

SONIC RIVALS



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.

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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



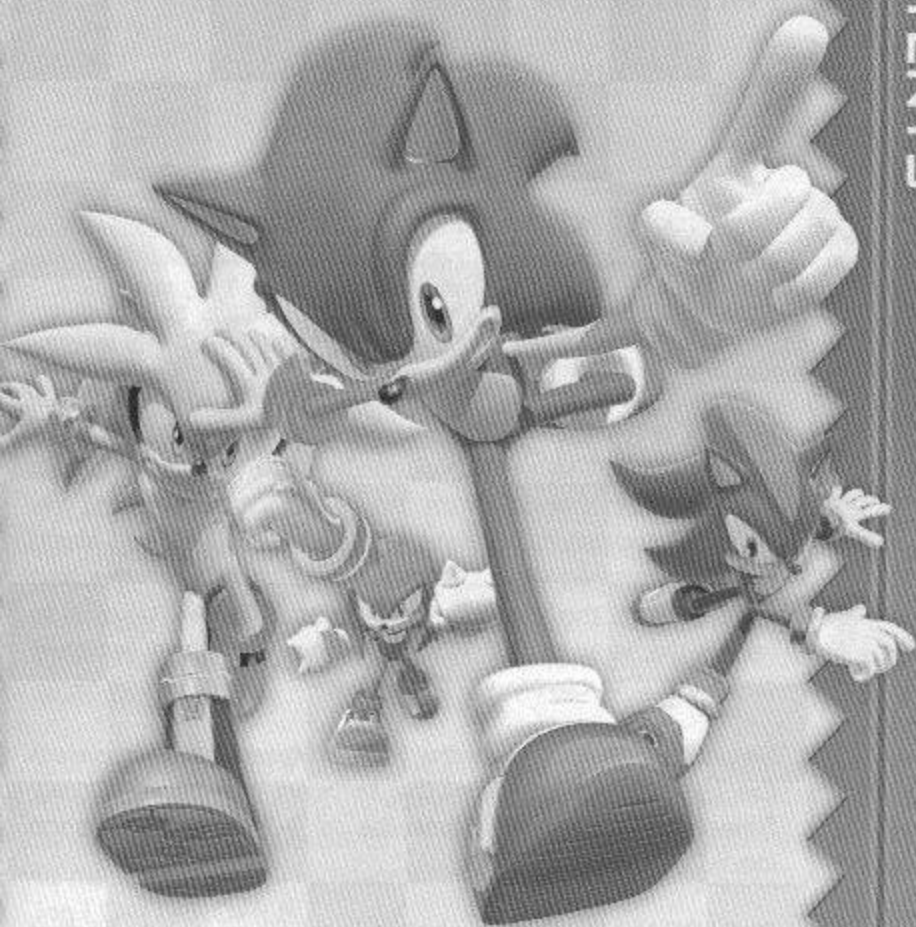
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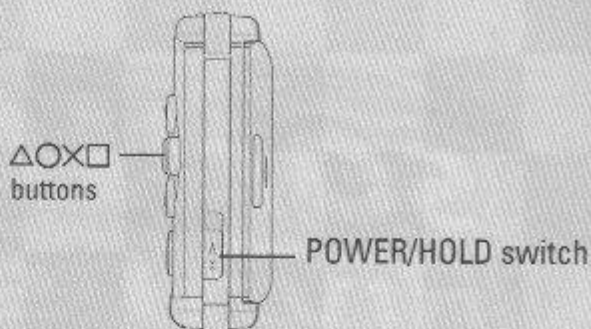
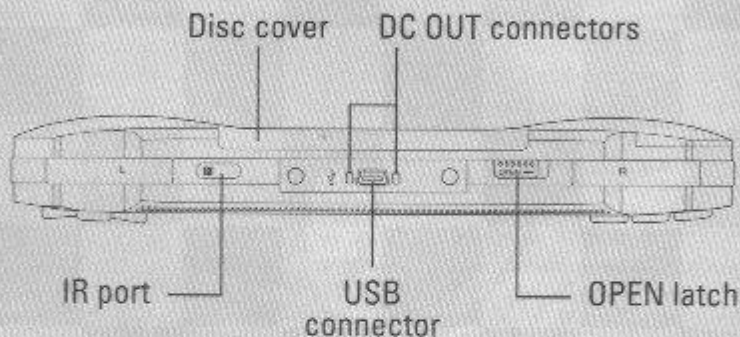
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

SONIC RIVALS



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RIGHT SIDE VIEW**FRONT VIEW****SETTING UP**

Set up the PSP® system according to the instructions in its instruction manual. Turn the PSP® system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the *Sonic™ Rivals* disc with the label side facing the rear of the PSP® system and then securely close the disc cover.

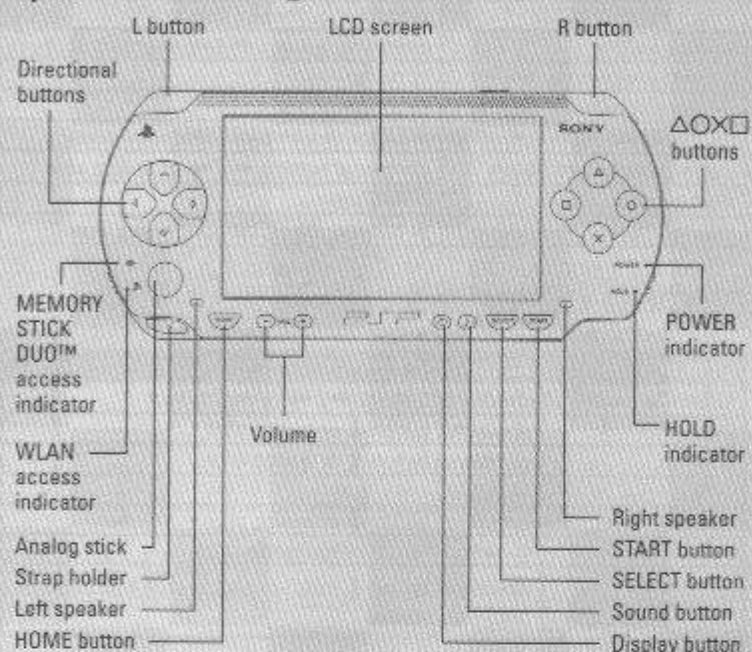
Select the  icon from the Home Menu and then select the  icon. An image of the software will be displayed. Select the image and press the  button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP® system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

PSP® (PlayStation®Portable) system configuration



saving profiles and settings

Your profile and settings are automatically saved after changing settings and options and when you return to the Main Menu.

Auto save

As you progress, a message will appear on screen indicating your profile and settings are being saved. While this message is on screen, DO NOT remove the Memory Stick Duo™ or Memory Stick PRO Duo™ or turn off the PSP® System.

Loading saved game settings

Your saved game settings will automatically be loaded when first booting up *Sonic™ Rivals*. You can also choose to manually load saved data at the Profiles Menu by selecting LOAD PROFILE.

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* supports Ad Hoc Mode. Please see the Multiplayer section of this manual for further details.

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

menu controls

Control	Action
Select Menu Item	directional buttons or analog stick
Change setting	directional buttons ◀ / ▶ or analog stick
Confirm / Accept selection	⊗ button
Previous screen	⊙ button
Card collection summary	⊕ button (within card collection menu)
Cycle through Card Pages	directional buttons ◀ / ▶ or analog stick
Start game	START
Change Outfit	⊕ button (at the Character Select Screen)

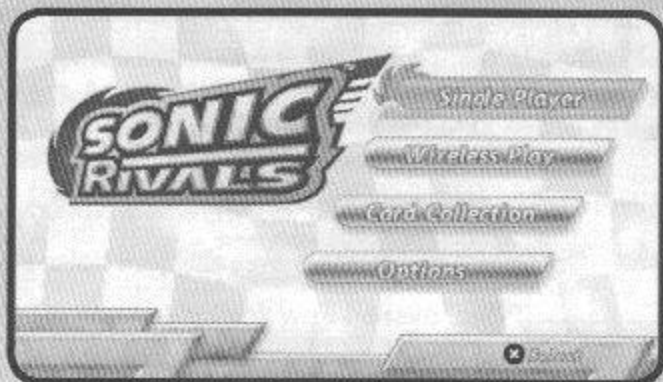
racing controls

Control	Action
Move Character	directional buttons ◀ / ▶ or analog stick
Duck	directional button ↓ or analog stick
Look up	directional button ↑ or analog stick
Jump	⊗ button
Jump off Grind	directional button ↓ or analog stick + ⊗ button
Homing Attack	⊗ button then ⊗ button (while in air.)
Spin Dash	directional button ↓ (hold) or analog stick + ⊗ button (tap) then release
Attack	⊙ button
Use Power-Up	⊕ button
Air Boost	⊗ button (when icon appears on-screen)
Speed Boost	⊙ button (when icon appears on-screen)
Start game	START

Note: Boost moves are context-sensitive maneuvers off of specific Boost props. To activate the most effective Boost move, you must press the corresponding button that appears on-screen. For more information on Boosting, see Boosts, pg. 16.

MAIN MENU

Press **START** or **X** at the Title Screen to go to the Main Menu. At the Main Menu, use the directional buttons **↑** and **↓** to highlight a selection and press the **X** button to confirm your choice.



single player

Choose from a variety of *Sonic™ Rivals* single-player game modes: Story, Challenge, and Cup Circuit. For more information, see Single Player Mode, pg. 11.

wireless play

Challenge your friends and rivals using the PSP® system's wireless capabilities. Go head-to-head against your buddy through Ad Hoc Mode for a single race or select from a series of Cup Circuit challenges. When you're done racing, select Card Trade to swap unlocked Trading Cards. For more information, see Wireless Play, pg. 12.

card collection

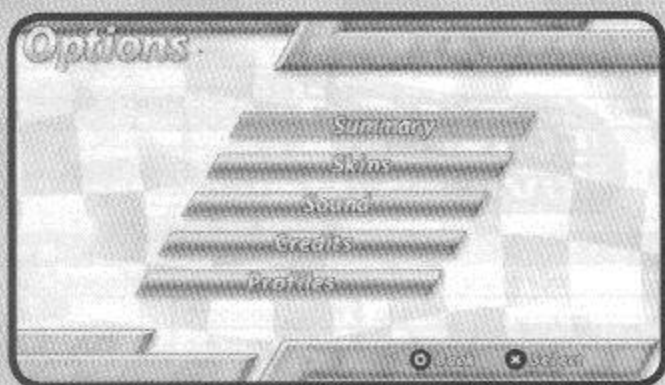
View the Trading Cards you've unlocked, traded and collected. For more information, see Card Collection, pg. 17.

options

Change various game settings.

options

Use the directional buttons **↑** and **↓** to highlight an option and press **X** to confirm your choice, or press the directional buttons **←** and **→** to toggle / adjust the choices. Press the **○** button to return to the Main Menu.



summary

View the current progress and statistics for your saved progress, including high score, best times, Cards won and more.

skins

Select an unlocked Skin for your Main Menu.

sound

Adjust the Music and SFX volume levels.

credits

View the game's credits.

profiles

Manage your player Profile.

Control	Action
New Profile	Create a new Profile.
Load Profile	Manually load your Profile.
Save Profile	Manually save your Profile.
Delete Profile	Delete your Profile and create a new one.
Autosave	Toggle the Auto Save feature ON/OFF.

Note: Once a Profile has been deleted it is lost and can no longer be recovered.

delete data

Permanently delete your save data.

Note: Once your save data has been deleted it is lost and can no longer be recovered.

A mysterious land mass called "Onyx Island" suddenly appears in the south seas as if out of nowhere... The super-fast blue hedgehog, Sonic, and his best buddy Tails head off to search for clues as to what might have transpired.

"This has gotta be another one of Eggman's schemes!"

Sonic's hunch proves to be correct. As soon as they arrive at the island, they spot Dr. Eggman already waiting for them. As Sonic confronts Eggman, he triumphantly holds up a card. Sonic and Tails are shocked to see that the card bears a picture of their friend, Amy Rose.

"Do you know what this is, Sonic?"

"I've sealed that little brat away inside this card!"

"Ha! Do you really think we'll believe that?"

While Sonic simply brushes off Eggman's supposedly ridiculous story, the more scientifically-minded Tails takes things more seriously.

"It might not be all that easy to believe, but it could be possible for matter to be broken down at the atomic level and stored as digital card media..."

As Tails' quavering voice reaches Sonic's ears, there is a sudden blinding flash, and when it fades, Tails is gone. In Eggman's hand is a new card bearing Tails' image. Sonic stares in panicked disbelief. Then, who should appear but Knuckles, Sonic's more "physically assertive" friend.

"Eggman! You're behind the disappearance of the Master Emerald, aren't you?!" Knuckles says.

"Indeed!"

Eggman smiles, drawing from his bag another card, emblazoned with the Master Emerald.

"Soon, everything in this world will be nothing more than another entry in my lovely card collection! If you think you can take your precious things back, then just you try it! Ha ha ha ha ha!"

After issuing his challenge, Eggman takes off and flies away.

Sonic and Knuckles vow to take him up on that challenge in order to take back what is in those cards.

"Sorry, Sonic, but this concerns the Master Emerald. This time, I'M going in first!"

"Okay, Knuckles! Let's just see which one of us gets there first!"

At the same time, the mysterious black hedgehog, Shadow, arrives on Onyx Island, along with Silver, a guardian from the future, both seeking Eggman's cards.

Who will be the one to get the cards back from Eggman first? What is Eggman's true purpose in baiting these four to compete?

SONIC



Knuckles

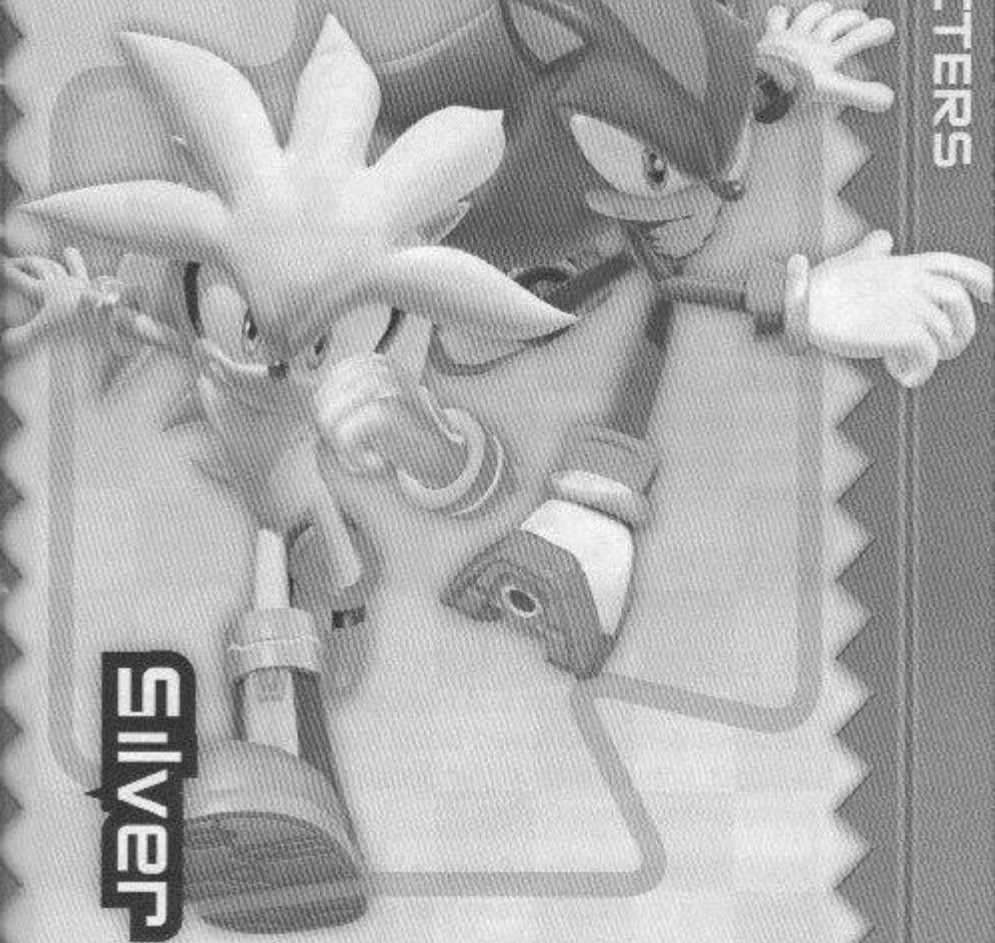
Sonic the Hedgehog

This hedgehog is the fastest living being in the universe. He's defeated Dr. Eggman to save the world numerous times, but this time he's discovered that his best friends, Tails and Amy, have been mysteriously turned into Cards. Now it's a race to take down the nefarious Dr. Eggman once and for all and free his friends!

Knuckles the Echidna

The guardian of the Master Emerald, Knuckles is as tough as they come. Unfortunately, the Master Emerald has been stolen right out from under his nose and turned into a Card by Dr. Eggman. Now this renowned echidna must race to find the Master Emerald and take down the evil mastermind behind this insidious plot.

Shadow



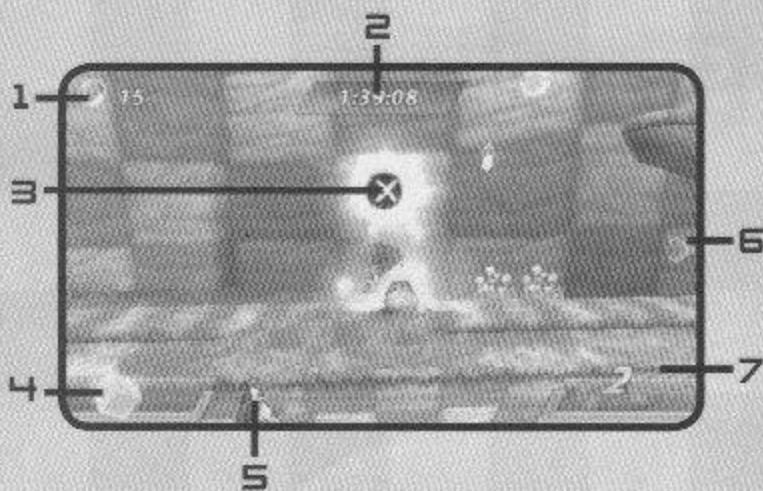
Silver

Shadow the Hedgehog

Shadow was created as the ultimate life form by Professor Gerald Robotnik, the greatest scientific genius of his time. Possessing the power to use the Chaos Emeralds to perform "Chaos Control," he has the ability to manipulate time and space. Summoned by Dr. Eggman via a cryptic transmission asking for his aid, Shadow encounters something strange and now it's a race to find Eggman and uncover the truth!

Silver the Hedgehog

A mysterious young silver hedgehog, Silver is equipped with psychic powers that allow him to propel items through the air with the power of his mind! The only thing Silver really knows is that he is searching for someone... but for whom, and more importantly, why? Shrouded in mystery, Silver begins to chase after Dr. Eggman to find the clues that will unlock his quest.



1. RINGS

Indicates the number of Rings you've collected. Collecting Rings increases your score and also prevents you from having to respawn when you are injured. For more information, see Rings, pg. 15.

2. TIME

Your current race time.

3. BOOST OPPORTUNITY

Environmental objects that allow you to perform context-sensitive aerial and speed Boost maneuvers. To activate a Boost, press either \otimes (Air Boost) or \odot (Speed Boost) while on the Boost Object.

Note: Sometimes one Boost is better than the other — look for icons on screen that give you tips!

4. POWER-UP

Pick up and use Power-Ups to gain the upper hand. For more information, see Power-Ups, pg. 17.

5. DISTANCE METER

This displays the distance and proximity between you and your rival racer, as well as the proximity to the finish line.

6. RIVAL ARROW

If your rival is off-screen, the Rival Arrow appears to show you his general direction and location.

7. POSITION

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

single-Player

Choose from Story, Challenge and Cup Circuit Modes.

story

In Story Mode, choose a favorite *Sonic™ Rivals* character and race through the adventure to find out why Sonic, Knuckles, Shadow, and Silver are racing against each other to get at Dr. Eggman.



challenge

In Challenge Mode, choose a character, rival and stage, then compete in a single race while attempting to complete specific challenges to unlock rewards.



Note: Challenges differ depending on the Difficulty Level selected.

cup circuit

Select a Cup and compete in a series of races consisting of best two out of three tracks to see who is the fastest racer. In order to successfully complete a circuit, you must win more races than your rival.



wireless play

Play against a friend using the PSP® system's wireless capabilities. Connect to a nearby friend through Ad Hoc Mode and choose from Single, Cup Circuit, and Card Trade Modes.

Note: When attempting to connect wirelessly to another PSP® system, you can press \odot to cancel the connection and return to the Multiplayer Menu.



JOINING a GAME

To join a game, press the directional buttons \uparrow and \downarrow to select a game in progress from the game host window on the right side of the screen and press \otimes to confirm your choice. Once you've chosen a game to join, select your character and outfit, then wager a Card (if this option was chosen by the Host). The race will then begin.

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.



creating a game

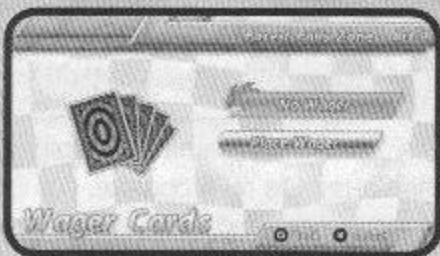
To create and host a game, select **CREATE** and then choose a **Wireless Play** option (Single Race, Cup Circuit and Card Trade). Next,



use the directional buttons to select a character, outfit (optional), and Stage / Cup, then choose whether or not you want to wager Cards. When you're ready, press **X** to search for other nearby players. Once a player has joined your game, press **X** to start the race.

WAGER CARDS

In **Wireless Play** Mode, you can choose to wager your unlocked Cards against your opponent for a chance to win his cards. The host can set this



option when creating a game. When a wager is placed, if you win the race, you get to keep the Card the other player has wagered. If you lose, your opponent gets to keep yours!

card trade

Trade your unlocked Cards with your friends via the PSP® system's Ad Hoc Mode.



For more information, see **Card Collection**, pg. 17.

zones and acts

In typical *Sonic The Hedgehog* fashion, *Sonic™ Rivals'* stages are played out in Zones and Acts. There are a total of six Zones, with three Acts for each Zone*.



Forest Falls: Don't let the lush scenery, grassy platforms, and cascading waterfalls fool you. Forest Falls is brimming with danger, including steep drop offs, large loops, and plenty of Eggman's robot minions.

Colosseum Highway: Amid the majestic columns and pillars this perilous track is littered with pitfalls, traps, and steep hills. Twisting corkscrews and Boost hoops provide a non-stop white-knuckle experience.

Sky Park: This theme park gone wild is comprised of a thrill-a-minute rollercoaster, complete with twists, turns, loops, drops, and even stuffed teddy bears designed to slow your racer down. Use springs, dash panels, and the strongman platform to propel your character through the atmosphere while staying one speed boost ahead of the competition.

Crystal Mountain: Icy crystals, snow banks, slippery tracks, and freezing waters comprise this winter wonderland. If the blizzards don't slow your racer down, the brittle ice barriers will. Make sure to hop in the bobsled to barrel down the track at death defying speeds.

Death Yard: Death Yard is a dry, deserted wasteland filled with razor sharp spike beds, corkscrews, gaping pits, and Boost hoops that must be navigated correctly to stay in the game. These tracks have so many dips, twists, turns, and loops, that dizzy doesn't even begin to describe what your racer will be feeling when he reaches the finish line.

Meteor Base: Not much is known about Dr. Eggman's top-secret base hidden deep within a meteor shower, but you can bet it's filled with hot, bubbling molten lava and some of Eggman's fiercest robot goons.

* Except for Zone 3.

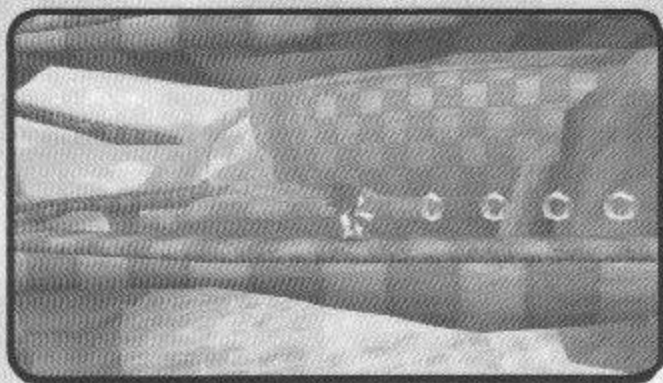
attack

Sometimes Boosting isn't enough to stay in front of your rival. When push comes to shove, engage in some old fashioned attacking! Attacking will temporarily knock your opponent to the ground or stun them, causing them to lose Rings while allowing you to get ahead or jump to new heights. To attack, get right behind your rival and press **○** for a shove, or jump above them by pressing **×**, and then press **×** again for a leapfrog!



rings



Although finishing first is the ultimate goal in *Sonic™ Rivals*, making sure you have at least one ring is critical to staying alive and avoiding respawn delays. A large collection of Rings provides score bonuses and special awards.





boosts

Boosting can give you extra speed, distance, and/or air by interacting with special environmental objects — such as logs, rocks, poles, and more — and allow you to gain the upper hand on your rival. Oftentimes, correctly performing a Boost leads to special Power-Ups or shortcuts. When a Boost opportunity presents itself, a context-sensitive button icon will appear over the environmental object. In order to successfully pull off a Boost maneuver, you must quickly press a Boost button before the opportunity is lost. There are two types of Boosts: Air and Speed, and the context-sensitive button will help tell you which is the best one to use.

Note: You are not required to match the context-sensitive button displayed for each Boost — it just gives tips!

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



Speed Boost: When the  button icon appears over an object, pressing  at the precise time allows your character to horizontally Boost along the track for a temporary burst of speed. Speed Boosts can give you the chance to pass, stay ahead, or catch up to your rival.



Note: Some Boosts opportunities will have a "?" icon over them. When this icon appears, you can choose either Boost without worry.

bosses

After every two Acts*, Sonic and his rivals will have to face one of Eggman's mechanical bosses. To fell these huge beasts, you must locate their weak spots and attack them multiple times. Of course, your rival will be attempting the same thing. The character to get the predetermined number of hits first, wins!



* Except for Zone 3.

power-ups

Pick up Power-Ups as you speed across the track and use them to temporarily stop your rival in his tracks. Power-Ups can be found 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. Offensive Power-Ups are generally used as projectile weapons that shoot down the track until they hit your rival or an obstruction. Defensive Power-Ups are generally used as dropped weapons that sit on the track until your rival runs into them.

Power-up	Offensive Effect	Defensive Effect	Zones
Fire	Rolling Fireball	Fire Shield	All
Ice	Snow Blast	Ice Cube	All
Mine	Floating Homing Mine	Stationary Mine	3+
Lightning	Electric Shock	Decoy Zapper Rings	2+
Wind	Shoot Tornado	Drop Tornado	3+
Ring Magnet	Ring Magnet	Ring Magnet	3+
Star*	Signature Move	Signature Move	All

Each racer also has a Signature Move Power-Up, which is represented by a Star icon. Sonic has "Sonic Boom," Knuckles has "Hammer Punch," Shadow has "Chaos Control" and Silver has "Psychic Control."

card collection

Collect Trading Cards by winning races, getting high scores and trading/wagering them against your friends via the PSP® system's 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 ← and → to cycle through the Card categories and press X to select a category. Once a category has been selected, use the analog stick or directional buttons ← and → to cycle through the cards and view them. Pressing △ will pull up a Summary Window, which displays a breakdown of the Cards you've already collected. Press ○ to exit and return to the previous menu.

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