

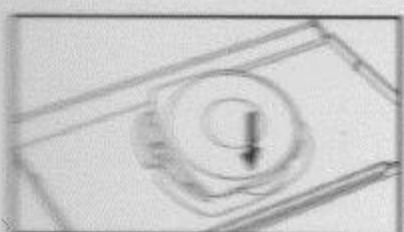
SONIC RIVALS 2™



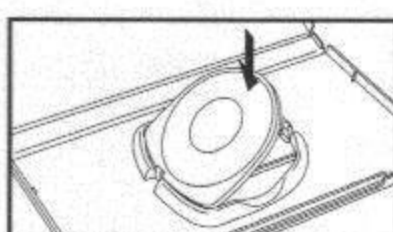
SEGA®

PRECAUTIONS

This disc contains game software for the PSP® (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP® system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP® system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty.

Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

For further information visit <http://www.pegi.info>

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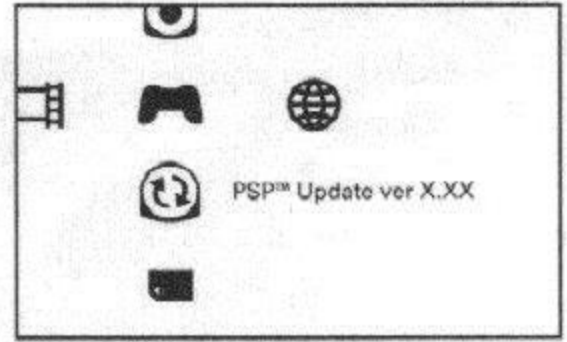
FOR PERSONAL USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Library programs © 2003-2007 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. © SEGA. SEGA, the SEGA logo and Sonic Rivals are either registered trademarks or trademarks of SEGA Corporation. All Rights Reserved. Published by SEGA. Developed by Backbone Entertainment, a division of Foundation 9 Entertainment.

SYSTEM SOFTWARE UPDATES

This PSP® (PlayStation®Portable) Game includes System Software update data for the PSP® system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP® system. Before performing the update, check the version number of the update data.

- During an update, do not remove the AC Adaptor.
- During an update, do not turn off the power or remove the PSP®Game.
- Do not cancel the update before completion as this may cause damage to the PSP® system.

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP® system, refer to the following website: yourpsp.com

PARENTAL CONTROL

This PSP®Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP® system to restrict the playback of a PSP®Game with a Parental Control Level that is higher than the level set on the PSP® system. For more information, please refer to the PSP® system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

These updates are available for download from the following website:



For more information, please contact your system administrator.

The following table lists the updates and their release dates:

Update ID	Release Date	Description
KB123456	10/10/2010	Security update for Windows XP
KB123457	10/10/2010	Security update for Windows Vista
KB123458	10/10/2010	Security update for Windows 7

For more information, please visit the Microsoft Update website.

Microsoft Update will automatically download and install updates for you.

You can also manually check for updates by clicking on the Update icon in the system tray.

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Thank you for purchasing Sonic Rivals™ 2. Please note that this software is designed only for use with the PSP® (PlayStation®Portable) system. Be sure to read this instruction manual thoroughly before you start playing.

SONIC RIVALS 2™

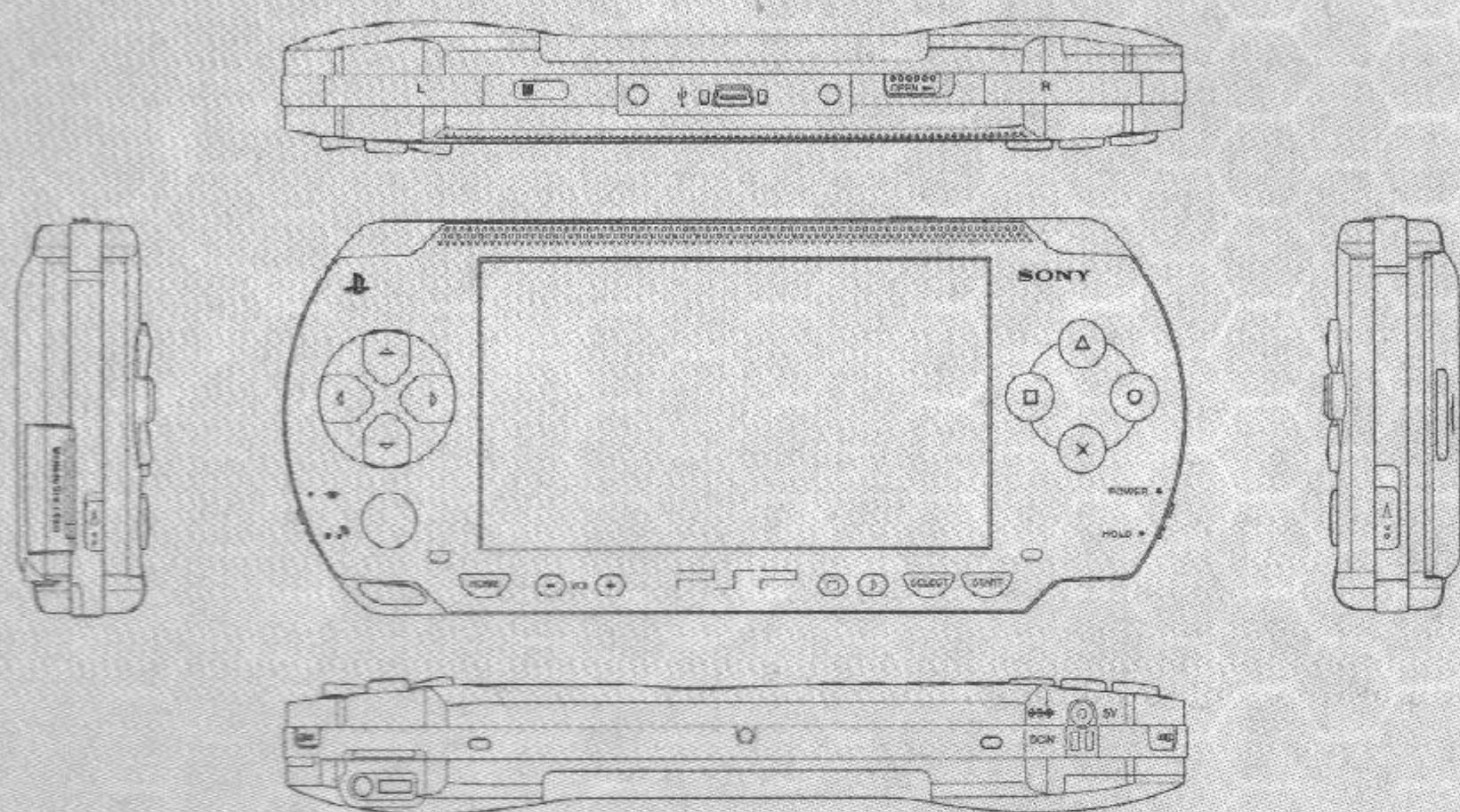


CONTENTS	
GETTING STARTED	2
CONTROLS	4
STARTING UP	5
RIVALS	6
PLAYING THE GAME	8
GAME MODES	9
RACING ESSENTIALS	13
CUSTOMER SUPPORT/WARRANTY	18
QUICKSTARTS	  20

GETTING STARTED

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the PSP® (PlayStation®Portable). The POWER indicator lights up in green and the Home Menu is displayed. Press the OPEN latch to open the disc cover. Insert the Sonic Rivals™ 2 disc with the label facing the rear of PSP® system, slide until fully inserted and close the disc cover. From the PSP® system's Home Menu, select the Game icon and then the UMD™. A thumbnail for the software is displayed. Select the thumbnail and press **X** button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: DO NOT EJECT A DISC WHILE IT IS PLAYING.



MEMORY STICK DUO™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ or Memory Stick Pro Duo™ into the Memory Stick Duo™ slot of your PSP®. You can load saved game data from the same Memory Stick Duo™, or any Memory Stick Duo™ containing previously saved games. Note: A Memory Stick Duo™ or Memory Stick Pro Duo™ with at least 256 KB of free space is required for a "Save Game" file.

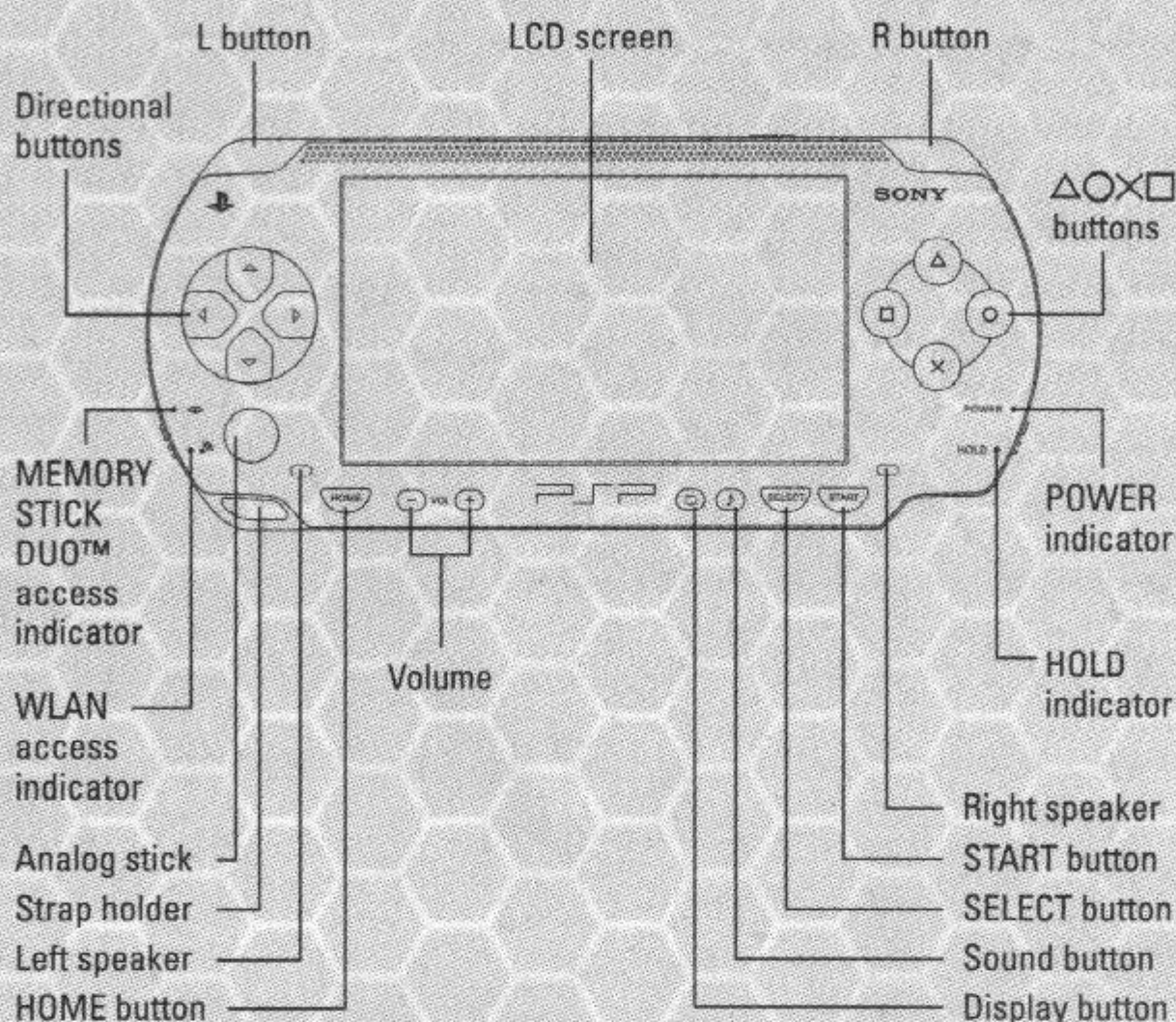
SAVING PROFILES AND SETTINGS

Sonic Rivals™ 2 saves data automatically at certain points. Do not remove the Memory Stick Duo™ or switch off the PSP® system when the Memory Stick Duo™ access indicator is flashing.

Loading Saved Game Settings

Once you've saved a game, your saved game settings and data area automatically loaded when starting first booting up.

PSP® (PlayStation®Portable) system configuration



WIRELESS (WLAN) FEATURES

Software titles that support wireless functionality allow you to communicate with other PSP® systems, download data, and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes: Ad Hoc and Infrastructure mode. Note: Sonic Rivals™ 2 supports Ad Hoc Mode and Game Sharing Mode. Please see the Multiplayer section of this manual for further details.



AD HOC MODE

Ad Hoc Mode: Ad Hoc Mode is a wireless feature that allows two or more individual PSP® systems to communicate directly with each other.



GAME SHARING

Game Sharing allows you to share a pre-determined portion of Sonic Rivals™ 2 content with other PSP® system users. The other users do not need to have the Sonic Rivals™ 2 disc in their PSP® system to use this feature. When another PSP® system user is nearby, select Game Sharing from the Home Menu. The other PSP® owner must select Game Sharing from the Home Menu onscreen display menu. Once this is done, Sonic Rivals™ 2 game content can be sent and played via the PSP® system wireless functionality.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP® system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP® system Instruction Manual.

CONTROLS

MAIN MENU



Press START button or **X** button at the Title Screen to go to the Main Menu. At the Main Menu, use the analog stick or directional buttons (**↑/↓**) to highlight a selection and press the **X** button to confirm your choice. To return to the Main Menu or a higher set of options, press the **○** button.

SINGLE PLAYER

Choose from a variety of Sonic Rivals™ 2 single player game modes: Story, Single Event, Cup Circuit, and Free Play. For more information, see Single Player Mode, page 9.

MULTIPLAYER

Challenge your friends and rivals using the PSP® system's wireless capabilities. Go head-to-head against your closest buddy through Ad Hoc mode for a Single Event, select from a series of Cup Circuit challenges, or share your game with another PSP® owner. When you're done racing, select Card Trading, to swap unlocked Trading Cards. For more information, see Multiplayer, page 11.

MENU CONTROLS	
Select Menu Item	←/→ buttons
Change setting	←/→ buttons
Confirm / Accept selection	X button
Previous screen	○ button
Pause / Start game	START button or X button
RACING CONTROLS	
Move Character	←/→ buttons
Duck	↓ button
Jump	X button
Homing Attack	X button then X button (while in air)
Spin Dash	X button (tap) + directional button ↓ button (hold) then release
Attack	○ button
Use Power-Up	△ button
Signature Move	□ button (when Signature Meter is full)
Air Boost	X button (when icon appears on-screen)
Speed Boost	○ button (when icon appears on-screen)
Pause / Start game	START button

Note: Boost moves are context-sensitive manoeuvres off specific environmental objects. To Boost, you must press the corresponding button that appears on-screen. For more information, see Boosting, page 14.

GAME SUMMARY

After completing a race, you can view your Player and Challenge Summary Statistics. Player Stats includes your fastest time in each Zone and Act, as well as your progress in Story Mode. The Challenge Summary includes statistics for each game Challenge you have completed.

CARD COLLECTION

View the Trading Cards you've unlocked, traded and collected. For more information, see Card Collection, page 17.

OPTIONS

Change various game settings.

OPTIONS



Use the analog stick or directional buttons **↑** button and **↓** button to highlight an Option and press **⊗** button to confirm your choice, you can also use the directional buttons **←** button and **→** button to toggle / adjust the choices. Press the **⊙** button to return to the Main Menu.

SOUND

- Adjust the music and SFX volume levels.

CONTROLS

View the game's controls at a glance.

CREDITS

View the game's credits.

PROFILES

Manage your player Profile.

New Profile: Create a new Profile.

Load Profile: Manually load your Profile.

Save Profile: Manually save your Profile.

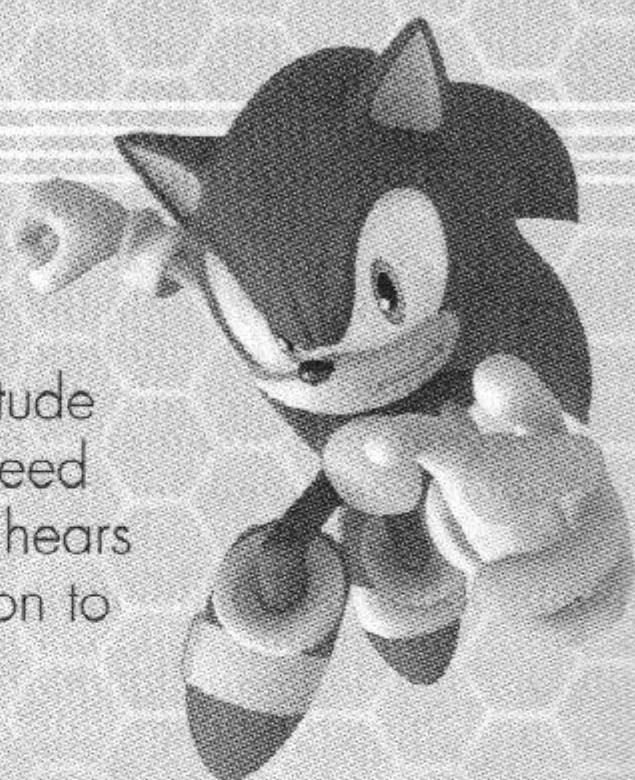
Delete: Delete your Profile.

Autosave: Toggle the Autosave feature ON/OFF.

Note: Once a Profile has been deleted it cannot be recovered.

SONIC THE HEDGEHOG

The world's fastest supersonic hedgehog unrivaled in speed, returns. His action and attitude are legendary and he possesses many high-speed offensive and defensive abilities. When Sonic hears that the Chao have gone missing, the race is on to catch up with his old nemesis, Dr. Eggman.



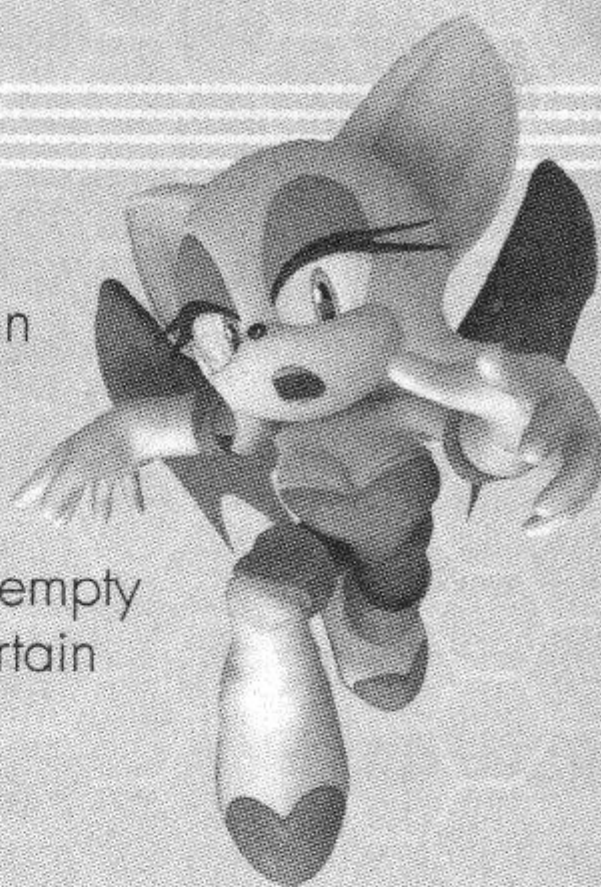
MILES "TAILS" PROWER

Tails is Sonic's best friend and a master mechanic. This two-tailed fox excels at building robots and flying machines but he can also be very naive and gullible. Tails has teamed up with Sonic to locate Dr. Eggman and get to the bottom of the missing Chao.



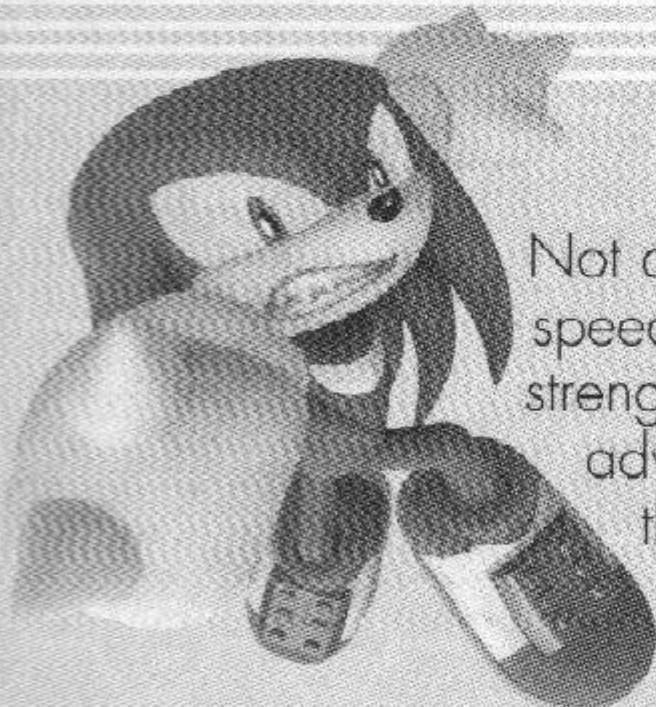
ROUGE THE BAT

Rouge is a professional treasure hunter, forever in search of the world's most precious stones, and part time government spy. Fearless, bewitching and overflowing in feminine charm, Rouge is dedicated to her work and never leaves a task empty handed. In this adventure she's looking for a certain kind of Emerald...



KNUCKLES THE ECHIDNA

Not quite as fast as Sonic, what Knuckles lacks in speed he more than makes up for with his great strength. He often uses his rock-hard knuckles to his advantage to smash his enemies. As Guardian of the Master Emerald Knuckles is going to have to reluctantly team up with the sly Rouge to track down Eggman.



SHADOW THE HEDGEHOG

Created as the ultimate life form in a lab by Professor Gerald Robotnik, Shadow believes Sonic to be his rival in all aspects of his life. Unlike Sonic however, Shadow's speed comes from his Hover Shoes which allow him to glide just above the surface. This time around Shadow answers the call of...Dr. Eggman?!

**SILVER THE HEDGEHOG**

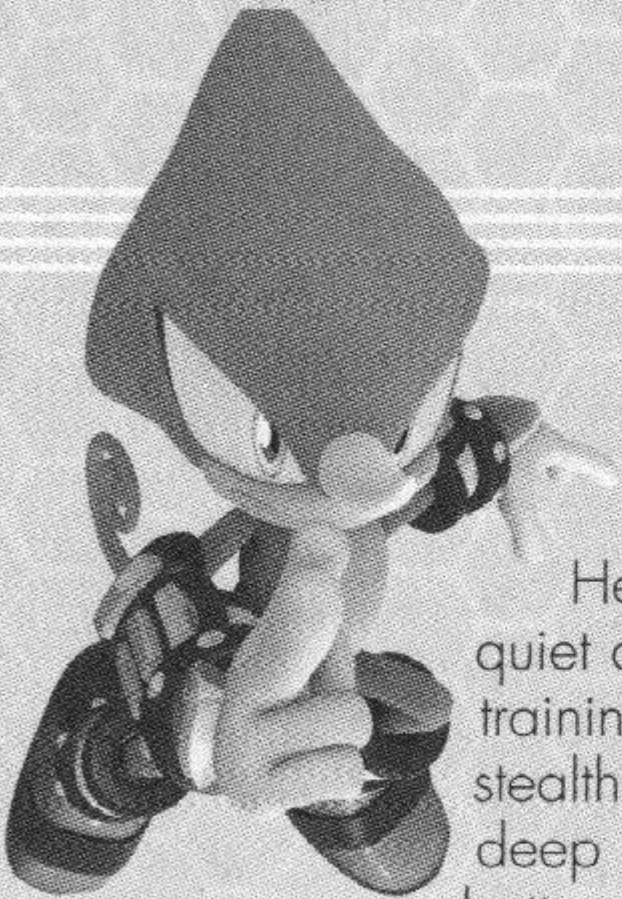
A mysterious young silver hedgehog, Silver is equipped with psychic powers that allow him to confuse rivals with the power of his mind. All that is known about Silver is that he comes from the future. For unknown reasons he also seems to be looking for Chao.

**METAL SONIC**

A robotic version of Sonic the Hedgehog, Metal is looking forward to proving he is the REAL hedgehog and not that "loathsome copy" of Sonic. A pawn of Eggman, this speedy robot is forced to do his master's bidding.

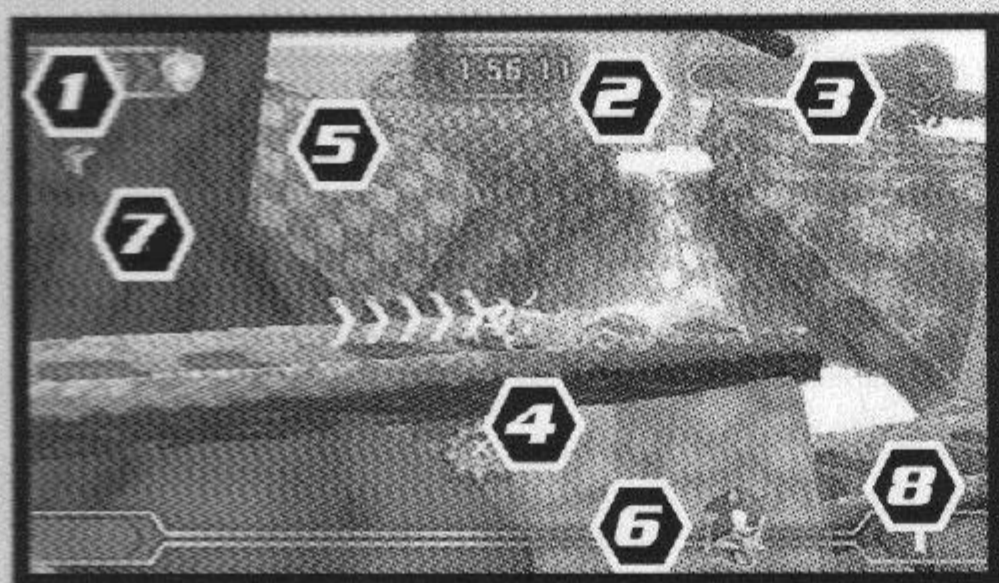
**ESPIO THE CHAMELEON**

Espio is an opinionated and obsessed chameleon at the Chaotix Detective Agency. He has a militaristic discipline despite being quiet and calm. Thanks to his extensive ninja training he faces trouble head-on and uses his stealth camouflage to render him invisible. Going deep undercover Espio is trying to get to the bottom of the Chao disappearance.




PLAYING THE GAME



THE GAME SCREEN



1. RINGS: Indicates the number of Rings you've collected. Collecting Rings fills your Signature Meter and also prevents you from having to respawn when you take damage. For more information see Rings, page 13.

2. TIME: Your current race time.

3. SIGNATURE METER: Fills up as you collect Rings, boost, and successfully attack your opponent or enemies. Once the meter is completely full it will begin to flash indicating you that you can now activate the characters Signature Move by pressing  button. For more information see Signature Moves, page 16.

4. BOOST OPPORTUNITY: These are environmental objects that allow you to perform context-sensitive aerial and speed Boost manoeuvres. To activate a Boost, press either  button (Air Boost) or  button (Speed Boost) while on the Boost Object.

5. POWER-UP: Pick up and use Power-Ups to gain the upper hand. For more information see Power-Ups, page 15.

6. DISTANCE METER: This displays the distance and proximity between you and your rival racer as well as the proximity to the finish line.

7. RIVAL ARROW: If your rival is off-screen the Rival Arrow appears to show you their general direction and location.

8. POSITION: This displays your position in the race. Come in first to win!

Note: The Game Screen will vary depending on whether you are playing a Race, Boss Stage, or Battle mode.

GAME MODES - SINGLEPLAYER

Choose from Story, Single Event, Cup Circuit, and Free Play modes.



STORY

In Story mode choose a favourite Sonic Rivals™ 2 character and team mate to speed through the adventure, teaming up with your rivals in a race to find out who is behind the disappearance of the Chao.

SINGLE EVENT

In Single Event mode choose a character, rival and stage, then compete in a race or battle while attempting to complete specific challenges to unlock rewards.

CUP CIRCUIT

Select a Cup and compete in a series of races; the best of two out of three races will determine who is the fastest. In order to successfully complete a circuit you must win more races than your rival.

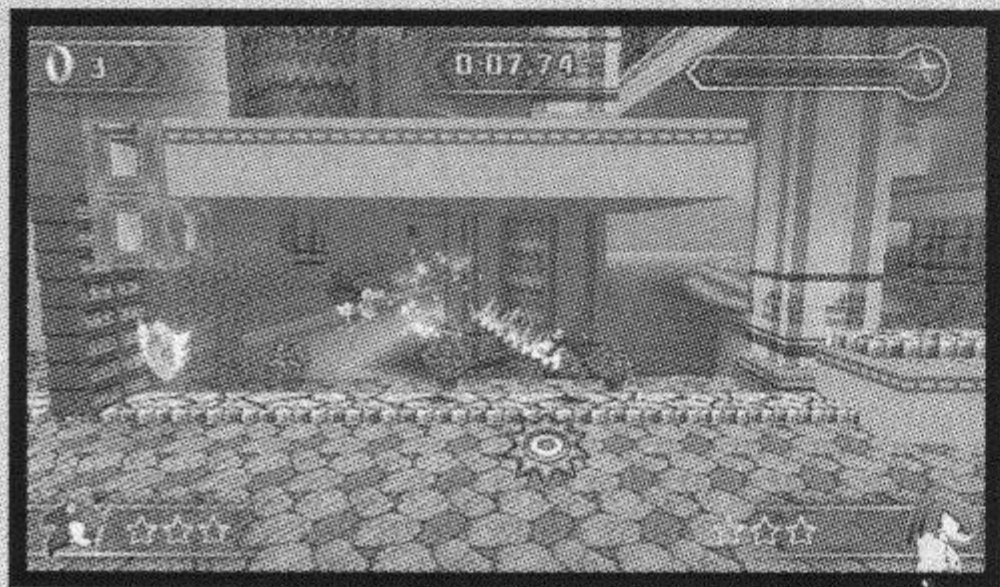
FREE PLAY

Practice and try to beat your best times without worrying about the clock. You can also try to find the hidden Chao.

BATTLE MODES

In addition to the traditional Sonic Rivals™ race stages, Sonic Rivals™ 2 features six Battle modes where you compete against your rival head-to-head.

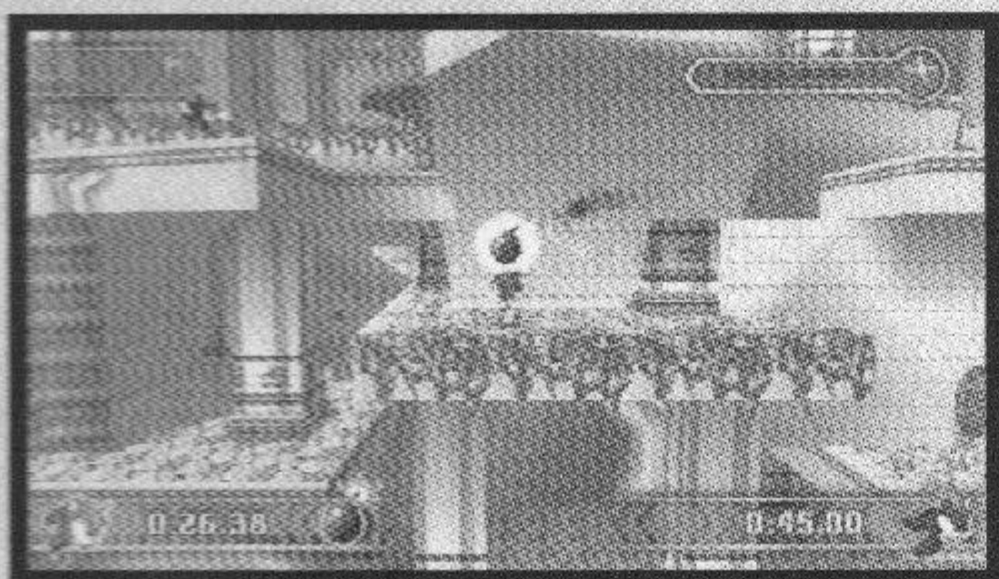
Note: You can select the number of battles.



KNOCKOUT

Be the first player to knock out your opponent using attacks and power-ups.

GAME MODES - SINGLEPLAYER

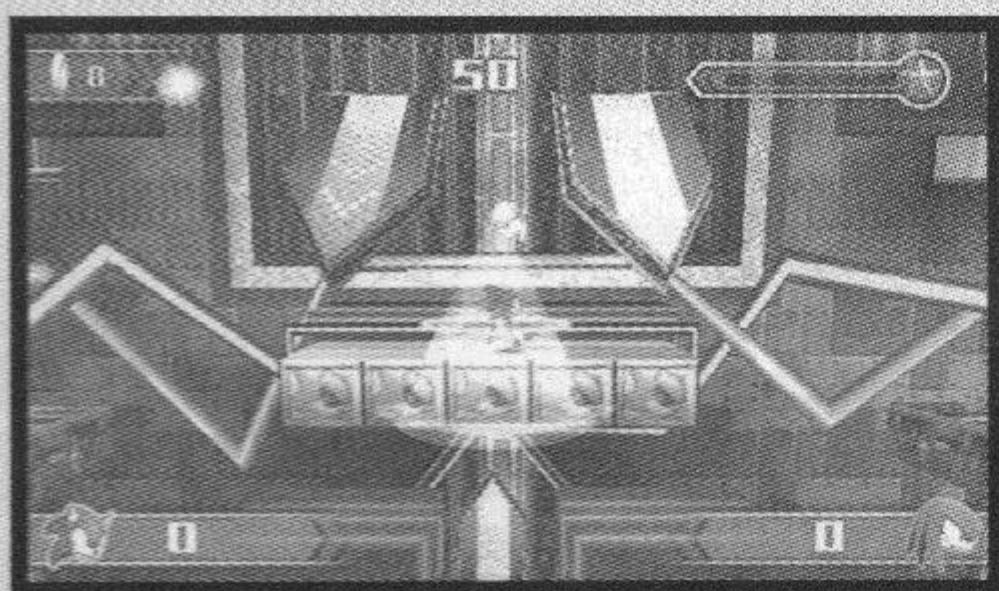
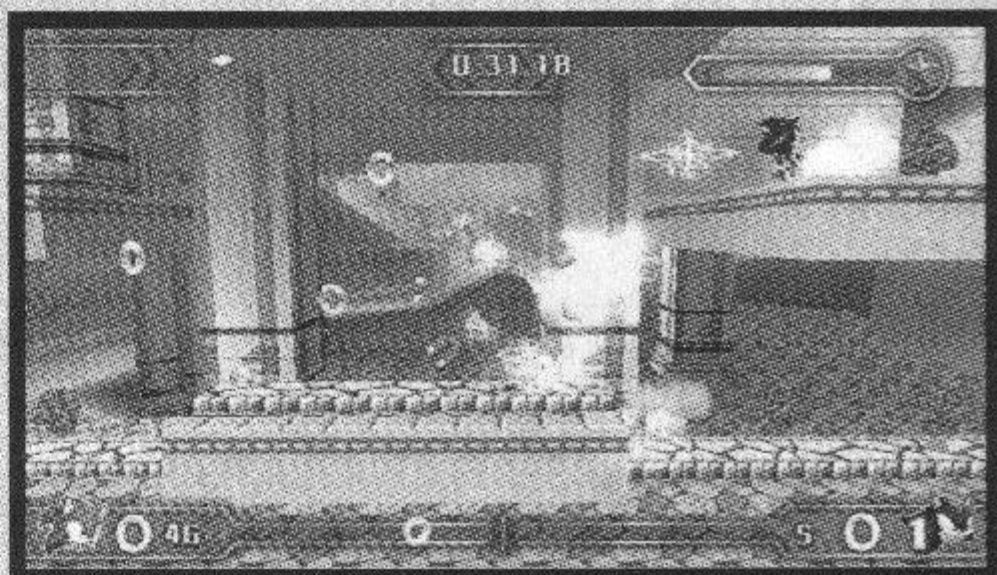


TAG

Attack your rival and tag him with a bomb and it will start the countdown. The player who is left holding the bomb when their timer runs out loses.

RING BATTLE

Beat your rival by collecting the most rings before the timer runs out!

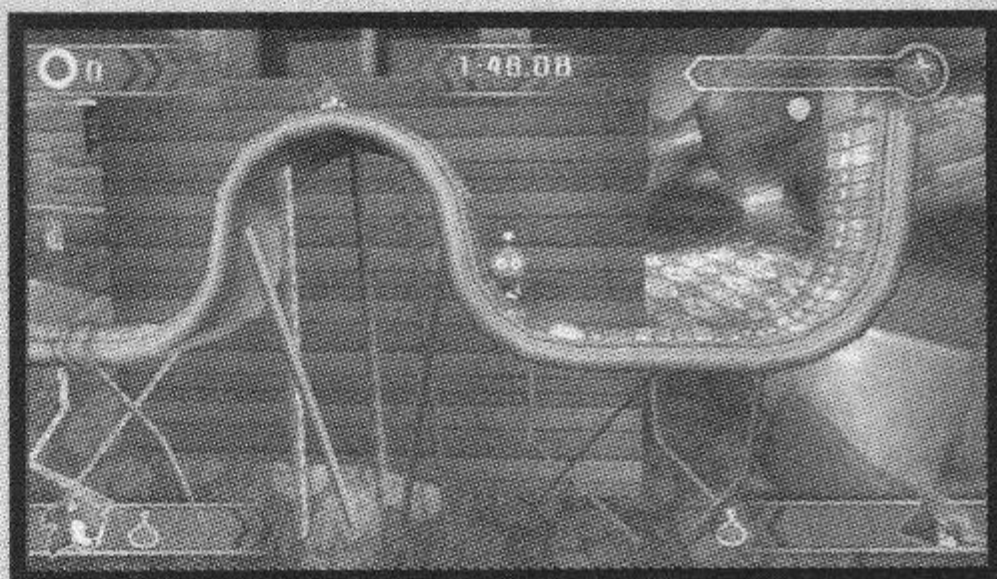


KING OF THE HILL

Select a point total and then battle it out to see who can stay inside the goal zone and reach that score first. While in the goal zone you slowly earn points. The player who is the 1st to reach the point target wins!

CAPTURE THE CHAO

Find a way inside your rival's base and capture their Chao then return it to your base before they can do the same to you. Attacking your rival while they're carrying a Chao causes it to be dropped. Touching your dropped Chao returns it to your base.



LAPS RACE

Race against your rival around a circuit-style track for a predetermined set of laps. The first to complete the number of laps wins!



GAME MODES - MULTIPLAYER



WIRELESS PLAY

Play against a friend using the PSP® system's wireless capabilities. Connect to your closest buddy through Ad Hoc mode and choose from Single Event, Cup Circuit and Card Trade modes, or share your game with

another using a single disc. Select Multiplayer from the Main Menu and then choose Wireless Play or Game Sharing.

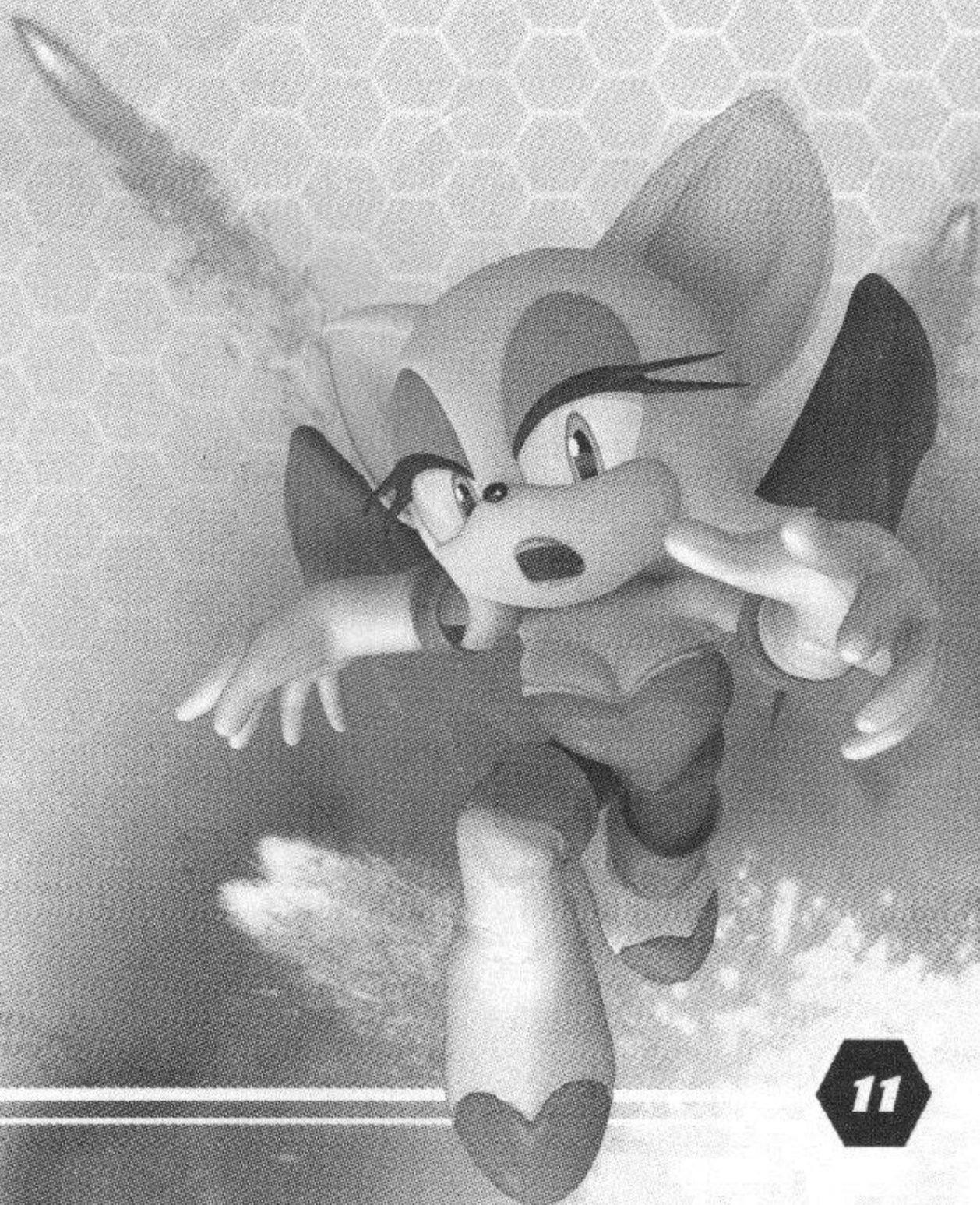
Note: When attempting to connect wirelessly to another PSP® system, you can press **○** button to cancel the connection and return to the Multiplayer menu.

JOINING A GAME

To join a game, select JOIN from the Wireless Play menu. Press the analog stick or directional buttons (**↑**/**↓**) to select a game in progress from the game host window and press **⊗** button to confirm your choice. Once you've chosen a game to join, select your character and press **⊗** button to start the game.



Note: In order to play a game through the PSP® system's Ad Hoc mode, you must make sure the WLAN switch is switched on.



GAME MODES - MULTIPLAYER

CARD TRADING

Trade your unlocked Cards with your friends via PSP® system Ad Hoc mode. For more information, see Card Collection, page 17.



CREATING A GAME

To create and host a game, select CREATE from the Wireless Play menu. Choose a Multiplayer mode (Single Event, Cup Circuit, or Card Trading). Next, use the analog stick or directional buttons to select a character,

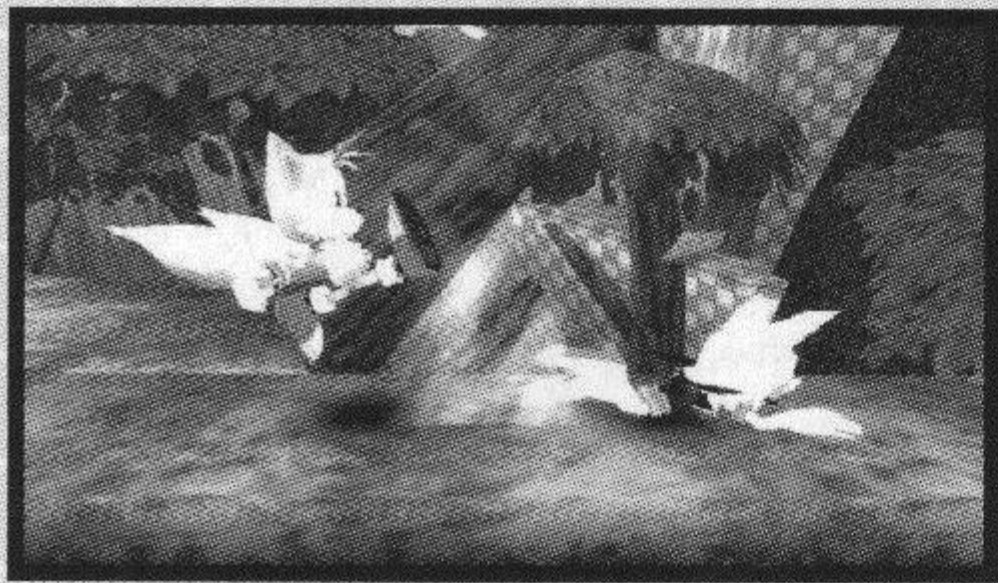
outfit (optional), Stage/Cup, and/or Act, then choose whether or not you want to wager Cards. When you're ready press **X** button to search for other nearby players. Once a player has chosen their character and joined your game the race will automatically launch.

GAME SHARING

Game Sharing allows you to share Sonic Rivals™ 2 Battle mode stages with other PSP® system users. The other player does not need to have the Sonic Rivals™ 2 disc game in their PSP® system to use this feature. Follow these steps to share a game with another PSP® system user:

- 1: With another PSP® system user nearby, select Game Sharing from the Multiplayer Menu then select the Act, Stage, Battle mode and your character.
- 2: The other player must select Game Sharing from the Home Menu of their PSP® system to send a response.
- 3: Once the response is received highlight YES to accept it and press **X** button. Once accepted the selected stage will be sent via the PSP® system wireless functionality.

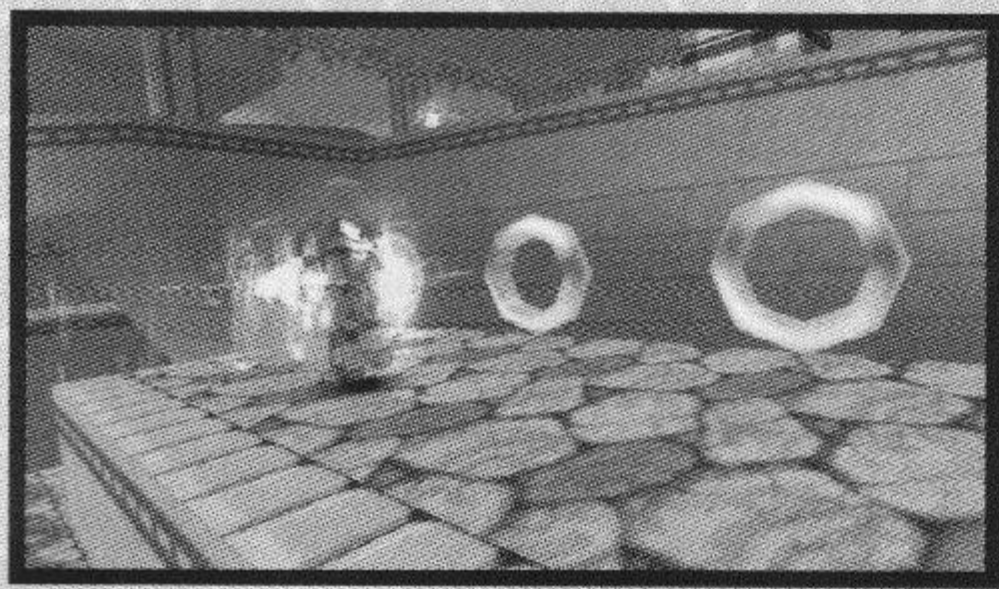
Note: Once the stage has been played, or if the host player quits or turns off their PSP® system, the shared game will no longer be available on the other player's system.



ATTACK

It's going to take more than Sonic speed to stay in front of your rival. When push comes to shove you're going to have to attack your opponent if you want to win. Attacking your rival will temporarily knock him or her

to the ground, or stun them, causing them to lose Rings while allowing you to get ahead. To attack your rival get right behind them and press **○** button to shove. Alternatively jump above them by pressing **×** button and then press **×** button or **○** button to attack.



RINGS

Although beating your rival to the goal is the ultimate goal in Sonic Rivals™ 2, making sure you have at least one Ring is critical to staying alive and avoiding respawn delays. Collecting Rings also fill your Signature

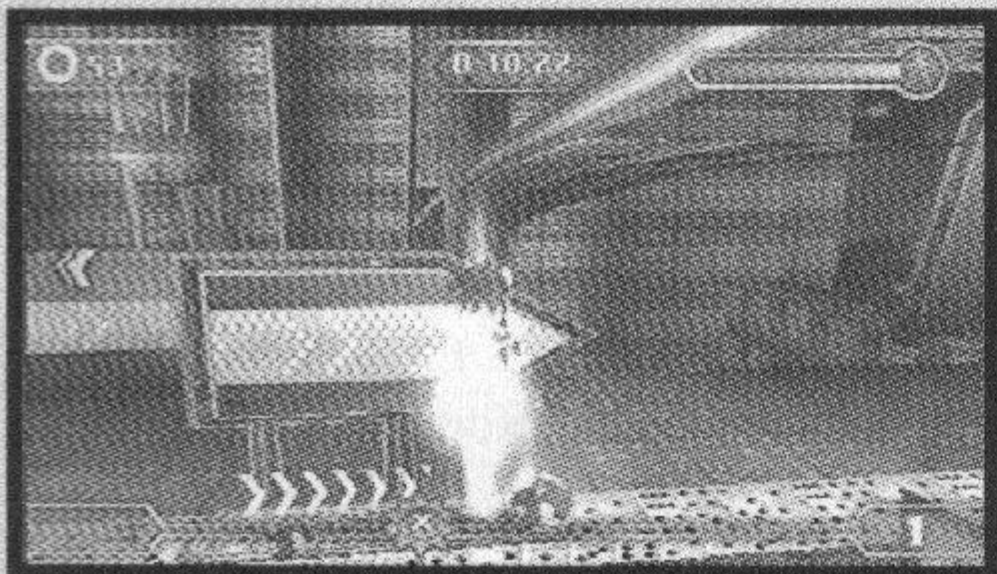
Meter, which when full, allows you to execute a special Signature Move. Collect large amounts of Rings for score bonuses and special awards.



RACING ESSENTIALS

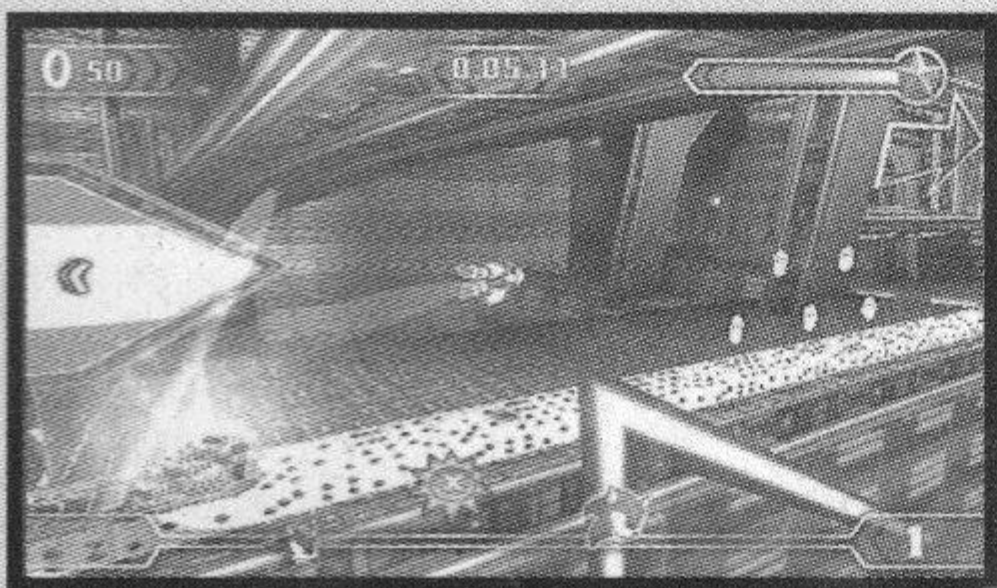
BOOSTS

Boosting can give you extra speed, distance and/or air by interacting with special environmental objects, allowing you to gain the upper hand on your rival. At times, correctly performing a Boost leads to special Power-Ups or shortcuts. When a Boost opportunity presents itself context-sensitive button icons will appear. In order to successfully pull off a Boost you must quickly press the matching button before the opportunity is lost. There are two types of Boosts: Air and Speed. The context-sensitive button will help you decide which is the best one to use.



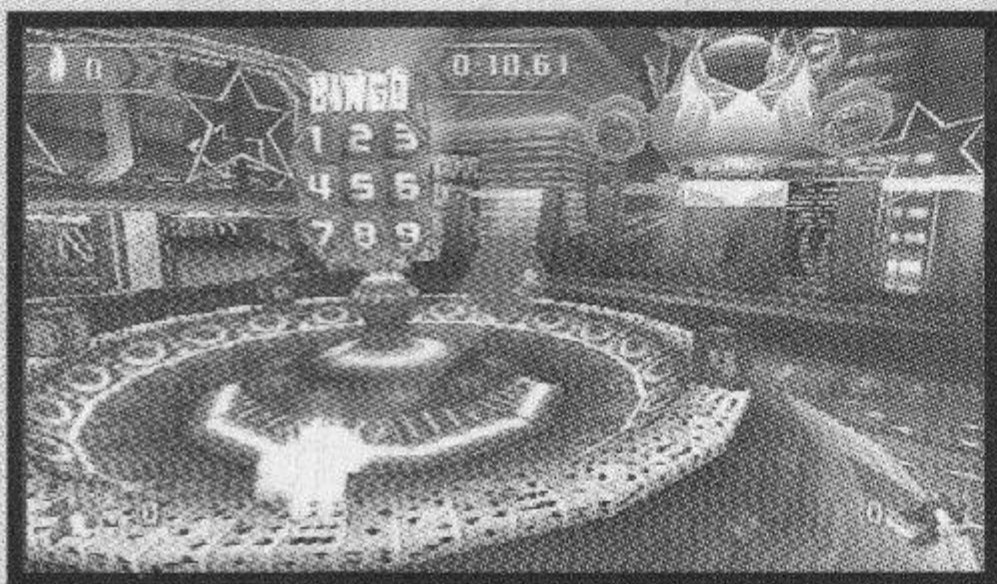
AIR BOOST

Air Boost: When the **X** button icon appears, pressing **X** button at the precise time allows your character to vertically Boost into the air and reach platforms and areas that are otherwise inaccessible.



SPEED BOOST

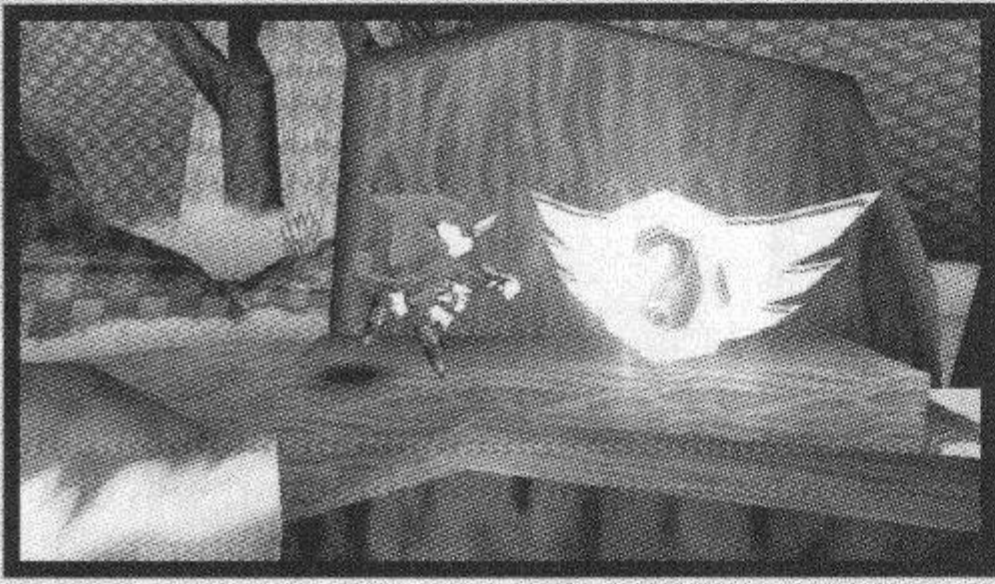
Speed Boost: When the **C** button icon appears, press **C** button at the precise time to horizontally Boost along the track with a temporary burst of speed. Speed Boosts can give you the chance to pass, stay ahead, or catch up to your rival.



BOSSSES

After every three Acts Sonic and his rivals have to fight a Boss. To defeat them you must locate their weak spot and hit it multiple times. Of course your rival will be attempting the same thing. The character to get the predetermined number of hits first, wins!

POWER-UPS

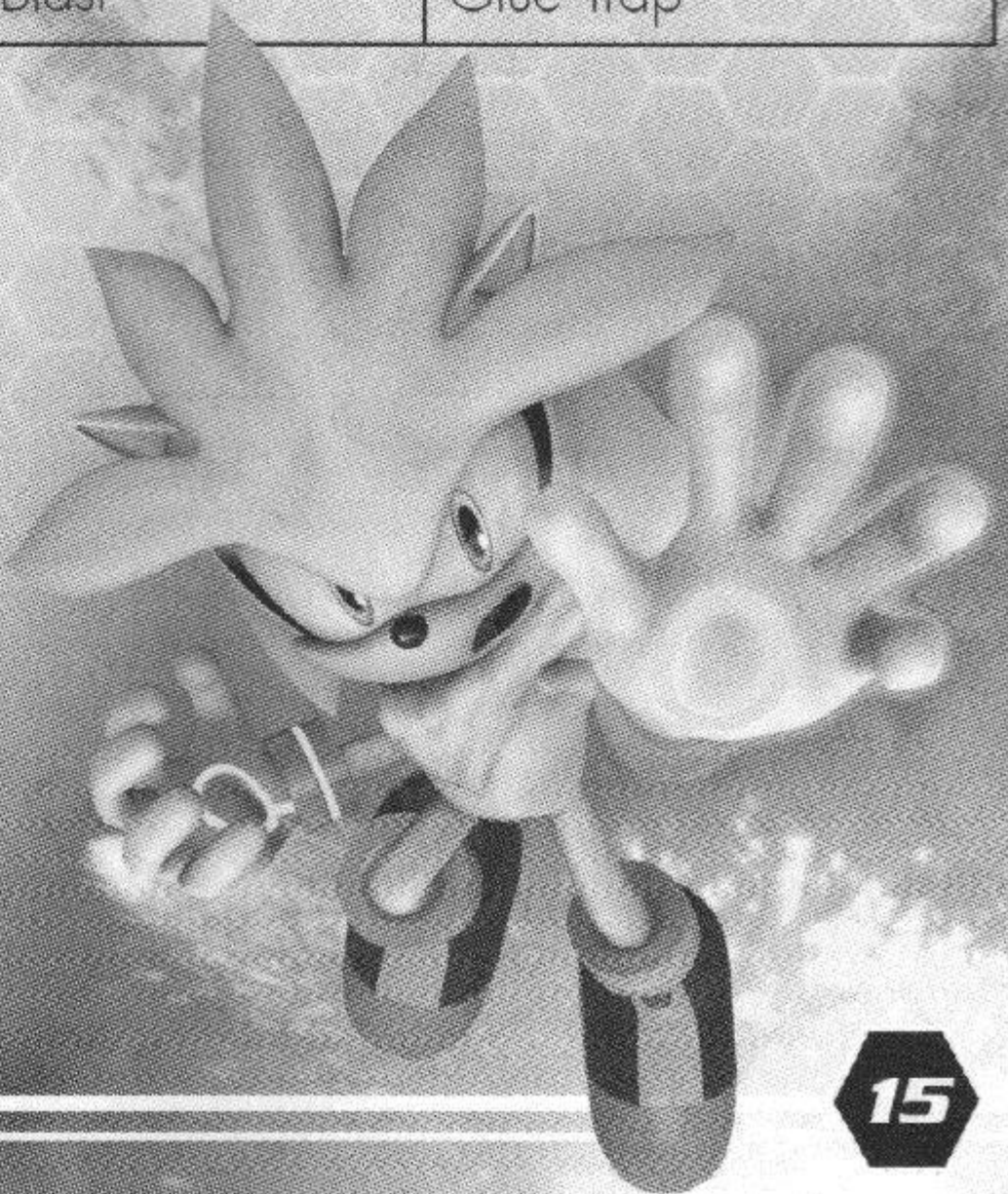


Pick up Power-Ups as you speed along the track and use them to temporarily stop your rival in their tracks. Power-Ups can be found inside rings hovering in the air. To pick up a Power-Up, simply run over it. Each Power-Up has two uses:

Offensive and Defensive. If you are ahead of your rival the Power-Up will be used defensively; if you are behind your rival it will be used offensively. Launch an offensive with projectile weapons that shoot down the track until they hit your rival or create an obstruction. Defensive Power-Ups allow you to drop weapons on the track for your rival to run into them.

Note: In Battle mode Power-Ups are always Offensive.

POWER-UP	OFFENSIVE EFFECT	DEFENSIVE EFFECT
Fire	Rolling Fireball	Fire Shield
Ice	Ice Bolts	Snow Bank
Lightning	Tetherball Lightning	Lightning Rings
Mine	Homing Mine	Proximity Mine
Illusionary Energy	Vision Inversion	Illusionary Trap
Wind	Trailing Twister	Drop Twister
Ring Magnet	Attract Rings	Attract Rings
Oil Slick	Oil Dropper	Oily Puddle
Glue Trap	Glue Blast	Glue Trap




SIGNATURE MOVES

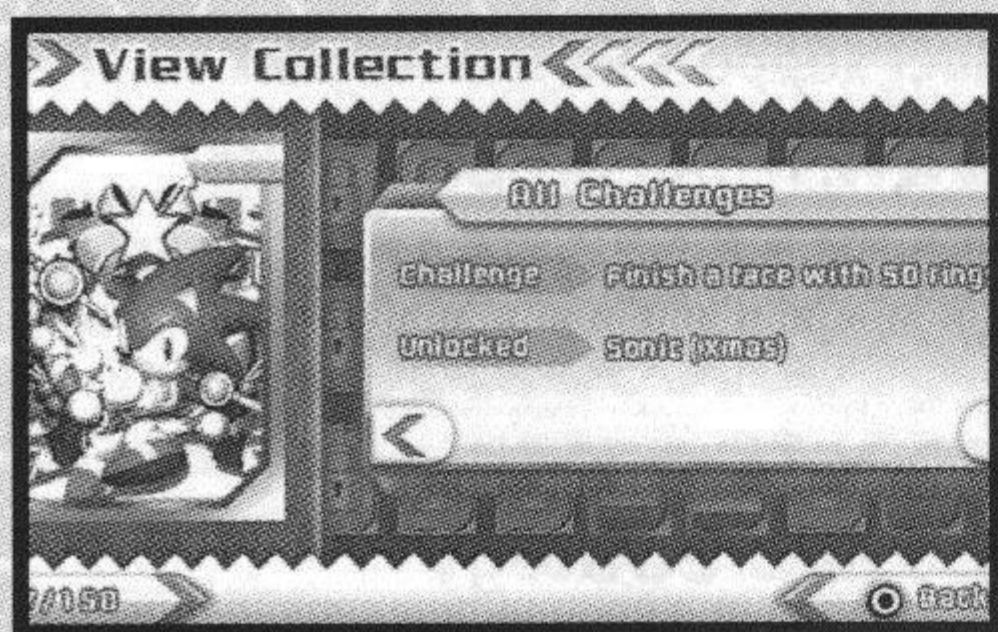


Signature Moves are special character abilities each rival can execute. Every rival has their own unique ability that they can perform once their Signature Meter is completely filled. Some Signature Moves are attack-related while others can give a boost of speed or other advantage.

RIVAL	SIGNATURE MOVE	EFFECT
Sonic	Sonic Boom	Speed Boost and temporary invulnerability
Knuckles	Knuckle Slam	Stun and damage nearby enemies
Shadow	Chaos Control	Temporarily slows down enemy
Silver	ESP	Scramble the controls of other rivals
Metal Sonic	Copycat	Copy his rival's Signature Move
Tails	Tail Copter	Temporarily fly through the level
Espio	Chroma-Cammo	Temporary invisibility
Rouge	Bat Guard	Bat-shaped blades that can be used as a shield and projectiles

Signature Meter: The Signature Meter appears in the top right corner of the screen and fills as you collect Rings or attack your rival. When the Signature Meter is completely full it will begin to flash. At this time your character is able to perform a Signature Move by pressing  button. You can use Signature Moves during any stage when your Signature Meter is filled.

CARD COLLECTION



You can collect Trading Cards by winning races, beating challenges, and trading and wagering them against your friends via PSP® system Ad Hoc mode. Choose CARD COLLECTION from the Main Menu to view how many Cards you've won and collected. Use the

analog stick or directional buttons to highlight a Card and press **X** button to view them up close for information on how to unlock each one.



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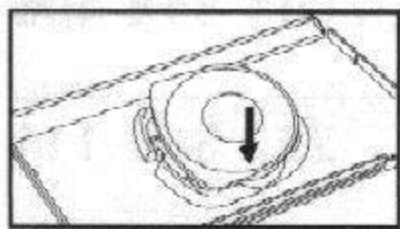
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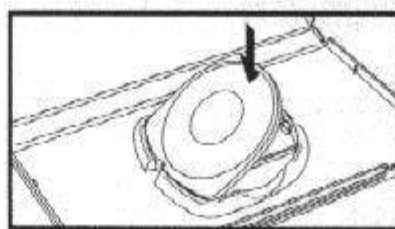
Please call these Customer Service Numbers only for PSP® Hardware Support.

VAROTOIMENPITEET

Tämä levy sisältää PSP® (PlayStation®Portable) -järjestelmälle tarkoitettua peliohjelmistoa. Älä ikinä käytä tätä levyä muissa järjestelmissä, sillä se saattaa vahingoittaa sitä. Lue PSP®-järjestelmän käyttöohje huolellisesti varmistaaksesi laitteen oikean käytön. Älä jätä levyä lähelle mitään lämmönlähdettä, suoraan auringonvaloon tai kosteaan paikkaan. Älä käytä haljenneita tai muuten vioittuneita levyjä tai levyjä, jotka on korjattu liima-aineilla, sillä tämä voi johtaa laitteen rikkoontumiseen.



Paina levyn reunaa kuvanmukaisella tavalla ja irroita se nostamalla varovasti ylöspäin. Liiallinen voimankäyttö irrotettaessa saattaa vaurioittaa levyä.



Aseta levy kuvanmukaisella tavalla painamalla sitä varovaisesti alaspäin, kunnes se loksahda paikalleen. Sopimaton säilytys saattaa vaurioittaa levyä.

TERVEYSVAROITUS

Pelaa aina hyvin valaistussa ympäristössä. Pidä joka tunti 15 minuutin tauko pelaamisesta. Älä pelaa väsyneenä tai kun et ole nukkunut tarpeeksi. Jotkut ihmiset ovat herkkiä vilkkumiselle tai vilkkuville valoille tai geometrisille muodoille ja kuvioille. Heillä voi olla piilevä epilepsia, ja heille voi tulla epileptinen kohtaus televisiota katsottaessa tai videopelejä pelattaessa. Jos sinulla on epilepsia, keskustele lääkärin kanssa, ennen kuin pelaat videopelejä. Ota heti yhteyttä lääkäriin, jos pelatessasi tunnet seuraavia oireita: huimausta, näkökyvyn muuttumista, lihasten nykimistä tai muita pakkoliikkeitä, epätietoisuutta ympäristöstäsi, sekavuutta ja/tai kouristuksia.

LUVATON KOPIOINTI

PSP®-järjestelmässä ja tässä levyssä on teknisiä suoja mekanismeja, joilla pyritään estämään levyllä olevan tekijänoikeuksin suojatun teoksen luvaton kopiointi. Rekisteröityjen tavaramerkkien luvaton käyttö tai tekijänoikeuksin suojattujen teosten luvaton kopiointi näitä mekanismeja kiertämällä tai muutoin on lailla kielletty.

Jos tiedät luvattomasta kopiotuotteesta tai menetelmästä, joilla tekniset suoja menetelmämme pystytään kiertämään, lähetä asiasta sähköpostia osoitteeseen anti-piracy@eu.playstation.com tai soita lähimpään asiakaspalvelunumeroon, joka kerrotaan tämän käyttöohjeen lopussa.

PEGI ON LYHENNE SANOISTA PAN EUROPEAN GAME INFORMATION - YLEISEUROOPPALAINEN PELITIETO.

Se on yleiseurooppalainen tietokone- ja videopelien ikäluokitusjärjestelmä. Sen avulla kuluttajat, erityisesti lasten vanhemmat voivat varmistaa, etteivät alaikäiset peleissä kohtaa heidän ikäisilleen haitallisista aineista. On hyvä muistaa, että PEGI-luokitus kertoo pelin sopivuudesta eri ikäisille, ei sen laadusta tai vaikeudesta.

Kahdesta osasta koostuva PEGI-luokitus antaa vanhemmille ja lapsille pelejä ostaville henkilöille tietoa sopivan pelin valintaan tietynikäiselle pelaajalle. Ensimmäinen osa on ikärajalukittelu: -



Toinen osa ovat pelin sisältöä kuvaavat kuvakkeet. Pelistä riippuen kuvakkeita voi olla useita. Pelin ikäraja kuvastaa tämän sisällön voimakkuutta. Nämä kuvakkeet ovat:-



VÄKIVALTA



KIROILU



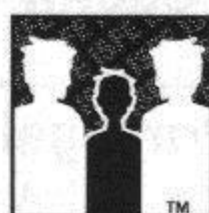
KAUHU



SEKSI



HUUMEET



SYRJINTÄ

Lue lisää osoitteessa <http://www.pegi.info>

VAIN HENKILÖKOHTAISEEN KÄYTTÖÖN. Tämän tuotteen tai minkään sen tavaramerkin tai tekijänoikeuslain puitteisiin kuuluvan teoksen valtuuttamaton kopiointi, sovitus, vuokraus, lainaus, jakelu, otteistus, jälleenmyynti, arkadioissa käyttö, käytön sallinta maksua vastaan, julkinen lähetys, esitys julkisesti ja internetissä, kaapeli- tai tietoliikenneviestintälähetys, haku tai käyttö on kielletty. Library programs © 2003-2007 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. © SEGA. SEGA, the SEGA logo and Sonic Rivals are either registered trademarks or trademarks of SEGA Corporation. All Rights Reserved. Published by SEGA. Developed by Backbone Entertainment, a division of Foundation 9 Entertainment.

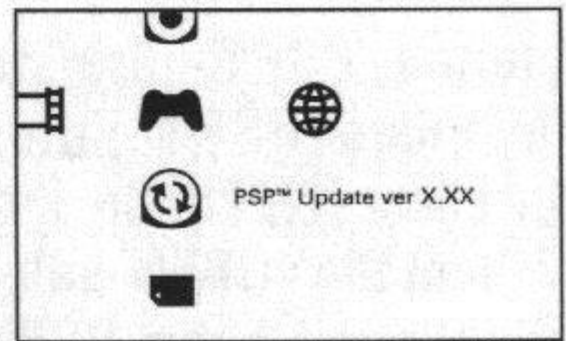
JÄRJESTELMÄOHJELMISTON PÄIVITYKSET

Tämä PSP® (PlayStation®Portable) Game sisältää PSP®-järjestelmän järjestelmäohjelmiston päivitystietoja. Sinun on suoritettava päivitys, jos peliä käynnistettäessä ruudulle ilmestyy teksti "update request" (päivityspyyntö).

Järjestelmäohjelmiston päivityksen suorittaminen

Kotivalikkoon ilmestyy alla oleva päivityskuvake.

Voit päivittää PSP®-järjestelmän järjestelmäohjelmiston seuraamalla ruudun ohjeita. Varmista päivitystietojen versio ennen päivityksen suorittamista.



- Älä irrota muuntajaa päivityksen aikana.
- Älä sammuta järjestelmää tai poista PSP®Game-levyä päivityksen aikana.
- Älä peruuta päivitystä ennen sen valmistumista, sillä tämä voi vahingoittaa PSP®-järjestelmää

Päivityksen onnistumisen tarkistaminen

Valitse Kotivalikosta "Settings" (asetukset) ja sitten "System Settings" (järjestelmäasetukset). Valitse lopuksi "System Information" (järjestelmätiedot). Jos "System Software" (järjestelmäohjelmisto) -kentässä lukee sama versio kuin päivitettävissä tiedoissa, päivitys onnistui.

Lue lisää PSP®-järjestelmän järjestelmäohjelmiston päivityksistä osoitteessa: yourpsp.com




SISÄLLÖNSUODATUKSEN TASO

Tällä PSP®Game -ohjelmistolla on sen sisällön pohjalta ennalta asetettu sisällönsuodatuksen taso. Voit säätää PSP®-järjestelmän sisällönsuodatuksen tason estämään sellaisten PSP®Game -ohjelmistojen käynnistämisen, joiden sisällönsuodatuksen taso on korkeampi kuin PSP® -järjestelmään asetettu taso. Lue lisää PSP®- järjestelmän käyttöohjeesta.

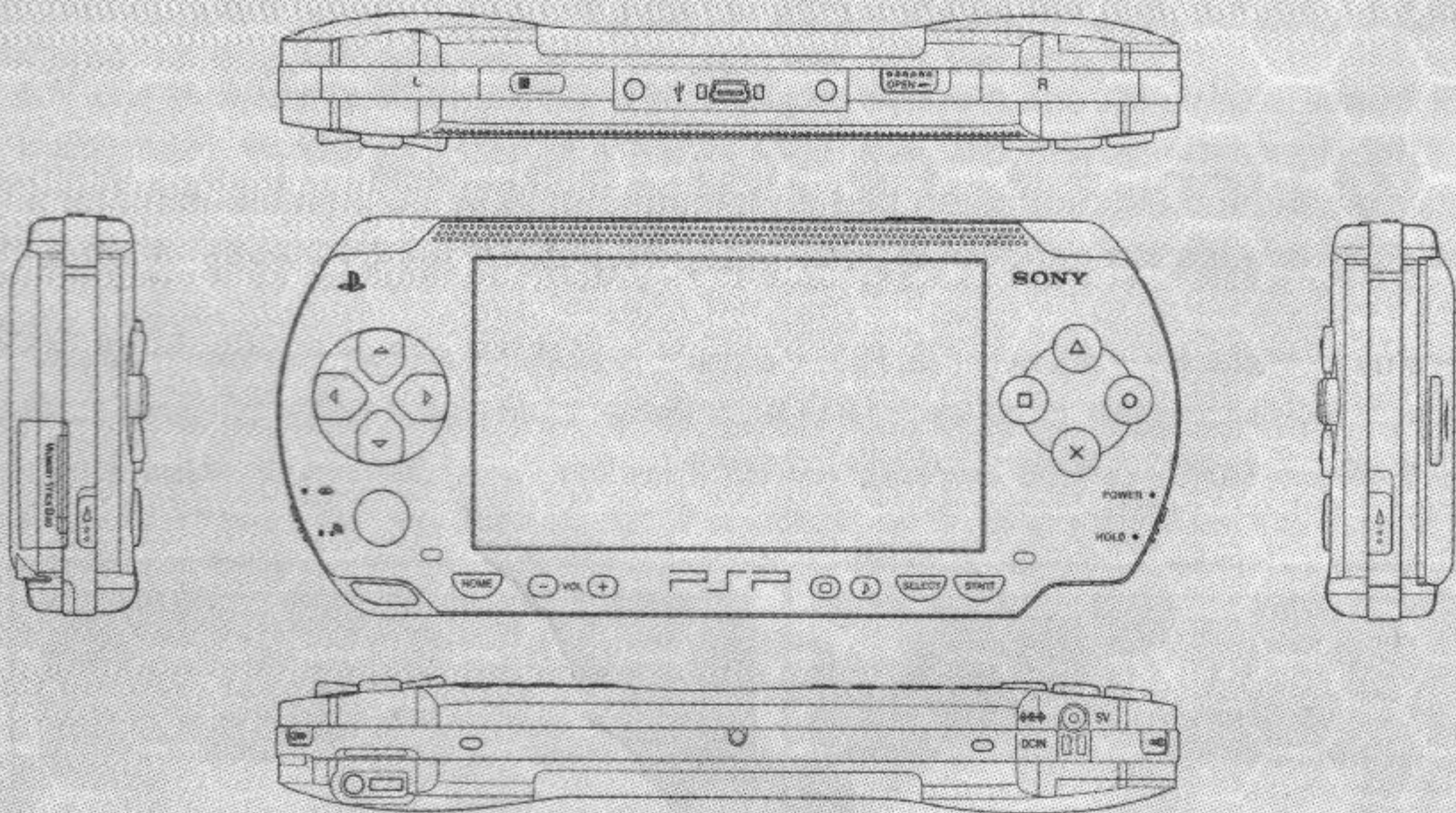
Tämä peli on luokiteltu PEGI-järjestelmällä. PEGI-merkinnät ja sisällönkuvaukset ovat nähtävillä pelin pakkauksessa (pois lukien maat, joissa laki määrää käytettäväksi toista järjestelmää). PEGI-järjestelmän ja sisällönsuodatuksen tason välinen suhde on seuraavanlainen:

LAPSILUKKOTASO	PEGI-ikämerkinnän mukainen ikäryhmä
9	18+
7	15+
5	11+
3	7+
2	3+

Asenna PSP®-järjestelmä sen käyttöohjeen kuvaamalla tavalla. Käynnistä PSP®-järjestelmä, ja sen POWER-merkkivalo muuttuu vihreäksi. Näyttöön ilmestyy Home-valikko. Avaa levyaseman kansi painamalla OPEN-salpaa. Aseta Sonic Rivals™ 2 -levy asemaan etikettipuoli kohti PSP®-järjestelmän takaosaa ja sulje levyaseman kansi huolellisesti.

Valitse Koti-valikosta -kuvake ja valitse sitten -kuvake. Näyttöön ilmestyy kuva ohjelmistosta. Valitse kuva ja paina -näppäintä käynnistääksesi sen latauksen.

HUOMAUTUS: Tässä ohjekirjassa oleva tieto on tarkistettu ennen sen painamista, mutta peliin on kuitenkin saatettu tehdä pieniä muutoksia tämän jälkeen. Kaikki ohjekirjan näyttöruutukuvat on otettu pelin englanninkielisestä versiosta. Joitain näyttöruutukuvia on saatettu ottaa keskeneräisistä kohtauksista, jotka saattavat erota lopullisista kohtauksista.



MEMORY STICK DUO™

Tallentaaksesi peliasetukset ja edistymisen aseta Memory Stick Duo™-kortti PSP®-järjestelmän Memory Stick Duo™-paikkaan. Voit ladata tallennetut pelitiedot samalta Memory Stick Duo™-kortilta tai miltä tahansa muulta Memory Stick Duo™-kortilta, jolla on aiemmin tallennettuja pelitietoja.

LANGATTOMAT (WLAN) OMINAISUUDET

Langattomia (WLAN) toimintoja tukevat ohjelmistonimikkeet mahdollistavat tietojenvaihdon muiden PSP®-järjestelmien kanssa, tietojen latauksen ja muiden käyttäjien kanssa pelaamisen langattoman lähiverkkoyhteyden (WLAN) yli.



AD HOC -TILA

Ad Hoc -tila on langaton (WLAN) ominaisuus, joka mahdollistaa kahden tai useamman yksittäisen PSP®-järjestelmän välisen suoran tiedonvaihdon.



PELINJAKO

Eräät ohjelmistonimikkeet sisältävät Pelinjako-ominaisuuden, jonka avulla käyttäjä voi jakaa tiettyjä pelin osia muille käyttäjille, joilla ei ole PSP®Game-ohjelmistoa PSP®-järjestelmässään.



INFRASTRUCTURE-TILA

Infrastructure-tila on langaton (WLAN) ominaisuus, joka mahdollistaa PSP®-järjestelmän verkkoyhteyden langattoman (WLAN) -tukiaseman kautta (laite, jota käytetään langattoman verkkoyhteyden muodostuksessa). Infrastructure-tilan käyttö vaatii erinäisiä lisähankintoja kuten Internet-yhteyssopimuksen, verkkolaitteen (esimerkiksi langaton ADSL-reititin), langattoman (WLAN) -tukiaseman ja PC-tietokoneen. Lue lisää Infrastructure-tilasta ja sen asennuksesta PSP®-järjestelmän käyttöohjeesta.

VALIKKOKOMENNOT

Valitse valikon kohta	←/→
Muuta asetusta	←/→
Vahvista / hyväksy valinta	⊗ - näppäin
Edelliselle ruudulle	⊙ - näppäin
Pysäytä / aloita peli	[START]-näppäin tai ⊗ - näppäin

RACING CONTROLS

Liikuta hahmoa	←/→
Mene matalaksi	↓ - näppäin
Hyppää	⊗ - näppäin
Homing Attack (hakeutuva hyökkäys)	⊗ - näppäin (hyppy) ja sitten ⊗ - näppäin (ilmassa)
Spin Dash (kierähdys)	⊗ - näppäin (napauta) +suuntanäppäimet ↓ pidä pohjassa) ja päästä irti
Hyökkäys	⊙ - näppäin
Käytä Power-Uppia (lisävoimaa)	⊕ - näppäin
Signature Move/ erikoisliike	⊖ - näppäin (kun Signature Meter (erikoisliikkeen mittari) on täynnä)
Air Boost (hypyn parannus)	⊗ - näppäin (kun kuvake näkyi ruudulla)
Speed Boost (nopeuden parannus)	⊙ - näppäin (kun kuvake näkyi ruudulla)
Pysäytä / aloita peli	START - näppäin

Huom: Boost (parannus) -liikkeet toimivat vain tietyissä tilanteissa ja tietyillä esineillä. Voit tehdä tehokkaimman parannusliikkeen painamalla ruudulle ilmestyvää näppäintä oikeaan aikaan.

PÄÄVALIKKO

Pääset päävalikkoon painamalla aloitusruudulla joko START - näppäintä tai ⊗ - näppäintä. Voit valita päävalikosta haluamasi vaihtoehdon painamalla suuntanäppäimiä ↑ ja ⊖ ja ja varmistaa valintasi painamalla ⊗ - näppäintä. Voit palata päävalikkoon tai edelliseen valikkoon painamalla ⊙ - näppäintä.



SINGLE PLAYER (YKSINPELI)

Valitse joku Sonic Rivals™ 2 -pelin lukuisista yksinpelimuodoista: Story (tarina), Single Event (yksittäinen tapahtuma), Cup Circuit (cup-kierros) tai Free Play (vapaa peli). Lisää tietoa löytyy kappaleesta Single Player Mode, s. tbc

MULTIPLAYER (MONINPELI)

Voit haastaa kaverisi käyttämällä PSP® -järjestelmän langattomia ominaisuuksia. Kilpaile kaveriasi vastaan joko Single Event (yksittäinen tapahtuma) -pelimuodossa, valitse joku Cup Circuit (cup-kierros) -haasteista tai jaa pelisi toisen PSP®:n omistajan kanssa Ad Hoc -tilassa. Kun kilpailu on ohitse, voit valita kohdan Card Trading (korttien vaihto) ja vaihtaa avattuja keräilykortteja kaverisi kanssa.

GAME SUMMARY (YHTEENVETO PELISTÄ)

Kilpailun jälkeen voit tarkastella Player (pelaaja)- ja Challenge (haaste) -tilastoja. Pelaajatilastoista näet nopeimman aikasi jokaisella alueella ja näytöksesi sekä edistymisesi tarinamuodossa. Haastetilastoista näet tiedot läpäisemistäsi haasteista.

CARD COLLECTION (KORTTIKOKOELMA)

Tarkastele avaamiasi, vaihtamiasi ja keräämiäsi kortteja.

OPTIONS (ASETUKSET)

Korosta joku asetuksesta analogisella sauvalla tai painamalla suuntanäppäimiä ↑ tai ↓. Vahvista valintasi painamalla × -näppäintä. Voit muuttaa/säätää asetusta painamalla suuntanäppäimiä ← ja →. Palaa päävalikkoon painamalla ○ -näppäintä.

SOUND (äänet): Muuta musiikin ja tehosteiden äänentaso.

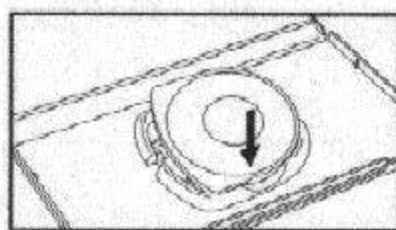
CONTROLS (komennot): Tarkastele pelin ohjaukskomentoja.

CREDITS (tekijät): Tarkastele pelin tekijäluettelo.

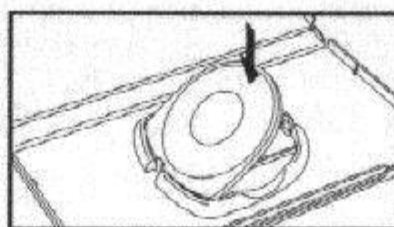
PROFILES (profiilit): Tee muutoksia pelaajaprofiiliisi.

VARNING

Skivan innehåller spelprogramvara ämnad för PSP® (PlayStation®Portable)-systemet. Försök inte att använda spelet på något annat system, eftersom det då kan ta skada. Läs PSP®-systemets instruktionsbok noggrant för att försäkra dig om att du hanterar systemet på ett korrekt sätt. Låt inte skivan ligga nära värmekällor, i direkt solljus eller i en alltför fuktig miljö. Använd inte skivor som har sprickor, skivor som på andra sätt är missformade eller skivor som har lagats med tejp eftersom det kan skada systemet.



Tryck ned ena sidan av skivan enligt bilden och dra den försiktigt uppåt för att plocka ur den. Tar du i för mycket kan utrustningen skadas.



Lägg i skivan enligt bilden och tryck lätt på den tills den är på plats med ett klick. Om skivan placeras fel kan utrustningen skadas.

HÄLSOVARNING

Spela alltid på ställen där det finns en bra belysning. Gör regelbundna pauser (en kvart varje timme) i spelandet. Undvik att spela när du är trött eller lider av sömnbrist. Vissa personer som är känsliga för blinkande eller flimrande ljus eller geometriska former och mönster kan lida av odiagnostiserad epilepsi och få epileptiska anfall när de tittar på tv eller spelar videospel. Om du är epileptiker bör du alltid rådfråga läkare innan du spelar videospel. Du bör även genast kontakta en läkare om du upplever något av följande symptom när du spelar: yrsel, synrubbingar, muskelryckningar, andra ofrivilliga rörelser, frånvaroattacker, svimningar, känsla av förvirring och/eller kramper.

PIRATKOPIERING

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Om du har kännedom om piratkopierade alster eller metoder som används för att sätta våra skyddsmekanismer ur spel, ber vi dig skicka ett e-brev till anti_piracy@eu.playstation.com eller Svenska Antipiratbyrån på tipstelefon +46 8 545 475 54.

ÅLDERSGRÄNSSYSTEMET PEGI (PAN EUROPEAN GAMES INFORMATION)

Åldersgränssystemet PEGI har som syfte att skydda minderåriga från spel som inte är lämpliga för deras åldersgrupp. Observera att det inte säger något om spelets svårighetsgrad.

PEGI består av två klassificeringar som hjälper föräldrar och andra som köper spel till barn att göra ett bra val som passar spelarens ålder. Den första delen är en serie åldersgränser:



Den andra delen består av symboler som beskriver spelets innehåll. Beroende på spelet kan antalet ikoner variera. Åldersgränsen ger en fingervisning om hur grovt innehållet är. Dessa symboler är:



VÅLDSAMT
INNEHÅLL



GROVT SPRÅK



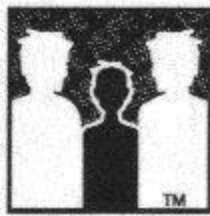
SKRÄMMANDE
INNEHÅLL



SEXUELLT
INNEHÅLL



DROGRELATERAT
INNEHÅLL



DISKRIMINERANDE
INNEHÅLL

För att få mer information, besök <http://www.pegi.info>

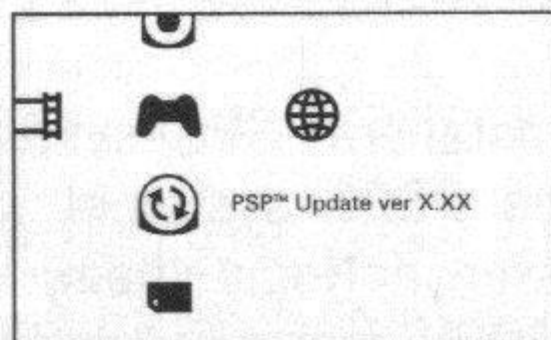
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UPPDATERINGAR AV SYSTEMMJUKVARA

Detta PSP® (PlayStation®Portable) Game innehåller data för uppdatering av PSP®-systemets mjukvara. Du måste göra en uppdatering om ett uppdateringsmeddelande visas på skärmen när spelet startas.

Göra en uppdatering av systemmjukvara

Uppdateringsdata visas med den här ikonen på huvudmenyn.



Uppdatera PSP®-systemets mjukvara genom att följa anvisningarna på skärmen. Kontrollera versionsnumret för aktuella uppdateringsdata innan du börjar uppdatera.

- Koppla inte från AC-adaptorn under uppdatering.
- Stäng inte av strömmen eller ta ut PSP®Game under uppdatering.
- Avbryt inte uppdateringen innan den är klar eftersom det kan skada PSP®-systemet.

Kontrollera att uppdateringen har gjorts

Välj Settings (Inställningar) på huvudmenyn och sedan alternativet System Settings (Systeminställningar). Välj System Information (Systeminformation). Om versionsnumret för System Software (Systemmjukvara) som visas på skärmen överensstämmer med versionsnumret för uppdateringsdata har uppdateringen lyckats.

Information om uppdateringar av systemmjukvara för PSP®-systemet finns på följande webbplats: yourpsp.com

SPÄRRNIVÅ




Denna mjukvara av typen PSP®Game har en förinställd spärrnivå som är grundad på dess innehåll. Du kan själv ställa in spärrnivån på PSP®-systemet för att förhindra att mjukvara av typen PSP®Game med en högre spärrnivå kan spelas på PSP®-systemet.

Det här spelet är klassificerat enligt PEGI-systemet. PEGI-nivån och en beskrivning av innehållet finns på spelets förpackning. (Om den lokala lagstiftningen inte påbjuder ett annat klassificeringssystem). Förhållandet mellan PEGI-systemet och PSP®-systemets barnspärr är som följer:

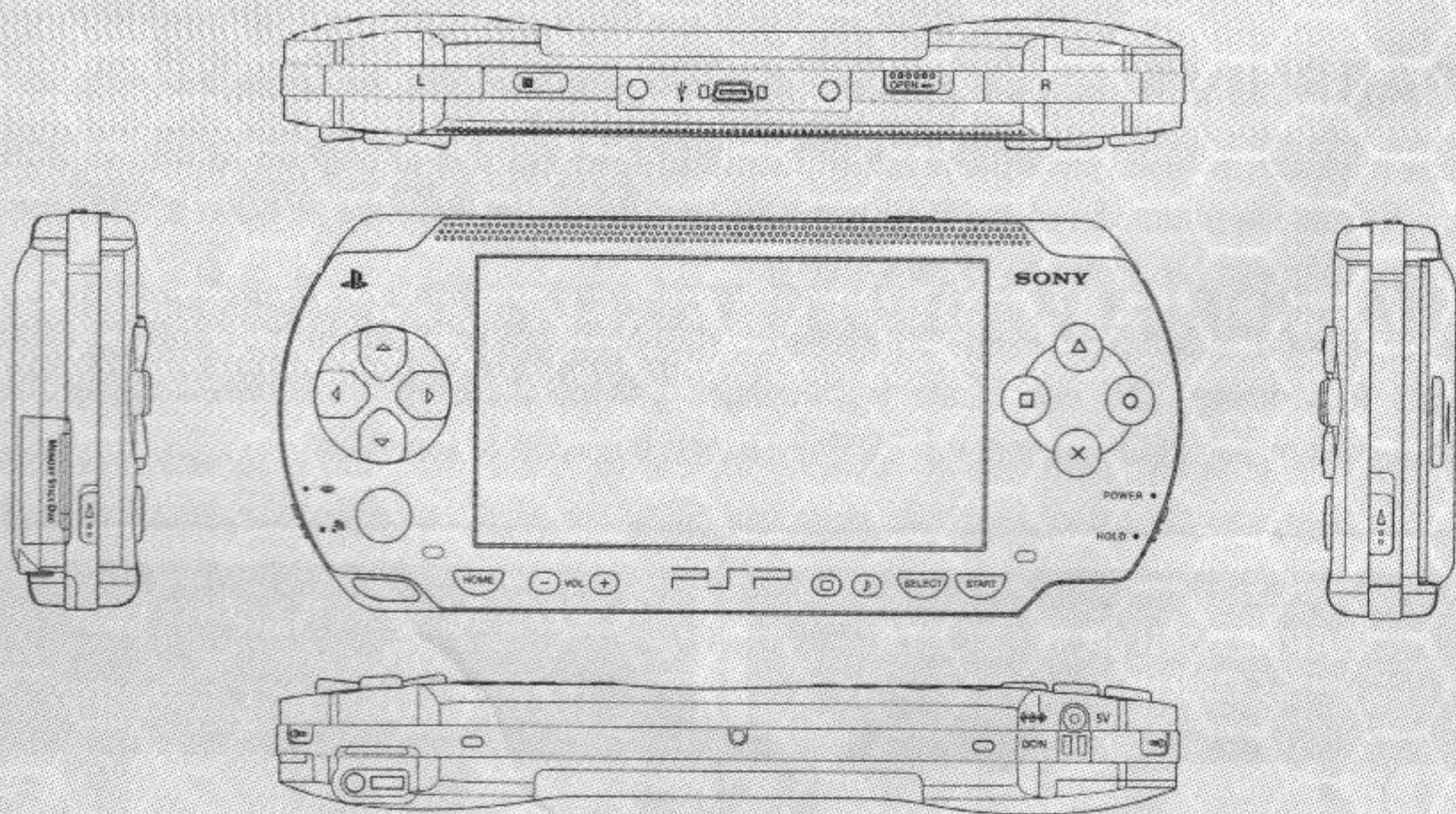
BARNLÅSNIVÅ (PARENTAL CONTROL LEVEL)	PEGI-KLASSIFICERING FÖR ÅLDERSGRUPP (PEGI RATING AGE GROUP)
9	18+
7	16+
5	12+
3	7+
2	3+

INSTALLATION

Installera PSP®-systemet enligt anvisningarna i instruktionsboken. Slå på PSP®-systemet så att POWER-indikatorn (ström) lyser grönt. Menyn Home (hem) visas. Öppna skivluckan genom att trycka på OPEN-spärren (öppna). Sätt in skivan Sonic Rivals™ 2 med etikettsidan vänd mot baksidan av PSP®-systemet och stäng sedan skivluckan ordentligt.

Välj ikonen  från huvudmenyn och välj sedan . En bild av mjukvaran visas nu. Välj bilden och tryck på -knappen för att ladda spelet.

OBS! Informationen i den här manualen var korrekt när den gick till tryck, men små förändringar kan ha gjorts i ett sent skede av produktutvecklingen. Alla skärmbilder i den här manualen kommer från den engelska versionen och det är inte säkert att samtliga ser ut som i den slutgiltiga produkten.



MEMORY STICK DUO™

Om du vill spara spelinställningar och -framsteg sätter du in ett Memory Stick Duo™ i Memory Stick Duo™-facket i PSP®-enheten. Du kan hämta sparade speldata från samma Memory Stick Duo™ eller något annat Memory Stick Duo™ som innehåller sparade data.

TRÅDLÖSA FUNKTIONER (WLAN)

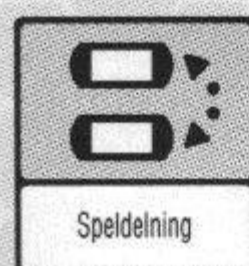
TRÅDLÖSA FUNKTIONER (WLAN)

Mjukvara med stöd för trådlösa funktioner (WLAN) låter dig kommunicera med andra PSP®-system, ladda ned data och tävla mot andra spelare via en anslutning till ett trådlöst lokalt nätverk (WLAN).



AD HOC-LÄGE

Ad hoc-läget är en trådlös funktion som låter två eller fler PSP®-system kommunicera direkt med varandra.



SPELDELNING

En del programvarutitlar har en funktion för speldelning, vilket låter användaren dela med sig av en del funktioner i spelet med andra användare som inte själva har denna mjukvara av typen PSP®Game i sina PSP®-system



INFRASTRUKTURLÄGE

Infrastrukturläget är en trådlös funktion för att koppla upp PSP®-systemet till ett nätverk via en anslutningspunkt för WLAN (ett verktyg för att ansluta till ett trådlöst nätverk). För att kunna använda sig av funktionerna i infrastrukturläget krävs ytterligare ett antal saker, som ett Internetabonnemang, nätverksutrustning (t. ex. en trådlös ADSL-router), en anslutningspunkt för WLAN och en PC. För mer information och inställningshandledning hänvisar vi till PSP®-systemets instruktionsbok.

MENYKONTROLLER

Välj menyalternativ	←/→
Byt inställning	←/→
Bekräfta / Acceptera val	⊗ - knapp
Föregående meny	⊙ - knapp
Pausa / Starta spel	START knapp eller ⊗ - knapp

RACINGKONTROLLER

Förflytta karaktär	←/→
Ducka	↓ - knapp
Hoppa	⊗ - knapp
Målsökningsattack	⊗ - knapp (för att hoppa) sedan ⊗ - knapp (i luften)
Snurrattack	⊗ - knapp (tryck snabbt) + riktningsknapp ↓ (håll ned) släpp sedan
Attack	⊙ - knapp
Använda power-up	△ - knapp
Signaturrelse	▣ - knapp (när Signaturmätaren är full)
Fartökning i luften	⊗ - knapp (när ikon visas på skärmen)
Fartökning	⊙ - knapp (när ikon visas på skärmen)
Pausa / Starta spel	START - knapp

Obs! Fartökningar är sambandskänsliga manövrer från bestämda objekt. För att få en fartökning måste du trycka på motsvarande knapp som visas på skärmen.

HUVUDMENY

Tryck på START - knappen eller ⊗ - knappen på titelsidan för att komma till huvudmenyn. På huvudmenyn använder du analog spak eller riktningsknapp ↑ och ↓ för att markera ett val och sedan ⊗ - knappen för att bekräfta ditt val. Om du vill återvända till huvudmenyn eller för att visa ytterligare alternativ, tryck på ⊙ - knappen.



SINGLE PLAYER (En spelare)

Välj mellan ett flertal olika Sonic Rivals™ 2-lägen för en spelare: Story, Single Event, Cup Circuit och Free Play. För mer information, se Single Player Mode, sidan tbc.

MULTIPLAYER

Utmana dina vänner och rivaler med hjälp av PSP®-systemets trådlösa funktioner. Duellera mot din bästa kompis via Ad Hoc-läget för Single Event (Enstaka tävling), välj mellan ett antal Cup Circuit (Cupbanor) eller dela ditt spel med andra PSP®-innehavare. När du kört klart, välj Card Trading (Kortbyte) för att byta upplåsta Trading Cards (Byteskort).







GAME SUMMARY (Sammanfattning)

När du kört klart ett race kan du visa statistik för Player (Spelare) och Challenge (Utmaning). Player Stats (Spelarstatistik) inkluderar din snabbaste tid i varje Zone och Act, liksom dina framsteg i Story-läget. Challenge Summary (Utmaningssummering) inkluderar statistik för alla gjorda spelutmaningar.

CARD COLLECTION (Kortsamling)

Visa de Trading Cards (Byteskort) du låst upp, bytt och samlat på dig.

OPTIONS (Alternativ)

Använd den analoga spaken eller riktningsknapp  och  för att markera ett alternativ och tryck sedan på  - knappen för att bekräfta ditt val. Du kan också använda riktningsknapp  och  för att bläddra mellan/justera alternativen. Tryck på  - knappen för att återvända till huvudmenyn.

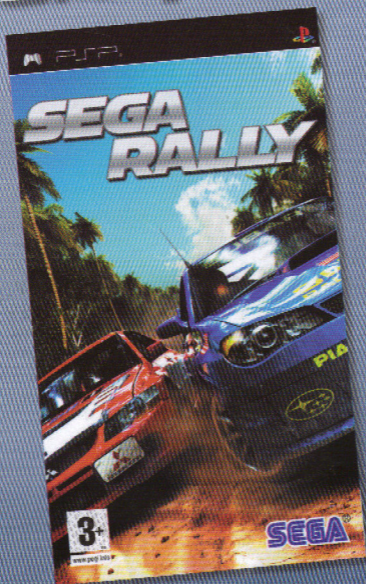
SOUND (Ljud): Justera volymnivåer för musik och ljudeffekter.

CONTROLS (Kontroller): Visa spelets kontroller.

CREDITS (Medverkande): Visa vilka som gjort spelet.

PROFILES (Profiler): Hantera din spelarprofil.

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