SONIC RUSH ™

SEGA®

INSTRUCTION BOOKLET

The PEGI age rating system:

Age Rating categories:
Les catégories
de tranche d'âge:

3+ **7+** **12+** **16+** **18+**
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 / LA FAMILIARITÉ DE LANGAGE

DISCRIMINATION / LA DISCRIMINATION

DRUGS / LES DROGUES

FEAR / LA PEUR

SEXUAL CONTENT / LE CONTENU SEXUEL

VIOLENCE / LA VIOLENCE

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

This Game Card will work only with the Nintendo DS system.

WIRELESS DS SINGLE-CARD DOWNLOAD PLAY
THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES DOWNLOADED FROM ONE GAME CARD.

1–2

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

1–2

IMPORTANT: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo DS™, 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 book for future reference.

Thank you for purchasing Sonic Rush™. 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 RUSH™

TABLE OF CONTENTS

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

STORY & CHARACTERS

Dr. Eggman is up to his old tricks again.

And Sonic is right there to stop him!

"Hey Eggman! What have you got planned this time?"

"Hah! Do you think I'm going to tell you that?"

After an exchange of blows, Eggman hastily retreats leaving behind a mysterious Emerald, quite unlike the Chaos Emeralds.

As Sonic goes to pick it up, it is whisked from under his very nose.

"And that's the second one…"

Mutters the unfamiliar figure of a lady, before quickly vanishing.

"What was THAT about?"

Muses Sonic, as he takes off again on another exciting adventure.

Sonic the Hedgehog

Foot loose and fancy free, his only gripe is with evildoers. He's sometimes quick to anger, but will always lend a helping hand when somebody's in trouble. There's no stopping the world's fastest supersonic hedgehog!
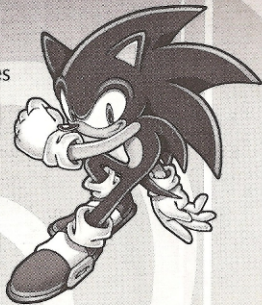
Blaze the Cat

As Guardian of the Sol Emeralds, she's currently hot on the trail of Dr. Eggman who's made off with them. Blaze is normally calm and level headed, but may be concealing her real feelings. Devoted to her position, she sometimes gets bogged down by her own strict discipline, which may explain why she seems a little withdrawn.

Dr. Eggman

An arrogant self-professed evil scientific genius, with a passion for robotics, and dreams of enslaving the world in his own Eggman-land utopia. His schemes are invariably foiled by Sonic, but he's never let that detail stop him!

Eggman-Nega

His speech and manner is eerily polite for such a cold and calculating individual. On the surface he resembles Eggman, but on the inside?

Miles "Tails" Prower
A gentle fox with two tails, he adores Sonic and follows him around like a kid brother. In this game, Tails will support Sonic

Cream the Rabbit
A rabbit who takes her friend Cheese wherever she goes. She is polite and hardworking. She can also fly by flapping her ears. She meets Blaze and becomes friends, supporting her in this game.

Amy Rose
She calls herself Sonic's girlfriend, and chases him wherever he goes. She is cheerful and energetic, strong-willed and very active.
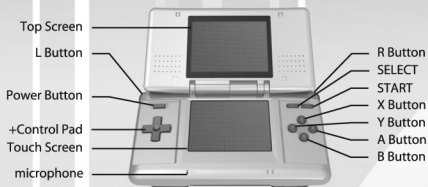
Knuckles the Echidna
Powerful and spectacular echidna, he is always seen fighting with his rival Sonic. Being so straight forward and earnest, he is easily fooled.

CONTROLS

This game mainly uses the + Control Pad and the buttons to play. The stylus has a limited use in this game.

Top Screen
L Button
Power Button
+Control Pad
Touch Screen
microphone

R Button
SELECT
START
X Button
Y Button
A Button
B Button

Menu Controls

All selectable items (Menus, Character Select, etc.) are displayed on the Touch Screen. Use the + Control Pad to select the Menu item and press the A Button, or simply touch the Menu item with the stylus to enter (or execute).

Some menus contain arrows displayed next to the menu item. If you use the Stylus, touch either of the arrows to change the selection, and touch the Menu item to enter.

To cancel or go back one step, either press the B Button or touch the **Return Icon** (see right) displayed on the Touch Screen.
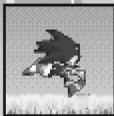

BLAZE

8

Normal Actions

Walk/Run & Brake
+ Control Pad ←/→

Press the + Control Pad ←/→ to walk, and keep holding in one direction to gain more speed. Quickly press the opposite direction to brake your dash.

Scroll Screen
+ Control Pad ↑/↓

Hold down the + Control Pad ↑/↓ while standing still to vertically scroll the screen and view what's immediately above or underneath depending on which screen you are in. If your character is in the top screen, you may only scroll up, and vice versa.

Top Screen

Touch Screen

Pause
START

Press START to pause the game. Depending on the mode and situation, pausing may bring up a Pause Menu. This will be explained separately. Note that pausing is not possible in Battle Play (p.27).

CONTROLS

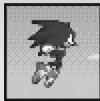## Spin Jump
A/B Button

Use the A/B Button
to jump and/or attack
your enemies.

Jump Dash
Spin Jump, R Button

Simply jump and press
the R Button in mid-air
to either dash forward above
ground or charge a nearby enemy.

Spin Dash
↓ + A/B Button, release ↓

Hold the + Control Pad
↓ while standing still,
then press the A/B Button to spin,
and release the + Control Pad.
Sonic dashes forward spinning,
blasting enemies in his path.

Super Boost
X/Y Button

Press the X/Y Button
while Sonic is on the
ground. This action is available as
long as your Tension Gauge (p.12)
is charged.

Blaze's Actions

Axel Jump
A/B Button

Use the A/B Button to jump and/or attack your enemies.

Burst Hover
Axel Jump, R Button

Simply jump and press the R Button in mid-air to dash forward above ground.

Burst Dash
↓ + A/B Button, release ↓

Hold the + Control Pad ↓ while standing still, then press the A/B Button to spin, and release the + Control Pad. Blaze dashes forward spinning, blasting enemies in her path.

Fire Boost
X/Y Button

Press the X/Y Button while Blaze is on the ground. This action is available as long as your Tension Gauge (p.12) is charged.

Trick Actions

Basic Tricks/Advanced Trick
B-B-B/A Button

Tap the B Button while launched in the air. You can also press the A Button for your third action for the awesome finish!

Grind Tricks
R-R-R Button

Tap the R Button while grinding across various rails to perform the Grind Trick.


Just Trick
A Button

Press the A Button as you are about to take off from a springboard or the edge of a rail. This trick is the most efficient way to charge up your Tension Gauge.

Tricks and Tension Gauge

Whenever you perform Tricks or defeat an enemy, the Tension Gauge (at the left side of the screen) will be charged (maximum at 300%). This allows you to perform the Super Boost. Also, the Tension Gauge will decrease with time or when you take damage. Note that Trick Points you earn from a single gimmick (p.17) will decrease each time it is used – until nothing can be gained.
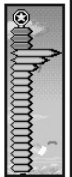
Hop Jump (Sonic)
⬆ + R Button

Use the Springs or the Ramps to launch into the air, then press both the + Control Pad ⬆ and the R Button to perform a vertical hop.

Humming Top (Sonic)
⬅ / ➡ + R Button

Use the Springs or the Ramps to launch into the air, then press both the + Control Pad ⬅ / ➡ and the R Button to perform a horizontal hop, attacking enemies in the way.
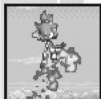

Axel Tornado (Blaze)
⬆ + R Button

Use the Springs or the Ramps to launch into the air, then press both the + Control Pad ⬆ and the R Button to perform a vertical hop, attacking enemies in the way.

Jump Step (Blaze)
⬅ / ➡ + R Button

Use the Springs or the Ramps to launch into the air, then press both the + Control Pad ⬅ / ➡ and the R Button to perform a horizontal hop.

STARTING THE GAME

Insert the "Sonic Rush" Game Card into the Nintendo DS™ system and turn the POWER ON. When the Title Screen appears, press START to enter the Main Menu screen.

Top Screen

Touch Screen

GAMEPLAY (P.16)

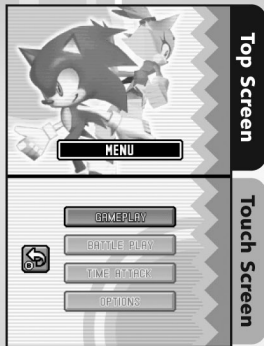Play the game along the story.

BATTLE PLAY (P.27)

Play in the 2-Player race to finish the selected Act.

TIME ATTACK (P.36)

Race against the clock to finish the selected Act in record time. This mode becomes available, once you reach the end with either character in Gameplay Mode.

OPTIONS (P.15)

Here you can change various game settings.

View records, and change various game settings.

PLAYER DATA

You can view records of your performances in Battle Play and Time Attack.
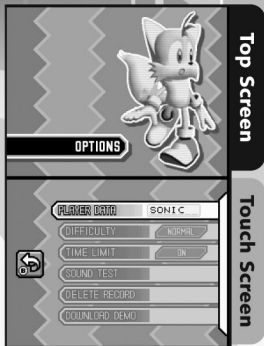
DIFFICULTY

Change the difficulty level of the game.

TIME LIMIT

Select whether or not to lose a life when time runs out.

SOUND TEST

Listen to the music and sound effects used in this game. This Menu Item becomes available, once you reach the ending with either character in

Top Screen

OPTIONS

Touch Screen

PLAYER DATA   SONIC
DIFFICULTY   NORMAL
TIME LIMIT   ON
SOUND TEST
DELETE RECORD
DOWNLOAD DEMO

GAMEPLAY

Play the game along the story from two sides: Sonic and Blaze.

Starting the Game

If you are playing for the first time, the game will immediately start from Zone 1 Act 1 with Sonic. You will be able to select Blaze after you clear Zone 1 by defeating the Zone 1 Boss.

Afterwards, when you select this mode, you select which character to play. The game resumes from the Zone Map screen (p.22).

Act Screen

During the Act, the player travels between the Top Screen and the Touch Screen, depending on the situation (except during the Boss Act, where the action takes place on the Top Screen only). All important information will be displayed on the same screen where the player currently is.

❶ **Number of Rings Collected**
❷ **Time Counter**
Elapsed Time from the start of the Act
❸ **Tension Gauge**
(Will not be displayed in the Boss Act)
❹ **Number of Lives Left**
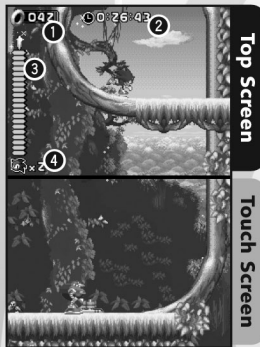
How to Play

● Gimmicks

There are various gimmicks on the field that will assist you in advancing in the Act. Some of these invoke a Gimmick Jump, allowing you to perform aerial Trick Actions (p.12). Some of them are easily noticeable.

● Checkpoint

If you find the checkpoint marker, make sure to touch it. This allows you to restart the Act from this location, should you lose your life.


● Rings

If you possess even one ring, it will protect you from losing a life upon taking damage. When you take damage, you will lose all the rings you possess, making yourself vulnerable. If you collect 100 rings, you will earn an extra life.

● Time Limit

If you set the Time Over settings ON in the Options (p.15), the Time Counter will start to flash when the time limit nears. If you do not clear the Act before the time limit, you will lose a life.
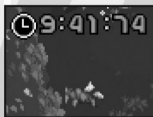
● **Breathing Underwater**

Some Acts contain underwater areas. You cannot stay underwater for long, so you must resurface or find an air bubble to breathe. A countdown will start if you hold your breath too long. When the countdown ends, you will lose a life.

● **Act Cleared**

Reach the goal before the Time Limit to clear the Act. Your performance will be evaluated and displayed on the Result Screen.

Pause

During the game, press START to pause the game and display the Pause Menu. Select **CONTINUE** or press START again to continue the Act. Select **GO BACK** to quit the current Act and return to the Zone Map screen.

NOTE: Pause Menu does not open with Acts which have not been enabled for selection in the Act Select screen (p.23). In this case, you can only pause and unpause the game.

Power-Up Items

A variety of Power-Up Items can be found in Item Boxes positioned around the course. Touch the box to receive the Item inside.

5 Ring Bonus
Increase your Ring count by 5.

Random Ring Bonus
Increase your Ring count by 1, 5, 10, 30 or 50.

Barrier
Protect against enemy attacks one time only.

Magnetic Barrier
Barrier that also draws in nearby Rings.

Floating Item Box
Touch to receive a mystery Power-Up Item.

Invincible
Become invincible to all damage for a limited time.

Tension Bonus
Increase your Tension Gauge level by 1 bar.

Max Tension Bonus
Increase your Tension Gauge level to maximum.

1 UP
Increase remaining lives by 1.

Boss Act

The Boss Act is played only on the top screen. The display is the same as the normal Act screens, except that there is no tension gauge (i.e. the trick actions and Super Boost cannot be used).

To defeat the Boss, you will need to inflict a certain number of hits. On the Touch Screen, the number of hits you will need to inflict will be displayed (❶).

When you defeat the Boss, you clear the Zone. At this point, your progress will be saved automatically.

Top Screen

Touch Screen

Good luck, Sonic!

SONIC THE HEDGEHOG

ZONE 1
BOSS

❶

GAMEPLAY

Zone Map

The Zone Map displays where you can go in this game. As you clear each Zone, a new Zone becomes available. You can also meet other characters for a short event in the game. To decide where to go, simple touch the destination with the Stylus. You may also use the + Control Pad to guide your character, and press the A Button.
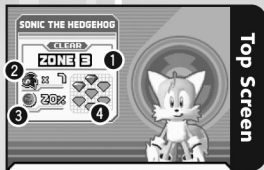

❶ **Amount Cleared in the Game**
❷ **Number of Lives Left**
❸ **Merging of Worlds**
Indicates how much Blaze's world has merged with Sonic's world.
Note: Once the game is completed the percentage will be 0%.
❹ **Chaos Emeralds Collected**

You can view the map off-screen by touching ❺ (or press the X Button), then touch either of four arrows (or + Control Pad).

To play the newly available zone, you must navigate your character on the map and select. You will be asked to confirm your action. Select **YES** to play, or **NO** to cancel.

Touch Screen

Once you battled the Zone Boss, you can select the Act from the Act Select Screen to play it over. You can also touch the tabs (❶) to change the Zone.

Touch Screen

Press START to bring up a Pause Menu. Select **RETURN TO TITLE SCREEN** to exit the game.

Touch Screen

Special Generators

Special Generator is a special gimmick, located somewhere in each Zone, that will send you to the Special Stage (see next page). Note that only Sonic can go to the Special Stage.
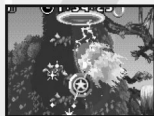

● How to Use the Special Generators

Special Generators are located somewhere in the air. Grab onto its handle. At this point, you can press the A Button to let go for no effect.

Press and hold the X/Y Button for Super Boost to spin around in high speed, until a distortion in dimension is created. Keep this up for a given time until you are launched into the Special Stage.

If you let go the Special Generator (by pressing the A Button) or let the Tension Gauge deplete completely before you are being launched, you will fail to enter the Special Stage.
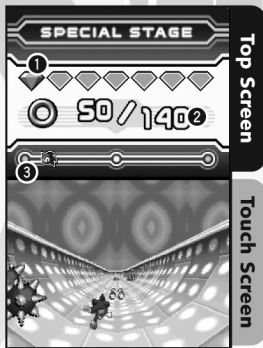
Special Stages

Special Stages are where you earn Chaos Emeralds. Guide Sonic all the way to the finish in this half-pipe course to earn your Chaos Emerald. There are 7 of them scattered in the game, and if you get them all, you may find yourself with a surprising treat. Note that only Sonic can be played in the Special Stages.

● **Special Stage Screen**

❶ **Chaos Emeralds Collected**
❷ **Rings Collected/Needed**
❸ **Your Position on the Course**
From left, Starting Point, Check Point, and Goal. The Character Icon indicates where you are.

Top Screen

Touch Screen

25

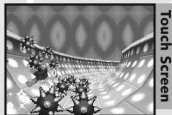## ● How to Play the Special Stage

The Special Stage is played on the Touch Screen. Use the Stylus to guide Sonic left/right to advance the stage.

Guide Sonic to collect rings on the course, while avoiding obstacles. You will lose some of your rings if you make contact with the obstacle.

On some courses, enemies will appear and attack you. Touch the area where the enemy is and attack. Beware that some enemies require more than one hit. You are rewarded a ring for each enemy you defeat.
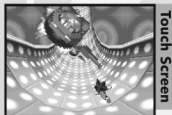
Run over the Trick Spring placed on the course, and you will jump high in the air. Once airborne, numbers and a gauge will be displayed. Quickly touch the numbers with the stylus in order before the gauge depletes. Your action will be evaluated and then rewarded with rings based on your performance.

By not having the required number of rings at the checkpoint, the Special Stage will end there. If you go all the way to the end, having the required number of rings, you will receive the Chaos Emerald.

A two player battle to compete to finish the Act first.

Select Mode

Battle Play can be played in Single-Card or Multi-Card Play. There are no differences in the game between the two; Multi-Card Play saves the time to set up the game.

Touch Screen

DS WIRELESS BATTLE (P.28)

Play the game in Multi-Card Play. Please also see p.33 for the preparation for this mode.

DS DOWNLOAD BATTLE (P.29)

Play the game in Single-Card Play. Please also see p.34 for the preparation for this mode.

DS Wireless Play

To start the Battle Play, a "room" must be created. The player who creates the room becomes Player 1, and waits for a participant. The player who joins the room becomes Player 2.

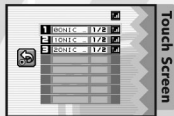### CREATE ROOM

Select this option to create a room.

You may also choose to cancel the room, which in case the room will disappear.

JOIN

When selected, a list of available rooms will be displayed. Select the room to enter.

You may also choose to exit the room.

When the two players are ready, Player 1 will first press the START, then Player 2 will automatically advance to the next step.

Whenever you create a room or enter one, a message "Use DS Wireless Communications?" appears, select **YES** to advance. Select **NO** to cancel and return to the Mode Select screen of Battle Play.

Character/Act Select

Both players select which character to use. Note that
the same character cannot be used by both players.

Touch Screen

SONIC

Next, Player 1 selects the Zone/Act to play the Battle.
Note that you can only select the Zones/Acts that are
completed in the Gameplay Mode by either player.

Touch Screen

CHOOSE ZONE/ACT

ZONE 1 ACT

Game Rule

Two players will compete against each other on the selected Act. Each
player can obstruct the opponent's play directly or with use of an item.
The first player to finish the Act is the winner. The game will end in a
draw if neither player finishes before the time limit.

● **Obstructing Your Opponent Directly**

It is possible to attack and blow away your opponent. In this case, the
player attacked will not lose his/her rings.

● **Restarting**

There are no number of lives in this mode. You will automatically restart
from the beginning (or from the Check Point), whenever you fall into a
situation where you would lose a life in the Gameplay Mode.

Battle Play Screen

Unlike in the Gameplay mode, you will only use one of the screens, as the other screen will display the opponent (with characters in icons). Press SELECT to switch the display to use (by default, your character will be displayed on the top screen).

❶ **Number of Rings Collected**
❷ **Time Counter**
   Elapsed Time from the start.
❸ **Tension Gauge**
❹ **Your position in the race**

Top Screen

Touch Screen
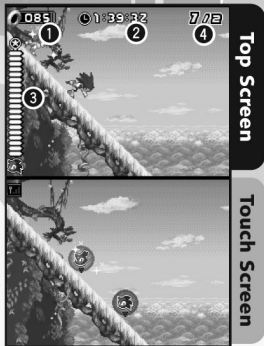
BATTLE PLAY

Battle Play Items

With the exception of Random Ring Bonus, the items in this mode are different from the Gameplay mode. Utilise these items well to obstruct your opponent!

Random Ring Bonus
Increase your Ring count by 1, 5, 10, 30 or 50.

Confusion
Opponent becomes out of control for a given time.

Slow
Slows down the opponent for a given time.

Attract
Bring your opponent in the area where you are.

Max Tension Bonus
Your Tension Gauge level becomes maximum; opponent's become depleted.

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
- **"Sonic Rush" Game Card** . . . . One for each player

Connection Procedures
1. Make sure that all Nintendo DS™ are turned OFF, 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 "SONIC RUSH" NINTENDO Panel.
4. Now, follow the instructions on p.14 and p.28.

BATTLE PLAY

DS Wireless Communications (Single-Card Play)

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

The Things You'll Need
- Nintendo DS™ system . . . . One for each player
- "Sonic Rush" Game Card. . . . . One

Connection Procedures
Host System:
1. Make sure that the power is turned off on all systems, and insert the Game Card into the 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 RUSH" NINTENDO Panel.
4. Now, follow the instructions on p.14 and p.29.

Client System:
1. Turn the power on. The Nintendo DS™ Menu Screen will be displayed.
NOTE: Make sure the Start-up Mode of your system is set to MANUAL MODE. For further details on how to set up the Start-up Mode, please refer to the Nintendo DS™ Instruction Booklet.
2. Touch DS DOWNLOAD PLAY. The Game List Screen will appear.
3. Touch the "SONIC RUSH" NINTENDO Panel.
4. You will be asked to confirm your choice. Touch YES to download game in formation from the Host System.
5. Now, follow the instructions on p.14 and p.29.

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.).

Within 10 metres
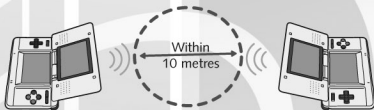
The 📶 icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communications play. When wireless communications are in progress, the Power Indicator LED will blink rapidly.

0   1   2   3
Weak ←——————→ Strong

For best results, follow these guidelines:
• Begin with the distance between systems at about 10 metres (30 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 20 metres (65 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.

TIME ATTACK

Clear the selected Act or the Boss in the fastest time possible. The top five time records for each Act or Boss Battle will be ranked. This mode becomes available, once you reach the end of Gameplay Mode with either character.

Flow of the Mode

First, select which to challenge: the individual **Act** or the **Boss** Battle. Next, select which character to use: **Sonic** or **Blaze**. Finally, select the Zone/Act you wish to try (or the Zone Boss to battle against).

You will then play the selected Act/Boss Battle as you do in Gameplay Mode. In this mode, however, you only have one life to finish. When you have completed the Act/Boss Battle, you will have the options to try again, change characters, change Act/Boss Battle, or return to the Main Menu screen.

SEGA OF EUROPE

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