

ONLY FOR



NINTENDO  
GAMECUBE.

# SONIC DX

## ADVENTURE

### Director's Cut

TM



EmuMovies

SEGA

EVERYONE



CONTENT RATED BY  
ESRB

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

**⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

**⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

**⚠ CAUTION - Laser Device**

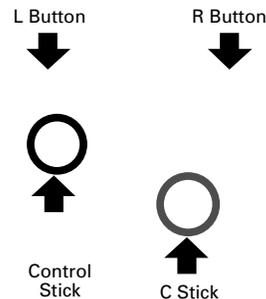
The Nintendo GameCube is a Class 1 laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

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**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.



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1 Player

**THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.**



Game Boy Advance compatible

**THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.**



Memory Card

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



Progressive Scan compatible

**THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN TV'S.**



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



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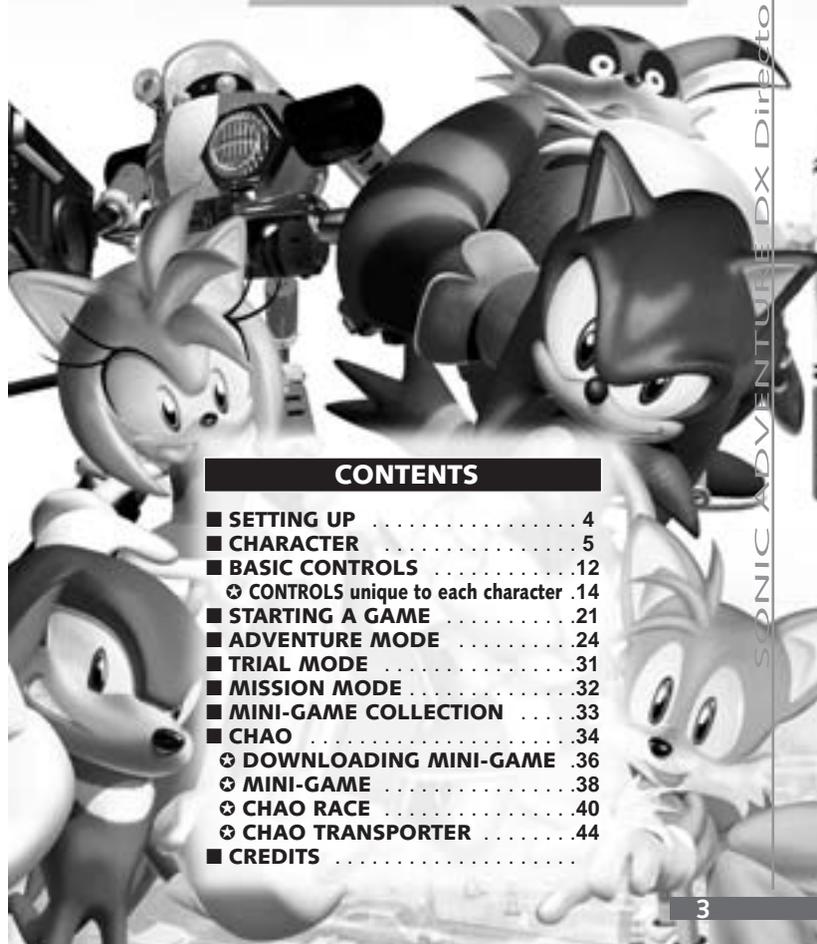


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Thank you for purchasing SONIC ADVENTURE DX-Director's Cut™. Please note that this software is designed only for use with the Nintendo GameCube™. Be sure to read this instruction booklet thoroughly before you start playing.

# SONIC ADVENTURE DX™

## Director's Cut™



SONIC ADVENTURE DX Director's Cut

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# SETTING UP

## HARDWARE SETUP

SONIC ADVENTURE DX-Director's Cut™ is a one player game. Connect the Nintendo GameCube™ Controller to the Nintendo GameCube™ Controller Socket 1.

## SAVE FILES

SONIC ADVENTURE DX-Director's Cut™ is a Nintendo GameCube™ Memory Card compatible game (Nintendo GameCube™ Memory Card sold separately). Although the game recognizes the Memory Card in either of the two Memory Card Slots, it is recommended that you insert the Memory Card into Memory Card Slot A. 1 block is needed to save a game file.

When you start the game, the game will automatically look for the game file. If the Memory Card does not contain a game file, the game will ask you to create a game file. If there are no Memory Cards inserted, the game will warn you and ask if you would like to Retry (insert the Memory Card first) or Continue without saving. Follow the on-screen instruction to start the game.

The game will automatically save game data during the game, and a message will be displayed to notify that such action is taking place. Never turn OFF the Nintendo GameCube™ power or remove the Memory Card while the game data is being saved or loaded.

## Using Progressive Scan TV

This game can be set to display a higher resolution image on TV's that support progressive scan mode.

In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube component video cable (available only through Nintendo, visit [www.nintendo.com](http://www.nintendo.com) or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the B Button while the Nintendo GameCube logo is being displayed until the message "Do you want to display the game in progressive scan mode?" appears. Select yes to activate the mode.

# CHARACTER

## SONIC THE HEDGEHOG

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

With a strong love of freedom, the only thing Sonic hates is oppression. Despite his short temper, deep down he's a really nice guy who is 100% committed to helping those in trouble whenever and wherever he can.

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



## ACTION STAGE GOAL

Destroy the capsule to rescue the animals trapped inside.

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

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

## TIPS

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

**MILES "TAILS" PROWER**

This sweet-natured fox is a natural born mechanic with the unique ability to fly high in the sky using his two special tails.

A long time friend and admirer of Sonic, Tails devoted himself to tinkering in his workshop while Sonic was away on his journey. Tails' adventure begins one day when, in the midst of performing a flight test with his latest aircraft invention, he suddenly began to experience engine trouble and...



**ACTION STAGE GOAL**

To find and destroy the capsule ahead of Sonic.

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

**TIPS**

The most important thing is to beat Sonic so take full advantage of Tails' unique "propeller" action to find the short cuts that will enable him to reach the capsule faster.

**KNUCKLES THE ECHIDNA**

Knuckles is one wild and powerful spiny echidna. Although blessed with an honest, straight-up personality, he often lacks flexibility. With his powerful arms, he can glide through the air to attack and land some serious punches.

Guardian of the Master Emerald for as long as he can remember, one seemingly normal day his world is shattered and his adventure begins...



**ACTION STAGE GOAL**

To collect three of the fragments of the Master Emerald.

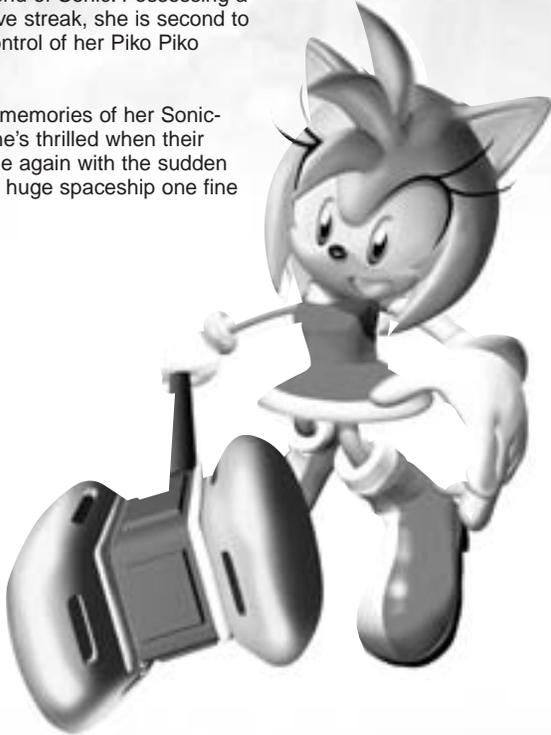
**TIPS**

Use Knuckles' special emerald radar to locate the fragments. The radar indicator changes from blue to green to yellow to red and its tempo speeds up, the closer he is to a fragment. Also, not all the Emerald fragments are "visible." Sometimes they are buried underground or hidden inside enemies, so be sure to hunt around.

## AMY ROSE

Always bright and cheerful, Amy is the self-appointed girlfriend of Sonic. Possessing a strong competitive streak, she is second to none when in control of her Piko Piko Hammer.

With many fond memories of her Sonic-chasing days, she's thrilled when their two worlds collide again with the sudden appearance of a huge spaceship one fine day...



## ACTION STAGE GOAL

Find and grab hold of the balloon while avoiding capture by the evil robot ZERO.

## TIPS

It is important that Amy and her bird companion escape together. If necessary, use drum cans or other such shelter to hide. ZERO can't be destroyed but he can be knocked over temporarily a limited number of times. If attacked too often, he becomes invincible so don't overdo it.

## BIG THE CAT

This giant cat is one laid-back and easy going fellow who loves to fish and is never without his favorite rod and lure.

Big leads a tranquil life, together with his buddy "Froggy," in a hut in a serene part of the jungle.

Until one day when suddenly Froggy underwent an unusual transformation...



## ACTION STAGE GOAL

To fish for and catch Big's pal Froggy.

▼ Fish of various species and sizes live in the many fishing spots found throughout the adventure field so try your hand at catching other fish while searching for Froggy.

## TIPS

In order to catch a fish (or Froggy) you must first "hook" your prey. To do this, once the fish (or frog) bites the lure, press ▼ on the Control Stick to hook (secure) the lure and then reel it in.

E-102 GAMMA

Created by the evil Dr. Robotnik, E-102 Gamma is an E-100 series gunner robot. Shortly after his "birth," Gamma must pass a test that will enable him to join an elite unit of robots. His destiny then takes a drastic turn when he meets a certain frog with an unusual tail...



**ACTION STAGE GOAL**

To seek and destroy the target located at the end of each course within the allotted time.

Be sure to destroy enough enemies along the way to save enough time to destroy the final target.

**TIPS**

You can increase the allotted time by destroying enemies; however, killing each enemy one at a time uses more time than can be gained. Instead, "lock-on" to multiple enemies and blast them all away at once to earn bonus time.

ENEMIES

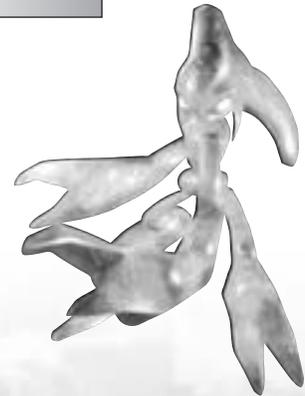
**DR. ROBOTNIK**

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



**CHAOS**

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



**KIKI**

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



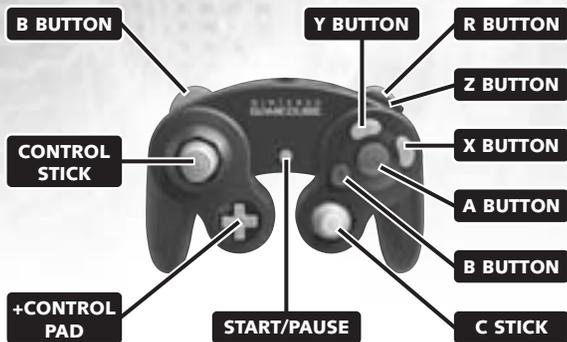
**SPIKY SPINNER**

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



# BASIC CONTROLS

# BASIC CONTROLS



"SONIC ADVENTURE DX-Director's Cut™" is a one player game. Connect the Nintendo GameCube™ Controller to Controller Socket 1.

\*A maximum of four players can participate in the Chao Race. See p.40 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.

## ACTIONS COMMON TO ALL CHARACTERS

▼ For details on performing actions unique to each individual character, see p.14 - p.20.

### WALK AND RUN

#### Control Stick

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

### JUMP

#### A Button

Jump height varies with each character.

### PANNING THE CAMERA

#### L / R Button

Use the L / R Button to pan the camera in a full 360° rotation. If the setting is set to AutoCamera, you cannot pan the camera.

**NOTE:** In some situations, such as when your character is near a wall or in an enclosed area, panning may not be possible.

### CARRYING ITEMS

#### B or X Button

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

### SHAKING OR WAVING ITEMS

#### B or X Button and Control Stick

Use this action to "shake" items or objects that cannot be moved. Also use this action to "wave" items or to "cuddle" your Chao.

### THROWING OR SETTING ITEMS DOWN

#### B or X Button

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

## BASIC CONTROLS

### GAME START

START/PAUSE

### ITEM SELECTION

Select with Control Stick  
Enter/Continue to the Next Screen with the A Button

### CANCEL/RETURN TO THE PREVIOUS SCREEN

B Button / X Button

# CONTROLS : SONIC

## SONIC'S UNIQUE ACTIONS

▼ For a description of the actions common to all the characters, see p.13.

### SPIN ATTACK

B Button

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

### HOMING ATTACK

A Button in Mid-jump

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

### SPIN DASH

B or X Button

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

## HOW LEVEL UP ITEMS AFFECT SONIC

### HOLD

Hold the B or X Button

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

#### THE ANCIENT LIGHT



### LIGHT SPEED ATTACK

Release the B or X Button

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

### LIGHT SPEED DASH

Release the B or X Button

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

#### LIGHT SPEED SHOES



## ACTION STAGE DISPLAY



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

# CONTROLS : TAILS

## TAILS' UNIQUE ACTIONS

▼ For a description of the actions common to all the characters, see p.13.

### PROPELLER FLIGHT

Pressing the A Button in Mid-Jump

▼ Propeller Flight Maneuvers

Pressing and Holding the A Button

Increase upward altitude.

B or X Button

Sudden drop in altitude (Not pressing anything will cause a similar effect due to gravity.)

### TAILS ATTACK

B or X Button

Press the B or X Button while stopped or when walking to have Tails attack any nearby enemies with a 360° spin.

## HOW LEVEL UP ITEMS AFFECT TAILS

#### RHYTHM BADGE

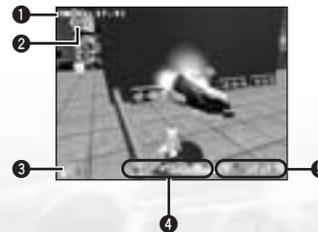


### RAPID TAILS ATTACK

Press and Hold the B or X Button

Seek and obtain the Rhythm Badge to execute this powerful continuous attack.

## ACTION STAGE DISPLAY



- 1 Elapsed Time
- 2 Number of Collected Rings
- 3 Remaining Lives
- 4 This gauge shows the positions of both Sonic, Dr. Robotnik and Tails relative to their progress on the course. The left side represents the starting point and the right, the finish line.
- 5 Rescued Animals

## CONTROLS : KNUCKLES

### KNUCKLES' UNIQUE ACTIONS

▼ For a description of the actions common to all the characters, see p.13.

#### GLIDING JUMP

Pressing and Holding the A Button in Mid-jump

Use the Control Stick to maneuver Knuckles during a gliding jump. Attack using the gliding jump by hitting enemies with Knuckles' fists. (Hitting with any other body part will cause Knuckles to take damage.) Release the A Button to cause Knuckles to drop. (It is possible to revive the glide by pressing and holding the A Button again.)

#### CLIMBING

Grab the Wall in Mid-gliding Jump

Knuckles will automatically begin to climb once he grasps a wall during a gliding jump. To do this, execute a glide jump and aim him at the wall you wish to climb. After he has grabbed the wall, use the Control Stick to maneuver him and press the A Button to jump.

#### PUNCH ATTACK

B or X Button

Press the B or X to execute a punch. Execute two punches in rapid succession to have Knuckles perform a third, more powerful "dash punch."

### HOW LEVEL UP ITEMS AFFECT KNUCKLES

#### SHOVEL CLAW

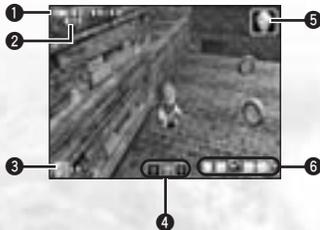


#### DIGGING

Pressing the B or X Button, and A Button Simultaneously

Position Knuckles on a grassy or dirt area and press the B or X Button and the A Button simultaneously. He will dig down a bit and then resurface, uncovering any available buried items.

### ACTION STAGE DISPLAY



- 1 Elapsed Time
- 2 Number of Collected Rings
- 3 Remaining Lives
- 4 Emerald Radar – The color of and speed at which these indicators flash depend on Knuckles proximity to the Emerald fragments.
- 5 Number of Collected Emerald Fragments – Displayed as each fragment is collected.
- 6 Rescued Animals

## CONTROLS : AMY

### AMY'S UNIQUE ACTIONS

▼ For a description of the actions common to all the characters, see p.13.

#### HAMMER ATTACK

B or X Button

Press the B or X Button while walking or when stopped to have Amy attack and destroy enemies with her Piko Piko Hammer. Note that even though she can attack and temporarily overturn ZERO, he cannot be destroyed. Furthermore, he can only be overturned a limited number of times.

#### HAMMER JUMP

Press the B or X Button while running

Press the B or X Button while running to have Amy swing the hammer, strike the ground and catapult her high in the air. Note that Amy must be in a full run in order for this jump to work so wait until her hammer appears before pressing the B or X Button. This special jump can be used to reach heights higher than her normal jump.

#### JUMP ATTACK

Press the B or X Button in Mid-jump

Press the B or X Button in mid-jump to have Amy swing her hammer and attack enemies in mid-air.

### HOW LEVEL UP ITEMS AFFECT AMY

#### WARRIOR FEATHER



#### SPIN HAMMER ATTACK

B or X Button and Control Stick

Press and hold the B or X Button while rotating the Control Stick to have Amy swing the hammer rapidly in a 360° swing attack. Release the B or X Button to end the swing attack. Note that if Amy spins in one place for too long she will become temporarily dizzy and won't be able to walk straight.

### ACTION STAGE DISPLAY



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

# CONTROLS : BIG THE CAT

## BIG'S UNIQUE ACTIONS

▼ For a description of the actions common to all the characters, see p.13.

### POWER MOVES (CARRYING, THROWING, PULLING OR PUSHING)

**B or X Button**

Due to Big's large physique, he is able to lift, carry and throw heavy objects that the other characters can't.

### CASTING

**B or X Button**

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

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

### LURE ATTACK

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

Using the same action as when casting, face an enemy and press and hold the B or X Button to display the cast indicator and use the Control Stick to position the cast indicator over the enemy. Release the B or X Button to attack.

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

## FISHING MODE

### FISHING

Refer to the Diagram Below

**A Button**

Reeling In Quickly

**B or X Button**

Reeling In Slowly

**Control Stick**

Tugging the Rod



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



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



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

## HOW LEVEL UP ITEMS AFFECT BIG

LIFE BELT



### FLOATING

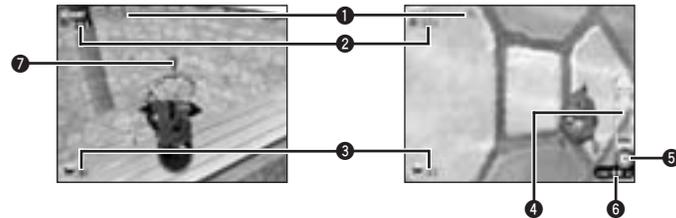
Automatic

Once Big has the life belt, he will automatically float when he is in the water. Use the Control Stick to move Big around or to position him for casting. Press the A Button to have Big dive underwater and use the Control Stick to walk him on the bottom. When the A Button is released, Big will float up to the surface.

## ACTION STAGE DISPLAY

Normal Mode (Before Casting) Display

Fishing Mode (After Casting) Display



- ① Weight in Grams of Entire Catch
- ② Number of Collected Rings
- ③ Remaining Lives
- ④ Line Tension Gauge
- ⑤ Reel Position
- ⑥ Line Length
- ⑦ Cast Indicator

# CONTROLS : GAMMA

## GAMMA'S UNIQUE ACTIONS

▼ For a description of the actions common to all the characters, see p.13.

### LASER GUN

**B or X Button**

Press and hold the B or X Button to activate the laser gun, aim the laser beam at an enemy and "target lock-on" will occur automatically. Use the Control Stick to maneuver and aim the laser beam. When lock-on is successfully achieved, the target lock-on site will appear over the enemy. You can have Gamma lock-on to multiple enemies by waving the laser beam around an area with many enemies. Note that both the laser beam and target lock-on indicator will disappear after a few seconds.

### HOMING MISSILE LAUNCH

**Release the B or X Button after "Lock-on"**

After achieving "lock-on" using the laser gun, release the B or X Button to launch homing missiles to attack. Note that Gamma can be moving when "locking on" or launching missiles.

### ROLLING MODE

**Control Stick**

Gamma will automatically transform from an upright-walking mode to a compact wheeled mode whenever he reaches full-speed. Press the A Button to return Gamma to the upright-walking mode.

## HOW LEVEL UP ITEMS AFFECT GAMMA

### JET BOOSTER



### HOVERING

**A Button**

Press and hold the A Button in mid-jump to enable Gamma to hover and descend slowly using his jet booster pack. If you release the A Button, the jet booster will turn off and Gamma will fall rapidly. You can stop his fall and continue hovering by pressing the A Button again.

## ACTION STAGE DISPLAY



- 1 Allotted Time Display
- 2 Number of Collected Rings
- 3 Remaining Lives
- 4 Warning Countdown (Countdown begins when the remaining allotted time reaches 5 seconds.)
- 5 Bonus Time (Added to the total allotted time whenever lock-on is made.)
- 6 Rescued Animals

# STARTING A GAME

## STARTING A GAME

When the Title screen appears, press START/PAUSE to display the Nintendo GameCube™ Memory Card selection screen.



## MEMORY CARD SELECTION/FILE SELECTION

### MEMORY CARD SELECTION

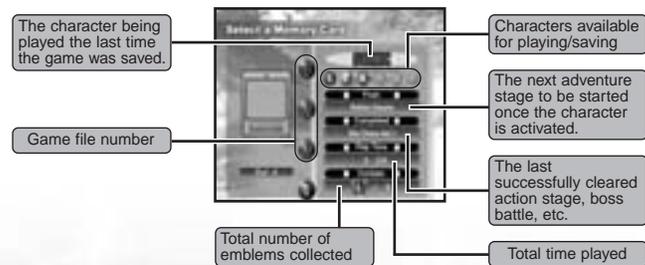
◀▶ + A Button = Enter, B or X Button = Cancel

After you turn the power ON and start the game, the Memory Card selection screen appears. Select the Memory Card containing the "SONIC ADVENTURE DX-Director's Cut™" game file you wish to play.

### FILE SELECTION

▲▼ + A Button = Enter, B or X Button = Cancel

The file selection screen appears once a Memory Card is selected. Select the game file you wish to use. When the confirmation window appears, select either "OK" or "Cancel." Up to 3 separate SONIC ADVENTURE DX-Director's Cut™ files can be stored on one Memory Card. When starting a game for the first time, select an empty file. To continue a game, be sure to select the same game file for overwriting (saving) the game data.



## ▼ DELETING GAME FILES

Select the game file you wish to delete and press the A Button. Use the Control Stick to select "Delete" and then press the A Button. Once the confirmation window appears, select either "OK" or "Cancel."

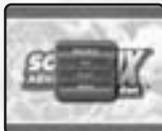
▲ Once you have selected a file and started playing that game, you will no longer be able to access the Memory Card or file selection screens even if you return to the Title Screen. Instead, you will be taken directly to the Main Menu.

▲ To switch to a different game file during game play, select "Options" from the Main Menu and then, select "File Change." For details, see p. 23.

**MAIN MENU**

Control Stick + A Button = Enter, B or X Button = Cancel

After selecting a Memory Card and game file, the Main Menu appears. Select a game mode to start game play.

**Adventure (See p.24)**

Select this item to enter the Adventure mode of the game. Using this mode, you can play the adventure story as any of the 6 characters.

**NOTE:** Sonic is the only character available at the start of a new game.

**Trial (See p.31)**

Select this mode to replay any of the action stages or mini-games that have been successfully cleared during play in the "Adventure" mode. The stages you can traverse in the Adventure mode can also be experienced in this mode. You can also view a list of the number of emblems each character has collected.

**Mission (See p.32)**

In this mode, you can attempt to find the missions scattered throughout the Adventure Field and clear them all. Once all the stages of each character in the Adventure mode are cleared, they will be respectively unlocked by character to play in this mode.

**Mini Game Collection (See p.33)**

By clearing a certain condition, this mode will appear onscreen on the Main Menu and will be available to choose.

**Options (See p. 22)**

Select this item to modify the various game settings or conduct sound tests.

**OPTIONS**

Control Stick + A Button = Enter, B or X Button = Cancel

All settings can be modified. Select the item that represents the setting you wish to modify.

Select "To Main Menu" or press the B or X Button to return to the Main Menu.

**SOUND TEST**

Select and enter "Sound Test" to display the Sound Test Menu. Use the Control Stick to select a category and press the A Button. The contents of the selected category are displayed as tracks. Use the Control Stick to select a track and press the A Button to start playback. Press the B or X Button to stop playback and return to the Sound Test Menu. To return to the Main Menu, select "To Main Menu" or press the B or X Button. Press the A Button to start playback and the B or X Button to stop playback and return to the Sound Test Menu.

**MESSAGE SETTINGS**

It is possible to toggle the message setting between "Voice and Text" or "Voice Only." Use the Control Stick to select and the A Button to enter a setting.

**LANGUAGE**

Sonic Adventure supports the following languages:

● English ● French ● Japanese ● Spanish ● German

To change the language setting for the in-game text, select "Language" from the Sonic Adventure Options Menu to display the language options and then select and enter your preferred language setting.

**SOUND OUTPUT**

It is possible to toggle the sound output setting between "Stereo," "Mono" and "Dolby Prologic II." Use the Control Stick to select and the A Button to enter a setting.

**DOLBY SURROUND PRO LOGIC II HOW TO ENJOY GAME WITH DOLBY SURROUND PRO LOGIC II**

Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

This game is presented in Dolby Surround Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic II, and select "Dolby Surround PRO LOGIC II" in the Options Screen of the game to experience the excitement of surround sound.

**FILE CHANGE**

To switch to a different Sonic Adventure game file or erase a game file, select this item to display the Memory Card and file selection screens. For details, see "File Selection" on p.21.

**RUMBLE FEATURE**

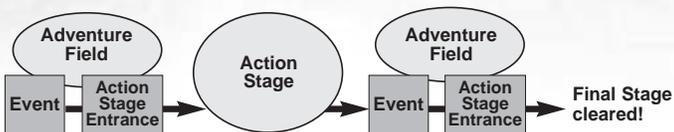
Set ON/OFF the Rumble Feature.

# ADVENTURE MODE

# ADVENTURE MODE

## ADVENTURE FLOW

The central game of SONIC ADVENTURE DX-Director's Cut™ is called the "Adventure mode." The Adventure mode is comprised of two "areas." One area, called the "Adventure Field," contains a variety of "Events" that are encountered in the course of the overall adventure story. The other area is called an "Action Stage." In an Action Stage, each individual character must fulfill a unique "goal" in order to clear the stage successfully. The general flow of the game can be illustrated as follows:



## CHARACTER SELECTION

Control Stick + A Button = Enter, B or X Button = Cancel

When you select a character, the items "Game," "Instruction," and "Cancel" are displayed. Select one of these items.

Sonic is the only character that can be selected at the start of a new game. The other characters will become available for play as you progress through the adventure story.



## GAME INSTRUCTIONS

Basic control instructions for the selected character are displayed along with a brief summary of the particular "goal" that the character must meet to successfully clear the action stages. It is recommended that you review this information before playing the game. Press the A Button to continue to the next screen and the B or X Button to return to the previous screen.



## STORY SCREENS

These screens provide a short story summary about the selected character. Press the B or X Button to return to the Character Selection Screen.

NOTE: These summaries are not displayed the very first time the character is selected.



## ADVENTURE FIELD

Because there are no time limits or goals to complete in the Adventure Field part of the game, feel free to investigate and explore the Adventure Field as much as you like. However, in order to continue the overall game, it is necessary to find the Level Up Items that grant your character special powers as well as to locate the various Action Stage entrances whenever your character is in the Adventure Field. Each of the 3 areas within the Adventure Field contains a "Chao Garden." A Chao Garden is a special location designed for raising Chao creatures. For details about Chao creatures, see p.34.



## EVENTS

Whenever you discover a new Action Stage entrance or meet up with a new character while in the Adventure Field, an "event" in the form of an FMA (Full Motion Action) sequence is shown. Events occur automatically and while the event is "playing," you are unable to operate your character.

## CHARACTERS

Sonic is the only character that can be selected at the start of a new game. You will be able to select other characters as you progress through the game.



The five additional characters in this game are Tails, Knuckles, Amy, Gamma and Big. Each character can be selected immediately following their respective introduction.

## BATTLING THE BOSSES

Sometimes a "Boss" will appear in the Adventure Field after you have successfully cleared an Action Stage. It is necessary for you to locate and defeat the boss in battle to continue to the next stage. The battle starts as soon as the boss's name and life gauge appear on the screen.

Remember, it is important to have at least one ring throughout the battle to prevent your character from dying when attacked. Once the boss's life gauge reaches zero, victory is yours and the battle ends.

## CHAO

A special feature of SONIC ADVENTURE DX-Director's Cut™ is the ability for you to raise a unique species of creatures called "Chao." A Chao creature is essentially a "virtual pet" that you first encounter in the form of an egg in the Adventure Field. If you discover an egg, take it to a Chao Garden, hatch the egg and raise your chao creature. You will find one "Chao Garden" in each area of the Adventure Field. A Chao Garden is a protected enemy-free location specifically designed for raising Chao. All prospective parents, be forewarned! How you raise and care for your Chao will determine not only its physical characteristics but also its behavior and personality. For more information about Chao creatures, see p.34.



## ACTION STAGES

Each character has a different goal that must be met in order to clear the Action Stages. This goal is displayed at the start of each Action Stage. The goal of each stage is broken into three levels (A, B, and C) so set your sights on clearing all three levels and good luck! For details about Action Stage goals and a diagram of the Action Stage display for each individual character, see the character introductions on p.5.



## RINGS & BONUS LIVES

A number of rings can be found in each Action Stage. Your character can survive damage inflicted by an enemy attack as long as they are carrying at least one ring. However, when attacked, they will automatically lose all the rings they were carrying. If attacked when not carrying any rings, your character will lose a life. Whenever your character collects 100 rings, they will receive an extra life. Item boxes containing an extra life can sometimes be found in the Action Stages as well. The rings obtained in the Adventure Field as well as Adventure stages except Casinopolis are saved and can be used when shopping at the Chao Garden.



## POINT MARKERS

You will find a number of point markers throughout each Action Stage that you can use to save your character's time and position within the course. 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. The exact time at which the point marker was touched is displayed briefly at the bottom right of the action stage display whenever a point marker is touched.



## EMBLEMS

Each time your character successfully clears an Action Stage you will receive a Sonic emblem. As the "goal" of each Action Stage is comprised of three levels, you can receive a total of 3 Sonic emblems per Action Stage. Additional Sonic emblems can also be found in both the mini-games and scattered about the Adventure Field. The total number of emblems you have collected is displayed in the File Selection Screen.



## GAME OVER & CONTINUE

Your character will lose one life if they sustain damage while not carrying any rings. Your character can also lose a life, even when carrying rings, if they fall off the Action Stage course or a cliff in the Adventure Field. The "Game Over" Screen appears when the number of "extra lives" your character has reaches zero and they lose their last life. Select and enter "Continue" to restart the game at the beginning of the same stage or "Quit" to return to the Title Screen.



\*In Action Stages, boss battles or mini-games, your character will restart at the beginning of the stage.

\*In the Adventure Field, your character will restart from the location where the character was when the game was last saved.

## PAUSING THE GAME

To "pause" the game during game play, press START/PAUSE and the pause window appears. Options available in the pause window vary according to the type of stage you are in when the game is paused. Refer to this diagram and select an option from the pause window.

Start = Pause, ▲▼ = Select, A Button = Enter, B or X Button = Cancel



### PAUSING IN THE ADVENTURE FIELD

- ▼ **Continue:** Select to continue the game.(Also in the Action Stage)
- ▼ **Quit:** Select to quit the game and return to the Title Screen.
- ▼ **Camera:** Switch the camera settings.
- \* **Auto Camera =** The direction you proceed is automatically indicated by the camera.

- \* **Free Camera =** Toggle L / R Button to search for the direction to proceed.
- ▼ **Map:** Identify your location.
- ▼ **Mission:** Details of each mission can be viewed.

### PAUSING IN THE ACTION STAGE

- ▼ **Restart =** Select to forfeit the rings your character is carrying and restart the game from the location of the last point marker touched.
- ▼ **Quit =** Select to quit the game and return to the entrance of the Action Stage in the Adventure Field.

ITEMS

There are two types of "items" that can be collected in SONIC ADVENTURE DX-Director's Cut™. A number of "Item Boxes" are located throughout the Action Stages as well as special "Level Up Items," that are hidden within the Adventure Field.

"Level Up Items" provide an enhanced ability or action that can be used for the rest of the game. For details on each character's unique level up item (or items), see p.14 - p.20.

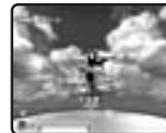
	<b>HIGH-SPEED SHOES</b> These shoes provide your character with a boost of speed for a limited time.		<b>LIGHT SPEED SHOES [SONIC]</b> These special shoes enable Sonic's Light Speed Dash.
	<b>INVINCIBILITY</b> Use this item to destroy enemies without damage for a limited time.		<b>THE ANCIENT LIGHT [SONIC]</b> Tap into this sacred power to unleash Sonic's Light Speed Attack.
	<b>5 RINGS</b> Adds 5 rings to your ring collection.		<b>RHYTHM BADGE [TAILS]</b> This relic of an ancient warrior race enables the Rapid Tails Attack.
	<b>10 RINGS</b> Adds 10 rings to your ring collection.		<b>SHOVEL CLAW [KNUCKLES]</b> Knuckles can dig up buried items with these attached to his gloves.
	<b>RANDOM RINGS</b> Adds 1, 5, 10, 15, 20, or 40 rings to your ring collection.		<b>WARRIOR FEATHER [AMY]</b> This ancient warrior amulet enables Amy's Spin Hammer Attack.
	<b>SHIELD</b> Protects your character from damage one time only.		<b>LIFE BELT [BIG]</b> With this life preserver, Big can stay afloat in the water.
	<b>MAGNETIC SHIELD</b> Attracts and collects all nearby rings until damage is sustained.		<b>JET BOOSTER [GAMMA]</b> An E100 series jet booster that enables Gamma to hover in the air.
	<b>EXTRA LIFE</b> Adds an extra life to the total number of extra lives.	▲ There are other hidden Level Up Items, so seek and you will find!	
	<b>HINT ORB</b> These illuminated balls provide hints when consulted.		

MINI-GAMES

As you proceed through the game, you will encounter a number of "mini-games." Fulfilling certain requirements while participating in these mini-games may award you with bonus items. Once a mini-game is successfully cleared, it will be registered in the "Trial Mode" (for details, see p.31) enabling you to replay the game as often as you like. While some mini-games can be played by every character, certain mini-games can only be played by certain characters.

SKY CHASE (ACT I/II)

Maneuver Tails' airplane, the "Tornado," to pursue and engage the enemy spaceship "Egg Carrier" high in the sky in this 3D shooting mini-game. Do your best to destroy the enemy before the Tornado life gauge reaches zero.



<b>CHARACTERS</b>	Sonic, Tails
<b>OPERATING INSTRUCTIONS</b>	<p>Airplane Maneuvers/Target Lock-on Device = Control Stick</p> <p>Rapid Fire Gun = Press either the A, B or X Button</p> <p>Missile Lock-on = Press and hold either the A, B or X Button while aiming the target lock-on device</p> <p>Homing Missile = Release the A, B or X Button after lock on</p>

ICE CAP / SAND HILL

Race across the sand covered ruins aboard a specially designed "board," maneuvering to avoid numerous obstacles along the way. To reach the goal of this mini-game in style, try pressing the A Button on the jump ramps.



- \* ICE CAP : Ski down the mountain on a snowboard!
- \* SAND HILL : Race around the desert with a sandboard!

<b>CHARACTERS</b>	Sonic, Tails
<b>OPERATING INSTRUCTIONS</b>	<p>Sandboard Maneuvers = Control Stick</p> <p>Jump = Press the A Button</p>

## ADVENTURE MODE

### HEDGEHOG HAMMER

Take part in this no-holds barred "HEDGEHOG HAMMER" using the one and only Amy with her special hammer action. Collect points by whacking "Sonic" dolls as they pop up from a circle of holes. Bonus points are awarded for whacking the "Super Sonic" dolls, but watch out for the "Dr. Robotnik" dolls. Whack those and you will lose points. Exceed the current high score and victory is yours.

#### CHARACTERS

Amy

#### OPERATING INSTRUCTIONS

Amy Maneuvers = Control Stick  
Whack Action = Press the A or X Button

### TWINKLE CIRCUIT

Rev up your hover car and hone your driving skills to compete in this 3D-racing game. Race each character independently, while recording their best times, to see who will make it to the top three best rankings.



#### CHARACTERS

All characters

#### OPERATING INSTRUCTIONS

Accelerator = A Button  
Brake (reverse) = A or X Button  
View Change = Control Stick and L / R Button

### CHAO RACES

Enter your hand-raised Chao in one of several races to compete for a top ranking against other Chao. For details, see p.40.

**NOTE:** Chao races are not available in the Trial Mode.



## TRIAL MODE

### TRIAL MODE

Control Stick + A Button = Enter, B or X Button = Cancel

In the Trial mode, you can select and replay previously cleared Action Stages and mini-games that are separate from the adventure game. Select "Trial" from the Title Screen to display the items "Action Stage" and "Mini-game." Select and enter an item to proceed to the Character Selection Screen.



### ACTION STAGE

Control Stick + A Button = Enter, B or X Button = Cancel

Select "Action Stage" to display the Character Selection Screen and select a character. All the Action Stages that have been previously cleared by the selected character appear. Select the Action Stage you wish to play. When the confirmation screen listing the character and stage you have selected appears, select either "OK" or "Cancel."



### MINI-GAME

Control Stick + A Button = Enter, B or X Button = Cancel

Select "Mini-game" to display the Character Selection Screen, and then select a character. All the Mini-Games that are available for the selected character appear. Select the mini-game you wish to play.



When the confirmation screen listing the character and mini-game you have selected appears, select either "OK" or "Cancel."

### EMBLEM RESULTS

Control Stick + A Button = Enter, B or X Button = Cancel

Select "Emblem Results" to view a list of the emblems each character has collected. Use the Control Stick to select a character to display the emblems collected by that character. Press the B Button to return to the Trial Mode Menu.



# MISSION MODE

This mode will be unlocked to play once all the stages of each character have been cleared using every character respectively in the Adventure mode. There are a great number of missions to clear. The missions can be cleared randomly, as it is not necessary to clear them in order. For the detailed game flow, see below.



## Mission Found

If a character touches a mission object, the details are displayed on the bottom of screen. Check the Mission Num. and the details.



## Mission Start

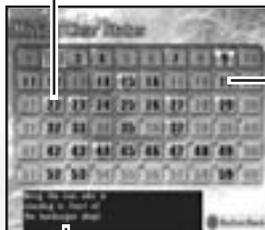
The game data is saved automatically both when the mission starts and when it is cleared.



## Mission Cleared

If the screen above is displayed, the mission is cleared. Go and find more missions and clear them all!

The missions cleared are displayed with a mark below.



The details of the chosen mission can be viewed. If the mission has not been discovered yet, its details are not shown.

A mission that has been discovered but not yet cleared is displayed to the right. The missions that have yet to be discovered are shown in a semi-transparent font.

\* The color shown on top left indicates a character to use for clearing the mission.

- Sonic - Blue
- Miles - Yellow
- Knuckles - Red
- Amy - Pink
- Big The Cat - Purple
- E-102 - Gray

# MINI-GAME COLLECTION

By clearing a certain condition, mini-games will be made available one by one. If a mini-game becomes available, it will be displayed onscreen. Some of the mini-games can be played by 2P. For detailed in-game controls, see below.

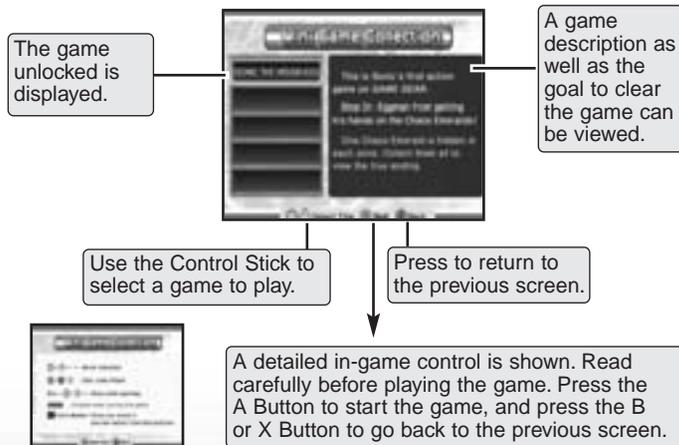


## Pause Menu

To pause the game, press the Z Button.

- Resume : Go back to the game and continue.
- Restart : Restart the game from the beginning.
- Quit : Quit the game and return to the Mini-Game Selection Screen.

\* Note that when playing mini-games with 2 players, insert the 1P controller into Controller Socket 1 and the 2P controller into Controller Socket 2.



\* In "Tails Adventure" included in the Mini-Game Collection, the password can be viewed at Tails' House. To resume the gameplay at the beginning of the game, enter a password. Note that on the password screen displayed at Tails' House, do NOT press any other buttons than START/PAUSE, otherwise the password will be automatically changed, which makes you unable to return to gameplay.

\* If you have any problems displaying or processing certain screens during gameplay, please press the Z Button to display the Pause Menu and go back to the Title Screen of the game.

## RAISING CHAO CREATURES IN THE CHAO GARDENS

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.

### RAISING CHAO



Confused



Happy



Alarmed



Thinking

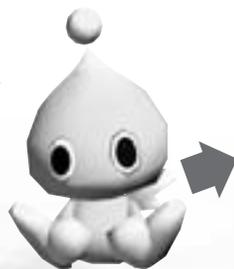
Keep tabs on the mood and health of your Chao by noting these mood indicators.

Chao are hatched from eggs that can be found in Chao Gardens or the adventure field. The Chao life cycle spans three basic stages:

**Egg** ⇨ **Infancy** ⇨ **Maturity**.



EGG



INFANCY



MATURITY

Chao are hatched from eggs, and grow 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 ("small animals," etc.) given by the player.

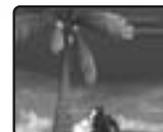
### ► Hatching an Egg

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 fruit from trees. To obtain fruit, stand in front of a tree and press and hold the X Button to grab it. Next, use the Control Stick to shake the tree. When the fruit falls from the tree, give it to Chao.



### ► Shopping / Sell Items

You can buy fruit 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 to select Shopping or Sell Items and press the A Button.



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

## DOWNLOADING MINI-GAME

### HOW TO DOWNLOAD

- ① First off, pick up your Chao, take it to the Chao Transporter and step on the red button.
- ② Your Chao should be seen on the screen of the Nintendo Game Boy® Advance. To start the mini-game, select either of the icons displayed on top right.

### IMPORTANT

- Make sure that the Nintendo Game Boy® Advance's power is turned ON. If it is turned OFF, you will not be able to download.
- Make sure to connect the Nintendo GameCube™-Game Boy® Advance cable to a Controller Socket.

### SLEEP

To interrupt gameplay of the mini-game, press START/PAUSE and select SLEEP MODE, in order to save battery life. To resume game, simultaneously press START/PAUSE and the A Button. SLEEP MODE is an energy-saving mode, but since the Game Boy® Advance's power is left ON, the battery power will be consumed slowly.

### IMPORTANT

Please note that when the Game Boy® Advance with downloaded mini-game is turned OFF, the mini-game data will be erased.

### ERROR MESSAGES

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

**[Message]** Cables may not be connected properly. Reconnect the cables and download again.

**[Solution]** Displayed either when the cable is disconnected or when there is an error in communication. Make sure that the cable is connected properly, and try downloading again.

**[Message]** Game data was not downloaded correctly.

**[Solution]** Displayed when downloading was not completed. Try downloading again.

### ► How to connect

#### ■ Required Items

- Nintendo Game Boy® Advance . . . . . 1
- Nintendo GameCube™ . . . . . 1
- "SONIC ADVENTURE DX-Director's Cut™"  
Nintendo GameCube™ Game Disc . . . . . 1
- Nintendo GameCube™-Game Boy® Advance cable . . . 1

### How to connect the Nintendo GameCube™ and the Game Boy® Advance



1. Connect the Nintendo GameCube™-Game Boy® Advance cable to the Nintendo GameCube™.
2. Connect the cable to the Game Boy® Advance.  
\* Please do not connect an unused Game Boy® Advance and cables to the Nintendo GameCube™.
3. For controls afterwards, see description on p.38.

#### ■ Caution on Link Play

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

- When connecting with a cable other than the Nintendo GameCube™-Game Boy® Advance cable.
- When the cable is not connected all the way in.
- When the cable and Nintendo GameCube™-Nintendo Game Boy® Advance are not connected properly.
- During communication, when the cable is disconnected/reconnected.
- During communication, when either the Nintendo GameCube™-Nintendo Game Boy® Advance is turned OFF, or the RESET Button of the Nintendo GameCube™ is pressed.

## MINI-GAME

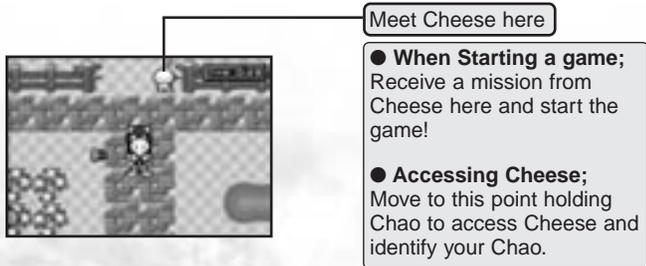
This is a mini-game in which you, as Sonic, have 3 minutes to find a specific Chao for Cheese with help from Tikal. Before starting to play, it is necessary that you download this mini-game following the instructions outlined on p.36 - p.37. For the game control, see below. For the detailed game flow and the rules, see next page.

### In-Game Controls



<b>Control Pad</b>	
Move a player:	Pause the game
<b>A Button</b>	<b>B Button</b>
<ol style="list-style-type: none"> <li>1 Pick up and Hold Chao / Press again to release Chao</li> <li>2 Go onto next dialogue</li> </ol>	<ol style="list-style-type: none"> <li>1 Release Chao after picking up</li> </ol>

### How To View Screen



### Game Rules

There are 7 Chao in total on the field. You, as Sonic, must first find Tikal. She will advise you about the Chao you have to locate. Based on her tips, you must discover the Chao and deliver it within the time limit. If you bring her the right Chao, you can obtain rings and begin the next mission. Note that bringing her a wrong Chao will result in a time loss penalty. Find all 7 Chao to collect special bonus rings! The game will be over if the remaining time becomes zero or you complete all the missions.

### Game Flow

#### 1 Game Start

After starting the game and before exploring the field, access Cheese to receive details of the mission.



#### 2 Get Tips from Tikal

Get Tikal to describe the Chao you are currently looking for, and go and find the exact Chao!



#### 3 Identify your Chao

If you find the Chao, bring it to Cheese to see if you got the right Chao. You can move onto the next mission to find the next Chao by completing the mission.



#### 4 Game Over

You can win the game by finding all the Chao within the given time. However the game will be over if you fail to complete all the missions.



## CHAO RACE

※ How to connect the Game Boy® Advance to the Nintendo GameCube™ with the Nintendo GameCube™-Game Boy® Advance cable

### Required Items

- Nintendo GameCube™ ..... 1
- Game Boy® Advance ..... 1 to 3
- "SONIC ADVENTURE DX-Director's Cut™" Game Disc .. 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.44 - p.45.

### ► How to connect

1. Connect one cable for each player playing to the Controller Sockets of the Nintendo GameCube™.
  - ※ See the connection diagram on the right for where to insert the cables.
2. Connect the 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.\

NOTE: Once you have transported Chao to your Nintendo GameCube, you will need one Nintendo GameCube controller for each Chao Race participant.

### Caution on Link Play

Connection between the Nintendo GameCube™ and the Game Boy® Advance may not occur correctly in the following cases:

- When cables other than the Nintendo GameCube™-Game Boy® Advance cable are used.
- When the cables are not inserted properly.
- When the cables are not connected to the Nintendo GameCube™ or the Game Boy® Advance properly.
- When the cables were inserted or removed during linked play.
- When turning off the power of the Nintendo GameCube™ or the Game Boy® Advance during linked play, or pressing the Reset Button of the Nintendo GameCube™.
- When in conditions which do not allow linked play to operate properly in the Tiny Chao Garden (i.e. when the Chao is talking).

### How to connect the Game Boy® Advance to the Nintendo GameCube™ using the Nintendo GameCube™-Game Boy® Advance cables.



## ENTERING A CHAO RACE

In the Chao Garden, you can have your hand-raised Chao participate in the Chao Race. If your Chao wins, it will be awarded a medal. When the Race Menu appears, set the appropriate items and start the race.



### Race Mode Selection

- **Jewel Race:** A jewel goes to the winner of this advanced course (one entry only).

- **Party Race:** Pit a number of raised Chao against one another in this mode.

\* **Chao Select:** Select the location of your Chao from the available options.

\* **Course Select:** Select a course from the available options.

## Error Message

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

### ● Displayed as Nintendo GameCube™ Error Messages

**[Message]** Unable to select. Please bring your Chao.

**[Solution]** Step on the button of the Chao Transporter holding your Chao.

**[Message]** Unable to select. Step on the button without holding your Chao.

**[Solution]** Step on the button of the Chao Transporter without holding your Chao.

**[Message]** This Memory Card contains different Chao Data. Overwrite?

**[Solution]** The Memory Card you are currently using already contains 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 cables are connected to both the Nintendo 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.

### ● Displayed as Game Boy® Advance Error Messages

**[Message]** Communication Error. Check if cables are connected properly.

**[Solution]** Please check if cables are properly connected to the Game Boy® Advance or the Nintendo GameCube™. Connect it again if necessary.

## CHAO TRANSPORTER

### DROP OFF

How to connect the Game Boy® Advance to the Nintendo GameCube™ with the Nintendo GameCube™-Game Boy® Advance cable

### Required Items

- Nintendo GameCube™ ..... 1
- Game Boy® Advance ..... 1
- SONIC ADVENTURE DX-Director's Cut Game Disc" ..... 1
- "Sonic Advance"/ "Sonic Advance 2" /  
"Sonic Adventure 2 Battle" / "Sonic Pinball Party" Game Pak .... 1
- Nintendo GameCube™-Game Boy Advance® cable ..... 1

**\* Although you can still play the Tiny Chao Garden without the "Sonic Advance" / "Sonic Advance 2" / "Sonic Pinball Party" Game Pak, using the Game Pak will allow you to save your game progress in the Tiny Chao Garden as well as give you access to special items.**

### ► How to connect

1. Insert either of the 3 Game Paks into the Game Boy® Advance.
2. Connect the cables to the Socket 2 of the Nintendo GameCube™.  
\* See the connection diagram on the right for where to insert the cables.
3. Connect the 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.

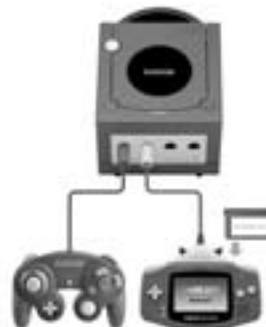
See p.46 for further details on how to transfer Chao.

### Caution on Link Play

Connection between the Nintendo GameCube™ and the Game Boy® Advance may not occur correctly in the following cases:

- When cables other than the Nintendo GameCube™-Game Boy® Advance cable are used.
- When the cables are not inserted properly.
- When the cables are not connected to the Nintendo GameCube™ or the Game Boy® Advance properly.
- When the cables were inserted or removed during linked play.
- When turning off the power of the Nintendo GameCube™ or the Game Boy® Advance during linked play, or pressing the Reset Button of the Nintendo GameCube™.
- When in conditions which do not allow linked play to operate properly in the Tiny Chao Garden (i.e. when the Chao is talking).

### How to connect the Game Boy® Advance to the Nintendo GameCube™ using the Nintendo GameCube™-Game Boy® Advance cables.



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 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 Pad to select the Game Boy® Advance you wish to transport the Chao into and press the A Button. See p.44-45 for details on how to connect the Game Boy® Advance with the Nintendo GameCube™.

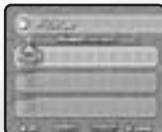


### CAUTION

\*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, fruits 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 Pad and the A Button to choose the Chao, fruits 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.

### ► Change Chao's Names

In order to change your Chao's name, use the +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.



### ► 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.



### 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" / "Sonic Advance 2" / "Sonic Pinball Party" Game Pak present. Press **(START)** 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 Game Pak of either of the 3 present. Press **(START)** in the Tiny Chao Garden, and select "SAVE & EXIT."

You can raise your Chao in the Tiny Chao Garden of either of the 3 games for Game Boy® Advance or play various mini-games. You can also take the rings you gained into Chao Garden in the "SONIC ADVENTURE DX-Director's Cut™" with you. Note that once you have put your Chao into the Chao Transporter of the Tiny Chao Garden, mini-games can be played without connection to Game Boy® Advance. Items that are hard to find may appear and the game data in both the Chao Transporter and the Tiny Chao Garden can be saved simultaneously if connected to Game Boy® Advance.

By dropping Chao into the Tiny Chao Garden using the Chao Transporter, your Chao can travel in between SONIC ADVENTURE DX-Director's Cut™ and Sonic Adventure 2 Battle™. Note that animals seen in SONIC ADVENTURE DX-Director's Cut™ become viewless when transporting Chao from SONIC ADVENTURE DX-Director's Cut™ to Sonic Adventure 2 Battle™. Likewise animals seen in Sonic Adventure 2 Battle™ cannot be viewed when Chao are transported to SONIC ADVENTURE DX-Director's Cut™. However the animals can be seen again by transporting Chao back to their original Chao Garden.

# CREDITS

The following credits list the staff responsible for the localization, marketing and manual production for SONIC ADVENTURE DX-Director's Cut™. See the in-game credits for the complete list of the original development staff.

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