

XBOX

<http://www.replacementdocs.com>

NTSC

Anniversary 2006
15th
SONIC
THE HEDGEHOG



SONIC™ RIDERS

EVERYONE
E
CONTENT RATED BY
ESRB

SEGA®

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Thank you for purchasing SONIC RIDERS™. Please note that this software is designed for use with the Xbox® video game system from Microsoft®. Be sure to read this instruction manual thoroughly before you start playing.



CONTENTS

Prologue	2
Characters	3
Controller	6
Starting the Game	7
Game Modes	9
Playing the Game	12
☞ Viewing the Game Screens	12
☞ Extreme Gear Air System	14
☞ Controls	14
☞ Gimmicks	16
☞ Developing Your Racing Skills	18
☞ Special Rule Modes	21
☞ Finishing the Game	22
Credits	23



PROLOGUE

At Midnight one evening in Metal City, Sonic and friends uncovered a valuable Chaos Emerald. As they stood admiring it, a mysterious trio on floating Extreme Gear airboards appeared out of nowhere and snatched the precious gem.

As they raced away, one of the three dropped their airboard and Sonic jumped aboard to pursue the thieves. But unaccustomed to riding, he lost his footing and they got away.

Later, as Sonic and friends gathered in Metal City Plaza, they were interrupted by Dr. Eggman speaking from a giant building monitor.

"I've put together a little extra something to spice things up! I call it the 'EX World Grand Prix!' A tournament to see who's the best of the best with Extreme Gear!"

Sonic groaned with disdain.

"Eggman again! Just what is he up to this time?"

At that moment, the three mysterious Chaos Emerald thieves appeared as top ranking entrants on the monitor and Sonic's attitude changed.

"The EX World Grand Prix, huh? Let's do this!"

Sonic's mind was made up. But just what is Eggman really planning? And who are the three mysterious characters?



CHARACTERS



Sonic The Hedgehog

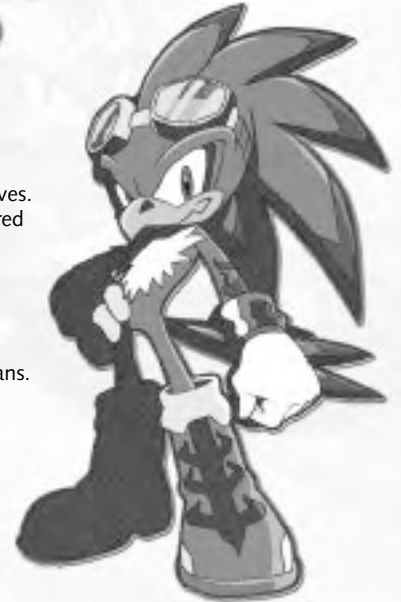
Sonic hates evil as much as he loves freedom. Sonic can be short tempered at times but will always show a gentle side to those in trouble. He's normally carefree and easy going, even when the going gets rough; but when it comes to a showdown he's aggressive and focused like a hedgehog possessed!

Sonic has always been known as the world's fastest, but inexperienced with Extreme Gear, he will have to fight to hold onto this reputation.

Jet the Hawk

Known as the "Legendary Wind Master," Jet leads the Babylon Rogues, a talented group of thieves. Jet's Extreme Gear skills are revered far and wide, earning him an impressive reputation.

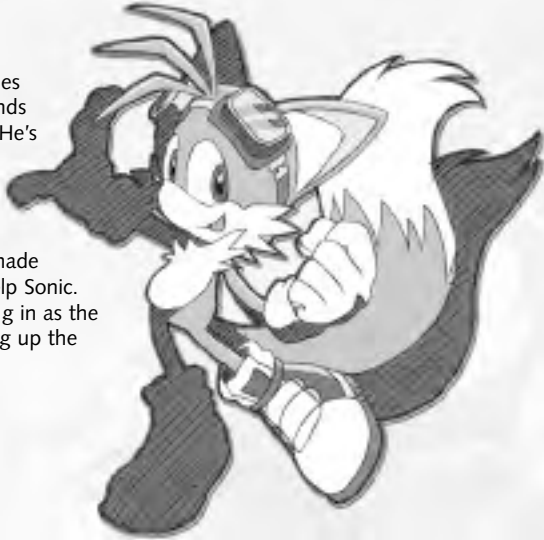
He carries a mysterious "control box" said to have been passed down from the ancient Babylonians.



CHARACTERS

Miles "Tails" Prower

His real name is "Miles Prower," but his friends just call him "Tails." He's a little kid fox with two tails and a heart of gold. He loves tinkering with machinery and has made various devices to help Sonic. This time he's pitching in as the team mechanic, fixing up the Extreme Gear.



Wave the Swallow

A superb mechanic, Wave takes care of all of the Babylon Rogues' Extreme Gear. While she's capable of fixing many things, Extreme Gear is her specialty, and her knowledge and experience surpass both Tails and Eggman in this area.



CHARACTERS

Knuckles the Echidna

Born on Angel Island, Knuckles spends his days guarding a precious stone called the Master Emerald; for reasons he himself doesn't understand. His hard headed demeanor makes him gullible, and he has been tricked by Eggman on more than one occasion. Bringing his inherent aggression to the race, he plans to show Eggman that this time he means business!



Storm the Albatross

Storm is the muscle behind the Babylon Rogues' nefarious schemes and Jet's right-hand man. What he lacks in smarts, he makes up for in raw power. He has a quick temper, but is slow in movement. He tends to stutter when excited or flustered.





CONTROLLER

Sonic Riders™ is a game for one to four players. Connect the Xbox Controller to controller port 1 of the Xbox console for a one player game, and connect additional controllers to controller ports 2 to 4 for multiplayer games.



- This game supports the vibration function of the controller. This can be activated/deactivated from the OPTIONS menu (p.8).

Menu Controls

Left Thumbstick Change highlighted selection
Directional pad (D-pad)

A button Enter Selection

B button Cancel/Return to previous screen

Game Controls

left analog stick Move character/Perform Trick Action
 ↑ Move forward/Front flip (during Trick Action)
 ↓ Move backward/Back flip (during Trick Action)
 ← → Move sideways/Steer/Sideways spin (during Trick Action)

A button Jump/Grind

B / X button Air Boost/Attack rival

L / R trigger Brake/Air Slide (with ← →)

L + R trigger Exit Turbulence/Tornado

START Pause/Skip event

© When riding on Extreme Gear, no controller input is required to move forward.



STARTING THE GAME

Press the START button at the Title screen to access the Main Menu. The first time of each start-up, you will be prompted to load or create a Game Data. See "Managing Game Data" on p.8 for details.



From the Main Menu, select from the following:

GAME START Open the Mode Select menu, and choose a game to play. See p.9 for details on Game Modes.

EXTRA Play unlocked movies and audio clips, or browse the Gear Gallery and Records.

OPTIONS Change the vibration setting and manage Game Data.

EXTRA

View or listen to things you've unlocked here.

THEATER

Select a movie from the list and press the A button to play. Press the B or START button during playback to stop and return to the menu.



AUDIO ROOM

Select a music category from the left panel and a track from the right panel to play. Use the onscreen controls like a regular music player. Press the B button to pause, and again to return to the menu.



GEAR GALLERY

Use the Left Thumbstick or D-pad and the A button to browse the Extreme Gear you have obtained. Use the L and R triggers to change the page.



STARTING THE GAME

RECORDS

Use the Left Thumbstick or D-pad and the **A** button to browse the race and lap records for each track. Use the **C** and **B** triggers to move through the game modes.



OPTIONS

Make changes to the following settings:

Vibration Setting Set the vibration function **ON/OFF**.
Game Data Choose which Game Data to use.

MANAGING GAME DATA

The Game Data screen in Options and at start-up allows you to create, load and delete Game Data. 4 blocks of free memory are used to store 1 Game Data. 99 Game Data can be saved to the hard disk. In the event that there is insufficient memory, please go to the Xbox Dashboard.

Select a Game Data from those available, and details of your current progress will be displayed on the right side of the screen. Press the **A** button to enter, then select Start to load, or Delete to erase the Game Data. If there is no Game Data on the hard disk, or you wish to create a new Game Data, select **NEW GAME** and then Start.

DOLBY DIGITAL DECODING

This game is presented in Dolby® Digital. Connect your Microsoft Xbox to a sound system with Dolby Digital technology using a digital optical cable with an Xbox Advanced A/V Pack or Xbox High Definition A/V Pack. Select "Dolby Digital" in the dashboard menu of the Xbox to experience the excitement of surround sound.



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



GAME MODES

SONIC RIDERS™ features a wide variety of gameplay modes as detailed below. Use the Left Thumbstick or D-pad **↑** **↓** to select a game mode from the menu and press the **A** button to continue.

NORMAL RACE

Compete in one of the following race styles:

⌘FREE RACE (1P-4P)

Compete against other players and CPU characters on a selected track.

⌘TIME ATTACK (1P only)

Select a track and race against the clock.

⌘WORLD GRAND PRIX (1P-2P)

Compete on 5 race tracks to become the overall champion.



STORY MODE (1P)

Enter races based on the storyline.

MISSION MODE (1P)

Clear given Missions one after another. This mode will be unlocked after certain conditions have been met.

TAG MODE (1P-4P)

Team up with another player and share a single Air Tank (p.14) as you compete against another team on a selected track. See p.21 for more details.



SURVIVAL MODE (1P-4P)

Play until one player remains in the following modes:

⌘RACE STAGE (p.21)

Pass through gates while carrying the Chaos Emerald to score and win!

⌘BATTLE STAGE (p.22)

Fight off your rivals to survive.



SHOP

Purchase a range of Extreme Gear equipment with the accumulated Rings you collected (p.20).

GAME MODES

CHOOSING A TRACK AND CHARACTER

Depending on the game mode, you will be required to select a track and character for each player.

TRACK SELECT SCREEN

Use the Left Thumbstick or D-pad $\leftarrow \rightarrow$ to choose a track and press the **A** button to select.



In some game modes, the following selections can also be made using the Left Thumbstick or D-pad $\uparrow \downarrow$ and the button.

RULE SETTINGS

Use the Left Thumbstick or D-pad $\uparrow \downarrow$ to choose a setting, and $\leftarrow \rightarrow$ to make changes. Available rule settings vary depending on the mode.

- Total Laps** Set the number of laps per race from 1–99.
- Announce** Toggle running commentary ON/OFF.
- Ghost** Toggle ghost display ON/OFF (see below).
- Level** Toggle Level-Up feature ON/OFF.
- Item** Toggle availability of Power-Up Items ON/OFF.
- Air pit** Toggle availability of Air pits ON/OFF.
- Air Lost** Characters should **Run/Retire** when their Air Tank is empty .
- Default** Return all settings to default.
- Continue** Apply settings and return to the Track Select screen.

CUP SELECT (World Grand Prix)

Use the Left Thumbstick or D-pad $\uparrow \downarrow$ to choose the set of race tracks for your World Grand Prix.

GHOST DISPLAY

When playing in Time Attack Mode, the ghost image of a previous attempt will run with you for a competitive reference. This can be toggled ON/OFF in Rule Settings.

Whenever you complete a Time Attack race, you will be given the option to save the new Ghost Data. Only one Ghost Data can be saved per course, and will require 10 free blocks of memory space. Ghost Data is loaded automatically each race. It may not be possible to save Ghost Data if the race exceeds 3 minutes.

GAME MODES

PLAYER ENTRY SCREEN

Use the Left Thumbstick or D-pad and the **A** button to select a character to race with. Additional players must first press the **A** button to confirm entry into the race. Each character can only be selected by a single player, and missing players are filled by CPU characters.



Once a character has been selected, use the Left Thumbstick or D-pad $\leftarrow \rightarrow$ and the **A** button to select the Gear you wish to use. The first time you play, only one type of Gear will be available per character.

When all the competing players have made their selection, you will be prompted to begin. Press the START button to begin the race.

MISSION SELECT

In Mission Mode, the aim is to outshine the Babylon characters by performing sets of tricks and other Missions timed to coincide with their schedules. Use the Left Thumbstick or D-pad $\uparrow \downarrow$ and the **A** button to choose a Babylon character's schedule, and bring up the Mission Mode select screen.



At the Mission Mode select screen, you can use the Left Thumbstick or D-pad $\leftarrow \rightarrow$ to select a track, and $\uparrow \downarrow$ to select a Mission. Details of the Mission, reports and records from previous attempts will be detailed on the right panel. Press the **Y** button to view any collected Treasure. Finally, press the **A** button to receive a briefing and begin.

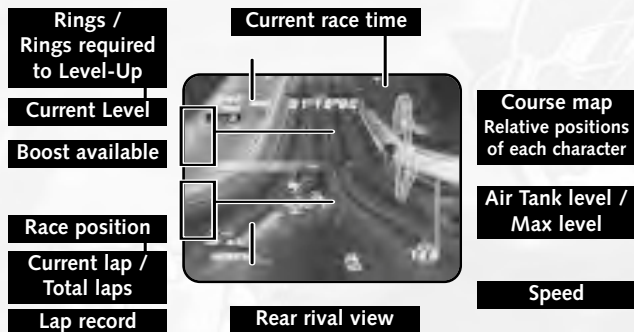
As certain conditions are met throughout the game, the number of available Missions will increase.



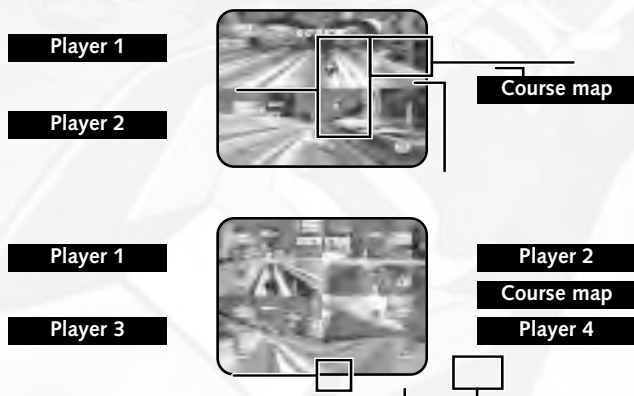
PLAYING THE GAME

VIEWING THE GAME SCREENS

SINGLE PLAYER GAME SCREEN

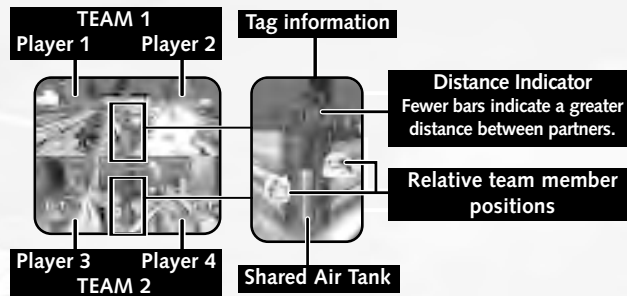


MULTI PLAYER GAME SCREEN

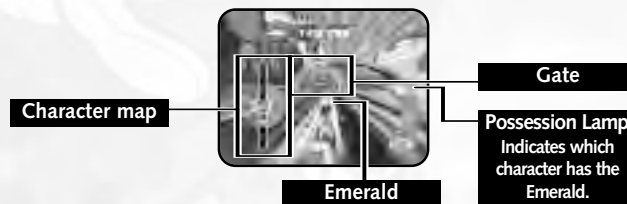


PLAYING THE GAME

TAG MODE GAME SCREEN

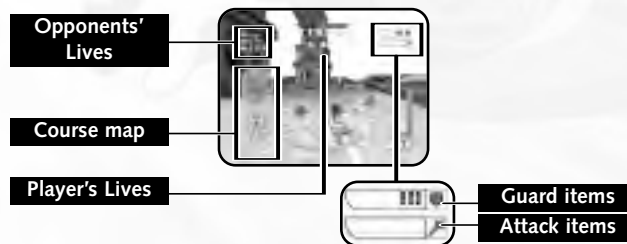


SURVIVAL RACE GAME SCREEN



© The player map shows the positions of each player relative to the Emerald.

SURVIVAL BATTLE GAME SCREEN



PLAYING THE GAME

EXTREME GEAR AIR SYSTEM

Racing is performed on Extreme Gear Boards powered by Air stored in the Air Tank. At regular speeds, Air is consumed fairly slowly, but special moves such as Air Slide and Air Boost will consume Air at a much higher rate. Air can be replenished by picking up Air Items, performing Trick Actions, capitalizing on your characters' Special Skills, and rotating the Left Thumbstick during Automatic Trails.

If the Air Tank becomes empty, you will have to run to the nearest Air Pit to fill up, perform a trick, or pick up an Air Power-Up item.

AIR PIT

Air Pit terminals allow you to quickly fill your Air Tank, and are positioned at various points around the tracks. Simply ride/run over the Air Pit to refill the tank. When the tank is full, you will automatically leave in the correct direction to continue the race. If you're in a rush, press the **A** button to leave the Air Pit immediately.



Note: Some tracks do not have Air Pits.

CONTROLS

Steering Left Thumbstick ◀ ▶

While riding your Extreme Gear, use the left analog stick ◀ ▶ to steer left and right around the track. Forward motion is automatic so no controller input is required.



Air Boost B / X button

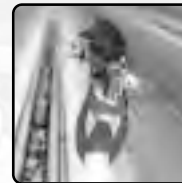
Press the **B** / **X** button for an extra blast of speed. Air Boost also allows you to attack rivals ahead of you, temporarily disorientating them and costing them time. This technique consumes a considerable amount of Air, so try to use it sparingly.



PLAYING THE GAME

Air Slide Steering + L / R trigger

Some turns are too tight to tackle at high speed. Pressing either the **L** / **R** trigger while steering into the corner will shoot a jet of Air out the side of your Gear to assist in maneuvering. Air is consumed more quickly when performing an Air Slide.



Brake L / R trigger

Press either the **L** / **R** trigger to brake quickly.

Tornado L + R trigger

If a character is too close behind you, you are then vulnerable to being attacked, or overtaken. Press the **L** and **R** triggers together to create a mini Tornado that will halt your rival in their tracks. Tornadoes cost you both speed and Air, so check conditions carefully to make sure other players can't take advantage.



Running Left Thumbstick

During the countdown at the start of the race, run toward the startline. You can boost your initial start by crossing the startline just after the countdown finishes. Don't cross it too soon or you will get electrified and brought to a standstill for a short period.

During the race, if your Gear runs out of Air, you will need to make your way on foot until you reach an Air Pit to fill up, perform a trick, or pick up an Air Power-Up item.

PLAYING THE GAME

GIMMICKS

Trick Zones

These can be found at various points on each track, and act as springboards allowing you to perform a variety of Trick Actions. To perform a simple Trick Action, press the **A** Button to jump as you ride over a Trick Zone. For a longer jump that allows greater combos, hold down the **A** Button to Charge as you approach the Trick Zone and release as you pass over it. Correct timing is crucial. While in the air, use the Left Thumbstick to perform spins in all directions.



Larger numbers of spins in a variety of directions will award you a higher Rank, which replenishes a greater amount of Air. When the Left Thumbstick is neutral, the character will automatically return to the upright position facing forward ready to land. Fail to land correctly, and you'll get a lower Rank and receive less Air.

There are two types of basic Trick Action as follows:

Back Flip

Hold the Left Thumbstick **↓** as you release the **A** Button. Back Flips propel you high into the air making it possible to reach Shortcuts or bonus Items far above.

Front Flip

Hold the Left Thumbstick **↑** as you release the **A** Button. Front Flips propel you further forward making it possible to reach distant Shortcuts.



Grind Rails

Grinding allows you to travel at speeds faster than the standard riding speed. Approach a pipe or rail suitable for Grinding (grindable rails have a blue light at the front), and press the **A** button to connect. Grind surfaces must be approached from above, so it may be necessary to first Jump (**A** button) or make use of a ramped surface. So essentially you'll need to Jump

twice to properly land on a rail.

Only Speed Type characters (p.18) are able to Grind.

PLAYING THE GAME

Accelerators

Launch into an Accelerator and you will be propelled forward at a higher speed than normal, sometimes as a Shortcut bypassing part of the course. Use the Left Thumbstick to try to pass through as many Accelerators as you can for maximum speed and bonus Air.



Only Flight Type characters (p.18) can access Accelerators. This is also known as Air Riding.



Barricades

Some routes around the track are sealed off by obstacles such as barrels and stationary vehicles, that have to be smashed through to gain access. Smashing obstacles is as simple as riding straight into them. Try to break as many as you can in succession to receive maximum bonus Air.

Only Power Type characters (p.18) can access Barricaded areas.

Automatic Trails

Some sections of the race courses are automatically controlled and require no input from the player. However, in most cases, you can increase your speed and Air by rotating the Left Thumbstick clockwise as quickly as possible during these sections.



Shortcuts

Use of Trick Actions and Character Type Skills (p.18) such as Grinding, can sometimes allow you to access hidden shortcuts around the course. Make use of these shortcuts to keep you in the lead.

PLAYING THE GAME



Turbulence

Riding Gear at high speed sometimes leaves a trail of Turbulence behind which can be surfed by other characters. To surf a rival's Turbulence, approach the trail from the rear or push into it from the side, and then duck left and right quickly to increase your speed. If you can reach the source of the Turbulence, you can overtake a rival putting you in the lead.

Depending on conditions, Trick Areas may appear in the Turbulence. If your positioning is correct when these Trick Areas appear, you will automatically perform Trick Actions that increase both speed and Air.

DEVELOPING YOUR RACING SKILLS

CHARACTER TYPES

There are three different Types of characters that excel in either Speed, Power or Flight. Depending on your Character Type, additional Skills are available which can earn you bonus Air, and which give you the winning advantage.



Speed Type

Ability to Grind along edged surfaces such as rails and pipes.



Flight Type

Ability to launch off runways and fly through chains of Accelerators.



Power Type

Ability to punch through obstacles such as cars and barrels, sometimes revealing a Shortcut.

PLAYING THE GAME

EXTREME GEAR

A range of Extreme Gear equipment is available for you to choose from. Each has its own characteristics in terms of speed, acceleration, cornering, durability, etc. Each character and Gear combination will have different strengths and weaknesses that you will need to take into consideration when refining your race style. Attributes for both characters and Gear are displayed as follows:

Dash	Rate of acceleration.
Limit	Maximum speed that can be reached.
Power	Ability to maintain speed over rough terrain.
Cornering	Ability to handle tighter corners.

The more stars, the stronger the attribute.

☺ In Normal Race Mode, some Gear may be unavailable for certain courses.

POWER-UP ITEMS

Item Boxes containing Power-Up Items can be found around each track. Simply touch an Item Box to receive the Item. Items are detailed as follows:



Rings

Gives bonus Rings in various amounts.



Air

Tops up your Air Tank by various amounts.



Magnetic Barrier*

Draws in Rings like a magnet.



Invincible Barrier*

Protection from all attacks and obstacles.



High Speed*

Sudden boost in speed.



Speed Down*

Slows you down to a crawl.



Explosion

Launches a bomb at players ahead knocking them off balance.



Question Item

Contains a mystery Power-Up Item.

*Effects are for a limited time only.

PLAYING THE GAME

LEVEL-UP

Try to collect Rings positioned around the tracks. When your Ring count reaches certain levels, you will Level-Up, increasing your parameters and abilities. If you are attacked or fall off the course, your Ring count will return to 0, and your Level will return to 1.



The Rings held at the end of each race are automatically accumulated and can later be exchanged for Gear at the Shop (see below).

SHOP

Purchase additional Extreme Gear with accumulated Rings.

When you enter the shop, select Exchange and press the **A** button. Then use the Left Thumbstick or D-pad **↑ ↓** to browse the Gear. Details and parameters are displayed on the right panel. When you decide which type of Gear you wish to purchase and have enough Rings, press the **A** button to Exchange. The Gear can then be selected from the Player Entry screen, and viewed from the Gear Gallery (p.7).



PAUSE MENU

During gameplay in all modes, press the **START** button to pause the game and bring up the Pause menu. Here you can select from the following options:

- Retry** Restart the current game from the beginning.
- Quit** End the current game and return to the Mode Menu.
- Cancel** Exit the Pause menu and continue the race.

PLAYING THE GAME

SPECIAL RULE MODES

TAG MODE

Tag Mode is selected from the Mode Select menu (p.9). The objective is to partner up with another player or CPU character and share a single Air Tank as you race against another team. Players 1 and 2 make up the first team, and players 3 and 4 make up the second. If either team member crosses the line first, that team wins. Controls are the same as for the regular game modes. Shortcuts and Type Skills are not available.

During the race, it is important to keep an eye on your teammate's progress, for if you stray too far apart the player in front will be zapped and forced to wait until the other catches up. If you stay close together though, the Air Tank will be slowly topped up. The distance and relative positions of each member are easily grasped by referring to the Tag Information display at the center.

Hint: Why not make use of each other's Turbulence to leapfrog your way into the lead!

SURVIVAL RACE STAGE

Survival Race Stage is selected via Survival Mode in the Mode Select menu (p.9). The objective is to carry the one and only Chaos Emerald through a set amount of Gates before the other characters do. Controls are the same as for the regular game modes. Shortcuts and Type Skills are not available.

Check the character map display to see your position relative to the Chaos Emerald. If another character has the stone, you will need to attack them by touching them to retrieve it. Once it's in your possession, you'll become the prime target, so watch your back!

- ☉ Time is limited when the chaos Emerald is in your possession.

PLAYING THE GAME

SURVIVAL BATTLE STAGE

Survival Battle Stage is selected via Survival Mode in the Mode Select menu (p.9). The objective is to move around the special courses attacking the other characters until only one remains. Controls are the same as for the regular game modes.

Each character starts out with three lives, and will lose one each time he/she takes damage. When no lives remain, the character is out. Around the course are Power-Up Items to fill your Air Tank, increase your speed to max, increase your attack power, and increase your defenses. Check the course map to find the positions of items and other characters.

☺ In the Space Theater stage, opponents can only be damaged by knocking them into the electrified fences, or off the edge of the stage.

FINISHING THE GAME

At the end of a race, the race results are displayed. First, the individual lap times will be displayed together with the total race time. Shortly after, the total race times and positions for each character will be displayed.

Depending on the mode, pressing the **A** button brings up the following menu:

- | | |
|---------------------|---|
| Restart | Start a new race with the same settings and conditions. |
| Replay | Watch an action replay of the completed race. |
| Back to menu | Quit and return to the menu. |



CREDITS

The following credits list the staff responsible for the localization, marketing, and manual production for Sonic Riders™. See the in-game credits for the complete list of the original development staff.

SEGA OF AMERICA, INC.

CEO

Naoya Tsurumi

President / COO

Simon Jeffery

Senior VP of Product Development

Bill Petro

Localization Producer

Jason Kuo

Senior Test Lead

Shawn Dobbins

Test Lead

Lee Frohman

Assistant Test Lead

Joshua Pfeiffer
Davidson Talag

VP of Marketing

Scott Steinberg

Sr. Brand Manager

Don Mesa

Assistant Product Manager

Yosuke Moriya

Creative Services Manager

Jen Groeling

Director of Web Development

Chris Olson

Online Art Director

Rodwin Pabello

Sr. Copywriter

Bridget Oates

Sr. PR Manager

Bret Blount

PR Manager

Erica Rogers

QA Manager

Deni Skeens

Testers

Stephen Akana
Michael Baldwin
Jared Bishop
Dennis Constantino
Steve Fleming
Ryan Jones
Patrick Joynt
Rhianna Kellom
J.J. Mc Kenna
Frank Morales
Shymal Raj
James Shattuck
Patrick Woo

Build Engineers

Curtis Chiu
Rick Ribble

SEGA LOGISTICS SERVICE CO., LTD.

Manual Production

Yoshihiro Sakuta
Hisakazu Nakagawa
Colin Restall

