SONIC ADVENTURE™

Seven precious emeralds with a mysterious and compelling power
Relics from an ancient warrior land
An epic tale full of joy and sorrow
Now fate has opened a new chapter
**Destiny repeats itself as the adventure unfolds...**

Thank you for purchasing Sonic Adventure! Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing

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CAUTION

Sonic Adventure is a memory card compatible game (Visual Memory Unit (VMU) sold separately). The number of memory blocks required to save game files varies according to the type of software and content of files to be saved. With this game, 10 blocks are needed to save game files and 128 blocks are needed to maintain the A-Life system used to save Chao creatures. Playing "Chao Adventure" (mini-game) using your VMU requires 128 blocks of free memory. Note that because the saving of all cleared action stages, events, and victorious battles against bosses occurs automatically, never turn OFF the Dreamcast power, remove the memory card unit or disconnect the controller during game play.

CONSOLE AND CONTROLLER OPERATION

DREAMCAST CONTROLLER

▼ Sonic Adventure is a one-player game. Connect the controller into Control Port A of the Dreamcast.

▼ To return to the title screen at any point during game play, simultaneously press and hold the Ⓐ, Ⓑ, Ⓧ, Ⓨ and Start Buttons.

▲ Insert the memory card into an expansion socket of the controller.

ANALOG THUMB PAD

Ⓧ BUTTON

Ⓨ BUTTON

Ⓑ BUTTON

Ⓐ BUTTON

D-BUTTON

START BUTTON

TRIGGER Ⓡ

TRIGGER Ⓛ
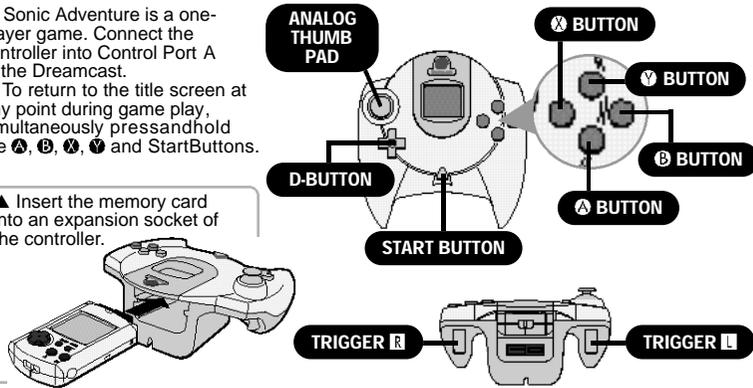
BASIC CONTROLS

GAME START
Start Button

ITEM SELECTION
D-Button/Analog Thumb Pad [Select] Ⓐ Button [Enter/Continue to the Next Screen]

CANCEL/RETURN TO THE PREVIOUS SCREEN
Ⓑ Button/Ⓧ Button

ACTIONS COMMON TO ALL CHARACTERS

WALK AND RUN	Analog Thumb Pad

To walk, press the Analog Thumb Pad lightly in the direction you wish to walk. Continue pressing in the same direction to run. To reduce speed quickly, press in a different direction.

JUMP	Ⓐ Button

Jump height varies with each character.

▼ For details on performing actions unique to each individual character, see "Character Introductions" from p. 18.

BASIC CONTROLS   ACTIONS COMMON TO ALL CHARACTERS

VIEWING YOUR SURROUNDINGS	D-Button

Stop the character and press up or down on the D-Button for a 180º frontal view. This allows you to view the surrounding area around the character. There are some areas you can use this button to zoom the camera in and out.
The camera position will return to normal once the character is moved.

PANNING THE CAMERA	Trigger Ⓛ or Ⓡ

Use Trigger Ⓛ or Ⓡ to pan the camera in a full 360º rotation.
NOTE: In some situations, such as when your character is near a wall or in an enclosed area, panning may not be possible.

CARRYING ITEMS	Ⓑ, Ⓧ, or Ⓨ Button

To pick up items such as bombs or eggs, stand in front of the item and press the Ⓑ, Ⓧ or Ⓨ button. Actions that are common to all characters (e.g., walking, running, etc.) can be made while carrying an item. However, actions that are unique to each character (e.g., Sonic's Spin Dash, Tail's Flying, etc.) cannot be performed while carrying an item.

SHAKING OR WAVING ITEMS	Ⓑ, Ⓧ, or Ⓨ Button and Analog Thumb Pad

Use this action to "shake" items or objects that cannot be moved.
Also use this action to "wave" items or to "cuddle" your Chao.
It is recommended to use the Ⓨ Button when handling Chao.

THROWING OR SETTING ITEMS DOWN	Ⓑ, Ⓧ, or Ⓨ Button

To throw an item, press the Ⓑ, Ⓧ or Ⓨ Button while moving. To set items down, press the Ⓑ, Ⓧ or Ⓨ Button while stopped.

CAUTION

Never touch the Analog Thumb Pad or Triggers Ⓛ/Ⓡ while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

STARTING A GAME

STARTING A GAME

When the title screen appears, press the Start Button to display the memory card selection screen.

MEMORY CARD SELECTION/FILE SELECTION

MEMORY CARD SELECTION ⬆⬇⬅➡+Ⓐ = Enter, Ⓑ or Ⓧ = Cancel

After you turn the Dreamcast power ON and start the game, the memory card selection screen appears. Select the memory card containing the "Sonic Adventure" game file you wish to play from among the connected VMU units that appear on the screen.
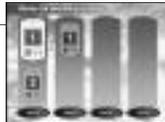
FILE SELECTION ⬆⬇⬅➡+Ⓐ = Enter, Ⓑ or Ⓧ = Cancel

The file selection screen appears once a memory card is selected. Select the game file you wish to use. When the confirmation window appears, select either "OK" or "Cancel".
Up to three separate Sonic Adventure game files can be stored on one memory card. When starting a game for the first time, select an empty file. To play a continual game, be sure to

▼ DELETING GAME FILES
Select the game file you wish to delete and press the Ⓐ Button. Use the Analog Thumb Pad or the D-Button to select "Delete" and then press the Ⓐ Button. Once the confirmation window appears, select either "OK" or "Cancel".

▲Once you have selected a file and started playing that game, you will no longer be able to access the memory card or file selection screens even if you return to the title screen. Instead, you will be taken directly to the main menu.
▲To switch to a different game file during game play, select "Options" from the main menu and then, select "File Change". For details, see p. 6.

The character being played the last time the game was saved.

Characters available for playing/saving

The next adventure stage to be started once the character is activated.

The last successfully cleared action stage, boss battle, etc.

Game file number

Total time played

Total number of emblems collected
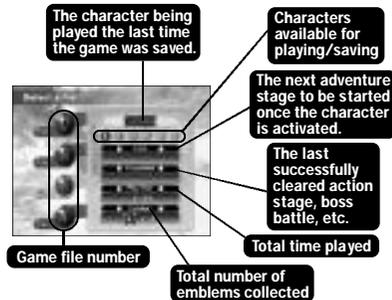
MAIN MENU ⬆⬇⬅➡+Ⓐ = Enter, Ⓑ or Ⓧ = Cancel

After selecting a memory card and game file, the main menu appears. Select a game mode to start game play.

ADVENTURE (See p. 7)

Select this item to enter the adventure mode of the game.
Using this mode, you can play the adventure story as any of the six characters.
NOTE: Sonic is the only character available at the start of a new game.

TRIAL (See p. 14)

Select this item to replay any of the action stages or mini-games that have been successfully cleared during play in the "Adventure" mode.

OPTIONS (See p. 6)

Select this item to modify the various game settings or conduct sound tests.

INTERNET

Select this item to access the "Sonic Adventure" web site. A variety of Sonic Adventure related information is available at this site.

▼ CAUTIONS REGARDING INTERNET ACCESS

This software is not equipped with the functions necessary for setting up a communications environment.
In order to access the "Sonic Adventure" web site, it first necessary to use the Dreamcast Browser, included with the Dreamcast unit, to register online or perform user registration

Once the user registration check is complete, the menu screen appears.
Select "Sonic Adventure Home Page" to proceed to the "Sonic Adventure" web site. This web site contains a variety of information about Sonic Adventure.
For details about email or operation guidelines, refer to the Dream Browser instruction manual.

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STARTING A GAME

OPTIONS
♠♦◄► +Ⓐ = Enter, Ⓑ or Ⓧ = Cancel

All settings can be modified.
Select the item that represents
the setting you wish to modify.

SOUND TEST

Select and enter
"Sound Test" to
display the sound
test menu.
Use ♠♦ to select a
category and press
A. The contents of
the selected
category are
displayed as tracks. Use ♠♦ to select a
track and press A to start playback. Press Ⓑ
or Ⓧ to stop playback and return to the
sound test menu.
To return to the main menu, select "To Main
Menu" or press Ⓑ or Ⓧ.
Select "S.E." to replay specific sound effects
from any stage in the game. Use ◄► to select
an item and ♠♦ to select numbers. Press Ⓐ
to start playback and Ⓑ or Ⓧ to stop playback
and return to the sound test menu.

MESSAGE SETTINGS

It is possible to modify the settings for the
sound and text messages that occur
throughout the game. Select an item to
display the modification options at the bottom
of the screen. Use ◄► to select and Ⓐ to
enter the preferred setting.

SOUND OUTPUT

It is possible to toggle the sound output
setting between "Stereo" and "Mono". Use
◄► to select and Ⓐ to enter the preferred
setting.

FILE CHANGE

When you want to switch to a different Sonic
Adventure game file or to erase a game file,
select this item to display the memory card
and file selection screens.

RETURN TO THE MAIN MENU

Select "To Main Menu" or press Ⓑ or Ⓧ to return to the main menu.

ADVENTURE MODE

ADVENTURE FLOW

The central game of Sonic Adventure is called the "adventure mode".
The adventure mode is comprised of two "areas". One area, called the "Adventure Field",
contains a variety of "Events" that are encountered in the course of the overall adventure
story. The other area is called an "Action Stage". In an action stage, each individual character
must fulfill a unique "goal" in order to clear the stage successfully. The general flow of the
game can be illustrated as follows:

Adventure Field → Event → Action Stage Entrance → Action Stage → Adventure Field → Event → Action Stage Entrance → …And so on until the "Final Stage" for each character is successfully cleared.
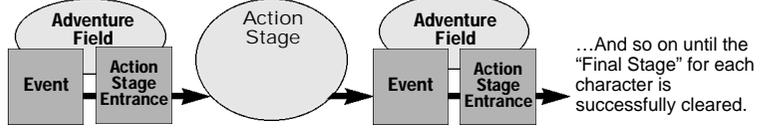
CHARACTER SELECTION
♠♦◄► +Ⓐ = Enter, Ⓑ or Ⓧ = Cancel

When you select a character, the items "Game", "Instruction" and "Cancel"
are displayed. Select one of these items.

Sonic is the only character that can be selected at the start of a new
game. The other characters will become available for play as you
progress through the adventure story. For details, see p.8.

GAME INSTRUCTIONS

Basic control instructions for the selected character are displayed along
with a brief summary of the particular "goal" that the character must
meet to successfully clear the action stages. It is recommended that you
review this information before playing the game. Press Ⓐ to continue to
the next screen and Ⓑ or Ⓧ to return to the previous screen.

STORY SCREENS

These screens provide a short story summary about the selected
character. Press Ⓑ or Ⓧ to return to the character selection screen.
NOTE: These summaries are not displayed the very first time the
character is selected.

ADVENTURE FIELD

Because there are no time limits or goals to complete in the adventure field part of the game, feel free to investigate and explore the adventure field as much as you like.
However, in order to continue the overall game, it is necessary to find the Level Up Items that grant your character special powers as well as to locate the various action stage entrances whenever your character is in the adventure field.
Each of the three areas within the adventure field contains a "Chao Garden". A chao garden is a special location designed for raising Chao creatures. For details about Chao creatures,

EVENTS

Whenever you discover a new action stage entrance or meet up with a new character while in the adventure field, an "event" in the form of an FMA(Full Motion Action) sequence is shown. Events occur automatically and while the event is "playing", you are unable to operate your character.

CHARACTERS

Sonic is the only character that can be selected at the start of a new game. You will be able to select other characters as you progress through the game.
The five additional characters in this game are Tails, Knuckles, Amy, Gamma and Big. Each character can be selected immediately following their respective introduction.

BATTLING THE BOSSES

Sometimes a "Boss" will appear in the adventure field after you have successfully cleared an action stage. It is necessary for you to locate and defeat the boss in battle to continue to the next stage. The battle starts as soon as the boss's name and life gauge appear on the screen. Remember, it is important to have at least one ring throughout the battle to prevent your character from dying when attacked. Once the boss's life gauge reaches zero,

CHAO CREATURES

A special feature of Sonic Adventure is the ability for you to raise a unique species of creatures called "Chao". A Chao creature is essentially a "virtual pet" that you first encounter in the form of an egg in the adventure field. If you discover an egg, take it to a Chao Garden, hatch the egg and raise your chao creature.
You will find one "Chao Garden" in each area of the adventure field. A Chao Garden is a protected enemy-free location specifically designed for raising Chao. All prospective parents, be forewarned! How you raise and care for your Chao will determine not only its physical characteristics but also its behavior and personality. For more information about Chao

ACTION STAGES

Each character has a different goal that must be met in order to clear the action stages. This goal is displayed at the start of each action stage.
The goal of each stage is broken into three levels (A, B, and C) so set your sights on clearing all three levels and good luck!
For details about action stage goals and a diagram of the action stage display for each indi-

RINGS & BONUS LIVES

A number of rings can be found in each action stage. Your character can survive damage inflicted by an enemy attack as long as they are carrying at least one ring. However, when attacked, they will automatically lose all the rings they were carrying. If attacked when not carrying any rings, your character will lose a life.
Whenever your character collects 100 rings, they will receive an extra life. Item boxes containing an extra life can sometimes be found in the action stages as well.

POINT MARKERS

You will find a number of point markers throughout each action stage that you can use to save your character's time and position within the course. If your character loses a life, the next life will start from the location of the last point marker touched with the time that was logged when the marker was originally touched. The exact time at which the point marker was touched is displayed briefly at the bottom right of the action stage display whenever a point marker is touched.

ADVENTURE MODE

EMBLEMS

Each time your character successfully clears an action stage you will receive a Sonic emblem. As the "goal" of each action stage is comprised of three levels, you can receive a total of 3 Sonic emblems per action stage. Additional Sonic emblems can also be found in both the mini-games and scattered about the adventure field. The total number of emblems you have collected is displayed in the file selection screen. For details, see p. 4.

GAME OVER & CONTINUE

Your character will lose one life if they sustain damage while not carrying any rings. Your character can also lose a life, even when carrying rings, if they fall off the action stage course or a cliff in the adventure field. The "Game Over" screen appears when the number of "extra lives" your character has reaches zero and they lose their last life. Select and enter "Continue" to restart* the game at the beginning of the same stage or "Quit" to return to the title screen.

*With action stages, boss battles or mini-games, your character will restart at the beginning of the stage.

*With the adventure field, your character will restart from the location where the character was when the game was last saved.

PAUSING THE GAME

Start = Pause, ⬆ ⬇ = Select, Ⓐ = Enter, Ⓑ or Ⓧ = Cancel

To "pause" the game during game play, press the start button and the pause window appears. Options available in the pause window vary according to the type of stage you are in when the game is paused. Refer this dia-gram and select an option from the pause window.

PAUSING IN THE ADVENTURE FIELD
▼ **Continue** = Select to continue the game.
▼ **Quit** = Select to quit the game

PAUSING IN THE ACTION STAGE
▼ **Continue** = Select to continue the game.
▼ **Restart** = Select to forfeit the rings your character is carrying and restart the game from the location of the last point marker touched.
▼ **Quit** = Select to quit the game and return to the entrance of the action stage in the adventure field.

ITEMS

There are two types of "items" that can be collected in Sonic Adventure. A number of "Item Boxes" are located throughout the action stages as well as special "Level Up Items", that are

HIGH-SPEED SHOES
These shoes provide your character with a boost of speed for a limited time.

INVINCIBILITY
Use this item to destroy enemies without damage for a limited time.

5 RINGS
Adds 5 rings to your ring collection.

10 RINGS
Adds 10 rings to your ring collection.

RANDOM RINGS
Adds 1, 5, 10, 15, 20, or 40 rings to your ring collection.

SHIELD
Protects your character from dam-age one time only.

MAGNETIC SHIELD
Attracts and collects all nearby rings until damage is sustained.

EXTRA LIFE
Adds an extra life to the total num-ber of extra lives.

HINT ORB
These illuminated balls provide hints when consulted.

"Level Up Items" provide an enhanced ability or action that can be used for the rest of the game. For details on each character's unique level up item (or items), see p. 18.

LIGHT SPEED SHOES [SONIC]
These special shoes enable Sonic's Light Speed Dash.

THE ANCIENT LIGHT [SONIC]
Tap into this sacred power to unleash Sonic's Light Speed Attack.

RHYTHM BADGE [TAILS]
This relic of an ancient warrior race enables the Rapid Tails Attack.

SHOVEL CLAW [KNUCKLES]
Knuckles can dig up buried items with these attached to his gloves.

WARRIOR FEATHER [AMY]
This ancient warrior amulet enables Amy's Spin Hammer Attack.

JET BOOSTER [GAMMA]
An E100 series jet booster that enables Gamma to hover in the air.

LIFE BELT [BIG]
With this life preserver, Big can stay afloat in the water.

▲ There are other hidden Level Up Items, so seek and you will find!

ADVENTURE MODE

MINI-GAMES

As you proceed through the game, you will encounter a number of "mini-games". Fulfilling certain requirements while participating in these mini-games may award you with bonus items. Once a mini-game is successfully cleared, it will be registered in the "Trial Mode" (for details, see p.14) enabling you to replay the game as often as you like. While some mini-games can be played by every character, certain mini-games can only be played by certain characters.

SKY CHASE (ACT I/II)

Maneuver Tails'airplane, the "Tornado", to pursue and engage the enemy spaceship "Egg Carrier" high in the sky in this 3D shooting mini-game. Do your best to destroy the enemy before the Tornado life gauge reaches zero.

CHARACTERS	Sonic, Tails
OPERATING INSTRUCTIONS	Airplane Maneuvers/Target Lock-on Device = Analog Thumb Pad Rapid Fire Gun = Press either Ⓐ, Ⓑ or Ⓧ Missile Lock-on = Press and hold either Ⓐ, Ⓑ or Ⓧ while aiming the target lock-on device Homing Missile = Release Ⓐ, Ⓑ or Ⓧ after lock-on

SAND HILL

Race across the sand covered ruins aboard a specially designed "sandboard", maneuvering to avoid numerous obstacles along the way. To reach the goal of this mini-game in style, try pressing Ⓐ on the jump ramps.

CHARACTERS	Sonic, Tails
OPERATING INSTRUCTIONS	Sandboard Maneuvers = Analog Thumb Pad Jump = Press Ⓐ

"WHACK-A-SONIC" GAME

Take part in this no-holds barred "Whack-A-Sonic" game using the one and only Amy with her special hammer action.
Collect points by whacking "Sonic" dolls as they pop up from a circle of holes. Bonus points are awarded for whacking the "Super Sonic" dolls, but watch out for the "Dr. Robotnik" dolls.

CHARACTERS	Amy
OPERATING INSTRUCTIONS	Amy Maneuvers = Analog Thumb Pad Whack Action = Press Ⓑ or Ⓧ

TWINKLE CIRCUIT

Rev up your hover car and hone your driving skills to compete in this 3D-racing game.
Race each character independently, while recording their best times, to see who will make it to the top three best rankings.

CHARACTERS	All characters
OPERATING INSTRUCTIONS	Accelerator = Ⓐ Button Brake (reverse) = Ⓑ or Ⓧ Button Skid Maneuvers = Analog Thumb Pad and ◼/◼ Triggers

CHAO RACES

Enter your hand-raised Chao creature in one of several races to compete for a top ranking against other Chao.

For details, see p. 15.

NOTE: Chao races are not available in the trial mode.

TRIAL MODE

TRIAL MODE	⬆⬇◀▶+Ⓐ = Enter, Ⓑ or Ⓧ = Cancel

In the trial mode, you can select and replay previously cleared action stages and mini-games that are separate from the adventure game. Select "Trial" from the title screen to display the items "Action Stage" and "Mini-game". Select and enter an item to proceed to the character selection screen.

ACTION STAGE	⬆⬇◀▶+Ⓐ = Enter, Ⓑ or Ⓧ = Cancel

Select "Action Stage" to display the character selection screen and select a character. All the action stages that have been previously cleared by the selected character appear. Select the action stage you wish to play.

When the confirmation screen listing the character and stage you have selected appears, select either "OK" or "Cancel".

MINI-GAME	⬆⬇◀▶+Ⓐ = Enter, Ⓑ or Ⓧ = Cancel

Select "Mini-game" to display the character selection screen, and then select a character.
All the mini-games that are available for the selected character appear. Select the mini-game you wish to play.
When the confirmation screen listing the character and mini-game you have selected appears, select either "OK" or "Cancel".

CHAO CREATURES

RAISING CHAO CREATURES IN THE CHAO GARDENS

An added feature of Sonic Adventure is the "A-Life" system installed within protected environments called "Chao Gardens". This system enables you to hatch, raise and interact with a unique species of virtual creatures called "Chao". Be sure to take your parental responsibilities seriously for how you care for your Chao creatures will determine not only their physical development but also their personality, behavior and quality of life.
NOTE: The time only flows in the Chao garden while a character is present. Whenever they leave the Chao garden, time stands still.

HOW TO RAISE CHAO CREATURES

Chao are hatched from eggs that can be found in Chao Gardens or the adventure field. The Chao life cycle spans three basic stages: Egg ➡ Infancy ➡ Maturity.
To enhance its physical traits and abilities, your Chao creature can absorb the characteristics of the small animals rescued from the action stages. To do this, use the Ⓨ button to pick up and hold a small animal in front of your Chao. As the absorption takes place, your Chao creature will visibly transform. Chao will also undergo physical and

Happy **Alarmed** **Confused**

Keep tabs on the mood and health of your Chao by noting these mood indicators.

behavioral changes according to the food you provide and manner in which you treat it.
Once matured, your Chao can be bred with another mature Chao. This mating process will yield a new egg for you to hatch and raise. Such is the life span of a Chao!

RACING CHAO CREATURES AT CHAO STADIUM

Pit your Chao against seven other Chao in the Chao Stadium races. Select a level and style and watch 'em go! Don't forget to cheer your

ENTERING A CHAO RACE

Jump on the "Entry" button in the lobby of the Chao Stadium. When the race menu appears, set the appropriate items and start the race.
Race Mode Selection
- Chao Race (Jewel): A jewel goes to the winner of this advanced course (one entry only).
- Chao Race (Beginner): Beginner course (one entry only).
- Multi-entry: Pit a number of raised Chao against one another in this mode.
Racecourse Selection = Select a course from the available options.
Chao Selection = Select the location of your Chao from the available options.

PLAYING "CHAO ADVENTURE" USING YOUR VMU

TAKING YOUR CHAO FOR A WALK

Transfer your Chao to a Visual Memory Unit (VMU) to take them on an adventure. To do this, use a character to pick up* your Chao and carry it over to the "Transporter Machine" located in the Chao garden. Jump on the red button and set the Chao down. Select a VMU and press the Ⓐ Button. The Chao will automatically be transported to your VMU. When multiple VMUs are connected, you will need to select which VMU to use to hold your Chao.
One VMU can hold only one Chao and one egg at a time.
*CAUTION: To avoid inadvertently attacking your Chao, it is recommended that you only use the Y button when picking up Chao creatures.

PLAYING "CHAO ADVENTURE"

"Chao Adventure" is an independent mini-game that you can play using your VMU. After you have transported your Chao to the VMU, remove the VMU from the controller to start the game.

HOW TO PLAY	⬆⬇ and Ⓐ : Select Ⓑ : Return to the previous screen

Select the game mode and once the title screen appears, press the Ⓐ and Ⓑ Buttons simultaneously to start the game. To quit the game, press the sleep button to turn OFF the VMU power.

Your Chao will likely have its share of "accidents", such as tripping and falling down, in the course of an adventure. When this happens, be sure to lend a helping hand by pressing the Ⓐ button to help it up.

When your Chao reaches a crossroads, someone has to make a decision. Just who is in charge here anyway?

PLAYING "CHAO ADVENTURE"

▼ Flying Fists Battle

When your Chao encounters a "Bully Chao," it's battle time. To punch, use the A button to stop the displayed roulette on the white bar. Each punch landed lowers the bully's HP(Hit Points) and when its life gauge reaches zero, you win!
If your Chao has too many accidents or battle losses, the adventure will end so do your best to help your Chao and finish successfully.

Note that if your Chao experiences multiple accidents or is defeated in battle, the adventure
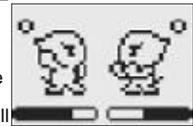
MENU DISPLAY	⬆⬇ and Ⓐ : Select Ⓑ : Return to the previous screen

Press the A button at any time during the adventure to display the menu screen. Items available for selection are as follows:

▲ **Status**: Review your Chao's status.
▲ **Items**: Check your item hoard or feed your Chao.
▲ **Game**: Beat the game in three tries to win a prize.
▲ **Match Making**: Connect to another VMU to set up a Chao date…
▲ **Battle**: Connect another VMU to set up a Chao battle.

▲ **Parent Data**: Displays your personal data.
▲ **Chao's Lil'Black Book**: Displays data about your Chao's dates.
▲ **Map**: Displays the progress of your Chao adventure.
▲ **Settings**: Sound on/off, enable/disable data exchange or edit personal data.
▲ **Chao Name**: Input/edit the Chao's name.

RETURNING YOUR CHAO TO THE CHAO GARDEN

After reconnecting your VMU to the controller, take a character to the Chao garden and jump on the red button of the Transporter Machine. Select the Chao to return to the garden and press Ⓐ. Your Chao will pop out of the machine. Pick it up and give it a snuggle. Love is a happy Chao!
CAUTION: Set the VMU to the file or time mode before connecting it to the controller.

TIPS	▲ Socializing is healthy, so invite your friend's Chao to come over and play with your Chao in your Chao garden. ▲ There are magic portals the characters can use to warp between all three Chao Gardens…to find these, first discover the gardens. Gook luck and happy parenting!

CHARACTER INTRODUCTIONS

SONIC THE HEDGEHOG

He's the world's fastest, hypersonic hedgehog!
With a strong love of freedom, the only thing Sonic hates is oppression. Despite his short temper, deep down he's a really nice guy who is 100% committed to helping those in trouble whenever and wherever he can. Sonic's adventure begins just as he is returning home from a long journey…

ACTION STAGE GOAL

Destroy the capsule to rescue the animals trapped inside.

▼ Jump on the switch atop the capsule located at the end of the course to liberate the enslaved animals and clear the stage.
NOTE: In some scenarios, an object other than a capsule may be the goal.

TIPS

There are several possible shortcuts in each stage so be sure to explore various

ACTION STAGE DISPLAY

❶ Elapsed Time

❷ Number of Collected Rings

❸ Remaining Lives

❹ Rescued Animals

SONIC'S UNIQUE ACTIONS

▼ For a description of the actions common to all the characters, see p.2.

SPIN ATTACK	Ⓐ Button

Position Sonic near an enemy and jump so that as he lands, he strikes the enemy with a furious spin attack in mid-jump.

HOMING ATTACK	Ⓐ Button in Mid-jump

Use this attack to have Sonic automatically zero in and strike any nearby enemies. If no enemies are within range, use this move to have Sonic perform a "Jump Dash."

SPIN DASH	Ⓑ or Ⓧ Button

Whether stopped or on the move, press and hold the Ⓑ or Ⓧ button to start Sonic spinning in place. When you release the button, he will dash off in a burst of supersonic speed. Use the Analog Thumb Pad both to aim and steer. Just watch him go!

HOW LEVEL UP ITEMS AFFECT SONIC

HOLD	Hold the Ⓑ or Ⓧ Button

After obtaining "Light Speed Shoes", Sonic's spin becomes more advanced. Now, when you press and hold the Ⓑ or Ⓧ button, a number of small blue lights will appear and wrap themselves around Sonic until he glows with a neon blue light. In this special state, Sonic can perform the following actions:

LIGHT SPEED SHOES

LIGHT SPEED ATTACK	Release the Ⓑ or Ⓧ Button

Seek and obtain the "Ancient Light" to enable Sonic to destroy all enemies within range using this most powerful homing attack.
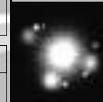
LIGHT SPEED DASH	Release the Ⓑ or Ⓧ Button

As long as there are no enemies within striking range, you can perform this unique action to send Sonic soaring up a pathway of lit rings suspended in mid-air.

THE ANCIENT LIGHT

CHARACTER INTRODUCTIONS

MILES "TAILS" PROWER

This sweet-natured fox is a natural born mechanic with the unique ability to fly high in the sky using his two special tails. A long time friend and admirer of Sonic, Tails devoted himself to tinkering in his workshop while Sonic was away on his journey. Tails'adventure begins one day when, in the midst of performing a flight test with his latest aircraft invention, he suddenly began to experience

ACTION STAGE GOAL

To find and destroy the capsule ahead of Sonic.

▼ In some scenarios, an object other

TIPS

The most important thing is to beat Sonic so take full advantage of Tails' unique "propeller" action to find the short cuts that will enable him to reach the capsule faster.

ACTION STAGE DISPLAY
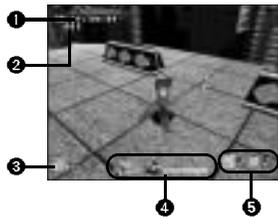
❶ Elapsed Time
❷ Number of Collected Rings
❸ Remaining Lives
❹ This gauge shows the positions of both Sonic/Dr. Robotnik and Tails relative to their progress on the course. The left side represents the starting point and the right, the finish line.
❺ Rescued Animals

TAILS' UNIQUE ACTIONS

▼ For a description of the actions common to all the characters, see p.2.

PROPELLER FLIGHT	Pressing the Ⓐ Button in Mid-Jump

Pressing the A button while in mid-jump enables Tails to fly high in the sky, but be careful! If you try to fly for too long, Tails will get tired and suddenly drop to the ground.

▼ Propeller Flight Maneuvers

Pressing and Holding the Ⓐ Button	Increase upward altitude
Ⓑ or Ⓧ Button	Sudden drop in altitude (Not pressing anything will cause a similar effect due to gravity.)

TAILS ATTACK	Ⓑ or Ⓧ Button

Press the Ⓑ or Ⓧ button while stopped or when walking to have Tails attack any nearby enemies with a 360º spin.

HOW LEVEL UP ITEMS AFFECT TAILS

RHYTHM BADGE	RAPID TAILS ATTACK	Press and Hold the Ⓑ or Ⓧ Button
	Seek and obtain the Rhythm Badge to execute this powerful continuous attack.	

KNUCKLES THE ECHIDNA

Knuckles is one wild and powerful spiny anteater. Although blessed with an honest, straight-up personality, he often lacks flexibility. With his powerful arms, he can glide through the air to attack and land some serious punches. Guardian of the Master Emerald for as long as he can remember, one seemingly normal day his world is shattered and his adventure begins…

ACTION STAGE GOAL

To collect three of the fragments of the Master Emerald.

TIPS

Use Knuckles'special emerald radar to locate the fragments. The radar indicator changes from blue to red and its tempo speeds up, the closer he is to a fragment. Also, not all the Emerald fragments are "visible". Sometimes they are buried underground or hidden

ACTION STAGE DISPLAY
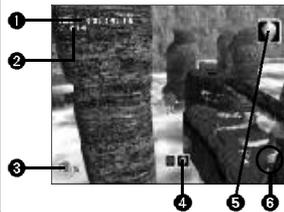
❶ Elapsed Time

❷ Number of Collected Rings

❸ Remaining Lives

❹ Emerald Radar – The color of and speed at which these indicators flash depend on Knuckles proximity to the Emerald fragments.

❺ Number of Collected Emerald Fragments – Displayed as each fragment is collected.

❻ Rescued Animals

KNUCKLES' UNIQUE ACTIONS

▼ For a description of the actions common to all the characters, see p.2.

GLIDING JUMP	Pressing and Holding the Ⓐ Button in Mid-jump

Use the Analog Thumb Pad to maneuver Knuckles during a gliding jump. Attack using the gliding jump by hitting enemies with Knuckle's fists. (Hitting with any other body part will cause Knuckles to take damage.) Release the Ⓐ button to cause Knuckles to drop. (It is possible to revive the glide by pressing and holding the Ⓐ button again.

CLIMBING	Grab the Wall in Mid-gliding Jump

Knuckles will automatically begin to climb once he grasps a wall during a gliding jump. To do this, execute a glide jump and aim him at the wall you wish to climb. After he has grabbed the wall, use the Analog Thumb Pad to maneuver him and press the Ⓐ button to

PUNCH ATTACK	Ⓑ or Ⓧ Button

Press Ⓑ or Ⓧ to execute a punch. Execute two punches in rapid succession to have Knuckles perform a third, more powerful "dash punch."

HOW LEVEL UP ITEMS AFFECT KNUCKLES

SHOVEL CLAW	DIGGING	Pressing Ⓑ or Ⓧ and Ⓐ Simultaneously

Position Knuckles on a grassy or dirt area and press Ⓑ or Ⓧ and Ⓐ simultaneously. He will dig down a bit and then resurface, uncovering any available buried items.

AMY ROSE

Always bright and cheerful, Amy is the self-appointed girlfriend of Sonic. Possessing a strong competitive streak, she is second to none when in control of her Piko Piko Hammer. With many fond memories of her Sonic-chasing days, she's thrilled when their two worlds collide again with the sudden appearance of a huge spaceship one fine day...

ACTION STAGE GOAL

Find and grab hold of the balloon while avoiding capture by the evil robot

TIPS

It is important that Amy and her bird companion escape together. If necessary, use drum cans or other such shelter to hide. ZERO can't be destroyed but he can be knocked over temporarily a limited number of times. If attacked too often, he becomes invincible so

ACTION STAGE DISPLAY
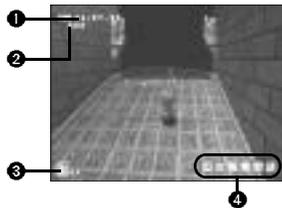
❶ Elapsed Time

❷ Number of Collected Rings

❸ Remaining Lives

❹ Rescued Animals

AMY'S UNIQUE ACTIONS

▼ For a description of the actions common to all the characters, see p.2.

HAMMER ATTACK	Ⓑ or Ⓧ Button

Press the Ⓑ or Ⓧ button while walking or when stopped to have Amy attack and destroy enemies with her Piko Piko Hammer. Note that even though she can attack and temporarily overturn ZERO, he cannot be destroyed. Furthermore, he can only be overturned a limited number of times.

HAMMER JUMP	Press Ⓑ or Ⓧ while running

Press Ⓑ or Ⓧ while running to have Amy swing the hammer, strike the ground and catapult her high in the air. Note that Amy must be in a full run in order for this jump to work so wait until her hammer appears before pressing Ⓑ or Ⓧ. This special jump can be used to reach heights higher than her normal jump.

JUMP ATTACK	Press Ⓑ or Ⓧ in Mid-jump

Press Ⓑ or Ⓧ in mid-jump to have Amy swing her hammer and attack enemies in mid-air.

HOW LEVEL UP ITEMS AFFECT AMY

WARRIOR FEATHER	SPIN HAMMER ATTACK	Ⓑ or Ⓧ Button and Analog Thumb Pad

Press and hold the Ⓑ or Ⓧ button while rotating the Analog Thumb Pad to have Amy swing the hammer rapidly in a 360º swing attack. Stop rotating the Analog Thumb Pad or release the Ⓑ or Ⓧ button to end the swing attack. Note that if Amy spins in one place for too long she will become temporarily dizzy and won't be able to walk straight.

E-102 GAMMA

Created by the evil Dr. Robotnik, E102 Gamma is an E100 series gunner robot. Shortly after his "birth", Gamma must pass a test that will enable him to join an elite unit of robots. His destiny then takes a drastic turn when he meets a certain frog with an unusual tail…

ACTION STAGE GOAL

To seek and destroy the target located at the end of each course

▼ Be sure to destroy enough enemies along the way to save enough time to destroy the final target.

TIPS

You can increase the allotted time by destroying enemies but killing each enemy one at a time uses more time than can be gained. Instead, "lock on" to multiple enemies and blast them all away at once.

ACTION STA
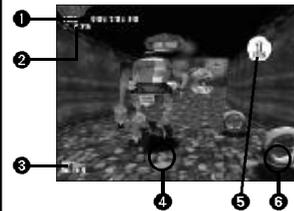
❶ Allotted Time Display
❷ Number of Collected Rings
❸ Remaining Lives
❹ Warning Countdown (Countdown begins when the remaining allotted time reaches 5 seconds.)
❺ Countdown to Missile Launch (Appears whenever "lock-on" is made.)
❻ Rescued Animals

GAMMA'S UNIQUE ACTIONS

▼ For a description of the actions common to all the characters, see p.2.

LASER GUN	Ⓑ or Ⓧ Button

Press and hold the Ⓑ or Ⓧ button to activate the laser gun, aim the laser beam at an enemy and "target lock-on" will occur automatically. Use the Analog Thumb Pad to maneuver and aim the laser beam. When lock-on is successfully achieved, the target lock-on site will appear over the enemy. You can have Gamma lock-on to multiple enemies by waving the laser beam around an area with many enemies. Note that both the laser beam and target lock-on indicator will disappear after a few seconds.

HOMING MISSILE LAUNCH	Release Ⓑ or Ⓧ after "Lock-on"

After achieving "lock-on" using the laser gun, release the Ⓑ or Ⓧ button to launch homing missiles to attack. Note that Gamma can be moving when "locking on" or launching mis-

ROLLING MODE	Analog Thumb Pad

Gamma will automatically transform from an upright-walking mode to a compact wheeled mode whenever he reaches full-speed. Press the Ⓐ button to return Gamma to the upright-walking mode.

HOW LEVEL UP ITEMS AFFECT GAMMA

JET BOOSTER	HOVERING	Ⓐ Button

Press and hold the Ⓐ button in mid-jump to enable Gamma to hover and descend slowly using his jet booster pack. If you release the Ⓐ button, the jet booster will turn off and Gamma will fall rapidly. You can stop his fall and continue hovering by pressing the Ⓐ button again.

BIG THE CAT

This giant cat is one laid-back and easy going fellow who loves to fish and is never without his favorite rod and lure.

Big leads a tranquil life, together with his buddy "Froggy", in a hut in a serene part of the jungle. Until one day when suddenly Froggy underwent an unusual transformation…

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ACTION STAGE GOAL

To fish for and catch Big's pal Froggy.

▼ Fish of various species and sizes live in the many fishing spots found throughout the adventure field so try your hand at catching other fish while searching for Froggy.

TIPS

In order to catch a fish (or Froggy) you must first "hook" your prey. To do this, once the fish (or frog) bites the lure, press ⬇ on the Analog Thumb pad to hook (secure) the lure and then reel it in.

HOW LEVEL UP ITEMS AFFECT BIG

LIFE BELT	FLOATING	Automatic
	Once Big has the life belt, he will automatically float when he is in the water. Use the Analog Thumb Pad to move Big around or to position him for casting. Press the Ⓐ button to have Big dive underwater and use the Analog Thumb Pad to walk him on the bottom. When the Ⓐ button is released, Big will float up to the surface.	

ACTION STAGE DISPLAY

Normal Mode (Before Casting) Display	Fishing Mode (After Casting) Display
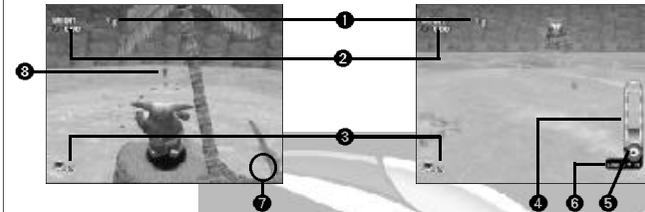
❶ Weight in Grams of Entire Catch
❷ Number of Collected Rings
❸ Remaining Lives
❹ Line Tension Gauge
❺ Reel Position
❻ Line Length
❼ Rescued Animals
❽ Cast Indicator

BIG'S UNIQUE ACTIONS

▼ For a description of the actions common to all the characters, see p.2.

POWER MOVES (CARRYING, THROWING, PULLING OR PUSHING)	Ⓑ or Ⓧ Button

Due to Big's large physique, he is able to lift, carry and throw heavy objects that the other characters can't.

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CHARACTER INTRODUCTIONS

BIG THE CAT

CASTING	Ⓑ or Ⓧ Button

Use the Ⓑ or Ⓧ button to have Big cast into the water.
1. Position Big facing the water, press and hold the Ⓑ or Ⓧ button to display the cast indicator and use the Analog Thumb Pad to position the cast indicator over the desired spot.
2. Release the Ⓑ or Ⓧ button to automatically cast the lure to the desired spot.
3. If the cast is successful, the lure will sink down and the game will switch into "fishing mode".

LURE ATTACK	Press and release the Ⓑ or Ⓧ Button

Using the same action as when casting, face an enemy and press and hold the Ⓑ or Ⓧ button to display the cast indicator and use the Analog Thumb Pad to position the cast indicator over the enemy. Release the Ⓑ or Ⓧ button to attack.
If an enemy is nearby, you can also have Big attack them using his pole by pressing Ⓑ or

FISHING MODE

FISHING	Refer to the Diagram Below

Ⓐ Button	Reeling In Quickly	Ⓑ or Ⓧ Button	Reeling In Slowly
Analog Thumb Pad	Tugging the Rod		

1. Once the lure has sunk underwater, tug on the lure to entice the fish (frog). When the fish (frog) bites the lure, press down on the Analog Thumb Pad to hook it.

2. Use the Analog Thumb Pad to maneuver the rod system so that the fish (frog) doesn't get away and reel in carefully so as not to unhook it.

3. Once you reel in the fish close enough, Big will automatically pull it out of the water.

DR. ROBOTNIK

Yes, just as we all feared, the mad scientist is back and more ruthless than ever before. In the past, Sonic and friends have managed to ruin all his evil plans, but are those days over?! A new battle has begun and this time Dr. Robotnik ("Eggman" to Sonic and his pals) has at long last figured out how to harness the massive ancient powers of the 7 Chaos Emeralds to destroy the world!

CHAOS

This mysterious liquefied life-form that had been trapped in the Master Emerald was released by Dr. Robotnik to do his evil bidding. Chaos grows bigger and more powerful with each emerald that Dr. Robotnik adds to him. What will happen to the world if Dr. Robotnik manages to add all seven Chaos Emeralds…?
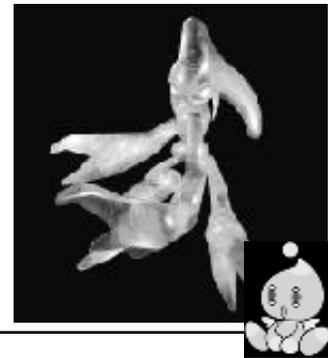
CHARACTER INTRODUCTIONS

ENEMIES

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KIKI
Keep an eye out for this bomb throwing robotic monkey, who can attack using two types of bombs.
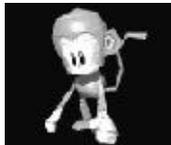
SPIKY SPINNER
Armed with swinging balls and chains, this free-floating robot can attack from a distance.

BLADED SPINNER
Steer clear of this hovering robot whenever he starts spinning like crazy.

RHINOTANK
This hybrid robot, based on a cross between a tank and rhinoceros, is one big and mean charging machine.

LEON
This chameleon shaped robot can disappear and reappear right before your very eyes so beware!

EGG KEEPER
Armed with a special beam that can paralyze its prey, do your best to avoid the deadly grasp of this E100 Series robot.

SONIC ADVENTURE Credits

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  Takashi Iizuka
Art director
  Kazuyuki Hoshino
Main programmer
  Tetsu Katano
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