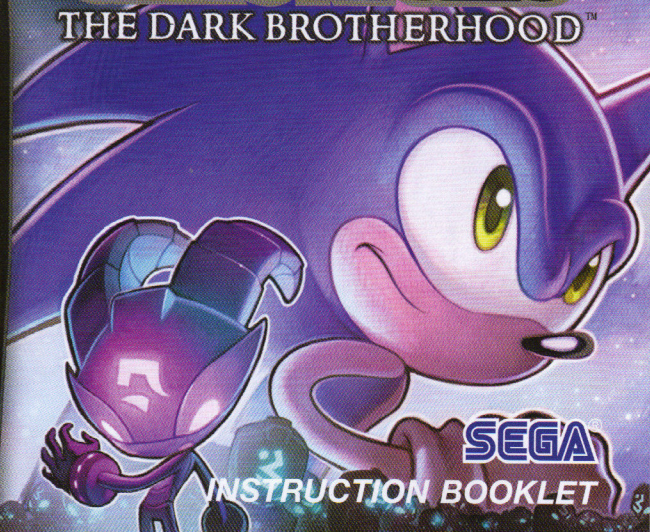


NINTENDO DS™

NTR-CSNP-UKV

SONIC CHRONICLES

THE DARK BROTHERHOOD™



SEGA

INSTRUCTION BOOKLET

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS REVIEWED THIS PRODUCT AND THAT IT HAS MET OUR STANDARDS FOR EXCELLENCE IN WORKMANSHIP, RELIABILITY AND ENTERTAINMENT VALUE. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO PRODUCT.



This Game Card will work only with the Nintendo DS™ systems.



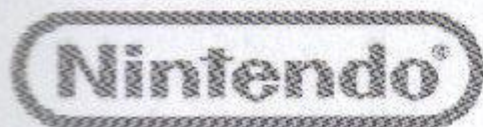
WIRELESS DS MULTI-CARD PLAY

THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES WITH EACH NINTENDO-DS SYSTEM CONTAINING A SEPARATE GAME CARD.

IMPORTANT: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo-DS system, Game Card, Game Pak or accessory. The Booklet contains important health and safety information. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this Booklet for future reference.

IMPORTANT: The use of an unlawful device with your Nintendo DS system may render this game unplayable.

LICENSED BY



TRADEMARKS ARE PROPERTIES OF THEIR RESPECTIVE OWNERS.
NINTENDO DS IS A TRADEMARK OF NINTENDO.

Thank you for purchasing *Sonic Chronicles: The Dark Brotherhood*™. Please note that this software is designed for use with the Nintendo DS™ system. Be sure to read this instruction booklet thoroughly before you start playing.

SONIC CHRONICLES THE DARK BROTHERHOOD™

CONTENTS

Prologue	4
Characters	5
Controls	8
Getting Started	9
Adventure	10
Combat	17
Warranty	25
Customer Support	26



PROLOGUE

4,000 years ago, the two rival clans of the planet's dominant Echidna race had been blessed with centuries of peace, albeit strained, but such days were to be short-lived. The expanding borders of the Knuckles' Clan empire and the Nocturnus Clan empire were pushing against each other, and neither side was intent on yielding.

In the ensuing war of expansion, an unanticipated cataclysm caused the Knuckles Clan to be purged, and the Angel Island to be pulled from the planet's surface. The Nocturnus Clan fared no better; the entire clan and everything associated with it simply disappeared, vaporized, never to be seen again. And with every record of the Nocturnus Clan wiped out, except a single robotic survivor, their very existence was lost from history.



In the present day, a lot of time has passed since Eggman's greatest defeat at the hands of Sonic and friends, a defeat that left him missing and presumed gone forever. Without Eggman around to sow chaos and terror, the world has become a beautiful and prosperous place in which to live.

With no pressing obligation to be a hero anymore, Sonic has been spending his time exploring the furthest corners of the world. However, his adventure is cut short by a communication from Tails on the emergency band. Trouble has broken out in Central City, and Knuckles has been abducted!

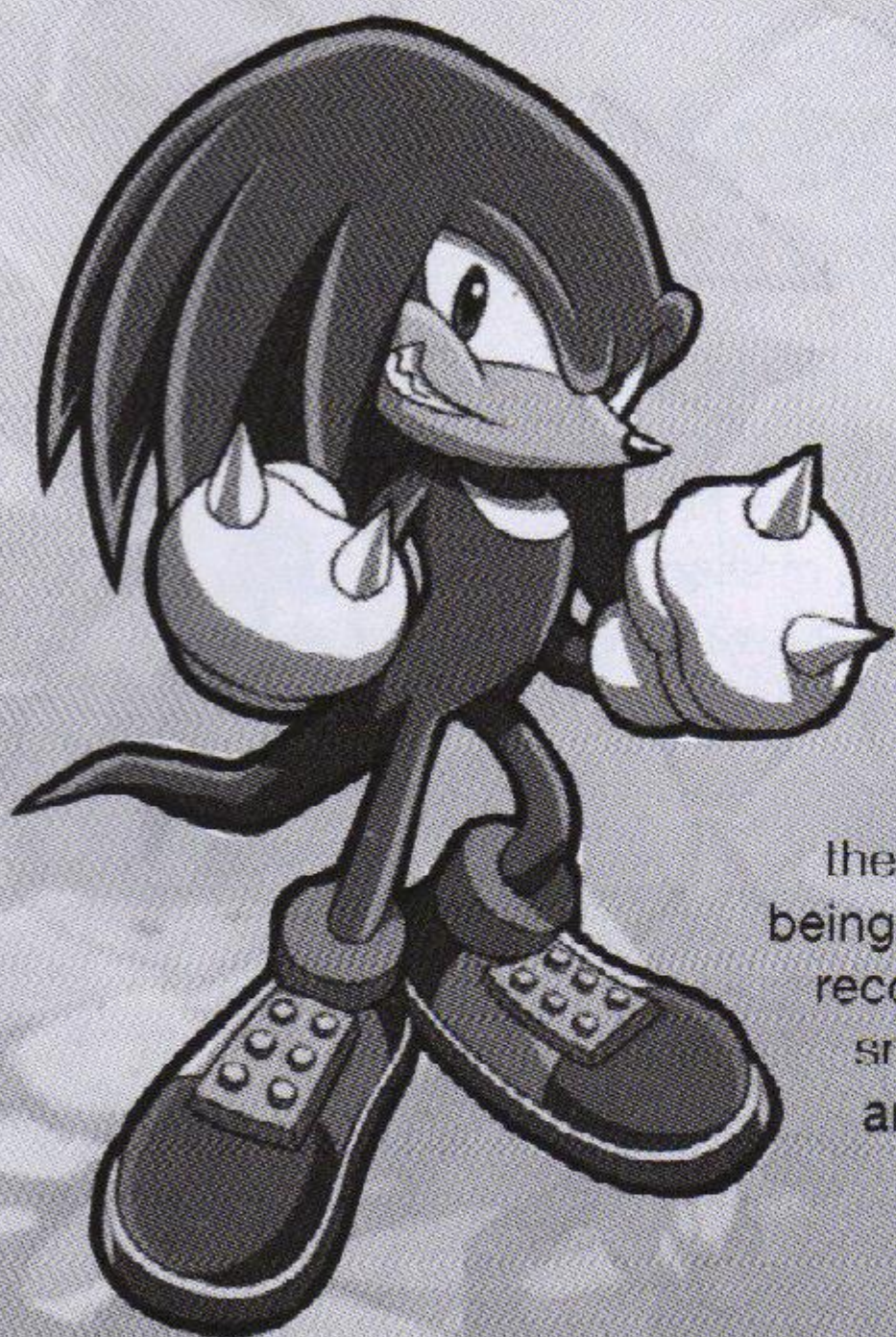
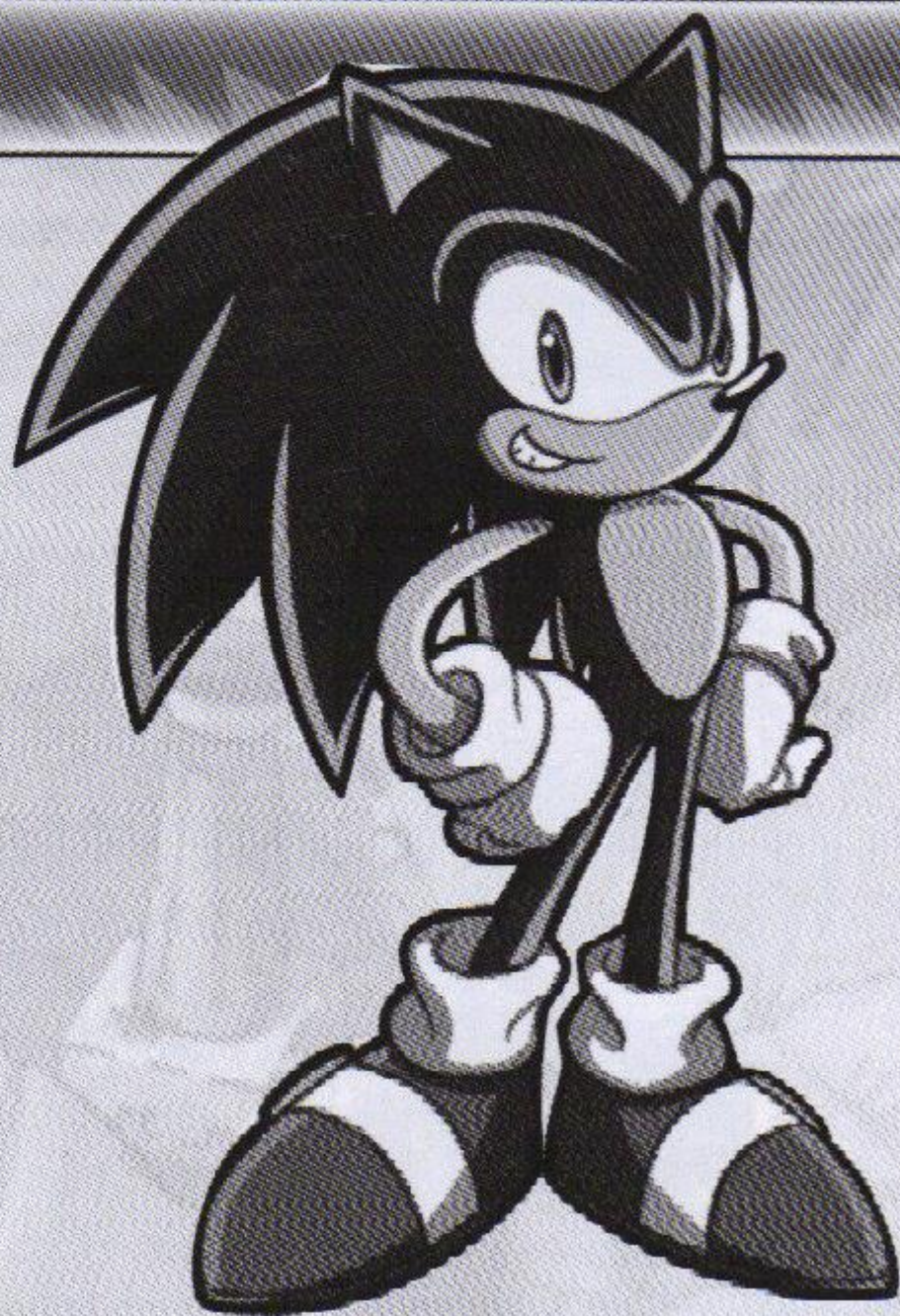
Sonic and friends are about to discover that the events of the past can still impact the future. Could there be a connection between the epic plight of the two echidna clans and Knuckles' present predicament?



CHARACTERS

SONIC THE HEDGEHOG

The world's fastest supersonic hedgehog sports an attitude and a sarcastic grin. When his tour of the world is interrupted by a call for help, he knows he has no choice but to return at breakneck speed. Evil deeds to Sonic are like a red rag to a bull, and when his friends are caught up in it there's no holding back.



KNUCKLES THE ECHIDNA

Thought of as the last of his kind, Knuckles is the stoic guardian of the Master Emerald. Despite being Sonic's rival, they've often worked together to recover the Master Emerald when it is inevitably snatched. His spiky fists pack a mighty punch and enable him to climb vertical faces with ease.

MILES "TAILS" PROWER

Tails is a kid fox with two tails and a zeal for helping Sonic, who he has always thought of as a big brother. With Eggman out of the picture, his engineering skills have become unrivaled. His ingenious creativity has been put to good use during Sonic's extended absence, building wondrous mechanical marvels for the betterment of society, that would pose a fearsome threat should they fall into the wrong hands.



AMY ROSE

Amy is a pink hedgehog with a big heart, and an unrelenting yearning for Sonic's affection on her own terms. Though generally good natured, she gets hot-headed when riled, and her weapon of choice, the Piko-Piko Hammer, can always be relied upon to make her feelings clear. She missed Sonic while he was away, but a lot can change over time.



ROUGE THE BAT

Rouge is a sassy and flirtatious bat with an eye for jewels and treasure, and a knack for stealthily procuring them. Rouge has been contracted by GUN (Guardian Units of Nations) via the president, which makes her an advantageous ally, though Sonic and friends feel better keeping an eye on their valuables when she's around.





BIG THE CAT

Big is a giant cat who lives in a hut in the Mystic Ruins, and he spends his days fishing with his best friend Froggy. He's a little slow-witted, but doesn't pretend to be otherwise, and he always does right by his friends. He's enjoyed the peace and tranquility of the past few years, so he is apprehensive about having to leave his home on another adventure.

CREAM THE RABBIT

Cream is a well-mannered young rabbit with flapping ears that enable her to fly. She's rarely seen without her best friend; a dapperly attired Chao named Cheese. Though she detests violence in all its forms, there's no telling what she might do when the safety of her friends is threatened. Her favorite food is ice cream, which she would happily eat every day.

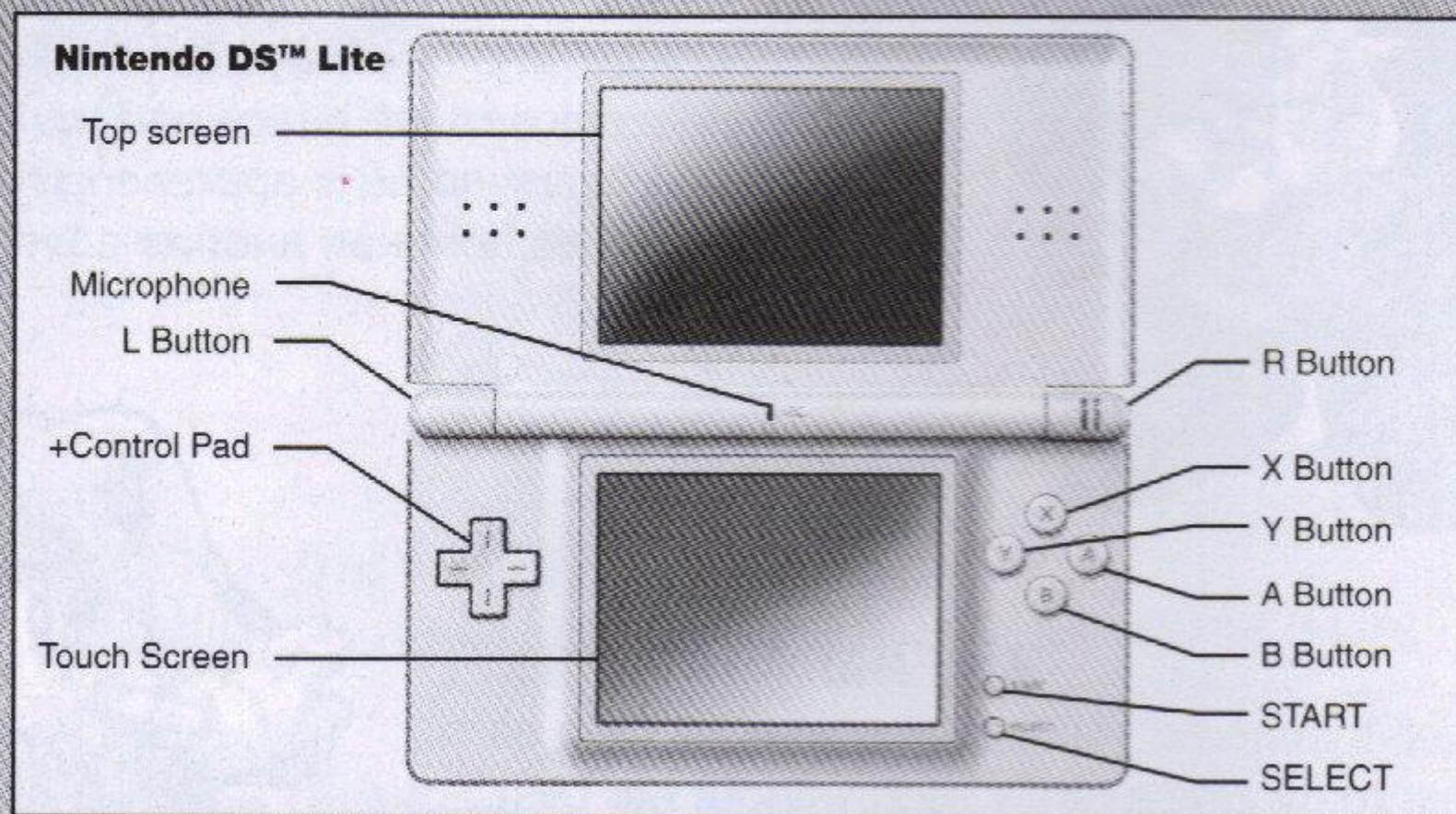


THE MARAUDERS

This group is filled with secretive and surreptitious criminals with black hearts and villainous intent, not to mention access to an array of highly unusual weapons and mechanical devices. Although they've been making their presence known in Central City of late, little else is known about who they are and what they're after. As Knuckles found out first-hand, they don't back away from a fight, and stand to become a formidable enemy for anyone who dares to stand in their way.



CONTROLS



This game is predominantly played using the Nintendo DS stylus to touch and/or slide on the Touch Screen. You can also control some functions with the buttons.

START

Corner Menu (p.12).

L/R Button

Interact (p.11).

Controls for each area are explained in the relevant portions of this instruction booklet.

Close your Nintendo DS during play to cause it to enter Sleep Mode and minimize battery consumption. Open your Nintendo DS to take it out of Sleep Mode.



GETTING STARTED

After the SEGA logo is displayed, an animated sequence will follow. Touch the Touch Screen to proceed to the Title Screen, then touch the Touch Screen again to begin.

NEW GAME


The first time you play, follow the on-screen instructions to proceed. If it's not your first time playing and game data has been saved previously, you will need to touch an empty slot marked **New Game** to start a new adventure from the beginning.

At first, you will be shown an introductory sequence, and then Tails will introduce you to the gameplay by way of interactive dialogues. Much of the game involves such dialogues, so familiarize yourself with their operation (p.10).

CONTINUE

To continue a previously saved game, touch a slot that contains game data. Slots with game data saved show information on the current team, the present Zone, the Chapter number, the number of Chao hatched, and the current Rings in possession.

After you have touched a slot, you will be shown a brief recap of the adventure so far. Touch the arrow icons to advance through the pages. You are also given the option to **Copy** the game data into another slot, or to **Delete** the game data. Be aware that once game data is deleted, it cannot be recovered, so use with caution. A maximum of three game data can be stored on the Game Card.

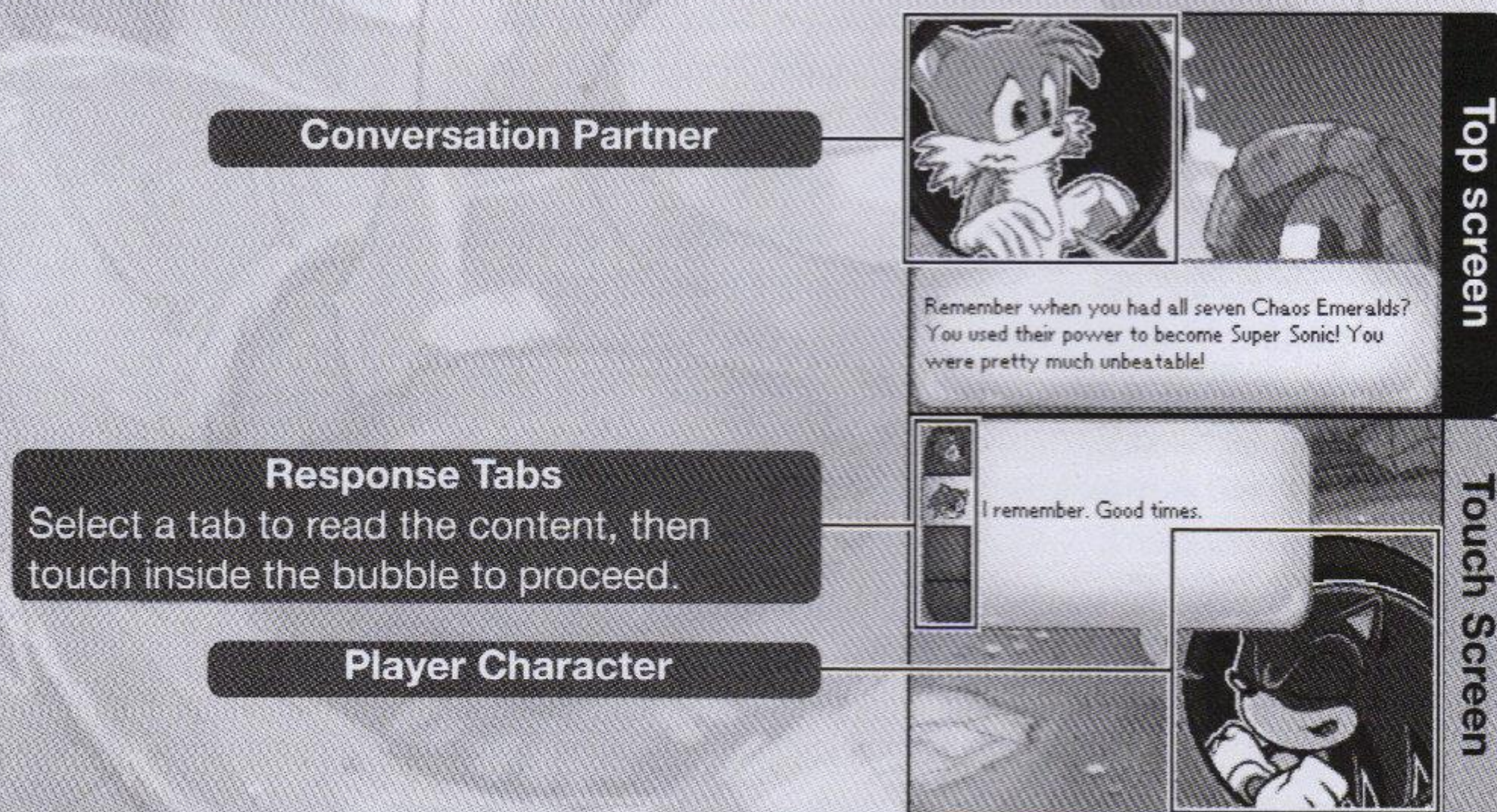
When ready to proceed, touch **Start Game**, or touch the  (return) icon to return to the select screen.



CONVERSATION

Much of the gameplay involves conversation between the main characters and other characters you meet in your adventures. Although some conversations will begin automatically, many are initiated by approaching another character and touching the dialogue icon as it appears.

Once a conversation begins, the dialogue screens allow you to decide for yourself how the conversation will proceed by selecting response tabs. The icon marking the tab gives an indication of the nature of the response, be it a question, a snide comeback, or just conversation for its own sake. Touch each tab icon once to see what you can say. As a general rule, selecting the uppermost tab will speed you through the conversation and get you back to the action the quickest. Do take the time to explore the other choices though, as you may miss important information and enjoyment of the story.











MOVEMENT

Touch the Touch Screen with the stylus and hold to make the selected character walk in that direction. Touch the Touch Screen further from the character to run.

Interaction

When a character, object or environment can be interacted with, an icon will appear. Touch the icon or press the L/R Button to begin the interaction. Some of the more common icons are as follows:

	Interact The standard icon for switches.		Jump Jump on and off of raised areas.
	Talk To Initiate conversation.		Enter Door Enter a room or cavern.
	Fly* Fly to a nearby ledge or island.		Dash* Dash at speed along a course.
	Smash* Destroy items blocking your way.		Climb* Climb up vertical faces.

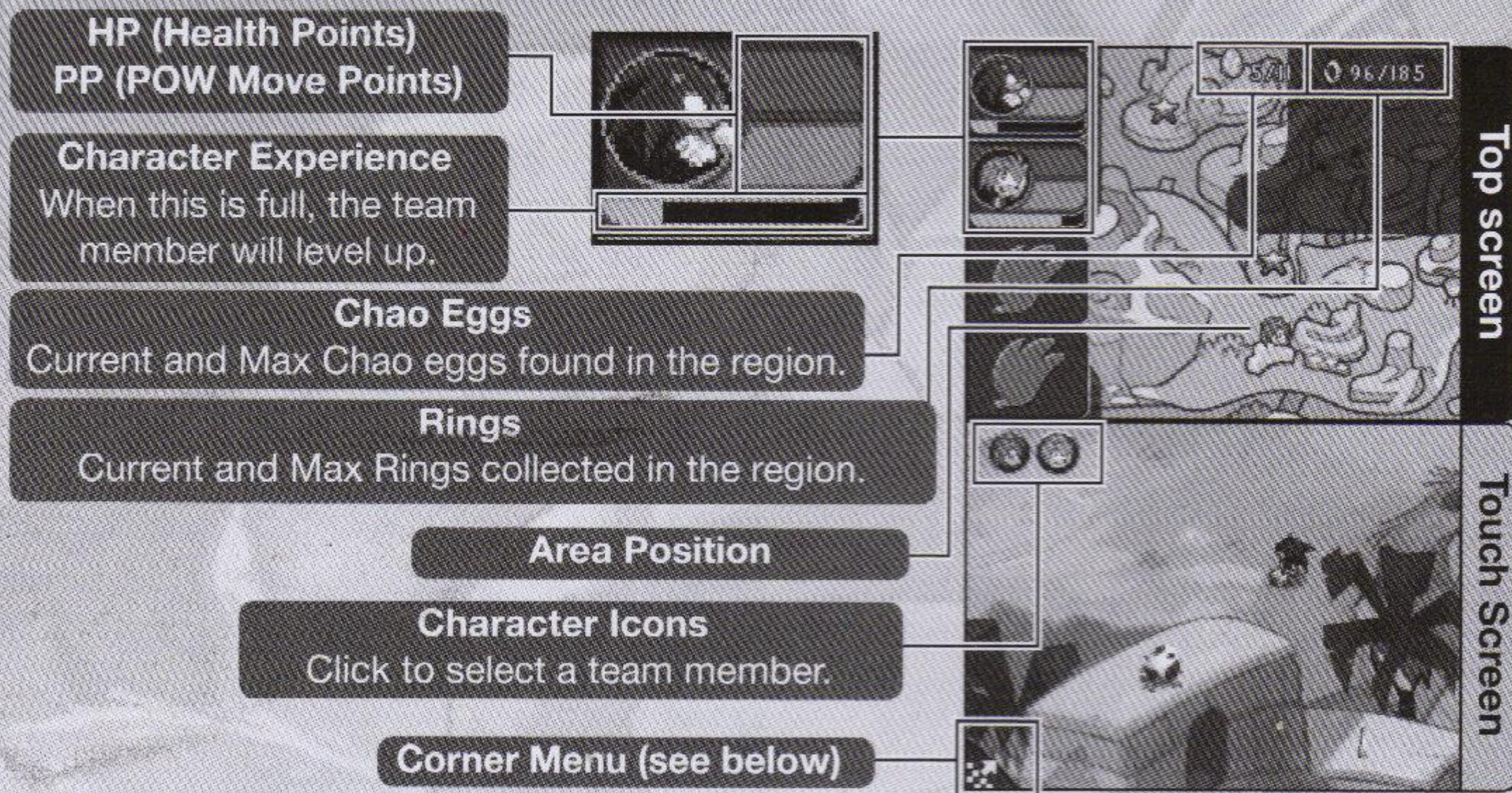
* If the icon is grayed out, then the currently selected team member does not have the necessary ability to interact. Try selecting a different team member (see below).

Character Select

Once you have a team of characters, select which character will take the lead by touching the character icon on the Touch Screen. Some interactions require a certain special ability, so familiarize yourself with what each character can do. Your team can hold up to four characters, and can be edited from the Team Select screen (p.13). Note that during adventure parts, only the selected team member is visible.

If all the characters in your team become visible, then you have found a cooperative puzzle which requires each member to act on their own to achieve a group goal. On deciding what a given character should do, touch his/her character icon and then move him/her as required. The remaining characters will hold their positions until selected.

VIEWING THE GAME SCREEN



CORNER MENU

Touch the Corner Menu icon on the lower left corner of the Touch Screen to display the Corner Menu. Items available are detailed as follows:



Profiles

See details and stats of each character in your team (see p.13). Select a character tab on the left to switch team members.



World Map

See the areas you've explored, with locations relevant to the quest highlighted. This can be a handy reference if you're uncertain how to proceed.



Save Game

Select a slot to save the game to. If the slot contains pre-existing game data, it will be overwritten.



Journal

Keeps track of your missions, read explanations of game concepts, and view previously seen movie scenes and animated tutorials.



Inventory

Touch the arrow icons to switch between lists of **Equipment**, **Consumables**, **Chao** and **Quest Items**. Each item of Equipment is shown together with an icon of the character using it if equipped. To equip or re-equip an item, simply touch the item, select a character tab, and then touch **Equip Item**.

Consumables and Chao can also be used/equipped by different characters via the same process.



Chao Garden

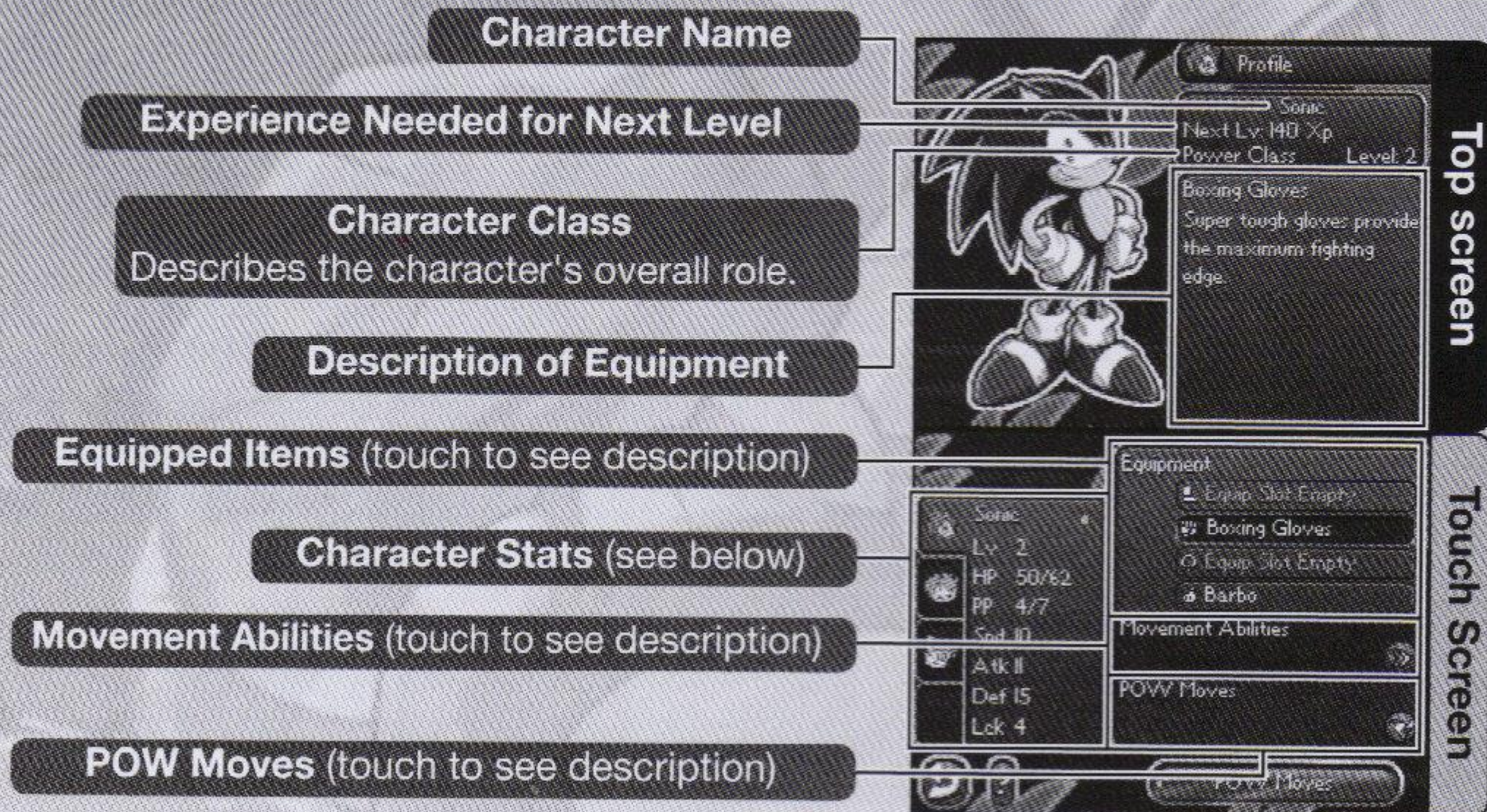
See the Chao you have collected. Equipping a Chao via the Inventory helps them to bond with your characters, giving certain advantages.

TEAM SELECT

Whenever you leave Tails' Workshop and other key locations, or a new member joins your team, you will enter the Team Select screen. This allows you to edit your team while viewing up-to-date stats for each character. To select a character for your team, touch the character icon in the center panel, and then touch a free slot in the right panel. To remove a member, touch the character in the right panel and then touch the greyed out icon in the center panel. Depending on circumstances, some characters cannot be removed from the team. Touch the category icons along the lower left of the screen to see in-depth details of each character. Entering the Team Select screen also restores the HP and PP of each character to full.




VIEWING THE PROFILES SCREEN

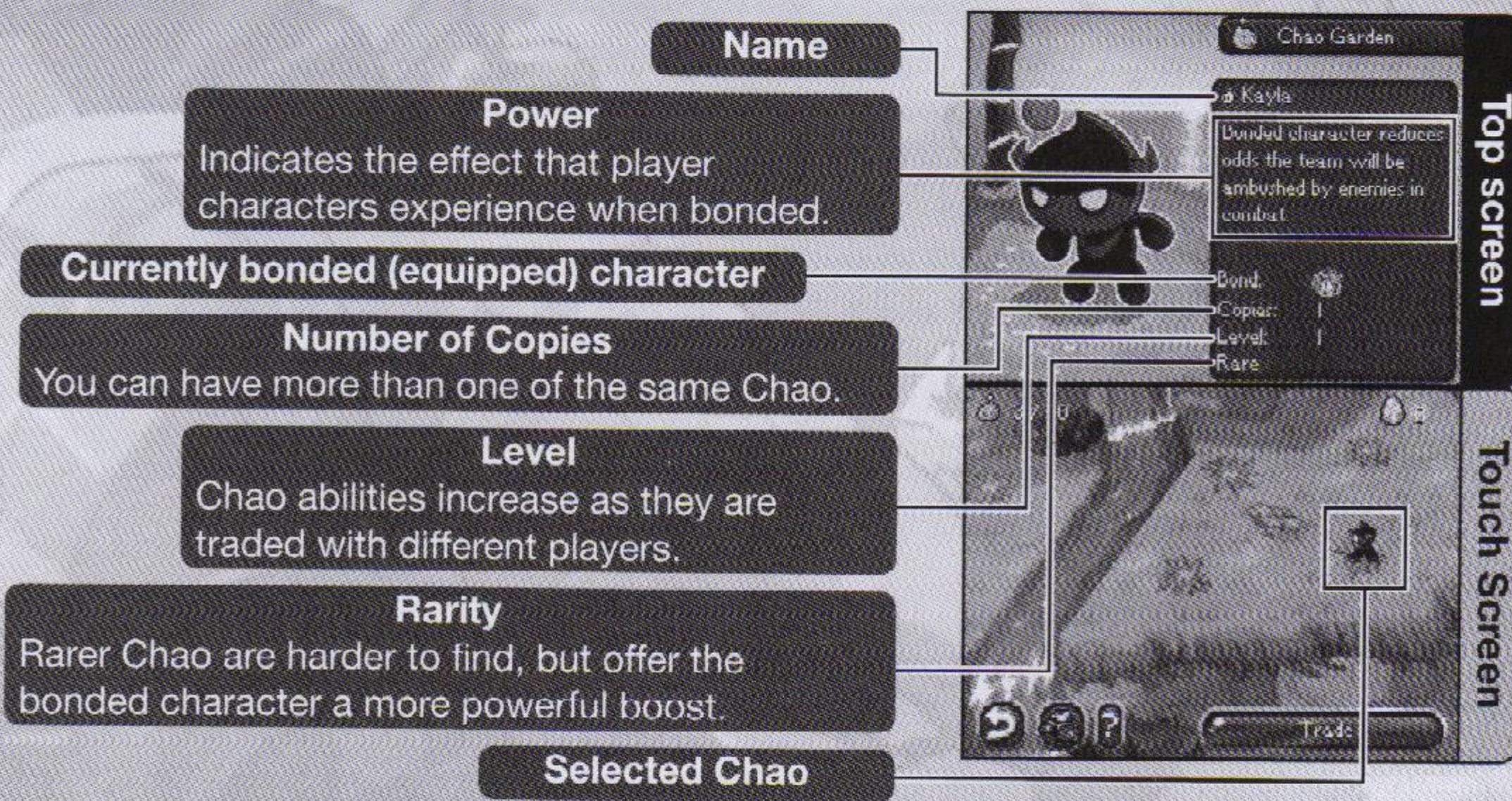



Character stats are displayed as follows:

- LV** Character Level - affects overall stats.
- HP** Health Points/Max Health Points - character is knocked out if this reaches zero.
- PP** POW Move Points/Max POW Move Points - consumed when using POW Moves.
- Spd** Speed - faster characters have more success fleeing and catching up with fleeing enemies (p.18), and also to act before enemies in a combat round.
- Atk** Attack - higher numbers indicate a greater chance that attacks will hit enemies.
- Def** Defence - higher numbers indicate ability to dodge enemy attacks.
- Lck** Luck - higher numbers indicate a greater chance of achieving a critical hit, and beginning combat with an ambush. Ambush allows your team a free round of attacks before your enemies can respond.

CHAO GARDEN

Select Chao Garden from the Corner Menu (p.12) to see all the Chao that have hatched from Eggs collected around the gamefield. Slide the stylus across the Touch Screen to change viewpoint, and touch a Chao to see his/her name, special power, and other information. If you find a Chao you wish to bond with a team member, touch the  (Inventory) icon at the lower left to jump straight to the Inventory screen.



Any Chao that you don't wish to keep can be freely traded with friends via DS Wireless Communications (Go to Page 21). Touch **Trade** at the lower right of the Touch Screen to progress, and then touch **Listen** to wait for friends to connect, or **Look** to select a friend that is already waiting. Once connected, both parties must select a Chao to trade. Touch the  (Chao) icon in the center panel and choose one from the Chao Garden. When ready, touch **Propose Trade**, and if you're happy with the Chao the other party is offering then touch **Yes**. If both parties touch **Yes**, then the Chao will be exchanged.

SHOPS

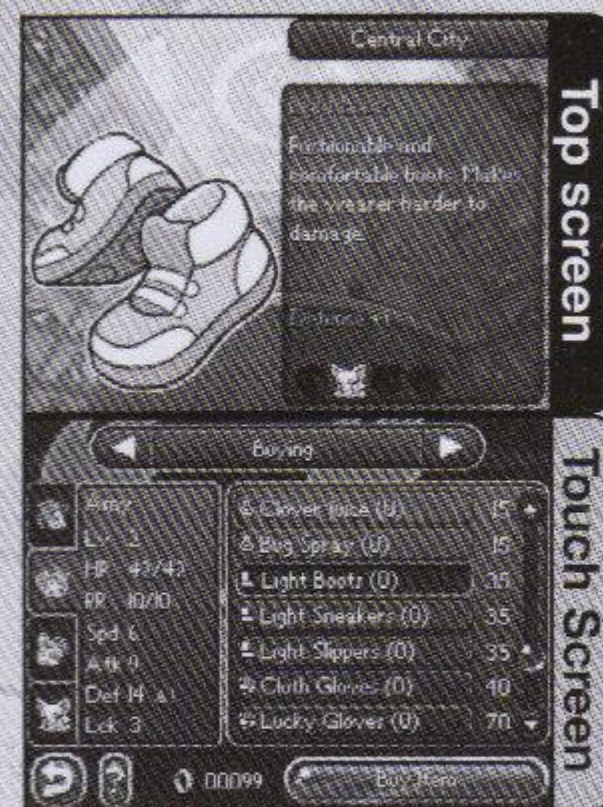
Many zones have shops in which you can buy items using the Rings you have collected, or by selling items you no longer require. Touch the arrow icons to toggle between **Selling** and **Buying**.

Selling

All items in your inventory that are not currently equipped will be displayed with a price. Simply select the item to sell and touch **Sell Item**. The item will disappear from your inventory and your Rings will be increased by the stated amount.

Buying

Select an item from the list to see a description on the top screen. If you have enough Rings, touch **Buy Item** to purchase it. The item will appear in your inventory, and your Rings will be reduced by the stated amount.



In the case of Equipment, the effect it will have on each character in your team can be seen prior to purchase. Select a character from the character tabs on the left of the Touch Screen, and then touch an **Equipment** item. The character's stats will show figures representing values of improvement (green), and values of reduced ability (red). Use the Inventory screen to equip items you have purchased (p.13).

COMBAT

It will often be necessary to engage in combat with creatures and robots of varying strengths and sizes. Combat is performed in rounds, in which you first decide in order what you would like each team member to do, and then observe as the battle plays out. At the end of each round, you assign each team member their next set of actions. The battle continues until either all enemies are defeated, all of your team members are defeated and either you or the enemies successfully flee.

Commands as detailed below are chosen from the Command Ring which surrounds the selected character.

Attack

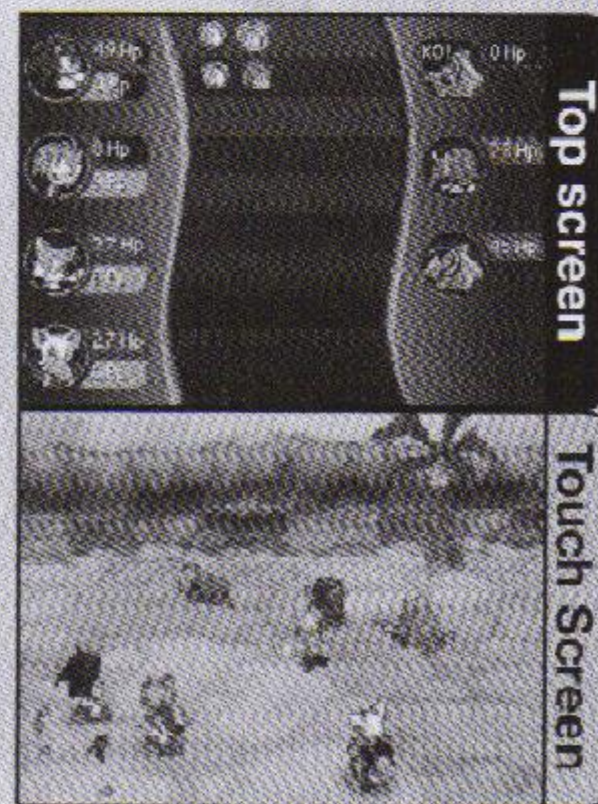
Choose an enemy to target and the character does the rest. Depending on stats, a single character can attack multiple times within a single round.

POW Moves

If the character has acquired POW Moves and has sufficient PP (POW Move Points) available, he/she can use a POW Move against a selected enemy or all enemies. It is possible to use both a POW Move and an Attack within a single round. POW Moves consume a set number of PP each time they are used, so keep an eye on your gauges.

Defend

Select **Defend** and the character will adopt a defensive stance, reducing the amount of damage they will take from incoming attacks. Defend also allows the character to recover PP.



Items

Select an item from the Inventory, and a character for it to be used with. It can be possible to combine this with an **Attack** within a single round.

Flee

Each character runs in their own lane and attempts to outrun the enemy. Watch out for obstacles. If an obstacle is approaching, touch the character to make them jump over it. Hit too many obstacles and the enemies may catch up. Note that in certain situations, the option to Flee may not be available.

INTERACTIVE COMBAT

Although combat sequences are mostly automated, real-time interaction is sometimes required.

POW Moves/Defence

Certain POW Moves and defenses against certain attacks require real-time interactions.



Touch inside the circle

When the outer circle overlaps the inner circle, then touch inside the circle.



Stay inside the circle

When the outer circle overlaps the inner circle, touch and slide the stylus so that it stays inside the circle as it moves along the path.



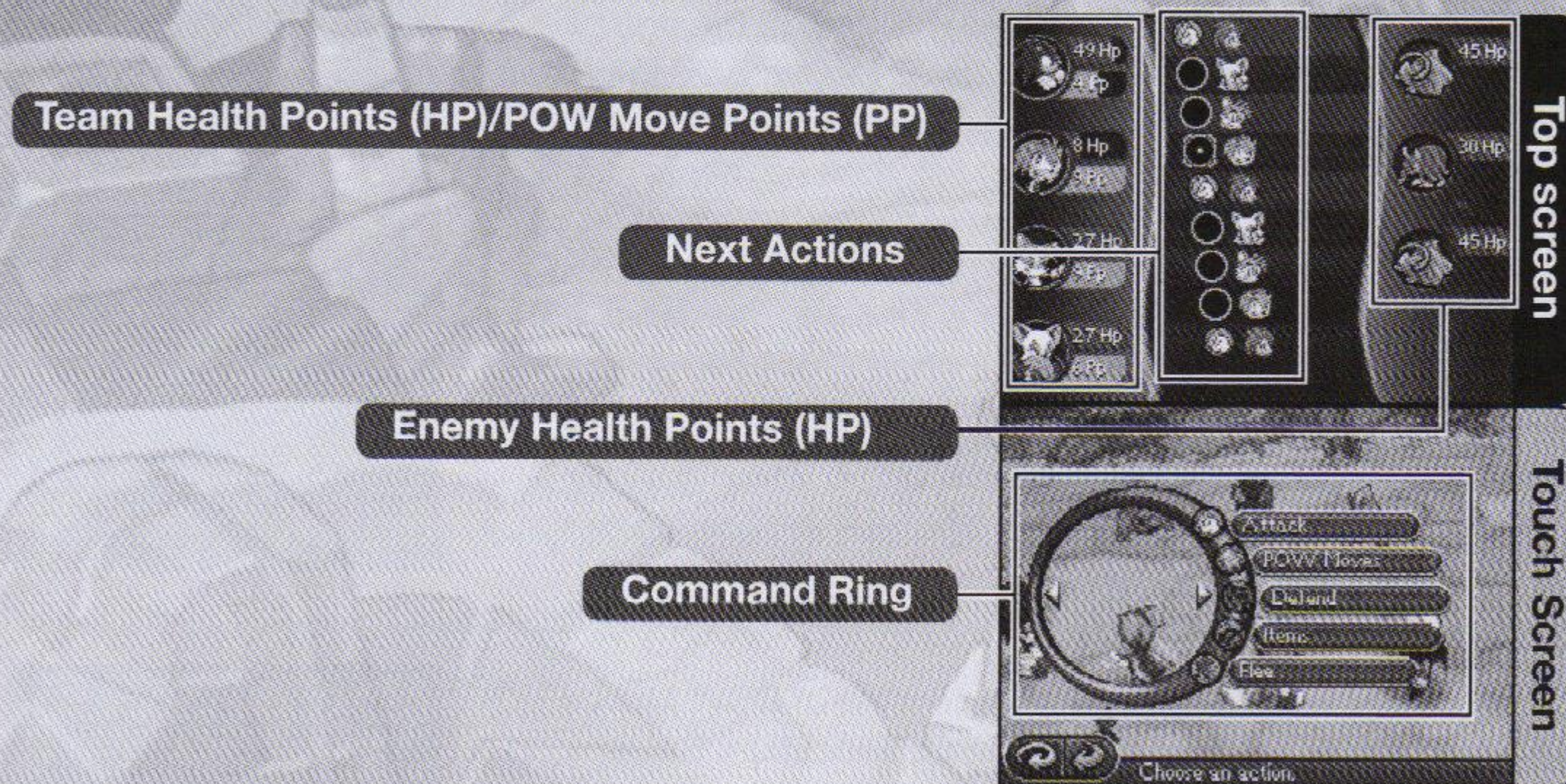
Touch repeatedly

When you see a circle with a number of red dots inside, touch the circle repeatedly to turn as many dots green as possible.

Enemy Flee

On some occasions, the enemy may decide to flee. Chase after them in the same way as Flee is described above. If you can catch them, the battle will continue.

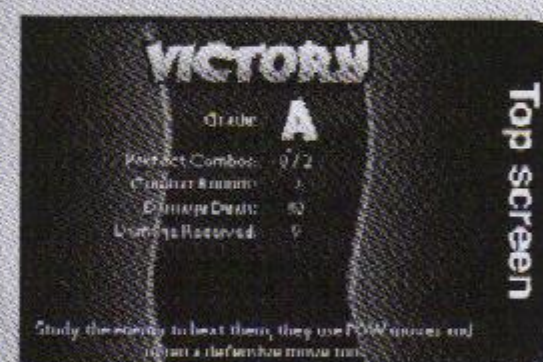
VIEWING THE COMBAT SCREEN



The Next Actions display shows a simple breakdown of your team's actions for the remainder of the round. Faster characters will often appear multiple times. Use of a **POW Move** or **Item** will take up a single action within the round, allowing you to add further actions. **Attack** and **Defend** moves will however occupy all of the character's remaining actions for the round.

RESULTS

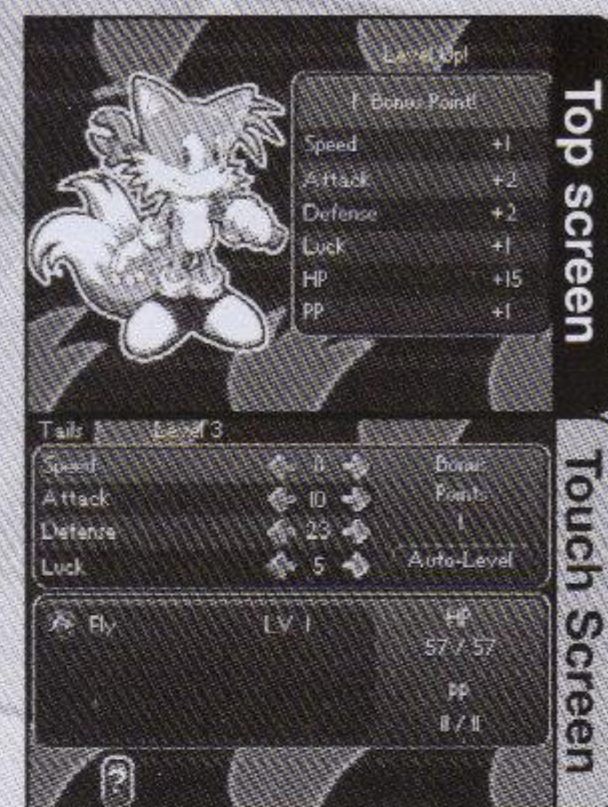
If you successfully defeat all the enemies, then the Victory screen will be displayed. This shows the combat grade as well as some statistics. If all of your characters are knocked out, you will have the opportunity to retry the battle at the cost of some Rings, or to reload the game from the last save point.



LEVEL UP

All characters will receive Experience Points at the end of each battle. Experience Points are also gained on completion of missions, and at other key stages during the game. When a character's Experience gauge is full, then his/her level increases and the Level Up screen is displayed. Leveling up raises all the character stats (p.14) as displayed on the top screen. An additional Bonus Point is also awarded, that you can freely allocate to a stat of your choice, or have it assigned automatically (**Auto-Level**).

Points are also awarded with each level up which may be used to buy a new POW Move or upgrade an existing one.



Upgrades

At the Upgrades screen, you will see a list of POW Moves, and the number of points available for allocation. Select a POW Move by touching its lowest available level, and a description will be displayed on the top screen. If there are sufficient points available, touch **Buy** to allocate the points to the POW Move. Solid circles are displayed to represent levels which have already been acquired or upgraded to.

Although each POW Move can be acquired/upgraded to a total of three levels, points must be allocated to them in order starting from the lowest level. Upgrading to a higher level will give the POW Move greater potency in battle, but will require more POW Move Points. If you have insufficient points for the level you require, save them for next time by touching **Exit**.

The Upgrades screen can also be accessed at any time by touching **POW Moves** on the Profiles Screen.



DS Wireless Communications (Multi-Card Play)

Here is an explanation of how to play using Multi-Card Play.

The Things You'll Need


Nintendo DS system	One for each player
<i>Sonic Chronicles: The Dark Brotherhood</i> TM Game Card	One for each player

Connection Procedures

1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. If the **Start-up Mode** of your system is set to MANUAL MODE, the **Nintendo DS Menu Screen** will be displayed. In case it is set to AUTO MODE, skip the next step and go on with step 4.
3. Touch the *Sonic Chronicles: The Dark Brotherhood*TM Panel.
4. Now, follow the instructions on pages 9 and 15.

Guidelines for Communications

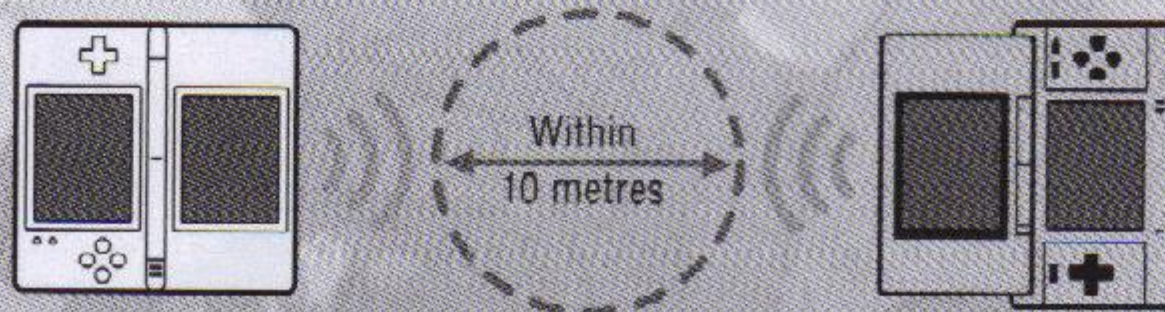
For best results when using the wireless communications feature, follow these guidelines.


The  icon is an indicator of wireless communications. It appears on the **Nintendo DS Menu Screen** or **Game Screen**.

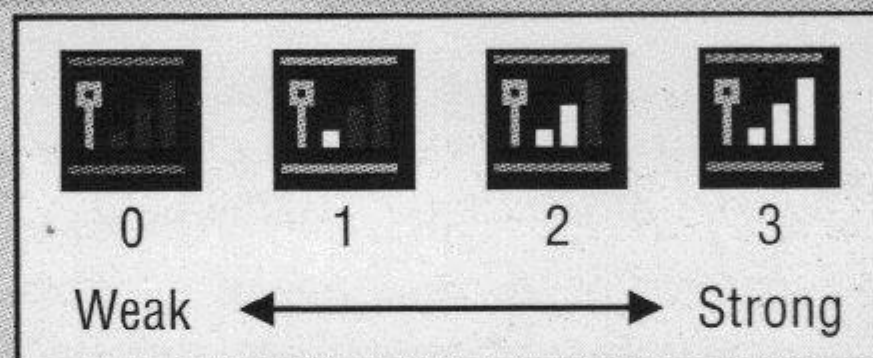
The DS wireless icon indicates that the associated choice will activate the wireless communications function.

DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.).

For further information regarding the usage of the wireless communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.



The  icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communications play.



When wireless communications are in progress, the Power Indicator LED will blink rapidly.

For best results, follow these guidelines:

- Begin with the distance between systems at about 10 metres (approx. 33 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at about 20 metres (approx. 66 feet) or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the Nintendo DS systems.
- Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.



NOTES

codeword 'corsair'



NOTES



WARRANTY

WARRANTY: SEGA Europe Limited warrants to the original buyer of this Game (subject to the limitation set out below), that this Game will perform under normal use substantially as described in the accompanying manual for a period of one hundred and eighty (180) days from the date of first purchase. This limited warranty gives you specific rights, and you may also have statutory or other rights under your local jurisdiction which remain unaffected.

WARRANTY LIMITATION: This warranty shall not apply if this Game is used in a business or commercial manner and/or if any defect or fault result from your (or someone acting under your control or authority) fault, negligence, accident, abuse, virus, misuse or modification of the Game after purchase.

WARRANTY CLAIM: If you discover a problem with this Game within the warranty period, you should return the Game together with a copy of the original sales receipt, packaging and accompanying documentation with an explanation of the difficulty you are experiencing either to the retailer from where you bought the game or call the technical support section (details set out in this manual) who will provide you with the relevant details for returns. The retailer or SEGA will either repair or replace the Game at their option. Any replacement Game will be warranted for the remainder of the original warranty period or ninety (90) days from receipt of the replacement Game, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive an amount up to the price you paid for the Game. The foregoing (repair, replacement or the price you paid for the Game) is your exclusive remedy.

LIMITATION: TO THE FULLEST EXTENT ALLOWED BY LAW (BUT SPECIFICALLY NOT LIMITING ANY LIABILITY FOR FRAUD OR DEATH OR PERSONAL INJURY CAUSED BY SEGA'S NEGLIGENCE), NEITHER SEGA, ITS RETAILERS OR SUPPLIERS SHALL BE LIABLE FOR ANY SPECIAL OR INCIDENTAL DAMAGE, DAMAGE TO PROPERTY, LOSS OF PROFITS, LOSS OF DATA OR COMPUTER OR CONSOLE FAILURE, ANTICIPATED SAVINGS, BUSINESS OPPORTUNITY OR GOODWILL WHETHER ARISING DIRECTLY OR INDIRECTLY FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME EVEN IF IT HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH LOSS.

Unless otherwise noted, the example companies, organisations, products, people and events depicted in the game are fictitious and no association with any real company, organisation, product, person or event is intended or should be inferred.

© SEGA. SEGA and the SEGA logo are either registered trademarks or trademarks of SEGA Corporation. All rights are reserved. Without limiting the rights under copyright, unauthorized copying, adaptation, rental, lending, distribution, extraction, re-sale, renting, broadcast, public performance or transmissions by any means of this Game or accompanying documentation of part thereof is prohibited except as otherwise permitted by SEGA.



CUSTOMER SUPPORT

Please check
www.sega-europe.com/support
or call

0870 010 8002 (local rate)
for details of product support in your region.

Register online at **www.sega-europe.com** for exclusive news,
competitions, email updates and more.

Be the Best.
Hints, Tips and Strategy for the latest SEGA games.

09065 558877

£1 per minute at all times, please ensure that you have the bill payers permission before dialling.
Over 16s only. UK only. Prices subject to change without notice.

The PEGI age rating system:

Age Rating
categories:

Les
catégories
de tranche
d'âge:



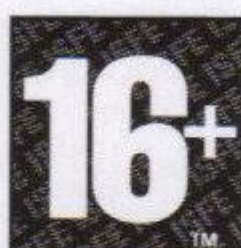
www.pegi.info



www.pegi.info



www.pegi.info



www.pegi.info



www.pegi.info

Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content
Descriptors:

Description
du contenu:



BAD LANGUAGE
LANGAGE
CHOQUANT



DISCRIMINATION
DISCRIMINATION



DRUGS
DROGUE



GAMBLING
JEUX
D'ARGENT



FEAR
EPOUVANTE



SEXUAL CONTENT
CONTENU SEXUEL



VIOLENCE
VIOLENCE



[pegionline.eu](http://www.pegionline.eu)

The PEGI Online logo indicates that a game allows the player to have access to online game play. For further information about online gaming please visit: <http://www.pegionline.eu>

Le logo PEGI Online indique qu'un jeu permet de jouer en ligne. Pour de plus amples informations sur le jeu en ligne, veuillez consulter le site-: <http://www.pegionline.eu>

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

<http://www.pegi.info>

OUT NOW

DINOSAUR KING™

NCSNPUKV1M



SEGA®

www.sega.co.uk



© SEGA. SEGA, the SEGA logo and Dinosaur King are either registered trademarks or trademarks of SEGA Corporation. ©SEGA/Sunrise, Nagoya Broadcasting Network. All Rights Reserved.

SEGA Europe Ltd, 27 Great West Road, Brentford, Middlesex, TW8 9BW

PRINTED IN GERMANY