

# Game documentation

## Sonic The Hedgehog from FotonCat Soft

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
Hello! I'm glad to see you again! At last I've made final Windows-version of my game by developing the code, adjusting design and rewriting music. Now, I think, it's time to release this game to the public and this game should be loved by a lot of people.

*(Best regards, Anton Tataurshchikov (FotonCat Soft))*

**Warning:** FotonCat Soft do not have any responsibility for data damage on your computer or malfunction of the machine because of your abuse of points declared in this documentation.

### About

You should help Sonic to go through 5 levels with an aim to prevent evil plans of Dr. Robotnick. In each level **you must collect all tiles  that you can see**. Otherwise, you won't be able to continue the game. Pay your attention at TIME indicator. There is not so much time given to clear the whole level.

Tiles  and  adjusting Sonic's LIFE indicator. (More info in chapter "Appendix", Table 2)

Remember that at least one half of robots in this game are impregnable. (More info in chapter "Appendix", Table 3)

If Sonic loses all LIFE or TIME, game will be over.

Good Luck! =)

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### System Requirements

Operation System	Windows XP/Vista/7
Operation memory	At least 20 MBytes
HDD	At least 2 Mbytes
Keyboard	Required
Graphics adapter	Any which supports 320x240x32 bits mode

### Appendix

Table 1. Controlling keys

Jump	X
Move	Arrow keys

Pause	P
Exit to OS	Esc

Table 2. Tiles of LIFE adjusting




	+ 0
	+ 1
	+ 0.5

Table 3. Possible damage

From robots	- 0.5
From fireballs	- 0.75
If Sonic falls down	- 1

If you found any bugs in this program or you want to ask a question or offer something, you can write to my e-mail or visit my web-site.

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