



XBOX 360

SONIC & ALL-STARS RACING TRANSFORMED



SEGA®

⚠ WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

IMPORTANT HEALTH WARNING: PHOTSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

Thank you for purchasing *Sonic & All-Stars Racing Transformed™*. Please note that this software is designed for use with the Xbox 360 video game and entertainment system from Microsoft®. Be sure to read this software manual thoroughly before you start playing.



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Getting Started

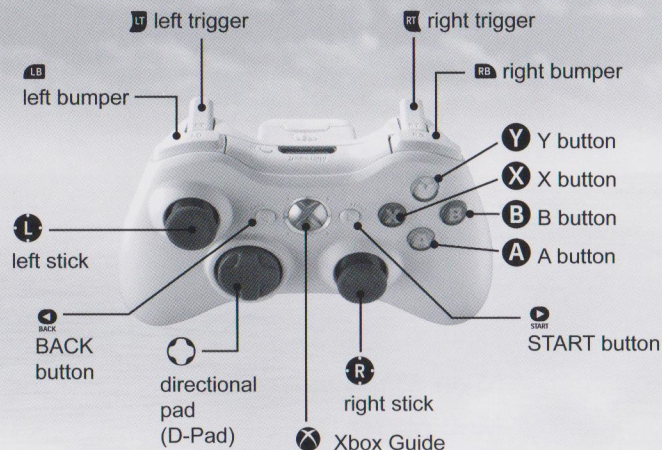
HDTV Settings

To display the game in high definition display modes, connect your Xbox 360 console to a TV with HDMI or component input using an Xbox 360 Component HD AV Cable or Xbox 360 HDMI AV Cable. If you are using the Xbox 360 Component HD AV Cable, slide the switch on the AV port to "HDTV." The HDTV position should be selected on the Xbox Dashboard if the TV supports HD resolutions such as 720p, 1080i, and 1080p.

Saving Data

To save game data, you must have either an Xbox 360 Hard Drive or Memory Unit for your Xbox 360 console.

Xbox 360 Controller



Menu Controls

Use the left stick/directional pad (D-Pad) to make a selection. Press the A button to choose/confirm, or the B button to cancel changes/move back to the previous screen.

Controls

The default controls are as follows:

Accelerate	Press the right trigger to accelerate.
Brake	Press the left trigger to brake.
Drift	Hold the left trigger and use the left analogue stick to drift either right or left. See also below.
Steer	Use the left stick to steer left and right.
Rear View	Press and hold the X button to switch to rear view. Release the button to revert to the standard view.
Use Pickup	Press the A button to use a Pickup, if you have one in stock.
Stunt	Use the right stick to perform a Barrel Roll in the direction it is pushed while in the air.

Advanced Controls

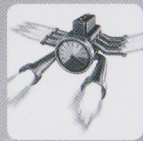
Barrel Roll	Any time your vehicle is in the air as a plane, or in a jump as a boat or car, you can perform a barrel roll by moving the right stick. Barrel rolls can be performed left/right/forward/backward depending on the direction the right stick is pushed, and these help you avoid obstacles and grab Pickups that would otherwise be hard to reach. Chaining successful barrel rolls during a jump will earn you a boost. Doing a "close call" barrel roll in the air will also earn you a boost.
Drift	Drifting is a controlled skid that allows you to take tight corners at high speed. As you approach a corner, keep your finger on the accelerator, steer into the corner, then press and hold the drift button to drift in that direction. You can continue to make limited adjustments to your direction using the left stick, and the drift will continue until you release the left trigger. Continuous drifting earns you a boost, which will propel you away quickly when you release the left trigger.
Transform	At certain points around the tracks, you will see a large blue ring to pass through. Doing so will transform your vehicle into a boat, a flying machine or back to a land-based vehicle as necessary to successfully navigate the next portion of the course. Most controls are identical to those of the land-based vehicles, though airborne steering has an additional axis of movement: push the left stick down to head upwards, or up to head downwards. This control can be inverted via Options in the Main Menu .

Pickups

There are two kinds of Pickup items found around each course: normal and super. Normal Pickups are identified by a question mark, and give you a random Pickup item. Super Pickups are identified by an exclamation mark, and will give you a fixed high-power Pickup item depending on its location.

Only one Pickup item can be carried in stock. A different item cannot be picked up until the stocked item has been used. However a super pickup will supersede the existing weapon.

Pickup items are as follows:



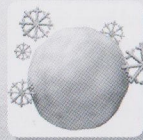
Dragster

Gives you a boost of speed, and pressing the Use Pickup button a second time causes an explosion that'll slow down nearby opponents. Watch the gauge on its back carefully though—leave it too late and it'll blow up in your face.



Twister

Homes in on an opponent and spins them out of control.



Snow Ball

Fire 3 snowballs at opponents to slow them down. Hit the same opponent with all 3 to freeze them solid.



Puffer Fish

Drop a puffer fish on the track, which will blow up when hit.

RC Car

A remote controlled counterpart to your own vehicle with a stick of dynamite strapped to it. Locks onto an opponent and BOOM!



Bees

Send a swarm of disgruntled bees after the player furthest in front to block their progress.



Mitt

Shields you from projectiles for a limited time. Mitts can even catch the weapon for your own use.



Firework

A single shot weapon that bounces off walls.



Boost

Exactly what it says on the tin. A quick boost of speed that's handy for catching up with opponents.



Certain weapon items can be fired at rivals behind you by holding the left stick down and pressing the use pickup button.

Main Menu

Press the START button at the title screen to display the Main Menu. Here you can choose from the following:

CAREER This is the main single player mode. Play and unlock new chapters and events in World Tour, tackle a series of courses in Grand Prix, race against the clock in Time Attack, or choose just one course to race in Single Race.

MATCH MAKING Race against players from around the world via Xbox LIVE®.

CUSTOM GAME Gather your friends and race against each other in various modes.

OPTIONS Change various game settings:

- **Controller Options** – change controller-related settings.
- **Audio Options** – adjust volume level of various sound parts.
- **Display Options** – adjust gamma level.
- **Credits** – view staff credits.
- **Set Default Options** – revert all settings to their default value.



Multiplayer

Gather your friends and race against each other in various modes. In the Main Menu choose **MATCH MAKING** or **CUSTOM GAME** to play with up to 10 players via Xbox LIVE. With **CUSTOM GAME** you can also play locally with 2 to 4 players on a single Xbox 360 console viewed on a split television screen.

MATCH MAKING

Connect to Xbox LIVE and race against players from around the world. Playing online is not only fun it also allows you to raise your Race Rank!

1. At the Main Menu, Select **MATCH MAKING**.
2. Choose one of the playlists: **Race**, **Arena** or **Lucky Dip**.
3. You will be automatically placed into a suitable lobby.
4. Once enough players are available, you can select your character.
5. When the lobby countdown timer reaches zero the race will begin!

CUSTOM GAME

Custom Game allows you to create a custom game to play with friends from your friends list. This mode can be played either online or offline. You can also race online with local split-screen players.

1. At the Main Menu, Select **CUSTOM GAME**.
2. Choose **LOCAL** or **PRIVATE GAME** to play against your friends online.
3. Choose the game mode. You may also need to select which course to use.
4. You'll be placed into a new private lobby. Invite your friends into the lobby to play.
5. The host can change the game mode at any time whilst in the lobby by pressing the START button.

Customer Support



Please check

www.sega.com/support

for details of product support in your region.

or call

1-800-613162

(free phone)

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

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Warranty



WARRANTY: SEGA Europe Limited ("SEGA") warrants to the original buyer of this Game that this Game will perform under normal use substantially as described in the accompanying manual for a period of ninety days (90) from the date of first purchase ("Warranty Period"). The benefits under this warranty are in addition to other rights and remedies under a law in relation to the goods. Our goods come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure.

WARRANTY LIMITATION: This warranty shall not apply if this Game is used for commercial purposes and/or if any defect results from you (or someone acting on your instructions) (i) using the Game abnormally (including, without limitation, modifying, damaging or misusing the Game) and causing the quality of the Game to become unacceptable by your own act or omission or (ii) failing to take reasonable steps to avoid the quality of the Game becoming unacceptable.

WARRANTY CLAIM: If you discover a problem with the Game within the Warranty Period, you should return the Game together with a proof of purchase to the retailer from where you bought the Game. Alternatively you can call SEGA's technical support using the contact details set out below and explain the problem you are experiencing. The retailer or SEGA will either repair or replace the Game or offer you a refund, depending on the extent of the fault and in accordance with the applicable law. SEGA will reimburse the reasonable postage costs that you incur directly in relation to making a successful warranty claim. Please contact SEGA by telephone or email prior to sending the Game in the post. 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 the longer. If you are entitled to a repair or replacement but the Game cannot be repaired or replaced for some reason, you will be entitled to a refund of the price you paid for the Game.

WARRANTOR: This warranty is provided by SEGA Europe Limited, 27 Great West Road, Brentford, Middlesex, TW8 9BW, England. You can contact SEGA to discuss your warranty claim by the following methods:

- **By email:** Go to <http://www.sega.com/support> for details of the email address.
- **Telephone:** 1902 215 422 (calls cost \$2.48 (incl. gST) per minute. Costs will be higher from a public or mobile phone).
- **By post:** Five Star Games, Level 20, Tower 2 201, Sussex St, Sydney, NSW 2000, Australia.

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SONIC

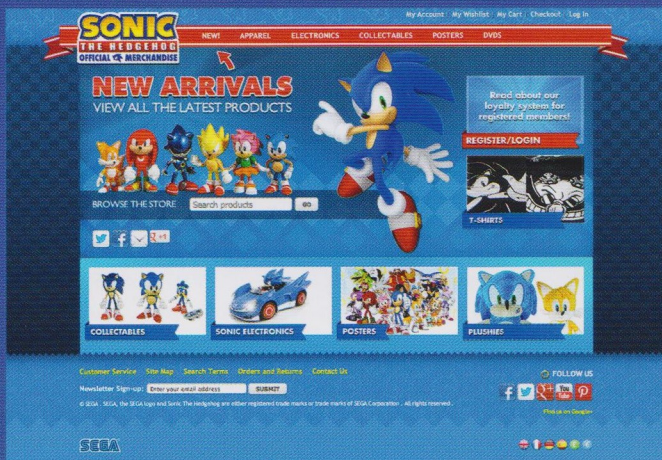
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