

**LIONSOFT**  
AMATEUR DEVELOPMENT

**SONIC AND  
KNUCKLES  
DOUBLE PANIC!**  
**INSTRUCTIONS MANUAL**

Thanks to have downloaded my new game Sonic & Knuckles Double Panic. This is a freeware game developed by Lionsoft Amateur Development.

All the sprites, musics, sound effects and others are property of their respective owners.

If you want to download other Lionsoft Games visit:

[www.lionsoft.altervista.org](http://www.lionsoft.altervista.org).

If you have any questions, critics or recommends send me an email at:

[darkleo@hotmail.it](mailto:darkleo@hotmail.it).

Enjoy!

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## ZONE 1: EGGMAN IS BACK! YEAH!



I don't know you, but I love Eggman! He's one of my favourite "villains" of the videogames! He's so obstinate but in the deep he's a good guy!

From the appearance you don't tell it but Eggman isn't a lazy guy, as a matter of fact he's back to make trouble in the world!

This time he got involved the cute chaos but I think it's only a pretext to get in trap Sonic and Knuckles, this one in search of the pieces of Master Emerald (to know more, see the story at the begin of the game).

In the game you will take control of Sonic or Knuckles (you can choose your favourite everytime you want) each one with their own abilities and purpose: with Sonic you need to save the lost chaos, with Knuckles you need to search for the pieces of Master Emerald! In each case you need to get the request chaos/pieces of Master Emerald to pass through the level and go to next.

But it will be not so simple, the levels are full of enemies and traps, so be careful!

So, go and start this GIANT adventure and try to discover the evil plans of Eggman by pass through 7 exciting zones, more than 28 levels, bosses, special stages, missions and much, much more!



## ZONE 2: HOW TO START

Click 2 times on the game icon to start the game. After a few presentation you will find on the title screen. Here press **ENTER**, in succession select **START NEW GAME** to start a new adventure from begin, or **CONTINUE SAVED GAME** to continue your previous saved game. If it is the first time you play you need to select **START NEW GAME**. To select press **UP** or **DOWN** arrow, to choose **Z** or **ENTER**.

After the cutscenes (you can swap to dialogues by pressing **Z** or **ENTER**) you will go at **PANIC PARK**, your main hub. From here you can choose the zones, the gallery and some secrets than you'll unlock by progressing the game. Just jump in a giant ring! From here by pressing **ENTER** you can go at the **SAVE ROOM**: from here you can choose **SAVE GAME** (to save game) **CONTINUE** (to continue without saving) or **EXIT** (to return to title screen. From here you can exit the game by pressing **ESC**). Every selection you made (except **EXIT**) you will go to the character selection screen. Here's the hud of Panic Park, let's see:



High Left: this is the total number of rings you get in the main adventure;

High Right: this is the total numbers of enemies you destroy;

Low Left: the total number of lives you get;

Low Right: the total number of saved chaos.

Take a look of these informations if you want to complete the gallery!

## ZONE 3: CHARACTERS MOVEMENTS

Sonic and Knuckles have special abilities then let you explore the level in different ways, let's see:



### SONIC THE HEDGEHOG

**MOVE:** RIGHT AND LEFT ARROW

**JUMP:** Z KEY

**CROUCH:** DOWN ARROW

**BOUNCE ATTACK:** PRESS DOWN ARROW WHILE JUMPING. WITH THIS ATTACK YOU CAN DESTROY SOME BLOCKS ON THE FLOOR!

### KNUCKLES THE ECHIDNA

**MOVE:** RIGHT OR LEFT ARROW

**JUMP:** Z KEY

**CROUCH:** DOWN ARROW

**ROCK PUNCH:** UP ARROW. IT'S A STRONG PUNCH THAN DESTROY SOME BLOCKS THAN HINDER THE WAY.



Each one of the characters have strong points and weak points: Sonic is good at jump but weak against enemies, Knuckles is good versus enemies but scarce at jump.

## ZONE 4: SPECIAL ITEMS

During game you will find some interesting items than will help you to pass through the zones, let's see in detail:



**RINGS: THE SONIC AND KNUCKLES HEALTH. BE SURE TO HAVE IT EVERYTIME! GET 50 OF THEM TO GAIN AN EXTRA LIFE.**



**RING CAPSULE: DESTROY IT TO GET OUTRIGHT THE SHOWED NUMBER OF RINGS.**



**LIFE CAPSULE: DESTROY IT TO GAIN AN EXTRA LIFE!**



**SPRINGS: THERE ARE TWO KIND OF SPRINGS, YELLOW PUSH YOU HIGH, RED PUSH YOU VERY HIGH! JUST JUMP ON IT!**



**CHAO: CUTE CREATURE LOST IN THE WORLD. GET ALL OF THEM IN A LEVEL TO COMPLETE IT. AVAILABLE ONLY WITH SONIC.**



**PIECE OF MASTER EMERALD: AS CHAOS, YOU NEED TO GET THEM TO COMPLETE A LEVEL. AVAILABLE ONLY WITH KNUCKLES.**



**GIANT RING: PERMIT YOU TO ENTER TO ZONES HUB, EXTRA MODES OR EXIT FROM THERE.**



**BIG RING: FROM HERE YOU CAN CHOOSE THE SINGLE LEVEL OF A ZONE OR MODE. WHEN YOU CLEAR A LEVE A CROWN APPEAR ON IT.**



**SUPER SPRING: WITH THESE YOU CAN GO TO SPECIAL STAGE. TO USE IT CLEAR THE 3 LEVELS OF EACH ZONE WITH SONIC.**

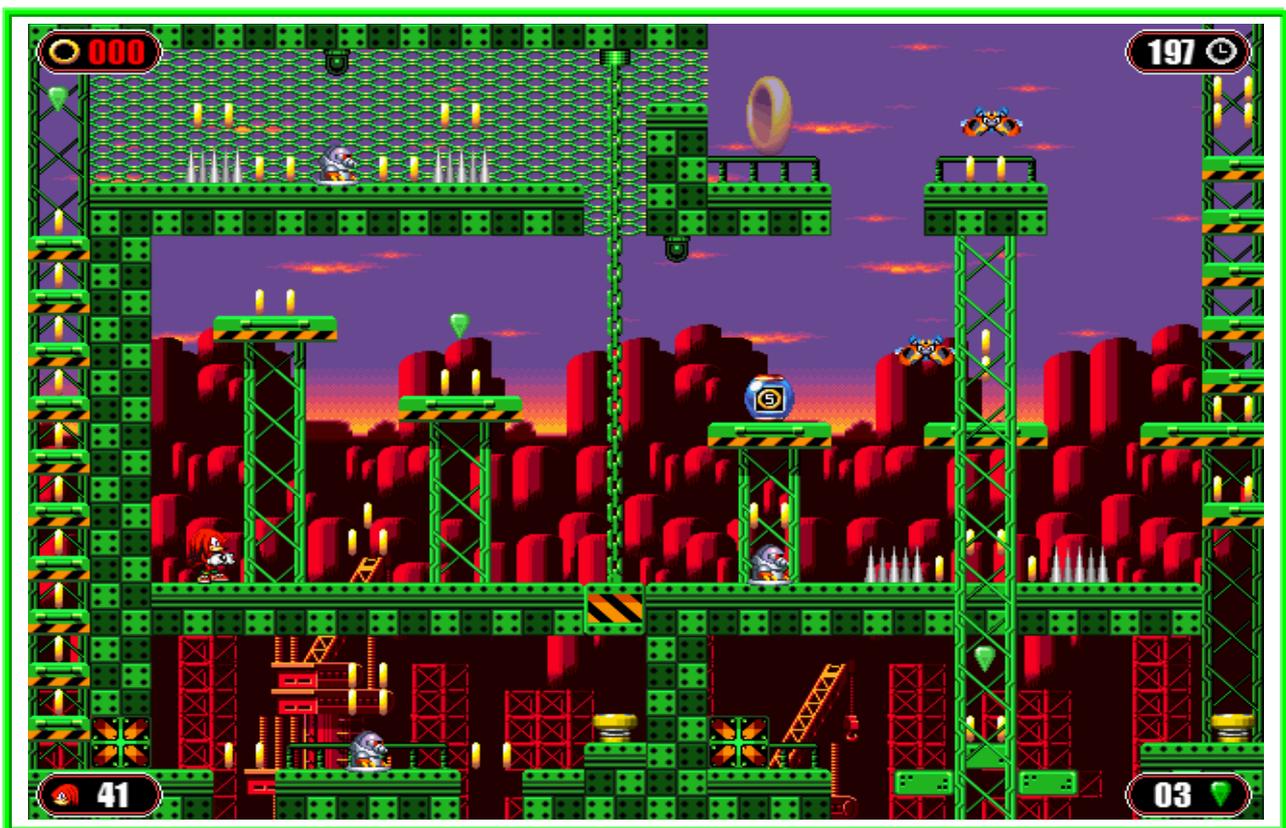
## ZONE 5: LET'S BEGIN!

Now that you know the basics let's start the real adventure!

Choose a character and enter in a giant ring to reach a zone (from the beginning there's only one zone available).

Now you are in the zone hub: from here you can choose one of the levels available for the character you are using (you need to clear 3 level with each character, 2 in common, 1 than you can get with only a character). If you use Sonic you need to get 5 lost chaos in a level to complete it, when you clear all 3 level of a zone you can use the super spring (when available it become winkle) to start the special stage where you can get the Chaos Emeralds. But if you won't make the special stages you can continue to the next zone.

Instead if you are playing with Knuckles to complete the levels you need to get 3 pieces of Master emerald. When you clear all of the 3 levels of a zone you can pass to the next zone. You can't get the super spring with Knuckles, you don't need it! In the zone acts the hud is the following:



**High left:** this is the number of rings you have;

**High right:** this is the time. Complete the level before it will go to zero or you will lose a life;

**Low left:** total number of lives;

**Low right:** this is the left number of chaos/pieces you need to clear the level.

## ZONE 6: THE SPECIAL STAGES

By playing with Sonic you can go to the special stages to try to get the Chaos Emeralds. There is a special stage in each zone, to get just clear the 3 acts with Sonic. But how it's working these special stages? Just, jump on board of the Tornado (the Sonic' plane) and play like if you are in a 2d shooter to destroy enemies and get the required number of rings (normally 100). How can you drive the Tornado? More simple than you thought:

**MOVE: ARROWS (RIGHT, LEFT, UP, DOWN)**

**FIRE: Z KEY**

To clear a special stage and get 1 of the 7 Chaos Emeralds you need to get the required number of rings before the stage ends. This is the hud of the special stage, let's see:



**High left:** this is the number of rings you have and the number of rings you need to get the Chaos Emerald;

**Low left:** this is the shield of the Tornado. Every time an enemy hurts you, you lose a point of shield. If you will get 0 you lose;

**Low center:** the special stage progress bar. The White and Black flag indicate the end of the special stage, the character icon your position.

If you will get all of the Chaos Emeralds something special will happen!

## ZONE 7: EXTRA MODES

There are some alternative modes in DOUBLE PANIC besides the main adventure, some of them are not available from start but you can unlock them by playing. Let's see 2 of them:

### MISSION MODE (NOT AVAILABLE FROM BEGIN):

In mission mode (aka Mission Park) you will find 10 different special missions for each character (for a total of 20) and you need to satisfy determined requests to clear them. There are 3 kind of missions:



**SPEED MISSION: GET THE EXIT IN THE TIME LIMIT.**



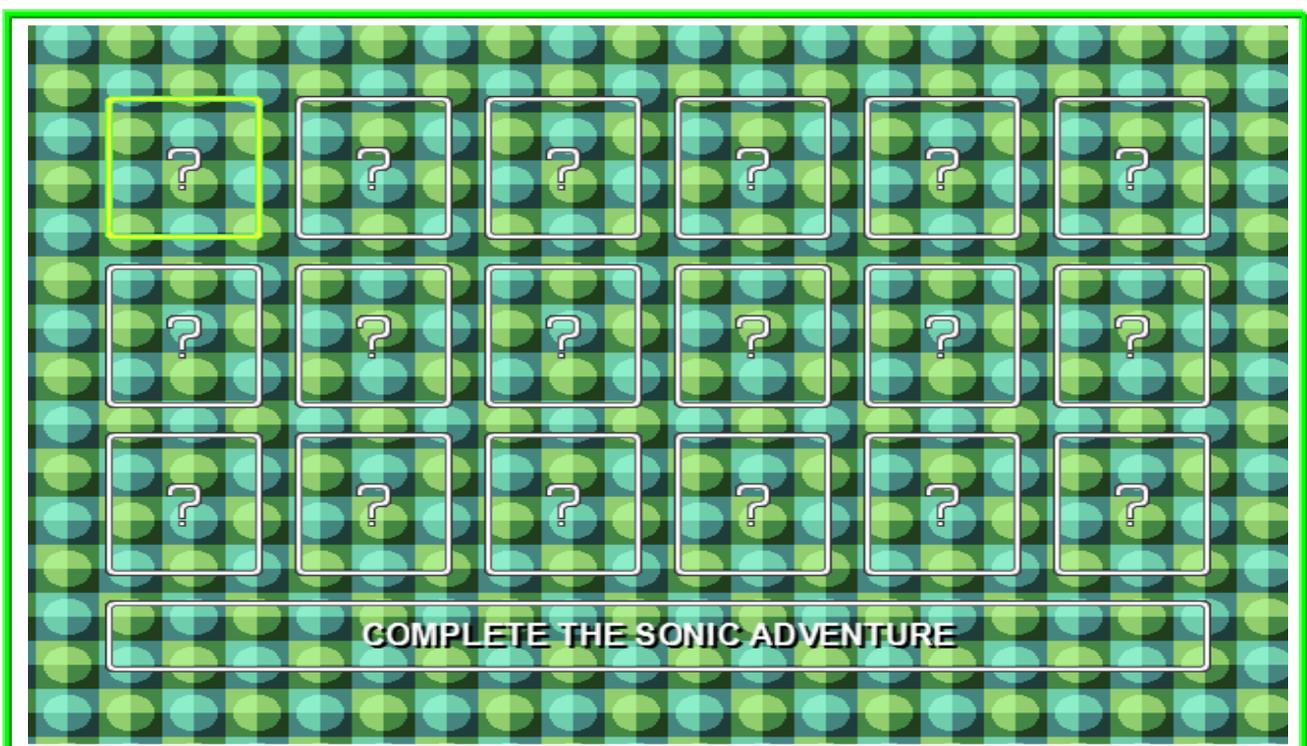
**RINGS MISSION: GET THE REQUIRED NUMBER OF RINGS AND GO TO THE EXIT BEFORE TIME EXPIRES.**



**ENEMIES MISSION: DESTROY THE REQUIRED NUMBER OF ENEMIES AND GO TO THE EXIT BEFORE TIME EXPIRES.**

### GALLERY (AVAILABLE FROM BEGIN):

In the gallery there are some special cards than you can unlock by complete determined requests in the game (showed in the low box when you select a card). But pay attention: these cards are interactive! Just go on one of the unlocked card and press Z (some of them let you listen the game musics, other are more special...). If you complete the gallery something happen! To exit from the Gallery and return to Panic Park just press ESC.



## ZONE 8: HOW TO SAVE AND EXIT

When you want to save the game press **ENTER** when you are at Panic Park and select with **UP** or **DOWN ARROW**:

**SAVE GAME** to save your progress and continue to play;

**CONTINUE** if you want to continue without saving (and change character);

**EXIT** if you want to return to title screen (to exit or to load a game).

When you are at the title screen you can exit the game by pressing **ESC**.

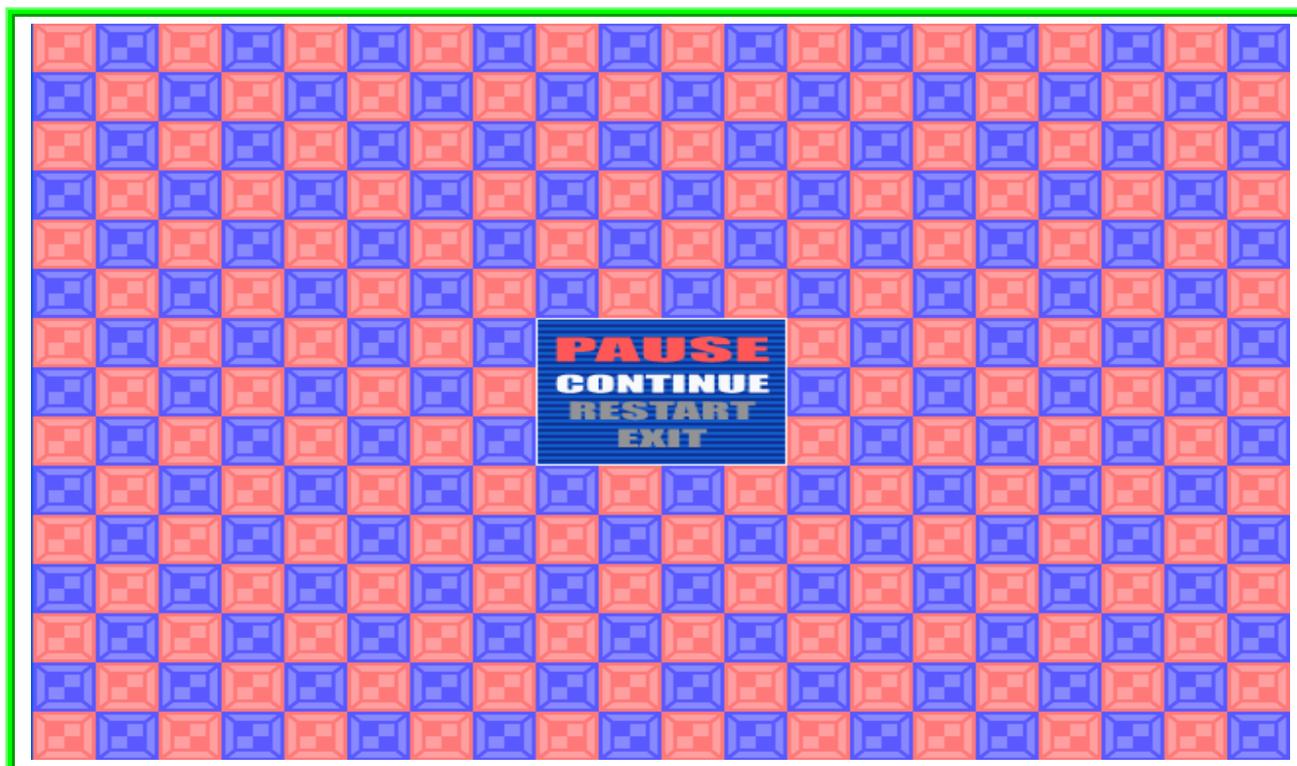
## ZONE 9: PAUSE MENU

During normal game you can pause the game by pressing **ENTER**. From here you can choose:

**CONTINUE** to continue the game. You can quickly activate this option by pressing **ENTER**;

**RESTART** to restart the current level without losing lives;

**EXIT**: to exit the current level.



## ZONE 10: CREDITS

Thanks to have read this instructions manual and sorry for my English... I want to thank:

**BLACKSTORM STUDIO** for some effects;

**DAVE\_DJTAM** for have fixed some midi files;

**GAME MAKER COMMUNITY** (italian and not) for some recommends;

**G! SOFT** my official beta tester and English translator (visit his homepage at [www.gsoft.altervista.org](http://www.gsoft.altervista.org));

**R.I.P.E. GAMES** for his interesting library;

... and everyone I forgot.



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