SONIC™ ADVENTURE 2 BATTLE

EmuMovies
INSTRUCTION BOOKLET

SEGA   SONIC TEAM™

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.

Original **Nintendo** Seal of Quality ™

2 Player Simultaneous
THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.

Memory Card Uses 11 Blocks
THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Game Boy Advance compatible
THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.

Thank you for purchasing Sonic Adventure 2 Battle™. Please note that this software is designed only for use with Nintendo GAME CUBE. Be sure to read this instruction manual thoroughly before you start playing.

SONIC ADVENTURE 2 BATTLE

C O N T E N T S

3

PROLOGUE

HERO SIDE STORY

It is just another ordinary day… until Sonic, hero of justice, is accosted by a secret military force code-named G.U.N.

Escaping the confines of a high-security helicopter, Sonic leaps down into the city streets in an effort to flee from his captors. Suddenly, a mysterious black hedgehog appears in front of him, grasping a Chaos Emerald in his hands. Meanwhile, across the globe, unexplained incidents occur following the declaration of world conquest by Eggman himself.

Once aware of the connection between Shadow and Dr. Eggman, Sonic begins his quest to stop their evil plan, helped along the way by his old friends: Tails and Knuckles.

While searching for a top secret weapon known only as "Shadow", the evil genius, Dr. Eggman, penetrates the security of a high-level military base. Deep inside the compound, Dr. Eggman discovers that the weapon is actually a black hedgehog claiming himself as the "ultimate life form", a creature known as "Shadow".

Shadow invites Dr. Eggman to Space Colony ARK and reveals the Eclipse Cannon—an enormous weapon capable of destroying the world, more than enough to entice the evil genius to help out Shadow in his quest to conquer the world.

Just as they begin to revel in their plan for destruction, the villains are startled by a menacing bat named Rouge who offers her help as well.

Thus, the plot to conquer the world begins…

DARK SIDE STORY

CHARACTERS

The world's fastest, supersonic hedgehog

Somehow our hero, Sonic, has been mistakenly accused by the military troops because they think Sonic is the one who escaped from their facility. Sonic tries to discover the secrets of this black hedgehog who resembles him and at the same time he must stop Eggman's evil plan to dominate the world.

SONIC
SONIC THE HEDGEHOG

SHADOW THE HEDGEHOG
SHADOW

Shadow is the ultimate life form created by Professor Gerald Robotonik. Shadow has the ability to use his special power, "Chaos Control". Shadow is able to harness the power of the Chaos Emerald to warp time and space. After telling Eggman about the Eclipse Cannon, Shadow encourages Dr. Eggman to join up and help conquer the world. But what is Shadow's real motive?

A black hegdehog who resembles Sonic

A friendly boy fox with two tails

His mechanical ability to build machines is equal to that of Dr. Eggman.
This time, he plays an active role using his new machine the "Cyclone". His ability to build machines is invaluable to Sonic.

TAILS
MILES "TAILS" PROWER

Dr. EGGMAN
EGGMAN

Also known as Dr. Robotnik, Dr. Eggman is an evil scientist with an IQ of 300. A renowned authority on robotics, Eggman joins forces with Shadow and Rouge in a plot to conquer the world. Once he has collected all the Chaos Emeralds, he plans to take care of his lifelong rival, Sonic, once and for all.

An evil self-proclaimed scientist who disturbs Sonic and his friends

Powerful and wild echidna

The guardian of the Master Emerald, Knuckles takes his residence on the floating Angel Island. He is known as a treasure hunter, but is a skilled martial artist as well. Ever since the Master Emerald was shattered, Knuckles has made it his mission to collect each and every shattered piece.

KNUCKLES
KNUCKLES THE ECHIDNA

ROUGE THE BAT
ROUGE

As a hunter who devotes her life to the pursuit of jewels, Rouge is determined to make herself rich. She is passionate about her work, and once she's set her sights on a new treasure, she stops at nothing until she gets it. In order to collect the many pieces of the Master Emerald, she offers to help Shadow and Dr. Eggman— but her true identity remains a mystery to them both.

A mysterious treasure hunter who loves jewels

ACTIONS

ACTIONS COMMON TO SONIC & SHADOW

HOMING ATTACK

A Button while airborne

You can attack nearby enemies, and even attack a series of enemies continuously.
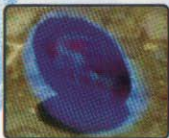
SOMERSAULT

B Button

You can break wooden boxes or squeeze through very low or narrow gaps.

SPIN DASH

Hold B Button, then release

You can build up your momentum and start rolling at supersonic speed. Use with extreme care.

GRINDING

Jump onto the rail

You can jump on the rail and grind. While grinding, you can jump (A Button) or crouch to accelerate (B Button). Use the Control Stick to balance yourself.

SONIC

LEVEL UP ITEMS FOR SONIC

LIGHT SHOES

Enable Sonic to perform the Light Dash to move at light speed along a path of rings. Press the B Button in front of a path of rings.

FLAME RING

Enables Sonic to perform the Fire Somersault. With this item, Sonic can destroy iron containers.

SHADOW

LEVEL UP ITEMS FOR SHADOW

AIR SHOES

Enable Shadow to perform the Light Dash to move at light speed along a path of rings. Press the B Button in front of a path of rings.

ANCIENT LIGHT

Enables Shadow to perform the Light Attack to destroy numerous enemies at light speed. Use the Control Stick and hold the B Button, then release to fire.

✳ These are only a few examples of Level Up Items you will find throughout the game, so make sure to find them all.

ACTIONS COMMON TO
TAILS & Dr. EGGMAN

VOLKAN CANNON

B Button

A mini-gun that you fire by pressing the B Button. You can destroy items such as wooden boxes.

PROPELLER PUNCH/PUNCH

B Button near the enemy

You can use this weapon (Propeller Punch for Tails; Punch for Dr. Eggman) only when an enemy is in front of you. Utilize this in 2P versus play to blow your opponent away!

LOCK-ON

Hold B Button

Hold the B Button to display a laser sight. Then use the Control Stick to lock onto the enemy.
You can even lock onto multiple enemies.

LOCK-ON MISSILE

Release B Button

While the targets are locked on, release to fire missiles. Destroy multiple enemies for even more points.

TAILS
LEVEL UP ITEMS FOR TAILS

BOOSTER

Hold A Button while jumping.
Enables Tails to hover and descend slowly.

BAZOOKA

Powers up the Volkan Cannon. Now you can destroy iron containers.

DR. EGGMAN
LEVEL UP ITEMS FOR Dr. EGGMAN

LASER BLASTER

Powers up Dr. Eggman's Lock-on missile.
The spread impact from the explosion destroys enemies in a wide area.

PROTECTION ARMOR

Armor parts that enhance the body strength of Dr. Eggman's Egg Walker. The health gauge will also increase.

✲ These are only a few examples of Level Up Items you will find throughout the game, so make sure to find them all.

ACTIONS COMMON TO
KNUCKLES & ROUGE

GLIDE

Hold A Button while airborne

You can glide and descend slowly.

CLIMB WALLS

While gliding, bump into the wall and grab onto it. In this position, use the Control Stick to move around.

PUNCH/KICK ATTACK

B Button

You can break a wooden box or defeat the enemy in front of you. Press the B Button continuously to make 3 different types of punches (kicks for Rouge).

DIG

Press Y, then B Button

You can dig into the ground to uncover hidden items such as Emeralds. While sticking to a wall, you can dig the wall by simply pressing the B Button. You must obtain a specific Level-up item in order to be able to perform this action.

SWIM

B Button to dive, A Button to surface

You can swim underwater. Don't forget to come up to the surface, as you cannot breathe underwater.

DRILL CLAW/DRILL DRIVE

Press A, then B Button

Press the B Button while airborne to attack enemies directly beneath you. If you already possess a certain Level-up item, you can also dig a hole upon contact with the ground.

KNUCKLES

LEVEL UP ITEMS FOR KNUCKLES

SHOVEL CLAW

Enables Knuckles to dig into the ground and walls. Press the B Button while airborne or climbing on walls, or select "Dig" in the Action Window.

AIR NECKLACE

A necklace-style oxygen bottle. This item saves you the trouble of coming up to the surface of the water to breathe.

ROUGE

LEVEL UP ITEMS FOR ROUGE

PICK NAILS

Enables Rouge to dig into the ground and walls. Press the B Button while airborne or climbing on walls, or select "Dig" in the Action Window.

TREASURE SCOPE

Enables Rouge to see new items. Press the B Button to put it on and jump to take it off.

✻ These are only a few examples of Level Up Items you will find throughout the game, so make sure to find them all.

2P BATTLE CHARACTERS

AMY ROSE

An energetic girl in love with Sonic. Amy loves to chase after Sonic wherever he goes.

While not as good at running or jumping compared to other characters, Amy can perform a special attack with fewer rings, thus hindering her opponents by firing attacks continuously.

RINGS	SPECIAL ATTACK	EFFECT
10	Speed Up	Running speed goes up for 10 seconds
20	Storming Heart	Delivers an attack to a distant opponent
30	Amy Flash	Opponent cannot move for 20 seconds

Actions of each character are the same as the ones of Sonic & Shadow except for the Spin Dash as well as the Light Dash (For details, see P.12).

METAL SONIC
METAL SONIC

The strongest robot invented by Dr. Eggman in order to defeat Sonic. Metal Sonic and Sonic have a strong rivalry.

Similar to Sonic in abilities, Metal Sonic is capable of faster bursts of speed. Press the B Button continuously to invoke "Black Shield" which protects Metal Sonic from damage.

Note: Metal Sonic cannot use brakes very easily and he has no ability for special attacks.
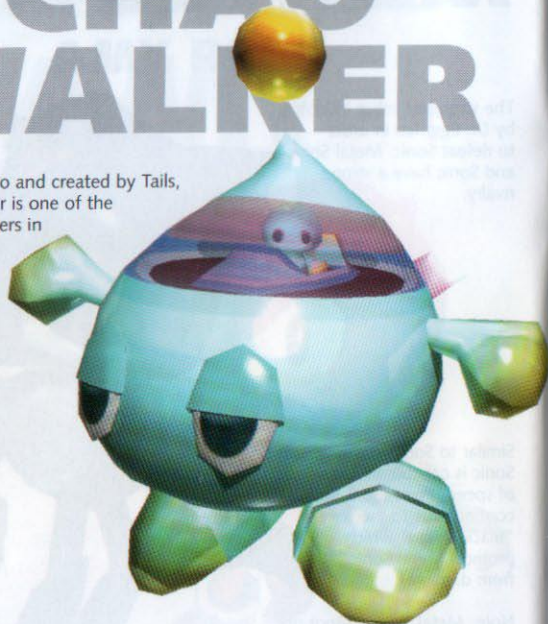
To invoke "Black Shield," hold B Button down.

Actions of each character are the same as the ones of Sonic & Shadow except for the Spin Dash as well as the Light Dash (For details, see P.12).

CHAO WALKER

CHAO WALKER

Styled after Chao and created by Tails, the Chao Walker is one of the quickest characters in the game.

With its speedy moves, Chao Walker is able to dodge an opponent's attack as well as deliver its own. Chao Walker can perform special attacks with fewer rings collected as compared to other characters. However, Chao Walker has very weak attack power and defense.

RINGS	SPECIAL ATTACK	EFFECT
15	Booming Missile	Fires many Homing Missiles simultaneously
30	Rumble Launcher	Bombing attack by firing multiple rockets upwards
45	Zap Laser	Fires super-size laser from the front end of the machine

Actions of each character are the same as the ones of Tails & Dr. Eggman (For details, see P.14).

DARK CHAO WALKER

DARK CHAO WALKER

A very powerful battle machine created by Dr. Eggman for Dark Chao.

Dark Chao Walker is capable of delivering heavy damage attacks and has great defensive powers. Dark Chao Walker can also perform a high-powered attack. But Dark Chao Walker moves very slowly and the firepower of its Volkan Cannon isn't very effective.

RINGS	SPECIAL ATTACK	EFFECT
20	Crazy Rush	Fires powered-up Homing Missiles heavily and rapidly
40	Hell Bomber	Fires powerful rocket missiles upwards for heavy bombing
60	Dark Finish	Fires a super powerful and thick dark laser from the front end of the machine

Actions of each character are the same as the ones of Tails & Dr. Eggman (For details, see P.14).

TIKAL

A girl with mystical power, who comes from the same ancient tribe as Knuckles.

Tikal has quick moves and can find Emeralds quickly, but she does not have a very good sense for seeking out Emeralds in the distance. In addition, Tikal cannot battle well since her punches have a very short reach.

RINGS	SPECIAL ATTACK	EFFECT
20	Wrath of Gaia	Causes an earthquake using her spiritual power to trip opponents
40	Heaven's Justice	Damages and paralyzes the opponent for a given time using her spiritual power
60	Captive Light	Binds the opponent with a flashing light using her spiritual power

Actions of each character are the same as the ones of Knuckles & Rouge (For details, see P.16).

CHAOS ZERO

The legendary liquid life form who is the guardian of Chao and its friends. Chaos Zero has immeasurable powers but a warm heart.
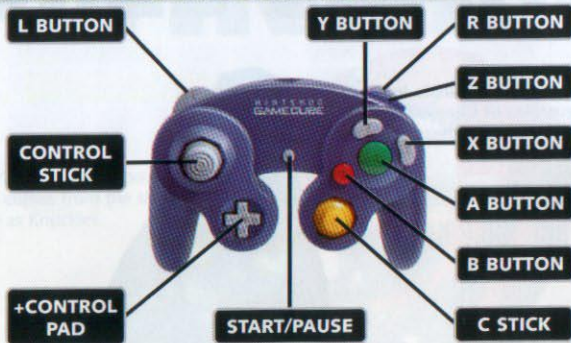
Chaos Zero has very strong combat skills and its punches have a long reach. It also has special power attacks but cannot move very quickly.

RINGS	SPECIAL ATTACK	EFFECT
20	Chaos Impact	Inflicts a big shock on the ground and causes an earthquake to trip the opponent
40	Chaos Strike	Emits a mysterious ripple that damages and paralyzes the opponent for a given time
60	Chaos Bind	Freezes the air around the opponent and paralyzes the opponent for 30 seconds

Actions of each character are the same as the ones of Knuckles & Rouge (For details, see P.16).

BASIC CONTROLS

- **L BUTTON**
- **Y BUTTON**
- **R BUTTON**
- **Z BUTTON**
- **CONTROL STICK**
- **X BUTTON**
- **A BUTTON**
- **B BUTTON**
- **+CONTROL PAD**
- **START/PAUSE**
- **C STICK**

"Sonic Adventure 2 Battle" is a one or two player game. Connect the Nintendo GameCube™ Controller to Controller Socket 1 (one player) or Controller Socket 1 and 2 (two players).

✱ Maximum of four players can participate in the Chao Race. See P.47 for the controls during the Chao Race.

✱ To soft reset the Nintendo GameCube™ and return to the Title Screen during gameplay, simultaneously press and hold the B Button, X Button, and START/PAUSE.

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.

L Button **R Button**

Control Stick **C Stick**

MAIN FILE	CHAO DATA
3	8
BLOCKS USED	

This game is Memory Card compatible. Nintendo GameCube™ Memory Card 59 (sold separately) is required for backup. See P.26 for more information on saving data.

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

MENU CONTROLS

| START/PAUSE	Game Start
CONTROL STICK/+CONTROL PAD	Move cursor (Select Menu Item)
A BUTTON	Enter selection
B BUTTON	Cancel (return to previous screen)

DURING THE GAME

START/PAUSE	Pause the game (bring the Pause Menu)
CONTROL STICK	Move a character
A BUTTON	Jump
B/X BUTTON	Action
Y BUTTON	Switch Action Window
L/R BUTTON	Rotate Camera

The Z Button is not used in this game.
*See P12~P.17 for details concerning the actions of each character.

ACTION BUTTON

The B Button (also X Button) is called the Action Button. Its function changes automatically according to the situation around the player, and will be displayed in the Action Window at the top right. For example, you cannot only lift things but also call small animals hidden somewhere in the Action Stages by whistling. Also, when you have more than one choice of actions you can take for specific situation, press the Y Button to cycle through the choices.
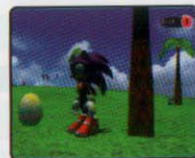
STARTING THE GAME

60Hz mode

This game can be set to a clearer display and better quality on TVs that support 60Hz mode.

Mode 60Hz

When you connect NINTENDO GAMECUBE RGB Cable to a TV which has RGB terminal an PAL60 function, you can enjoy smoother game screen with less flickers.

To activate 60Hz mode, press and hold the B Button while the NINTENDO GAMECUBE logo is being displayed until the message "Would you like to display in 60 Hz mode?" appears. Select YES to activate the mode.

STARTING THE GAME

Press START/PAUSE during the Title Screen to access the Memory Card Screen.

Use the Control Stick/+Control Pad to select a Memory Card, and press the A Button to enter. Note that the data will not be automatically saved if you press the B Button to cancel.

SAVE FILE SELECTION

After selecting a Memory Card, a Save File Select Screen will be displayed. If there is no Game Data, make a new one. To make a new file, a Memory Card with 3 Blocks of free space for the Main Data and 8 Blocks for the Chao Data is required. Selecting a file and entering the selection enable you to save the game progress on this file.

Save File

There are 2 kinds of save files to use in this game. For more details, please see below.

FILE	BLOCKS USED	SEE PAGE
Main Data	3	P.28
Chao Data	8	P.50

Free Blocks in the Memory Card

File Number

* The same amount of data as the Free Blocks can be saved.

The Last Cleared Stage

Total Play Time

Total Number of Collected Emblems

Player's Character

* The last character played.

* Once the file is selected, the data will be saved automatically on the file until the game is finished. Please do NOT turn the power off or unplug the Memory Card during saving. See Options on P.49 for how to change the game file during the game.

MODE SELECTION

If the file to be used for saving is selected, a Mode Select Screen is displayed. Use the up and down of the Control Stick/+Control Pad to select a mode and press the A Button to enter.

1P PLAY

Play a one-player game. You can play either HERO side or DARK side stories.

2P BATTLE

Play battle mode. Connect Controllers to Controller Socket 1 and 2.

### EXTRA

Extra features such as the game tutorial by Chao.

OPTIONS

Change various game settings.

1P PLAY MODE

## STORY

Play the game to advance the storyline.

In the Story Mode, select either HERO side or DARK side and play the game to reveal each story. The Game Data in the Story Mode will automatically be saved onto the Main Data when each stage is cleared. The game ends if the remaining lives is 0.
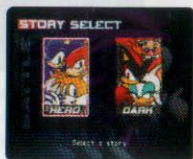
GAME FLOW

INTRODUCTION

The objectives of the stage as well as the mission to clear the stage are displayed.

Stage: 01
City Escape
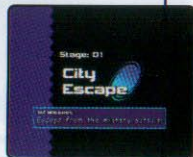
ACTION STAGE

Clear the assigned mission for each stage.

CHAO WORLD

If you find a Chao key, you can visit Chao world.

Chao World

Advance to the Next Stage

HOW TO PLAY THE ACTION STAGE

▶ Sonic & Shadow

1 Score
2 Elapsed time
3 Number of collected rings/Chao key
4 Remaining lives
5 Chaos Drives and small animals collected

There are many tricks set in the stage. Use various actions and get Level-Up Items.

Get technique points and increase your score by gaining rings or destroying enemies.

The stage is cleared when you reach the Goal Ring. The total score, the time in which the game was cleared, and the number of rings you obtained will determine the rank displayed after clearing the stage.

Advance to the Next Stage

▶ Tails & Dr. Eggman

1. **7870**
2. **02:54:00**
3. **072**

1 Score
2 Elapsed time
3 Number of collected rings/Chao key
4 Remaining lives
5 Health Gauge
6 Chaos Drives and small animals collected

Proceed through the game by destroying enemies with the Lock-on Missile. Stay aware of the HP Gauge displayed at the bottom of the screen. You can restore HP by gaining rings or Chaos Drives.

You can get higher points by locking onto multiple enemies simultaneously.

The stage is cleared when you reach the Goal Ring.

Advance to the Next Stage

▶ Knuckles & Rouge

1. **4280**
2. **02:04:99**
3. **092**
5

1 Score
2 Elapsed time
3 Number of collected rings/Chao key
4 Remaining lives
5 Treasures collected
6 Emerald Radar
7 Chaos Drives and small animals collected

Find the Emeralds hidden within the stage (treasures hidden vary depending on the stage) with the radar as well as the hints.

Once you move into the vicinity of a desired object, the radar will start flashing from green to yellow to red.

Press the B Button when you approach a monitor screen and the hints will be displayed. You can get up to 3 hints per Emerald.

You will get more technique points and will be rated higher by finding a treasure with fewer hints in a shorter time.

Advance to the Next Stage

THE RULES IN THE ACTION STAGE

Learn about the basic rules in the Action Stage. Utilize them and proceed through the game with an advantage.

▶ LEVEL-UP ITEMS

Level-Up Items hidden somewhere in the Action Stages provide an enhanced attacking ability or action. The stage may not be cleared without obtaining these items. Once you obtain them, you have them to use for the rest of the game.

▶ OMOCHAO

Omochao will act as your guide to clear stages throughout the game, and can be found at various locations. If you need some help during the game, go and find them!

▶ RINGS

If the characters are skilled enough to collect 100 rings, they will receive an extra life. Excluding Tails and Dr. Eggman, all other characters can survive damage inflicted by enemies as long as they are carrying at least one ring. When attacked, these characters will lose all the rings they were carrying.

▶ CHAO CONTAINER

During the game, there are 3 light blue containers called Chao Containers in each stage. The first Chao Container contains a Chao key, which is a key to Chao World. The second contains small animals. What is inside the third one? You'll just have to find out for yourself.

▶ POINT MARKERS

There are several point markers placed throughout the stage that you can use to save your character's time and position within the stage. If your character loses a life, the next life will start from the location of the last point marker touched with the time that was logged when the marker was originally touched. If you have a certain amount of rings when touching the point marker, you will receive a bonus item.

More than 90	Shield
More than 80	Speed up
More than 60	20 rings
More than 40	10 rings
More than 20	5 rings

▶ PAUSE SCREEN

Press START/PAUSE while the game is being played to pause the game and bring up the Pause Menu. On the Hunting stages (Knuckles and Rouge), the hints you have obtained will be displayed as well. Use the L/R Buttons to cycle through hints or press and hold either the L or R Button to stop cycling the hints.

Continue	Resume gameplay
Restart	Start over from the beginning of the stage. Note that this will cost you one life.
Exit	Quit the Game

▶ TECHNIQUE POINTS

Technique points are awarded in different ways for each type of stage.
For Sonic & Shadow, you can earn them by performing technical actions or continuous actions (action link). For Tails and Dr. Eggman, defeating more enemies with a single Lock-on will earn technique points. For Knuckles and Rouge, the amount depends on the number of hints you received and the time you had in order to find the Emeralds (less hints and shorter time equals more points).

▶ SMALL ANIMALS IN THE ACTION STAGE

In each stage, you can rescue small animals hidden in many places. Small animals are useful in raising Chao. If you rescue all small animals in each stage, you are awarded an extra life.

The number of small animals hidden in each stage

Sonic & Shadow	20
Tails & Dr. Eggman	15
Knuckles & Rouge	10

The small animals hidden in Chao containers or in the enemies are not included.

▶ CHAOS DRIVES

If you defeat enemies, you can collect "Chaos Drives." Chaos Drives are useful in raising Chao. For Tails and Dr. Eggman, Chaos Drives will also recover lost HP.

◀ You can carry up to 10 small animals and Chaos Drives at a time.

▶ BATTLING THE BOSSES

You will encounter a "Boss" while you are proceeding through the game in the Story Mode. Find its weakness and attack the boss to deplete its life gauge. If you deplete its life gauge displayed at the top right of the screen completely, you will win the battle.

▶ EMBLEMS

You are awarded an emblem for satisfying certain conditions, such as clearing a stage, Chao race, etc. You can verify emblems and number of stages cleared in the Emblem Results Screen (See P.48).

ITEMS

There are 2 types of items: the items that you can obtain from "Item Boxes" and the Level-Up Items. See Actions on P.13, 15 and 17 for details of the Level-Up Items.

HIGH-SPEED SHOES

These shoes provide your character with a boost of speed for a limited time.

RINGS

Adds 5/10/20 rings to your ring collection.

MAGNETIC SHIELD

Attracts and collects all nearby rings until damage is sustained.

HEALTH

Restores all your HP (Tails and Dr. Eggman stages only).

INVINCIBILITY

Destroys your enemies without taking any damage for a limited time and earn twice as many points as normal.

SHIELD

Protects your character from damage one time only. Once you get damaged, this item will disappear.
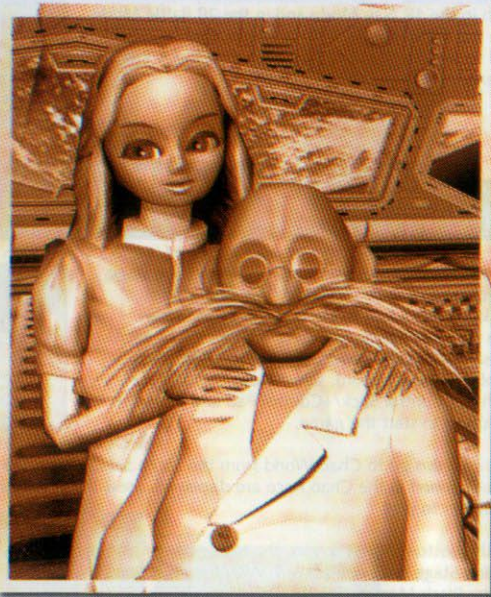
BOMB

Destroys all onscreen enemies.

EXTRA LIFE

Adds an extra life to the total number of lives.

OTHER CHARACTERS

MARIA ROBOTNIK

A beautiful and mysterious girl that exists in the memory of Shadow, Maria is the granddaughter of Professor Gerald and a cousin of Dr. Eggman.

PROF. GERALD ROBOTNIK

A brilliant scientist and Dr. Eggman's grandfather. Noted as one of the most brilliant minds of all time, Professor Gerald designed the world's first space colony, "ARK." He was also involved in the development of the ultimate life form: "Project Shadow." He later disappeared under mysterious circumstances.

NEW PLAY MENU

Once you clear the certain conditions in the Story Mode, you will be able to select a new play menu both in the 1P play Mode and in the 2P Battle Mode. Use the left and right of the Control Stick/+Control Pad to select a menu to play and press the A Button to enter.

STAGE SELECT

Select a stage to play

If you cleared a stage in the Story Mode, the stage select mode will be displayed. Use the Control Stick/+Control Pad to select a character to play. The name of the stage as well as the rank of each mission will be displayed. Press the A Button to display the play record, select the mission to play with the Control Stick/+Control Pad and press the A Button to start the game.

You can also go to Chao World from the Stage Select. After the emblems which you obtained in the Chao Race are displayed, press the A Button and select a character to play.

At the bottom of the screen, the total number of rings you have earned in the Action Stage will be displayed. With the rings you have earned, you can shop at the Black Market (See P.55 for more details).

ACCESS CONDITION   Clear at least one stage

5 MISSIONS

1st Accomplish clear condition for each character.
2nd Collect 100 rings.
3rd Find lost Chao somewhere in the stage.
✱You must possess the Mystic Melody in order to clear this mission.
4th A time limit is added to the normal clear condition.
Last The difficulty level increases.
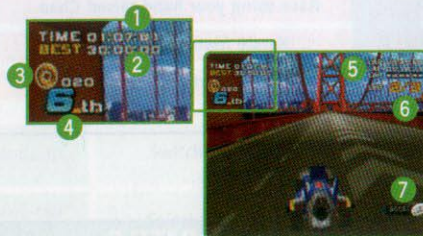

KART RACE

Play Kart Racing

After clearing a certain stage in the Story Mode, you can play this stage. Use the left and right of the Control Stick/+Control Pad to select a driver, and use the up and down to select the course to play on from BEGINNER, STANDARD and EXPERT.

ACCESS CONDITION   Clear the stage in the Story Mode.

▶ HOW TO VIEW A SCREEN

1. Total Time
2. Record Time of the Course
3. Number of Rings
4. Position
5. LAP Time of each Lap
6. Current Lap
7. Boost Window (Use this with 20 rings)

▶ BASIC CONTROLS

CONTROL STICK	Machine Operation
A BUTTON	Acceleration
B/X BUTTON	Braking
Y BUTTON	Boost

2P BATTLE MODE

SELECT A BATTLE

Once you select the 2P Battle Mode, the Battle Select screen will be displayed. Use the left and right of the Control Stick/+Control Pad to select the battle to play, and press the A Button to enter. There are 7 Battles in total, and the number shown on the screen indicates the result of the battle.

Random Battle	CPU selects a match from below randomly	P.44
Action Race Battle	High-speed action race battle	P.42
Treasure Hunt Race	Find the treasure	P.43
Shooting Battle	Lock-on shooting battle	P.44
Chao Race	Race using your hand-raised Chao	P.45
Chao Karate	Karate Match among Chao	P.46
Kart Race	Kart Racing	P.47

ACTION RACE BATTLE

SELECT A CHARACTER

After selecting the Action Race Battle, Treasure Hunt Race and Shooting Battle, the character select screen will be displayed. Use the left and right of the Control Stick/+Control Pad to select a character and press the A Button to enter.

Which character you can select varies upon each battle. The total rating for each character is displayed with I on the scale of 1 to 5.

SELECT A STAGE

After selecting a character, the stage select screen will be displayed. The level is set for each stage, and the stages are categorized by the difficulty level. Use the Control Stick/+Control Pad to select a stage and press the A Button to enter.

✱ You must clear the Story Mode in order to play Level 4.

Selecting this cursor will let CPU select a stage from the selected level randomly.

OPTIONS

You can change the settings in any Battle by selecting "Battle Options" shown at the top right of the screen. Use the left and right of the Control Stick/+Control Pad to select.

Auto Handicap	Switch the Auto Handicap Funtion to on/off
Auto Handicap Setting	Select the setting level of the Auto Handicap
Time Limit	Switch the time limit function to on/off
Number of Battles	Switch the number of Battles to either best of 1 or 3

✱ If you select 3 Battles to play, the number of Battles you won is displayed at the bottom of the screen with ☆.

AUTO HANDICAP

This function enables players of different levels to enjoy a battle. The special attack level of a player in a lower level will become higher. The level can be changed to either MAX or MIN.

▶ HOW TO VIEW A SCREEN

If either Action Race Battle or Treasure Hunt Race is selected, the screen will be split vertically in half. With Shooting Battle, the game is played on a full-screen. Other details on how to view a screen are the same as 1P PLAY.

Player 1's Side of Screen
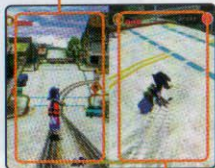
Shooting Screen

Player 2's Side of Screen

40

THE CYCLE OF SPECIAL ATTACK

In the Action Race Battle, each character can perform a special attack of his/her own, depending on the number of collected rings. The type of a special attack changes every 20 rings as 20, 40, 60 you collect. After obtaining more than 80 rings, the type of a special attack returns back to the one of 20 rings (The number of the rings to use each type of a special attack depends on each character). The special attack can be used even after the character loses one life.

For the characters for the Battle, see P.18 to 23, and for the Story Characters, see the following page.

▶ BASIC CONTROLS

| RINGS	SPECIAL ATTACK	EFFECT
▶ **Sonic & Shadow**		
20	Speed-up	Boosts the speed for 10 seconds
40	Sonic Wind (Sonic) Chaos Spear (Shadow)	Delivers an attack to the distant opponent
60	Time Stop (Sonic) Chaos Control (Shadow)	Freezes opponent for a certain time period
▶ **Tails & Dr. Eggman**		
20	Laser Missile	Fires multiple Homing Missiles simultaneously
40	Rocket Launcher	Fires 12 rockets to the sky
60	Power Laser	Fires super laser from the front side of the machine
▶ **Knuckles & Rouge**		
20	Hammer Punch (Knuckles) Hip Drop (Rouge)	Causes an earthquake and trips the opponent
40	Thunder Arrow (Knuckels) Black Wave (Rouge)	Torpedoes opponent in the distance to inflict and paralyze them for a certain time period
60	Power Flash (Knuckles) Charm Ray (Rouge)	Releases a flash of light and depletes control of the opponent

ACTION RACE BATTLE

Reach the Goal

RULES

First to reach the Goal Ring wins. For details of how to play the game and the character controls, see the Story Mode. When the time is up, the player in the lead wins the game.
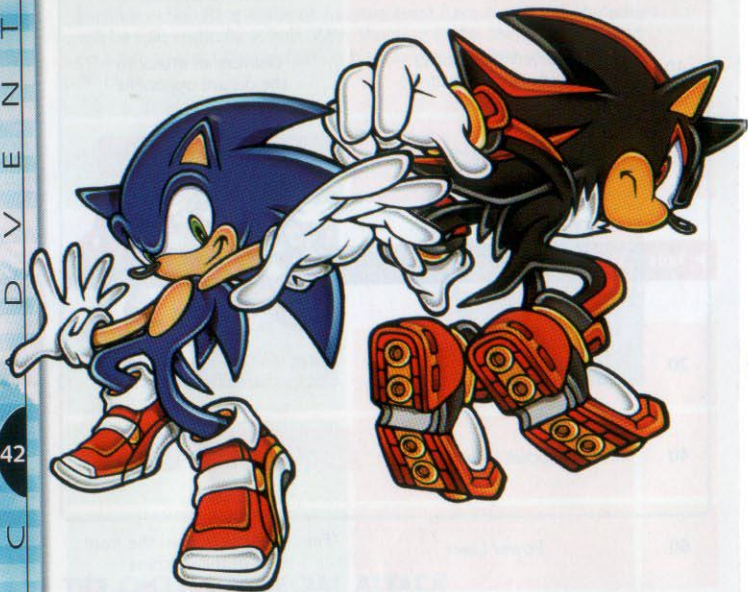
POSITION CHANGE

In the Action Race Battle, each player's position is displayed on the bar at the bottom of the screen. On the bar, the left side indicates the start point and the right side indicates the goal.

Characters for the Action Race Battle
Sonic / Shadow / Amy / Metal Sonic

TREASURE HUNT RACE

Find pieces of Emerald

RULES

First to find Emerald shards wins. In Level 1, find 1 Emerald shard to win, and in Level 2, find 2 shards to win. For details of how to play the game and the character controls, see the Story Mode.

When the time is up, the player with the most Emerald shards wins.
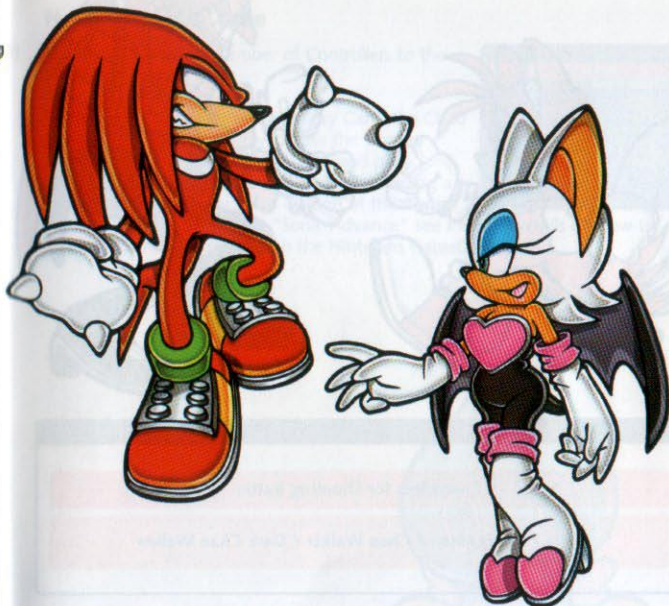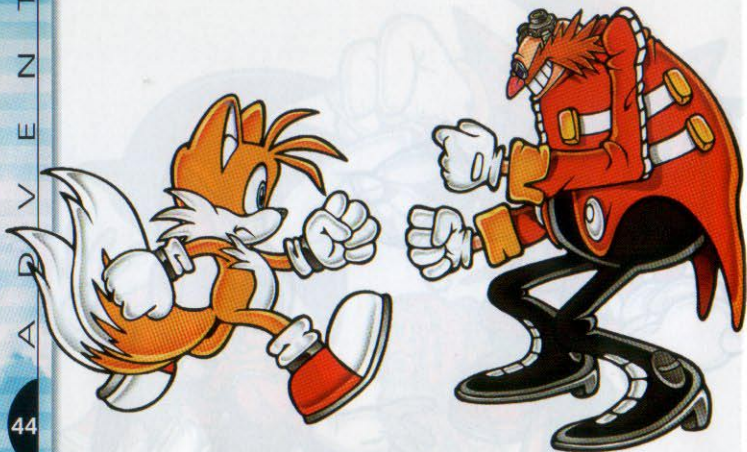
Characters for Treasure Hunt Race
Knuckles / Rouge / Tikal / Chaos Zero

SHOOTING BATTLE

Shoot and attack the opponent

RULES

First to reduce the opponent's life gauge to zero or to knock the opponent outside the stage wins. For details of how to play the game and the character controls, see the Story Mode. When time runs out, the player with more HP wins. Note that in Level 1, first to reach the Goal Ring wins.

Characters for Shooting Battle
Tails / Dr. Eggman / Chao Walker / Dark Chao Walker

RANDOM BATTLE

CPU selects a Battle randomly

Play a randomly-selected mode from Action Race Battle, Treasure Hunt Race or Shooting Battle. A character as well as a stage will be selected automatically. Press the A Button to select "Random Battle" to start the game.

CHAO RACE

Play a race using your hand-raised Chao

Play a race against up to 3 other players' Chao using your hand-raised Chao. First, there are 4 "Trial" courses. The more races you clear, the more new race modes you will be able to play.

How to join a race

Connect a necessary number of Controllers to the Controller Sockets.

If you have Chao Data in a Memory Card, the Chao Select screen will be displayed. Use the Control Stick/+Control Pad to select a Chao and press the A Button to enter. When joining a race using a Chao raised in the Tiny Chao Garden of the Game Boy Advance Game Pak for "Sonic Advance" see P.60 for details on how to connect "Sonic Advance" with the Nintendo GameCube™.

▶ HELP CHAO!

In the Chao Race, a player can help Chao. Press the A Button to boost the speed of Chao during the race. Consider the timing to help Chao such as when Chao gets into its favorable area. The more you help Chao, the more its stamina will decrease. Stay aware of the gauge so as not to burn its stamina out, otherwise Chao's speed will decrease dramatically.

CHAO KARATE

Play Karate using your hand-raised Chao

In Chao Karate, you can play karate using your hand-raised Chao. Try to win a match by beating your opponent. The first player to run out of stamina and to start crying loses. The first to fall off the stage loses as well.

Rules to join Chao Karate

If you have Chao Data in a Memory Card, the Chao select screen will be displayed. Use the Control Stick/+Control Pad to select a Chao and press the A Button to enter. When joining a match using a Chao raised in the Tiny Chao Garden of the Game Boy Advance Game Pak for "Sonic Advance" see P.60 for details on how to connect "Sonic Advance" with the Nintendo GameCube™.

▶ HELP CHAO!

If Chao runs out of its motivation, it not only stops attacking opponents but crouches down or starts snoozing.

Press the A Button to help motivate Chao during the match.

KART RACE

Select a character and play Kart Race

Select a driver from the Story characters and join a race. There are 3 courses; BEGINNER, STANDARD and EXPERT to select from. You must clear the Kart Stage of both Hero and Dark Story to enable the 2P Kart Race Mode. In a two-player game, the top side is Player 1, and the bottom is Player 2. Other details on how to view a screen are the same as in the Kart Race in 1P Play (See P.37).

Characters for the Kart Race

Sonic / Shadow / Tails / Dr. Eggman / Knuckles / Rouge

▶ RACE KART FEATURES

The kart each character uses has different parameters. The parameters are displayed when selecting a driver.

SPD : Speed
BRK : Braking

ACL : Acceleration
GRP : Grip

Learn the features and select a driver.

EXTRA

MENU SELECT

This mode is full of extra goodies such as how to play a game for your enjoyment. Use the left and right of the Control Stick/+Control Pad to select a menu, and press the A Button to enter.

Omochao will explain the game.

TUTORIAL

You can learn all about how to play the game

Here, Omochao will explain the controls and how to play the game. Use the up and down of the Control Stick/+Control Pad to select the item, and press the A Button. To advance Omochao's explanation, press the A Button, to go back to previous screen, press the B Button.

TUTORIAL

BASIC CONTROLS
SONIC CONTROLS &
TAILS CONTROLS
KNUCKLES CONTROLS
(HINT SYSTEM)

EMBLEM RESULTS

Verify the emblems you gained

Here, you can view the Emblems you gained in each mode; HERO side, DARK side and Mini-games.
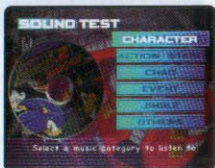Use the Control Stick/+Control Pad to select an item to view, and press the A Button to begin the missions. If you select a stage which does not contain an emblem, you will be asked to challenge the new mission. Try to clear all the missions and collect all 180 emblems!

EMBLEM RESULTS

DARK   TOTAL 20 /180
         TIME   08:32:38
ALL A RANK
DRY LAGOON
EGG QUARTER
SECURITY HALL
ROUTE 280
ALL A RANK

Eggman's mission clear result!

SOUND TEST

Enjoy the background music used in the game

BGM played more than once in the game is added to the list in the Sound Test. Use the up and down of the Control Stick/+Control Pad to select a category you fancy listening to and press the A Button to enjoy the song.

SOUND TEST

CHARACTER
ACTION STAGE
CHAO
EVENT
JINGLE
OTHERS

Select a music category to listen to

CHANGE VARIOUS SETTINGS

You can change various game settings in the Options. Use the Control Stick/+Control Pad to select an item to change and press the A Button. To go back to previous screen, press the B Button.

OPTIONS

Change menu screen theme.

You can change the Menu Screen Theme.

OPTIONS
Change menu screen theme

OPTIONS
Change menu screen theme

OPTIONS
Change menu screen theme

You can choose the language used for the voice and the text.

You can change the sound output between Stereo and Monaural.

You can switch the Rumble Feature to on/off

You can change the game file to be used.

You can erase the match records in the 2P Battle Mode.

OPTIONS

ABOUT "CHAO"

In this game, there exists a tiny and cute mysterious artificial form "A-LIFE" called "Chao." Chao live in an environment called "Chao Garden," and create a very unique ecosystem, learning and breeding according to the player's actions.

*The Chao Data automatically saves when you leave the Chao Garden. 8 blocks of free space are required in the Memory Card in which the Main Data is also saved.

THE WHOLE MAP OF THE CHAO WORLD

CHAO LOBBY

Entrance into Chao World

In the Stage Select Mode (See P.39 for details), you can enter and exit the Chao World as you like. Note that in the Story Mode, once you enter one place and exit, you will have to proceed to the next Action Stage.

CHAO GARDEN

Chao live in this garden.

CHAO KINDERGARTEN

Chao Kindergarten
When hatching an egg in the Chao Garden, the entrance to the Chao Kindergarten will appear.

CHAO STADIUM

You can play Chao Race/Chao Karate in the Stadium.

MEETING CHAO

To go and meet Chao, you must find and collect a Chao key before clearing the Action Stage. After clearing the stage, you will be able to go to Chao World. From the Chao World, you can go to visit Chao Garden and Chao Kindergarten.
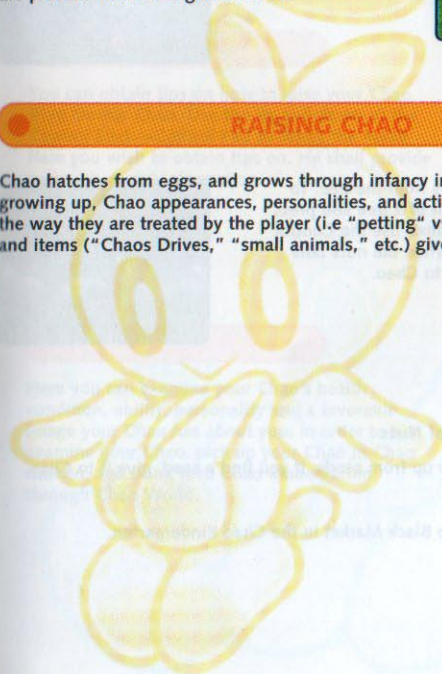
CHAO GARDEN

Once you are in the Chao Garden, the character will release Chaos Drives and small animals you have collected in the Action Stage. These are essential to transforming your Chao. Note that time in the Chao Garden passes only while you are present within the garden itself.

RAISING CHAO

Chao hatches from eggs, and grows through infancy into maturity. While growing up, Chao appearances, personalities, and actions change according to the way they are treated by the player (i.e "petting" vs. "throwing") or food and items ("Chaos Drives," "small animals," etc.) given by the player.

SONIC ADVENTURE

SONIC ADVENTURE

EGG

INFANCY

MATURITY

▶ Hatching an Egg

There are two eggs found in the Chao Garden. The Eggs will hatch by themselves, but you can also hatch them. Chao's personality varies upon the way you hatch them, so try to hatch them in various ways!

▶ Giving Food

Chao grow up eating nuts from the tree. To obtain nuts, stand in front of a tree and press the B Button to grab it. Next, use the Control Stick to shake the tree. When the nuts falls from the tree, give them to Chao.

▶ Trees making Special Nuts

There are trees that grow up from seeds. If you find a seed, give it to Chao. It will plant the seed.

You can get a seed in the Black Market in the Chao Kindergarten.

CHAO KINDERGARTEN

There is also Chao Kindergarten you can visit from the Chao World. You can take your Chao to various rooms in the Chao Kindergarten and have it learn something or check its health. You can also get tips on how to raise Chao.

▶ Rooms in Chao Kindergarten

In the Chao Kindergarten, there are 5 rooms such as "Principal's Office," "Health Center," "Classroom," "Fortune-Telling House" and "Black Market." Once entering Chao Kindergarten, use the Control Stick to move around. To enter the room or leave the Chao Kindergarten, stand in front of the door, and press the A Button.

PRINCIPAL'S OFFICE

You can obtain tips on how to raise your Chao from Doctor Chao. Use the up and down of the Control Stick/+Control Pad to select the menu item you wish to obtain tips on. He shall provide you with useful information.

HEALTH CENTER

Here you can examine your Chao's health condition, ability, personality and a favorable image your Chao has about you. In order to examine your Chao, pick up your Chao in Chao Garden, and bring it to Chao Kindergarten through Chao World.
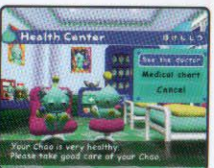
CLASSROOM

Here you can have your Chao get some lessons and educate it. The details of the lessons vary depending on the time. Pick up your Chao in the Chao Garden, and bring it to the Chao Kindergarten through the Chao World.

If you leave your Chao here, your Chao can learn various lessons.

POINTS

● To have your Chao get some lessons, you must leave your Chao in a classroom for a while.

● After taking the lessons, Chao will remain in a classroom until you come and pick it up. If there is sign of T, it indicates that you can pick up your Chao.

● You can leave up to 4 Chaos in a classroom to have them take lessons at the same time.

FORTUNE-TELLING HOUSE

Here, you can let a fortuneteller name your Chao or change your Chao's name. To change your Chao's name, pick up your Chao in the Chao Garden, and bring it to the Chao Kindergarten through the Chao World.

You won't get your fortune told here, but it's fun to get a nice name for your Chao.

▶ Change Chao's names

In order to change your Chao's name, use the Control Stick/+Control Pad to select the characters and press the A Button to enter. When finishing changing the name, select OK and press the A Button. You can change the name with up to 7 characters.

Trees making Special Nuts

You can buy nuts using the rings you have saved in the Action Stage, or you can also exchange items you no longer want to keep with rings. Use the up and down of the Control Stick/+Control Pad to select Shopping or Sell Items and press the A Button.

▶ Shopping / Sell Items

You can buy or sell items. Use the Control Stick/+Control Pad to select items you wish to buy / sell and press the A Button.

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This game is designed to work with the Game Boy Advance handheld video game system. To connect the Game Boy Advance to the NINTENDO GAMECUBE, you will need a NINTENDO GAMECUBE – Game Boy Advance cable (sold separately). See the instructions that come with the cable for additional connection information.

How to connect the Game Boy Advance to the Nintendo GameCube using Game Boy Advance cables is mentioned below.

■ Preparations

● Nintendo GameCube -------------------------------------- 1
● Game Boy Advance ------------------------------------ 1 to 3
● Disk of "Sonic Adventure 2 Battle" ------------------------ 1
● Nintendo GameCube Game Boy Advance cable(s) --- 1 to 3

❋ Before playing a game using the Game Boy Advance, make sure to put Chao into the Tiny Chao Garden. For details on how to move your Chao to the Tiny Chao Garden, see P.64.

How to connect

1. Connect the Game Boy Advance cables of a number of players to the Controler Port of the Nintendo GameCube.
  ❋ See the connection diagram on the right for where to insert the Game Boy Advance cables.

2. Connect the Game Boy Advance cables to the Game Boy Advance.

3. Turn on the power of the Nintendo GameCube console.

4. Turn on the power of the Game Boy Advance.

See P.59 for further details on how to control.

■ Cautions of the Network Play

In the following cases, the network play may not be operated properly.

● When NOT using the Game Boy Advance cables of Nintendo GameCube.

● When the Game Boy Advance cables are not inserted properly.

● When the Game Boy Advance cables are not connected to the Nintendo GameCube or the Game Boy Advance properly.

● When the Game Boy Advance cables were plugged on/off during the network play.

● When turning off the power of the Nintendo GameCube or the Game Boy Advance during the network play, or pressing the reset button of the Nintendo GameCube.

● When in conditions which do not allow the network play to operate properly in the Tiny Chao Garden.
Ex.) When the Chao is talking.

How to connect the Game Boy Advance to the Nintendo GameCube using the Game Boy Advance cables.

■ Nintendo GameCube Game Boy Advance cable 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.

[Message] Unable to select. Please bring your Chao.
[Solution] Step on the button of Chao Transporter holding your Chao.

[Message] Unable to select. Step on the button without holding your Chao.
[Solution] Step on the button of Chao Transporter without holding your Chao.

[Message] This Memory Card contains a different Chao Data. Overwrite?
[Solution] The Memory Card you are currently using already contains a different Chao Data. The Chao Data you are going to save will overwrite the data already contained in the Memory Card.

[Message] The Game Boy Advance is not connected.
[Solution] Please check if Game Boy Advance cables are connected to both the GameCube console and the Game Boy Advance.

[Message] Chao is already there. You can't go to the Tiny Chao Garden.
[Solution] There is already a different Chao in the Tiny Chao Garden of the Game Boy Advance you selected. Drop off your Chao in the Tiny Chao Garden after picking up the Chao which is currently in the Tiny Chao Garden.

[Message] Your garden is full. Unable to pick up anything.
[Solution] Please note that you can only keep up to 24 Chao and 40 fruits in the Chao Garden at the same time. Take enough Chao and fruits out of the Chao Garden before picking up any other Chao or fruits.

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CHAO STADIUM

In the Chao Stadium located in the Chao Garden, you can have your hand-raised Chao participate in the Chao Race or Chao Karate. If your Chao wins, it will be awarded a toy or a medal.

PARTICIPATING IN THE CHAO RACE

Select a race mode on the Chao Race Entry Screen. There are 2 types of races: "Beginner Race" only for one player and "Party Race" up to 4 players can join in. After selecting a race mode, choose a Chao to join the race and start the race. For details of the controls during the race, see P.77. The more races you win, the more race modes you will be able to challenge.

PARTICIPATING IN THE CHAO KARATE

Select a mode on the Chao Karate Entry Screen. There are 2 types of modes: "Tournament" only for one player and "Interleague Game" for 2 players. Choose a Chao to join after selecting a mode. For the Tournament, there are 3 levels: BEGINNER, STANDARD and EXPERT. In each level, you fight over 5 tournaments. When losing or when the game is a draw, the tournament will end. For details of the controls during the match, see P.48.

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How to connect the Game Boy Advance to the Nintendo GameCube using the Game Boy Advance cables is mentioned below.

■ Preparations
● Nintendo GameCube ----------------------------------1
● Game Boy Advance -----------------------------------1
● Disk of "Sonic Adventure 2 Battle" -------------------1
● "Sonic Advance" Game Pak ---------------------------1
● Nintendo GameCube Game Boy Advance cable -----1

> ※ You can still enjoy the play without setting "Sonic Advance" Game Pak, however with the Game Pak you can save the game progress of the Tiny Chao Garden or obtain special items.

■ Causions of the Network Play
In the following cases, the network play may not be operated properly.

● When NOT using the Game Boy Advance cables of the Nintendo GameCube.

● When the Game Boy Advance cables are not inserted properly.

● When the Game Boy Advance cables are not connected to the Nintendo GameCube or the Game Boy Advance properly.

● When the Game Boy Advance cables were plugged on/off during the network play.

● When turning off the power of the Nintendo GameCube or the Game Boy Advance during the network play, or pressing the reset button of the Nintendo GameCube.

● When in conditions which do not allow the network play to operate properly in the Tiny Chao Garden.
Ex.) When the Chao is talking.

How to connect

1. Set the "Sonic Advance" Game Pak into the Game Boy Advance.
   ※ You may skip this procedure if not using the Game Pak.

2. Connect the Game Boy Advance cables to any Contorler Ports of the Nintendo GameCube.
   ※ See the connection diagram on the right for where to insert the Game Boy Advance cables

3. Connect the Game Boy Advance cables to the Game Boy Advance.

4. Turn on the power of the Nintendo GameCube console.

5. Turn on the power of the Game Boy Advance.

How to connect the Game Boy Advance to the Nintendo GameCube using the Game Boy Advance cables.

CHAO TRANSPORTER

You can take your Chao you raised in the Chao Garden to the Tiny Chao Garden of Game Boy Advance or bring your Chao you raised in the Tiny Chao Garden to the Chao Garden. You can also transport your Chao from one Memory Card to another.

▶ Using the Chao Transporter

To transport the Chao, pick up the Chao, and take it to the Chao transporter located in the Chao Garden, and step on the red button. Then the Chao will be put in the Chao Transporter.

▶ The Chao Transporter Menu

After stepping on the red button, the Chao Transport Menu will be displayed. Use the Control Stick/+Control Pad to select the menu and press the A Button to enter.

▶ Dropping off your Chao

To put your Chao in the Game Boy Advance, put your Chao into the Chao Transporter and use the up and down of the Control Stick/+Control Pad to select the GBA you wish to transport the Chao into and press the A Button. See P.64 for details on how to connect the GBA with the GameCube.
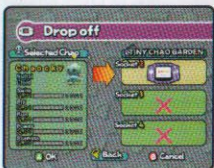
CAUTION

*You can save only one Chao in the Game Boy Advance. If there is already one Chao in the Tiny Chao Garden, you can put no more Chao in.

▶ Pick up

To pick up the Chao, nuts and eggs you raised in the Tiny Chao Garden from the Game Boy Advance, step on the red button without Chao, and use the Control Stick/+Control Pad and the A Button to choose the Chao, nuts and eggs to pick up. Then select "Pick up" and press the A Button.

CAUTION

* Note that the toys you obtained in the Tiny Chao Garden cannot be picked up.

▶ Move

You can exchange your Chao or give it to others using the Memory Card. Insert the Memory Card into the Memory Card Slot A and Slot B. Use the up and down of the Control Stick/+Control Pad to choose the Chao to move and press the A Button.

▶ Good-Bye to Chao

Say good-bye to Chao. Once you've said good-bye to the Chao, you cannot meet the same Chao again. Pick up the Chao you wish to say good-bye to, step on the red button of the Chao Transporter and press the A Button.

You can raise the Chao you dropped off in the Tiny Chao Garden. Use the +Control Pad to move the hand cursor. To keep your Chao happy, pet your Chao and keep its garden clean by pulling the weeds using the A Button.

When you press the Game Boy Advance icon in the Tiny Chao Garden, you can play one of two mini-games in the Tiny Chao Garden, simply by pressing the A Button. Use the +Control Pad to select an item and press the A Button to enter. This is your chance to collect rings that can be used to buy things for your Chao.

By pressing the L Button, you can buy fruits, toys and eggs. Use the +Control Pad to choose and press the A Button to get items. Give the items to Chao by pressing the A Button. There are special eggs or toys you can only get here.

SLEEP / SAVE

When ending gameplay, activate the Sleep Mode to conserve battery life. The Sleep Mode is a power-saving mode. You can use this when there is no "Sonic Advance" Game Pak present. Press START / PAUSE to activate the Sleep mode, and use START and the A Button to reset the Sleep Mode. Note that even in the Sleep Mode, the battery is being used. When not playing the game for a long time, or turning the switch of the Game Boy Advance OFF, use the Chao Transporter to bring your Chao back to the Chao Garden, so your Chao Data will be saved.

You can save the data only when there is a "Sonic Advance" Game Pak present. Press START / PAUSE in the Tiny Chao Garden, and select "SAVE & EXIT".

You can raise your Chao in the Tiny Chao Garden of "Sonic Advance" for Game Boy Advance or play various mini-games. You can also take the rings you gained into Chao Garden in the "Sonic Adventure 2 Battle" with you.

QUICKSTART

STARTA SPELET

Använda Progressiv Scan TV

Denna mjukvara är kompatibel med progressiv scan videoutgång om du använder en Nintendo GameCube™ Videokabel (säljs separat). Läs instruktionsboken för Nintendo GameCube™ för information om hur du ansluter.

1 Anslut din TV och Nintendo GameCube™ med Nintendo GameCube™ Videokabel.

2 Sätt i Sonic Adventure 2 Battle CD-skivan, stäng skivluckan, och tryck på POWER-knappen.

3 Efter att Nintendo GameCube™ logotypen har visats, tryck och håll ned B-knappen.

4 Du får frågan om du vill använda Progressiv Mode. Välj "Yes" och spelet visas med Progressiv Scan återgivning.

När du en gång valt Progressiv Mode och såvida inte videokabeln byts ut, kommer skärmbilden Display Mode Select visas varje gång strömmen slås på, utan att du trycker på

B-knappen. Beroende av vilken typ av TV du använder, kan skärmens horisontella/vertikala propotioner ändras.

STARTA SPELET

Tryck START/PAUSE medan titelskärmen visas för att komma till Memory Card (minneskort) skärmen. Använd Styrspak/+Styrknapp för att välja Memory Card (minneskort), och tryck på A-knappen för att bekräfta ditt val. Notera att data inte sparas automatiskt om du trycker på B-knappen för att avbryta.

SPARA VALDA FILER

Efter att du har valt Memory Card (minneskort), visas en Save File Select Screen där du kan välja att spara filer. Om det inte finns några speldata kan du skapa nya. För att skapa en ny fil krävs ett Memory Card (minneskort) med 3 tomma minnesblock för huvuddata och 8 block för data som rör Chao. Genom att välja en fil och bekräfta ditt val kan du spara dina spel på denna fil.

ANVÄNDA BLOCK
HUVUDFIL: 3
CHAO DATA: 8

Detta spel är kompatibelt med Memory Card. Nintendo GameCube™ Memory Card (säljs separat) krävs för backup.

*När du väl har valt fil, sparas data automatiskt på filen tills spelet är över. Stäng inte av strömmen eller koppla från Memory Card medan du sparar.

BASKONTROLL

MENYKONTROLL

START / PAUSE • Starta spelet

STYRSPAK /+ STYRKNAPP • Flytta markör, välj från menyn

A-KNAPP • Bekräfta val

B-KNAPP • Avbryt (gå tillbaka till föregående skärm)

UNDER SPELETS GÅNG

START / PAUSE • Paus i spelet (visa Paus Meny)

STYRSPAK • Flytta en karaktär

A-KNAPP • Hoppa

B/X-KNAPP • Action

Y-KNAPP • Byt Action-fönster

L/R-KNAPP • Rotera kamera

*Z-knappen används inte till detta spel.

*Läs instruktionbokens anvisningar för detaljer angående varje karaktärs handlingar.

*För att återställa Nintendo GameCube™ och gå tillbaka till titelskärmen under spelets gång, tryck och håll ned B-knappen, X-knappen, och START/PAUSE samtidigt.

ACTION-KNAPPEN

B-knappen (även X-knappen) kallas Action-knappen. Dess funktion ändras automatiskt i förhållande till den situation spelaren befinner sig i, och visas i Action-fönstret längst upp till höger. Du kan till exempel lyfta saker men också kalla på små djur, som kan ha gömt sig på någon annan nivå, genom att vissla.

När du har flera handlingar att välja mellan i en särskild situation, tryck på Y-knappen för att gå igenom dina olika möjligheter .

NÄIN PÄÄSET ALKUUN

Jatkuvalla pyyhkäisyllä varustetun TV:n käyttö

Tämä ohjelmisto on yhteensopiva jatkuvalla pyyhkäisyllä varustetun videoulostulon kanssa erillistä Nintendo GameCube™ -videokaapelia käytettäessä (myydään erikseen). Katso liitäntäohjeet Nintendo GameCube™ -käyttöohjeesta.

1 Kytke TV-vastaanottimesi ja Nintendo GameCube™ yhteen erillisen Nintendo GameCube™ -videokaapelin avulla.

2 Aseta Sonic Adventure 2 Battle -pelilevyke paikalleen, sulje levykkeen suoja ja paina POWER-painiketta.

3 Kun Nintendo GameCube™ -logo tulee näkyviin, paina ja pidä alhaalla B-painiketta.

4 Sinulta kysytään haluatko näyttötilan olevan jatkuvan pyyhkäisyn muodossa. Valitessasi "Kyllä" kuva siirtyy ruudulle jatkuvan pyyhkäisyn ulostulon kautta.

Kun olet kerran valinnut jatkuvan pyyhkäisyn toimintamuodon ja ellei videokaapelia vaihdeta, näyttötilan valintanäyttö tulee näkyviin aina, kun laitteeseen kytketään virta, B-painiketta painamatta. Käyttämästäsi televisiovastaanotintyypistä riippuen näytön vaakasuora/pystysuora kuvasuhde voi myös muuttua.

NÄIN ALOITAT PELAAMISEN

Paina START/PAUSE -painiketta otsikkonäytön ollessa esillä saadaksesi Memory Card (muistikortti) -näytön näkyviin. Käytä ohjainsauvaa/ristiohjainta Memory Card -muistikortin valitsemiseksi ja paina A-painiketta valinnan vahvistamiseksi. Ota huomioon, etteivät tiedot tallennu automaattisesti jos painat B-painiketta peruuttaaksesi.

TIEDOSTON TALLENNUKSEN VALINTA

Kun olet valinnut Memory Card -muistikortin, näyttöön ilmestyy valintanäyttö tiedoston tallentamiseksi. Ellei pelitiedoja ole, luo uusi tiedosto. Uuden tiedoston luomiseksi vaaditaan Memory Card -muistikortti, jolla on 3 lohkoa vapaata tilaa päätietoja varten ja 8 lohkoa Chao-tietoja varten. Valitsemalla tiedoston ja vahvistamalla valinnan voit tallentaa pelissä etenemisesi tähän tiedostoon.

LOHKOA KÄYTÖSSÄ
PÄÄTIEDOSTO: 3
CHAO-TIEDOT: 8

Tämä peli on Memory Card -muistikortin kanssa yhteensopiva. Varmuuskopionti vaatii Nintendo GameCube™ Memory Card -muistikortin (myydään erikseen).

*Kun olet valinnut tiedoston, tiedot tallentuvat automaattisesti tiedostoon kunnes peli on pelattu loppuun. ÄLÄ katkaise virtaa äläkä poista Memory Card -muistikorttia tallentamisen aikana.

PERUSKOMENNOT

VALIKKOKOMENNOT

START / PAUSE • Aloita peli

OHJAINSAUVA / RISTIOHJAIN • Liikuta kohdistinta, valitse valikkovaihtoehto

A-PAINIKE • Vahvista valinta

B-PAINIKE • Peruuta (paluu edeltävään näyttöön)

PELIN AIKANA

START / PAUSE • Laita peli taukotilaan (näytä taukovalikko)

OHJAINSAUVA • Liikuta hahmoa

A-PAINIKE • Hyppää

B/X -PAINIKE • Toiminta

Y-PAINIKE • Vaihda toimintaikkunaa

L/R -PAINIKE • Kierrä kameraa

*Z-painike ei ole käytössä tässä pelissä.

*Jokaisen hahmon liikkeitä koskevat yksityiskohdat näet käyttöohjeesta.

*Nollataksesi "pehmeästi" Nintendo GameCube™ -pelin ja palataksesi otsikkonäyttöön pelin aikana paina ja pidä samanaikaisesti alhaalla B-painiketta, X-painiketta ja START/PAUSE -painiketta.

TOIMINTAPAINIKE

B-painiketta (ja X-painiketta) kutsutaan toimintapainikkeeksi. Sen toiminta muuttuu automaattisesti pelaajaa ympäröivän tilanteen mukaan ja näkyy ylhäällä oikealla olevassa toimintaikkunassa. Voit esimerkiksi paitsi nostaa esineitä myös viheltämällä kutsua esiin pieniä eläimiä, jotka ovat piilossa jollakin toimintatasolla.

Kun sinulla on enemmän kuin yksi toimintavaihtoehto tietyssä tilanteessa, paina Y-painiketta käydäksesi vaihtoehdot läpi.

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