attacks**

[action] key

A series of manoeuvres for attacking enemies directly ahead. Knuckles and Omega attack with Dash Punches, Big employs an Umbrella Attack, and Vector crunches enemies in his enormous jaws.

Remote Power Attacks

Forward Power Attack, [action] key

A series of manoeuvres for attacking surrounding enemies. Knuckles and Omega use Spinning Back punches, while Big and Vector launch team-mates as destructive balls of fire.

**Wide Power Attacks**

Remote Power Attack, [action] key

Attack all nearby enemies with a single manoeuvre. Knuckles launches a single punch to the ground causing powerful volcanic explosions, Omega uses a concealed machine gun to fire bullets round in a circle, Big swings his fishing reel around dangerously, and Vector spews his putrid breath to knock out enemies into submission.

Fighting Pose

Hold [action] key

Gather team-mates ready for some serious fighting action.

**Fireball Jump**

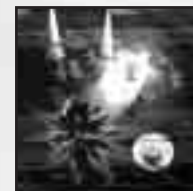
Fighting Pose, Hold [jump] key

Knuckles and Omega can jump while spinning team-mates to attack surrounding enemies.

Fire Dunk

Fighting Pose, jump, [action] key

Hurl team-mates diagonally towards the ground as balls of fire. The resulting explosion damages all enemies in the vicinity.

**Body Press/Hammer Down**

Jump, [action] key

Big and Vector can attack enemies directly beneath them.

**Triangle Jump/Umbrella Descent/
Bubbegum Descent**

Jump, [jump] key

Float gently towards the ground together with team-mates. By catching a draft, this manoeuvre can also be used to float upwards.



STARTING THE GAME

SETTING UP

With Sonic Heroes installed on your system, insert the **Sonic Heroes Disc 2** into your CD-ROM drive. Open the **START** menu, and then select **Programs**. Select **SEGA, SONIC HEROES, SONIC HEROES** to display the Play launcher.



Select **Play game** to start from the Title Screen.

MAIN MENU

Press the **[Start]** key at the Title Screen to access the Main Menu and select from the following.



1P PLAY	Displays the menu for Single Player Games (See p.21).
2P PLAY	Displays the menu for Two Player Games (See p.29).
EXTRA	Displays the menu for bonus features (See p.30).
OPTIONS	Change various game settings (See p.31).
QUIT	Quit and return to the Windows environment.

GAME SELECT

Every time you start-up the game, the Game Select Screen will be displayed before you progress to the Main Menu. Here you will be asked to select a slot in which to create or read a Game, which is accessed automatically during play. Select a slot and follow the instructions onscreen to create or open a Game.



1P PLAY MODE

From the 1P PLAY Menu, select from the following game modes.

STORY	Play the game to reveal the story.
CHALLENGE	Re-attempt Missions in previously cleared Stages (see p.27).
TUTORIAL	Tutorial on Basic Team Actions (see p.28).

STORY MODE

This is the main game mode where each team's story is revealed by completing each action stage. Each of the 4 teams has their own unique storyline with various levels of difficulty.

TEAM SELECT

On the Character Select screen, the four teams are displayed together with game progress shown as a percentage. Select the team you wish to play as.



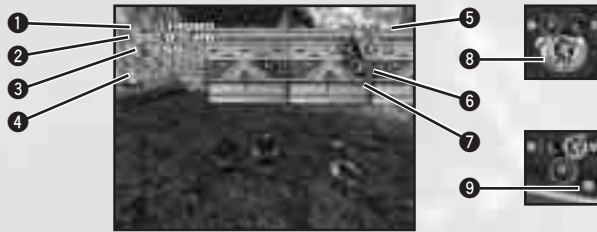
GAMEFLOW



The objectives of each Stage are displayed at the Stage Title Screen. Stages end when you reach the Goal Ring Emblem at the end of the course. Team Chaotix Missions end when the stated requirements have been cleared.

- ★ Story Mode Stages contain a single Mission each. Once you complete the first Mission in Story Mode, an additional Mission for each Stage becomes available in Challenge Mode (see p.27).
- ★ Special Stage Keys can be found in each Stage. If you are carrying a Key when you reach the Goal Ring Emblem, you will immediately enter a Special Stage before progressing to the next Mission or Boss. See p.25 for details on Special Stages.
- ★ Games are automatically saved between Stages.

VIEWING THE GAME SCREEN



1 SCORE

Points scored during this mission. Points are awarded for speed, Rings collected, Level-Ups, good technique and enemies defeated.

2 TOTAL TIME

Total game time elapsed since the beginning of the Story.

3 RING COUNT

Number of Rings currently held.

4 TECHNIQUE POINTS

Bonus score awarded for advanced action techniques.

5 TEAM BLAST GAUGE

The Team Blast manoeuvre can be used when Gauge is full.

Rings

Collect Rings to protect against enemy attacks. For each 100 rings collected, earn an extra life.



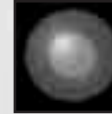
Goal Ring

Trigger the Goal Ring to complete the action stage.



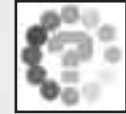
Power Core

Comes in Red, Blue and Yellow. Collect these to Level-Up the character of the corresponding colour. Power Cores appear when certain enemies are defeated, and can also be found inside Item Boxes.



Hint Ring

Touch to receive a strategy hint from a team-mate.



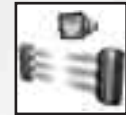
Formation Signal

Indicates the most suitable Formation for tackling the next challenge.



Formation Change Gate

Pass through the gate to automatically change Formation as indicated in the Formation Signal above it.



Special Stage Key

Special Stage Keys can be found in each Stage. Collect one to enter a Special Stage when the Mission is cleared. If you sustain damage however, the Key will be lost as collected Rings scatter.



Check Point

Pass through the Check Point to save your progress, and return to that point if you lose a life. The leader that touches the Check Point also receives one Level-Up.



Item Box

Open the box to reveal the Item inside.



ITEM BOX ITEMS

Rings

Ring count increases by 5, 10 or 20 Rings.



Power Core

Comes in three colours. Collect these to Level-Up the corresponding character.



High Speed

Increase running speed for a limited time.



Invincible

Become invincible for a limited time.



Barrier

Protect against enemy attacks one time only.



Team Blast Ring

Set the Team Blast Gauge to full.



1 UP

Increase lives by 1.



Fly Charge

Set the Flying Formation Flight Gauge to full.



SPECIAL STAGE

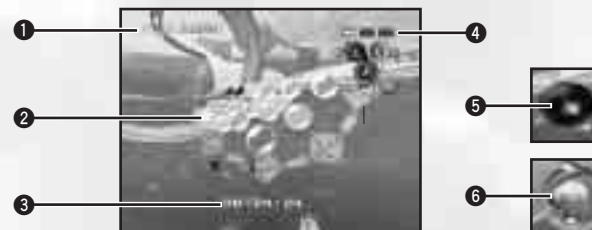
If you are holding a Special Stage Key when you reach the Goal Ring, you will enter the Special Stage where you earn points that are converted into extra lives plus get a chance to obtain one of the 7 Chaos Emeralds.

Special Stage Controls

[move] key	Move characters left or right.
[jump] key	Jump. Use to avoid Bombs.
[action] key	Use Power Gauge to Dash.

- ★ Using the Power Gauge allows a sudden Dash creating a temporary shield of air. Continuous use drains the Power Gauge, so use with caution.
- ★ Move left, right, and jump to collect Spheres and avoid Bombs.

The aim of the Special Stage is to chase and catch up with the Chaos Emerald within the time provided. Even if the Emerald for the Stage you are playing has already been taken, you can still boost your score by aiming to reach the Goal Ring while carrying as many Spheres as possible.



- 1 **Score**
Increases as spheres are collected.
- 2 **Spheres**
Collect these to increase the Power Gauge level and Score.
- 3 **Time Remaining**
Time available to complete the Special Stage.
- 4 **Power Gauge**
Increases as Spheres are collected, and decreases when used to Dash.
- 5 **Bombs**
Decreases your speed and Power Gauge level if hit.
- 6 **Chao Balloon**
Chao Balloons drop both Spheres and Bombs so take care not to pick up the wrong ones!!

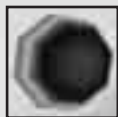
Spheres come in three varieties.



Normal Spheres
Regular type of sphere to collect.



Power Spheres
Boosts level of Power Gauge.



Score Spheres
Boosts Score.

PAUSE MENU

During gameplay, press the [pause] key to display the PAUSE menu.

Continue	Cancel the PAUSE menu and continue the game.
Restart	Restart Action Stage.
Settings	Change camera and control settings (see below).
Quit	Quit the game and return to the Title Screen.

SETTINGS

Camera Setting

Select between **Auto Camera** (default) and **Free Camera**. **Free Camera** keeps the camera positioned behind the player character and can be controlled manually.

Game Pad Configuration

Use the left analog stick to select an action, and press the button you would like assigned. Press the ESC key to save changes and return to the SETTINGS menu.

CHALLENGE MODE

In Challenge Mode, you can replay each Action Stage previously cleared in Story Mode as many times as you like. This is ideal for players wishing to improve their Score and Rank, race against the clock, or pick up Items missed the first time around. For additional enjoyment, a second objective is also available for each Stage.

STAGE SELECT

Select the team you wish to play as, the Stage to enter and the Mission you'd like to attempt. A wealth of information is displayed on the Stage Select screen to help you decide.



- 1 Total Emblems Collected
- 2 Presently Selected Team
- 3 Stages
- 4 Chaos Emerald (displayed if collected)
- 5 Top Time
- 6 Top Ring Count
- 7 Top Score
- 8 Rank

On completion of the selected Stage, new records will be automatically saved into the Game Data and you will be returned to the Stage Select screen.

1P PLAY MODE

TUTORIAL

This basic Tutorial provides a trial Stage in which to practice Team Action controls without danger or objectives to consider. Select TUTORIAL from the 1P PLAY menu to begin. When the Tutorial Stage has been cleared, you will return to the Main Menu. Progress and results are not saved.



2P PLAY MODE

In this mode, 2 Players each control a team battling for the highest score in accordance with the Mission objectives.



MODE SELECT

Select a 2P PLAY mode from those available. To begin with, only the Action Race mode can be selected, but an additional mode becomes available for every 20 Emblems collected in Story mode.



TEAM SELECT

Each player then selects their own team in turn. The same team cannot be selected by both players.



STAGE SELECT

Each Battle Mode contains 3 Stages. Choose the stage you wish to play or select ALL to play the 3 Stages consecutively.



EXTRAS

Replay music, sound effects and movies found in this game by selecting either Audio Room or CG Theatre.

CG THEATRE

In the CG Theatre, you can view movies that appear in Story Mode. To begin with, only the Opening is available, but more movies will become available as you progress through the game. Select the movie you'd like to see and press the [enter] key to start playing.



AUDIO ROOM

In the Audio Room, you can listen to the background music and sound effects used in the game. Select a category, and then choose the music or sound effect you'd like to hear.



OPTIONS

Make various changes to game settings. From the Options Menu, select from the items listed below.

VIBRATION SETTING

Set the Vibration setting in the USB Controller to **ON/OFF**. The default setting is **OFF**.



LANGUAGE SELECT

Sonic Heroes can be played in **English, French, German, Spanish, Italian, Japanese** and **Korean**. The language will default to the language set in the Play launcher.



GAME SELECT

Change and manage your saved games. Each slot with a Game stored will display the time elapsed, winning Team, Rank, Score and Emeralds collected.



Choose a slot, and select **Start** to begin or continue playing the selected Game, **Delete** to erase the Game, **Copy** to save a copy into another slot, or **Cancel** to return.

TROUBLESHOOTING

INSTALLATION

If the **Sonic Heroes Disc 1** is inserted into your CD-ROM drive and the Install launcher doesn't start, please try the following.

- Open **My Computer** and double-click the **Disc 1** CD icon to open the launcher.
- Open the **Disc 1** CD icon in **My Computer** and double-click the **autorun.exe** icon.

PROBLEMS STARTING UP

- DirectX 9.0b must be installed correctly to play this game (p.2). If you can't install this from the launcher, then open the **DirectX** folder inside **Disc 1** and double-click **Dxsetup.exe**.
- Check to see if your graphics card meets the minimum system requirements (p.1).
- Upgrade your graphics card driver so it is compatible with DirectX 9.0b. Please note that SEGA does not distribute graphics card drivers.
- Enable the Direct3D Accelerator from the DirectX Diagnostic Tool. Click **START**, then **Run** and type **dxdiag.exe** to open the DirectX Diagnostic Tool.
- Increase the Hardware Accelerator setting to the maximum level from the graphic card properties window. Right click from the Desktop and click **Properties** from the pop-up menu. Click the **Settings** tab from the Display Properties, then the **Advanced** button to open your graphics card properties. Click **Troubleshooting (Graphics under Performance** for Windows 98SE/Me) to adjust the Hardware Accelerator setting.

PERFORMANCE PROBLEMS

- Memory-resident software such as virus-protection software can keep the game from starting if it is already running. Shut down the memory-resident programs and start the game again. Running another application while the game is starting up can also impair game performance, so shut down all other programs. Consult the software creators or the manufacturer of your PC for instructions on how to shut down non-SEGA memory-resident programs or programs running in the background.
- Disable the **Power Saving/Standby mode** and **Power Management** feature for better performance and resolve conflicts that may cause the game to run improperly or suddenly shut down.
- When your PC (machine) is not provided with enough electric power, the system may suddenly shut down or restart during the game. This is known to occur whenever your system is upgraded with the latest high-spec graphics card. If this is the case, be sure to use a reliable power supply that will ensure the system's performance.
- If you chose not to install the game fully, a full install may improve overall performance.

DISPLAY PROBLEMS

- From the Play launcher, open **Options** and **Screen Setting**, and try setting the **Resolution** to **640x480 16-bit color**, and **Fog Emulation**, **Anisotropic Filter** and **Shadow Setting** to OFF. Additionally try setting the **Clipping** to **Nearest** and the **Frame Rate** to **High Speed**.
- This game does not support minimizing or application switching when played in **Full Screen** mode. If you wish to use the Minimize function or switch to other applications during game play, please use the **Window Mode**.
- Please note that SEGA does not distribute graphic card drivers.

A Note on Graphics Cards

Textures in the game may appear distorted, depending on the specification of your graphic card. If this is the case, the problem is due to the compatibility or performance level of the graphic card, and the appearance cannot be dramatically improved.

SOUND PROBLEMS

- For imbalance in the sound output, either adjust the volume from the **Sound Setting** (via **Options** in the Play launcher) or from Windows' **Sounds and Audio Device** section (via **Control Panel**).
- Ensure your sound card driver is up to date. Please note that SEGA does not distribute sound card drivers.
- Open the DirectX Diagnostic Tool and under the **Sound** tab, set **Hardware Acceleration** to **Normal**.
- If you chose not to install the game fully, a full install may improve sound performance.

BONUS FEATURES

If the wallpaper setting doesn't take effect.

- Go to the Windows control panel, and select **Display** (or in Windows XP, select **Display** under **Desktop Display and Themes**). Then select the **Background** tab and click the **Browse...** button and select the CD drive where **Disc 1** is located. Open **Special and Paper**, then the wallpaper folder an appropriate size for your display. You can then set the wallpaper you'd like installed directly.

If the animated cursor icon is not enabled.

- Go to the Windows control panel and select **Mouse** (or in Windows XP, select **Printer and Other Hardware**, then **Mouse**). Then select the **Pointer** tab, click the **Browse...** button and select the CD drive where **Disc 1** is located. Go to **Special** and **Cursor**, and set the cursor you would like directly.

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