

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement or convulsion.
- altered vision
- loss of awareness
- seizures

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

3D GAME NOTICE:

Some people may experience discomfort (such as eye strain, eye fatigue, or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides.

SCE recommends that all viewers take regular breaks while watching 3D video, or playing stereoscopic 3D games. The length and frequency of necessary breaks may vary from person to person — please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor.

The vision of young children (especially those under six years old) is still under development. SCE recommends that you consult with a doctor (such as a pediatrician or eye doctor) before allowing a young child to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to ensure they follow the recommendations listed above. When using any 3D enabled device with your PlayStation®3 you should read the instruction manual for that device and check www.us.playstation.com/support/3D for updated information.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing *SONIC GENERATIONS*™. Please note that this software is designed for use with the PlayStation®3 computer entertainment system. Be sure to read this software manual thoroughly before you start playing.



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NOTICES:

PS3™ system software v3.30 (or later), 3D display with compatible 3D active glasses and high-speed HDMI cable (all sold separately) required for 3D features. Visit www.us.playstation.com/support/3D for details.

Video output in HD requires cables and an HD-compatible display, both sold separately.

Getting Started

PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *Sonic Generations*™ disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the **X** button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint

To remove a disc, touch the eject button after quitting the game.



Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

3D Display Settings

This game supports the latest 3D display technology. To enable 3D viewing, go to the Options screen (p.5), select **Set Stereoscopic 3D** and choose **Yes**. Choose **3D Scale** to adjust the depth.

WARNING

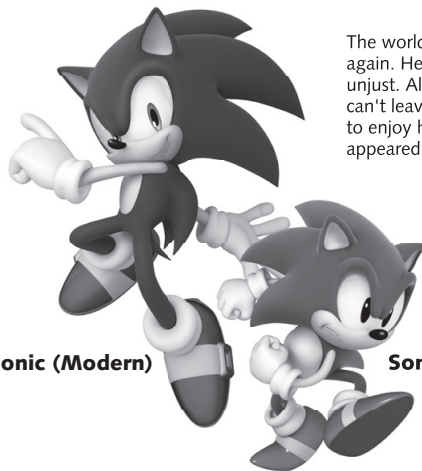
3D glasses are not prescription eyewear, sunglasses, nor protective goggles. Do not use the glasses for any general eyewear purposes (e.g., driving, reading, protection from sunlight or ultraviolet light, etc.) as such use may result in injury. 3D glasses are not for extended wear. After removing 3D glasses, it may take a few seconds to readjust to viewing natural colors and the glasses may temporarily affect depth perception. **USE WITH CAUTION!** If you have a history of epilepsy or experience headache/eyestrain or any other physical trouble at the time of 3D viewing, discontinue use immediately and consult a physician.

Prologue

Sonic's universe is thrown into chaos when a mysterious new power comes into force, creating «time holes» which take Sonic and his friends. Whilst there, Sonic runs into some very familiar characters from his past including a younger version of himself! Now they must team up to defeat their enemies, save their friends, and find out who is behind this diabolical deed.

Characters

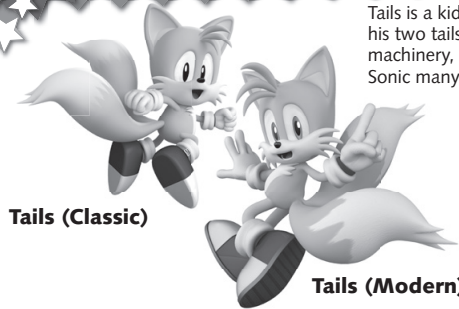
Sonic the Hedgehog

**Sonic (Modern)****Sonic (Classic)**

The world's fastest supersonic hedgehog is back again. He loves freedom, and hates anything unjust. Although he's short tempered at times, he can't leave anyone in need of help. He was about to enjoy his birthday until a mysterious creature appeared...

Miles "Tails" Prower

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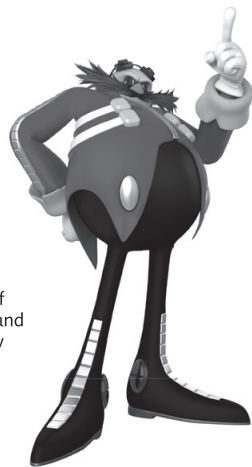
Tails (Classic)

Tails (Modern)

Tails is a kid fox who can fly by spinning his two tails. He loves to work with machinery, and his inventions have helped Sonic many times.

Dr. Eggman

The evil genius of science is a long time rival of Sonic. Countless times he's challenged Sonic, and each time his ambitions are shattered. But how about this time...?



Time Eater

A mysterious monster that appeared out of nowhere. It created a mysterious maelstrom that dragged Sonic's friends into another dimension

Main Menü

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At the title screen, press the Start button to display the Main Menu.

Menu Controls

left stick / directional buttons	Make selection
⊗ button	Choose / Confirm
⦿ button	Back / Cancel Changes

New Game

Start a new game. Please note that any existing game data will be overwritten. The game starts immediately from Act 1 of GREEN HILL.

Continue

Continue the game from where you left off.

Online Mode

Access Online Mode (p.16). Note that this mode will not be available until the very first Act of the main game is cleared.



Options

Change various game settings:

Voice-Over Language	Change the voice-over language of the game.
Music Volume	Adjust the volume level of the music.
Effects Volume	Adjust the volume level of the sound effects.
Control Tutorial	Set Controller Hint Display (Yes/No).
OMOCHAO	Set Omochao Hint Display (Yes/No).
Subtitles	Display subtitles (Yes/No).
Set Brightness	Adjust brightness of the game screen.
Set Stereoscopic 3D	Set 3D Mode.
Restore Defaults	Restore all settings to their default value.
Confirm	Save changes and exit the Options Screen.

How to Play

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Controls

While Act 1 stages are 2D side-scrolling scenes only, Act 2 stages consist of both 3D and 2D scenes. While some controls are common to both Acts, each has a variety of distinct controls.

• Controls Common to Both Act 1 and Act 2



Walk / Run (left stick)

Move Sonic left/right (2D side-scrolling views) or in all directions (3D views). Press in the opposite direction to brake.

Note: For all controls that use left stick, you may alternatively use the directional buttons for the same effect.



Spin Jump (X button)

Sonic's main method of attack is his spinning jump. Land on top of enemy robots and breakable objects to destroy them.



Grind (automatic)

Land on (or access) a grinding rail, and Sonic will slide on it (or roll on it in Act 1). You can also jump while grinding.

• Controls for Act 1 Only



Spin (tap O button any time/left stick DOWN while running)

Sonic can spin on the spot as well as when running. Sonic can also attack while spinning.



Spin Dash (hold O button, then release)

Holding the button will make Sonic build up speed on the spot then, when the button is released, Sonic will dash forward at high speed. Alternatively, hold the down button and press/tap the X button, then release the down button for the same effect.



Look Up/Down (left stick UP/DOWN)

Sonic looks above or below him. Looking down can be used to duck against some obstacles.

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• Controls for Act 2 Only



Hop (tap X button)

Sonic makes a small hop without spinning.



Homing Attack (X button in air with locked-on target)

While airborne, a lock-on sight may appear over a nearby enemy. Press the X button to charge straight towards the target, attacking in the process. Note that not only enemies, but some gimmicks can also be the target of homing attacks.



Boost / Air Boost (R button)

If you have some units on the Boost Gauge, you can make Sonic run at even higher speed! Collecting Rings and defeating enemies will fill the Boost Gauge. You can also boost in the air, following a jump.



Quick Step (L1 / R1 button)

While running, Sonic will sidestep to his left/right.



Drift (L2 / R2 button while turning)

Sonic spins while turning, allowing him to turn tight corners at high speed. Either button can be used for either direction.



Grind Step (left stick LEFT/RIGHT)

While grinding, hop onto the grinding rail running parallel to the one you're on. You can perform this only in 3D view scenes of the Stage.



Crouch / Slide (O button)

Sonic lowers his head to crouch. When running, Sonic will slide. This is especially useful when you need to get past an area with a low ceiling without losing momentum.



Stomp (O button while airborne)

Sonic will quickly land on the ground. Stomping can break through fragile floors, or push down a rock on spouting lava.



Lightspeed Dash (A button)

When special glowing Rings are within range, Sonic dashes towards and along them.



Wall Jump (X button)

There are walls Sonic can stick to. Jump towards it to stick onto it. Then, before Sonic falls off, jump against the wall on the other side.

- 1 Time
- 2 Rings
- 3 Active Power

Indicated when you have a skill or color power that requires the **A** button.

- 4 Lives
- 5 Boost Gauge

Appears in Act 2 only.

- 6 Time Limit
- 7 Time Limit for the Indicated Rank

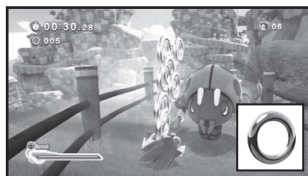
Appears in Challenge Acts only.

The on-screen displays will vary according to the type of Challenge Act you are playing.



Lives and Rings

Lives are the number of tries you have to reach the goal in an Act. You will lose a life if you fall down a bottomless area, drown or take damage with no Rings (shown right) in possession. Rings protect Sonic from enemy attacks and harmful objects, even if you have only one Ring in possession. You will lose a portion of the Rings you have if you take damage. If you collect 100 Rings, you will also gain one life.



You begin the Act with six lives (or the number of lives you had left at the end of last Act you played). When you lose a life but still have lives remaining, you will restart from either the starting point of the Stage or the last Start Post (shown left) you passed. If all your lives are gone, the Game Over screen will be displayed. You can try again by selecting **Yes**, or select **No** to return to White Space.

Note: In Challenge Acts, there are no "lives." Rather, your challenge will be over by rules specific to each Challenge Acts, such as time limit or failing to meet the given objective.

Items & Gimmicks

Various items and gimmicks are found in the game to help Sonic. Some appear in both Acts, others appear in only one of the Acts, and some in Challenge Stages only. Some gimmicks can be the target of the homing attack, launching Sonic forward to access them. A selection of items and gimmicks found in the game are detailed below:



Super Ring

Adds ten Rings to your collection.



Invincible

Become invincible for a limited time.



Skateboard

Increases your downhill speed.



Grind Rail

Hop onto it, and Sonic will slide along the rail.



Dash Ring

Pass through it, and Sonic will be launched forward.



Spring

Launches you in a set direction.



Jump Panel

Launches you forward and up at accelerated speed.



1-Up

Gives you one extra try.



Power Sneakers

Increase running speed for a limited time.



Red Star Ring

Collecting one and clearing the Stage will unlock an item for Collection Room.



Booster/Dash Panel

Pass over to be launched at high speed.



Pulley

Grab the handle to be lifted up.



Spring Pole

Launches you upwards. Hopping on its outer end launches you higher.



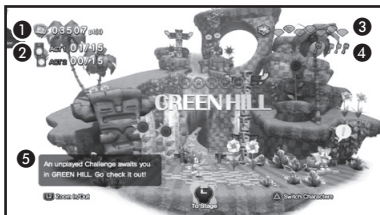
Trick Jump Panel

Run over it to be launched into the air, then perform Freestyle Tricks using left stick in any direction, with **L1** + **R1** buttons to finish the trick. Performing tricks gives you units on Boost Gauge.

White Space

White Space is *the* main world in this game. From here you can access Acts, Rival Battles and Boss Battles, as well as the Skill Shop, Information Pod, Collection Room and Play Spots.

- 1 Shop Points
- 2 Challenge Acts Completed/Available
Top: Act 1/Bottom: Act 2
- 3 Chaos Emeralds
- 4 Boss Gate Keys
- 5 Hints for the Next Destination



At the beginning of the game, you can only access the first Area. But as the game progresses and you clear each Area, a new Area will open.

Controls in White Space

You control Sonic as you do in the Stages, with the following additional controls:

Switch Sonics (A button)

Switching Sonics will also switch Acts and Challenge Stages you will play in. Classic Style: Act 1; Modern Style: Act 2

Access (left stick UP)

Stand in front of any place of interest and you will see a left stick icon appearing underneath. You can access any of Stages or talk to the character standing in front.



Camera Zoom In/Out (L2 button)

Zoom the camera out to see wider area of White Space.

Pause Menu (Start button)

In White Space

Back to Game	Close the Pause Menu and return to gameplay.
Exit Game	Return to the Main Menu.
In Stages	
Continue	Close the Pause Menu and return to gameplay.
Start Over	Restart from the beginning of the Stage. You will lose one life.
Controls	View Controls.
Quit Stage	Return to White Space.

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Acts

Your first task in this game is to clear both Acts of all Stages in the current Area. Here you must reach the goal as fast as you can.



Act 1 Goal Goal Post



Act 2 Goal Goal Ring



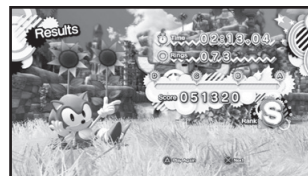
To attempt an Act, simply approach one of the Stage Entrances.

At the Details screen, you have an at-a-glance rundown of the Best Score and top three Times for reference. Select **Play Stage** to begin.

You can also **Change Music** in this mode if you have unlocked any of the music. You can also choose to play a different Stage: press **L1** / **R1** button to cycle through the available Stages and Information Pod (p.15) or **A** button to change Act. You can even choose Skill Customization (p.15): press **B** button.

Results Screen

If you successfully reach the goal, the Results screen will be displayed. Here you can see your overall Rank, Shop Points earned, and improvement needed to reach the next Rank. If you clear the Stage without losing a life, you'll earn a Perfect Bonus for one higher Rank.



Freeing a Friend

If you clear both Act 1 and Act 2 of the same Stage, you will free one of Sonic's friends. You can then talk to him/her for various hints.

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Challenge Acts

Once you've cleared both Acts of all three Stages in a given Area, a series of Challenge Gates will open around the Stage Entrances on White Space. Challenges take place in dedicated action Stage areas, and come with a variety of fun objectives and conditions. Aim to clear them all with the highest rank!

There are 5 Challenges per Act, totalling 30 exciting Challenges for each Area. Once the Challenge Gates have opened, they can be played in any order and as many times as you wish.

A Boss Gate Key will be unlocked after completing one Challenge Act.



Time Bonus

Adds time to your time limit.



To attempt a challenge, simply approach one of the Challenge Gates on White Space as you would with a regular Stage.

At the Details Screen, an outline of the rules and conditions are shown together with the Best Time. Select **Go For It!** to begin.

You can also **Change Music** in this mode if you have unlocked any of the music.

Results Screen

If you successfully clear the conditions of the Challenge, the Results screen will be displayed. Here you can see your overall Rank, Shop Points earned, and improvement needed to reach the next Rank.

When you've finished viewing your results, select **Yes** to retry the challenge, or select **No** to return to White Space.



Bonus Bells

When you return to White Space after successfully clearing a Challenge for the first time, a Bonus Bell will appear above the Challenge Gate. Strike the Bonus Bell and catch the musical note before the time runs out to unlock bonus content in the Collection Room (p.15).

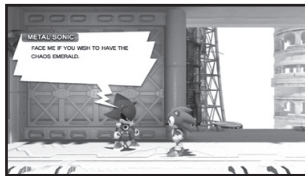
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Rival Battles

In each Area there is a rival character waiting to challenge you to a one-on-one battle. Each battle takes its own unique form, so follow the advice of Omochao in learning the environment and best means of attack, and show your rival what you're made of!

Defeating a rival will earn you a Chaos Emerald.



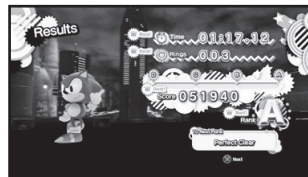
To attempt a Rival Battle, simply find and approach a rival character on White Space.

At the Details screen, you have an at-a-glance rundown of the Best Score and Times for reference. Select **Main Stage** to begin, or **Hard Mode** for an even more challenging battle.

You can also **Change Music** in this mode if you have unlocked any of the music.

Results Screen

If you successfully defeat your rival, the Results screen will be displayed. Here you can see your overall Score and Rank, your completion Time, Rings collected, and improvement needed to reach the next Rank.



Chaos Emeralds

There are seven Chaos Emeralds. Three of them can be earned by defeating rival characters. Another three can be earned by defeating the Bosses. The last piece can be earned by completing Act 1 and 2 of all nine Stages. It is said that collecting all seven will cause mysterious power to manifest.

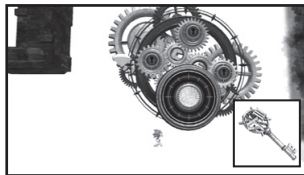
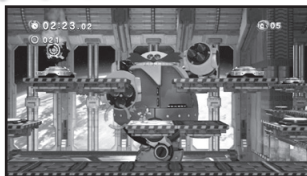
All seven Emeralds will aid you on your way to the final showdown!

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Boss Battles

At the end of each Area is a powerful Boss who must be defeated in order to proceed with the game. Each Boss will have unique methods of attack, and specific vulnerabilities which you must learn and exploit to find the best way to defeat them.

Defeating a Boss will progress the story and open up the next Area for play. It will also earn you a Chaos Emerald.



The Boss Gate can be found at the right of each Area. To enter, you will need to have acquired all three Boss Gate Keys (shown left). Once you've cleared all the Acts in the Area and opened the Challenge Gates, a key can be found somewhere in the area. Simply clear any one of Challenge Acts in the Stage and pick up the key.

With all three keys in hand, approach the Boss Gate and enter as you would a regular Stage.

Play Spots

You will also find Play Spots on White Space:

Original Sonic the Hedgehog

Find the SEGA Mega Drive console to enjoy a classic console game. Before you can play though, you will need to purchase a controller from the Skill Shop.

Note: 3D viewing is not available in the Original Sonic the Hedgehog.

Casino Night

Play a game of classic pinball with Sonic as the ball! You will need to first purchase and download the contents via PlayStation®Store in order for this feature to appear on White Space. Press the **X** button to launch the ball, the **L1** / **R1** buttons to operate the flippers, and the left stick to nudge the table.



Other Areas

At the far left of White Space, you will find additional areas as follows:

• Skill Shop

Exchange Shop Points earned for new Skills. Simply approach Omochao, and select **Skill Shop** to see what's available. Select a skill from the list and confirm the purchase. If you have sufficient Shop Points, the skill will be added to your inventory. New items will come into stock as Sonic progresses through the game, completing certain Challenges and collecting Red Star Rings. Be sure to check back regularly. Note also that certain items only work in certain Acts.



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Skill Customization

Before you can use your purchased skills, it's necessary to add them to a Skill Set. Simply approach Omochao at the Skill Shop, select **Skill Customization**, and choose one of the five Skill Set slots to access the following menu:

Customize	Pick an empty slot, and then choose a skill to occupy it. Each skill requires a specified number of available skill points. There are 100 skill points available per Skill Set, and these will reduce as skills are equipped, so choose your combinations wisely! Press the START button to confirm and save the Skill Set.
Change Name	Select two words from the list to form a new name for the selected skill set for easy identification.
Equip Set	Make the selected Skill Set the active set. The active set will be marked with a check-mark on the Skill Customization screen. You will see the effects of the Skill Set at the next Action Stage.



• Information Pod

Select **Q&A** to see unlocked tidbits of wisdom and other useful information about gameplay techniques, or select **Play Records** to see your overall achievements for the current character.

You can also press the **L1** or **R1** buttons to jump straight to unlocked Stage Entrances, if you wish to try and better your achievements.

• Collection Room

Contents unlocked during gameplay can be enjoyed from here. Select from one of the following categories to see what's available!

Movies	Recap movie scenes previously played during the game.
Art	View concept designs, sketches and other artworks. These were used for visual reference at the earliest stages of game development!
Music	Listen to background music used during action Stages.
Characters	View the profiles of all your favourite Sonic the Hedgehog characters.



Statue Room

You can access Statue Room from Collection Room. Press and hold the Select button until Sonic is transported into there.

Inside Statue Room, Press the Select button, then use the left stick to enter pass code obtained from the **SONIC GENERATIONS™** Official Site. Press the **X** button to confirm. You will obtain one of statues of the characters.

Online Mode

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Ranking Attack

A list of Acts you've cleared will be displayed. Select an Act and press the **X** button to start. After you have finished the Act, your clear time will be registered to the online leaderboards.

You can also view the Leaderboards or view player profiles.



• Leaderboards

You can view ranking from the following categories:

Friends	View ranks among PSN Friends.
My Ranking	View ranks around your placement.
World's Top	World rankings.

30 Second Trial

From the list of Acts you've already cleared, select one and press the **X** button to start. After 30 seconds, a marker will be placed on the spot you've reached. The result (marker) can then be viewed by your friends within the Acts to compare times.

You can also view detailed records of the selected Act, and the profiles of your friends.



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To receive additional support, including troubleshooting assistance, please contact SEGA at:

• Website: www.sega.com/support • Telephone: 1-800-USA-SEGA

To register this product, please go to www.sega.com

"Endless Possibility"

Performed by Jaret Reddick of Bowling For Soup
Backing vocals by Erik Chandler of Bowling For Soup
Lyrics by Jaret Reddick / Music by Tomoya Ohtani
Jaret Reddick and Erik Chandler appear courtesy of Jive Records (www.bowlingforsoup.com)
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