

THE · U N O F F I C I A L  
ソニック・ザ・ヘッジホッグ



# ALPHA RELEASE INSTRUCTION MANUAL





# INDEX

1. Project Summary
2. System Requirements
3. Default Controls
4. Options & Settings
5. Game Secrets
6. Troubleshooting Q&A
7. Team S2HD & Credits



# PROJECT SUMMARY

Sonic 2 HD is a non-profit endeavour created by fans, for fans, with no financial gain whatsoever.

From the very beginning of the project, S2HD has focused on maintaining the feel that has made Sonic 2 a classic while using new tools to reimagine the original as it could have been were it made today. The game's art direction reflects this, but S2HD has also given equal attention to unseen essential elements in the physics and audio—the result of this is an unprecedented re-interpretation in high definition graphics, music, and gameplay of Sonic 2, which continues to set quality standards to this day.

We firmly believe 2D artwork is the foundation of Sonic's retro roots. With this in mind, our goal was to produce a similar shading style to the Japanese original concept artwork and set it in motion with hand-drawn animations. 20 years after Sonic 2's release, S2HD can now faithfully represent the original's cast of characters and environments in a world where technology no longer imposes artistic limitations.

Sonic 2 HD Alpha Release v1.0, is created by the artists and programmers of Team S2HD. New features, extended animations (including extra ones) and secrets were added to the original content to enhance the experience of this release.

Team S2HD would like to take the opportunity to offer our sincerest thanks to our fans and every supporter who has believed in our project and waited for this very moment to happen.

Check out S2HD news on [www.s2hd.com](http://www.s2hd.com) and <http://www.facebook.com/sonic2hd> !



# SYSTEM REQUIREMENTS

## Minimum Requirements

OS: Windows 7 (32-64bit) / Windows XP

CPU: Core i3 (dual core) @ 2.13 GHz

Video Card: Compatible NVIDIA GeForce or ATI Radeon 256 MB RAM

System RAM: 1 GB

Free Space: 105 MB

## Recommended Requirements

OS: Windows 7 (32-64bit) / Windows XP

CPU: Intel Core i5 @ 2.53 GHz / AMD Phenom II X4 955 @ 3.2 GHz

Video Card: NVIDIA GeForce GTX 460 1GB / ATI Radeon HD 5850 1GB

System RAM: 2 GB

Free Space: 105 MB



# DEFAULT CONTROLS

- **Arrow keys** = Directs Sonic's movement
- **A/S/D** = Makes Sonic jump
- **Down Arrow key + any jump key** = Makes Sonic spindash

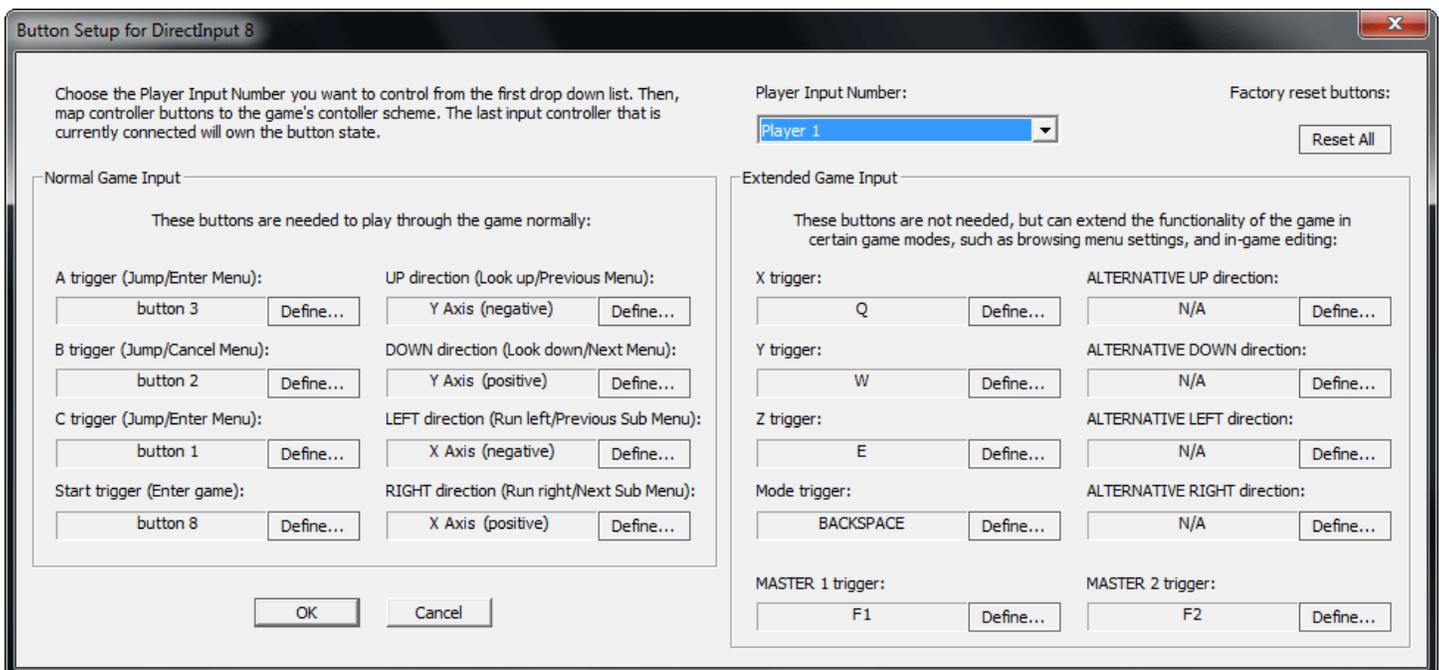


# OPTIONS & SETTINGS

To bring up S2HD's menu, right click with your mouse on the screen.  
The following menu will appear:

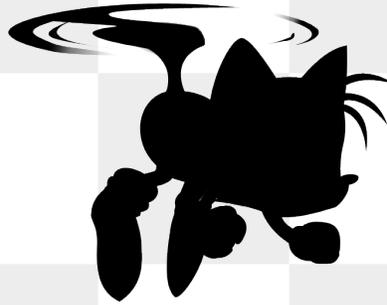
|                      |        |
|----------------------|--------|
| Active Configuration | ▶      |
| Video Drivers        | ▶      |
| Quality              | ▶      |
| Window               | ▶      |
| Input Drivers        | ▶      |
| Controller           | ▶      |
| Audio Drivers        | ▶      |
| Close Game           | Alt+F4 |

- **Active Configuration** = Save current session game settings or loads the default one.
- **Video Drivers** = Choose between Direct3D 9 / Direct3D 9 (Full Screen)\* / OpenGL 2.0 with FBO extension.
  - \*Please note Direct3D 9 (Full Screen) only qualifies to Full HD or higher resolutions.
- **Quality** = Sets the game's graphics to a different quality. Please note only High Quality settings ensure a correct representation of the game's art.
- **Window** = You can choose the aspect ratio of the game in windowed mode:
  - "Scale" option will fit within your current resolution
  - "Scroll" option will keep intact the real Full HD quality with the possibility to customize the screen's center on 4:3 resolutions.
  - "Keep inside Monitor default" will lock the game's window to the center of screen.
  - "Show Render FPS" will show the render's highest FPS (Frames Per Second) in the game window's title bar.
- **Input drivers** = Let you choose between any supporting controller compatible with DirectInput 8 or switch to Raw Win32 Keyboard, for keyboard use.
- **Controller** = Opens up the Buttons Setup screen to customize your joypad/keyboard controls.
  - You can customize any button of your game controller on the left area of the by clicking on define it, and then press the chosen key/button.
  - When you have finished, press OK to proceed with the game.
  - If you want to restore the game's default keys, press on "Reset All" in the topmost right part of the screen.



- **Audio Driver** = Fixed audio driver which is DirectSound8.
- **Close Game** = Shut down the game.

# GAME SECRETS



Every classic Sonic game has special secrets, and S2HD Alpha Release makes no exception. There are secrets and easter eggs to discover by your abilities, exploration and intuition. Here is how to unlock the easiest one:

- Clear the game once and keep holding B button and Start at the title screen.

# TROUBLESHOOTING & Q&A

If your PC meets the recommended requirements, and you experience bugs which prevent you from playing the game, please read the following Q&A section before contacting us to report glitches.

**Q:** The game doesn't boot up.

**A:** Please download the latest drivers for your video card and DirectX. Please note some newer drivers might introduce some incompatibility issues—if the game worked perfectly before you may need to reinstall previously working drivers.

**Q:** The game takes too long to boot up.

**A:** Every hardware combination results in different booting times, older setups are prone to longer boot times.

**Q:** It randomly lags / it has strange graphics artifacts.

**A1:** Sonic 2 HD is presented in both Windows 32-64bit builds for you to choose from, if you have a 64-bit Windows OS, please execute Sonic2HD64.exe for correct performance.

**A2:** If your hardware meets the recommended requirements, please try updating your drivers and change the "Video Drivers" and "Window" options from S2HD right-click menu, then play the game again. Different hardware combinations will result in different levels of gameplay performance, so some trial and error may be needed when combining the in-game graphics options.

**Q:** The game can't shut down properly.

**A:** Try closing the game using the keyboard key combination Alt+F4. The game will respond with a message if it failed to close, where you can choose to force it to quit. If the game refuses to quit after a minute and you are using OpenGL as your game renderer, you might have encountered a known bug where some ATI graphics driver hangs in the operating system's "Privileged Mode" while cleaning up OpenGL shader objects. Unfortunately, as such bug can only be corrected by ATI drivers, please extend your report to ATI's support.

**Q:** There is no audio.

**A:** Please verify and update your DirectX drivers.

**Q:** I love it! Do you accept donations?

**A:** Thank you for your support, but TeamS2HD won't accept any donations. S2HD is a freeware fan-game and an homage to the classic franchise made by its hardcore fans in their free time. Buy more Sonic games such as Christian White's Sonic CD port, available on Xbox 360 and Playstation 3, to support classic Sonic!

**Q:** I'm an experienced artist / programmer / musician, and I'd love to give you a hand in developing the game.

**A:** Team S2HD is not currently looking for help, unless specifically stated on our website or Facebook page. If you still want to send us a sample of your work, feel free to contact us at [s2hdstaff@gmail.com](mailto:s2hdstaff@gmail.com)

**Q:** When will S2HD be complete?

**A:** S2HD is made in our free time, on top of our lives and ongoing careers. Unless S2HD hits a different route, we cannot guarantee the project's next release or any tentative date for the completed game.

**Q:** I'd like to request an interview with Team S2HD to be published on my blog / press.

**A:** We'll be glad to answer them, please contact us directly at [s2hdstaff@gmail.com](mailto:s2hdstaff@gmail.com), specifying your blog / press name.



# TEAM S2HD & CREDITS

## Team S2HD:

### Project Leader & Character Artist:

Vincenzo "Vincent" Mastrorosato

### Project Manager:

Ryan "Canned Karma" Hathaway

### Engine Programmer:

LOst

### Visuals Director & Lead Animator:

Tom "Scanline99" Fry

### Game Artist & Web Artist:

Jared "Cerulean Nights" Kasl

### Promotional Artist:

Alexandra "SnickerSnack" Janky

### Level Artist:

Christian "Gambit" Peterson

### Background Artist:

Mike "CornetTheory" Hillard

### Musician:

Tee "Tee" Lopes

### Tools & Assistant Programmer:

Damian "Saxman" Grove

### Special Thanks:

ScubaSteve

Synergy

The original Sonic 2 Staff

### A very special thanks to our friends and families who supported us into S2HD's creation:

Mary

Lana

Kelsey

Deo

Alberto



Anna

Chiara

Giovanni

Annalisa