



# SONIC RIDERS ZERO GRAVITY

TM

EVERYONE  
E  
CONTENT RATED BY  
ESRB

SEGA



## **⚠️ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES**

### **READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

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### **Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
  - Avoid large screen televisions. Use the smallest television screen available.
  - Avoid prolonged use of the PlayStation 2 system.  
Take a 15-minute break during each hour of play.
  - Avoid playing when you are tired or need sleep.
- 

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

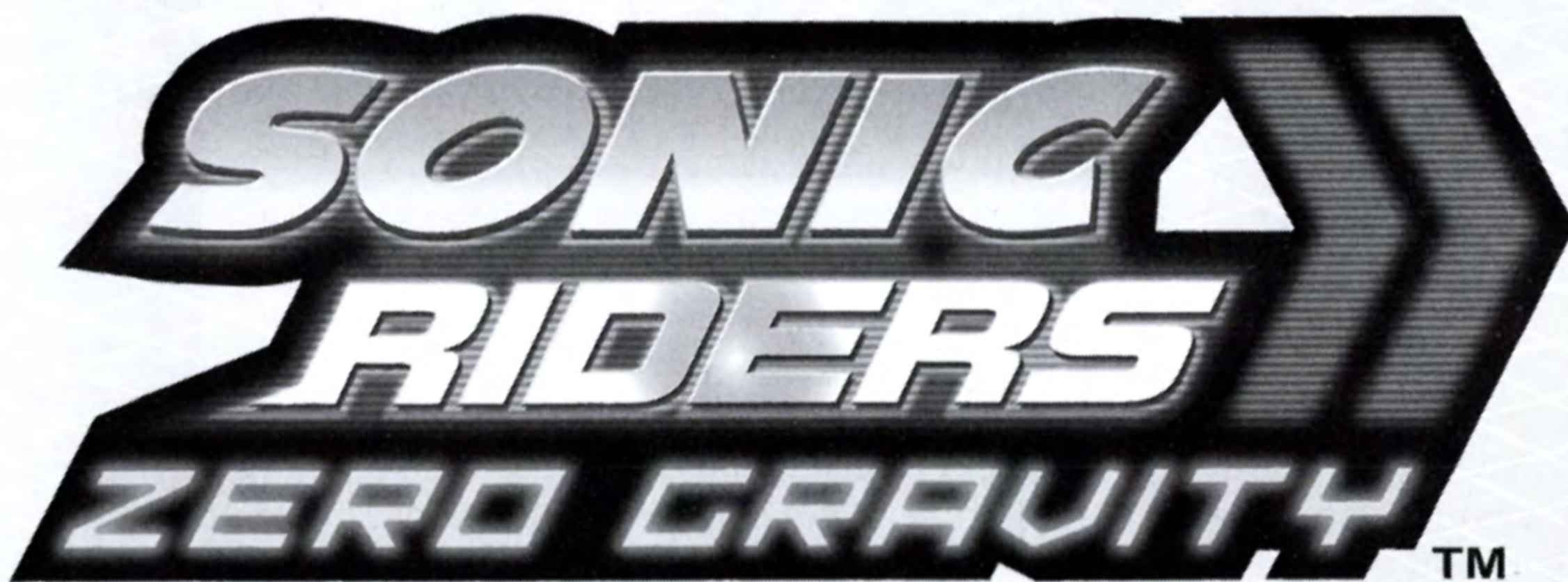
Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

### **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



Thank you for purchasing *SONIC RIDERS: ZERO GRAVITY™*. Please note that this software is designed for use with the PlayStation®2 computer entertainment system. Be sure to read this software manual thoroughly before you start playing.

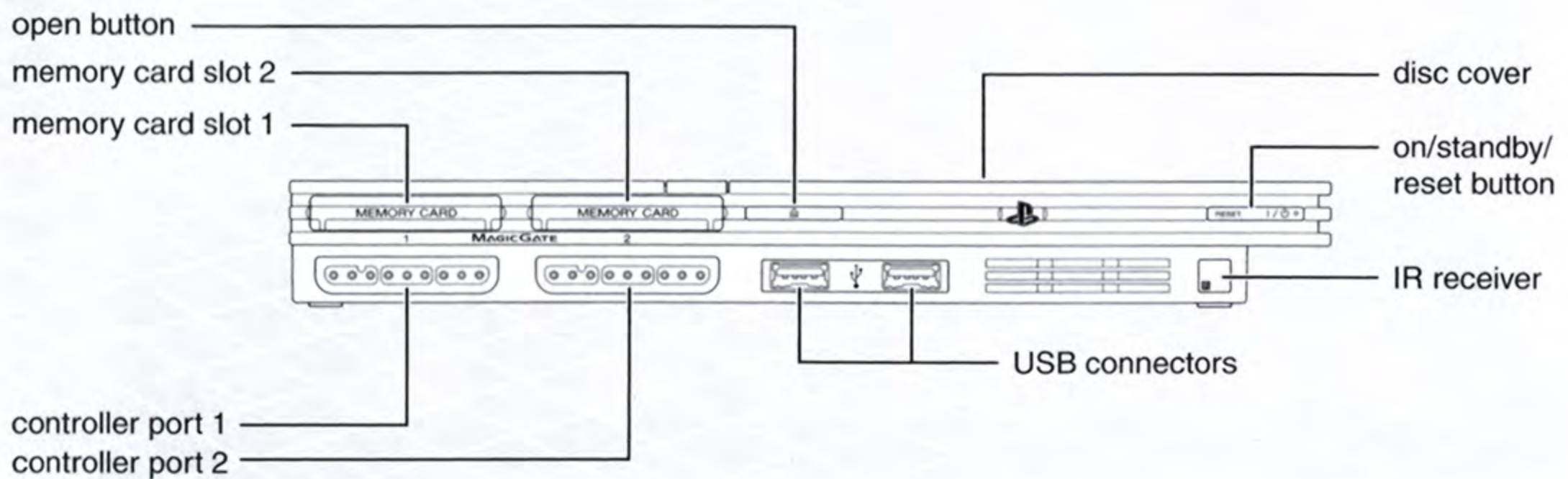


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# GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *SONIC RIDERS: ZERO GRAVITY™* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## MEMORY CARD (8MB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved Game Data from the same memory card, or any memory card (8MB) (for PlayStation®2) containing previously saved games.

## MANAGING GAME DATA

The Game Data screen at start-up allows you to create, load and delete Game Data on a memory card (8MB) (for PlayStation®2). For each previously saved Game Data, details of your current progress will be displayed for reference. Select and press the **X** button to enter, then select **Yes** to load, **No** to cancel, or **Delete File** to erase the Game Data. If there is no Game Data on the memory card (8MB) (for PlayStation®2), or you wish to create new Game Data, select an empty slot and enter a name for it via the software keyboard. Up to three Game Data can be created, and a minimum of 68KB free space is required to create each.

You can also load or create new Game Data while the game is in progress via **Game Data in Options** (p.7).

**Warning:** This title uses an autosave feature as the only method of saving your Game Data. Insertion of a memory card (8MB) (for PlayStation®2) after boot up may result in data being overwritten.

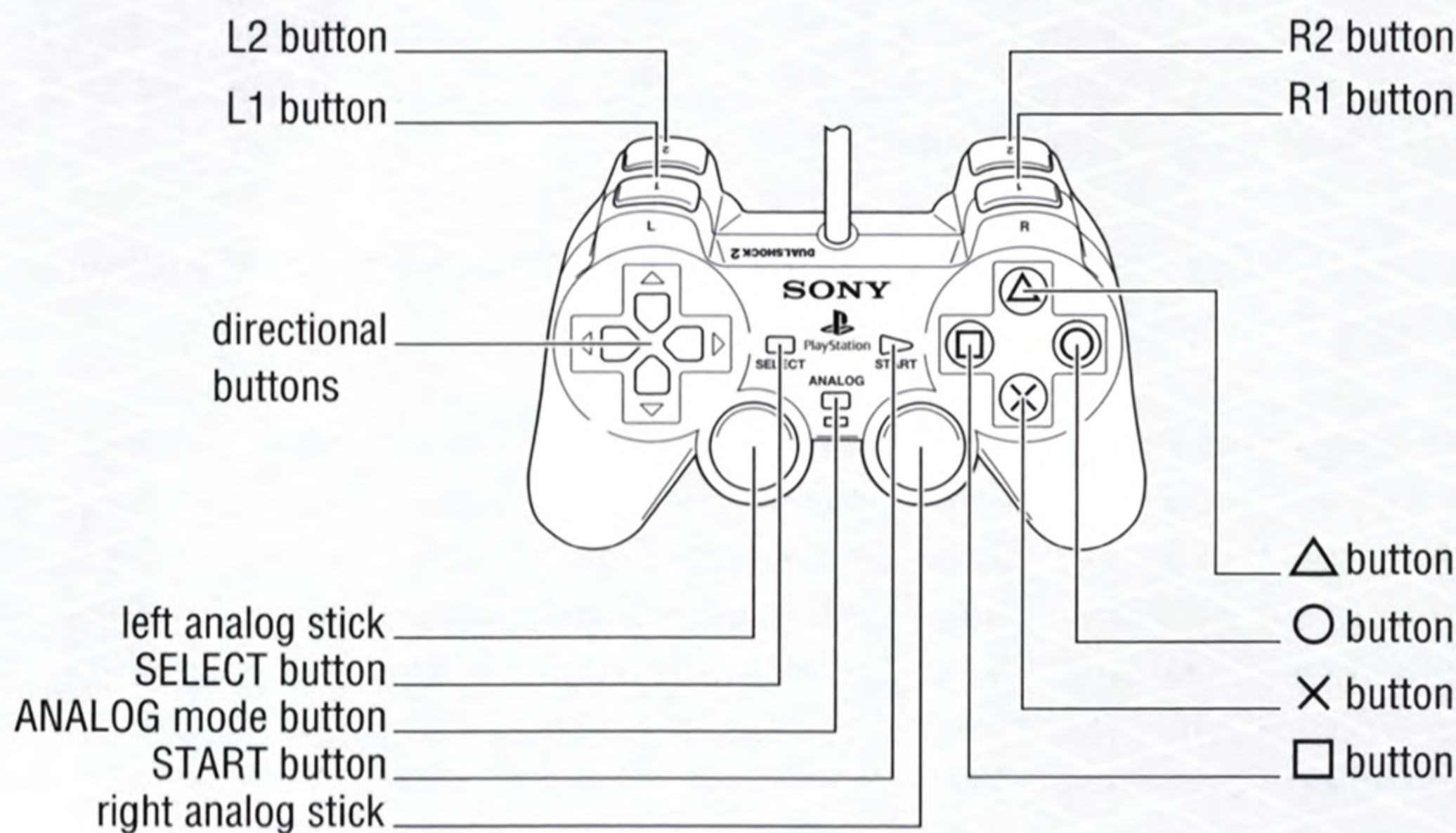
## PROGRESSIVE SCAN

When playing with a progressive scan compatible television connected via the component AV cable (for PlayStation®2), hold down the **X** and **△** buttons during startup to display the progressive scan menu. Select **Yes** to test and select progressive scan display, or **No** to continue in standard display mode.



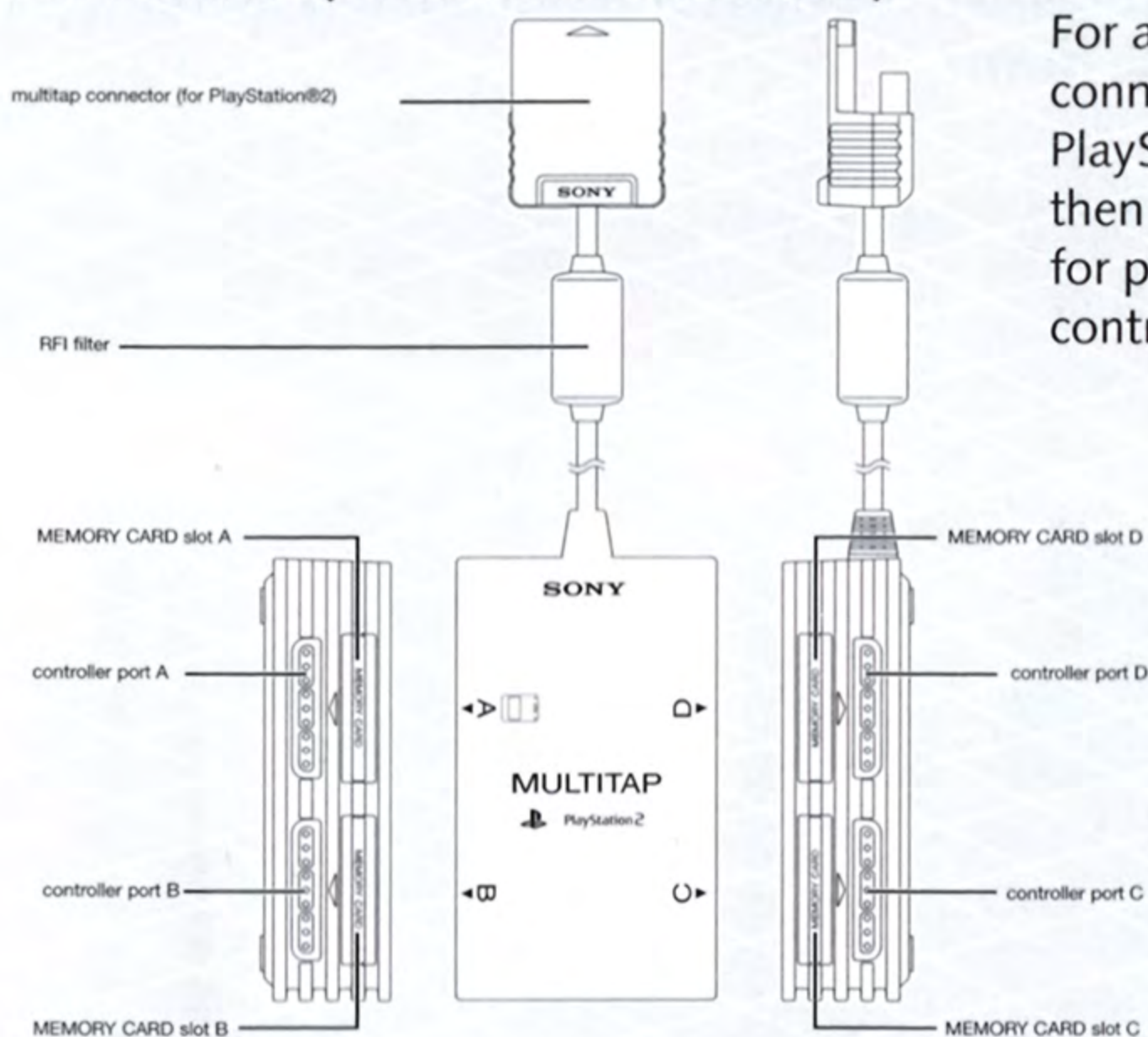
# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION



*SONIC RIDERS: ZERO GRAVITY™* is a one to four player game compatible with the DUALSHOCK® analog controller, DUALSHOCK®2 analog controller and the Multitap (for PlayStation®2). For a one or two player game, connect the controller(s) to controller ports 1 and 2.

## MULTITAP (FOR PLAYSTATION®2)



For a two to four player game, connect the Multitap (for PlayStation®2) to controller port 2; then connect the analog controllers for players two to four in order from controller port 2-A to 2-C.

**Note:** Please use the appropriate Multitap (for PlayStation®2) for your PlayStation®2 computer entertainment system.

## MENU CONTROLS

left analog stick/directional buttons	Change highlighted selection
⊗ button	Enter selection
⊙ button	Cancel/Return to previous screen



## STORY

*A few months after the World Grand Prix, the night sky was filled with a deafening roar as a meteorite hurtled towards the ground. Moments before impact, it abruptly stopped in mid-air, and then gently fell at the feet of a security robot who watched on in silence.*

*The security robot immediately malfunctioned and went berserk, followed one by one by its entire security platoon.*

*The next morning, Sonic and his pals were listening to the news as they drove through the city. It seemed robots were rampaging all over the world and they were no longer responding to commands. Tails wondered if it had anything to do with the strange meteorite he had found the night before. As Sonic looked thoughtfully at the mysterious stone Tails had given him, they were suddenly attacked and pursued by a crazed army of the very robots they'd been discussing.*

*Their daring escape took an unwelcome turn for the worse as their vehicle smashed out through the top floor of a skyscraper and they found themselves plummeting 300 stories to their certain doom. As if by a miracle, Sonic's fall was unexpectedly broken by an anti-gravity force field which appeared to be emanating from the meteorite. Could this be the reason the robots were chasing them?*



*As if contending with deranged 'droids and the forces of gravity wasn't enough already, a familiar band of thieves had also set their sights on the stone and would gladly step on Sonic's toes to retrieve it!*

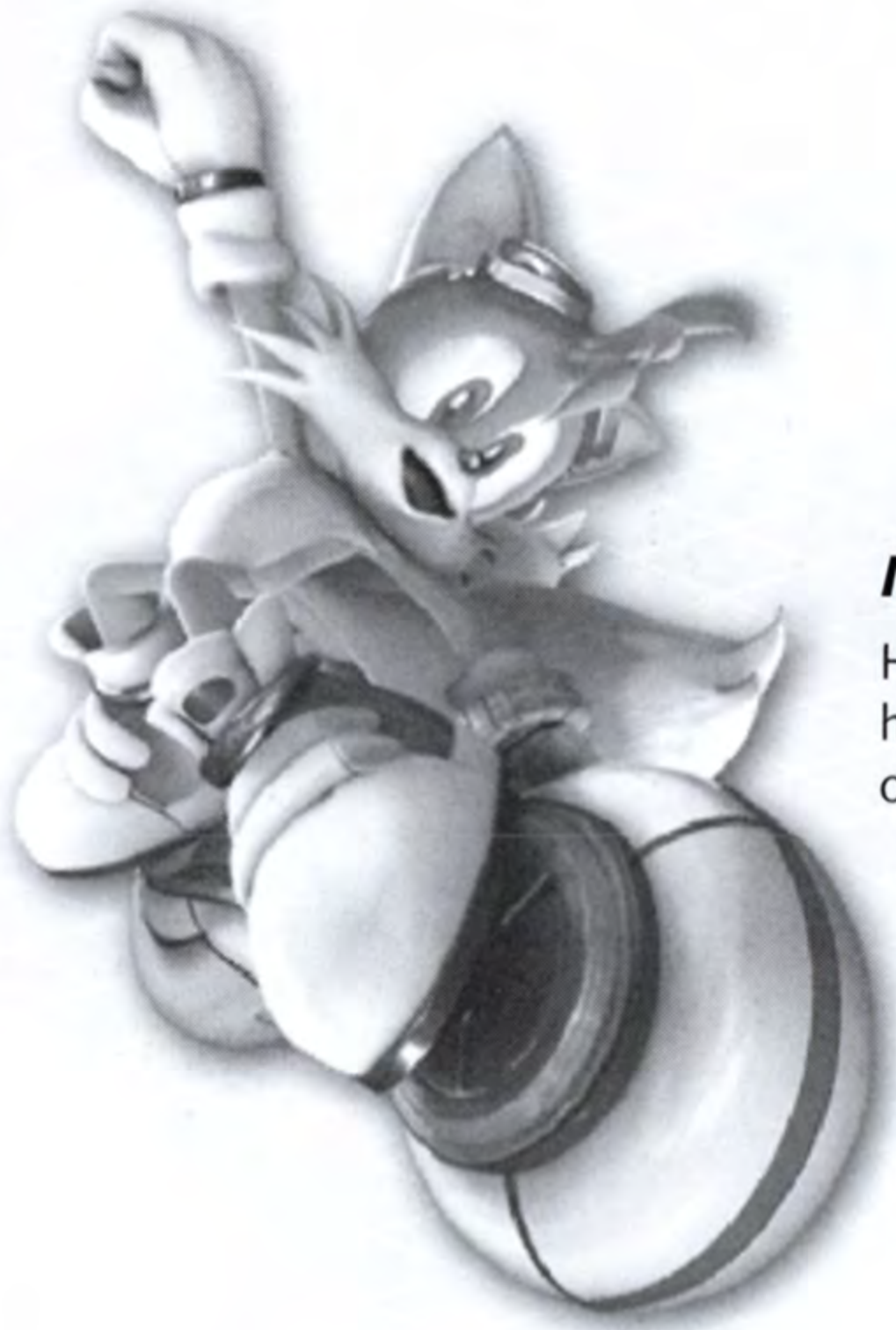


# CHARACTERS

## SONIC THE HEDGEHOG

The world's fastest hedgehog is even faster when he's riding Extreme Gear!

Sonic is a big fan of freedom and has no tolerance for evildoers. He sometimes comes across as arrogant and short tempered, but he always does his best to help out those in trouble. Despite his easygoing nature, he tackles challenges with a fearful resolve – when the going gets tough, Sonic gets tougher!



## MILES "TAILS" PROWER

His real name is "Miles Prower," but his friends just call him "Tails." This little kid fox with two tails and a heart of gold loves tinkering with machinery and his devices have helped out Sonic many times in the past. He's fairly new to the technology of Extreme Gear, but if there's a way to improve on them he'll find it!

## KNUCKLES THE ECHIDNA

Friend and rival of Sonic, Knuckles packs a powerful punch with his spiky fists. His hard-headed demeanor can make him gullible, but now he's wise to Dr. Eggman's trickery and quick to assume a hidden motive.

Bringing his inherent aggression to the race courses, he plans to smash his way to the finish line and prove he means business!







### **JET THE HAWK**

Known as the “Legendary Wind Rider,” Jet leads the Babylon Rogues, a talented group of professional thieves. Jet’s Extreme Gear skills are revered far and wide, earning him an impressive reputation.

In his latest quest for treasure, he’s found himself crossing paths with Sonic once again. He’ll have to be quick on his Gear to avoid walking away empty-handed.

### **WAVE THE SWALLOW**

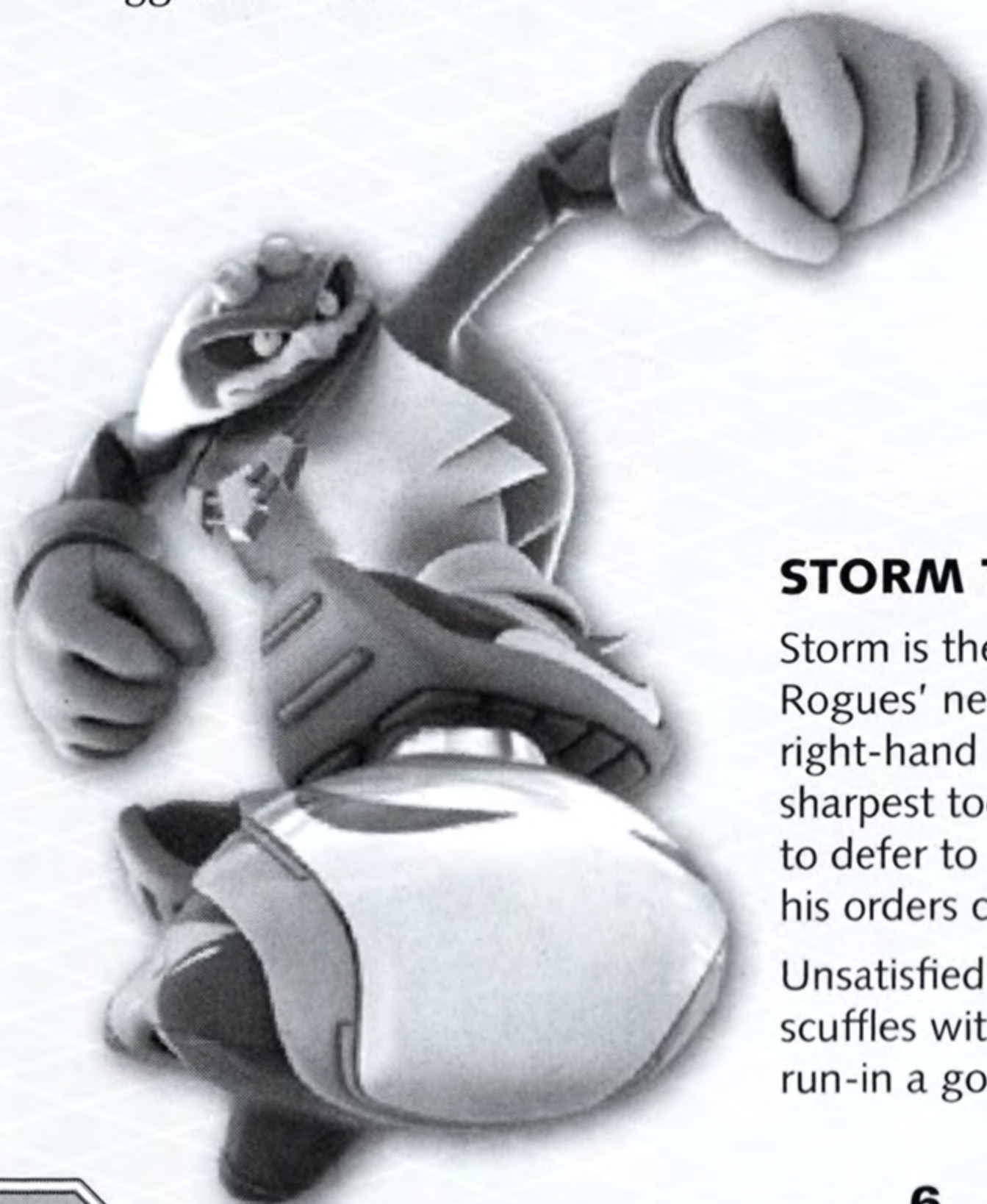
Wave is a superb mechanic who takes care of all of the Babylon Rogues’ Gear and provides the gang with a more level-headed viewpoint. While she’s capable of fixing many things, Gear is her speciality and her knowledge and experience surpass both Tails and Eggman in this area.



### **STORM THE ALBATROSS**

Storm is the muscle behind the Babylon Rogues’ nefarious schemes and Jet’s right-hand man. He’s clumsy and not the sharpest tool in the shed, but he is happy to defer to Jet’s superior intellect and see his orders carried out.

Unsatisfied with the outcome of his previous scuffles with Knuckles, he considers their latest run-in a golden opportunity for payback.





# STARTING THE GAME

Press the START button at the Title Screen to access the Main Menu. The first time of each start-up you will be prompted to load or create Game Data. See "Managing Game Data" on p.2 for details.



From the Main Menu, please select from the following:

- Game Start** Open the Mode Select menu and choose a game to play. Game Modes are detailed on p.8.
- EXTRA** Play unlocked movies and audio clips, or browse the Gear Gallery.
- OPTIONS** Make changes to game settings.

## EXTRA

Browse and enjoy a variety of unlockable features.

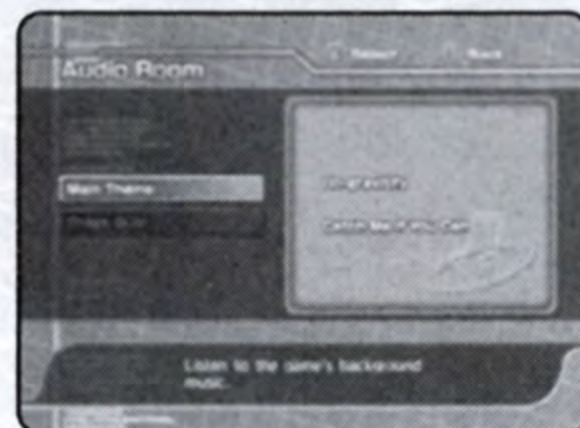
### THEATER

Select a movie from the list and press the **X** button to play. Press the **Y** button or the START button during playback to stop and return to the menu.



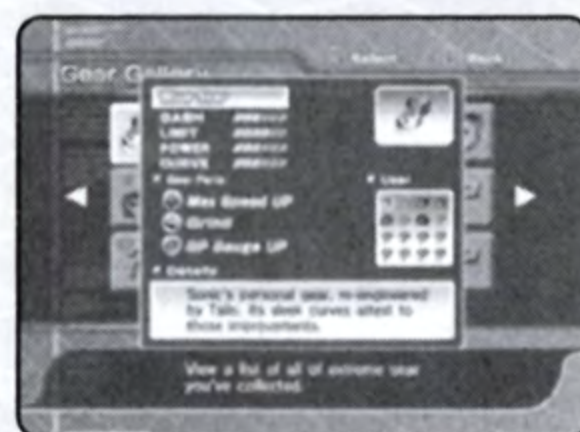
### AUDIO ROOM

Select a music category from the left panel and a track from the right panel to play. Press the **Y** button during playback to stop and return to the menu.



### GEAR GALLERY

Use the left analog stick or directional buttons to browse the Extreme Gear you have obtained. Press the **X** button to see the technical details of the selected Gear.



## OPTIONS

Make changes to the following settings:

- Audio Settings** Set sound output to **Mono**, **Stereo**, **Dolby Pro Logic® II** or **Dolby Digital Pro Logic® II**.
- Vibration Settings** Set the vibration function **ON/OFF**.
- Language Settings** Set the language settings for Voice and Subtitles.
- Game Data** Manage your Game Data, as detailed on p.2.



# GAME MODES

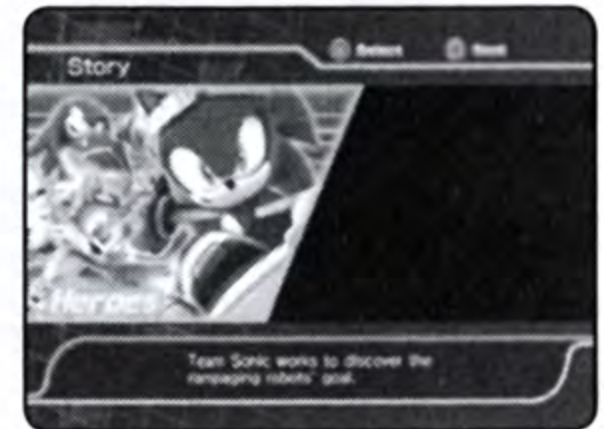
*SONIC RIDERS: ZERO GRAVITY™* features a variety of gameplay modes as detailed below. Use the left analog stick or directional buttons **↑** **↓** to select a game mode and press the **⊗** button to confirm the selection.

## **STORY MODE (1P ONLY)**

Enter races to progress the story. The story can be started from the beginning, or re-started from any previously-accessed stage.

For each stage cleared, you also have the choice of selecting Missions, in which you are given specific conditions to clear. Available Missions will increase as you progress through the story and Mission stages.

The first time you play, you will be given the option to play through a tutorial which explains the controls in detail. This will then appear in the Mode Select menu to help you hone your skills.



## **NORMAL RACE**

Compete in one of the following race styles:

### **Free Race (1P-4P)**

Compete against other players and non-player characters on a selected track.

### **Time Attack (1P only)**

Select a track and race against the clock.



## **SURVIVAL MODE (P.14)**

A series of games with special rules:

### **Survival Relay (2P-4P)**

Run a relay using Gear as the batons.

### **Survival Ball (1P-4P)**

Use gravity control to shoot the ball and score.

### **Survival Battle (1P-4P)**

Slam foes with objects using gravity action.



## **SHOP**

Purchase additional Extreme Gear with accumulated Rings.

Enter the shop and select **Trade**. Use the left analog stick or directional buttons to browse the Gear. Details and parameters are displayed in the right panel. When you decide which Gear you wish to purchase, press the **⊗** button to Trade. The Gear can now be selected from the Player Entry screen and viewed in the Gear Gallery (p.7).



As you progress through the game and clear certain conditions, additional game modes will become available for selection in the Mode Select menu.



## CHOOSING A COURSE AND A CHARACTER

Depending on the game mode, you will be required to select a course and a character for each player.

### COURSE SELECT SCREEN

Use the left analog stick or directional buttons **← →** to choose a course and press the **⊗** button to select.

In some game modes, you can also make additional settings to the game rules as follows:



- Lap Count**            Set the number of laps per race from **1-99**.
- GP**                    Set the starting level of your Gravity Point gauge.
- Hints**                Toggle on-screen display of available controls **ON/OFF**.
- Ghost**                Toggle Ghost display **ON/OFF**.

#### Ghost Display

When playing in Time Attack mode, the Ghost image of a previous attempt will run with you for a competitive reference. This can be toggled ON/OFF in Rule Settings. The first time you complete each Time Attack course within the course limit, and on each subsequent run where you set a new personal best, you will be given the option to save the new Ghost. Only one Ghost can be saved per course and will require 116KB of free memory space. The Ghost is loaded automatically each race.

### PLAYER ENTRY SCREEN

Use the left analog stick or directional buttons to select a character and press the **⊗** button to select. Additional players must first press the **⊗** button to confirm entry into the race. Each character can only be selected once and missing places are filled by non-player characters.



Once a character has been selected, use the left analog stick or directional buttons **← →** to choose the Gear to use and press the **⊗** button to select. The first time you play, only one Gear will be available per character.

When all competing players have made their selections, you will be prompted to begin. Press the START button to begin the race.

### ATTRIBUTES

A wide range of Gear is available, each with individual characteristics in terms of speed, acceleration, cornering, durability etc. Different combinations of characters and Gear will have different strengths and weaknesses to take into consideration when refining your race style. Attributes for both characters and Gear are displayed as follows:

- Dash**                Rate of acceleration.
- Limit**                Maximum speed that can be reached.
- Power**                Ability to maintain speed over rough terrain.
- Cornering**            Ability to handle tighter corners.

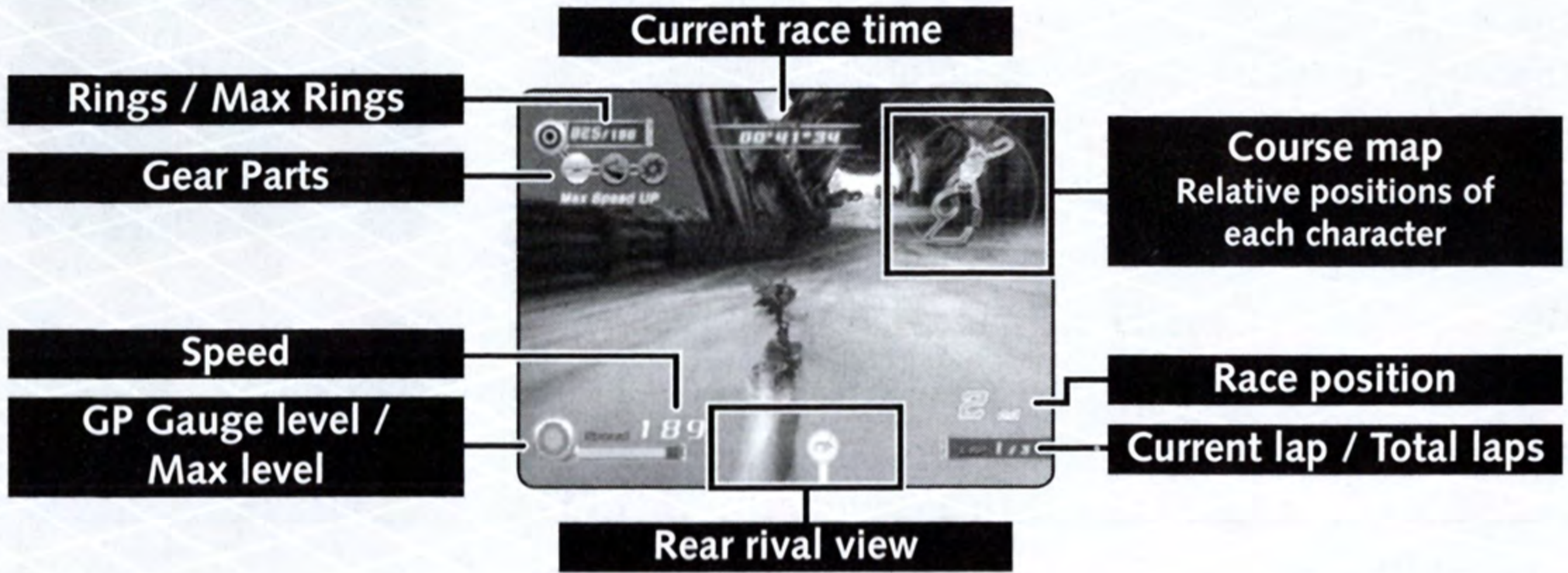
Gears also contain other special abilities unrelated to these Attributes, determined by Gear Parts, vehicle type and other factors. See Gear Types on p.12 for details.



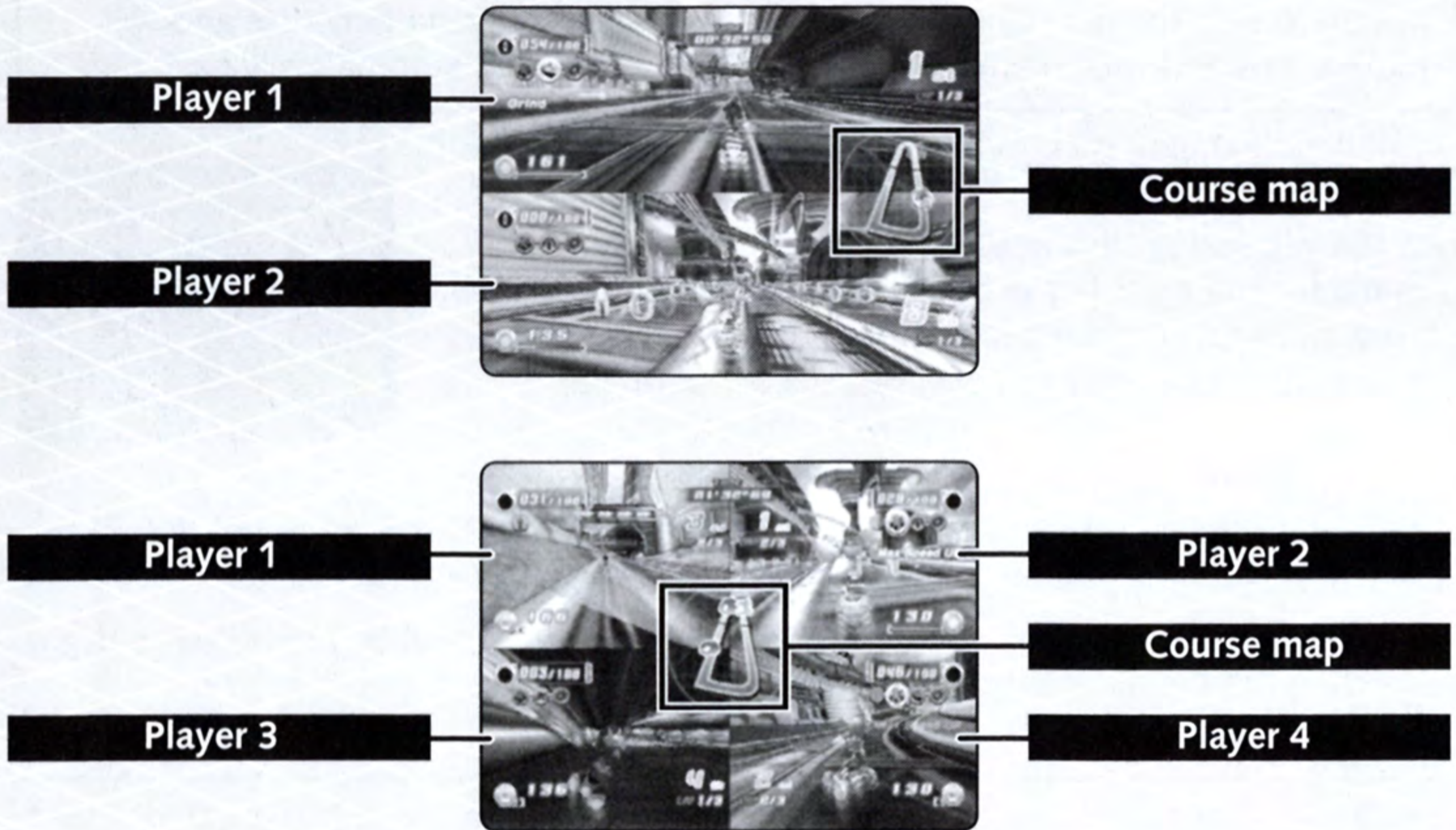
# PLAYING THE GAME

## VIEWING THE GAME SCREENS

### SINGLE-PLAYER GAME SCREEN



### MULTIPLAYER GAME SCREENS





## CONTROLS

<b>left analog stick</b>	Move character/Perform Trick Action
<b>⊗ button</b>	Jump/Grind
<b>○ button</b>	Reduce speed
<b>△ button</b>	Select Gear Parts
<b>⊞ button</b>	Activate Gravity Control
<b>L1 / R1 button</b>	Activate Gravity Dive

### Steering

left analog stick ← →

Under normal circumstances, you will use the left analog stick ← → to steer your Gear left and right. Forward motion is automatic, so no controller input is required.

### GRAVITY POINT SYSTEM

Accumulate Gravity Points (GP) by getting a good running start and performing advanced tricks using Trick Zones, Grind Areas, Catapults (p.12), etc. GP enables you to engage the GP actions detailed below. All GP actions consume some or all of your accumulated GP.

#### Gravity Control

⊞ button + left analog stick

Some turns are too tight to tackle at high speed. As you approach such a turn, hold the ⊞ button to charge gravity (leaving you suspended in space), and set a new course with the left analog stick. When you release the ⊞ button, you will re-launch at speed in the set direction.



#### Wall Route

Mid-Air → Gravity Control

Behind certain quarter-pipes, etc. you will find new routes in the form of walls you can ride. Launch yourself off the quarter-pipe and from mid-air, use Gravity Control to redirect yourself towards the wall.



Additional shortcut routes can also be discovered by engaging Gravity Control during mid-air Tricks (p.12).

#### Gravity Dive

L1 / R1 button

When you have a long straight course ahead, press the L1 / R1 button to create a black hole. Your character will lift off the ground and dive down the path at high speed until you release the button or GP runs out. Gravity Dive is more efficient over longer distances.



#### Meteor Burst

Gravity Dive → Touch Obstacles

During a Gravity Dive, use the left analog stick to adjust your position so that you come in contact with obstacles moving with you. This will give you an extra burst of speed and boost your GP.



When a Gravity Dive or Meteor Burst is activated, a Gravity Ring is produced. Rival players can pass through these and gain a similar burst of speed.



## GEAR TYPES

Each Gear is based on one of six Gear types, which determines what, if any, special abilities the Gear is able to perform. The basic Gear types are as follows:



### Board

The most standard Gear, suited to general riding.



### Skates

Able to access Grind Areas and slide at high speed.



### Air Ride

Able to take off from catapults and glide through the air.



### Bike

Able to bust through obstacles without slowing.



### Yacht


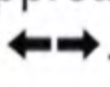

Has Air Ride capabilities and can ride opponents' slipstreams\*<sup>1</sup>.




### Wheel

Able to bust through objects like a Bike and also features Slide Turn\*<sup>2</sup>.

\*<sup>1</sup> Only the Yacht type Gear can ride slipstreams. When riding behind an opponent, the Gear will automatically start to ride the slipstream increasing speed in the process.

\*<sup>2</sup> Slide Turn can be performed with the Wheel type only. As you approach a tight turn, hold down the  button and adjust your direction with the left analog stick . You will continue on in the new direction when you release the  button.


## GEAR PARTS

Each Gear also comes pre-installed with up to three performance-enhancing Gear Parts. These can be used to increase your top speed, GP capacity and even morph your Gear into a different Gear Type. Gear Parts are generally disabled when you start each race, but can be activated by collecting Rings placed around the course. Each Part requires a certain amount of Rings and once collected, the Part will be highlighted. Press the  button to activate the Part and your Ring count will be reduced accordingly.

## GIMMICKS

### Grind Areas

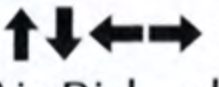
Requires "Skates" or "Grind" Parts

Grinding allows you to travel at speeds faster than regular riding speed, often through a shortcut route. Approach a pipe or rail suitable for grinding and press the  button to connect. If a Grind Area is split, you will need to jump across the divide to continue grinding.



### Catapults

Requires "Air Ride" or "Yacht"

Launch off a Catapult and use the left analog stick  to guide your way through the series of Dash Rings. Air Ride allows you to travel faster than regular riding speed along shortcut routes.



### Barricades

Requires "Bike" or "Wheel"

Some routes around the track are sealed off by obstacles, but a Bike can barge straight through them without slowing down. Try to break as many in succession as you can to receive bonus GP.





## Trick Zones

Trick Zones are found around each track and act as springboards. Approach and press the **X** button as close to the edge as possible to perform a mid-air Trick. Increase your approach speed and move the left analog stick as you press the **X** button to raise the performance a maximum of two ranks. Higher ranking Tricks will earn you a GP boost. Be sure to vary the directional input on consecutive jumps.



## Spring

**Requires "Attack Item"**

If you pick up the Attack Item from an Item Box, it allows you to get off your Gear and run at full speed for a short time. During this time, you can bounce off Springs to access additional shortcut routes.

In addition to springs, a variety of other shortcuts can also be accessed using the Attack Item.



## ITEM BOXES

Item Boxes containing a variety of different power-up, obstacle and attack Items can be found positioned around each track. Simply touch an Item Box to receive the mystery Item inside.

Items are detailed as follows:



### Rings

Gives bonus Rings in varying amounts.



### GP Boost

Increases your GP Gauge by varying amounts.



### Magnetic Barrier\*

Draws in Rings like a magnet.



### High Speed\*

Sudden boost in speed.



### Speed Down\*

Slows your progress down to a crawl.



### Explosion

Launches a bomb at players ahead.



### Attack\*

Run full speed on foot, attack enemies and activate Springs and other special shortcuts.



### Colorball\*

Obscures vision with a splash of colored paint.



### Parts Lock\*

Deactivates all Gear Parts.

*\* Item effects are for a limited time only.*

## PAUSE MENU

During gameplay in all modes, press the START button to pause the game and bring up the following menu:

- |                  |   |
|------------------|---|
| <b>Restart</b>   | Restart the current game from the beginning (not available in Grand Prix mode). |
| <b>Quit Game</b> | End the current game and return to the Mode Menu.                               |
| <b>Cancel</b>    | Exit Pause and continue the race.   |



## SPECIAL RULE MODES

### SURVIVAL RELAY

Two to four players run a team relay race using the Gear as a baton. First select a race type from the following - 2P (two humans vs two CPU), 3P (three humans vs three CPU) or 4P (two humans vs two humans). Next, player 1 selects a course and the game rules (see below) and each player picks the character they'd like to control. Finally, the team leaders pick a Gear to use.



The game is played much like a regular race, but at the beginning, only player 1 of each team plays. When they reach the first lap marker, they will enter a changeover zone where they must pass the Gear to the next player. As the first player enters the changeover zone, the next player should begin running and both will need to use the analog stick **↑** to move forward. On reaching the position of the next player, the Gear will be passed on and he/she will continue the race. If at this point the next player is running at a sufficient pace, bonus GP will be awarded.

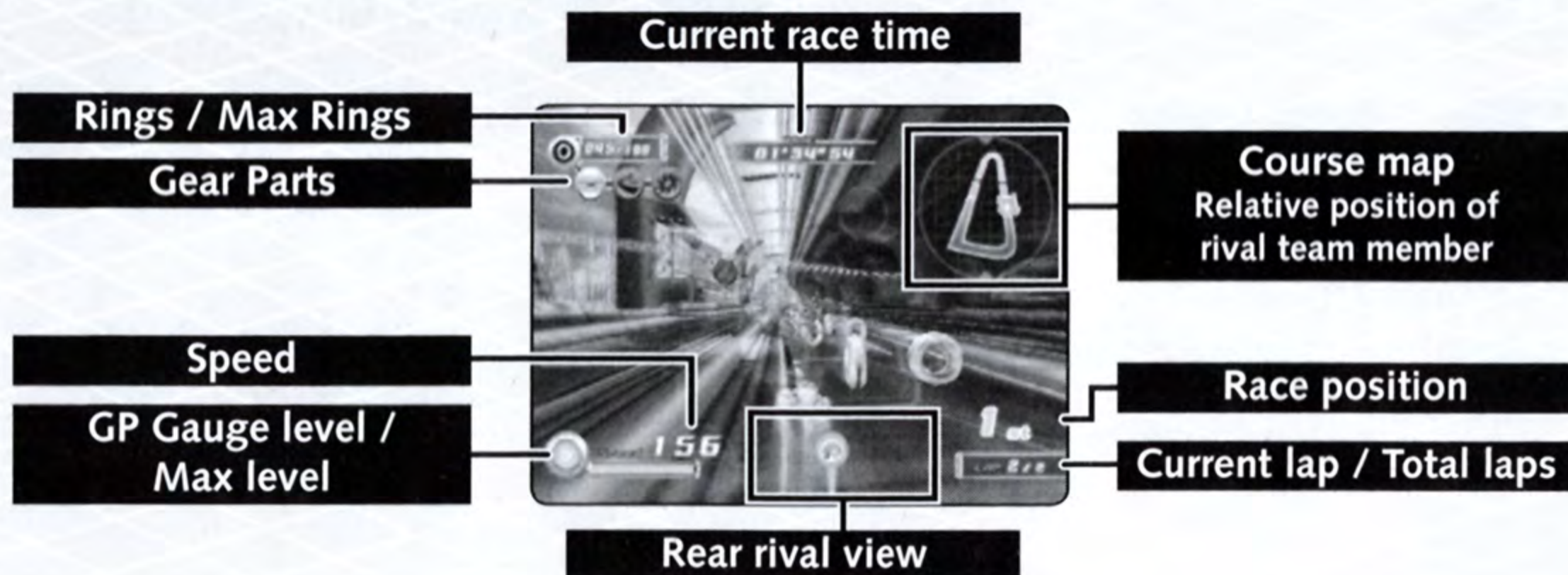
The first team to complete the set amount of laps (default one per player) wins.

### GAME RULES

At the Course Select screen, press the **△** button to set the game rules as follows:

- Lap Count**            Set the number of laps to win.
- GP**                      Set the starting level of your Gravity Point Gauge.

## VIEWING THE GAME SCREEN



### Course Map

Only the positions of the two players currently in play are shown on the course map. Other players waiting at the starting line do not appear.



### SURVIVAL BALL

One to four players ride around a limited area game field and use Gravity Control to shoot the ball through the goal hoops. First choose a field and game rule. Each player then picks the character they'd like to control. When all characters are selected, press the START button to begin the game.



The game starts with the familiar countdown. Try to get across the starting line with as much speed as possible for the best advantage. The aim of the game from there is to pick up the ball by riding into it and then use Gravity Control (p.11) to throw it through the numbered goal hoops. Score successfully and you will gain in points the number displayed in the hoop. If another player has the ball and they are not preparing for a shot, you can also use Gravity Control to take away the ball from them.

The first player to gain the required Match Points (default 100) wins. If the Time Limit (default three minutes) is reached before the required Match Points are earned, the player with the most Match Points wins.

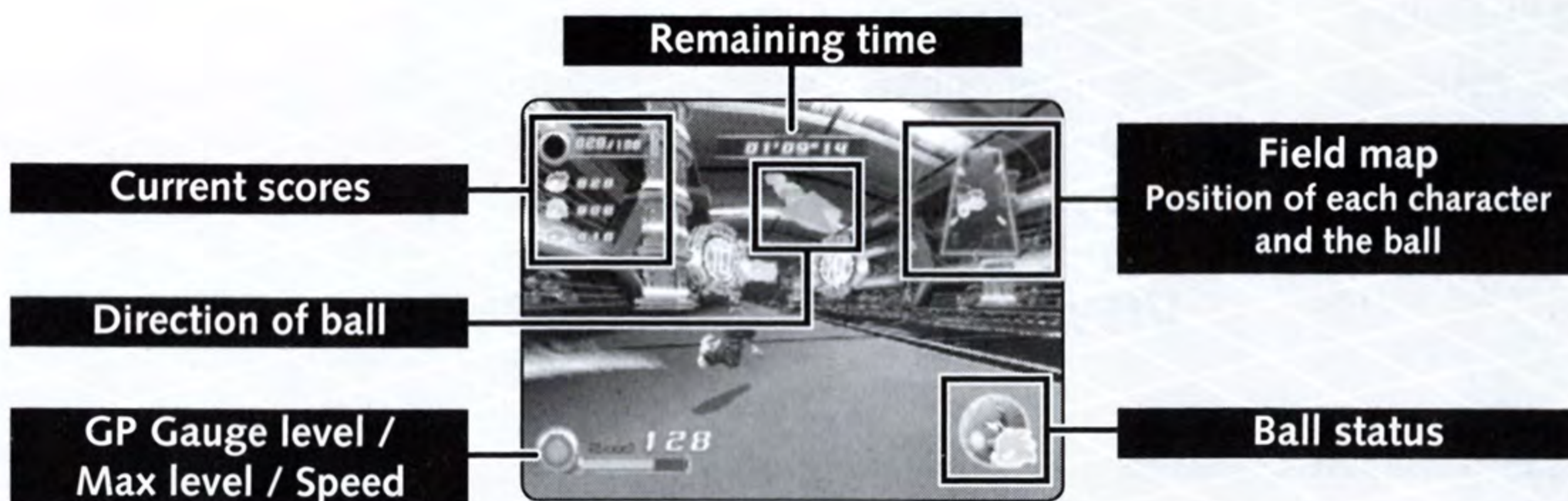
### GAME RULES

At the Course Select screen, press the  button to set the game rules as follows:

**Time Limit**            The maximum play time per game.

**Match Points**        Points required for a player to win.

### VIEWING THE GAME SCREEN



#### Direction of Ball

The direction of the ball relative to your current viewpoint is shown as a green arrow when the ball is in play, and a red arrow when a shot has been taken.

#### Ball Status

The ball status shows which character has possession of the ball. If no character icons are shown, then the ball is free.



## PLAYING THE GAME

### SURVIVAL BATTLE

One to four players ride around a game field attacking opponents with missiles using Gravity Control. First choose a field and game rule. Each player then picks the character they'd like to control. When all characters are selected, press the START button to begin the game.



After the countdown, you can ride freely around the field picking up missile items to attack other players. To launch a missile, use Gravity Control (p.11) to aim until the lock-on mark is shown, then release to fire. "HIT" will be displayed if the attack is successful. If another player has locked-on to you, a target will be shown around your player and you will need to take evasive action.

The criteria for winning varies depending on the battle rules. With Sudden Death battles, each player has a set amount of Hit Points (default 3) they can take before they're out of the game. The last remaining player, or the player with the most Hit Points remaining after 10 minutes wins. With Points battles, all players remain in play until the time limit (default 3 minutes) is reached and gain points each time they successfully attack an opponent. The player with the most points at the end of the game wins.

The following Items are only found in this game mode:



#### Missile


Use Gravity Control to launch at your opponents.



#### Shield

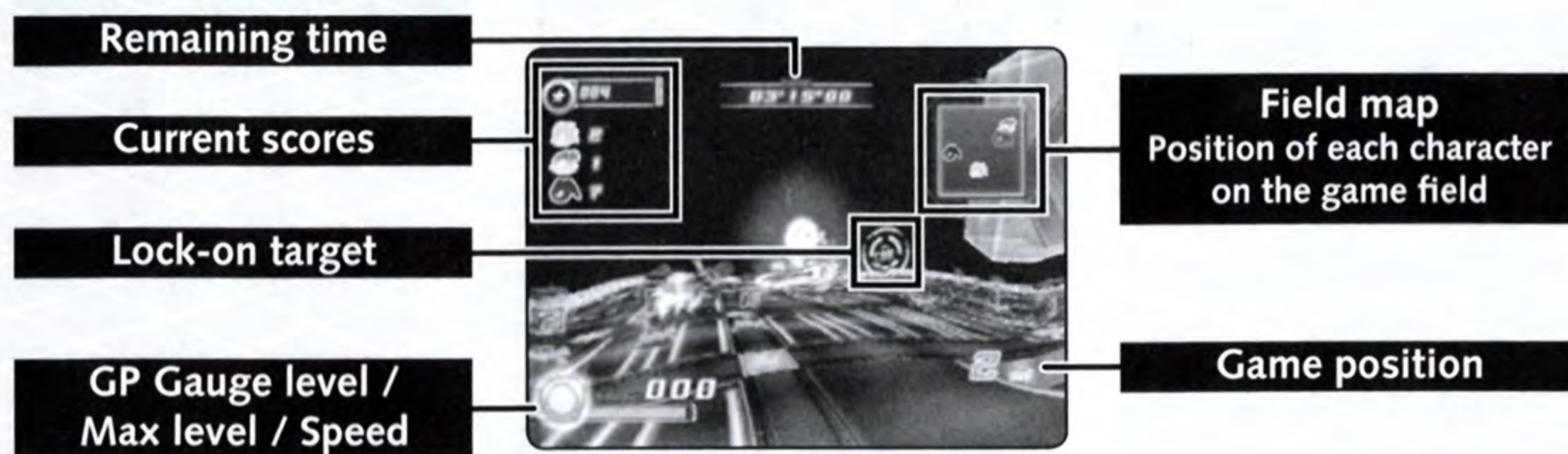
Protects you from damage (one time only).

### GAME RULES

At the Course Select screen, press the  button to set the game rules as follows:

- |                     |  |
|---------------------|--|
| <b>Battle Rules</b> | Set the win criteria to <b>Sudden Death</b> or <b>Points</b> .                           |
| <b>Hit Points</b>   | The number of hits a player can take before they're out of the game (Sudden Death only). |
| <b>Time Limit</b>   | The playtime for Points matches.   |

### VIEWING THE GAME SCREEN



- |                       |  |
|-----------------------|--|
| <b>Current Scores</b> | In Sudden Death battles, this is the number of Hit Points remaining for each player. In Points battles, this is the number of points each player has gained. |
| <b>Game Position</b>  | The current winning status for each player.  |



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EVERYONE

10+



Mild Language  
Violence

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