

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

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

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Single-Card
Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



Wireless DS
Multi-Card
Play

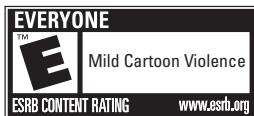
THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

Thank you for purchasing *Sonic Rush Adventure*™. Please note that this software is designed for use with the Nintendo DS™ system. Be sure to read this instruction booklet thoroughly before you start playing.



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LICENSED BY



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CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

CHARACTERS

SONIC THE HEDGEHOG

The world's fastest hedgehog, who has a heroic habit of defeating Dr. Eggman, will now lend a hand to restore a disaster-struck island where he and Tails accidentally landed. Traveling across the sea might not be what the spiky hero is accustomed to, but with the awesome ships that Tails will build, he'll be able to reach various islands and do what he does best.



MARINE THE RACCOON

Marine is an adventurous little rascal from Southern Island. She loves to talk, but never listens. She is stubborn at times, and a natural when it comes to creating a scene. Sonic and Tails must keep an eye on this spunky girl to keep her out of trouble before something happens.

CAPTAIN WHISKER

This evil captain of the pirates is somehow hard to detest being that he is such a clown. He has a short temper, and is known to carry life-long grudges. Although the captain is a bit smarter than the rest of the crew, he appears to be less stern without the backing of his shipmates.

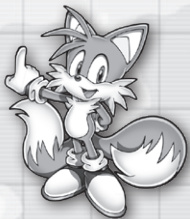


BLAZE THE CAT

A Princess who is tracking down a group of pirates that looted her valuable possessions. Blaze is normally calm and level-headed, but she has the ability to outdo her opponents by manipulating flames.

MILES "TAILS" PROWER

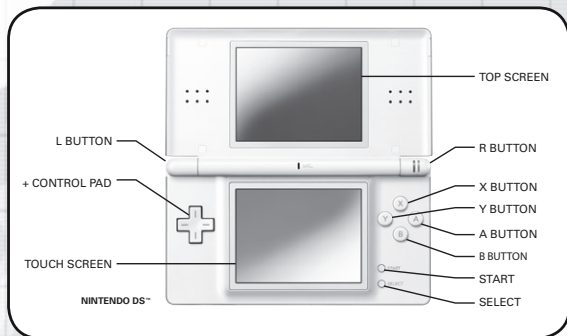
A friendly fox who is like a kid brother to Sonic. Tails is an expert when it comes to machinery, and he will support Sonic in this adventure by building new ships with the "Materials" found on the various islands.



JOHNNY

He is the right-hand man of Captain Whisker, and a feisty competitor on the sea. Johnny is a speed demon who refuses to finish second, seeing Sonic as his archrival whom he must outperform on his waterbike.

CONTROLS






MENU AND MESSAGE SCREEN

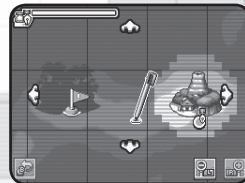
| CONTROLS | ACTION |
|----------------------------------|-----------------------------------------------|
| +Control Pad | Highlight Menu Selection |
| A Button | Confirm Selection / Display Next Text Message |
| B Button | Cancel Selection / Return to Previous Screen |
| START | Skip Cutscene and Conversation |
| Touch Selection Area with Stylus | Confirm Selection |

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CONTROLS

SEA CHART

You will access a map of the world to set your course and destination before you travel out to sea. First, to get a better look at the world, use the L and R Buttons to zoom in and out of the displayed area or move the map by sliding the stylus directly onto the map (Touch Screen). Once you've decided where you want to go, touch  with your stylus and draw a line towards your destination. When the course is drawn on the map, press  to finish, or press  to redraw the course.



MAP CONTROLS

| CONTROLS | ACTION |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------|
| Slide Stylus or +Control Pad | Move Around on the Map |
| Touch  and slide | Draw Sail Route |
| Touch  (L Button) | Zoom out on the Map |
| Touch  (R Button) | Zoom in on the Map |
| Touch  | Confirm Sail Route |
| Touch  /  | Exit Map Screen / Redraw Sail Route |

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CONTROLS

Sonic will be relying on his waterbike to travel the sea at the beginning of the adventure. Learn the following controls to grab Rings, defeat enemies, and perform Trick Actions.

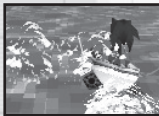
STEERING

Slide the stylus across the Touch Screen to steer the waterbike. Move left and right to avoid enemies and collect Rings.



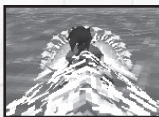
RAMP TRICK

Ride over the ramp and perform a trick by tracing the Trick Markers in the direction it guides you with the stylus. Successfully performing tricks will fill up your Boost Gauge in the upper right corner of the screen.



BOOST

Use Boost to speed up the waterbike by tapping the stylus twice or by pressing the L or R Button. Hold the stylus/button down if you want to maintain speed. Note that you can also use Boost to knock out the enemies that stand in your way.



Collecting Rings will not only increase your score, but also increase your Combo Count displayed in the screen. When the Combo Count hits 50, 100, and so on, your point multiplier will increase by one (x2, x3, and so on up to x9) to earn a higher score.

CONTROLS

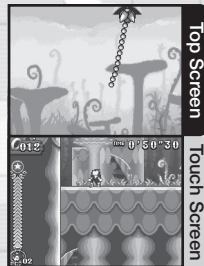
The Act and Boss stages will start when you reach one of the islands. Here are the most basic controls to get through these stages which are played without the stylus.

RUN AND BRAKE

Press the +Control Pad ◀ / ▶ to walk and keep holding in one direction to gain more speed. Quickly press the opposite direction to brake your dash.

SCROLL SCREEN

Hold down the +Control Pad ▲ / ▼ while standing still to vertically scroll the screen to view what's immediately above or underneath. If your character is on the top screen, you may only scroll up, and vice versa.



SPIN JUMP (BLAZE: AXEL JUMP)

Use the A or B Button to jump and attack the enemies.

SPIN DASH (BLAZE: BURST DASH)

Hold the +Control Pad ▼ while standing still, then press the A or B Button to spin, and release the +Control Pad. This action is useful for instantly accelerating from a still position, or for taking out enemies that are lurking in the path ahead.



CONTROLS

JUMP DASH (BLAZE: BURST HOVER)

Simply jump and press the R Button in mid-air to dash forward above ground in the direction your character is facing.



SUPER BOOST (BLAZE: FIRE BOOST)

Press the Y Button while your character is on the ground to experience a sudden burst of speed. Note that enemies and breakable barriers are knocked out by charging them with the Super Boost. This action is available as long as your Tension Gauge (see below) is filled.

TENSION GAUGE

Whenever you perform Trick Actions or defeat an enemy in the Act stages, the Tension Gauge at the left side of the screen will be charged. To use the Super Boost (Fire Boost) the Tension Gauge must be charged since it requires energy to perform the move. The color of the gauge will turn from blue, orange, and then red, indicating the amount of energy being filled. Finally, when the red gauge is completely filled, the Boost action can be used freely while the top icon (star icon) is spinning. Be aware that the Tension Gauge will decrease with time or when you take damage.



CONTROLS

Perform Trick Actions while running through the stages to reach further and higher with style! A Trick Bonus is also awarded by chaining multiple Trick Actions.

AIR TRICK

Tap the B Button while you are in the air to pull off an Air Trick. When you want to complete the aerial tricks, press the A Button for an awesome finish!

GRIND TRICK

Tap the R Button while grinding across various rails to perform the Grind Trick. Keep tapping the R Button to chain the Grind Tricks!




JUST TRICK

Press the A Button as you are about to take off from a Ramp or the edge of a rail. This trick is the most efficient way to charge up your Tension Gauge.



HOP JUMP (BLAZE: AXEL TORNADO)

Use Springs or Ramps to launch into the air, then press both the +Control Pad  and the R Button to perform a vertical hop in mid-air.

HUMMING TOP (BLAZE: JUMP STEP)

Use Springs or Ramps to launch into the air, then press the R Button to perform a spinning horizontal hop in mid-air. Note that this action can be used to attack enemies and breakable barriers.



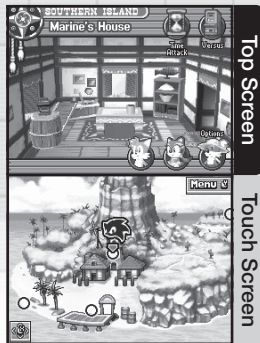
STARTING THE GAME

STARTING THE GAME

SOUTHERN ISLAND

Southern Island will become your tactical headquarters, where you can immediately jump to different places on the island and access the Menu screen (see facing page).

Use the +Control Pad to move the cursor or directly touch the location (white circle) displayed on the island with the stylus to select a place on the island. To visit the selected place, press the A Button. Press the Y Button or directly touch the "Menu" Button on the Touch Screen to access the Menu screen.



MARINE'S HOUSE

Marine's House is located in the center of Southern Island. Here you will find all of Sonic's friends, including Tails, who will build a new ship from the Materials you've collected. Move Sonic in front of any character in the room and press the A Button to talk. Walking out of the house will return you to the Island screen. Note that the Battle mode (p.24), Time Attack (p.33), and Options (p.14) of this game are accessed from the back room of this house.



MENU SCREEN

Use the +Control Pad \blacktriangle / \blacktriangledown and press the A Button or touch one of the menu items with the stylus to select from the following:

Stage Select

Select and replay previously cleared Act and Boss stages. Press the L/R Buttons to cycle through the different islands, and use the +Control Pad \blacktriangle / \blacktriangledown or the stylus to choose one of the stages.

Sea Chart

Access the map of the world and select the island where you'd like to land.

Save

In order to save (overwrite) your game progress, you must do so manually since there is no autosave feature. Note that you may only store one game's progress per Game Card.

Items

View the Materials and Emeralds you've collected. Use the L/R Buttons to toggle the display from Materials and Emeralds.

\times **Stage Select** and **Sea Chart** will not appear on the menu until you have crossed the sea and reached an island.



STARTING THE GAME

OPTIONS

To access the Options of this game, you must go to the back room of Marine's House and talk with a character named Setter (see right). When you approach him the second time, a menu will be displayed and you will be able to change the Player Name (your identification for Battle mode and Time Attack) or access the Options menu with the following choices:



Boss Difficulty

Toggle the difficulty level of Boss stages to either Normal or Easy.

Time Limit

Turning the setting ON, you lose a life if you run out of time in the Act or Boss stages.

Clear Data

Delete your records and settings and/or the game progress from the Game Card.

Cancel

Close the Option menu.

MISSIONS

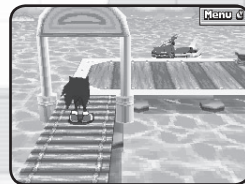
Sonic's new island friends will introduce you to various Missions as the story progresses. When it's time for you to start a Mission, talk to Marine who will be at her house (Marine's House) and check the Mission List. The Missions can be started immediately from this list. Select a Mission you'd like to try and complete the Act or Boss stage under the given terms.




ADVENTURE MODE

NEW VOYAGE

Go to one of the docks on Southern Island if you are heading to a new island, or if you would just like to explore new areas. When you arrive at the dock, walk over to the ship and select "Set Sail" to proceed to the Sea Chart screen.



You will get hints on where to go from the cutscenes and by talking with the inhabitants of Southern Island, but you are free to sail off to anywhere on the map by drawing a route from one of the  points. Note the pink areas on the map are places where your selected ship cannot travel such as shallow areas or icebergs. Once you've set the course, it's time to get on the ship and explore the sea.

BUILDING NEW SHIPS

Tails will build different ships that will allow Sonic and company to travel further out to sea. Ask Tails (at Marine's House) how many Materials he needs to build the next ship. These Materials are rewarded when you clear each Act and Boss stage. When a new ship is created, there will be a new dock made available from the Southern Island. For starters, enter the dock and learn the controls of the new ship by playing through the tutorial.

If you fulfill the requirements, you are able to enhance the performance of your vehicles by talking to Tails. Note that these enhancements are not implemented during the Missions or the Viking Cup (Score Attack with vehicles).

ADVENTURE MODE

Here are the vessels you'll come across in this game. Thanks to Tails, all of these vessels are created from the Materials you'll collect on the various islands.

WAVE CYCLONE (WATERBIKE)

The first vessel available in this adventure, this speedy waterbike is perfect for a short journey or a friendly competition.



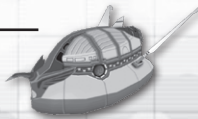
OCEAN TORNADO (SAILBOAT)

Built to travel further out to the sea, The Ocean Tornado cannot sail through the shallow areas. This sailing arsenal will surely intimidate any pirates at sea.



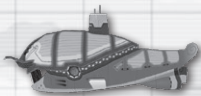
AQUA BLAST (HOVERCRAFT)

Capable of traveling above shallow areas, it requires quick steering skills to avoid enemies and obstacles. This ship can also fire shots to take out enemies, and spin around to defend itself.



DEEP TYPHOON (SUBMARINE)

Travel to distant places on the map going under the sea. Tails will steer the sub so you'll need to clear the enemies that lurk underwater.



ADVENTURE MODE

TRAVELING THE SEA

Once you've selected your vehicle, set sail for the destination you chose on the Sea Chart. Get ready to respond quickly with the stylus as you'll be approached by enemies and obstacles along the way. When the action intensifies, keep an eye on the HP Gauge displayed at the top left corner of the screen to check the condition of your transport. When the HP Gauge is completely depleted, you will be forced to start over from the Southern Island.



SHOOTING ENEMIES

Although the waterbike cannot fire a shot, other vessels will allow you to shoot enemies and items such as Rings. Master the following controls to eliminate as many enemies as possible to survive the trip. Note that some enemies will require several hits to destroy and their hit points (green gauge) will appear when you attack them.



Sailboat

There are three different weapons available. The weapons are changed by touching the weapon at the bottom of the screen with the stylus, or pressing the +Control Pad or buttons (◀ / Ⓞ : Gun, ▲ / ⊗ : Cannon, ◆ / ⊕ : Flame). Once your weapon is selected, simply touch any of the enemies you see to fire away. For defensive purpose, it's also wise to destroy the incoming projectiles fired at your ship.

ADVENTURE MODE



Hovercraft

A shot is fired when you lift the stylus from the Touch Screen. Holding the stylus on the Touch Screen will automatically fill the Charge Gauge in the top right of the screen which will indicate the power of your next shot.



Submarine

A Radar Marker will appear when an enemy approaches. When the smaller Target Marker overlaps the Radar Marker (enemy), touch the markers to take out the enemy. If you see a Target Marker with an arrow, hold the stylus on the marker and follow the enemy to lock-on and shoot the enemy.

POWER-UP ITEMS (SEA STAGE)

Item Boxes with Power-Up Items are positioned along the course. Touch the box to receive the Item inside.



Repair

Restores your HP Gauge.



Boost Up

Increases energy on your Boost Gauge.



Random Ring Bonus

Increases your Ring count.



Score Bonus

Adds a big Score to your total.

ADVENTURE MODE

JOHNNY'S RACE / CHAOS EMERALDS

A pirate named Johnny will approach your ship while you are at sea. When he finds your ship, Tails will ask if you want to challenge Johnny to a race. If you accept the challenge, it will be a one-on-one race in the middle of the sea between Sonic and Johnny on their respective waterbikes.

If you come out victorious in the race, a Chaos Emerald will be awarded to you. What will happen when all seven of the emeralds are collected?



GOAL AREA

You have reached your destination when your vessel crosses into the goal area. The Results screen will be displayed with the total score and the break down of your score.

If an island is visible from the goal area, you'll be asked to either visit the island or return to Southern Island. For most islands, visiting the island will immediately lead you to the Act Stage.



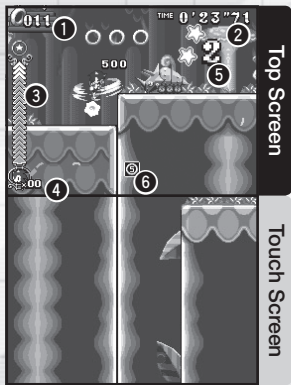
ACT STAGES

Act stages are where Sonic or Blaze will be exploring the island on foot. When you reach one of the important islands, you will play through two Act stages and one Boss stage to clear the island. (Note that Blaze is not available at the beginning of the game.)

During the Act stages, your character will travel between the top screen and the Touch Screen depending on the situation. All of the screen display, such as the Tension Gauge, will be displayed on the same screen your character is on. (The image on the right shows Sonic traveling in the top screen.)

- ❶ Number of Rings Collected
- ❷ Elapsed Time / Time Limit
- ❸ Tension Gauge
- ❹ Remaining Lives
- ❺ Combos (Air Tricks) Performed
- ❻ Collected Power-Up Item

Note that ❺ and ❻ are displayed briefly when the action takes place. Also, ❷ can be switched between Elapsed Time / Time Limit from the Options menu (p.14).



Rings

If you possess even one Ring, it will protect you from losing a life upon taking damage. When you take damage, you'll drop all of your Rings, making yourself vulnerable to attacks. If you collect 100 Rings, you will gain an extra life.



Checkpoints

If you find a Checkpoint Marker, make sure to touch it. This allows you to restart the Act stage from this location if you fail to clear the stage and have a life remaining.

Underwater

Your character cannot stay underwater for long. If you have not resurfaced for a while, a countdown will begin, indicating how much longer your character can hold their breath. If the countdown ends, you will lose a life.



Gimmicks

There are various gadgets and objects that will assist you in reaching the goal. Some of these gadgets will launch your character high in the air, allowing you to perform aerial tricks to travel further to bypass certain areas.

Treasure Chest

Open the treasure chest found in the goal area of every Act stage to clear the stage. After the chest is opened, your performance will be evaluated and displayed on the Results screen.



POWER-UP ITEMS (ACT STAGE)

A variety of Power-Up Items are found inside of Item Boxes positioned around the course of the Act stages. Touch the box to receive the Item inside.



5 Ring Bonus

Increases your Rings by five.



Random Ring Bonus

Increases your Rings by 1, 5, 10, 30 or 50.



1UP

Gains one extra life.



Barrier

Protects you once from taking damage.



Magnetic Barrier

Barrier that also draws in nearby Rings.



Invincible

Become invincible for a limited time.



High Speed

Speeds up the motion of your character for a limited time.



Tension Bonus

Increases your Tension Gauge level by one bar.



Maximum Tension Bonus

Increases your Tension Gauge level to the maximum.

BOSS STAGES

You will face the Boss after completing the two Act stages of the island. The appearance of the play screen is exactly like the Act stage, except, you'll find a red Boss Gauge (see right) that shows the vitality of the Boss. To defeat the Boss, you must find a method to attack the weak spot and inflict damage to decrease the vitality of your adversary.



Stage Cleared

When you complete the stage, the Results screen will be displayed with the total score and the breakdown of your score.



Top Screen

Touch Screen

SAVE DATA

Please remember to save the progress of your adventure from the Menu screen. The progress of the game will not be saved automatically at any point of the game. If you wish to start a new game, the existing save data must be deleted from the Game Card. The save data can be deleted once you can access the Options menu (p.14) from the back room of Marine's House.

To play a one-on-one battle with a friend who has their own Nintendo DS™ system, you first need to go inside of Marine's House and enter the back room. You'll find the Communication Terminal (see right) in the back room. Move Sonic in front of the terminal and press the A Button to proceed to the Communication menu.



COMMUNICATION MENU

Use the +Control Pad / and press the A Button or touch one of the menu items with the stylus to select one of the following:



DS Wireless Play (Multi-Card Play)

Battle against a friend who has a Game Card of *Sonic Rush Adventure*. Host your own game, or seek a player nearby who is waiting for your challenge.

DS Download Play (Single-Card Play)

Battle against a friend who does not have a Game Card of *Sonic Rush Adventure*.

Nintendo Wi-Fi Connection

Battle against another player who has a Game Card of *Sonic Rush Adventure* using Nintendo Wi-Fi Connection (WFC).

Versus Records

Check the records of your past DS Wireless Play and Nintendo WFC battles.

STARTING THE BATTLE

Choose the type of battle to play if you are the host player, or entering a Nintendo WFC Battle. Select **Race** from the Game Select menu to play a one-on-one race to the goal, or **Collect Rings** to grab more Rings than your friend within the given time.



Once the host accepts the client player, the two players will decide which character to take and vote for the stage they would like to play. If the two players choose a different stage, then the stage will be selected randomly.

DS WIRELESS COMMUNICATION (MULTI-CARD)

Here is an explanation of how to play using Multi-Card Play.

The Things You'll Need:

- Nintendo DS™ System One for each player
- Nintendo DS™ "Sonic Rush Adventure" Game Card One for each player

Connection Procedures

1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. If the Start-up Mode of your system is set to **MANUAL MODE**, the Nintendo DS Menu Screen will be displayed. In case it is set to **AUTO MODE**, skip the next step and go on with step 4.
3. Touch the **SONIC RUSH ADVENTURE** Panel.
4. Now, follow the instructions on p.24.

DS WIRELESS COMMUNICATION (SINGLE-CARD)

Here is an explanation of how to play using Single-Card Play.

The Things You'll Need:

- Nintendo DS™ System One for each player
- Nintendo DS™ “Sonic Rush Adventure” Game Card One

Connection Procedures

Host System:


1. Make sure that the power is turned off on all systems, and insert the Game Card into the system.
2. Turn the power on. If the Start-up Mode of your system is set to **MANUAL MODE**, the Nintendo DS Menu Screen will be displayed. In case it is set to **AUTO MODE**, skip the next step and go on with step 4.
3. Touch the **SONIC RUSH ADVENTURE** Panel.
4. Now, follow the instructions on p.24.

Client System:

1. Turn the power on. The Nintendo DS Menu Screen will be displayed. **NOTE:** Make sure the Start-Up Mode of your system is set to **MANUAL MODE**. For further details on how to set up the Start-Up Mode, please refer to the Nintendo DS Instruction Booklet.
2. Touch **DS DOWNLOAD PLAY**. The Game List Screen will appear.
3. Touch the **SONIC RUSH ADVENTURE** Panel.
4. You will be asked to confirm your choice. Touch **YES** to download game information from the Host System.
5. Now follow the instructions on p.24.


Guidelines for Communications

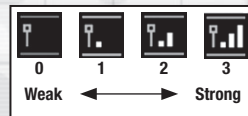
For best results when using the wireless communications feature, follow these guidelines.

The  icon is an indicator of wireless communications. It appears on the Nintendo DS Menu Screen or Game Screen. The DS wireless icon indicates that the associated choice will activate the wireless communications function.

DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.). For further information regarding the usage of the wireless communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.



The  icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communications play. When wireless communications are in progress, the Power Indicator LED will blink rapidly.



For best results, follow these guidelines:

- Begin with the distance between systems at about 30 feet (10 meters) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 65 feet (20 meters) or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the Nintendo DS systems.
- Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

NINTENDO WI-FI CONNECTION

Nintendo Wi-Fi Connection allows two *Sonic Rush Adventure* owners to play together over the internet – even when separated by long distance.

- To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL internet account.
- If you do not have a wireless network device installed on your PC, you can order a Nintendo Wi-Fi USB Connector (sold separately) directly from Nintendo. See the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendowifi.com/terms.

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available internet hotspots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

NINTENDO WFC MENU

After selecting **Nintendo WFC** mode from the Communication Menu, the Nintendo WFC menu will be displayed. Use the +Control Pad \blacktriangle / \blacktriangledown and press the A Button or touch one of the menu items with the stylus to select from the following:



Nintendo WFC Battle

Connect to Nintendo WFC server and battle with players all over the world or your registered friends.

Friend Settings

Register new players' Friend Codes and view your existing Friend Roster. Note that your personal Friend Code is also verified here.

Nintendo WFC Settings

Set up your Nintendo DS™ and Game Card for Nintendo WFC.

ABOUT NINTENDO WFC USER INFORMATION

Once you have connected to Nintendo WFC with your Nintendo DS™ system and your *Sonic Rush Adventure* Game Card, they will be considered a set. If you are to play a Nintendo WFC Battle with a different Nintendo DS™ system, you will lose all data that was used to connect to Nintendo WFC as well as your Friend Code, Friend Roster and Versus Records.

BATTLE MODE

NINTENDO WFC BATTLE

After you select **Nintendo WFC Battle** from the Nintendo WFC menu and you are connected to Nintendo WFC, there will be two options displayed on the Touch Screen. Select **Grand Prix** to play against a randomly selected player who has chosen the same game as you, or select **Friend Match** to play against a registered friend. To proceed with the Friend Match, you'll need at least one player registered on your Friend Roster to play.

REGISTER A FRIEND

First, to verify the Friend Code which is required to register a friend, select **Confirm Friend Code** from the Friend Settings to display the 12-digit code. Note that your Friend Code will not be available until you have connected to Nintendo WFC with your *Sonic Rush Adventure* Game Card.



Select **Register Friend Code** from the Friend Settings menu to register a friend to your Friend Roster. Input the 12-digit Friend Code of your friend's Nintendo DS™ system using the numeric pad displayed on the Touch Screen. Remember, the two players must register the each other's Friend Code in order to match up together for a Friend Match.

If your Friend Roster goes over 30 friends, registering a new friend will automatically delete your oldest friend from the list. To delete a friend on the list manually, select **Friend Roster** from the Friend Settings, select a friend, and press START.

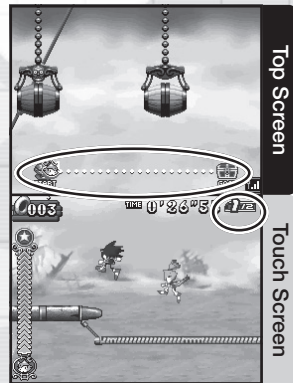
BATTLE MODE

BATTLE SCREEN

Much like the Act stages during the Adventure mode, both characters will travel between the top screen and the Touch Screen to decide the match.

The appearance of the Play screen is also similar, but there are two screen items found during the Battle mode to display the current state of the match. In the bottom of the non-play screen (in this case the top screen), you'll find a Progress Chart which shows how far you and your opponent character have traveled. In the top right corner of your Play screen you'll see which position (1st or 2nd) you are in.

If you are playing a Collect Rings battle, note that the time will be counting down from the two minute mark, showing you the time remaining for the match.



Results Screen

When the match is over, the result of the battle will be displayed with both players' performance. The players will have the choice to go for another round or quit the battle.

POWER-UP ITEMS (BATTLE STAGE)

With the exception of Random Ring Bonus, the items in the Battle mode are different from Act stages of the Adventure mode. Note that the content of the Item Boxes randomly changes, and waiting for your desired item is a way to gain control over a heated battle.



Random Ring Bonus

Increase your Rings by 1, 5, 10, 30 or 50.



Confusion

Opponent will be out of control for a given time.



Slow

Slows down the opponent for a given time.



Attract

Bring your opponent to the area where you are.



Tension Bonus



This fills your Tension Gauge to the maximum, while simultaneously depleting the opponent's Tension Gauge to zero.

This game supports the Sleep Mode when you close the Nintendo DS system, except during the time when you are communicating with another player for DS Download Play/DS Wireless Play, or connected to the Nintendo WFC server.

Play the Act or Boss stages against the clock for your best time and see if you can rank among the top players from around the world. To play the Time Attack mode you must finish the first island stages of the Adventure mode, then go inside of Marine's House when you return to Southern Island. Walk into the back room and move Sonic in front of the sand clock (see right) and press the A Button to access the Time Attack menu.



TIME ATTACK MENU

Use the +Control Pad  /  and press the A Button or touch one of the menu items with the stylus to select from the following:



Time Attack

Select a stage and finish it as quickly as you can.

Time Attack Records

Check your previously recorded times by stages. Your Player Name and best times can also be transferred to the Nintendo WFC Ranking as well as the official web site of Sonic Rush Adventure if you prefer.

Nintendo WFC Ranking

Connect to Nintendo WFC server and update the public Time Attack ranking of *Sonic Rush Adventure*.

Nintendo WFC Settings

Set up your Nintendo DS™ and Game Card for Nintendo WFC.

NOTE: The public ranking itself may reset during maintenance without any notice. Any forged records submitted to the Nintendo WFC Ranking will be immediately discarded.

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Blaze

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Captain Whisker

Lonnie Hirsch

Johnny

Christopher Pellegrini

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Tahirih Walker

Lyrics

Sakae Osumi

Music

Tomoya Ohtani

Recording & Mixing Engineer

Yoshitada Miya

Recording Location

SEGA DIGITAL STUDIO

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Teruhiko Nakagawa

Akiko Nakahata (A&K Corp. Ltd.)

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