

SONIC & SEGA ALL-STARS RACING

TM



SEGA®

PRECAUTIONS

• This disc contains software for the PlayStation®3 system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®3 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®3. • Read the PlayStation®3 system Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®3 system always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. 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: 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. For further information visit www.pegi.info.

Comprising three 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 part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:



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SYSTEM SOFTWARE UPDATES

For details about how to perform System Software updates for the PlayStation®3 system, visit eu.playstation.com or refer to the PS3™ system's Quick Reference document.



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This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PlayStation®3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system Instruction Manual.

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

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BLES-00750

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Thank you for purchasing *Sonic & SEGA All-Stars Racing*™. Please note that this software is designed for use with the PlayStation®3 system. Be sure to read this software manual thoroughly before you start playing.



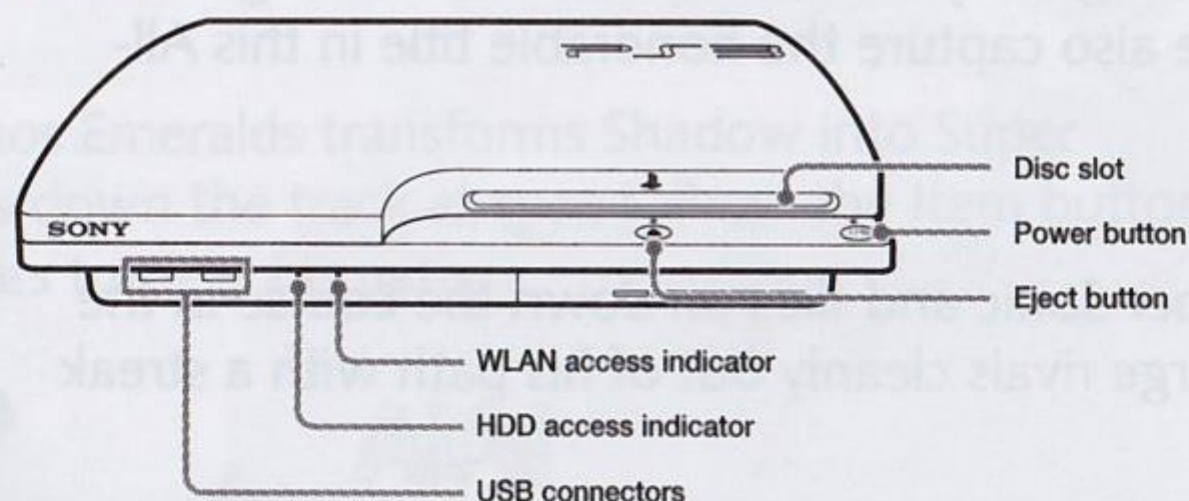
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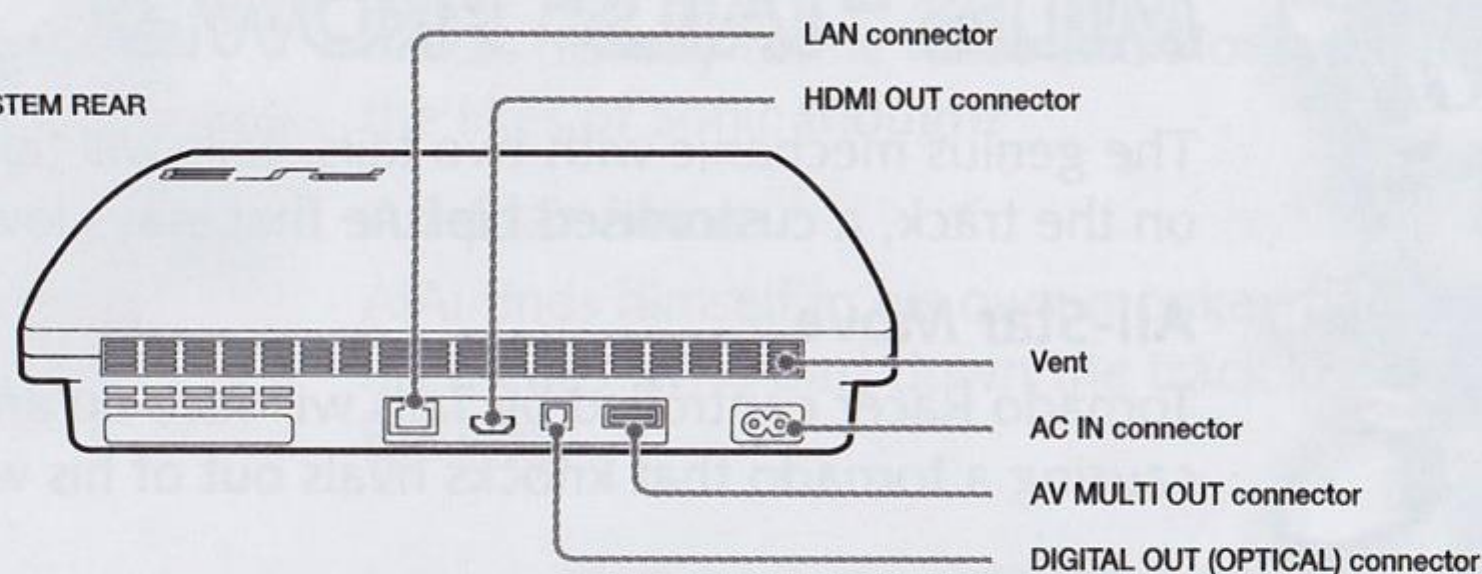
This manual was created while the game was in production, so some screenshots may differ slightly from what you see on screen.

GETTING STARTED

SYSTEM FRONT





SYSTEM REAR



Please note: Illustration may not match all PlayStation®3 system types. For owners of system model numbers 'CECHC02, CECHC03, CECHC08', please refer to the setup instructions supplied with your system.

SETTING UP

Set up the PlayStation®3 system according to the instructions in its instruction manual. At start-up, the power indicator will glow red to indicate that the PlayStation®3 system is in Standby Mode. Press the power button and the power indicator light will turn green.

Insert the *Sonic & SEGA All-Stars Racing™* disc into the disc slot with the label side facing upwards. Select the  icon from the Home Menu. A thumbnail image of the software will be displayed. Press the  button to commence loading. Do not insert or remove accessories once the power is turned on.

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.

Note: To use the controller, you must first register or "pair" the controller with the PlayStation®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system. Select your desired language via the System Home Menu.

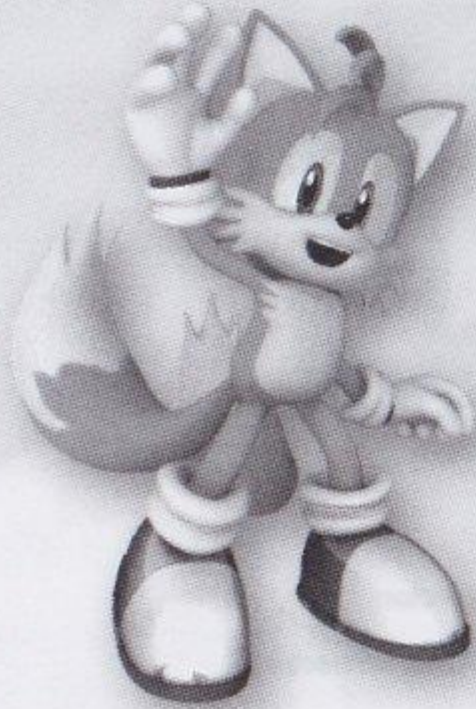
RACER PROFILES

SONIC THE HEDGEHOG

The world's fastest hedgehog will join the race intent on taking the number one spot. Can he also capture the honorable title in this All-Stars racing event?

All-Star Move

Sonic transforms into Super Sonic and flies on down the course in the speed of light. He will barge rivals cleanly out of his path with a streak of golden energy.



MILES "TAILS" PROWER

The genius mechanic with two tails. Tails will take his Tornado Racer on the track, a customised biplane that stays low to the ground.

All-Star Move

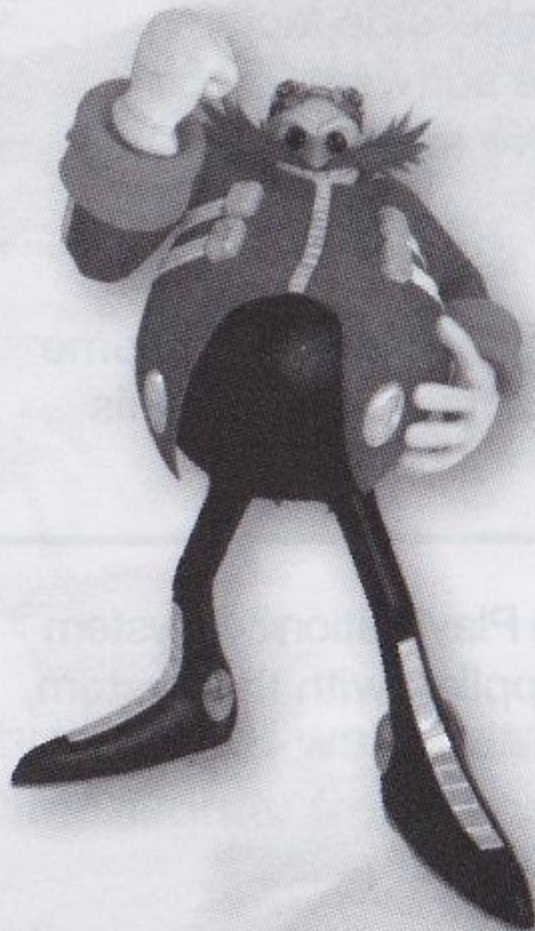
Tornado Racer controlled by Tails will face up and perform a spin, causing a tornado that knocks rivals out of his way.

AMY ROSE

An upbeat girl, always hot on Sonic's heels. Will she be fast enough to catch up with him on the racetrack though?

All-Star Move

Amy gets out her Piko Piko Hammer and launches down the track at high speed. Press the Item button to swing the Piko Piko Hammer at rivals as you pass them.



DR. EGGMAN

An evil scientific genius plays the role of a persistent maniacal villain, always foiled by Sonic. Riding on the Egg Monster, he is determined as ever to defeat Sonic and to settle the score.

All-Star Move

The Egg Monster transforms into offensive mode and takes off, and launches a series of rockets to wipe out rivals in his path.

SHADOW THE HEDGEHOG

Created in secret to be the ultimate life form, and was actually created by Professor Gerald. He can easily rival Sonic's abilities in terms of both speed and power.

All-Star Move

The power of Chaos Emeralds transforms Shadow into Super Shadow as he flies down the track at speed. Press the Item button to fire Chaos Spears to clear his path.



AI AI

Taking a break from his usual banana munching, AiAi makes his way to the racetrack. How will he fair against the likes of Sonic though?

All-Star Move

AiAi finds himself in his own monkey ball together with his friends, who dart down the track knocking rivals out of the way.

BILLY HATCHER

After saving Morningland from the evil crows, all Billy has to prove now is his prowess behind the wheel.

All-Star Move

With a cock-a-doodle-do, Billy's car is encased in a giant egg shell which he runs down the track squashing rival vehicles underneath.



AMIGO

Remains the most popular Maracas artist in the music scene and holder of the title: Great Maracas King. Will his skills on the racetrack match his musical talents?

All-Star Move

Amigo jumps on his car's bonnet and begins an infectious samba dance that before we know it has everybody he passes dancing and not concentrating on their driving skills.

Other characters can also be unlocked and played.

BASIC CONTROLS

This game offers eight control schemes to operate your character's vehicles, which can be changed from either **Options** (p.8) or the pause menu. Some examples can be seen below.

CONFIG A



CONFIG B



CONFIG C



Top Tip: When the motion sensor function is in action, you can use your controller as though it's a real steering wheel, by turning the controller left and right.

STARTING UP

At the Title Screen, press the START button to open the Main Menu. The first time you play, a Licence (game save) will be created for you, and this will be loaded for you each time you play. The game will automatically save your progress to the Licence whenever you play, so you can focus your energies on honing your driving skills. Note that one Licence can be created per user account of the PlayStation®3 system.

At the Main Menu, you'll have the following choices:

SINGLE PLAYER

Select SINGLE PLAYER for a one player game against computer controlled opponents, or try your hand at some tougher challenges. Here you have the following choices:

- | | |
|--------------------|--|
| SINGLE RACE | Choose a racer and course from those available and enter a single race against computer controlled rivals. |
| GRAND PRIX | Choose a four course Cup and racer, and race to earn points according to your placement. Finish the Cup in the top three positions to unlock the next Cup competition. |
| TIME TRIALS | Choose a racer and course, and then race a lap within the time limit to score the fastest time. You can use one High Speed Shoe Item (p.10) per lap! |
| MISSIONS | Clear the goal of each mission to unlock additional missions. |



MULTIPLAYER

A PlayStation®Network account and a broadband internet connection are required to play online matches with other *Sonic & SEGA All-Stars Racing* players, and additional controllers are required to simultaneously play various Splitscreen matches on the same screen (TV/monitor) with your friends and family.

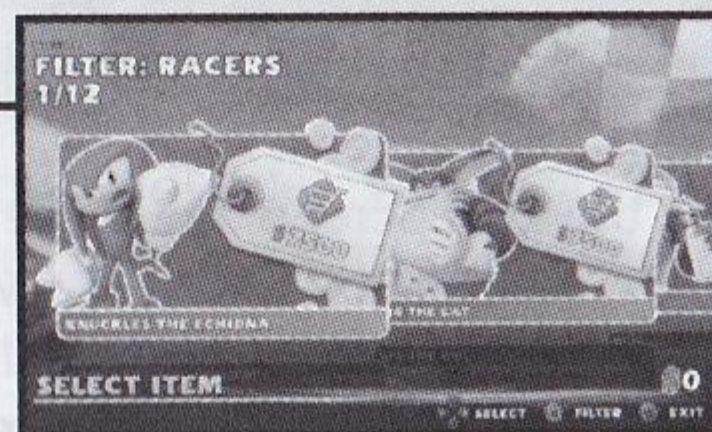
- | | |
|--------------------------|---|
| PLAY WITH ANYONE | Play against up to 7 matched PlayStation®Network players from around the globe. |
| PLAY WITH FRIENDS | Play against up to 7 registered PlayStation®Network players and computer controlled racers. |
| SPLITSCREEN | Play against up to 3 friends by pairing additional controllers. |



SHOPPING

Exchange the SEGA MILES you earn in the regular modes for additional characters, courses, and gallery items such as music tracks and movie scenes as found in the game. You can also view information and statistics on the characters and courses here.

Each unsold item will have a price tag attached. If you have sufficient SEGA MILES saved up, then simply press the **X** button to purchase.



SETTINGS

Make changes to your game settings for single race from the Options screen. Select an option type, and then use the directional buttons or left stick **↑/↓** to choose an item, and **←/→** to change the setting.



RACERS

Change the number of racers (maximum of eight) participating in the competition.

LAPS

Set the number of laps to decide the outcome of the competition.

ITEMS

Allow the racers to use ALL, BASIC or NONE of the items (p.10).

GIMMICKS

Toggle the use of interactive objects installed on each course.

LICENCE

View your Licence, personal records and available Trophies.

LICENCE

View the details of your Licence.

RECORDS

View your gameplay statistics.

TROPHIES

Browse the list of trophies that you can earn by fulfilling specific criteria.

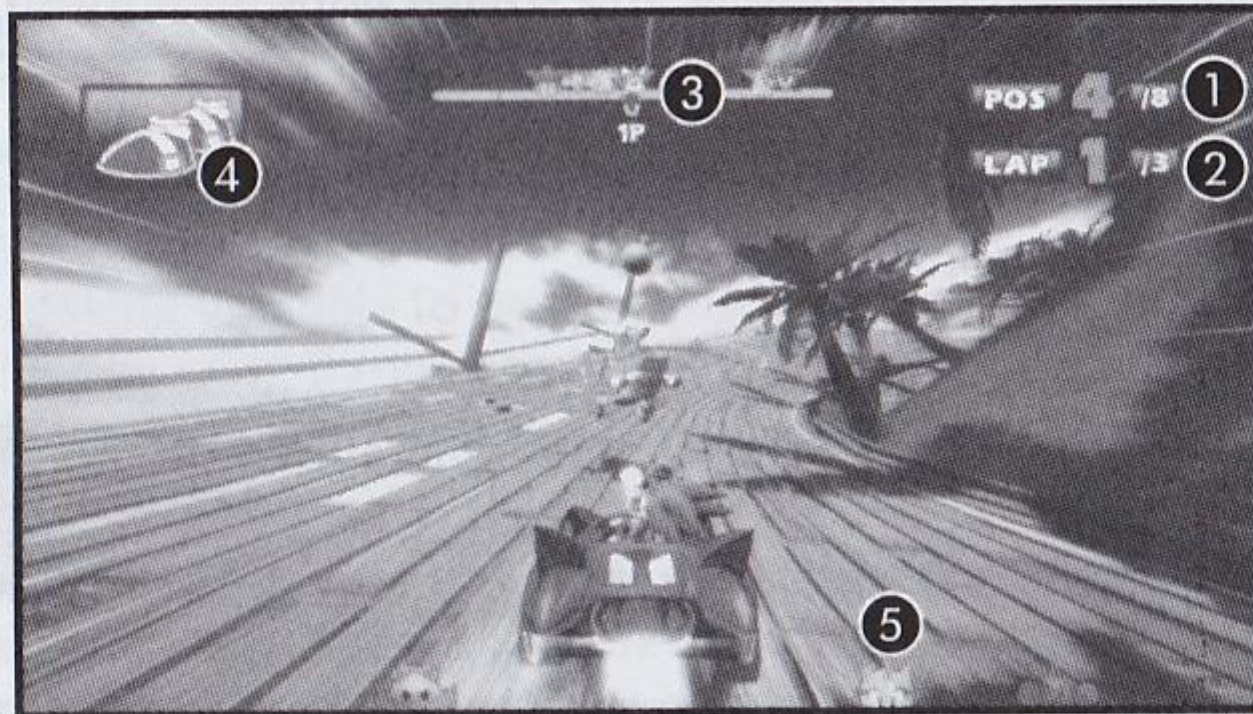


RACING BASICS

Race around the course the required number of times and cross the finish line first to win. Pick up items and weapons along the way that can assist your progress and hinder your rivals.

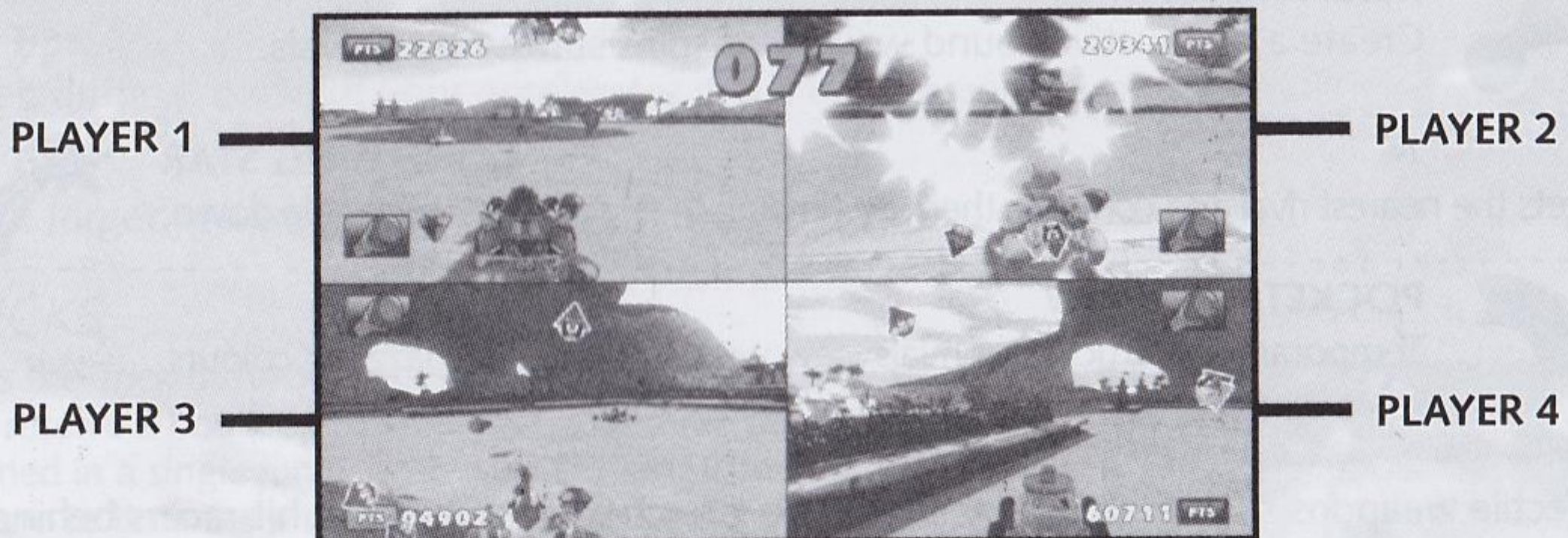
Note that Splitscreen and online competitions have different rules and display items. Please see the introduction screen for each game.

A typical game screen for SINGLE PLAYER race:



- ① Current position/Total number of racers.
- ② Current lap/Total laps.
- ③ Race progress.
- ④ Current Item/Weapon shown as current remaining quantity.
- ⑤ Players and projectiles weapons approaching from the rear.

Player arrangements for SPLITSCREEN matches:



ITEMS & WEAPONS

Item boxes are positioned at various points around the course. These contain items and weapons that can be used to give you a competitive advantage. Simply run over the red item capsules on the course to retrieve the item inside. A new item cannot be picked up until the current item has been used so choose your timing carefully. Some of the "Basic" items are introduced below:



HIGH SPEED SHOE

Increase your speed temporarily and smash your way through rivals.

K.O. GLOVE

Launch a projectile that bounces off the sides of tracks and sends your competitors spinning out of control.



ROCKET

Launch a homing rocket at the nearest rival ahead of you flipping them over temporarily.

MINE

Place a mine in the path of vehicles to your rear that explodes on contact or after a short time, spinning nearby vehicles.



SHIELD

Makes an energy shield around you for a limited time or to withstand a single attack.

GIANT ROCKET

Launch a giant rocket down the centre of the track. Press the Item button once to launch the rocket then press it again to detonate while the button icon is still displayed.



MEGA HORN

Create a destructive sound wave that spins surrounding rivals.

CONFUSING STAR

Targets the nearest rival and confuses them by flipping their game screen upside down.



POCKET RAINBOW

Temporarily obstruct your rivals view with a rainbow of dazzling colours.

Projectile weapons such as Rockets can also be launched backwards to hit racers behind. This is performed by holding ↓ the left stick or directional button whilst launching an item. Note that some items can also appear in multiples. These can be used one at a time, or all at once by pressing and holding the Item button.

ALL-STAR ITEMS

In addition to regular items, you may be lucky enough to uncover an All-Star Item. These are unique to each character, and temporarily give special powers to the receiving racer. Some of the moves are described on the Racer Profiles (p.4 and 5).



ADVANCED PLAYER ACTIONS

DRIFTS & BOOSTS

Mastering drift can help you to conquer even the most complicated of tracks making you able to perform 180 turns and build your boost by powering through the three different drift stages. Sometimes working with drift and your accelerator buttons will be the only way to master tricky corners.



Hold your Drift button down as you hit the entrance to the corner, keep holding it whilst you steer through the curve and you'll see the three levels of speed boost. Try to hit the best line through the curve and watch your flame go from blue to yellow to orange for you to hit your top speeds. Mastering steering, drift and boost will make you the fastest one on the track.

- 1 Keep your finger on the Accelerator button and steer the vehicle into a bend.
- 2 Keeping your finger on the Accelerator button, press and hold the Drift button. The vehicle will start to drift.
- 3 You can now steer in both directions to control the drift. Note that the vehicle will not change its drift direction as long as both buttons are pressed down.
- 4 The vehicle will continue to drift until you release either the Accelerator or the Drift button. Boost will build during this time – release the Drift button for a sudden burst of extra speed.

Top Tip:

When drifting, back off your accelerator it will tighten your turn!

Top Tip:

Don't forget you can boost and drift at the same time!

TRICKS

Press the Trick button during a jump to perform a mid-air trick and receive a boost upon landing. Up to three tricks can be chained in a single jump, with each bringing additional boost. Be sure to time them carefully though – land in the middle of a trick and your boost will be lost.

Each racer has their own unique set of mid-air tricks, so try playing as all the different characters to enjoy discovering them.



MISSIONS

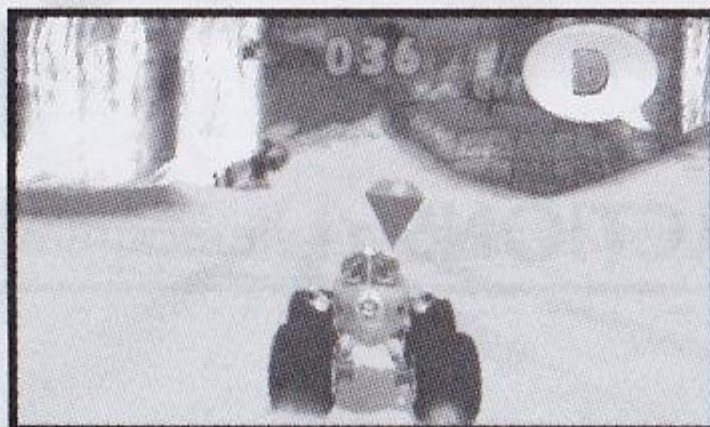
Missions in Single Player mode offers unique challenges with a pre-set course and racer. A selection of the different types of Missions are introduced below:

RACE



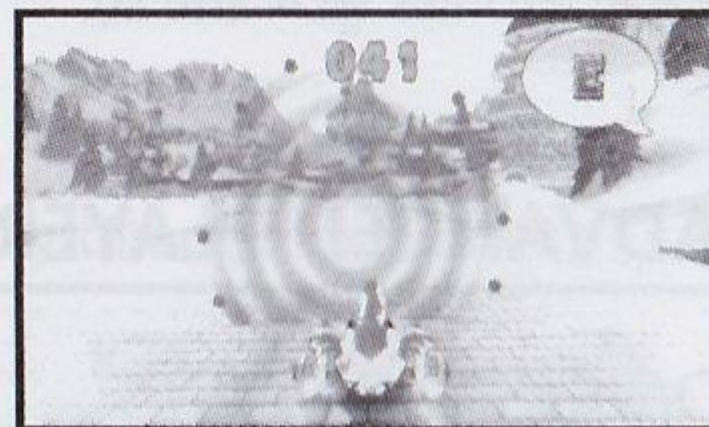
Beat your rivals in a dash to the finish line!

COLLECT



Collect as many items as you can within the time limit.

GATES



Pass through the correct gates to score.

DRIFT



Drift to Score! Drifting at higher speed will increase your score faster.

HIT CONTEST



Pick up your ammo and knockout as many targets as you can.

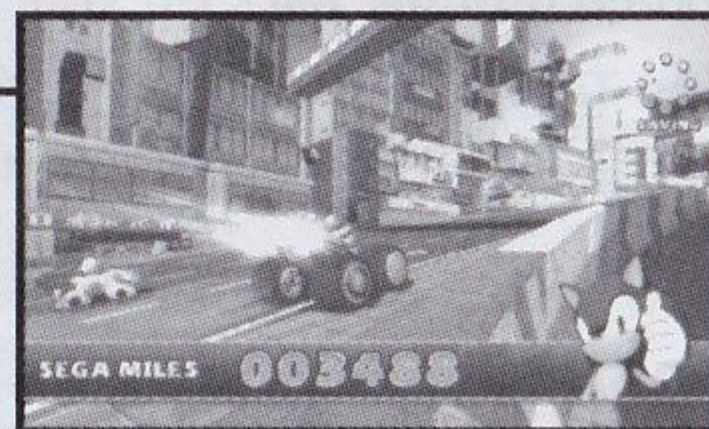
KNOCKOUT



Racers that are positioned last will be thrown out of the race one by one.


SEGA MILES

After finishing the race in any game mode, you will earn SEGA MILES based on the distance you covered and the mode that you are in. These can be exchanged in the Shopping area for extra characters, courses, music tracks etc.






ONLINE PLAY

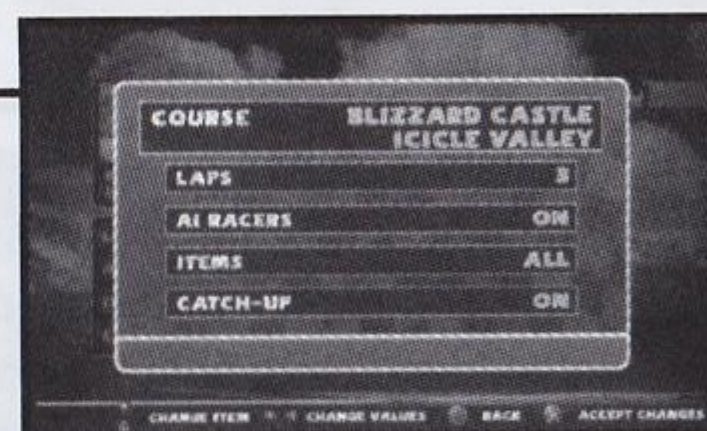
LOBBY

The host player will be responsible for all of the key decision making at the Lobby screen (e.g. change game settings and when to start a race), but all clients are asked to decide their racer and press the  button to display a check-mark to notify others they're ready to start. Note that players will return to the Lobby screen after each race has finished.



ONLINE GAME SETTINGS

If you are the host, press the  button at the Lobby screen to make changes to the online game settings. Select an option heading, and then use the directional buttons or left stick  to choose a game setting, and  to change the setting.



COURSE

Choose a course to compete on.

LAPS

Set the number of laps to decide the race.

AI RACERS

Turn computer-controlled AI racers ON or OFF.

ITEMS

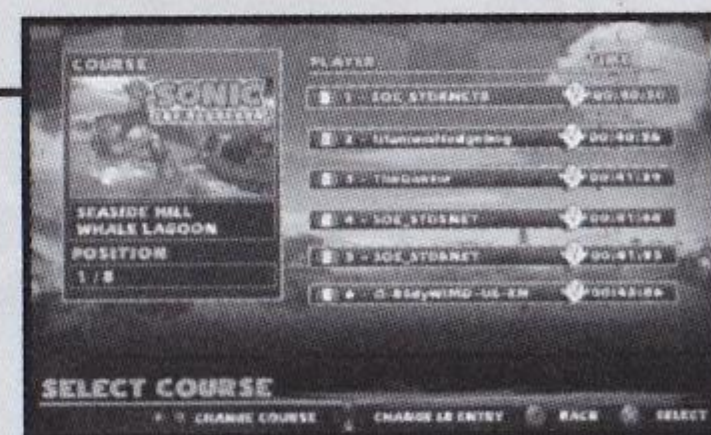
Allow the racers to use ALL, BASIC or NONE of the items (p.10).

CATCH-UP

Toggle the use of catch-up system ON or OFF, which allow racers that fallen behind a chance to quickly get back into contention.

LEADERBOARDS (TIME TRIALS)

If you are signed in to PlayStation®Network, your best lap time and ghost replay will be sent to an online leaderboard where other online players can browse the top racers' times and download their ghost replay to improve your time.



COURSES

WHALE LAGOON

A relatively simple course set in the familiar Seaside Hill zone, a tranquil, coastal area made up of calm ocean, long beaches, green grass, and home to whales and scores of vicious mechanical crabs. Oh yes, beware of the vicious mechanical crabs. They'll try to get in your way. Also be wary of bumpers and the course breakaway at the start.



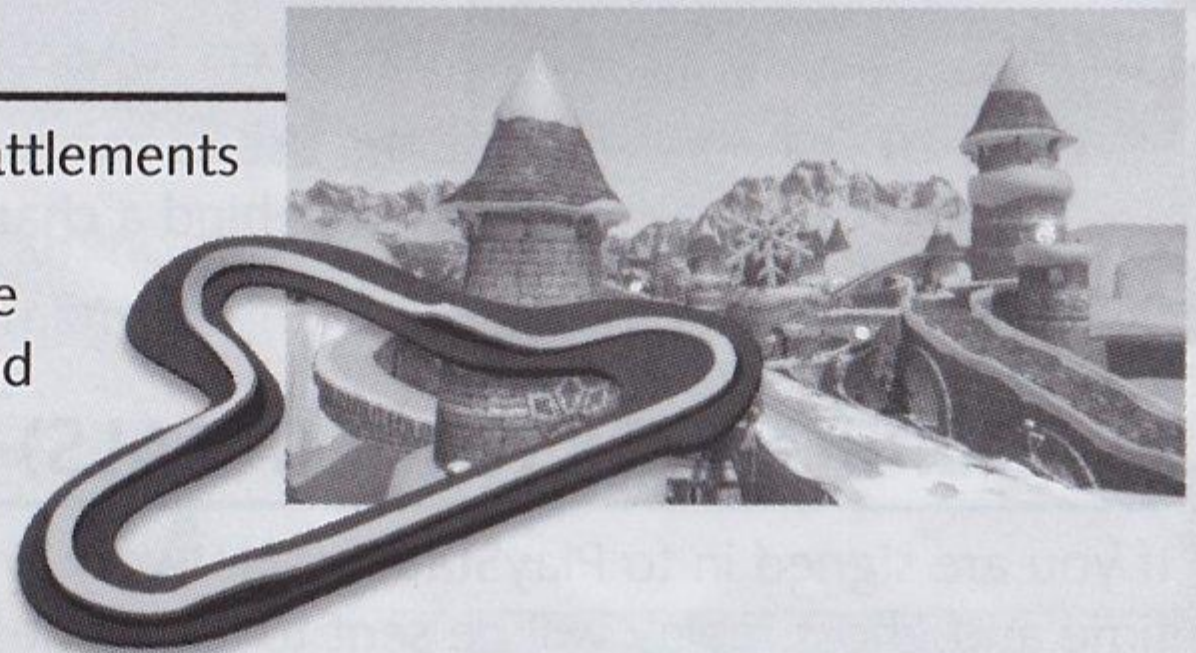
TURBINE LOOP

A deceptively simple looking course running through the metallic madness of Dr. Eggman's diabolical Final Fortress, a huge aircraft containing automated manufacturing plants and protected by rotating gun turrets. Beware of patrolling robots and laser gates – Dr. Eggman must be expecting visitors.



ICICLE VALLEY

A straightforward course through the icy battlements and curving wooden bridges of Blizzard Castle, a wintry world built around an active volcano. Carefully navigate the ice caves and avoid falling into the deep caverns that lie beneath the track. Giant eggs are best avoided if you want to finish first.



OUTER FOREST

An eerie course around the grounds of the notorious Curien Mansion. Enjoy a micro-tour of the mansion's interior before taking in the surrounding graveyards and the old church. Hey! Who left those headstones there?!



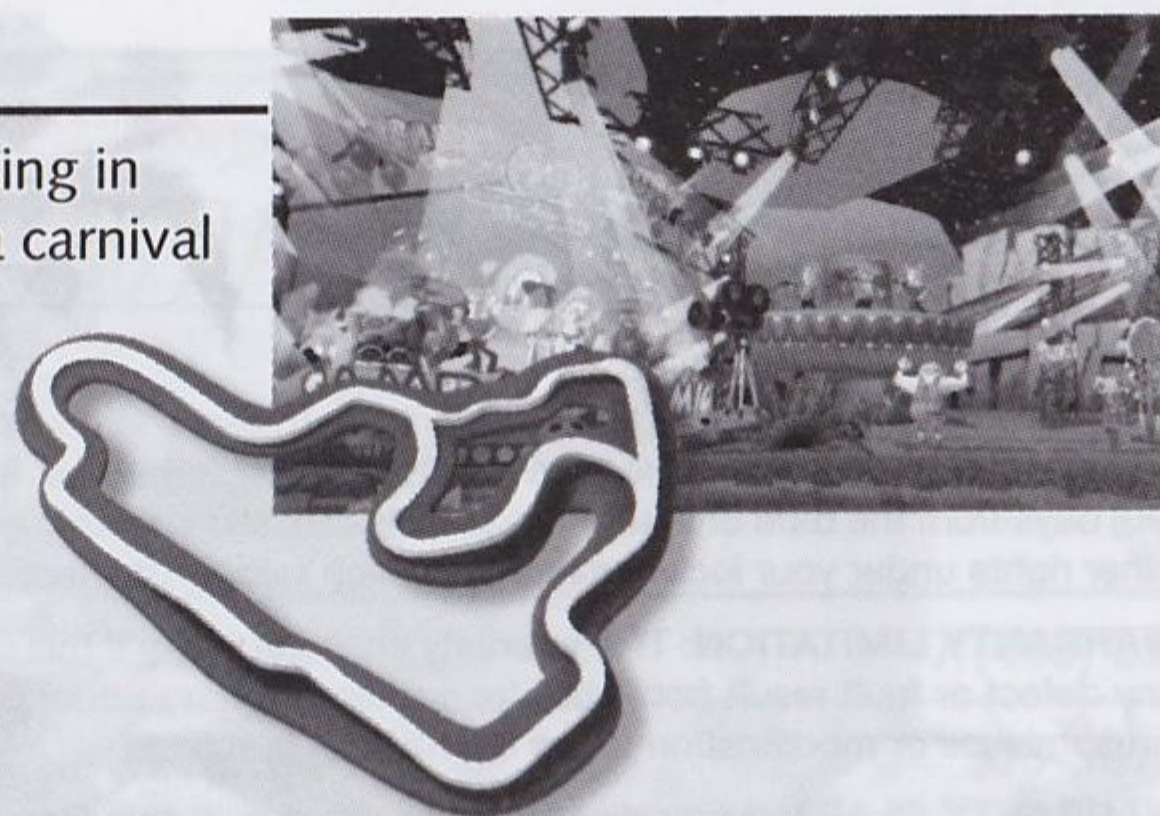
TREETOPS

An intricately designed course intended for monkey-balling, but now converted to decide who's the ultimate speedster of the jungle. With sharp turns to take one after another, the use of drifting will be the decisive factor on this track. Banana peels are found everywhere, which is a normal racing condition in a jungle course filled with monkeys.



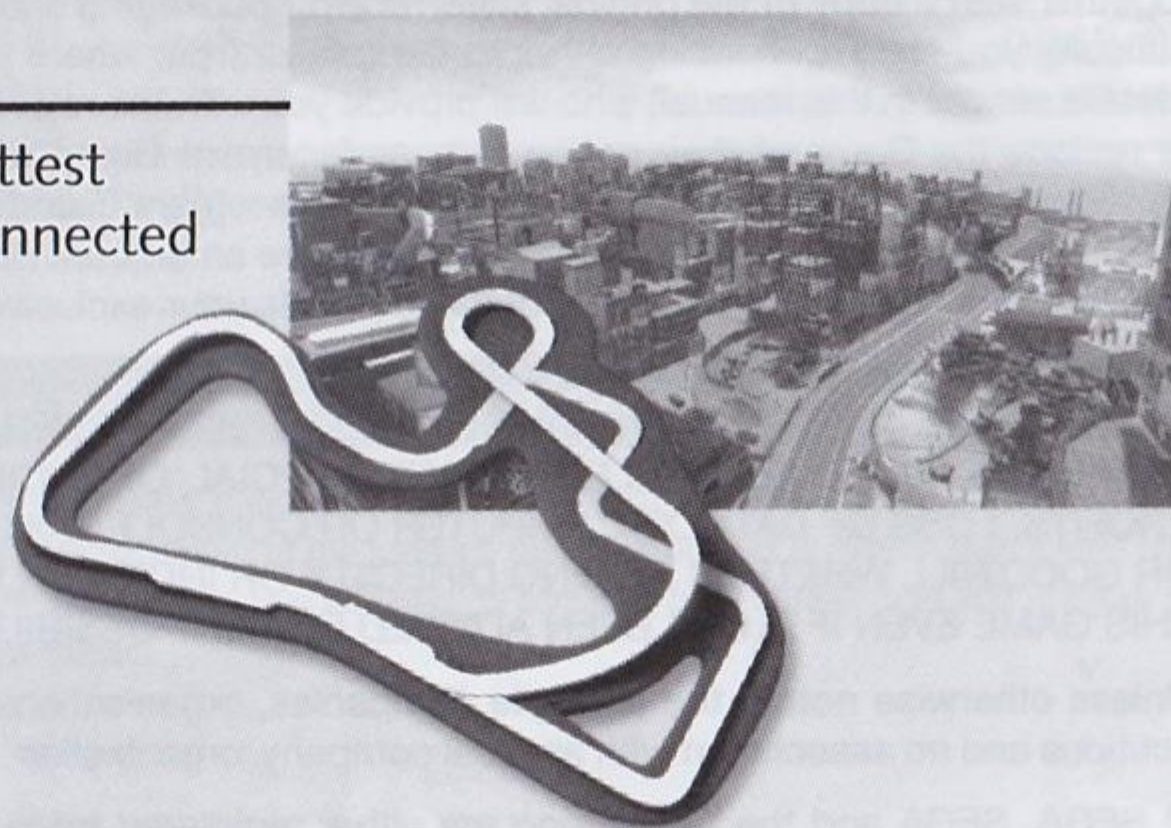
STUDIO AMIGO

A colourful and bizarre-looking course, cruising in and out of Amigo's music video set will be a carnival for sure. Take precautions when you are about to enter the mysterious portals which blindly throw participants on to the next set. If the rhythm takes control, you may feel a sudden urge to grab a pair of maracas...



SHIBUYA DOWNTOWN

A futuristic city course of Tokyo-To. The hottest and ever growing district is conveniently connected to elevated highways that are still under construction. Normal traffic is present, which requires quick steering to avoid. On this course, racers will learn whether they prefer traveling on the road, soaring above it or both.



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1300 365 911
Calls charged at local rate

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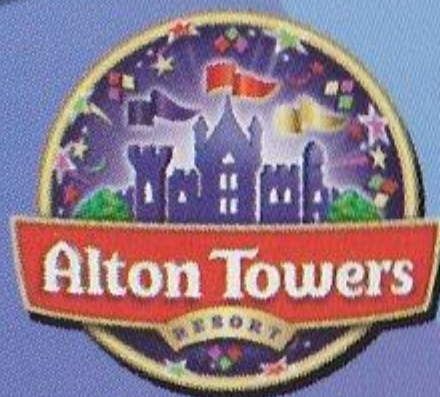


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