It's time to Shake Shake Shake!

SONIC TEAM™

SAMBA DE AMIGO™

A RANK SCORE 00296000 NORMAL

A RANK SCORE 04196200 · SCORE 04196200 NORMAL

D RANK SCORE 00163500 POSE!!

SEGA

Dreamcast™

SONIC™ SHUFFLE
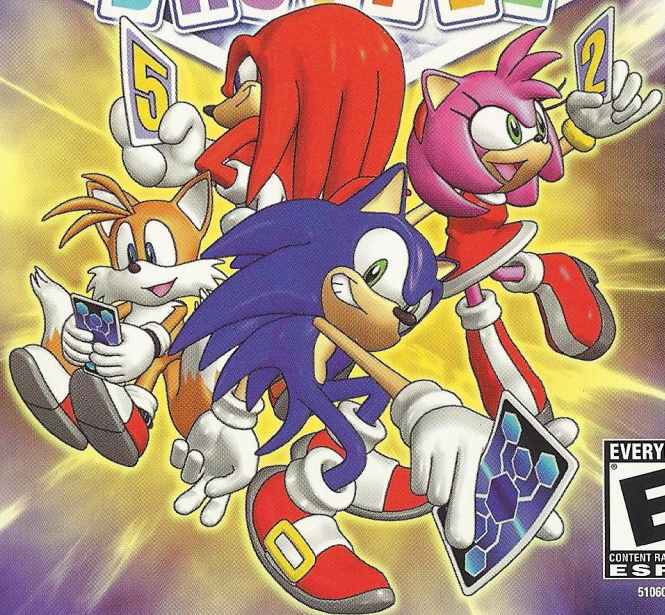
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WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:
- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Thank you for purchasing Sonic Shuffle! Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing Sonic Shuffle.

Sonic Shuffle is a memory card compatible game (Visual Memory Unit (VMU) sold separately). Four blocks of available memory are required to save a game file.

Never turn OFF the Dreamcast power, remove the memory card or disconnect the controller during saving or loading.

1

STORY

MAGINARYWORLD...
A world in another dimension where Sonic and his friends will embark on a new Adventure.

A world where dreams and reality co-exist.

Maginaryworld is held together by the power of the Precioustone, a jewel created from the hopes and dreams of people living in different dimensions.

One day, a monster known as Void appears in Maginaryworld and shatters the power of the Precioustone.

Without the power of the Precioustone, Maginaryworld is faced with the danger of unraveling at the very seams of its existence.
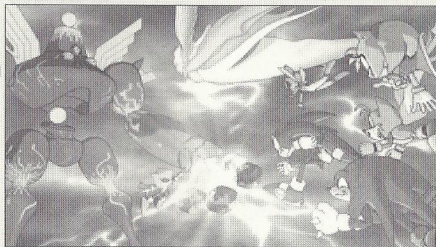
In order to save Maginaryworld, Lumina Flowlight, the Guardian Fairy, sends out a message to the other worlds in search of a hero who can help restore Maginaryworld.

The message is sent out, in search of someone with courage and heart...

...And Sonic and his friends receive it.

Sonic and his friends must battle not only Void, but also Eggman, who learned of the power of the Precioustone and followed Sonic into Maginaryworld.
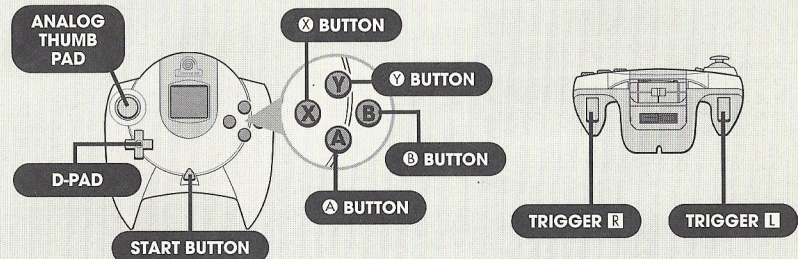
Receiving a deck of Magical Cards and Forcejewels from Lumina, Sonic and his friends must embark on an adventure to restore Maginaryworld.

DREAMCAST CONTROLLER & BASIC CONTROLS

Sonic Shuffle is a one to four player game. Connect the controllers to Control Ports A-D of the Dreamcast.

To return to the Title Screen at any point during game play, simultaneously press and hold Ⓐ, Ⓑ, Ⓧ, Ⓨ and the Start Button.

ANALOG THUMB PAD

Ⓧ BUTTON

Ⓨ BUTTON

D-PAD

Ⓑ BUTTON

Ⓐ BUTTON

START BUTTON

TRIGGER R

TRIGGER L

VMU

Insert the memory card into Expansion Socket 1 of the controller.

Basic Controls
These are the basic controls used throughout the game.
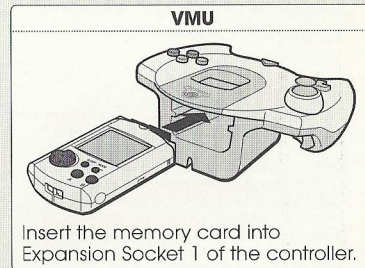
D-Pad/Analog Thumb Pad	Move the cursor
Ⓐ Button	Enter
Ⓑ Button	Cancel

Never touch the Analog Thumb Pad or Triggers L/R while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

CONTROLS

Board Controls

D-Pad/Analog Thumb Pad	Move the cursor
Ⓐ Button	Enter
Ⓑ Button	Cancel
Ⓧ Button	Reshuffle your cards
Ⓨ Button	Switch to "Board Viewing" Mode
Triggers Ⓛ/Ⓡ	Open the Human/COM Menu
Start Button	Open the Pause Menu

Board Viewing Mode

D-Pad/Analog Thumb Pad	Look around the board
Ⓐ Button	Search for the Precioustone
Ⓨ/Ⓑ Button	Return to the Board Controls

Mini-game Controls
View the onscreen instructions that are displayed before each mini-game starts.

Battle Controls

D-Pad/Analog Thumb Pad	Move the cursor
Ⓐ Button	Start/Stop the card roulette
Ⓑ Button	Cancel
Ⓧ Button	Shuffle the cards at any time

Mini-event Controls

D-Pad/Analog Thumb Pad	Selection
Ⓐ Button	Enter

STARTING UP

Once the Title Screen appears, press the Start button to display the Memory Card Selection Screen. If there is no memory card inserted, the game can be played; however saving is not possible.

The Mode Selection Screen will then be displayed. Press ⬆⬇ to select one of the five Modes and press Ⓐ to enter.

THE MODES

STORY (1 Player)
In STORY Mode, you will be able to select either NEW GAME or CONTINUE if there is a game file previously saved to your memory card.

NEW GAME - Character Selection
First, select one of the four main characters to play the game as: Sonic, Tails, Knuckles, or Amy. Press Ⓨ to view the special abilities of each character. Next, select a difficulty setting (Easy, Normal or Hard). You will then be asked to confirm the character and the difficulty settings. Select "YES" to begin the game.

CONTINUE
Begin the game from the last save.

Difficulty Setting
Next, select the difficulty setting of the Computer (COM) players.

Boards
The game will advance through the boards in the following order.
Emerald Coast → Fire Bird → Nature Zone → Riot Train → 4th Dimension

Playing Order
In STORY mode, the player is always first in the playing order.

Saving
The game will be saved to the memory card at the beginning of a turn.

Ending
The board will end when all the Precioustones have been collected.
The winner will be decided by the number of Emblems that were collected. See Page 9 for more about Emblems. You will only be able to advance to the next stage if you are in first place at the end of the board. If you are unable to place first, you must play the same board over again.
At the end of each board in STORY mode, the rings you collected during the game will be put into the Sonic Bank. You can then buy pictures using these rings in the SONIC ROOM. See Page 8.

VERSUS (1-4 Players)
First, select the number of players. Note that the number of players that you can select is limited by the number of connected controllers.

Character Selection
Second, each player must select the character that they want to play the game as. There are initially 4 characters to choose from. Press **Y** to view the special abilities of each character.

Difficulty Setting
Next, select the difficulty setting of the Computer (COM) players.

Board Selection
After selecting the COM difficulty setting, select the board that you would like to play. You can select from Emerald Coast, Firebird, Nature Zone, Riot Train or 4th Dimension.

Precioustone Selection
Select the number of Precioustones that will appear on the board. You may select from 2-7 Precioustones. This will determine the play time of the game. The more Precioustones, the longer it will take to clear the game.
Finally, confirm the settings made and select "YES" to start the game.

Playing Order
The playing order is decided by a mini-game. Before each mini-game starts, some brief instructions are displayed. Press the D-Pad ◄ ► to view different pages and press **A** to start playing. The winner of the game will be first in the playing order, the 2nd person will will be the next in the playing order, and so forth.

COM Settings
In VERSUS Mode, you can set all the characters to be controlled by the COM. Once you do this, the COM players will start to play the game and you can sit back and enjoy watching all the fun. Press and hold Trigger **L/R** when your character is moving to display the Human/COM Menu to change these settings and rejoin the game.

Duels
Unlike STORY Mode, there are Duels in VERSUS Mode. You will have to duel if you land on the same Battle Space or Ring Space as another player. If there are already several players on the same space, the latest arrival must duel against the first person to land on that particular space. The loser in a duel will either lose rings or rest one turn if they have no rings.
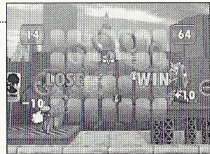
Saving
In this mode, the game will not be saved and the rings collected in VERSUS Mode will not be added to the Sonic Bank.

Ending
The game will end when all the Precioustones have been collected. The winner will be decided by the number of Emblems that were collected. See Page 9 for more about Emblems. When the players have completed the board, the game will end and the Title Screen will be displayed.

Using the VMU Screen
The cards in your own hand are constantly displayed on your VMU. At the bottom left of the screen your present number of Forcejewels is displayed. At the bottom right of the VMU screen is a ring icon that displays whether you are in Lightness (plus sign) or Darkness Mode (minus sign).

TUTORIAL

Select TUTORIAL to read the following instructions for the game.

GAME OBJECTIVE

Here the objective of the game is explained. The player who collects the most Emblems is the winner. The way to collect Emblems is also described here.

CARDS

This is where you can find out what each card means and how they can be used.

SPACES

This is where you can learn about the different types of spaces.

SONIC ROOM

Everyone's hangin' out in Sonic's Room after the game! Grab those rings you collected and join the fun.
Sonic has a photo album full of memorable scenes from the game on his coffee table.
You'll need the rings you collected during STORY Mode to purchase the pictures in the album. The pictures you can purchase will increase as you advance through the game.
By purchasing specific pictures, you'll see new items such as a Toy Box or a Stereo set appear in Sonic's Room. The Toy Box will allow you to play all the Mini-Games you played in the STORY Mode.
Certain pictures will also allow you to use new characters in VERSUS Mode.
Other than the items that appear when you purchase the pictures, new items will also appear as you play the game, such as dolls of the characters, plants, and fish in the aquarium.

FILE SELECT

Select which memory card to save to or load from.

The following rules and instructions apply to both STORY and VERSUS Modes:

Join Sonic and his friends in the kind of adventure only Sonic can have! This is a board-game with a difference. There aren't any dice. You and your friends must use the special cards given to you by the fairy Lumina to help Sonic and the others move across dynamic 3-D board maps that change as you advance through the game.
Use the cards to move across the board and collect the pieces of the Precioustones that will appear somewhere on the board.
The cards will also allow you to battle monsters when you land on a Battle Space. When you defeat a monster, you will receive a Forcejewel. The Forcejewel is a special item that can be used to help you move across the board or to hinder the other players. You can also get Forcejewels in certain mini-games or buy them at the shop using rings that you collect as you advance through the game.
You can collect rings by landing on a Ring Space, or by beating your friends in one of the many mini-games. Mini-games are triggered when you land on an Event Space.

Emblems

It's fun to demolish your friends in the mini-games or to give them a hard time using the Forcejewels, but don't forget your ultimate goal is to be the player with the most Sonic Emblems at the end of the game.

There are 5 different ways you can get an Emblem.
1. Collect the Precioustones.
2. Be the player with the most rings at the end of the game.
3. Be the winner in the Board clear mini-game. (→ P. 19)
4. Fulfill the Quest of the Board. (→ P. 12)
5. Be the winner of the most Duels (→ P. 7 VERSUS Mode only).
Don't forget that if two players have the same number of Emblems, then the winner will be the player with the most rings. If two players or more have both the same number of Emblems and rings, then the winner will be decided by the playing order with the first player being the winner.
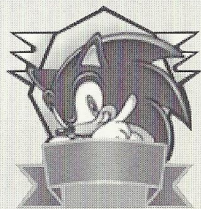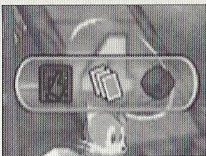
How to Play Sonic Shuffle

Three icons will be displayed in the middle of the screen when it is your turn.

Icons

Press the D-Pad ← → to select an icon and press Ⓐ to enter. The icons from left to right are as follows:

STORY MODE:
System Icon – Select this to display another three icons:
   Sound – Switch between Stereo/Mono
   Card Display Position - Select whether to display your cards on top or in a fixed position.
   COM Speed - Increase the speed of the COM players.
Card Icon – Switch to the card selection screen.
Forcejewel Icon – View your Forcejewels or select one for use.

VERSUS MODE:
This is the same as for Story Mode with the addition of the following:

System Icon - There is a fourth option:
   Human/COM – Change the player from human to COM or change the computer difficulty level.

Card Selection Screen

You have the option to play any of the available cards, whether they are in your hand or not. The cards in your hand are displayed on the screen of your VMU. Played cards are displayed in the Trash Can window to the right of the screen. Press the D-Pad ↑ ↓ ← → to select a card, then press Ⓐ to enter your selection. If you do not have a VMU, make sure you reshuffle your cards after choosing one, to confuse the other players! You will then move the number of spaces indicated on your card.
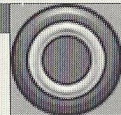
Spaces

Plus Ring Spaces
Normally, you will receive 3 rings if you land on a Plus Ring Space. Once the final Precioustone has appeared, this number will double.

Minus Ring Spaces
Normally, you will lose 3 rings if you land on a Minus Ring Space. Once the final Precioustone has appeared, this number will double.

Ring Space Combos
If you continue to land on either Plus Ring Spaces or Minus Ring Spaces for consecutive turns, you will gain or lose up to 5 times the amount of rings. Therefore if you land on a Plus Ring Space two times in succession, you will receive double the amount of rings, then triple if you land on a 3rd Plus Ring Space on your next turn and so forth. Even if you land on more than 5 consecutive Plus Space Rings, you will only receive a maximum of five times the number of rings. A combo will continue even if you land on a Minus Ring Space after a Plus Ring Space.

Light Mode and Darkness Mode
This is when Eggman periodically descends on the board to wreak havoc on the players.
Light Mode
This will mean that landing on a Plus Space will win you +5 rings and landing on a Minus Space will cost you –1 ring.
Darkness Mode
This will mean that landing on a Plus Space will win you +1 ring and landing on a Minus Space will cost you –5 rings.

These modes also affect ring combos when they are landed on a certain number of times on the board:

Plus Ring Spaces	Every 15 times (Darkness Mode)
Minus Ring Spaces	Every 10 times (Light Mode)

Game play will return to normal when a mode ends.

Battle Spaces

Land on one of these to trigger a battle.

Battles

Your opponent will show you a card with a number from 1 to 6. You have two attack options, which are indicated by the two onscreen icons. The first is to play a card that is either the same number or higher than your opponent's. A roulette will spin displaying every number from 1 to the number value of your card. Press Ⓐ to stop the roulette. You will perform a critical hit if you hit your opponent with the same number as its HP. You will defeat your opponent and win a Forcejewel if the number the roulette stops on is the same as or higher than that of your opponent and you will lose rings if you are defeated. If you are defeated and have no rings left, you will have to miss a turn. As with all other Sonic games, you only need a single ring to remain safe.
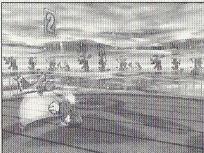
The second option is to play one of your Forcejewels - if you have one. After winning a battle in VERSUS Mode, another roulette will appear showing the portraits of the other players on the board. Press Ⓐ to stop the roulette and you can steal coins from another player. If you perform a critical hit in STORY Mode, you will receive 2 Forcejewels and in Versus Mode you will be able to steal twice the number of rings from another player.

Quest Space

Land on these squares to either trigger or solve a quest.

Quests

The quests differ from board to board.

Emerald Coast . . . . .Save a beached dolphin
Fire Bird . . . . .Stop the fuel gauge on the engine
Nature Zone . . . . .Acquire and solve the mystery of the door key
Riot Train .Save a Small Bird
Fourth Dimension . . . . .Move the Star
The player who solves a Quest will win one of the all-important Emblems.

Jump Space

Bounce to another space.

Special Jump Spaces

These differ from board to board. You will be transported to another part of the board by landing on one of these spaces.
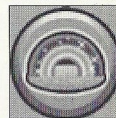
Emerald Coast	Fire Bird	Nature Zone	Riot Train	Riot Train	4th Dimension
Dolphin Move	Forklift	Trolley	Helicopter	Blast	Column of Light

Character Specific Jump Spaces

There are specific character spaces for Tails, Knuckles and Amy, which will allow that character to perform a certain action.

Tails' Space	Knuckles' Space	Amy's Space

Event Spaces

Land on one of these to trigger either a Mini-Event or a Mini-Game. Regardless of who actually lands on the Event Space, all the players will be involved in a Mini-Game. However, only the player who lands on the Event Space will be involved in a Mini-Event.

Mini-games

There are too many Mini-Games in Sonic Shuffle to list in this instruction manual. Before each game starts, some brief instructions are displayed. Press the D-Pad ◀ ➡ to view different pages and press Ⓐ to start playing. You will either win or lose rings in a Mini-Game and may also win a Forcejewel.

Result Screens

After the Mini-Game ends, the number of rings that every player lost or won will be displayed. After this, a second Results Screen will be displayed that shows won or lost bonus rings in the Mini-Game plus the present rank of every player in the board game. A player could move from 2nd place to 3rd place by losing lots of rings in a Mini-Game.

Mini-events

You must answer a simple question in a Mini-Event with the following consequences:
1. You may win or lose rings
2. You may receive or lose a Forcejewel
3. You may be moved closer to or further from a Precioustone
4. You may have to miss a certain number of turns
5. You may have to fight a monster in a battle

Accident Mini-games

With the exception of 4th Dimension which only has 1, each board has 2 specific mini-games that will be accidentally triggered at a certain point. Just as with the other mini-games, the instructions for playing will be displayed on the screen before the Mini-Game starts.

Precioustone Spaces

These are where Precioustones appear. Only one Precioustone will appear on the board at a time. You will have to fight a battle if you land on a Precioustone Space where there is a Precioustone. See Page 12 for more about battles. You will be pushed back 1-6 spaces if you lose the battle.
Any damage that you receive will be added, so that you will start the next battle with the same HP as you had when you finished the last one.
The next Precioustone will appear in a new location if you win.
When you take a Precioustone, Eggman will take half of the rings from the player furthest away from the Precioustone by dropping a huge weight on him or her.
When you win the 2nd, 4th and 6th Precioustones, one of the Precioustone Spaces will become a Void Precioustone.

What are Precioustones?

The Precioustone is a crystallized form of the dreams of all people.
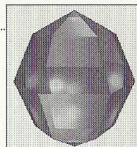
Void Precioustone Space

Land on one of these to trigger an event.
Pay 50 rings and you can take a Precioustone from another player using the roulette. If you succeed in stealing a Precioustone, you will be moved to another square.

Revolving Spaces

There is a 50% chance that it will turn you around to head in the direction you came from when you cross over one of these spaces. Nothing will happen if you land on top of one.

Jewel Shop Space
You can use rings to buy Forcejewels. The Forcejewels on sale differ from shop to shop. See Page 17 for more about Forcejewels.

Eggman Battle Space
This space is one of the effects of the Eggman card. Landing on this will trigger a battle with a special monster. Even when you only want to pass over this space, you will be forced to fight.

No Entry Spaces
These spaces appear when a player uses a Stopnite Forcejewel. They are impossible to cross for three turns or while Stopnite is in effect.

Cards

You can hold up to a maximum of 7 cards at any time. Your own hand is displayed on the screen of your VMU. If you are not using a VMU, your cards will be displayed on screen. Press **X** to reshuffle your cards so other players won't know what they are. The majority of cards are plain numbered cards with values of 1-6. There are also the following extra cards:

Special Card
Play a Special card to perform one of the following three acts:
1. Roulette.
Stop the roulette between 1 and S (7) then move the same number of spaces.
2. Exchange cards with another player.
3. Steal from another player.
Randomly take up to 7 cards.

Eggman Card
A roulette with 16 grades of evil will spin if someone plays the Eggman Card.

Eggman's 4
Eggman may decide to replace one of your 1 cards for an Eggman 4. You can use this card like any other 4.

Forcejewels

SPEEDERALD	Use 2 cards for movement or battle.
HI-SPEEDERALD	Use 3 cards for movement or battle.
TURBO-SPEEDERALD	Use 4 cards for movement or battle.
MAX-SPEEDERALD	Use 5 cards for movement or battle.
SONIC-SPEEDERALD	Move 30 spaces in a random direction.
HYPNOTITE	Spin the card roulette and throw away all cards with the same value.
FIVEALIVE	You can move 5 spaces for 5 turns, but you can't use a Forcejewel.
LOW MOONSTONE	Lessens the power of the Precioustone, and weakens the monsters.
REDUCITE	Reduce one player's area on the roulette.
WARP CRYSTAL	Randomly teleport to a different space.
PRECIOUSITE	Spin a card, and if you roll a 1, you'll jump straight to the Precioustone.
TELEPORT RUBY	The roulette will decide who you will be teleported near to.
SWAP JEWEL	The roulette will decide the player you will switch places with.
SHUFFIRE	Shuffle and redistribute everyone's Forcejewels.
STOPNITE	Block off a space for 3 turns so the other players can't pass.
BARRIER AMBER	For 5 turns, creates a barrier so other players can't pass you.
THIEF'S EYE	Spin the roulette to choose a player to steal a Forcejewel from.
MAHARAJITE	Use the roulette to swap your low card for another player's high card.
WASTONE	Spin the roulette to force one player to use a Forcejewel on their next turn.

|	
SHIELD QUARTZ	For 4 turns, no one else can use a Forcejewel.
WARPONITE	All players will be teleported to a random space.
DELETITE	Spin the roulette to destroy one player's Forcejewels.
PACKLITE	Prevents all players from reaching the Preciioustone for 3 turns.
CURSE OPAL	Annoy another player–spin the roulette to see who your victim will be.
GEASDAIN	Spin the roulette to choose one player to move 6 spaces for 3 turns.
FOOLMOON	Spin the roulette to swap your high card for another player's low card.
TRANSFIRE	Spin the roulette to see who will be teleported to a random space.
LOSE QUARTZ	Changes the battle, event, and plus ring spaces into minus ring spaces for 4 turns.
MEDIUM	Teleports all players to the space you're on.
BLOCKITE	Protects you from the effects of the other players' Forcejewels.
CARBUNCLE	A fairy who loves to eat Forcejewels. (And has a huge appetite).
DUPLICHAOS	Transforms itself into a different Forcejewel.
CHAMELIONITE	Transforms into a random Forcejewel, and uses its power immediately.
RINGIDIUM	Changes the battle, event and minus ring spaces into plus ring spaces for 4 turns.
BATTLE RUBY	Changes the ring and event spaces into battle spaces for 4 turns.
MAGNIFIRE	Increase one player's area on the roulette.
1 FORCE MARCH	Force one player to move 1 space on the next turn.
6 FORCE MARCH	Force one player to move 6 spaces on the next turn.

Ending a Board

There will be a Clear Mini-Game when the last Preciioustone has been collected. There are seven Preciioustones to collect for every board in Story Mode. This is the last chance for every player to win rings to change their overall rank for the board. The winner of the Clear Mini-Game will win an Emblem.
In STORY Mode, the number of emblems collected is displayed and the winner will advance to the next stage. If you don't win, it's game over!
If you lose, you may select whether to return to the Title Screen or to restart the same board.
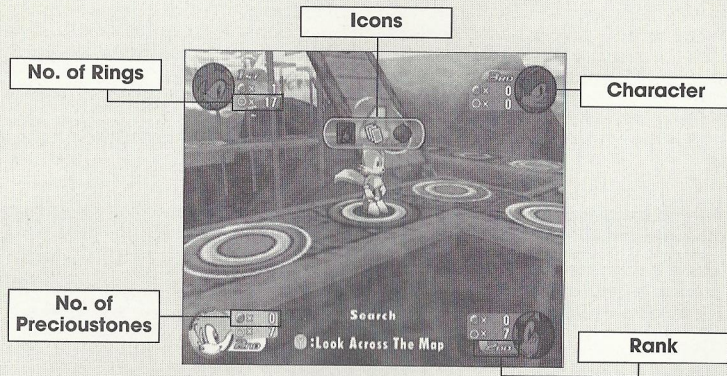In VERSUS Mode, the number of emblems is not displayed.

Sonic Bank

You add coins to the Sonic Bank after you complete each board in STORY Mode. Use these coins in the Sonic Room to buy pictures. Who knows what surprises may be unlocked in Sonic Room...

Icons

No. of Rings

Character

No. of Precioustones

Search

□ :Look Across The Map

Rank
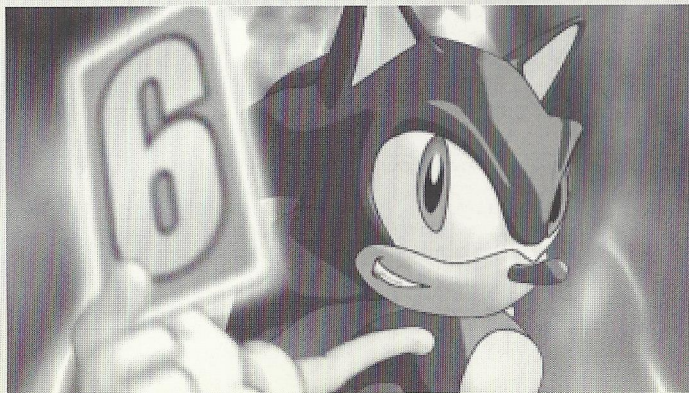
Pause Menu

Press the Start Button at any moment during game play to open the Pause Menu.

CONTINUE - Continue the game

RETRY - Restart the same board from the beginning

TITLE - Quit the board that you are on and return to the Title Screen

PAUSE
Continue
Retry
Title

Main Characters

Sonic

Special Movement Ability: Spin Dash

If Sonic plays the same number for two consecutive turns, he will move twice as far. So, if Sonic moves 3 spaces on one turn, then plays a second 3, he can move 6 spaces on that turn. Sonic can not perform two Speed Dashes in a row, so if he plays a third 3, he will only move 3 spaces.

Special Attack Ability: Light Speed Spin Attack – Gives 1-7 damage.

Tails

Special Movement Ability: Propeller Flight – Tails can move through the air using special Tail Spaces.

Special Attack Ability: Rapid Spin Attack

Tails will be able to use two cards in a battle. Having used a special card, Tails can play another 2 cards. Tails can not attack if he draws the Eggman card. If Tails draws a special card, this will be ignored and he will draw another card.

Knuckles

Special Movement Ability: Climbing – Knuckles can climb using special Knuckles Spaces.

Special Attack Ability: Maximum Heat Attack. Having used a special card, Knuckles can play another 2 cards. Knuckles can not attack if he draws the Eggman card. If Knuckles draws a special card, this will be ignored and he will draw another card.
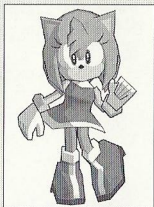
Amy

Special Movement Ability: Hammer Jump – Amy will jump from one Hammer Space to another when she lands on a special hammer Space.

Special Attack Ability: Revolving Hammer Attack– Gives 5 fixed damage points if she draws an S Card in battle.

Unlockable Characters

- These characters will only become playable after you fulfill certain requirements.

E – 102 Gamma

Special Movement Ability: Rolling Mode

Gamma's lower half will change shape if he plays a 4, 5 or a 6 and he becomes immune to Minus Ring Spaces.
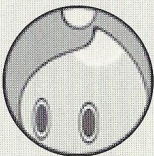
Special Attack Ability: Gun – Gamma's special attack is triggered when he plays an S Card. This sets off two roulettes with numbers from 1 to 3. Gamma's attack is the total of the two cards.

Chao

Special Movement Ability: None

Special Attack Ability: Lullaby – After using a special card, a battle card is designated. Just as with a normal attack, a roulette will spin within the parameters of the card number. If Chao does not defeat an opponent, the opponent will not retaliate.

Big

Special Movement Ability: Froggy

Big can stop wherever he likes from 1 – 6 if he plays a 6. Place the cursor on a space within 6 spaces of where Big is standing and press the Ⓐ Button to enter. Froggy will appear and will jump to the next space. Big will then follow.

Special Attack Ability: Power Throw – Big will throw a huge rock. After using a special card, a battle card is designated. Just as with a normal attack, a roulette will spin within the parameters of the card number. Big will deliver an attack of + 1 whatever number the roulette stops on.

Super Sonic

Special Movement Ability: Light-speed Spin Dash – If Super Sonic plays the same number card as he played in his previous turn, he will move twice as many spaces as the played number. Super Sonic can perform this move on his 3rd and 4th turns as well.

E.g. Play a 5. Play a second 5 and move 10 spaces on that turn, and so on.

Special Attack Ability: Sonic Rumble – When Super Sonic plays an S Card, a roulette will appear with numbers from 4-6. Press Ⓐ to stop the roulette and attack.

Other Characters - Non-Playable

Lumina

A fairy that lives in the dimension of Maginaryworld. She guides Sonic and the others on their adventure. She asks Sonic and the others to collect the Preciousstones so she can restore her world, which has been ripped apart by the dark powers of Void.

Lumina is a young girl who is full of energy. She looks childish but talks in a very mature and rational manner. She is stubborn and does not give up no matter how bad a situation is.

CHARACTER INTRODUCTIONS

Void

A mysterious character who always appears 1 step ahead of Sonic and the others and destroys the Precioustone.

He suddenly appeared at the Temple of Light which is located in the center of Maginaryworld and shattered the Perfect Precioustone. Thereafter, Void appears in the different lands of the Maginaryworld and further shatters the Precioustones (shattered pieces of the Perfect Precioustone).

Void is a boy with a far away look in his eyes and shows no emotion at all. At times he speaks as if talking to himself and expresses his deep feelings, which have a sense of sadness to them.

Illumina

She is the guardian angel of Maginaryworld who resides in the Temple of Light and protects the Perfect Precioustone.

When Void shattered the Perfect Precioustone, Illumina disappeared from Maginaryworld. She sometimes appears in the dreams of Sonic and the others.

She has a warm and mysterious smile and fills the hearts of the listeners with joy and warmth with her words and the music from her harp.

Eggman

Eggman's role in this game is to ruin your day. Learn to expect him to show up whenever things are going well for you.
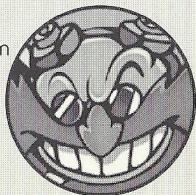
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