



SONIC WORLD

Official Manual

PC

Thank you for downloading Sonic World! Please note that this game is designed only for use on PCs with Windows OS. Be sure to read this instruction manual thoroughly before you start playing.



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About Sonic World

Sonic World is a fan game geared toward following the play-style of the Adventure titles and Heroes. The game runs on the Blitz3D engine and pushes it to the limit. With over 40 different characters to chose from and over 50 stages, Sonic World aims to be a memorable gaming experience for Sonic fans old and new. It contains new and reimagined versions of many iconic levels from the past and present titles. But the fun doesn't stop there, as Sonic World can be modded to include new content made by fellow fans. Also implimented by popular demand, Sonic World includes a full-fledged Chao Garden with a shop along with racing and karate. Sonic World is a huge passion project for us and it's completely free to download and play. With that said, we hope you enjoy playing this game as much as we had making it.

Best wishes!

-The Sonic World Dev Team

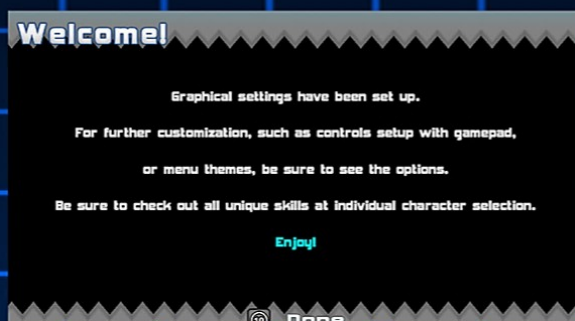
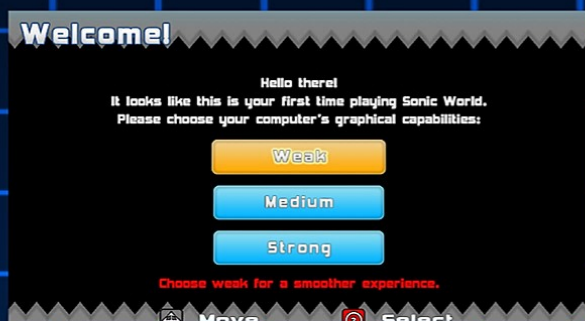
**For more information and content, visit our website at:
<https://sonicworldfangame.com/>**



Getting Started

Setting Up

After downloading Sonic World, simply open the zip file, extract the contents to the destination of your choice, then run 'Sonic World.exe'. Once the game finishes loading, you'll be greeted with a screen asking you to select your computer's graphical capabilities. Depending on the strength of your computer, if your computer's specs are minimal to average, you may want to select the weakest setting to ensure a smooth gaming experience. If you ever want to change this setting, you can return to this screen by utilizing 'Debug mode' after enabling it in the options menu.



Sonic World is specifically designed to be played with computers running on Windows operating software. The game is naturally incompatible with other operative systems, such as Mac or Linux. However, successful launching of the application can be achieved through the use of a third-party Windows emulation program.

Warning!: Some content in this game may not be suitable for those with epilepsy, or those who are prone to having seizures. If you suffer from either of these, this game is not recommended for you.

Save File


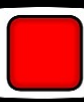

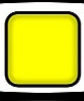


Sonic World has an auto-save feature that occurs upon the completion of a stage, or after changing settings in the options menu. It is recommended that you do not close the game while loading or saving, as this could potentially cause your save data to become corrupted.

Your save data is located in your computer's AppData folder. In the event your save data becomes corrupted, it is recommended that you delete your save and start anew.









Controls

In-Game Controls

	Move
	Jump
	Roll / Stomp
	Drift / Super
	Skill #1
	Skill #2
	Skill #3
	Start/Pause
	Back/ Change Jump Action
	Change Leader
	Pick-Up
	Rotate Camera
	Center Camera/ Change Camera Mode

Menu Controls

	Move/Select Menu
	Confirm
	Back/Cancel
	Switch Menu, Switch Page, Randomize Characters, Website
	View Controls/Roster, Records, Animations
	Alt. Character, Randomize Stage

Main Menu

At the title screen, press 'Start' to display the main menu.

Play: Takes you to the gameplay selection menu

Gallery: View character profiles and animations

Options: Change various game settings

Credits: View the credits roll

Exit: Quit the game



Options

Resolution - Change the resolution to fit your Pc

Screen Mode - Choose for Sonic World to open in windowed mode or fullscreen

Debug Mode - Enable or Disable unique features and cheats

Sound Volume - Set the volume of in-game audio

Controls - Customize your controls for your Keyboard & Mouse, or controller

Depth of Field - Visual effect that blurs far away objects

Shadows - Toggle the appearance of in-game shadows

Motion Blur - Visual option that blurs surroundings when moving quickly

Sun Rays - Toggleable visual lighting effect

Lens Flare - Toggleable visual lighting effect

Bump Maps - Makes the in-game textures nicer

3D Sounds - Binaural surround sound for objects and enemies

Plants - Toggle whether decorative plants are spawned in stages & chao garden

Mods - Enable or Disable custom mods

Control Tips - Toggleable on-screen button prompts during gameplay

Menu Theme - Customize your menu screen's music and visual aesthetics

View Distance - Change the render distance on far away objects

Camera Range - Determines the closest distance you'll be able to see meshes

Reset SaveData - Erase your saved progress

Sonic World utilizes an auto-save feature that occurs every time you complete a level or change your settings in the options menu. When the game is saving, you'll see this logo appear. It is recommended that you do not close the game while saving.



Play Mode

Upon selecting 'Play' from the Main Menu, you will be greeted with a gameplay screen where you can choose between a number of different modes. The icons on the left are your total accumulated Emblems, Rings and Lives; The options on the right are 3 special game modes. You can play Sonic World with a single character, A pair, or a Team of 3. Selecting 'Single' or 'Pair' will take you directly to the character select screen, but choosing 'Team' will take you a screen where you can choose from preset teams, or a Custom team: which lets you pick all 3 characters.



When on the character select screen, you can cycle between numerous playable characters. Most will be locked upon starting, but can be unlocked by collecting emblems from completing stages. While on this page, you can also view the characters' movesets, and even switch to another page where you can choose to play as custom characters (which can be added to the game through modding).

After you have selected the character/s you wish to play as, you will arrive at the stage select screen. Here you can cycle through the many different levels in the game. The Records tab will display your best time, ring collection and scores for playing each level; Along with any emblems collected from completing the missions presented. You can also pick a stage or character/s at random from this menu screen. After you have completed a level, or quit during one, you will be returned to this screen; where you may choose another level or mission to play. If you back out of this screen, you'll be sent back to the 'Play' menu. You also aren't limited to playing just the default stages, as many more can be added through modding.



HUD



1. Elapsed Time

2. Ring Count

3. Score

4. Remaining Lives

5. Chaos Drives collected

6. Technique Points/ Air Timer

7. Mission Meter

8. Control Tips

If you defeat enemies, you can collect Chaos Drives. Chaos drives are useful when raising chao. You can only hold up to 10 at a time.

Technique Points are scored by doing many different things, such as attacking enemies or interacting with certain objects. These points add to your total score and can increase your rank at the end of each level.

When underwater, a timer will appear telling you how much air you have. Make sure you resurface or collect an air bubble before it reaches zero, or else you'll drown. Be sure to keep in mind that some characters can hold their breath longer than others.

The mission meter appears in specific missions. What it displays is relevant to your current mission; Whether it be a timer, an object counter, radar, or health bar for a boss.

Control tips are button prompts that display your characters movelist onscreen. Some prompts appear for specific characters or in certain circumstances. They can be enabled or disabled in the options menu.



In-game Objects



Rings: These will protect you from enemy attacks. Make sure you at least have 1 with you. Collecting 100 will give you an extra life. But be careful, if you get hit you'll lose all the rings you've picked up.



Red Star Ring: These are found in treasure hunting missions. 3 of them are scattered about the stage. If you're close to them, your radar will begin to blink green, then yellow, and lastly red.



Goal Ring: At the end of almost every level you'll find one of these. Your goal is to reach these in many missions; But in some cases, touching it will reset the level and send you back to the beginning.



Hint Rings: These will give you hints in certain stages. To view the hint, just simply walk up and touch it.



Dash Pad: Pass over them to be sent running in the direction at high speed.



Switches: These particular objects trigger special objects to activate and deactivate, such as Lasers and Switch boxes.



Flickies: These little birds can be found inside of robots during the 'Flicky Rescue' missions. Once freed, they will leisurely fly around.



Springs: Springs will launch you in the set direction they are facing. They can get to hard-to-reach places.



Checkpoints: Checkpoints save your position in a level. If you lose a life during the stage, you will return to the last one you triggered.



Item Capsule/Balloons: These hold many different kinds of power ups - Most of them very useful.



Balloons: Ballons can be used as means to chain your way over to hard-to-reach places. In the Confetti Parade missions, you have to pop every single one that is in the stage.

Bubbles: Bubble patches can be found in many places underwater. After a short time, one will start to float up. Touching it will restore your air timer back to max.

Enemies

There are enemies in almost every level, ranging in many types and categories. Watch out, because some enemies will take more than one hit and some will attack upon sight. Most robots contain chaos drives which can be used in the Chao Garden.



Items & Vehicles



Rings: Increase ring count.
Randomly holds 5, 10, or 20



1up: Gives you an extra life



Trap: Takes 10 rings from your total ring count



Invincibility: Makes you invulnerable for a short time



Speed Shoes: Makes you super fast for a short time



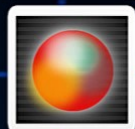
Wing: Restores flight timer back to maximum (flying characters only)



Bomb: Destroys all nearby enemies



Normal Shield: Protects you for 1 hit of damage



Flame Shield: Protects you for 1 hit and from fire damage



Bubble Shield: Protects you for 1 hit and from ice damage; Keeps you from drowning



Electric Shield: Protects you for 1 hit and from electricity; Magnetizes rings to you



Earth shield: Protects you from 2 hits of damage



Board: Skate along the ground and hit the slopes in style

Glider: Take to the skies and fly over great distances

Bumper Car: Dash and crash your way through stages while riding in one of these



Move



Move



Move



Jump



Fly Faster



Jump



Slide Faster



Ascend



Accelerate



Drift



Descend



Drift



Missions



Normal Mission: Reach the Goal



Ring Collector: Collect 200 Rings



Destructor: Destroy all the enemies



Gold Persue: Destroy all of the gold enemies



Treasure Hunter: Find the 3 Red Star Rings



Flicky Rescue: Rescue 5 Flickies and bring them to the goal



Stealth: Reach the Goal without being detected by enemies



Confetti Parade: Pop all the balloons in the level



Time Attack: Complete the mission in under a certain time



Perfect Dash: Complete the mission without dying



Mach Speed: complete the mission in Mach Speed mode



Robot Carnival: Destroy all the enemies



Rival Battle: Defeat your opponents



Boss Battle: Defeat the Boss



Free Roam: Run around and explore

Emblems

Every Stage has 5 missions with 2 Emblems apiece. The first is awarded for completing the mission, and the second is awarded for getting an 'S' rank, which is the highest score rank possible. Every mission type can award you emblems except for 'Free Roam' missions. Emblems are used to unlock characters and Special Stages. Try your hardest to collect them all!



Special Stages

Special Stages are challenge levels that are unlocked after collecting a certain amount of emblems. Your mission is to reach the end with enough rings while avoiding obstacles in your path. The meter on the bottom shows how far you are away from the end of the level. If you collect enough rings, you'll be rewarded with a Chaos & Sol Emerald; There are 7 in total. If you can beat all of them and collect the emeralds, you'll unlock Super Forms!



Marathon Mode

Marathon mode allows you to play continuously through all the stages in a random order, along with a randomly chosen mission. You can select the characters in the same way you do normally; Single, pair, team or random. If you quit during a marathon, the game will save your progress and you can return to the level you left off on at anytime. However, if you choose to start a new marathon, your previous data will be overwritten.

Bosses



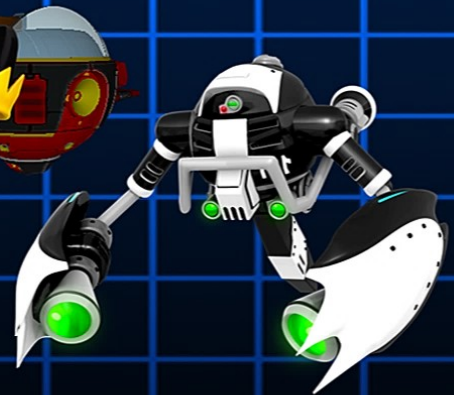
Dr. Eggman



Mecha Sonic



Eggman Nega



Beta Mk II

Chao Garden

Added by popular demand, Sonic World has a functional Chao Garden with a few special features. Here you can raise and compete with Chao.



Move



Jump/Accept



Spin/Stomp/Cancel



Pick up/Shake tree



Pet/Whistle/Cheer/Demolish



Drift



Toggle Name Tags



Chao are small creatures that hatch from eggs. They have to be loved, fed and taken care of in order to grow, breed, and play. Eggs hatch normally over time but can hatch sooner if you interact with them.

In every Chao Garden, there are a few trees which grow special fruits over a period of time. You can shake these off of the trees and give them to your chao to feed them. Sometimes you can get seeds from fruits purchased at the Black Market. These seeds can be planted in your garden to go special fruit trees.

Chao have special stats that can be increased by feeding them, giving them chaos drives, or equipping them with hats. Each stat helps serve a purpose when competing your chao in races or karate. The stats are Run, Swim, Fly, Strength, Luck, intelligence and Stamina.

After a period of time, a chao will evolve from a child into an adult. The chao will go into a cocoon and come out appearing differently. After much more time has passed, a chao will have reached the end of its life and go into a cocoon. Depending on how it was raised will determine the outcome. If its cocoon is pink, the chao will be reincarnated, but if it is grey, the chao will die and you wont see it ever again.

Depending on the alignment of the character you use to raise the chao, it will determine the outcome of what kind of chao you will get when it evolves. There are 3 types; Neutral, Hero and Dark. Actions, happiness and personality are affected by how the player treats chao with particular characters.

The small hearts under the stats represent the chaos' alignment and happiness. These depend on how the chao is raised and who raises it. The heart will change to white or black depending on if it will become a hero chao or dark chao. For the second heart- the brighter pink it is, the happier the chao is.

In the chao garden, you may notice a couple of small items. The sack is used to store items from the garden in your inventory. If you bring an item to it or carry it to an item, it will be placed inside. These items can then be obtained by using the chao transporter. The Recycle Bin is how you can dispose of these items. Just remember that if you throw things away that they can not be recollected.



From time to time, you may notice flowers blooming around your chao. This means it is mating season for this particular chao. If you bring another chao that is ready to mate to it, there's a chance they may lay an egg.

Normally chao can only live for a certain amount of time, there is a special fruit that you can give them to make them live forever. Rumor has it that you can buy it from the black market, but it's very rare to come by.

Chao Transporter

In the garden, there are a few Chao Transporters. These machines can do a few different things. 'Name' allows you to name your chao. 'Good-Bye' will let you send your chao away if you don't want it any longer. 'Inventory' will let you view all the items you have saved by storing them in the many sacks in the garden. And lastly 'Exit', which returns you to the garden. The first 2 options are only selectable if you have carried a chao onto the transporter.



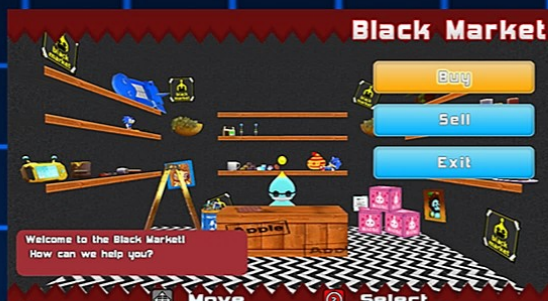
Principal's Room

The Principal's room is an area in the chao garden that you can go to get tips on how to raise your chao. Simply go to the teleporter and select 'Lessons'. From here you can cycle through information about Chao and the Chao Garden.



Black Market

The Black Market is a store located in the Chao Garden where you can buy and sell goods. The market includes different colored chao eggs, food that's used to increase stats, hats which can give your chao a stat boost, and toys for them to play with. You can also sell any items you saved in your inventory for extra rings.



Chao Stadium



The Chao Stadium is where you can compete in Chao Races and Chao Karate. Bring your chao to the teleporter in the chao garden and then select which activity you want to do. The races and karate matches come in many difficulties depending on your chaos' stats. In the races, you can cheer on your chao; but in karate, you have to sit back and watch your chao fight. By winning either of the mini-games, you will be rewarded with rings as a prize.

Debug Mode

To activate Cheats and Special Features; Go to the options menu, select 'Debug Mode' and choose 'On'. Once you return to the main menu, these features and cheats can be used.

Menu Cheats

ESC Quit Program

F1 Unlock All

F2 Next Chao Emo

F3 Toggle Debug nodes

F4 Show Cheats

F5 Go to Welcome screen

F6 Go to Start Screen

F7 Go to Game Over screen

F8 Go to Time Over screen

F9 Change Mission

F10 Toggle Time Control

F11 Random Team

F12 Change Character Row

SPACE ...

DEL '& Anyone' Mode

**12345
67890** Change Character or Team

+ Skip to Stage Select [3]

- Skip to Stage Select [1]

F1 will immediately unlock everything in Sonic World.

F2 will change Cheese and Chocola's facial emotions in the gallery.

F4 visibly displays the cheats when pressed and held down.

F10's time controls let you speed up, slow down or stop time in-game.

'& Anyone' Mode allows you to play as duplicates of the same character.

In-Game Cheats

ESC Quit Program

F9 ...

F1 Spawn at origin

F10 Reset All Objects

F2 Die

F11 Toggle Cinema Mode

F3 Object Placer

F12 Change Character Row

F4 Show Cheats

SPACE Moon Jump

F5 Show FPS & Info

DEL Object Placer

F6 Become Invincible

**12345
67890** Change Character

F7 Get Speed Shoes

+ Next Character

F8 Gain 50 Rings

- Hurt

F3 & Delete open up an object placer, where you can put down rings, enemies, objects and many other things.

F5 displays your current FPS, ideal score & time, Character Speed, acceleration, and jump strength.

F10 respawns all enemies destroyed and objects collected.

F11 toggles cinema mode, which lets you freely move the camera around.

F12 switches your character rows throughout the roster. Each time you press it, you can cycle between different characters by pressing 0-9.

+ cycles through the characters one at a time.

Time controls can be toggled from the Main Menu:

Y resets the timer

U speeds up time

I slows down time

Character Rows:

1: Sonic - Omega **2:** Espio - Fang **3:** Bean - Heavy/Bomb

4: Gamma - President **5:** Commander, Milk, & Egg Robo

Modding

Sonic World can be modded to include content made by fellow players. To be able to use Mods, you will need to enable 'Mods' in the options menu and download the mod you wish to use. There are 4 types of mods; Stages, Characters, Menu Themes, and Voice packs.

Stages

1. Download the mod you wish to add and open it.
2. Inside there should be a folder with the name of the stage. Copy this folder to the 'Sonic World/Stages' folder.
3. Inside that folder, there is a file called 'Stages.xml'. Open this file with notepad (or any text editing program that supports xml).
4. Type the following in between `<stagelist>` and `</stagelist>`;
`<stage name="example"/>`
(Replace 'example' with the name of the stage folder you just copied over)
5. Save the xml and run Sonic World; Enjoy your new stage~!

You can have as many custom stages as you want; there is no limit.

Characters

1. Download the mod you wish to add and open it.
2. Inside there should be a folder with the name of the character. Copy this folder to the "Sonic World/Mods/Characters" folder.
3. Inside that folder, there is a file called "Characters.xml" Open this file with notepad (or any text editing program that supports xml)/
4. Inside you will see 6 lines of text saying the following:
`<char slot="1-6" folder="ori1-6"/>`
Replace the word "ori" with the name of the character folder you copied over.
5. Save the xml and run Sonic World; Enjoy your new playable character~!

You can have up to 27 character mods at a time. To add more than the default 6, copy/paste one of the previous lines of text and replace the number with the next number

Menu Themes

1. Download the mod you wish to add and open it.
2. Inside that, there will be a folder with the name of the theme. Copy this folder to the "Sonic World/Mods/MenuThemes" folder.
3. Inside this folder, there will already be a folder called "CustomTheme1". You can rename/replace/delete this folder if you want. Rename the folder you copied over as "CustomTheme1"
4. Open Sonic World and go to the options menu and select the 'menu theme' option. Then simply choose your new theme~!

You can have up to 8 different custom themes to switch back and forth between. To add more, just replace the number '1' in the folder name to any number 2-8.

Voice

1. Download the mod you wish to add and open it
2. Inside that, there will be a folder with the name of the voice pack. Copy this folder to the "Sonic World/Mods/Voices" folder.
3. Inside this folder, there is a file called 'Voices.xml'. Open this file with notepad (or any text editing program that supports xml).
4. Between `<list>` and `</list>`, there is a line of text that says:
`<char no="0" folder = "son"/>`
Copy this line of text and change where it says "son" to the name of the folder you just copied over.
5. The number represents which character the voice pack will go over. The character roster goes in numerical order from 1-42. Replace the number with the one that has the numerical value of the character the voice mod is for.
6. Save the xml and run Sonic World. Then select the character the voice mod is for and enjoy~!

You can only use 1 voice mod for a character at a time, so make sure you don't have any duplicating numbers in the Voices.xml file.

1=Sonic	12=Charmy	23=Jet	33=Metal Sonic
2=Tails	13=Vector	24=Wave	34=Tails Doll
3=Knuckles	14=Big	25=Storm	35=Metal Knuckles
4=Amy	15=Marine	26=Tiara	36=Dr. Eggman
5=Shadow	16=Mighty	27=Honey	37=E-101 Beta
6=Rouge	17=Ray	28=Shade	38=Metal Sonic 3.0
7=Cream	18=Chaos	29=Mephiles	39=Gemerl
8=Blaze	19=Tikal	30=Heavy/Bomb	40=President
9=Silver	20=Fang	31=E-102 Gamma	41=Commander
10=Omega	21=Bean	32=Emerl	42=Milk
11=Espio	22=Bark		43=Egg Robo

Credits

Lead Programmer: Ozcrash (Ozan)	Jalex777 (Jovin) Gerbil (Isaac) Waisechef	Interface Art: Ozcrash (Ozan) Nibroc.Rock	Voice Acting: AquaStarMarine Glitch Kitten (Lexie) EmuEmi (Emily)
Programming: WizGenesis (Rodrick)	Aloix12 CII darksupersonic741	Textures & Logo Art: Nibroc.Rock	Mykle Hunter Demon Alchemist
Character Modeling: Ozcrash (Ozan) Nibroc.Rock	Plant Modeling: Ozcrash (Ozan) Nibroc.Rock	Stage Banners Art: Deefor	UltraGuide Natalia Game84cube Landy
Character Rigging: Ozcrash (Ozan) WizGenesis (Rodrick)	SonicFanNr1 (Nico) Chishado	Chao Lessons: AquaStarMarine	Manual: OriginalityAce
Character Animation: Ozcrash (Ozan)	Enemy Modeling: Ozcrash (Ozan) WizGenesis (Rodrick) SonicFanNr1 (Nico)	Website Design: WizGenesis (Rodrick) Syphyous (Johann) Jalex777 (Jovin)	-Special Thanks- Damizean -Base Engine
Stage Modeling: Ozcrash (Ozan) WizGenesis (Rodrick) Nibroc.Rock SonicFanNr1 (Nico) Jalex777 (Jovin) Gerbil (Isaac) Wishdream (Lucyn) Waisechef Aloix12 OriginalityAce Chishado CII Anti-Miles Prower darksupersonic741	Yarcax Enemy rigging: Ozcrash (Ozan) WizGenesis (Rodrick) SonicFanNr1 (Nico) Yarcax Firelis	Music: Jalex777 (Jovin) ShadowOne333 Nekkosu Siyren Waisechef SuperChaosControl Amphobius Tudd General Offensive NicoCW Marvin Valentin Landy DJ EAR Sean Evans Faseeh & Freen in Green dante LoGi SonicGenJSR TheWhiteSnowOne Falk XTheMasterX Bouncy Glow sui tune jparecki95 Hapi-San Turret 3471	Music: Sega Krome Studios Capcom SpiralMouth SEGA -Sounds -Voices -Textures -Character models -Enemy models -Stage objects
Object Modeling: Ozcrash (Ozan) WizGenesis (Rodrick) Nibroc.Rock	Enemy Animation: Ozcrash (Ozan) WizGenesis (Rodrick) SonicFanNr1 (Nico) TheJojoNetwork Landy Firelis Redlerred7	Menu Art: Ozcrash (Ozan) WizGenesis (Rodrick) Nibroc.Rock Jalex777 (Jovin) Drflash55 TheJojoNetwork crisdebo0723 OriginalityAce Zol	& You
Object Placement: Ozcrash (Ozan) WizGenesis (Rodrick) Nibroc.Rock Syphyous (Johann) SonicFanNr1 (Nico) Shahars71 (Shahar)			