

Dreamcast

SONIC

• THE HEDGEHOG •

ILLUMINATI

MANIA



WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in any thing other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.



Thank you for downloading Sonic Megamix Mania. Please note that this mod is compatible only with the steam version of Sonic Mania Plus and the Encore DLC. Be sure to read this instruction manual thoroughly before you start playing.

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Before playing, ensure you have done the following...

- Purchase and install Sonic Mania and the Encore DLC
- Create a save data folder by launching any No Save/Save File
- Download and set up the Sonic Mania Mod Manager
- Download Sonic Megamix Mania

After, unzip and place the "Sonic Megamix Mania" folder into your mods folder; this will add both 'Sonic Megamix Mania' and '↪Amy in Sonic Megamix Mania' to your mod list.

If this is your first time playing the Steam version of Sonic Mania or you have not gathered all 32 silver/gold medals in base Sonic Mania, please install the given save data file to avoid missing text and/or visuals in the main menu. Refer to the “**Save Data**” section on the [next page](#) for further instructions.

If your save complies, refer to the “**Launch**” section on page [4](#).

SAVE DATA

The mod folder provides save data that allows the mod to function properly. If you were referred to this page, then you should.

Place the SaveData.bin from "SAVEDATA (if needed)" over this file:

...\Steam\userdata\[userID]\584400\remote\SaveData.bin

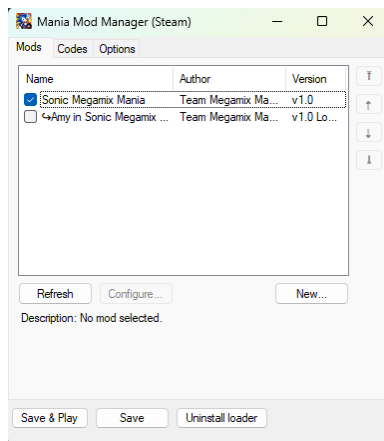
IF YOU CARE ABOUT YOUR REGULAR 'SONIC MANIA PLUS' DATA, BACK UP YOUR MAIN SAVE FILE, AS THIS OVERWRITES IT!

You can find your user ID listed in your Steam account details in small text underneath your username. If you cannot find a folder with your user ID, ensure you have launched any No Save/Save file and exit the game normally.

Having the game closed while you replace the save file is also recommended, as you'll need to reboot the game.

If, on launch, Steam asks to use Cloud Data or Local Data, select Local Data.

For a first playthrough, we recommend not enabling Amy's Lock-on mod. Enabling Amy will lock you out of mighty exclusive content including Red Rings. Learn more about Red Rings on Page [20](#).



To launch the mod normally, open the mod manager and select only your desired version of “Sonic Megamix Mania,” then launch the game.

If these mods are not displayed, refer to “**Requirements**” on page 1.

Enabling mods not intended to be used with Sonic Megamix Mania will likely crash and/or break game assets.

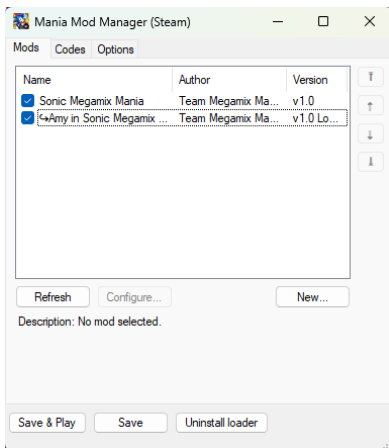
LOCK-ON

If you desire to give Mighty a break from the action, Amy can step up in his place with the help of Lock-on Technology. Learn more about Amy on [Page 18](#).

To enable Amy, use the Lock-on modification. Ensure the mod is listed under “Sonic Megamix Mania” by using the arrows on the right side of the mod manager.

THE ORDER DOES MATTER!

Make sure the versions of the mods match each other and launch the game. **Do not enable incompatible mods!**



GAME MODES

MEGAMIX MODE

This is the main mode of the project. Megamix Mode reimagines and adapts concepts from the ROM hack “Sonic the Hedgehog Megamix” to provide you an exciting brand-new adventure.

CLASSIC MODE

This mode is a faithful remake of the content from “V.4.0b” and “5.0a” of the ROM hack that offers a familiar experience with a fresh coat of paint. Save files and special stages are unfortunately restricted for now, so this mode only works with a level select.

TIME ATTACK

Choose any act from both modes to set and beat your own time records (Act 3s for classic mode are unavailable for now).

CHALLENGES

Test your skills by taking on remixed Megamix Mode Acts with a plethora of extra conditions and remixes. We recommend playing this only after you have beaten Megamix Mode to have an easier time and to not spoil the zones for yourself.

CONTROLS

INPUTS

Sonic Megamix Mania can be played using various controllers. Actions and D-PAD inputs can be reconfigured in the options menu. To the right is a list of default key binds for every action. If you are using a controller, please check the options menu to find the appropriate control scheme.



COMMON ACTIONS

Move a Character	Hold ← → on D-PAD
Look Up	Hold ↑ on D-PAD
Look Down/Duck	Hold ↓ on D-PAD
Roll	Press/Hold ↓ while moving. Attack enemies and build momentum by rolling down slopes.
Spin Jump	Press the Jump button. Tap for a shorter jump and hold for a higher jump.
Spin Dash	Hold ↓ and repeatedly press the Jump or Action buttons.
Transform	While holding all 7 Chaos Emeralds, press Jump then press the Transform button to turn Super.

SONIC'S ACTIONS	
Super Peel Out	Hold ↑ then press Jump or Action to charge. Release to enter a super-fast running state!
Jump Dash	Press Jump while performing a Spin Jump. Dash ahead diagonally to boost.
Homing Attack	Perform a Jump Dash near objects to home in on them.
Light Speed Dash	Press Action near a trail of rings to dash along them!

TAIL'S ACTIONS	
Propeller Flight	Repeatedly press Jump to fly until you get tired.
Flight Drop	Press Action during Propeller Flight to enter a Spin Jump.
Propeller Jump	Hold ↑ then press Jump to perform a high jump and enter propeller flight more quickly.
Tail Swipe	Press Action to perform an attack that can hit through walls!

KNUCKLES' ACTIONS	
Strength	Knuckles can passively break through walls other players must spin through. Certain walls are only breakable by him.
Glide	Press & hold Jump after performing a Spin Jump. Slowly descend through the air or let go of Jump to enter a free fall.
Climb	Ram into a wall during a glide to stick to it. Hold ↑ to ascend and ↓ to descend walls.
Glide Drop	Press Action during a glide to enter a Spin Jump.
Drill Claw	Press Action during a Spin Jump to dive straight down and break blocks other characters can't.

MIGHTY'S ACTIONS

Hard Shell	Mighty can passively deflect projectiles and bounce off some spike-based objects while ducking or in a spinball.
Wall Kick	While performing a Spin Jump, press Jump next to a wall to stick to it. Press Jump again to enter a Spin Jump.
Insta Shield	Press Jump while performing a Spin Jump. Mighty will gain brief invincibility and a larger attack area. Ability changes depending on the shield you equip (Page 20).
Hammer Drop	Press Action while performing a Spin Jump. Drop down instantly and break through blocks even knuckles can't.

SHADOW'S ACTIONS

Double Jump	Press Jump while performing a Spin Jump to perform a second Spin Jump midair.
Jet Stomp	Press Action during a Spin Jump to perform a high speed downward diagonal dash.

AMY'S ACTIONS


Hammer Attack	Press Action while walking or standing still. Destroy objects without the need to spin.
Hammer Jump	Hold ↑ then press Jump to perform a high jump with full invincibility for a brief time.
Running Hammer Jump	Press Action while running to perform a hammer jump that covers more distance.
Propeller Hammer	Hold Jump while performing a Spin Jump. Briefly descend through the air or let go of Jump to enter a Spin Jump.

PROLOGUE

5 months have passed since Sonic the Hedgehog's previous plight against the nefarious Dr. Eggman. Ever since their first conflict, the two sides have been battling constantly, with victory being just out of Eggman's grasp. However, after years of fighting, Eggman had vanished after the incident on Space Colony Ark, leaving the world safely in Sonic's hands—or so it was thought.

During this time of peace, the Chaotix discover a paper trail of blueprints to be built on an island known as the Chiral Peninsula. These plans have Eggman's name written all over them, requiring the power source of the Chaos Rings or Master Emerald. In his solidarity, Eggman was able to make a ton of breakthroughs using his research from Newtroic Island. Now he is able to create robots that use positive ring energy as their power source, helping him stay under the radar of Sonic and G.U.N.





With this information in hand, Mighty the Armadillo calls upon his good friend Ray the Flying Squirrel to warn Sonic the Hedgehog and Knuckles the Echidna about their lead on Eggman. In this rare time of freedom, the Flickies are able to repay their debt to Sonic after the events on Flicky Island. They prevent Eggman from using the Chaos Rings, breaking them down into a plethora of blue, red, and yellow rings scattered throughout dimensions.



Without hesitation, Sonic and friends travel to the Chiral Peninsula. As Ray drops them off one by one, he discovers an unconscious figure that looks similar to Sonic. Unbeknownst to Ray, he reawakens Shadow the Hedgehog. Without any recollection of his past, Ray decides to drop him off at the peninsula, but as they approach, Shadow spots Eggman and orders Ray to chase him down. While it may just be intuition, Shadow feels the need to reclaim a sense of vengeance and recover his memories.

SONIC

THE HEDGEHOG

Sonic is a blue hedgehog who lives on planet Earth. He is always running all over the world at supersonic speeds, hence his name. He is carefree and relaxed but will never tolerate injustice, doing anything he can to help those in need. He also has a quick wit, a short temper, and a fairly cocky attitude.



TAILS

MILES "TAILS" PROWER



Miles, better known by his nickname "Tails," is Sonic's faithful sidekick. Despite being bullied for having two tails, he is able to use them to fly like a helicopter. Miles has a knack for machinery and has grown into a confident young fox thanks to Sonic!

KNUCKLES

THE ECHIDNA



Knuckles, named after his fists, is known for his red-hot temper, is an inhabitant of Angel Island, and is the last guardian of the Master Emerald. While he has shown much animosity to Sonic in the past, his encounters with Eggman and the Chaotix have caused him to become less gullible, establishing a true sense of who is friend and who is foe.

Mighty is a red and black armadillo with a strong sense of justice. Despite being a vagabond, he has recently decided to assist Charmy, Vector, and Espio in forming the Chaotix detective agency for the time being. His thirst for adventure allows him to be in tune with the natural elements of water, fire, and electricity. Thanks to his shell, Mighty is extremely durable, able to block any incoming projectiles. Just like his name implies, he's remarkably strong!

MIGHTY

THE ARMADILLO



SHADOW

T H E H E D G E H O G

Shadow is the "ultimate life form," created in an experiment by Professor Gerald Robotnik aboard the Space Colony ARK. His exact age isn't known, but he is assumed to be around 50 years old. Once hungry for revenge after the death of Maria, Gerald's granddaughter, he was able to remember his promise to her that he would protect humanity and put his life on the line to do so. Shadow was barely able to survive his fall into Earth's atmosphere by preserving some energy through his secondary inhibitor ring. His memories would be lost, however.

Normally, Shadow can harness the powers of the Chaos Emeralds to enhance his natural abilities, but doing so with fewer inhibitors is dangerous. Shadow is now forced to rely on his unleashed physical abilities to preserve any energy he can. While he is able to move very quickly on his own, he possesses fire-powered jet skates, which allow him to move in more dynamic ways than Sonic.



Amy Rose, formerly known as “Rosy the Rascal,” is a pink hedgehog with a strong admiration for Sonic. Amy loves fashion, performing tarot card readings, and helping those in need. After being rescued by Sonic from Metal Sonic on Little Planet, she uses her Piko Piko Hammer to defend herself and assist her friends. Her compassion is what allowed Shadow to briefly set aside his quest for revenge and continues to inspire others across her adventures. Feeling nostalgic, she decided to wear an old favorite outfit of hers as she travels along with Sonic on his new adventure.

AMY

A M Y R O S E



RINGS

Scattered throughout the stages are golden rings. Collecting any amount of rings will allow the player to survive damage from hazards. When attacked, players will lose all the rings they were carrying. Should a player get attacked with no rings, they will lose a life. If you are skilled enough to collect 100 rings, you will receive an extra life.



STAR POSTS

Occasionally players will encounter star posts in the level. These save your time and position in a level, allowing you to start from the last touched post after losing a life.



GIANT RINGS

Hidden throughout the levels are Giant Rings. These will take the player to special stages upon touching them. After the special stage is exited, the Giant Ring that was entered can no longer be entered until the player completes the game and revisits the zone through a completed save file.







RED STAR RINGS

Players can encounter a new variety of collectable rings. There are 5 Red Star Rings throughout every act of “Megamix Mode,” requiring you to use all playable characters (except Amy) to collect them all. Progress for all acts is trackable in the options menu. To reset red ring progress, check the text file in the SAVE DATA folder. If uncollected Red Rings do not appear restart the stage from the pause menu.



ITEM BOXES

A small, pixelated icon of a computer monitor displaying a yellow ring with a black center.	SUPER RING Adds 10 rings to your counter.
A small, pixelated icon of a computer monitor displaying a blue shield.	SHIELD Prevents the player from taking damage until hit.
A small, pixelated icon of a computer monitor displaying a blue water droplet.	WATER SHIELD Prevents the player from taking damage, provides indefinite breath underwater, and repels projectiles until hit. Allows Mighty to perform a bounce attack to reach higher areas.
A small, pixelated icon of a computer monitor displaying a yellow flame.	FIRE SHIELD Prevents the player from taking damage, provides invincibility to fire-based damage, and repels projectiles until hit. Allows Mighty to perform a powerful air dash.

	<p>LIGHTNING SHIELD</p> <p>Prevents the player from taking damage, attracts rings, provides invincibility to electric-based damage, and repels projectiles until hit. Allows Mighty to perform a double jump.</p>
	<p>HYPER RING</p> <p>While active, this item will turn the player's ring counter blue. If the player takes damage, the counter will turn back to normal, and rings will be divided and dispersed into larger rings that are easier to collect.</p>
	<p>POWER SNEAKERS</p> <p>Briefly provides the player with a boost in speed and acceleration.</p>
	<p>INVINCIBILITY</p> <p>Allows the player to briefly be immune to and make contact with anything that damages the player. Getting crushed and falling down pits will still cause the player to lose a life.</p>
	<p>EGGMAN MARK</p> <p>These item boxes damage the player when broken.</p>
	<p>EXTRA LIFE</p> <p>Adds an extra life to the life counter.</p>



THANK YOU!

I'd like to dedicate this page to thank everyone for their support over the years! Many of us have grown up together making this project, and it means the world to me that this is the project that was able to make it to the finish line. As we continue forth with updates on this and other projects of our own, I will always appreciate the good times working on this. Words cannot express my gratitude for those who have supported and believed in us. Thank you!

Manual written by: Jake Clark A.K.A. "Plastic Wizard"

More resources and credits at <https://sonicmegamixmania.github.io>

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WIZARD WARE

Magazine.



SEGA® Dreamcast



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