

A dynamic, high-angle shot of Sonic the Hedgehog running towards the viewer. He is in his classic blue hedgehog form with green eyes and a determined expression. His arms are outstretched forward, and his legs are in motion. The background shows a blurred cityscape with buildings, trees, and power lines, suggesting a fast-paced environment.

SONIC THE HEDGEHOG™ MANUAL

CONTENTS

Credits	1
About the Project	2
User Guide	3
Control Mapping	4
Controls	5
Known Bugs	6

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

- Gordin Ramsay • Wiz Genesis • Hero •
 - Sajid • LuRodSil • DaGuAr •
- HyperBE32 • Knuxfan24 • NonamiEight •
 - Thomas James Baker • Nibroc.Rock •
 - Acro • TriNic • Giygas • 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...

All characters and materials in relation to Sonic the Hedgehog are copyrights/trademarks of Sega of Japan (SEGA Co., LTD). This product has been developed without the permission of SEGA, therefore it's prohibited to sell/make profit off of it.

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)

CONTROLS

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
- **Spin Dash:** Hold X Button > Release
- **Spin Kick:** B Button
- **Light Dash:** Y Button near a trail of rings
- **Bound Attack:** X Button on air
- **Slide Attack:** Hold B Button
- **Custom Action:** Right Trigger
- **Select Gems:** D-Pad Left/Right

Super Speed

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

Metal / Snow Board

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

Sonic & Elise

- **Fire Shield:** Right Trigger

CONTROLS

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
- **Chaos Attack:** Hold A Button on air
 - **Cancel (NEW!):** Y Button on Chaos Snap
- **Spin Dash:** Hold X Button
- **Spin Kick/Tornado:** B Button
- **Chaos Spear:** X Button on air
- **Light Dash:** Y Button near a trail of rings
- **Chaos Boost:** Right Trigger

Chaos Boost

- **Chaos Snap:** Hold A Button
- **Chaos Lance:** Hold X Button
- **Chaos Blast:** Right Trigger

Once the Chaos Meter gauge below the Action Gauge is maxed out, press the Right Trigger to level up your Chaos Boost and access more abilities.

Vehicles

- **Accelerate:** A Button
- **Steer/Move:** Left Stick
- Buggy:**
 - **Turbo:** A Button X2
 - **Brake/Rev:** X Button
 - **Homing Missile:** Right Trigger
 - **Flip Back:** B Button
- Bike:**
 - **Turbo:** A Button X2
 - **Brake/Rev:** X Button
 - **Machine Gun:** Right Trigger
- Glider:**
 - **Turbo:** A Button X2
 - **Homing Missile:** Right Trigger
- Hover Craft:**
 - **Hover Jump:** A Button X2
 - **Steer:** Left/Right Stick
 - **Accel/Decel:** Up/Down Stick
 - **Brake/Rev:** X Button
 - **Machine Gun:** Right Trigger
 - **Flip Back:** B Button

CONTROLS

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

- **Levitate:** Hold **A** Button on air
- **Psychokinesis:** Right Trigger
- **Psycho Smash:** **X** Button
- **Hold Smash:** Hold **X** Button > Release
- **Psychokinesis All:** Right Trigger X2
- **Teleport Dash:** **A** Button X2
- **Psycho Shock:** Hold **X** Button on air
- **Uplift Object:** Right Trigger on top of an object
- **Psychic Shot (NEW!):** **B** Button

While using Psychokinesis, Silver can raise surrounding objects off the ground. In some circumstances, enemy projectiles can also be manipulated. Press the Right Trigger again to drop the items while using Psychokinesis. Standing on an object and raising it will allow Silver to reach higher areas. 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.

CONTROLS

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).

CONTROLS

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

CONTROLS

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

Gently glide forward and downward, and punch any enemies in your way.

• **Climb:** Fly towards surface > Left Stick

Rouge clings to vertical surfaces she glides into, allowing her to climb.

• **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.

CONTROLS

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:** **G** 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.

CONTROLS

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.

CONTROLS

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:** 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:** 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).