GAME BOY ADVANCE™

AGB-BSBP-UKV

SONIC BATTLE™

SEGA®

THQ

INSTRUCTION BOOKLET

LICENSED BY

Nintendo

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- EMC Directive (89/336/EEC)

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GEM EMBALLAGEN. SÄILYTÄ PAKKAUS.
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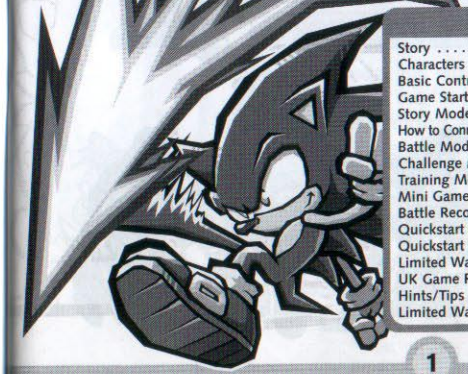
Thank you for purchasing Sonic Battle™. Please note that this software is designed only for use with the Nintendo Game Boy Advance™ system. Be sure to read this instruction booklet thoroughly before you start playing.

SONIC BATTLE™



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STORY

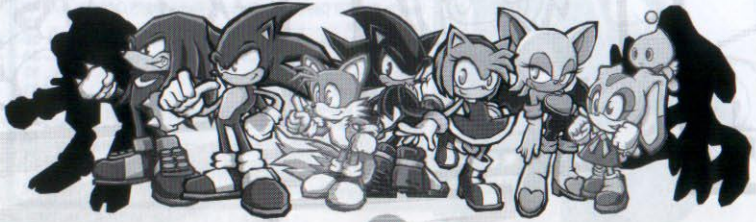
One day, while wandering around, Sonic caught a glimpse of something on Emerald Beach. What he saw upon reaching the Beach was a battered robot. Although he tried to communicate with it, there was barely a response.

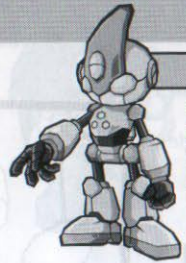
Then he hit upon the idea; "I know who can fix this robot - Tails!" However, soon after, Shadow appeared wanting the robot.

"So you already have it. Give me the robot, Sonic" said Shadow.

"What if I say no?" Sonic responded.

It seems another storm is starting to brew.....



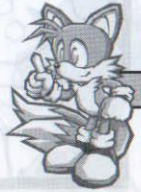


EMERL

Emerl is capable of strengthening himself by acquiring his opponent's moves. Collect as many moves as possible and customise Emerl's fighting skills!

SONIC THE HEDGEHOG

Sonic is a hedgehog who runs at supersonic speed. Check out his excellent balance of attack, defense moves and ability to run at super-sonic speeds. Knock-out opponents using a snappy dance-inspired move!



MILES "TAILS" PROWER

"Tails" has invented a number of unique combined moves. Create a variety of combos with his consecutive attacks and inventions.

KNUCKLES THE ECHIDNA

Knuckles is an enthusiastic fighter who can knock down his opponents with only a single hit. Keep punching opponents to defeat them quickly!

AMY ROSE

Amy is a cheerful and energetic girl who attacks opponents with her Piko Piko Hammer. You may win a battle simply by swinging it around.

SHADOW THE HEDGEHOG

Shadow can move from place to place without detection. He will vanish and attack, and then appear again. Watch out for his ultimate speed!

CREAM THE RABBIT

Cream has a constant companion in her best friend, Cheese. Joining hands, Cream and Cheese not only work well together, but also give each other courage!

ROUGE THE BAT

Rouge is the "world's greatest thief." There's no doubt that her battle style will rock your world!

DR.EGGMAN

Dr. Eggman, a genius scientist, is always hatching plots to take over the world. He was allegedly in the process of attempting to make use of Emerl for an unknown purpose....

BASIC CONTROLS

BASIC CONTROLS

The button assignments mentioned below are based on controls in Menu Mode. See P.7 to P.9 for control details in Battle Mode.

Controls in Menu Mode	
Control Pad	Select Items
START	Start Game
A Button	Enter
B Button	Cancel

Return to the Title Screen

To return to the Title Screen, press START and SELECT simultaneously while pressing the A Button as well as the B Button. Please note that if returning to the Title Screen by the above procedure, the game data will NOT be saved.

ACTIONS

A variety of actions can be performed using different button combinations. Note that the actions below are common to all characters.

Controls while moving

Control Pad	Move

Move a character in 8 different directions.

A Button	Jump

Press the A Button to jump. Pressing it again while a character is in mid-air makes an airborne jump.

Press Control Pad twice	Dash

Pressing the Control Pad twice in the same direction makes a character dash in that direction.

Press L Button twice	Rotate Map

Rotate the Map 180 degrees.

Controls for defense / recovery

L Button	Guard

Cover a character with a shield and make it invulnerable to attack from opponents momentarily.

Hold down L Button	HP Recovery

HP of a character is gradually recovered while holding the L Button down. While the HP is being recovered, you can use the Control Pad ◀▶ to look around. Be aware that you will also be vulnerable to attack from opponents.

Controls while moving

B Button	Light Attack

Attack opponents. You can inflict other moves by pressing the B Button or the Control Pad consecutively.

Press B Button 3 times	Combo

To strike opponents continuously, press the B Button 3 times to impose a Light Attack. If you press the B Button 4 times, a Heavy Attack is performed.

Control Pad + B Button	Heavy Attack / Upper Attack

Blow opponents away and damage them effectively. Pressing the B Button in the opposite direction of the opponent blows them away into the air.

B Button during jump	Air Attack

Inflict moves in mid-air. The move varies for each character.

B Button during dash	Dash Attack

Inflict a powerful attack while dashing. Although it depends on each character, you may blast off or send opponents flying using this command.

R Button	Special Move

Special Moves are unique to each character. There are 3 types: Aerial, Ground and Defend. They can be customised before a battle starts or during an intermission. For more details, see P.15.

Chase and Attack

Control Pad during Heavy Attack	Chase

Push the Control Pad in the direction an opponent is blown away in order to run after it.

B Button during chase	Chase and Attack

If you press the B Button at the right moment while blowing off an opponent or chasing after an opponent, you may bang the opponent on to the ground. How much damage it can cause the opponent varies upon the timing.

Chase and Attack

Control Pad towards opponents	Wall Counter

With this command, the damage caused to a character when knocked into a wall is reduced to 0. However, the character will receive the default set damage in the following mid-air battle.

GAME START

START THE GAME

The Title Screen will be displayed if you press START during the introduction. Press START once again to display the Mode Selection Screen.

NAME ENTRY

When playing a new game for the first time, or starting a game after the saved game data is deleted, you will be asked to press START to confirm.

SELECT GAME MODE

Select from 5 possible game modes.

STORY MODE ▶ P.12

In this mode, collect skills from the various characters and develop the mysterious robot named Emerl. There are 8 stories in total.

BATTLE MODE ▶ P.25

Select 4 characters to play as. You can either play solo against the COM characters or play against others using the Game Box Advance™ Game Link™ Cables.

CHALLENGE MODE ▶ P.28

Play as 1 character to win 5 battles. The number of characters to fight in each battle varies. Knocking opponents down 10 times leads you to the next round.

TRAINING MODE ▶ P.30

In this mode, you can practice your battle techniques against the COM. The COM can be customised.

Mini Game ▶ P.32

A variety of Mini Games are available in this mode. Enjoy the Mini Games by yourself or with up to 3 other players using Game Boy Advance™ Game Link™ Cables.

Battle Record ▶ P.33

Check out the Battle Records and popular characters played.

OPTIONS ▶ P.33

Modify the Language Settings or check out the BGM sounds. You can also delete the saved data.

AUTO SAVE

In this game, the data is automatically saved after a battle is complete, an event is finished, the skills of Emerl have been modified, or if "Quit" is selected from the Pause Menu. Do not turn off the power while data is being saved, otherwise it may cause your data to become corrupted.

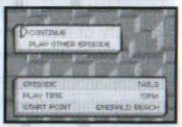
STORY MODE

HOW TO START

After the Story Mode is selected, the Character Selection Screen will appear. Note that only Sonic can be chosen at first. Information continuing a previously saved game is below.

Resume the Game

Press the A Button to continue a previously played character chapter.



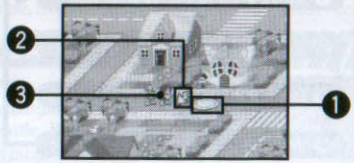
Play the Other Episodes

Selecting this enables you to abort the story you have been playing, and begin a new story using other characters. Note that all the skills Emerl has obtained will be saved and can be used in a new story, however, earlier competed episodes will be erased.

Select Characters

You will be asked to select more characters when the "Play The Other Episodes" are chosen.

HOW TO VIEW THE WORLD MAP



Controls in Menu Mode	
Control Pad	Select Items
START	Start Game
A Button	Enter
B Button	Cancel

❶ If you position the arrow on this point and enter, an event starts.
❷ Your character moves with this icon. Hold the B Button down to move the icon promptly.
❸ This is your selected playable character. If there is another character with you, it will be displayed also.

PAUSE

Press START to pause the game. Note that the game cannot be paused when an event is taking place. By choosing CONTINUE, you can resume the game. Select QUIT to return to the Mode Selection Screen.

HOW TO START

The story proceeds in Emerald Town, where Sonic and other characters live, and neighboring towns. Through various events which happen in each town, move on to the next event/story by winning battles.

GAME FLOW

1. Move around the World Map
2. Events occur
3. Enter the battle
4. Win the battle and obtain skills

1 Move around the World Map

Move the arrow to a point where events take place and then you will see the characters following the arrow icon automatically. Also on the World Map Screen, press the R Button to switch the screen to the Edit Screen (P.17).

2 Events occur

Upon selecting a point, the story will proceed following the events. Note that depending on the event, the story may proceed without playing the battle.

3 Enter the battle

Following the event, you may play a battle. Set a knockdown move to each Ground Attack, Aerial Attack and Defend. Note that winning conditions vary upon each battle. By winning a battle, you can proceed with the story, and move on to a new area or obtain new skills.

4 Win the battle and obtain skills

When Emerl joins a battle, he learns attack moves by watching or receiving. This is called a "Capture." To use the acquired move, they must be customised on the Editing Screen. Also, Emerl will be granted Skill Points (P.21) after playing a battle.

BATTLE FLOW

Although they differ according to each battle, there are some typical rules.

BATTLE FLOW

1. Allocate and set Special Moves
2. The battle begins
3. Win the battle
4. Next Story
5. Lose the battle
6. Retry

1 Allocate and set the Special Moves

Special Moves can be categorised into 3 types. Ground is for attacking opponents on the ground / Aerial is for striking opponents in mid-air / Defend is to guard yourself from attack from opponents.

Defend: An attack using a move customised to "Defend" cannot damage your character. For instance, if a move categorised to "Power" is customised to "Defend," you will become invulnerable to attack from Power category from opponents. Make sure to allocate the moves opponents use with frequency to "Defend."

POWER: Direct Attack

Power gives opponents explosive damage.

SHOT: Long-range Attack

Attack opponents inflicting moves such as Shockwave or Energy Ball at long range.

SET: Mine Blast

Set a trap and give opponents great damage. The mine can be set off if either opponents step on it or the R Button is pressed.

❷ The battle begins

Once the moves are customised, the battle begins. You can play the battle by yourself or with up to 3 other players.

❸/❹ Win the battle / Next Story

After knocking down opponents for a certain number of times and winning the battle, you will obtain the Skill Points (P.21) and proceed to the next event/story. In battle, Emerl may learn and capture moves.

❺/❻ Lose the battle / Retry

If the HP goes down to 0 and you are knocked down, you can customise your moves again. If you lost a battle, you have an option to retry.

EDIT

Once the story advances, the Edit Screen will be available in the field by pressing the R Button. Set up combinations or moves Emerl has obtained.

EDIT

Set the move Emerl has acquired. You can customise not only the moves he has learned but the way he moves/acts and his body colour. Note that in order to set the skills, Skill Points (P.21) are needed.

MOVE

- **Running Skill** : A skill related to the velocity of Map movement.
- **Dashing Skill** : Captured skill of a Character's dashing movement.
- **Jumping Skill** : Captured skill of a Character's jumping movement.
- **Air Action** : Captured skill of a Character's aerial action.
- **Guard Skill** : Captured skill of a Character's Guarding movement.
- **Heal Skill** : Captured skill of a Character's movement when the HP is being recovered.

ATTACK

- **First Attack** : First attack made when executing a combo.
- **Second Attack** : Second attack made when executing a combo.
- **Third Attack** : Third attack made when executing a combo.
- **Heavy Attack** : Skill to blow opponents away.
- **Upper Attack** : Skill to knocking opponents upwards.
- **Dash Attack** : Skill to attack while dashing.
- **Air Attack** : Skill to attack while jumping.
- **Pursuit Attack** : Skill to inflict Pursuit Attack.
- **Ground Shot** : Special move in which Shot has been added to a Ground Attack.
- **Air Shot** : Special move in which Shot has been added to an Air Attack.
- **Ground Power** : Special move in which Shot has been added to a Ground Attack.
- **Air Power** : Special move in which Power has been added to an Air Attack.
- **Ground Trap** : Special move in which a Mine is set to a Ground Attack.
- **Air Trap** : Special move in which a Mine is set to an Air Attack.

OTHERS

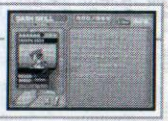
- **Fighting Pose** : A skill shown when a character is not moving.
- **Strength Support** : A special skill to strengthen the internal defense ability.
- **Attack Support** : A special skill to stimulate the internal attack ability.
- **Support of Others** : A special, but mysterious skill.
- **Color 1** : A skill to modify the colour of the horn.
- **Color 2** : A skill to change the body colour.
- **Color 3** : A skill to alter the colour of details such as fists.

ALL

You can edit the skills for "Move," "Attack" and "Others" in this section.

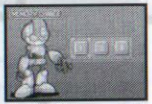
Help

While each skill is selected, press the R Button to view the detailed information.



Switch the saved data

The data of Emerl's customised skills can be saved. You can save the edited data in up to 3 files. The data is saved just before or after the selected data is switched.

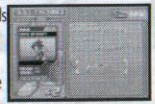


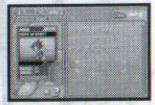
Skill List

All the skills captured can be viewed. You can also check out the number of the skills you have obtained.

Skill Exchange

Using the Game Boy Advance™ Game Link™ Cable(s), you are able to exchange skills with other players. First, go to the "Skill Exchange" screen following a connection to each Game Boy Advance™ system. The player to send the skills should choose a skill to transfer. In the meantime, the player to receive the skills should enter YES when the Screen shown on the right is shown. To cancel the transmission, press the B Button.



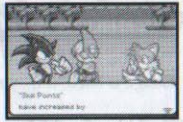


Return to the game

Quit editing and return to the story.

SKILL POINTS

Before setting the skills to Emerl, you need to obtain Skill Points. See below for details.



What are Skill Points?

Skill Points are points required upon setting the captured skills to Emerl. The skills captured from every character are rated according to their difficulty, which can be distinguished by the number of Star Marks. The more powerful the skill is to set to Emerl, the more Skill Points are necessary. One Star Mark is equivalent of 5 Skill Points.

How to obtain Skill Points

- Follow either of the 2 procedures mentioned below to obtain Skill Points.

Win the battle	You will be rewarded Skill Points by winning battles. The number of Skill Points depends on the battle.
Get a Chaos Emerald	Obtain Chaos Emeralds in areas such as events. One Chaos Emerald equals 10 Skill Points.

ICHIKORO GAUGE

The blue gauge above the HP is called Ichikoro Gauge. If the Ichikoro Gauge is filled, it may enable you to reverse a losing battle.

Power up the Special Move

By hitting the Special Move when the Ichikoro Gaue is fully filled up, you can defeat an opponent in one hit. Ichikoro Gauge can be used by any character. Once the Special Move is used, the Ichikoro Gauge goes down to 0. Note that the Special Move allocated to "Defend" does not give opponents extra damage.

How to fill up

- Follow any of the 3 procedures shown below to increase the Gauge.

Receive damage	By receiving damage from opponents, the eighth of the received damage is transferred to the gauge.
Defend from attack	By defending yourself from being attacked, half of the received damage is transferred to the gauge. However, note that when an opponent's Ichikoro Gauge is full, and if you can successfully defend yourself from attack of the opponent, your Ichikoro Gauge will fill up.
Recover HP	As the HP is being recovered, the Gauge will gradually fill up.

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE™ GAME LINK™ CABLE.

■ What you need

- Game Boy Advance™ systems ..... same number of players
- "Sonic Battle™" Game Pak
  - Single-Play 1
  - Multi-Play ..... same number of players
- Game Boy Advance™ Game Link™ Cables
  - 2 Players 1
  - 3 Players 2
  - 4 Players 3

■ Caution on Link Play

On the following conditions, the game may not be able to communicate, or may malfunction.

- When linking with a cable other than Game Boy Advance™ Game Link™ Cable.
- When the Game Boy Advance™ Game Link™ Cable is not connected all the way in.
- When you disconnect and connect the Game Boy Advance™ Game Link™ Cable while communicating.
- When the Game Boy Advance™ Game Link™ Cable and each Game Boy Advance™ system are not connected properly.
- With Single-Play, when the GamePak is inserted into Game Boy Advance™ unit other than 1P's.
- When you have 5 or more Game Boy Advance™ systems connected.

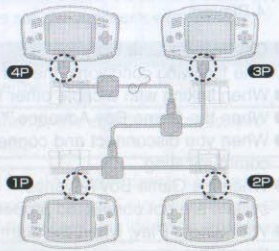
■ **How to Connect**

1. Make sure that all Game Boy Advance™ Systems are turned OFF and insert the Game Pak into each system (only to 1P's system on Single-Play).
2. Connect the Game Boy Advance™ Game Link™ Cable(s).
3. Connect the Game Boy Advance™ Game Link™ Cable to each Game Boy Advance™ expansion connecter. Make sure that the smaller plug is connected to 1P's system.
4. Turn the power of all Game Boy Advance™ systems ON.
5. For controls afterwards, refer to p.25.

* If you are playing with 2 or 3 players, do not connect any Game Boy Advance™ systems or Game Boy Advance™ Game Link™ Cable(s) that will not be used.
* The Game Boy Advance™ with smaller plug connected becomes 1P.

Four-player hook-up (Multi-Play) using the Game Boy Advance™ Game Link™ Cable.

Connect the Game Boy Advance™ Game Link™ Cable and Game Boy Advance™ systems according to the diagram. (Notice the size of the plugs and the location of the Game Pak.)



HOW TO START

In this mode, enjoy a battle with other players or COM. For Multi-Play, each player requires a "Sonic Battle™" Game Pak and Game Boy Advance™ Game Link™ Cable(s) (sold separately) for the number of players battling.

GAME FLOW

Select a Character

Choose your character as well as for COM. Use the R Button to switch the screen to the Rule Setting Screen, and the L Button to go to the Map Selection Screen.

L Button

Map Selection

You can choose the stages to battle and set the order of using them. If not chosen, they will be selected randomly. See P.27 for details.

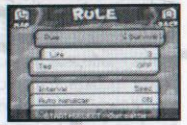
R Button

Rule Settings

Set the rules to use in a battle. Customise them well to battle effectively. See P.26 for more details.

BEGIN THE BATTLE!

RULE SETTINGS



Modify the settings to use in the Battle Mode. Once the modifications are made, press the R Button to return to the Character Selection Screen. Press the L Button to proceed to the Map Selection Screen.

RULES

In this section, you can alter the winning conditions. As mentioned below, there are 3 conditions to be modified. First, use the Control Pad to modify the rules and change a number for each section.

KO	The number you have set in this section shows how many opponents you will have to defeat so as to win a battle. The number can be chosen from 5, 10, 15, 30, 99.
TIME	This is a Time Limit in which you will win as many knock outs as you can. The time can be chosen from 2 / 3 / 5 / 10 min.
SURVIVAL (LIFE)	Win a battle with the number of lives remaining. Choose the number of lives from 3, 5, 10, 15, 30.

TAG

Make a team with another character and win a battle! On the Character Selection Screen, use the Control Pad to modify the colour of the plates. You can also hit your allies by turning the settings of "Hit the ally" to ON. However, please note that by knocking out your allies, the number of KO or the life of the allies may decrease.

INTERVAL

If the HP drops down to 0, you can modify the time of how long the screen is displayed to customise the Special Move before restarting the battle. Choose the time from: 5/10/20/30 sec.

Auto Handicap

If the HP of a character has been dropped down, you can power up the attack power or the power of Special Move of the character. By strengthening the power, you may be able to reserve the battle and win.

COM

Change the Attack Power of the COM players. The power is set in 5 different levels from "Very Easy" to "Very Strong."

MAP SELECTION

Set the order of the maps to use in the battle. If it is not chosen, the maps will appear in a random order.

CHALLENGE MODE

HOW TO START

Win all the 5 battles against the COM player. Depending on the character chosen, the COM player also varies. The battle can take place as one to one, or one to several players. By winning the battle, you will be granted a score. The score given varies upon each battle. The game will be over if you lose the battle.

GAME FLOW

Select a Character

Choose from over 8 characters to play.

▼

Choose a level to play at

Set the level of opponents. 1 ring shows the opponents that are easiest to defeat. Likewise, 3 rings show the opponents that are the most powerful and difficult to defeat.

▼

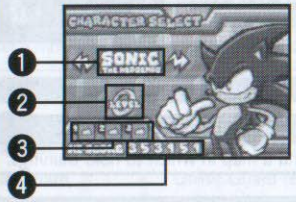
Set the Special Move

Customise the Special Move. For details on the Special Move, see P.15.

▼

START!

HOW TO VIEW THE SCREEN



❶ Name of the chosen character. It can be modified using the Control Pad.
❷ Level set for Challenge Mode. The higher the number of the rings is, the higher the level.
❸ Score Record from the last 3 attempts in the Challenge Mode. **S** is the highest, and **C** is the lowest.
❹ High Score you have obtained by using the chosen character. It can be also shown in levels.

GAME OVER

If either you win all 5 battles or the COM wins 10 sets, the game will be over.

TRAINING MODE

HOW TO START

In this mode, you can brush up your battle skills such as entering commands or exercising the combos. Pressing START while playing in this mode displays the screen on which you can set a character or the opponents' movements. To quit the mode, select "Quit the Training" on the Setting Screen.

GAME FLOW

Set Items

Select a character to play as, opponents' movements, and a map in which to hold trainings.

▼

Set the Special Moves

Customise your Special Moves. For details, see P.15.

▼

START THE TRAINING!

SET ITEMS

There are 4 items to modify. Once the modifications are made, press START to proceed to the Battle Screen.

CHARACTERS

Choose 2 characters, one to play as and another to play against for training.

OPPONENTS' MOVEMENTS

Set a movement of your opponents' from the choices below. Once it is set, it can be used constantly.

- ■ **Standing** : Keep Standing still.
- ■ **Jump** : Jump over and over again on the spot.
- ■ **Run** : Continue to Run circling.
- ■ **Guard** : Utilise Guard repeatedly.
- ■ **Light Attack** : Impose the first punch of combo repeatedly.
- ■ **Heavy Attack** : Keep imposing a Heavy Attack.
- ■ **Upper Attack** : Force a Upper Attack continuously.

TRAINING MAP

Choose a map to use in this mode.

FINISH TRAINING

Quit this mode and go to the Mode Selection Screen.

MINI GAME

PLAY USING 1 GAME PAK

In this mode, up to 4 players can play together. Please note that Game Boy Advance™ Game Link™ Cable(s) is (are) necessary when playing a game in the Multi-Player Mode.

GAME FLOW

Connect Game Boy Advance™ Game Link™ Cables (sold separately)

For details on how to connect, see P.23.

▼

Select "Mini Game" on the Mode Selection Screen

▼

Select the Mini Games

Select the Mini Games you wish to play. They can be selected only by 1P.

▼

Wait

Wait for the other players to get ready for the game. Once all the connections for every character are done, press the A Button.

▼

BEGIN THE Mini Games!

BATTLE RECORDS & OPTIONS

BATTLE RECORDS

CHECK OUT THE RECORDS

Check out your past battle record in the Battle Mode. (The total play time is displayed in all the modes.)

OPTIONS

MODIFY VARIOUS SETTINGS

In this mode, you can change a variety of settings or check out the BGM used in the game.

LANGUAGE	Switch the language used in the game.
SOUND TEST	Check out the BGM or the SE used in the game.
SAVE DATA	Delete and initialise all the data. Please be advised that once the data is deleted, it cannot be recovered.

Error Message List: If you encounter any problems during gameplay, the following error messages may be displayed on the screen. See below for the solutions.

❉ A communication error has occurred. Make sure the Game Boy Advance™ Game Link™ Cable(s) is connected properly and turn on the Game Boy Advance™ once again.

QUICKSTART SUOMEKSI

BASIC CONTROLS (PERUSOHJAUKSET)

Alla kuvatut painikemääritykset perustuvat Menu Mode –tilan (valikkotilan) ohjauksiin. Tiedot Battle Mode -tilan (taistelutilan) ohjauksista ovat sivuilla 7 – 9.

Menu Mode –tilan (valikkotilan) ohjaukset

+Ristiohjain	Select Items (Valitse kohteita)
START	Start Game (Aloita peli)
A-painike	Enter (Vahvista)
B-painike	Cancel (Peruuta)

Palaa Title Screen –näyttöön (otsikkonäyttöön)

Voit palata Title Screen –näyttöön (otsikkonäyttöön) painamalla samanaikaisesti START, SELECT, sekä A- ja B-painikkeita. Huomaa, että kun palaat Title Screen –näyttöön (otsikkonäyttöön) yllä kuvatulla tavalla, pelin tietoja EI tallenneta.

ACTIONS (TOIMET)

Voit suorittaa monenlaisia toimia erilaisilla painikeyhdistelmillä. Huomaa, että alla kuvatut toimet koskevat kaikkia hahmoja.

Ohjaukset liikkumisen aikana

+Ristiohjain	Move (Liiku)

Liiku hahmolla kahdeksaan eri suuntaan.

A-painike	Jump (Hyppää)

Hyppää painamalla A-painiketta. Kun painat painiketta uudelleen hahmon ollessa ilmassa, hahmo hyppää korkeammalle.

Paina +ristiohjainta kahdesti	Dash (Säntää)

+Ristiohjaimen painaminen kahdesti samaan suuntaan saa hahmon säntäämään kyseiseen suuntaan.

Paina L-painiketta kahdesti	Rotate Map (Kierrä karttaa)

Kierrä karttaa 180 astetta.

Puolustuksen/palautuksen ohjaukset

L-painike	Guard (Puolustaudu)

Peitä hahmo kilvellä ja tee se haavoittumattomaksi vastustajien hyökkäyksiä vastaan lyhyeksi aikaa.

Pidä L-painiketta painettuna	HP Recovery (Osumapisteiden palautus)

Hahmon osumapisteet palautetaan vähitellen, kun pidät L-painiketta painettuna. Kun osumapisteitä palautetaan, voit katsoa ympärillesi +ristiohjaimen painikkeiden ◀ ja ▶ avulla. Muista, että olet haavoittuvainen vihollisten hyökkäyksille.

Ohjaukset liikkumisen aikana

B-painike	Light Attack (Kevyt hyökkäys)

Hyökkää vastustajien kimppuun. Voit suorittaa muita liikkeitä painamalla B-painiketta tai +ristiohjainta.

Paina B-painiketta 3 kertaa	Combo (Yhdistelmä)

Voit lyödä vastustajia jatkuvasti painamalla B-painiketta 3 kertaa suorittaaksesi Light Attack –hyökkäyksen (kevyen hyökkäyksen). Jos painat B-painiketta 4 kertaa, suoritetaan Heavy Attack –hyökkäys (voimakas hyökkäys).

+Ristiohjain + B-painike	Heavy Attack (Voimakas hyökkäys) / Upper Attack (Ylähyökkäys)

Työnnä vastustajat pois ja vahingoita heitä tehokkaasti. +Ristiohjaimen ja B-painikkeen painaminen vastustajasta poispäin heittää vastustajat ilmaan.

B-painike hypyn aikana	Air Attack (Ilmahyökkäys)

Tee liikkeitä ilmassa. Liikkeet vaihtelevat hahmojen mukaan.

B-painike säntäyksen aikana	Dash Attack (Säntäyshyökkäys)

Tee tehokas hyökkäys säntäyksen aikana. Hahmon mukaan saatat ponnahtaa ilmaan tai työntää vastustajat lentoon tällä komennolla.

R-painike	Special Move (Erikoisliike)

Special Move –liikkeet (Erikoisliikkeet) ovat jokaiselle hahmolle yksilöllisiä. Niitä on kolmenlaisia, Aerial- (ilma), Ground-(maa)ja Defend- (puolustus) liikkeitä. Liikkeet voidaan mukauttaa ennen taistelun alkua tai sen tauolla.

Chase and Attack (Jahtaa ja hyökkää)

+Ristiohjain Heavy Attack –hyökkäyksen (voimakkaan hyökkäyksen) aikana	Chase (Jahtaa)

Painaessasi +ristiohjainta suuntaan, johon vastustaja lentää, voit juosta sen perään.

B-painike jahtauksen aikana	Chase and Attack (Jahtaa ja hyökkää)

Jos painat B-painiketta oikealla hetkellä vastustajan työntämisen tai jahtaamisen aikana, voit iskeä vastustajan maahan. Vastustajan kärsimä vahinko riippuu ajoituksesta.

Chase and Attack (Jahtaa ja hyökkää)

+Ristiohjain vastustajaa kohti	Wall Counter (Seinävastaliike)

Tällä komennolla vahinko, jonka hahmo kärsi työnnettäessä sitä päin seinää, pienenee nollaan. Hahmo kärsii kuitenkin oletusmäärän verran vahinkoa seuraavassa ilmataistelussa.

PELIN ALOITUS

ALOITA PELI

Title Screen –näyttö (otsikkonäyttö) tulee näkyviin, jos painat START esittelyn aikana. Pääset Mode Selection Screen -näyttöön (tilanvalintanäyttöön) painamalla START uudelleen.

NIMEN KIRJOITTAMINEN

Kun pelaat uutta peliä ensimmäistä kertaa tai aloitat pelin tallennettujen pelitietojen poistamisen jälkeen, sinua kehotetaan vahvistamaan valintasi painamalla START.

VALITSE PELITILA

Valitse viidestä eri pelitilasta.

STORY MODE (TARINATILA)

Tässä tilassa keräät taitoja eri hahmoilta ja kehität salaperäistä Emerl-robottia. Tarinoita on yhteensä kahdeksan.

BATTLE MODE (TAISTELUTILA)

Valitse pelattava hahmo neljästä hahmosta. Voit pelata yksinpelin tietokoneen hahmoja vastaan tai voit pelata muita vastaan Game Boy Advance™ Game Link™ tiedonsiirtokaapelin avulla.

CHALLENGE MODE (HAASTETILA)

Voita viisi taistelua yhdellä hahmolla pelaten. Taistelussa olevien hahmojen määrä vaihtelee. Kun saat vastustajan lyötyä maahan 10 kertaa, pääset seuraavalle kierrokselle.

TRAINING MODE (HARJOITUSTILA)

Tässä tilassa voit harjoitella taisteluteknikoitasi tietokonetta vastaan. Tietokoneen vastustajaa voidaan muokata.

Mini Game (Pienoispeli)

Tässä tilassa on käytettävissä useita pienoispelejä. Voit pelata pienoispelejä yksin tai jopa 3 muun pelaajan kanssa Sonic Battle™ -pelikasettien ja Game Boy Advance™ Game Link™ tiedonsiirtokaapelin avulla.

Battle Record (Taistelun kuvaus)

Tarkastele taisteluiden kuvauksia ja suosittuja pelattuja hahmoja.

OPTIONS (ASETUKSET)

Muokkaa Language Settings -asetuksia (kieliasetuksia) tai kuuntele BGM-taustaääniä. Voit myös poistaa tallennettuja tietoja.

AUTO SAVE (AUTOMAATTINEN TALLENNUS)

Tässä pelissä tiedot tallennetaan automaattisesti taistelun päätyttyä, tapahtuman loputtua, Emerlin taitojen muokkaamisen jälkeen tai jos Pause Menu -valikosta (pysäytysvalikosta) valitaan Quit (Lopeta). Älä katkaise virtaa, kun tietoja tallennetaan, sillä muutoin tiedot saattavat vioittua.

GAME BOY ADVANCE™ GAME LINK™ TIEDONSIIRTOKAAPELIN LIITTÄMINEN

■ Edellytykset

- Game Boy Advance™ -järjestelmät ..... yhtä monta kuin pelaajia
- Sonic Battle™ -pelikasetti
  - Yksinpeli 1
  - Moninpeli ..... yhtä monta kuin pelaajia
- Game Boy Advance™ Game Link™ tiedonsiirtokaapelin
  - 2 pelaajaa 1
  - 3 pelaajaa 2
  - 4 pelaajaa 3

■ Linkkipelin varoitus

Seuraavissa tilanteissa peli ei välttämättä pysty muodostamaan yhteyttä tai ei välttämättä toimi oikein.

- Kun linkität järjestelmät muulla kuin Game Boy Advance™ Game Link™ tiedonsiirtokaapelin.
- Kun Game Boy Advance™ Game Link™ tiedonsiirtokaapelin ei ole tiukasti liitetty.
- Kun irrotat ja liität Game Boy Advance™ Game Link™ tiedonsiirtokaapelin tietoliikenteen aikana.
- Kun Game Boy Advance™ Game Link™ tiedonsiirtokaapelin ja Game Boy Advance™ -järjestelmiä ei ole liitetty oikein.
- Kun yksinpelissä pelikasetti on jossakin muussa Game Boy Advance™ -järjestelmässä kuin ensimmäisen pelaajan (1P) järjestelmässä.
- Kun liitettynä on vähintään 5 Game Boy Advance™ -järjestelmää.

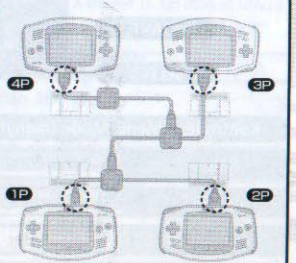
■ Liittäminen

1. Varmista, että kakkien Game Boy Advance™ -järjestelmien virrat on katkaistu, ja aseta jokaiseen järjestelmään pelikasetti (yksinpelissä vain ensimmäisen pelaajan järjestelmään).
2. Liitä Game Boy Advance™ Game Link™ tiedonsiirtokaapelin.
3. Liitä Game Boy Advance™ Game Link™ tiedonsiirtokaapelin jokaisen Game Boy Advance™ -järjestelmän laajennusvastakkeeseen. Varmista, että pienempi liitin on liitetty ensimmäisen pelaajan järjestelmään.
4. Kytke virta kaikkiin Game Boy Advance™ -järjestelmiin.

* Jos pelaajia on 2 tai 3, älä liitä Game Boy Advance™ -järjestelmiä tai Game Boy Advance™ Game Link™ tiedonsiirtokaapelin, joita ei käytetä.
* Game Boy Advance™ -järjestelmä, jossa on pienempi liitin, on ensimmäisen pelaajan laite.

Neljän pelaajan kytkentä (moninpeli) Game Boy Advance™ Game Link™ tiedonsiirtokaapelin avulla.

Liitä Game Boy Advance™ Game Link™ tiedonsiirtokaapelin ja Game Boy Advance™ -järjestelmät kaavion mukaisesti. (Huomaa liitinten koot ja pelikasettien sijainnit.)



QUICKSTART PÅ SVENSKA

GRUNDKONTROLLER

Knapparnas funktioner nedan grundas på kontrollerna i Menu Mode (menyläge). Du kan ta reda på mer om kontrollerna i Battle Mode (stridsläge) på s 7 till 9.

Kontroller i Menu Mode (menyläge)	
+ Styrknappen	Välj föremål
START	Starta spel
A-knappen	Enter
B-knappen	Avbryt

Gå tillbaka till Title Screen (titelskärmen)

Du kan gå tillbaka till Title Screen (titelskärmen) genom att trycka på START och SELECT på samma gång, samtidigt som du trycker ner A-knappen och B-knappen. Tänk på att speldata INTE sparas om du går tillbaka till Title Screen (titelskärmen) enligt ovan.

HANDLINGAR

Du kan utföra en rad handlingar med hjälp av olika knappkombinationer. Handlingarna nedan är samma för alla spelfigurer.

Kontroller i rörelse

+ Styrknappen	Flytta

Flytta spelfiguren i 8 olika riktningar.

A-knappen	Hoppa

Hoppa genom att trycka på A-knappen. Du kan utföra ett lufthopp genom att trycka en gång till när spelfiguren befinner sig i luften.

Tryck på + styrknappen två gånger	Rusa

När du trycker + styrknappen två gånger åt samma håll rusar spelfiguren iväg åt det hållet.

Tryck på L-knappen två gånger	Rotera karta

Rotera kartan 180 grader.

Kontroller för försvar/återställande

L-knappen	Skydda

Skydda en spelfigur med hjälp av en sköld och se till att han eller hon blir osårbar för motståndarnas anfall under en kort stund.

Håll ner L-knappen	Återställ HP

En spelfigurs HP återställs stegvis när du håller ner L-knappen. Medan spelfigurens HP återställs kan du se dig omkring med hjälp av + styrknappen ◀▶. Tänk på att du även är sårbar för anfall från dina motståndare.

Kontroller i rörelse

B-knappen	Light Attack (lätt anfall)

Anfall motståndare. Du kan utföra andra rörelser genom att trycka på B-knappen eller + styrknappen flera gånger i rad.

Tryck på B-knappen 3 gånger	Combo

Du kan slå till mot fiender flera gånger i följd genom att trycka på B-knappen 3 gånger för att utföra en Light Attack (lätt anfall). Om du trycker på B-knappen 4 gånger utförs en Heavy Attack (häftigt anfall)..

+ Styrknappen + B-knappen	Heavy Attack (häftigt anfall) / Upper Attack (övre anfall)

Slå till ordentligt mot dina motståndare och skada dem på ett effektivt sätt. Genom att trycka på + styrknappen och B-knappen i motsatt riktning mot motståndaren skjuts de i luften.

B-knappen under hopp	Air Attack (Luftanfall)

Utför rörelser i luften. Rörelsen varierar beroende på spelfigur.

B-knappen under rusning	Dash Attack (Rusningsanfall)

Utför ett kraftfullt anfall medan du rusar. Beroende på spelfigur kan du använda kommandot för att skjuta iväg eller slunga iväg dina motståndare.

R-knappen	Special Move (specialrörelse)

Special Moves (specialrörelser) är unika beroende på spelfigur. Det finns 3 sorter: Aerial (luftbaserade), Ground (landbaserade) och Defend (försvar). De kan anpassas innan striden inleds eller under ett avbrott.

Chase and Attack (Jaga och anfalla)

+ Styrknappen under Heavy Attack (häftigt anfall)	Chase (Jaga)

Tryck + styrknappen i samma riktning som motståndaren skjuts bort i för att springa efter motståndaren.

B-knappen under jakt	Jaga och anfall

Om du trycker på B-knappen i rätt ögonblick när du skjuter iväg en motståndare eller jagar efter en motståndare kan du slå ner motståndaren på marken. Hur mycket skada det orsakar beror på hur bra timing du har.

Chase and Attack (Jaga och anfalla)

+ Styrknappen mot motståndare	(Wall Counter) Väggförsvar

Med det här kommandot minskas en spelfigurs skador när han eller hon slås in i en vägg till 0. Spelfiguren drar dock på sig standardskador under påföljande luftstrid.

SÄTT IGÅNG OCH SPELA

STARTA SPELET

Title Screen (titelskärmen) visas om du trycker på START under inledningen. Tryck på START en gång till om du vill visa skärmen Mode Selection (lägesval).

ANGE NAMN

När du spelar ett nytt spel för första gången, eller startar ett spel när sparade speldata har raderats, måste du bekräfta genom att trycka på START.

VÄLJ SPELLÄGE

Välj mellan 5 alternativa spellägen.

STORY MODE (HISTORIELÄGE)

I det här läget samlar du färdigheter från de olika spelfigurerna och utvecklar den mystiska roboten Emerl. Det finns sammanlagt 8 historier.

BATTLE MODE (STRIDSLÄGE)

Välj 4 spelfigurer att spela som. Du kan antingen spela solo mot COM-figurerna eller spela mot dina kompisar med hjälp av Game Boy Advance™ Game Link™ cable.

CHALLENGE MODE (UTMANINGSLÄGE)

Spela som 1 spelfigur och vinn 5 strider. Antalet spelfigurer du slåss mot i varje strid varierar. Om du lyckas slå ner dina motståndare 10 gånger går du vidare till nästa omgång.

TRAINING MODE (TRÄNINGSLÄGE)

I det här läget kan du öva stridstekniker mot COM-spelare. COM-spelarna kan skräddarsys enligt dina önskemål.

Mini Game (minispel)

I det här läget kan du välja mellan en rad olika minispel. Du kan roa dig med minispelen på egen hand eller tillsammans med upp till 3 andra spelare med hjälp av Game Boy Advance™ Game Link™ cable.

Battle Record (stridsrekord)

Kolla in stridsrekord och populära spelfigurer.

OPTIONS (ALTERNATIV)

Ändra språkinställningar eller kolla in ljudeffekter. Du kan även radera sparade data.

AUTO SAVE (AUTOSPAR)

I det här spelet sparas data automatiskt när en strid har slutförts, en händelse avslutats, Emerls färdigheter ändrats eller om "Quit" (avsluta) väljs från Pause Menu (pausmenyn). Stäng inte av strömmen medan data sparas, för då kan de förstöras.

GBA LINK CABLE

DENNA SPELKASSETT INNEHÅLLER ETT SPELALTERNATIV FÖR FLERA SPELARE SOM KRÄVER EN GAME BOY ADVANCE™ GAME LINK™ CABLE.

HUR DU ANSLUTER GAME BOY ADVANCE™ GAME LINK™ CABLE

■ Vad du behöver

- Game Boy Advance™-system . . . . . samma antal spelare
- Spelkassett med "Sonic Battle™"
  Spel för en deltagare 1
  Spel för flera deltagare . . . . . samma antal spelare
- Game Boy Advance™ Game Link™ cable
  2 spelare 1
  3 spelare 2
  4 spelare 3

■ Möjliga problem under linkspel

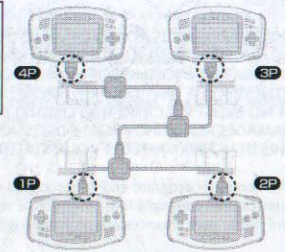
Under följande förhållanden kan spelet få problem att kommunicera eller fungera dåligt.

- När du kopplar ihop systemen med en annan kabel än en Game Boy Advance™ Game Link™ cable.
- När Game Boy Advance™ Game Link™ cable inte har anslutits ända in.
- När du kopplar ur och återansluter din Game Boy Advance™ Game Link™ cable under kommunikationen.
- När Game Boy Advance™ Game Link™ cable och Game Boy Advance™-systemen inte har kopplats ihop ordentligt.
- Med spel för en deltagare: när kassetten har satts in i en Game Boy Advance™-enhet som inte är 1P.
- När du har kopplat ihop 5 eller fler Game Boy Advance™-system.

■ Hur du ansluter

1. Se till att alla Game Boy Advance™-system har stängts AV (OFF). Sätt in en spelkassett i varje system (endast på 1P-system för spel för en deltagare).
2. Anslut Game Boy Advance™ Game Link™ cable.
3. Anslut Game Boy Advance™ Game Link™ cable till Game Boy Advance™ -systemens anslutningskontakt. Se till att den mindre kontakten ansluts till 1P-system.
4. Sätt PÅ (ON) alla Game Boy Advance™-system.

* Om 2 eller 3 personer spelar ska du inte ansluta några Game Boy Advance™-system eller Game Boy Advance™ Game Link™ cable som du inte tänker använda.
* Den Game Boy Advance™ som den mindre kontakten anslutits till blir 1P.



Spel för fyra deltagare (Multi-Play) med Game Boy Advance™ Game Link™ cable.

Anslut Game Boy Advance™ Game Link™ cable och Game Boy Advance™-systemen enligt diagrammet. (Lägg märke till kontakternas storlek och kassettens läge.)

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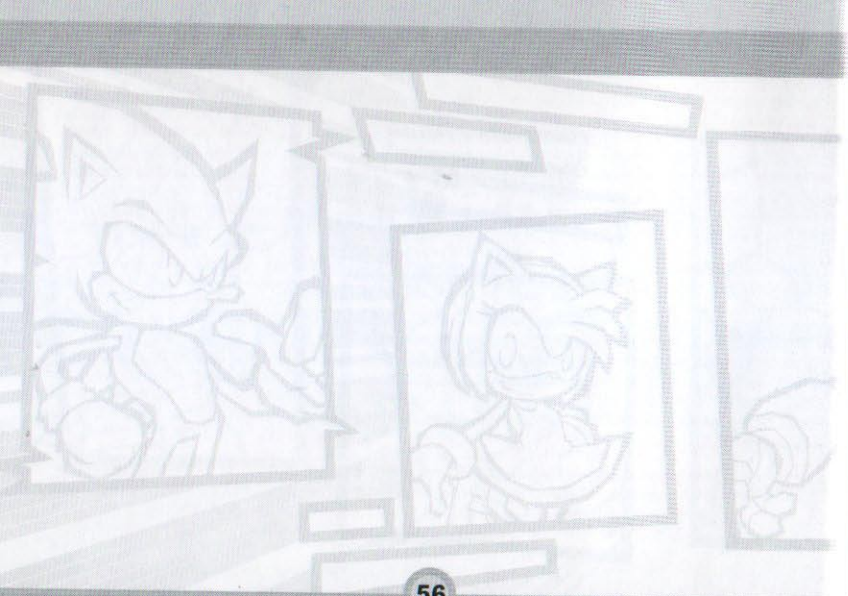
NOTES



The PEGI age rating system:

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

Note: There are some local variations!
Note: Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:
Description du contenu:

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:

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http://www.pegi.info

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