

SEGA®

DOL-G2XP-UKV-M

SONIC GEMS™

COLLECTION



INSTRUCTION BOOKLET



NINTENDO
GAMECUBE™

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO SYSTEM.

QUESTO SIGILLO È LA TUA GARANZIA CHE NINTENDO HA VALUTATO ED APPROVATO QUESTO PRODOTTO. RICHIEDILO SEMPRE ALL'ACQUISTO DI GIOCHI ED ACCESSORI PER ASSICURARE LA COMPLETA COMPATIBILITÀ CON IL TUO SISTEMA NINTENDO.

ESTE SELLO ES TU SEGURO DE QUE NINTENDO HA APROBADO LA CALIDAD DE ESTE PRODUCTO.

BUSCA SIEMPRE ESTE SELLO CUANDO COMPRES JUEGOS Y ACCESORIOS PARA ASEGURARTE UNA COMPLETA COMPATIBILIDAD CON TU NINTENDO SYSTEM.

DENNA ETIKETT GARANTERAR ATT NINTENDO STÅR FÖR PRODUKTENS KVALITET. KONTROLLERA ATT ETIKETTEN FINNS PÅ SPEL OCH TILLBEHÖR DU KÖPER FÖR ATT FÖRSÄKRA DIG OM ATT DE ÄR KOMPATIBLA MED NINTENDO.

TÄMÄ TARRA VAKUUTTAA, ETTÄ NINTENDO ON HYVÄKSYNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA, JOTTA SAAT VARMASTI NINTENDO YHTEENSOPIVIA TUOTTEITA.



**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS AND
CONTROLLERS.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**

LICENSED BY







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Thank you for purchasing Sonic Gems Collection™. Please note that this software is designed for use with the NINTENDO GAMECUBE. Be sure to read this instruction booklet thoroughly before you start playing.

SONIC GEMS™

COLLECTION

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While the games in this collection have retained the original form of their respective platforms, minor graphical modifications have been made.

SETTING UP

●●● CONTROLLER ●●●

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned on, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



●●● HARDWARE SETUP ●●●

Sonic Gems Collection™ contains a collection of games playable by one to four players. Connect the NINTENDO GAMECUBE Controller(s) to Controller Socket 1, 2, 3, and 4 depending on the number of players.



●●● SAVE FILES ●●●

There are four types of files for Sonic Gems Collection™, and a maximum of 11 files can be stored per Memory Card, depending on the number of Blocks available on your card. Note that the only data being automatically saved is the Setting Data; other game data must be saved manually.

NOTE: The Setting Data is autosaved only if the data is loaded on entering this game at the Title Screen.

- ❖ **SETTING DATA (2 BLOCKS)** *one per Memory Card
Game logs, unlocked contents, and game data for Sonic CD.
- ❖ **SONIC F: SYSTEM FILE (4 BLOCKS)** *one per Memory Card
Game settings and records for **Sonic The Fighters**.
- ❖ **SONIC R: GAME DATA (4 BLOCKS)** *one per Memory Card
Characters, course, and records for **Sonic R**.
- ❖ **OTHER GAME DATA (27 BLOCKS / PER GAME)**
Saved games of Game Gear and other bonus games.

STARTING THE GAME

●●● MEMORY CARD ●●●

Sonic Gems Collection™ is a NINTENDO GAMECUBE Memory Card compatible game (Memory Card sold separately). Never turn OFF the NINTENDO GAMECUBE power or remove the Memory Card while the game data is being saved.

When you start the game, the game will look for existing file(s) of this game. If there is no Memory Card inserted in Slot A, the game will warn you and ask if you would like to proceed without saving.

If the Memory Card does not contain a Setting Data of this game, you will have a choice of creating the data or starting the game without creating the data.

Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.

The game language which is set in the game and saved on a Memory Card has priority over the GAMECUBE console. (For more information please refer to the hardware console manual.)

●●● MENU CONTROLS ●●●

The first menu screen you will access is the Main Menu. Use the following controls during any menu screens to navigate and access each area.



Control Stick / + Control Pad	SELECT ITEM / SCROLL
A Button	ENTER SELECTION
B Button	CANCEL / PREVIOUS SCREEN

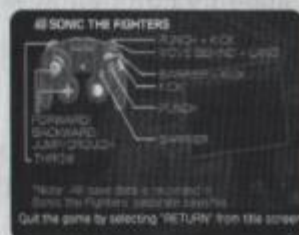
●●● GAMES ●●●

Select **GAMES** from the Main Menu to enter the Game Menu. To start a game, select a title of your choice and press the A Button. Games listed as ??? will be unlocked once you clear certain requirements.



◆ GAME REFERENCE SCREEN

Details of each game are displayed when you select a game. Move the Control Stick up/down to scroll the screen to view all of the information. Press the A Button to start the game.



STARTING THE GAME

●●● MANUALS ●●●

Select **MANUALS** from the Main Menu to enter the Manual Menu. Select a title then press the A Button to access the original game manual from its original platform. Use the following controls to browse the manual.



Control Stick / + Control Pad

MOVE PAGE

C Stick (left/right)

PREVIOUS PAGE / NEXT PAGE

L Button / R Button

ZOOM OUT / ZOOM IN

●●● MUSEUM ●●●

Select **MUSEUM** from the Main Menu to access your growing collection of Sonic artwork, movie, music, and more! When a new item is unlocked, you will receive a message on entering the Museum. To open an item, move the selection and press the A Button. To view an illustration, use the following controls.



Control Stick / + Control Pad

MOVE ILLUSTRATION

C Stick (left/right)

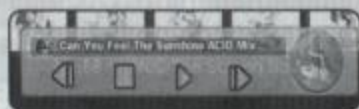
PREVIOUS ITEM / NEXT ITEM

L Button / R Button

ZOOM OUT / ZOOM IN

◆ AUDIO PLAYER

Once you meet certain requirements, you can listen to soundtracks of your favorite Sonic games! The Audio Player will become available when you unlock your first track – press the Y Button to open and close the player, move the Control Stick left/right to select the track, press the A Button to play and the B Button to stop the music.



●●● EXTRAS ●●●

Select **EXTRAS** from the Main Menu to enter the Extras Menu. **HINTS** are list of secret commands and other useful tips that become available based on your progress. **CREDITS** lists the staff that made this game possible.



STARTING THE GAME

●●● GG SCREEN MODE ●●●

You can play the Game Gear® games either in a standard size or a smaller (Game Gear) size screen. Move the C Stick up/down to toggle the screen during the game. Please note that the screen mode cannot be enlarged to standard size during a two-player split-screen game in **Sonic Drift 2**.



●●● PAUSE MENU ●●●

Press the Z Button during a game to access the Pause Menu with the following options. Please note that this menu is not available for **Sonic The Fighters**, **Sonic CD**, and **Sonic R**.



◆ RESUME

Continue on with the current game.

◆ RESET GAME

Reset the current game – start over from the Title Screen.

◆ QUICK SAVE GAME

Temporarily save the current game progress.

◆ QUICK LOAD GAME

Load a temporarily saved game.

◆ SAVE GAME DATA

Save the current game (up to 8 different games).

◆ LOAD GAME DATA

Load previously saved Game Data (must be a data of the game you are currently playing).

◆ VIEW HINTS

Secret commands and other information based on your progress.


◆ EXIT

Quit the current game and return to the Game Menu.

SONIC THE FIGHTERS

●●● SYSTEM FILE ●●●

On loading **Sonic The Fighters**, the game will look for existing Sonic The Fighters **SYSTEM FILE** from the inserted Memory Card. If you are playing for the first time, it is a good idea to create **SYSTEM FILE** from the **OPTIONS – SYSTEM** to store your settings and records of the game.



Loading SYSTEM FILE.
Do not touch the Memory Card
in Slot A or the POWER Button.

●●● MAIN MENU ●●●

Press **START/PAUSE** during the demo screen to enter the Title screen with the following options. To return to the demo, press the **B** Button.



◆ **ARCADE MODE**

Single player mode against CPU characters.

◆ **VS. MODE**

Two-player mode between you and a friend. The second player can always enter the game in the middle of a single player game (Arcade Mode) by pressing **START/PAUSE** for a two-player (VS. Mode) match.

◆ **OPTIONS**

Change various game settings. Also check your fight records, and save or load your **SYSTEM FILE**. *Details on P.14 & 15.

◆ **RETURN**

Quit the game and return to the Game Menu.

You are notified whenever you attempt to exit the game without saving the latest settings and records. Select "YES" to save (overwrite) the SYSTEM FILE before returning to the Game Menu of Sonic Gems Collection.

SONIC THE FIGHTERS

●●● CHARACTER SELECTION ●●●

Select **Arcade Mode** or **VS. Mode** from the Main Menu and enter the Character Select screen. Move the Control Stick to select a character for the fight. The **AUTOMATIC/MANUAL** control option will also be decided here if you have turned on this setting from the **OPTIONS – Game Settings (P.14)**.



●●● GAME DISPLAY ●●●

① TIMER

Remaining time of the current round.

② ENERGY GAUGE

Gauge will decrease when character takes damage.

③ NAME

Name of the character.

④ MATCH COUNTER

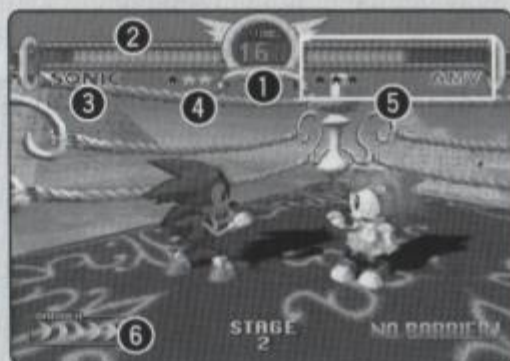
Number of rounds you won in the current Match – one star per victory.

⑤ OPPONENT'S INFO

CPU's or Player 2's information.

⑥ BARRIER COUNTER

Number of Barriers remaining.



●●● PAUSE MENU ●●●

Press **START/PAUSE** during a match to pause and access the following options. Press **START/PAUSE** again to resume your current fight.

◆ RETURN TO MAIN MENU

Quit the match and return to the Main Menu of this game.

◆ RETURN TO CHARACTER SELECT

Quit the match and return to the character selection screen.

◆ COMMANDS (for your character)

List of commands for the character(s) currently played.

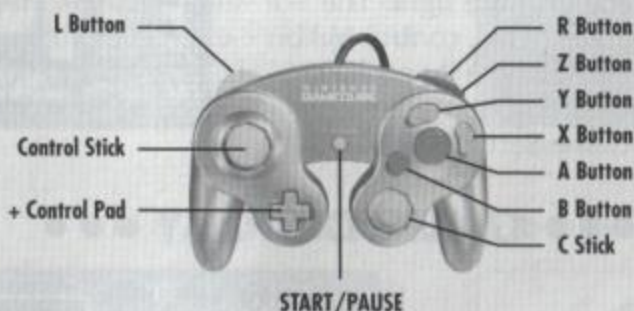


SONIC THE FIGHTERS

●●● DEFAULT CONFIGURATION ●●●

Here are the default button settings for Sonic The Fighters. The control settings can be modified from **OPTIONS - CONTROL**.

*Chart below represents the configuration of **TYPE A** setting.



BUTTONS	MENU SCREEN	MATCH
Control Stick	Move Cursor	Control Character
A Button	Enter	Punch (P)
B Button	Back / Enter	Barrier (B)
X Button	-NOT USED-	Kick (K)
Y Button	-NOT USED-	B+K
Z Button	-NOT USED-	P+K+B
L Button	-NOT USED-	P+B
R Button	-NOT USED-	P+K
START/PAUSE	Start Game	Pause Menu

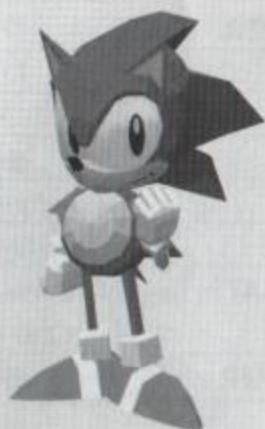
●●● COMMON ACTIONS ●●●

↑	JUMP
↓	CROUCH *not for all characters
→→ / ←←	QUICK MOVE (forward/back)
→↻	RUN
P+K+B	DODGE
Close-up P+K+B	BEHIND-THE-BACK
Thrown in Air P+K+B	SAFE LANDING
On the Ground → / ←	GET UP (front/back)
On the Ground ↑ / ↓	ROLL & UP (either side)
← P+K *One Barrier Required	START HYPER MODE

White Arrow: Tap / Black Arrow: Hold / +: Press Simultaneously

SONIC THE FIGHTERS

SONIC



SPIN ATTACK	⇩ P
QUICK TOSS	⇨ P
SPIRAL SPIN ATTACK	⇩⇩ P
DASH SPIN ATTACK	In Run P
HEAD SPIN ATTACK	Close-up P+B
DIZZY SPIN ATTACK	Close-up ⇨⇨⇩⇨⇨ P+B
SPIN DIVE	⇧ P
DODGING SPIN ATTACK	P+K+B P

TAILS



PROPELLER DASH	P+K
PROPELLER DASH-L	P+K P
PROPELLER DASH-R	P+K K
SQUASH PUNCH	⇨ P
STAMP DIVE	⇧ K
PUSH AWAY	In Run P
AIRPLANE DROP	Close-up P+B
DODGING PUNCH	P+K+B P

KNUCKLES



KNUCKLES GLIDER	P+K
ONE-TWO-UPPERCUT	PPP
UPPERCUT	⇨ P
BODY DIVE	⇧ P
PUSH AWAY	In Run P
KNUCKLES SPECIAL	Close-up P+B PP
FOOT TRAMPLE	Close-up ⇩⇩ K+B
DODGING PUNCH	P+K+B P

(Character facing right) ⇨: Tap / ⇧: Hold / +: Simultaneously
 P: Punch (A Button) / B: Barrier (B Button) / K: Kick (X or Y Button)

SONIC THE FIGHTERS

●●● AMY ●●●



MAGICAL HAMMER	⇩ P
SPIN HAMMER	⇨ P
HIP ATTACK	⇨⇨ K
HAMMER DIVE	▲ P
SLIDE	In Run P
VAULTING HORSE	Close-up P+B
HEY! WHAT IS THAT?	Close-up ⇨⇨⇩⇨⇨ P+B
DODGING HAMMER	P+K+B P

●●● FANG ●●●



RAPID SHOOT	⇨ P P P P P
TAIL COMBINATION	K+B K K
TAIL SPRING KICK	⇨⇨ K
GREAT POPGUN	⇨⇨⇨ P
HORSE KICK	In Run K
TAIL DOWN ATTACK	Opponet Down ⇩ K
TAIL THROW	Close-up ⇨⇨ K+B
DODGING SHOOT	P+K+B P

●●● BEAN ●●●



POWER UPPERCUT	⇨ P
RAPID PECK	P P P P P
THROW BOMB	⇨⇨ P
SHOOT BOMB	➡ K
DASH PECK	In Run P
SUPER PECK	Close-up P+B
TERRIFIC PECK ATTACK	Close-up ⇨⇨⇨ P+B
DODGING ATTACK	P+K+B P

(Character facing right) ⇨: Tap / ➡: Hold / +: Simultaneously
 P: Punch (A Button) / B: Barrier (B Button) / K: Kick (X or Y Button)

●●● ESPIO ●●●



ESPIO SPIN ATTACK	↓ P
TONGUE ATTACK	⇨ P
ESPIO CHOP	⇨ P
LONG RANGE TONGUE	⇨⇨⇨⇨⇨ P
DASH TONGUE	In Run P
BACK TOSS	Close-up P+B
TONGUE THROW	Close-up ⇨⇨ P+B
DODGING TONGUE ATTACK	P+K+B P

●●● BARK ●●●



STAMP & HOOK	⇨ P P
ONE-TWO-THROW	P P P
TRIPLE SQUASH PUNCH	⇨ P P P
KNOCK DOWN THROW	Close-up P+B
HOLDING PUNCH	Close-up ⇨⇨ P+B
GIANT SWING	Close-up ⇨⇨⇨⇨⇨ P+B
GUARD WALK	⇨⇨ P+K+B *Barrier required
DODGING PUNCH	P+K+B P

(Character facing right) ⇨: Tap / ⇨: Hold / +: Simultaneously
 P: Punch (A Button) / B: Barrier (B Button) / K: Kick (X or Y Button)

●●● HYPER MODE ●●●



When you have a Barrier remaining, activate the Hyper Mode by entering ⇨ P+K (on the ground) or ⇨ P+K (while in mid-air) during the fight. Hyper Mode is in effect for a limited time while your character is surrounded with stars. Take advantage of this opportunity to use the special attacks only available during this mode.

NOTE: Hyper Mode must be enabled in **OPTIONS** – Game Settings.

●●● OPTIONS ●●●

Select **OPTIONS** from the Main Menu to access the Options Menu detailed below. Move the Control Stick up/down to move the selection, and left/right to change the highlighted setting. When you are finished, select **EXIT** and return to the Main Menu.



GAME SETTINGS

◆ **ARCADE**

Adjust the following settings for the Arcade Mode.

ENEMY RANK. Difficulty level of the match.

MATCH COUNT. . . . Number of victories to win the match.

ROUND TIME. Number of seconds per round.

ENERGY MAX. Energy level – HARDEST being the least.

◆ **VS**

Adjust the following settings for the VS. Mode.

MATCH COUNT. . . . Number of victories to win the match.

ROUND TIME. Number of seconds per round.

ENERGY MAX. Energy level – HARDEST being the least.

◆ **BARRIER**

Set the number of Barriers available at the beginning of the match.

◆ **BARRIER RESET**

Option to reset the number of Barriers every round.

◆ **AUTOMATIC**

Option to allow automatic selection of special attacks. Turn the setting **ON**, then select **AUTOMATIC** at the Character Select screen to enable the option.

◆ **HYPER MODE**

Option to enable Hyper Mode (see P.13 for details).

◆ **DAMAGE**

Adjust the loss of Energy per attack.

◆ **INITIALIZE**

Reset the Game Settings to the default configuration.

CONTROL

Use one of the pre-configured button settings, or move the Control Stick up to edit your own setting. To edit the button settings, move the Control Stick up/down to select a button and left/right to choose the assigned action.



SOUNDS

SOUND MODE Sound output setting of the game system.

SE VOLUME Adjust the volume of the sound effects.

SE TEST Select a sound effect and play.

MUSIC VOLUME . . . Adjust the volume of the BGM.

MUSIC TEST Select a BGM and play.

INITIALIZE Reset all sound settings.

EXIT Return to Options Menu.

* Sound Mode cannot be changed from the in-game Options.

SCREEN

◆ SCREEN MODE

Adjust the screen size from three available display types.

TYPE A Screen dimensions of the original Arcade version.

TYPE B Screen size of TYPE A, proportionately enlarged and centered on the screen.

TYPE C Resized to fit exactly on screen.

* TYPE A and B will display some black borders at the edges.

◆ ADJUST POSITION

Use the Control Stick to adjust the position of your screen.

SYSTEM

Select **SAVE SYSTEM FILE** to save your current settings and records, or **LOAD SYSTEM FILE** to load any previously saved file.

RECORDS

Check both the character based records from the **LEAGUE** table and the top rankings of the Arcade Mode from the **CLEAR TIME** chart.

SONIC CD

Little Planet is a beautiful and tiny world where special stones known as the Time Stones are found. The Time Stones are powerful gems that are capable of controlling the passage of time. The evil Dr. Eggman had his eye on these stones all along, ever since the planet appeared on the last month of the year. Upon locating the Little Planet, Dr. Eggman and his robot cronies immediately set about converting the world into a giant fortress. But just in time is Sonic, and he must stop Eggman from taking all the Time Stones that will allow him to manipulate time and conquer the world.



Travel through the past, present and future of each Zone and find Dr. Eggman's latest invention – Metal Sonic. Dr. Eggman will also make an appearance at the end of every Round.

●●● TITLE SCREEN ●●●

Press START/PAUSE once the Title screen of **Sonic CD** is displayed to bring up the menu, then move the Control Stick left/right to select the following options. For your very first game, you will only find two options – **NEW GAME** and **EXIT**.



◆ **NEW GAME**

Start a new game from the beginning.

◆ **CONTINUE**

Start playing from the beginning of a saved Round.

◆ **TIME ATTACK**

Select a Round which you have previously cleared, and aim for the goal in the fastest time. *Details on P.20.

◆ **SAVED GAMES**

Manage your saved game(s) that are autosaved when you clear each Round and when you quit the game. *Details on P.21.

◆ **EXIT**

End your game and return to the Game Menu of Sonic Gems Collection™.

NOTE: This option is the only way to exit Sonic CD.

●●● GAME CONTROLS ●●●

The following are the controls for Sonic. Press START/PAUSE during gameplay to pause the game.

- ✦ Move the Control Stick left/right to **run**, and keep holding either direction to gain more speed. Quickly move the stick in the opposite direction to brake your dash.



- ✦ Hold the Control Stick down during motion to perform a spin (attack move), or use the A, B, or X Button to **Spin Attack** (jump and attack) the enemies.



- ✦ Hold the Control Stick up or down while standing still, then press the A, B, or X Button to spin and release the Control Stick to perform a **Spin Dash**.

- ✦ Move the Control Stick up or down twice while standing still to scroll the screen vertically.

●●● GAME SCREEN ●●●



- ❶ Current score
- ❷ Time elapsed
*Ten minute time limit
- ❸ Number of Rings
- ❹ Remaining Lives
- ❺ Time Symbol
*P: PAST or F: FUTURE

●●● TIME WARP ●●●



Time Warp Signs (**PAST** and **FUTURE**) are scattered in each Zone. Pass by the signs to make them spin and prepare to launch into another time. If you have a Time Warp Display at the bottom of the screen, pick up the pace and keep running until Sonic is ready to warp away!

NOTE: The launch is cancelled if you suddenly stop while Sonic is preparing (running) for the Time Warp.

●●● ITEMS ●●●

◆ RINGS



As long as you have Rings, Sonic won't get hurt when attacked. When Sonic is attacked, you will lose all the Rings you have collected. If an enemy attacks while Sonic has no Rings, you will lose a Life.

◆ LAMPPOSTS



By crossing through a Lamppost, your present score and time will be recorded. If you fail to complete the Zone, you will restart from the last Lamppost you touched.

◆ SUPER ITEMS

Break the monitors with a Spin Attack to get your Super Items.



Super Ring: Earns you 10 Rings at once!



Power Sneaker: Gives Sonic a super burst of speed!



1-Up: Gives you an extra Life.



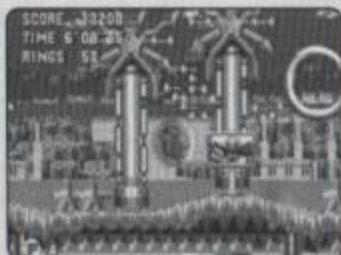
Shield: Prevents you from losing Rings or being hurt when attacked (but won't protect you from all obstacles).



Invincible: Keeps you safe from enemy attacks for a short time (but won't protect you from all obstacles).

●●● SPECIAL STAGE ●●●

You will earn the chance to play the Special Stage when you reach the Goal with 50 or more Rings (except for the Zone where you face Dr. Eggman). Don't forget to grab the giant Ring at the end of the Zone, or else you will miss your chance to pick up the precious Time Stone in the Special Stage.



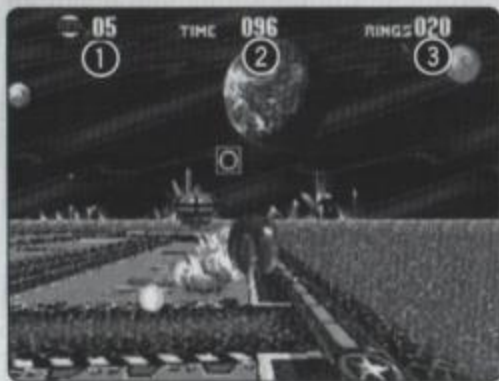
NOTE: The Special Stage is unavailable once you have collected all seven of the Time Stones.

◆ HOW TO PLAY

The Special Stage is a three-dimensional course scattered with UFOs. The objective is to destroy all of the UFOs before your time runs out. You will receive a power-up Item such as Sneaker, Rings, and time bonus per UFO you destroy. Take advantage of the special features of the course such as Fan Block, Spring Blocks, and Dash Zones to help catch the UFOs in time. Stay out of the water, which will deduct 10 seconds off your time. The Time Stone is yours if you track down all the UFOs on the course!

NOTE: Controls of the main game are used to control Sonic during the Special Stage.

◆ SCREEN DISPLAY



- ① Remaining UFOs
*Cleared when this is zero
- ② Remaining Time
- ③ Number of Rings

●●● TIME ATTACK ●●●

Select **TIME ATTACK** from the Title screen to access the Round selection menu. Note that you can only select Rounds you have already cleared in the main game. Take a spin on the available Zones to break your previous records.



◆ GETTING STARTED

Enter the Time Attack from the Title screen and follow each step to start your race.

- 1) Move the Control Stick up/down to select an available Round.
- 2) Move the Control Stick left/right and select **NEXT**.
*Select **EXIT** to return to the previous screen.
- 3) Move the Control Stick up/down and select a Zone.
- 4) Move the Control Stick left/right and select **GO**.
The Zone will load and the Time Attack will begin.

◆ NAME ENTRY

If your performance qualifies within the top three fastest times, your time will be entered in the list (flashing) once you return to the Zone Menu. Follow each step to enter your initials for the time you just recorded.

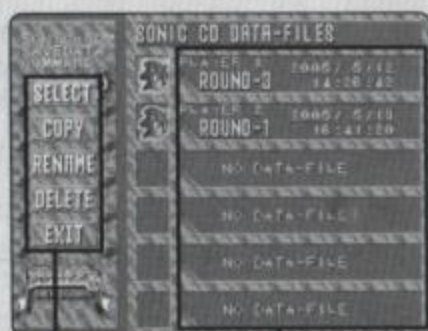
- 1) Press any Button to start entering your initials.
- 2) Move the Control Stick up/down to cycle through the characters.
- 3) Move the Control Stick right to enter the next character.
*Control Stick left to return to the previous character.
- 4) Press the A Button to confirm.



●●● SAVED GAMES ●●●

Select **SAVED GAMES** from the Title screen to access the list of game data for Sonic CD. A total of six different games can be stored. The game will automatically create or update a data whenever you clear a Round.

Move the Control Stick up/down to select one of the following commands on left side of the screen then select one of the saved games available from the list.



COMMANDS

GAME DATA

◆ SELECT

Select the game you would like to continue playing. Please note that the selected data will be automatically overwritten when you advance a Round.

◆ COPY

Select a game and create a copy of the data.

◆ RENAME

Select and change the name of the game data. Move the Control Stick up/down to cycle through the characters, then move the Control Stick right to enter the next character.

◆ DELETE

Select a game and delete the data.

◆ EXIT

Return to the Title screen of Sonic CD.



SONIC R

●●● MODE SELECTION ●●●

Press START/PAUSE at the Title screen of **Sonic R** to enter the Select Mode screen. Move the Control Stick left/right to select the following options.



◆ GRAND PRIX

Enter a single player race mode.

◆ TIME ATTACK

Race for the best time in various game styles.

◆ MULTI-PLAYER

Multi-player race mode for two to four players.

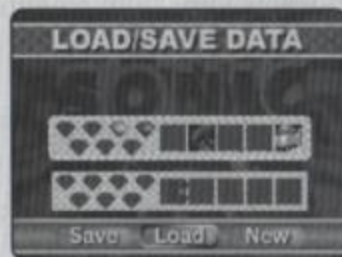
◆ OPTIONS

Change various game settings. *Details on P.25.

Select **EXIT GAME** from the **OPTIONS** to exit the game and return to the **GAME MENU** of Sonic Gems Collection.

●●● LOAD/SAVE DATA ●●●

To load previously saved games, first, select **LOAD/SAVE DATA** in the Options Menu. Move the Control Stick up/down to select the data, left/right to select **LOAD** and press the A Button to load the saved information.



Save your game from the **OPTIONS (LOAD/SAVE DATA)** before you exit this game, otherwise, the details of your progress will be lost.

●●● RACE CONTROLS ●●●

The actions detailed below are common to all characters. See P.27 to 29 for details on each character's Special Moves.

↑ or B / X Button	ACCELERATE
← →	CORNERING
L Button	TURN LEFT (sharp turns)
R Button	TURN RIGHT (sharp turns)
L + R Button	BRAKE
Y Button	CHANGE VIEWS
START/PAUSE	PAUSE

●●● GAME SCREEN ●●●

Here is the screen of the Grand Prix Mode. The appearance during other game modes will vary with more or less display items.



- ① Number of Rings
- ② Current Rankings
- ③ Number of Sonic Tokens
- ④ Total Time
- ⑤ Lap Times
- ⑥ Course Map

◆ MULTI-PLAYER SPLIT SCREENS



TOP: 1P / BOTTOM: 2P

The game screen for Multi-player Mode is split into two or four game screens depending on the number of participants. The screen is divided in four for a game played by three or four players (see below).



●●● GRAND PRIX ●●●

Enter the Grand Prix from the Select Mode screen, then select a character and a course of your choice. Aim to finish within the top three for the three-lap race. Speed is important, but there are also items such as Rings and Sonic Tokens that will reward you well.



●●● TIME ATTACK ●●●

Select one of the following Time Attack Modes from the Select Mode screen.

◆ NORMAL

Three laps of time trial – perfect training for the Grand Prix Mode!



◆ REVERSE

Now try three laps on the same course from the opposite direction.

◆ GET 5 BALLOONS

Hunt for all five balloons that are scattered around the course.

◆ TAG 4 CHARACTERS

Try and tag four characters in the fastest time.

GHOST CHARACTERS

Create a ghost of your first race in the Normal or Reverse Modes, and keep competing with your fastest ghost by selecting **Retry** at the end of the race. Note that the **GHOST** setting in the Options must be turned **On** to run against your ghost.

*The ghost is deleted once you return to the Select Mode screen.

●●● MULTI-PLAYER ●●●

Select one of the following Multi-player Modes from the Select Mode screen.

◆ RACE

Compete in a three-lap race.

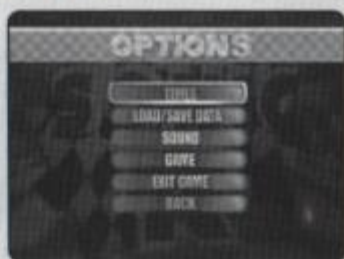
◆ GET 5 BALLOONS

First one to get five balloons is the winner!



●●● OPTIONS ●●●

Enter the Options Menu from the Select Mode screen and change the following game settings. Select **BACK** to return to the Select Mode screen.



◆ TIMES

Check your records based on each character and course. Move the Control Stick left/right to select a character, and up/down to select a course.

◆ LOAD/SAVE DATA

Save your progress, load a previously saved data, or create a new game data. Move the Control Stick left/right to select one of the three options, and up/down to choose your data.

◆ SOUND

Adjust various sound settings or testplay the music or sound effects. To test the sounds, select either **SFX TEST** or **MUSIC TEST** and change the track number moving the Control Stick left/right, then press the A Button to play.

◆ GAME

Adjust the following game settings.

- DIFFICULTY** Change the difficulty level of the game.
- GHOST** Allow the ghost of your fastest time to appear during the Time Attack.
- WEATHER** Change the weather of the race.
- CATCH UP** Handicap option that allows the leader(s) to become a little generous.
- GUIDE** Trail mark option of the main path.
- MAP** Course map option: **On** or **Off**.
- 2P SPLIT** Multi-player Mode (two-player) display option: **Horizontal** or **Vertical**.
- BACK** Return to the Options Menu.

◆ EXIT GAME

Exit the game and return to the Game Menu of Sonic Gems Collection.

●●● ITEMS & SPECIAL FEATURES ●●●



Rings: Collect as many as you can to use the Accelerators or open the Ring Gate.



Item Panels: Touch the panel to gain Rings or the following abilities for a limited time.



Fleet Feet: Makes you run super-sonic fast!



Lightning: Reel in and collect all nearby Rings.



Water: Ability to run across water. The ability is lost once you step out of the water.



Sonic Tokens: Collect all five tokens on the course and place within the top three positions for something rather unexpected.



Chaos Emeralds: A total of seven emeralds can be found and collected while playing the Grand Prix Mode. To keep the emeralds you have picked up on the course, you must finish the race in first place!

NOTE: Sonic Tokens or Chaos Emeralds are not found in the Radiant Emerald (the fifth course).

◆ ACCELERATORS

Run through the Accelerator and zoom forward in hyper-speed! More Rings means more mileage in hyper-speed.



◆ RING GATES

You must have more Rings in possession than the number indicated to open this gate. Sometimes it's a shortcut, sometimes for a treasure.



●●● CHARACTERS ●●●

SONIC● **DOUBLE JUMP**

Press the A Button twice (once while in mid-air).

● **SPIN ATTACK**

Control Stick down while running.

● **SPIN DASH**

Control Stick down while standing still, then press the B or X Button to spin and release the Control Stick.



Top Speed	A
Acceleration	C
Turns	C
Grip	B
Jump	B

TAILS● **FLYING**

Press the A Button to jump, then once more and hold while in mid-air. Use the Control Stick to direct Tails during the flight.

● **SPIN ATTACK**

Control Stick down while running.

● **SPIN DASH**

Control Stick down while standing still, then press the B or X Button to spin and release the Control Stick.



Top Speed	C
Acceleration	B
Turns	C
Grip	A
Jump	B

KNUCKLES

● GLIDING

Press the A Button to jump, then once more and hold while in mid-air. Use the Control Stick to direct Knuckles during the glide.

● SPIN ATTACK

Control Stick down while running.

● SPIN DASH

Control Stick down while standing still, then press the B or X Button to spin and release the Control Stick.



Top Speed	B
Acceleration	C
Turns	B
Grip	B
Jump	B

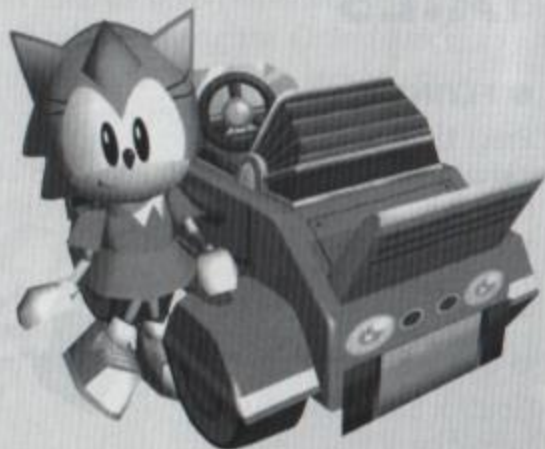
AMY

● WATER HOVERING

Simply take Amy to the water and her vehicle will automatically transform into a hovercraft.

● TURBO BOOST

Press the A Button whenever the turbo icon (tire symbol) appears on top portion of your screen.



Top Speed	D
Acceleration	A
Turns	D
Grip	C
Jump	D

DR. EGGMAN

*He is available once you finish a race in the required condition.

● HOVERING

Freely direct Dr. Eggman's machine on the main path or on water.

● HOMING MISSILE

The target will appear when you have collected more than 10 Rings. Press the A Button to fire the missile.



Top Speed	C
Acceleration	B
Turns	A
Grip	D
Jump	D

●●● PAUSE MENU ●●●

Press START/PAUSE to **RETRY** or **RETIRE** the current race. To resume the current race, select **CONTINUE** and press START/PAUSE.






●●● PLAY TIPS ●●●

- Unless you are aiming for the best time, prepare to take alternative routes to find the tokens and emeralds.
- Explore the course thoroughly and try planning how to approach the different paths to collect your treasures.
- Take advantage of your character's strengths and their Special Moves. Also, use the L and R Buttons for those tight turns!

SONIC THE HEDGEHOG 2

●●● CONTROLS ●●●

	MOVE
	SCROLL SCREEN
Move + 	ROLL FORWARD
A / B / X / Y Button	SPIN JUMP (Attack)

●●● PLAYING THE GAME ●●●

◆ OBJECTIVE

Avoid traps and crazed robots as you dash through seven dangerous Zones. There are three Acts per Zone, and you'll face Dr. Eggman's Master Robots at the end of each Zone. Collect all six of the Chaos Emeralds to save the animals of the island and Tails!

◆ GETTING STARTED



Press START/PAUSE at the Title screen to start the game or press the Z Button and load your saved games from the Pause Menu (see P.7).

◆ GAME SCREEN



- 1 Number of Rings**
*100 Rings = Extra life
- 2 Remaining Time**
*Ten minute time limit
- 3 Remaining Lives**
- 4 Monitor**
*Break them open to earn a bonus/item




Touch the Bonus Panel at the Goal area and wait for it to show what you have earned.

- RING: Earn 10 Rings
- SONIC: Extra life
- TAILS: Additional credit to continue
- DR. EGGMAN: Bad luck! Receive nothing

SONIC SPINBALL

●●● CONTROLS ●●●

The following are the controls based on default setting (TYPE 1).

	MOVE
A / B / X / Y Button	JUMP
A / X Button	RIGHT FLIPPER
B / Y Button	LEFT FLIPPER

●●● PLAYING THE GAME ●●●

◆ OBJECTIVE

Work your way up the Veg-O-Fortress to save all the animals that Dr. Eggman captured. Sonic must find his way through the diabolical pinball security of the fortress to free his friends and stop Dr. Eggman's sinister scheme.

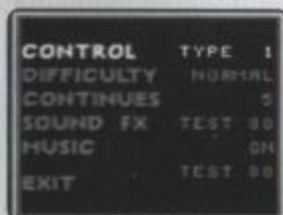
The Veg-O-Fortress contains four levels that are divided into three Acts. Defeat all the bosses at the end of each Level to advance to the next Level.

◆ GETTING STARTED



Press START/PAUSE at the Title screen to start the game or press the Z Button and load previously saved games from the Pause Menu (see P.7). To change the game settings, move the Control Stick to select **OPTIONS** and press the A Button to enter the Options Screen.

◆ OPTIONS



Adjust flipper controls, difficulty level, number of Continues, or listen to music/sound effects. For **MUSIC** and **SOUND FX**, move the Control Stick left/right to select the track number and press the A Button to play.



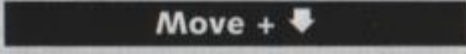



◆ PLAYER STATS



Press START/PAUSE to pause the game and check your points, remaining lives, continues, and number of Chaos Emeralds (of the current Level) from the scrolling information displayed at the top of the screen.

SONIC THE HEDGEHOG TRIPLE TROUBLE

●●● CONTROLS ●●●

	MOVE
	SCROLL SCREEN
Move + 	ROLL FORWARD
A / B / X / Y Button	SPIN JUMP (Attack)
 + A / B / X / Y Button	SPIN DASH (Attack)
 + A / B / X / Y Button	STRIKE DASH (For Sonic)
 + A / B / X / Y Button	FLYING (For Tails)

*Spin Dash, Strike Dash, and Flying are from a stand still position.

●●● PLAYING THE GAME ●●●

◆ OBJECTIVE

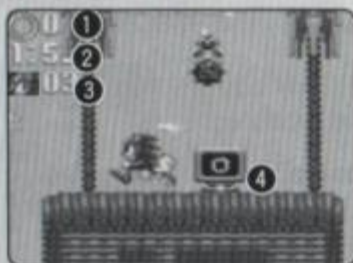
Select Sonic or Tails for a mission to collect five of the Chaos Emeralds before Dr. Eggman can reclaim them for himself. There are three Acts per Zone, and you'll face the boss robots at the end of each Zone. Collect 50 Rings during the Acts and break the monitor with a Chaos Emerald to warp into the Special Stage where you could win one of the precious stones.

◆ GETTING STARTED



Press START/PAUSE at the Title screen to start the game or move the Control Stick up/down to select and enter the **TIME ATTACK** or **SOUND TEST**. To play previously saved games, press the Z Button and load the data via the Pause Menu (see P.7).

◆ GAME SCREEN





- 1 Number of Rings**
*100 Rings = Extra life
- 2 Remaining Time**
*Ten minute time limit
- 3 Remaining Lives**
- 4 Monitor**
*Break them to earn bonus/items



Bonus Panels can be found at the end of every Act. Simply touch the panel and wait for it to show what you earned. Touch the panel again if the panel is blank.
*Nothing gained when Flicky (bird) appears.

SONIC DRIFT 2

●●● CONTROLS ●●●

	STEER
	SPECIAL POWER
A / X Button	ACCELERATE
B / Y Button	BRAKE
← → + A Button + B Button	DRIFT TURNS

*Special power is available for use when you collect two or more Rings (three Rings for Metal Sonic).

●●● PLAYING THE GAME ●●●

◆ OBJECTIVE

Start your engines! Sonic and company seeks even greater speed in the second Chaos Grand Prix. Hone your drift techniques and take advantage of the special powers to become the champion of all the circuits.

◆ GETTING STARTED

Press START/PAUSE at the Title screen to enter the Mode Menu screen or press the Z Button and load previously saved games from the Pause Menu (see P.7).

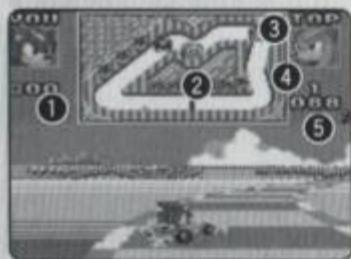


Move the Control Stick up/down to select a mode from the Mode Menu. To play the **Versus Mode**, the second player (connected to Controller Socket 2) must press START/PAUSE to change the screen mode for a two-player game.



Two screens will be displayed – right screen for Player 1 and left screen for Player 2. Note that you cannot save the game via the Pause Menu during a two-player split-screen mode.

◆ GAME SCREEN



- 1 Number of Rings
- 2 Course Map
- 3 Opposing Driver (Top or runner-up)
- 4 Your Current Position
- 5 Speed Meter (in %)

TAILS' SKYPATROL

●●● CONTROLS ●●●

Control Stick / + Control Pad	MOVE
A / B / X / Y Button	THROW RING (Attack)
Tapping A / B / X / Y Button	RECOVER FLIGHT (After a hit)
Holding A / B / X / Y Button	SPIN RING (Pass the item/object)

- ★ To pick up or use most bonus items and trick objects, you must touch the item/object while holding onto the Ring. For other types of items/objects, simply hit the item/object with your Ring.
- ★ Press A, B, X, or Y Button to get off of the trolley you are riding or drop the weight you have picked up before you hit the ground and lose a Life.



●●● PLAYING THE GAME ●●●

◆ OBJECTIVE

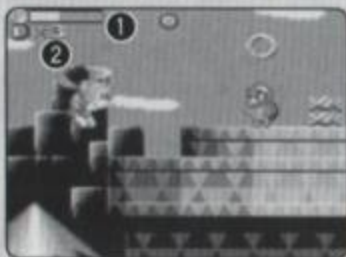
Tails is determined to save a remote island that is ruled by a strange witch. Avoid obstacles and enemies using Tails' magical Ring and flying ability to get through the Area. You'll face the boss at the end of the Area whom you must defeat to clear and advance to the next Area (*No boss in the first Training Area).

◆ GETTING STARTED



Press START/PAUSE at the Title screen to start the game. To play your previously saved games, press the Z Button and load the data via the Pause Menu (see P.7).

◆ GAME SCREEN



① Power Gauge

- *Lose a Life when the gauge reaches zero
- *Power is depleted gradually over time



② Remaining Lives



Make sure you grab the power-up candies available to you in three sizes to replenish the Power Gauge.

TAILS' ADVENTURES

●●● CONTROLS ●●●

	MOVE
	SCROLL SCREEN
A / X Button	JUMP / TURN (Sea Fox)
Holding A / X Button	FLY
X / Y Button	USE ITEM (Attack)

●●● PLAYING THE GAME ●●●

◆ OBJECTIVE

Tails must defend his island from the Great Badoru Kukku who's invading the peaceful island to collect his treasures. Fight against Kukku's bird troops at various locations (land, air and sea) and find useful items on the way to stop Kukku from taking over the island.

◆ GETTING STARTED



Press START/PAUSE at the Title screen to start the game. To play previously saved games, press the Z Button and load the data via the Pause Menu (see P.7), or enter the 16-character password of your previous games at Tails' House.

◆ MAP SCREEN & TAILS' HOUSE

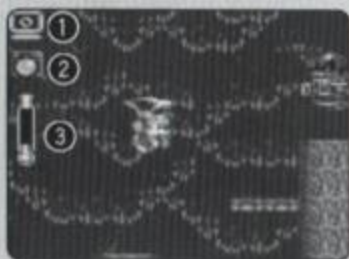


Move the Control Stick to select and enter one of the areas on the map to start the adventure. When you completed an adventure, return to **Tails' House** to prepare for the next area.



From Tails' House, you can choose up to four Special Items to equip for your adventure. Select items for land from **EQUIP**, and items for sea from **DOCK**.

◆ GAME SCREEN



① Remaining Rings

*GAME OVER when the Ring reaches Zero

② Selected Item

③ Flight Gauge

*Descends when the gauge is depleted

●●● MENU PRINCIPALE ●●●

REIMPOSTAZIONE DELLA POSIZIONE NEUTRA DEL CONTROLLER

Se all'accensione vengono premuti i pulsanti L o R o vengono spostati il Control Stick o lo Stick C dalla posizione neutra, la nuova posizione sarà riconosciuta come quella neutra. Ciò causerà un controllo scorretto durante il gioco.

Per reimpostare la posizione neutra del controller, rilasciare tutti i pulsanti e le leve e lasciare che tornino nella loro posizione neutra. Successivamente premere simultaneamente i pulsanti X, Y e START/PAUSE per 3 secondi.



GIOCO

Per avviare un gioco, scegli il titolo desiderato e premi il pulsante A. I giochi indicati con ? ? ? si sbloccheranno dopo aver raggiunto determinati requisiti.

MANUALI

Scegli un titolo e premi il pulsante A per aprire il manuale originale del gioco.

Control Stick / Pulsantiera di comando +

SPOSTA PAGINA

Stick C (sinistra/destra)

PAGINA PRECEDENTE/SUCCESSIVA

Pulsante L / Pulsante R

ZOOM AVANTI/INDIETRO

MUSEO

Accedi alla tua crescente collezione di disegni, filmati, musica e altro! Per "aprire" un oggetto sposta la selezione e premi il pulsante A.



Control Stick / Pulsantiera di comando +

SPOSTA IMMAGINE

Stick C (sinistra/destra)

IMMAGINE PRECEDENTE/SUCCESSIVA

Pulsante L / Pulsante R

ZOOM AVANTI/INDIETRO

EXTRA

SUGGERIMENTI: contiene l'elenco dei comandi segreti e altri consigli utili che diventeranno disponibili mano a mano che avanzi nei giochi.

RICONOSCIMENTI: mostra l'elenco dei creatori di questo gioco.

AVVIO DEL GIOCO

●●● MEMORY CARD (SCHEDA MEMORIA) ●●●

All'avvio del gioco, verranno cercati eventuali file esistenti per questo gioco. Se non è presente una Memory Card (Scheda Memoria) nello Slot A, apparirà un messaggio di avvertimento con la richiesta di procedere senza possibilità di salvare.

Se la Memory Card (Scheda Memoria) non contiene dati di configurazione per questo gioco, avrai la possibilità di creare tali dati oppure iniziare il gioco senza crearli.

Fà riferimento al manuale di istruzioni del NINTENDO GAMECUBE per indicazioni su come formattare e cancellare i dati sulla Memory Card (Scheda Memoria).

La lingua selezionata nel gioco e salvata sulla Memory Card (Scheda Memoria) ha la priorità sulla lingua selezionata nel NINTENDO GAMECUBE (maggiori informazioni si trovano nel manuale di istruzioni della console).

●●● COMANDI NEI MENU ●●●

Control Stick / Pulsantiera di comando +	SCELTA VOCE / SCORRIMENTO
Pulsante A	CONFERMA SCELTA
Pulsante B	ANNULLA / SCHERMATA PRECEDENTE

●●● FILE DI SALVATAGGIO ●●●

Ci sono quattro tipi di file per Sonic Gems Collection™, e si possono salvare un massimo di 11 file sulla stessa Memory Card (Scheda Memoria), compatibilmente con il numero di blocchi disponibili sulla scheda. I soli dati che vengono salvati automaticamente sono quelli di configurazione; gli altri dati di gioco devono essere salvati manualmente.

NOTA: i dati di configurazione vengono salvati automaticamente solo se i dati stessi erano stati caricati al momento dell'avvio del gioco.

❖ DATI DI CONFIGURAZIONE (2 BLOCCHI)

*uno per Memory Card (Scheda Memoria) Avanzamenti nel gioco, contenuti sbloccati e dati di gioco di Sonic CD.

❖ SONIC F: FILE DEL SISTEMA (4 BLOCCHI)

*uno per Memory Card (Scheda Memoria) Impostazioni di gioco e record di Sonic The Fighters.

❖ SONIC R: DATI DI GIOCO (4 BLOCCHI)

*uno per Memory Card (Scheda Memoria) Personaggi, percorsi e record di Sonic R.

❖ ALTRI DATI DI GIOCO (27 BLOCCHI PER GIOCO)

Salvataggi dei giochi per Game Gear e di altri giochi bonus.

●●● MENÚ PRINCIPAL ●●●

POSICIÓN NEUTRAL DEL MANDO

Si pulsas el Botón L o el Botón R o cambias de posición el Stick de Control o el Stick C en el momento de encender la consola, la nueva posición pasará a ser la posición neutral, lo que provocará problemas de control durante el juego.

Para restablecer la configuración inicial del Mando, suelta todos los botones y los sticks de forma que vuelvan a la posición neutral correcta, y luego mantén pulsados a la vez el Botón X, el Botón Y y START/PAUSE durante 3 segundos.



JUEGOS

Para iniciar un juego, selecciona el título que desees y pulsa el Botón A. Los juegos marcados como ??? se desbloquearán cuando cumplas determinados requisitos.

MANUAL

Selecciona un título y pulsa el Botón A para acceder al manual original del juego de su plataforma original.

Stick de Control / + Panel de Control

PASAR PÁGINA

Stick C (izquierda/derecha)

PÁGINA ANTERIOR / SIGUIENTE

Botón L / Botón R

REDUCIR / AMPLIAR

MUSEO

Accede a tu creciente colección de imágenes, películas, música y mucho más material de Sonic. Para abrir un elemento, desplaza la selección y pulsa el Botón A.



Stick de Control / + Panel de Control

MOVE ILLUSTRATION

Stick C (izquierda/derecha)

ELEMENTO ANTERIOR / SIGUIENTE

Botón L / Botón R

REDUCIR / AMPLIAR

EXTRA

PISTAS: accede a una lista de comandos secretos y otros consejos útiles que estarán disponibles a medida que avances en el juego.

CRÉDITOS: conoce al equipo que hizo posible este juego.

EMPEZAR A JUGAR

●●● MEMORY CARD (TARJETA DE MEMORIA) ●●●

Cuando inicies el juego, éste buscará archivos guardados del mismo. Si no hay una Memory Card (tarjeta de memoria) insertada en la Ranura A, el juego te avisará y te preguntará si deseas continuar sin guardar.

Si la Memory Card (tarjeta de memoria) no contiene datos de configuración de este juego, tendrás la posibilidad de crear dichos datos o empezar a jugar sin crearlos.

Consulta el manual de instrucciones de NINTENDO GAMECUBE para obtener información sobre cómo formatear la Memory Card (tarjeta de memoria) o borrar los archivos que contiene.

El idioma seleccionado en el juego y guardado en la Memory Card (tarjeta de memoria) tiene preferencia sobre el idioma de la consola NINTENDO GAMECUBE (para más información, consulta el manual de instrucciones de la consola).

●●● CONTROLES DE MENÚ ●●●

Stick de Control / + Panel de Control	SELECCIONAR ELEMENTO / DESPLAZARSE
Botón A	INTRODUCIR SELECCIÓN
Botón B	CANCELAR / PANTALLA ANTERIOR

●●● ARCHIVOS DE GUARDADO ●●●

Existen cuatro tipos de archivos para Sonic Gems Collection™ y se puede guardar un máximo de 11 archivos por Memory Card (tarjeta de memoria), en función del número de bloques disponibles en tu tarjeta. Ten en cuenta que los únicos datos que se guardan automáticamente son los datos de configuración; el resto de datos de juego deben guardarse manualmente.

NOTA: los datos de configuración sólo se guardan automáticamente si los datos se cargan al iniciar este juego en la pantalla de títulos.

❖ DATOS DE CONFIGURACIÓN (2 BLOQUES)

*uno por registros, contenidos desbloqueados y datos de juego de Sonic CD por Memory Card (tarjeta de memoria).

❖ SONIC F: ARCHIVO DE SISTEMA (4 BLOQUES)

*uno por parámetros de juego y récords de Sonic The Fighters por Memory Card (tarjeta de memoria).

❖ SONIC R: DATOS DE JUEGO (4 BLOQUES)

*uno por personajes, circuito y récords de Sonic R por Memory Card (tarjeta de memoria).

❖ OTROS DATOS DE JUEGO (27 BLOQUES / POR JUEGO)

Las partidas guardadas de Game Gear y otros juegos de bonificación.

●●● HUVUDMENY ●●●

ÅTERSTÄLLNING AV HANDKONTROLLEN TILL NEUTRALLÄGE

Om du trycker på L- eller R-knappen, eller Styrspaken eller C-spaken flyttas från sina mittlägen, när spelet startas kommer dessa lägen att betraktas som normallägen och det orsakar problem när du ska spela.

För att återställa handkontrollen till normalläge släpper du alla spakar och knappar och låter dem inta neutralläge och håller därefter in X-, Y- knapparna och START/PAUSE samtidigt i 3 sekunder.



GAMES (SPEL)

För att starta ett spel, välj den titel du vill ha och tryck på A-knappen. Spel listade som ? ? ? kommer att låsas upp så fort du uppfyllt vissa krav.

MANUAL

Välj en titel och tryck på A-knappen för att komma åt den ursprungliga spelmanualen för den ursprungliga plattformen.

Styrspaken / Styrknappen

BYT SIDA

C-spaken (vänster/höger)

FÖREGÅENDE SIDA / NÄSTA SIDA

L-knappen / R-knappen

ZOOMA UT / ZOOMA IN

MUSEUM

Kom åt din växande samling av Sonic-konstverk, -film, -musik med mera! För att öppna ett föremål, flytta markeringen och tryck på A-knappen.



Styrspaken / Styrknappen

FLYTTA BILD

C-spaken (vänster/höger)

FÖREGÅENDE FÖREMÅL / NÄSTA FÖREMÅL

L-knappen / R-knappen

ZOOMA UT / ZOOMA IN

EXTRA

PHINTS (TIPS): är en lista på hemliga kommandon och andra användbara tips som visar sig allt eftersom du gör framsteg.

CREDITS (MEDVERKANDE): visar en lista på teamet som gjorde det här spelet möjligt.

STARTING THE GAME

●●● MEMORY CARD (MINNESKORT) ●●●

När du startar spelet, kommer spelet att leta efter befintlig(a) fil(er) från det här spelet. Om det inte finns något Memory Card (minneskort) i fack A, kommer spelet att varna dig och fråga om du vill fortsätta utan att spara.

Om Memory Card (minneskortet) inte innehåller inställningsdata för det här spelet, kommer du att kunna välja mellan att skapa data eller starta spelet utan att skapa data.

Se bruksanvisningen till NINTENDO GAMECUBE för information om hur du formaterar och raderar filer på Memory Card (minneskortet).

Språket som är inställt i spelet och sparat på ett Memory Card gäller före språket som är inställt på NINTENDO GAMECUBE. (Se i manualen till hårdvaran för mer information.)

●●● MENYKONTROLLER ●●●

Styrspaken / Styrknappen	VÄJ ALTERNATIV / BLÄDDRA
A-knappen	BEKRÄFTA VAL
B-knappen	AVBRYT / FÖREGÅENDE FÖNSTER

●●● SPARA FILER ●●●

Det finns fyra typer av filer för Sonic Gems Collection™ och maximalt 11 filer kan lagras per Memory Card (minneskort), beroende på antal lediga block som finns tillgängliga på ditt kort. Observera att den enda data som sparas automatiskt är inställningsdata, annan speldata måste sparas manuellt.

OBSERVERA: Inställningsdatan sparas endast automatiskt om datan laddas när man börjar spelet från huvudfönstret.

❖ **INSTÄLLNINGSDATA (2 BLOCK)**

*ett för varje Memory Card (minneskorts) spellogg, oläst innehåll och speldata för Sonic CD.

❖ **SONIC F: SYSTEMFIL (4 BLOCK)**

*ett för varje Memory Card (minneskorts) spelinställningar och data för Sonic The Fighters.

❖ **SONIC R: SPELDATA (4 BLOCK)**

*ett för varje Memory Card (minneskorts) spelkaraktärer och data för Sonic R.

❖ **ANNAN SPELDATA (27 BLOCK / PER SPEL)**

Sparade Game Gear-spel och andra bonusspel.

●●● PÄÄVALIKKO ●●●

PELIOHJAIMEN NEUTRAALIIN TILAAN PALAUTUS

Jos virta kytketään, kun L- tai R-painikkeita painetaan tai Ohjainsauva tai C-sauva ovat muussa kuin neutraalissa asennossa, nämä asennot muuttuvat neutraaliasennoiksi, jolloin pelin ohjaaminen vääristyy.

Jos haluat asettaa ohjaimen oikeisiin asentoihin, vapauta kaikki näppäimet ja tikut, jotta ne pääsevät takaisin neutraaliin asentoon, pidä sitten X-, ja Y-painikkeet pohjassa sekä START/PAUSE pohjassa yhtä aikaa kolmen sekunnin ajan.



GAMES (PELIT)

Aloita peli valitsemalla haluamasi pelin nimi ja painamalla A-painiketta. Pelit, joiden kohdalla on ??? avataan, kun olet täyttänyt niiden ehdot.

MANUAL (KÄYTTÖOHJE)

Voit tutustua pelin alkuperäiseen käyttöohjeeseen valitsemalla pelin nimen ja painamalla A-painiketta.

Ohjainsauva / risti ohjain

SIIRRÄ SIVUA

C-sauva (vasen/oikea)

EDELLINEN SIVU / SEURAAVA SIVU

L-painike / R-painike

LOITONNA / LÄHENNÄ

MUSEUM (MUSEO)

Ihastele Sonic-taiteen, -elokuvien ja -musiikin kasvavaa kokoelmaa! Avaa kohde valitsemalla ja painamalla A-painiketta.



Ohjainsauva / risti ohjain

SIIRRÄ KUVAA

C-sauva (vasen/oikea)

EDELLINEN KOHDE / SEURAAVA KOHDE

L-painike / R-painike

LOITONNA / LÄHENNÄ

EXTRA

HINTS (VIHJEET): salaisia komentoja ja muita hyödyllisiä vinkkejä, jotka tulevat näkyviin pelin edetessä.

CREDITS (TEKIJÄT): sisältää luettelon pelin tekijöistä.

STARTING THE GAME

●●● MEMORY CARD (MUISTIKORTTI) ●●●

Pelin alussa tarkistetaan, onko Memory Card -muistikortilla aikaisemmin tallennettuja pelitietoja. Jos A-paikassa ei ole Memory Card -muistikorttia, peli huomauttaa siitä ja kysyy, haluatko jatkaa pelaamista tallentamatta.

Jos Memory Card -muistikortilla ei ole pelin asetustietoja, voit halutessasi luoda asetustiedot tai aloittaa pelin ilman niitä.

Ole hyvä ja katso NINTENDO GAMECUBE käyttöohjeita tietääksesi miten poistetaan ja alustetaan muistikortin (Memory Card) tiedostoja.

Pelin kieli, joka on pelissä asetettu ja tallennettu muistikortille, ohittaa NINTENDO GAMECUBE -yksikön kieliasetuksen. (Katso konsolin laitteisto-ohjekirjasta, jos tarvitset lisätietoja.)

●●● VALIKOIDEN KÄYTTÖ ●●●

Ohjainsauva / ristiöhjain	VALITSE ESINE / VIERITÄ
A-painike	VAHVISTA VALINTA
B-painike	PERUUTA / EDELLINEN RUUTU

●●● TALLENNUSTIEDOSTOT ●●●

Sonic Gems Collection™ -pelissä on neljäntyyppisiä tiedostoja. Memory Card -muistikortille voi tallentaa enintään 11 tiedostoa muistikortin vapaiden muistilohkojen määrän mukaan. Muista, että asetustiedot tallennetaan automaattisesti. Muut pelitiedot on tallennettava manuaalisesti.

HUOMAUTUS: Asetustiedot tallennetaan automaattisesti vain, jos lataisit asetustiedot pelin aloitusnäytössä.

✦ ASETUSTIEDOT (2 LOHKOA)

*yksi lohko Memory Card -muistikortin pelilokeille, avaamattomalle sisällölle ja Sonic CD:n pelitiedoille.

✦ SONIC F: JÄRJESTELMÄTIEDOSTO (4 LOHKOA)

*yksi lohko Memory Card -muistikortin peliasetuksille ja Sonic The Fighters -tallenteille.

✦ SONIC R: PELITIEDOT (4 LOHKOA)

*yksi lohko Memory Card -muistikortin hahmoille, radalle ja Sonic R -tallenteille.

✦ MUUT PELITIEDOT (27 LOHKOA / PELI)

Game Gear -pelin ja muiden bonuspelien tallennustiedostot.

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CREDITS

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The PEGI age rating system:

Age Rating categories:

Les catégories
de tranche d'âge:



www.pegi.info



www.pegi.info



www.pegi.info



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Note: There are some local variations!

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

Content Descriptors:

Description du contenu:



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LA FAMILIARITÉ
DE LANGAGE



DISCRIMINATION
LA DISCRIMINATION



DRUGS
LES
DROGUES



FEAR
LA PEUR



SEXUAL CONTENT
LE CONTENU
SEXUEL



VIOLENCE
LA
VIOLENCE

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