

Dreamcast™



SONIC™ ADVENTURE



51000

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.



SONIC™ ADVENTURE

Seven precious emeralds with a mysterious and compelling power
Relics from an ancient warrior land
An epic tale full of joy and sorrow
Now fate has opened a new chapter
Destiny repeats itself as the adventure unfolds...

Thank you for purchasing Sonic Adventure! Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing Sonic Adventure.

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CAUTION

Sonic Adventure is a memory card compatible game (Visual Memory Unit (VMU) sold separately). The number of memory blocks required to save game files varies according to the type of software and content of files to be saved. With this game, 10 blocks are needed to save game files and 128 blocks are needed to maintain the A-Life system used to save Chao creatures. Playing "Chao Adventure" (mini-game) using your VMU requires 128 blocks of free memory. Note that because the saving of all cleared action stages, events, and victorious battles against bosses occurs automatically, never turn OFF the Dreamcast power, remove the memory card unit or disconnect the controller during game play.

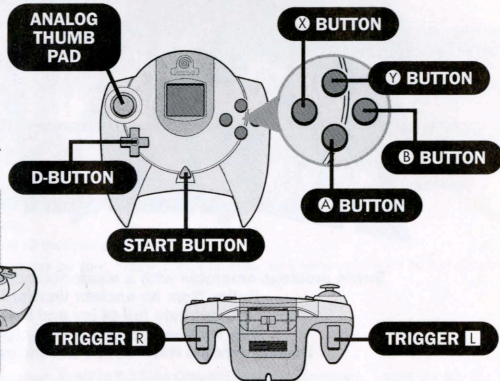
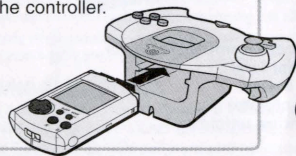
CONSOLE AND CONTROLLER OPERATION

DREAMCAST CONTROLLER

▼ Sonic Adventure is a one-player game. Connect the controller into Control Port A of the Dreamcast.

▼ To return to the title screen at any point during game play, simultaneously press and hold the **A**, **B**, **X**, **Y** and Start Buttons.

▲ Insert the memory card into an expansion socket of the controller.



BASIC CONTROLS

GAME START

Start Button

ITEM SELECTION

D-Button/Analog Thumb Pad [Select]
A Button [Enter/Continue to the Next Screen]

CANCEL/RETURN TO THE PREVIOUS SCREEN

B Button/**X** Button

ACTIONS COMMON TO ALL CHARACTERS

WALK AND RUN

Analog Thumb Pad

To walk, press the Analog Thumb Pad lightly in the direction you wish to walk. Continue pressing in the same direction to run. To reduce speed quickly, press in a different direction.

JUMP

A Button

Jump height varies with each character.

▼ For details on performing actions unique to each individual character, see "Character Introductions" from p. 18.

BASIC CONTROLS

ACTIONS COMMON TO ALL CHARACTERS

VIEWING YOUR SURROUNDINGS

D-Button

Stop the character and press up or down on the D-Button for a 180° frontal view. This allows you to view the surrounding area around the character. There are some areas you can use this button to zoom the camera in and out.
 The camera position will return to normal once the character is moved.



PANNING THE CAMERA

Trigger **L** or **R**

Use Trigger **L** or **R** to pan the camera in a full 360° rotation.
NOTE: In some situations, such as when your character is near a wall or in an enclosed area, panning may not be possible.



CARRYING ITEMS

B, **X**, or **Y** Button

To pick up items such as bombs or eggs, stand in front of the item and press the **B**, **X** or **Y** button. Actions that are common to all characters (e.g., walking, running, etc.) can be made while carrying an item. However, actions that are unique to each character (e.g., Sonic's Spin Dash, Tail's Flying, etc.) cannot be performed while carrying an item.



SHAKING OR WAVING ITEMS

B, **X**, or **Y** Button
 and Analog Thumb Pad

Use this action to "shake" items or objects that cannot be moved. Also use this action to "wave" items or to "cuddle" your Chao. It is recommended to use the **Y** Button when handling Chao.



THROWING OR SETTING ITEMS DOWN

B, **X**, or **Y** Button

To throw an item, press the **B**, **X** or **Y** Button while moving. To set items down, press the **B**, **X** or **Y** Button while stopped.

CAUTION

Never touch the Analog Thumb Pad or Triggers **L**/**R** while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

CHARACTER INTRODUCTIONS

SONIC THE HEDGEHOG

He's the world's fastest, hypersonic hedgehog!

With a strong love of freedom, the only thing Sonic hates is oppression.

Despite his short temper, deep down he's a really nice guy who is 100% committed to helping those in trouble whenever and wherever he can.

Sonic's adventure begins just as he is returning home from a long journey...

ACTION STAGE GOAL

Destroy the capsule to rescue the animals trapped inside.

▼ Jump on the switch atop the capsule located at the end of the course to liberate the enslaved animals and clear the stage.

NOTE: In some scenarios, an object other than a capsule may be the goal.

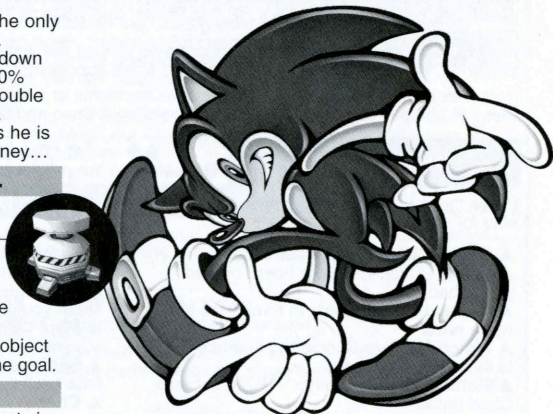
TIPS

There are several possible shortcuts in each stage so be sure to explore various routes along the way.

ACTION STAGE DISPLAY



- 1 Elapsed Time
- 2 Number of Collected Rings
- 3 Remaining Lives
- 4 Rescued Animals



SONIC'S UNIQUE ACTIONS

▼ For a description of the actions common to all the characters, see p.2.

SPIN ATTACK

A Button

Position Sonic near an enemy and jump so that as he lands, he strikes the enemy with a furious spin attack in mid-jump.

HOMING ATTACK

A Button in Mid-jump

Use this attack to have Sonic automatically zero in and strike any nearby enemies. If no enemies are within range, use this move to have Sonic perform a "Jump Dash."

SPIN DASH

B or **X** Button

Whether stopped or on the move, press and hold the **B** or **X** button to start Sonic spinning in place. When you release the button, he will dash off in a burst of supersonic speed. Use the Analog Thumb Pad both to aim and steer. Just watch him go!

HOW LEVEL UP ITEMS AFFECT SONIC

HOLD

Hold the **B** or **X** Button

After obtaining "Light Speed Shoes", Sonic's spin becomes more advanced. Now, when you press and hold the **B** or **X** button, a number of small blue lights will appear and wrap themselves around Sonic until he glows with a neon blue light. In this special state, Sonic can perform the following actions:

LIGHT SPEED ATTACK

Release the **B** or **X** Button

Seek and obtain the "Ancient Light" to enable Sonic to destroy all enemies within range using this most powerful homing attack.

LIGHT SPEED DASH

Release the **B** or **X** Button

As long as there are no enemies within striking range, you can perform this unique action to send Sonic soaring up a pathway of lit rings suspended in mid-air.

LIGHT SPEED SHOES



THE ANCIENT LIGHT



CHARACTER INTRODUCTIONS

BIG THE CAT

CASTING

B or **X** Button

Use the **B** or **X** button to have Big cast into the water.

1. Position Big facing the water, press and hold the **B** or **X** button to display the cast indicator and use the Analog Thumb Pad to position the cast indicator over the desired spot.
2. Release the **B** or **X** button to automatically cast the lure to the desired spot.
3. If the cast is successful, the lure will sink down and the game will switch into "fishing mode".

LURE ATTACK

Press and release the **B** or **X** Button

Using the same action as when casting, face an enemy and press and hold the **B** or **X** button to display the cast indicator and use the Analog Thumb Pad to position the cast indicator over the enemy. Release the **B** or **X** button to attack.

If an enemy is nearby, you can also have Big attack them using his pole by pressing **B** or **X**.

FISHING MODE

FISHING

Refer to the Diagram Below

A Button

Reeling In Quickly

B or **X** Button

Reeling In Slowly

Analog Thumb Pad

Tugging the Rod



1. Once the lure has sunk underwater, tug on the lure to entice the fish (frog). When the fish (frog) bites the lure, press down on the Analog Thumb Pad to hook it.



2. Use the Analog Thumb Pad to maneuver the rod system so that the fish (frog) doesn't get away and reel in carefully so as not to unhook it.



3. Once you reel in the fish close enough, Big will automatically pull it out of the water.

DR. ROBOTNIK

Yes, just as we all feared, the mad scientist is back and more ruthless than ever before. In the past, Sonic and friends have managed to ruin all his evil plans, but are those days over?! A new battle has begun and this time, Dr. Robotnik ("Eggman" to Sonic and his pals) has at long last figured out how to harness the massive ancient powers of the 7 Chaos Emeralds to destroy the world!



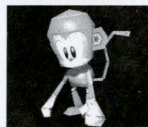
CHAOS

This mysterious liquefied life-form that had been trapped in the Master Emerald was released by Dr. Robotnik to do his evil bidding. Chaos grows bigger and more powerful with each emerald that Dr. Robotnik adds to him. What will happen to the world if Dr. Robotnik manages to add all seven Chaos Emeralds...?



KIKI

Keep an eye out for this bomb throwing robotic monkey, who can attack using two types of bombs.



SPIKY SPINNER

Armed with swinging balls and chains, this free-floating robot can attack from a distance.



BLADED SPINNER

Steer clear of this hovering robot whenever he starts spinning like crazy.



RHINOTANK

This hybrid robot, based on a cross between a tank and rhinoceros, is one big and mean charging machine.

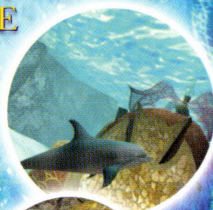
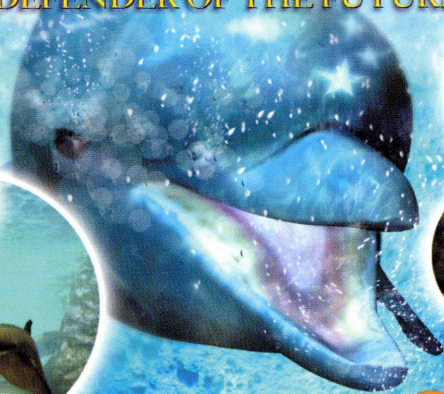


Our Fine-Finned Hero is Back!

ecco

THE DOLPHIN™

DEFENDER OF THE FUTURE



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