



SAGE 2010 Demo

Sonic the Hedgehog 3D is a fan game, which is based on Build Engine with eduke 32 port. The game is meant to be played with hi-resolution graphics enabled, so you will need Open GL renderer to run the game!.

Our site: <http://sonic3d.ru/>

Minimum Hardware Requirements:

Windows/Linux/Mac OS X
2.0GHz Intel Pentium III or AMD Athlon Processor
256 MB of RAM
64 MB Video Card with OpenGL compatible drivers
("GeForce4 MX" or better)
OpenAL compatible Stereo Sound Card
Keyboard
Mouse

Recommended Hardware Requirements:

Windows/Linux/Mac OS X
Intel Pentium 4 or AMD Athlon XP processor (or better)
1GB(+) of RAM
256(+) MB Video Card with DirectX 9 compatible drivers
("Radeon 9600 Pro" or better)
OpenAL compatible Surround Sound Card
Keyboard
Mouse

We recommend using the latest drivers available.

Video Hardware Providers/Manufacturers:

ATI: Ati.com
Creative Labs: Creative.com
Hercules: Hercules.com
Intel: Intel.com
Matrox: Matrox.com
Nvidia: Nvidia.com
S3: S3graphics.com
SIS: Sis.com
Trident: Tridentmicro.com

Controller Manufacturers:

Gravis: Gravis.com
Logitech: Logitech.com

MadCatz: Madcatz.com
Microsoft Sidewinder: Microsoft.com
Saitek: Saitek.com
Thrustmaster: Thrustmaster.com

Controls

W – move forward
S – move back
A – strafe left
D – strafe right
F – activate super mode (you need all emeralds to do it and 50 rings)
Space – jump
E or Mouse 1 - use
Mouse 2 - crouch (you need it to activate spin dash). Also it works like a brake
Esc – exit to menu/pause
F6 – save game.
F9 – load game.
F12 – take a screenshot.
H – change the hud.
{ and } – camera control

Gameplay

First you need to select your character (Sonic, Tails, Knuckles or Mighty).
Your enemies is Dr. Robotnik's robots. Some of them can shoot you. To kill them just jump on them. Watch out for the walking bombs, they will explode if you touch them!
You get hit if you touch robots while you just walking (or the robots shoot you). If you get hit – you will lose your rings. If you get hit while you do not have any rings – you lose one life. If you lose all lives – the game is over.

Characters' Abilities

Every character has spin dash ability. To make a spin dash press the "duck" button and then pressing the "use" button five times for maximal speed. After that you should release the "duck" button.

Tails can fly. Just jump and press the use button.

Sonic can make a air dash. Just jump and press the use button.

Knuckles and Mighty also have special attacks. Just jump and press the use button while in air.

Items

Rings. Collect them, and you will have a lots of scores. If you get 100 rings, you will get one new life.

Scores. If you get 50000 points, you will get one new life too.

Bonuses

They look like boxes with a screen. To get bonuses just jump on them.



10 rings



Temporary speed boost



Temporary invincibility



Shield



Score



Empty bonus



Life



Eggman's bonus. Watch out!

Bonus Stages

If you collect 100 rings on a level, you will get into a bonus stage. If you win, you will get the emerald.

Unlockable Bonuses

This kind of bonuses can be unlocked in main menu. To unlock them you need to make quest.

How to save your game

1. Press F6.
2. Press Enter on the save slot.
3. Write slot name.
4. Press Enter again. Your game is saved.

Credits:

Zykov Eddy – leader of the project. E_mail: edik.zykov@yahoo.com

[LP]Scorpion, Cold, Speedus – modellers.

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Special Thanks:

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Mikko Sandt for review on his site.

Special thanks to guys from AMC forums for some nice ideas.

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Bugs

A lot. Sometimes you can get through walls, sometimes you can suddenly kill yourself...

If it will happens, load you last saved game please. Also you need open GL to run the game, or else game will crash.

You may to have big lags while playing the game.

Copyrights

Textures and sounds was taken from:

Sonic games

Hacx (addon for Doom 2)

Doom 1 & 2 WADs

Rise of the triad

Strife

Quake

Quake 2

Unreal

Tek War

Duke Nukem 3D TCs

Liquidator

Blood

Domination

Lameduke

Hexen

Hexen2

Heretic

Powerslave

Dark forces

Half Life

Zero Wing

Shadow Warrior

Zelda CD-I games

Redneck Rampage

System Shock

And other games, which I can't remember.

Some music made by Mark Hadley.

Some textures and models taken from Duke HRP.

Some textures made by jeztac33.