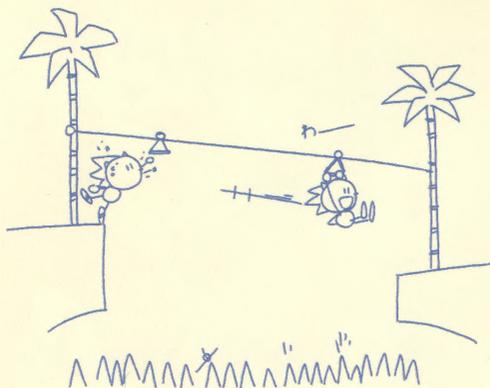


# SONIC™

## MANIA



**INTRODUCTION MANUAL**



**BY THE MANIA...**



**INTRODUCTION MANUAL**

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# THE STORY SO FAR

Some time after saving Angel Island, Sonic the Hedgehog and his best friend, Miles "Tails" Prower, are relaxing when Tails picks up a strange energy reading far away. Though different from the Chaos Emeralds, the reading is remarkably powerful, and Tails convinces Sonic to join him to check it out.

Sonic and Tails take off on the Tornado towards the source, but sure enough, the evil Dr. Eggman has detected it too! Now it's a race between Sonic and Eggman to get there first and figure out what mysteries it holds.

However, Eggman has been busy: he's just unleashed a new team of elite Egg-Robos to handle his most important tasks. They're called the "Hard-Boiled Heavies," and they're about to reach the source of the signal first!

It's up to Sonic, Tails, & their newest ally, Knuckles the Echidna, to defeat the Hard-Boiled Heavies, unlock the secrets of the energy source, and stop Dr. Eggman!

## CHARACTERS



### SONIC THE HEDGEHOG

The world's fastest hedgehog! Although often impatient, Sonic has a heart of gold and a strong desire to fight injustice – which means putting a stop to the evil Dr. Eggman's plans.

His blistering speed, Super Sonic Spin Attack, and sassy attitude make him a force to be reckoned with. After reconciling his differences with Knuckles, he's enjoyed some peace and quiet with Tails and their animal friends – until now.



### TAILS MILES "TAILS" PROWER

Miles "Tails" Prower grew up idolizing Sonic, and now joins him on his adventures. He can fly using his two tails, and as a skilled inventor and mechanic, his talents almost rival those of Dr. Eggman. Anywhere Sonic goes, Tails is never far behind.

### KNUCKLES THE ECHIDNA

Knuckles is the last descendent of the ancient Echidnas. He lives alone on the floating Angel Island, kept in the sky by the Master Emerald, which he guards. Knuckles has unmatched strength, and can even punch through solid walls. Following the defeat of Dr. Eggman's previous scheme, Knuckles considers Sonic an ally. When Knuckles spots something amiss on the island, he goes to investigate...



### Dr. EGGMAN EVIL GENIUS

An evil genius with an IQ of 300, Dr. Eggman won't stop until he dominates the world with his army of mechanized minions. Despite suffering defeats at the hands of Sonic and his friends, Dr. Eggman's confidence never wavers.

Intrigued by this new energy signal, he plans to exploit it for his own means. With something this powerful, he could finally stop Sonic forever.

# MEET THE TEAM



## CHRISTIAN WHITEHEAD LEAD DEV & PROGRAMMER

Give me the cyber razor cut, because my long hair needs it after months toiling away on this game. I hope you enjoy all the new surprises our team worked hard to create!

## SIMON "STEALTH" THOMLEY PROGRAMMER

As an avid programmer, Sonic's first game was a huge inspiration to me back in 1991. Working with Sonic Team has always been a dream of mine, so living that dream has been amazing!



## HUNTER BRIDGES PROJECT MGR & PROGRAMMER

As a child, Sonic games shaped my senses of creativity, music and design. I'm thrilled to be a part of a team that has the opportunity to inspire new generations.

## JARED KASL LEAD DESIGNER

It's been a pleasure to not only work on a dream project, but get to do it with friends. The love and dedication is the heart of Mania.



## BRAD FLICK DESIGNER

Working with my best friends and Sonic Team on Mania still feels like an impossible dream. If you see me, could you remind me that it is indeed real? Thanks!

## TARYN COSTELLO DESIGNER

It has been an honor to work with such a great team. I hope Mania will inspire others to chase their dreams, too.

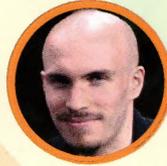


## MICHAEL BALM DESIGNER

Sonic 3 was my ultimate childhood game and Sonic Mania is without a doubt one of the most ambitious projects I've ever worked on - Thanks to such a strong team!

## TOM FRY ART DIRECTOR

Working on Sonic Mania surrounded by such a wealth of warm and talented folk has made for some of the most enjoyable months of my life. It's a time I will never forget.



## PAUL VEER ARTIST

I started doing pixel-art by doing Sonic sprite edits, so it's been surreal being on the other side of that some 18 years later. Never give up on your dreams!

## KIERAN GATES ARTIST

As a life long Sonic fan, I'm honoured to have been able to contribute to Sonic Mania, and it's been a privilege to work alongside so many talented people. Thank you!



## LUCAS "MIDIO" CARVALHO ARTIST

I had a blast working on a bunch of the game's stages! As a Sonic fan, I'm so happy to be part of the Mania family and I hope you feel all the love we poured into the game <3

## TEE LOPES COMPOSER

It's been an honor to work on Sonic Mania with this formidable team! I hope the game can stand as an icon of determination, as well as proof that dreams are worth chasing after.



# MEET THE TEAM



## FALK AU YEUNG MIXING

Sonic has a long, proud history of awesome music and it's an honor to support Tee in bearing that torch for this amazing game.

## JAMESON SUTTON SOUND DESIGN

Many of the talents on this team have been heroes of mine since I was a kid. Getting to work on Sonic Mania has been surreal, and I hope you enjoy the game. ^\_^



## GREG DAWSON BUSINESS DEV

Thanks Mom and Dad for letting me play Sonic growing up and to my wife for letting me play Sonic even though I'm grown up! Kaylin, Ryker, Maddox, Terri, Starr, Daniel.

## TYSON HESSE CINEMATIC ANIMATION

My fondness for Sonic is what led me to be pursue animation as a career, so this is a life dream fulfilled. I'm so humbled to have been even a small part of such a passionate team!



## HYPER POTIONS CINEMATIC SOUNDTRACK

So so thankful to go from being fans of Sonic to making the music for Sonic Mania trailers. Honestly a dream come true for us.



## TAKASHI IIZUKA SONIC SERIES PRODUCER

Since creating Sonic The Hedgehog 3, I've always wanted to create a 2D pixel Sonic game again. Sonic Mania has been a dream for years.

## KAZUYUKI HOSHINO SONIC CREATIVE DIRECTOR

It was my pleasure to work with talented creators who grew up with Sonic. Work hard, PLAY hard! Keep up the good work for Sonic's next 25 years :)



## AUSTIN KEYS DIRECTOR OF PRODUCTS

Everyone on the project has worked remarkably hard to make Sonic Mania an amazing title. Thank you to all the fans who supported the game every step of the way.

## LOLA SHIRAIISHI PRODUCER

I'm working too hard on this game right now. Someone write this for me, please.

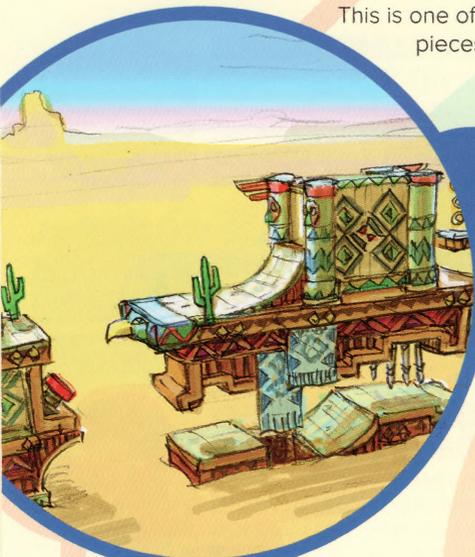


## AARON WEBBER SOCIAL MEDIA MANAGER

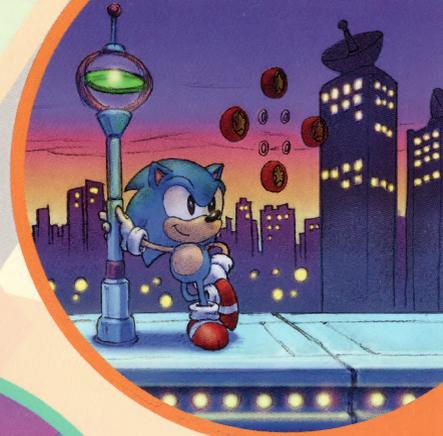
To everyone who has worked on Sonic over the last 26 years: thank you. Here's to the future generations who will carry on that legacy.

# CONCEPT ART

This is one of our earliest concept pieces of the desert Zone, Mirage Saloon.



Studiopolis is a brand new zone in Sonic Mania. A city at dusk full of bright lights, bumpers, and gold rings...



...it's also where you'll face off against "Heavy Gunner", of the new "Hard-Boiled Heavies".



The new Green Hill Zone features caves, aquatic caverns, and more.

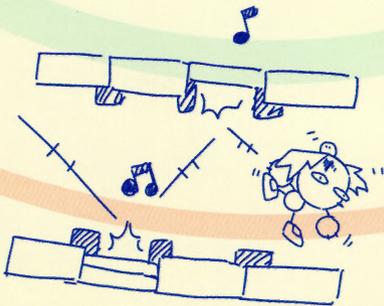


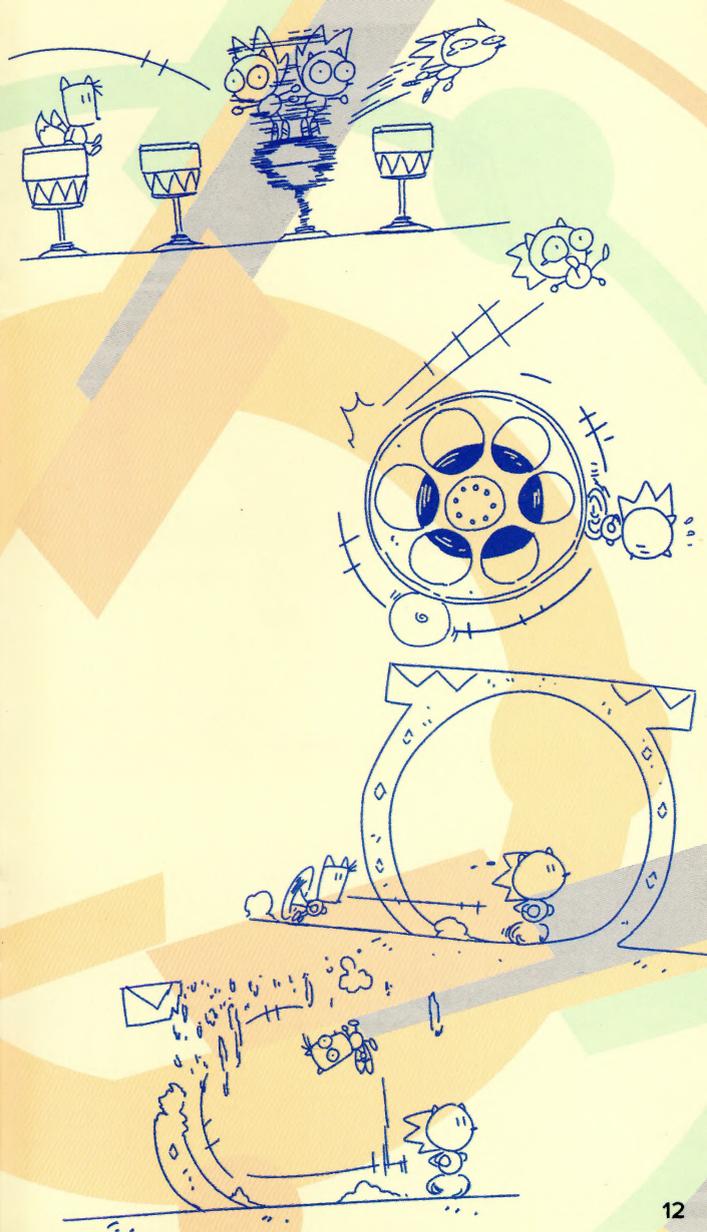
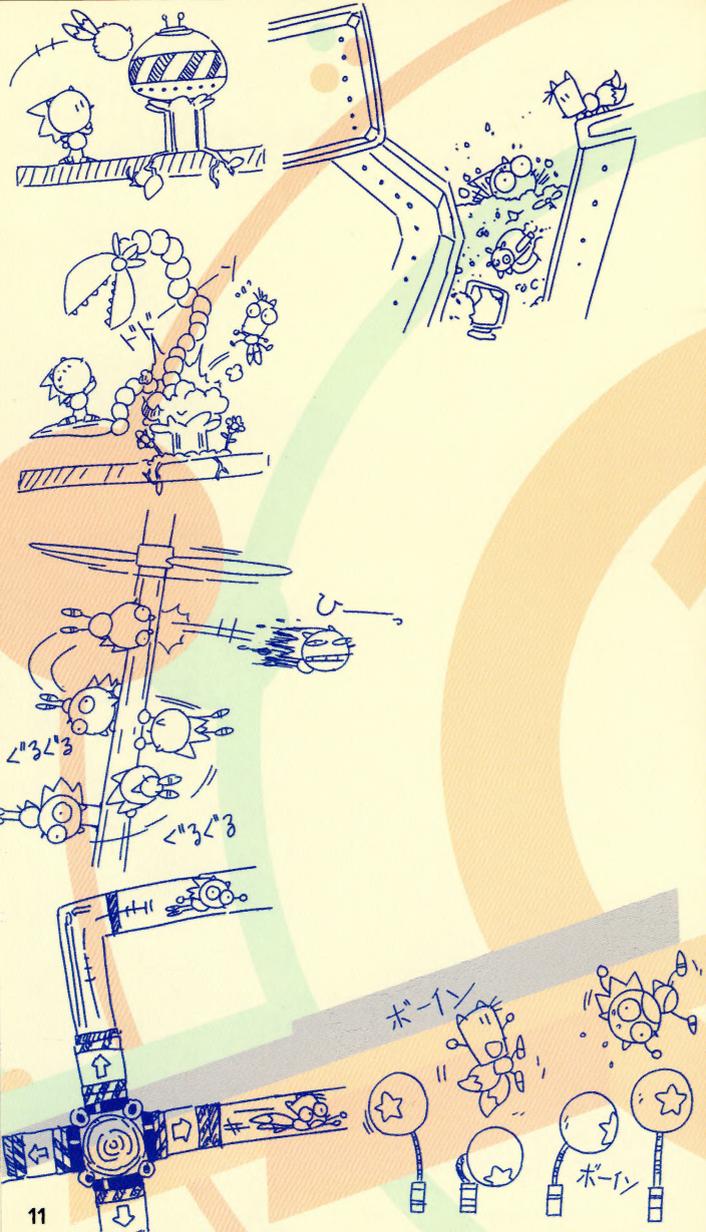
Brrr! Sonic ice cubes, anyone?...

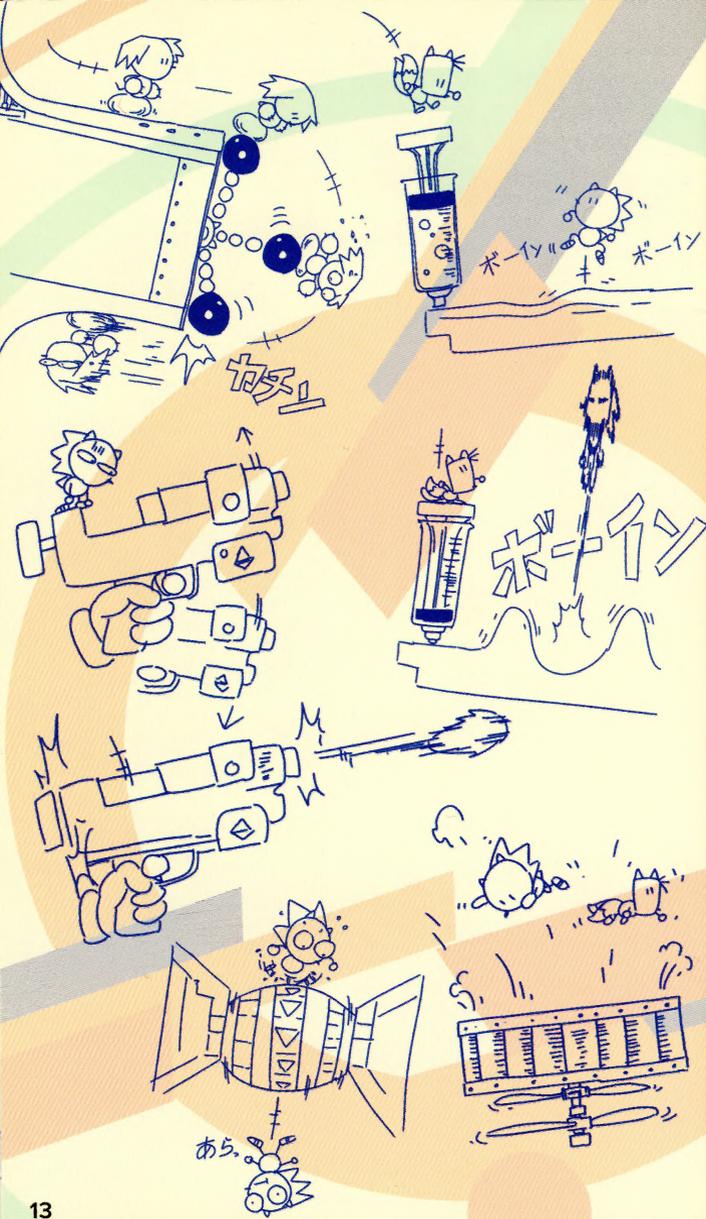


# SIGNATURES!

COLLECT THEM ALL!







# SPECIAL THANKS

Sonic Mania exists thanks to the hard work of hundreds of people across the world. Listed below, we'd like to thank the following, each of whom has contributed, through hard work or constant support, to help Sonic Mania become what it is today:

## SEGA STAFF

Risa Araki  
Sylvia Barazza  
Adam Borno  
Marta Camilo  
Sara Chan  
Carl Chen  
Mike Cisneros  
Elwood Cruz  
Anna Downing  
Allie Doyon  
James Dyer  
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Shodai  
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Steven Kawafuchi  
Ian Kelly  
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Mai Kiyotaki  
Kohei Kondo

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Petia Koutzarova  
Bryan Kuhl  
Jimmy Lenoir le magnifique  
Cindy Lin  
Kitty Mach  
Nick McKenzie  
Hiroyuki Miyazaki  
Sergio Montealegre  
Sam Mullen  
Syou Nanmoku  
Kenya Numata  
Teppeï Otsuka  
Kathy Park  
Tim Pivnicny  
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Tony Resendes  
Logan Sandefur  
Angry Sandra  
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Jun Senoue

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Miki Takahashi  
Mitushiro Tanaka  
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Eitaro Toyoda  
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"Classic" Wendy Wang  
"Super" Edith Yang  
Yuko Yasuda  
Terri Watanabe  
Jeff Webber  
Scott Williams

## ADDITIONAL THANKS

Nate Almond  
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Chris Davidson  
Allegra Frank  
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Jake Ganz  
Arin "Grump" Hanson  
Brady Hartel  
John Hardin  
Mark Hughes  
Svend Joscelyne  
Jirard Khalil

Jonathan Kim  
Skyler King  
Barry Kramer  
Lawrence Lacsamana  
Penny Lee  
Dan Leshock  
Kenneth Lindenbaum  
Ryan Magee  
Matthew Mannheimer  
Jacquelyn Moore  
Yuji Naka  
Naoto Ohshima  
Juan "Johnny" Ortiz

Nick Robinson  
Erik Schmitt  
Brian Shea  
Craig Sinel  
Sibel Sunar  
Josie Taylor  
Adam Tuff  
Kevin Wasielewski  
Austin "Tails" Webber  
Brit Weisman  
Hirokazu Yasuhara  
Averi Yorek  
Studio Yotta

## ...AND YOU!



## ...FOR THE MANIA

Manual design by Kieran Gates  
Sketch artwork by Tyson Hesse

The image features the SEGA logo in a stylized, blue, blocky font with a white outline, centered on a bright yellow background. The logo is surrounded by abstract, colorful geometric shapes and patterns. A large, thick blue diagonal line runs from the top right towards the center. A red diagonal line runs from the bottom right towards the center. A thick orange curved shape, resembling a stylized 'S' or a path, is positioned behind the logo. A light blue circular path with several small circles along it is also visible. The overall design is vibrant and dynamic, with various colors including yellow, blue, red, orange, and light blue. The SEGA logo is the central focus, with a registered trademark symbol (®) to its upper right.

SEGA®