GAME BOY ADVANCE

SONIC ADVANCE™

AGB-ASOE-USA





INSTRUCTION BOOKLET

THQ

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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 black outs triggered by light flashes, 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	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**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 - Repetitive Motion Injuries

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

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

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.





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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY

Nintendo®

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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Story



The evil scientist, Dr. Eggman, has hatched another dastardly plot. He plans to build a Dr. Eggman Empire by turning all the animals into robots. "If I gather all 7 Chao Emeralds, I'll gain unimaginable power!" You can't just watch your comrades become tools of Dr. Eggman! Command Sonic as he dashes into action along with his pals, Amy, Knuckles, and Tails, to stop the evil Dr. Eggman!

The Characters



Sonic the Hedgehog

Sonic is the word's fastest supersonic hedgehog! He's basically carefree, but he can't stand evil. He can also be short-tempered, but if there's someone in trouble, it would go against his kind nature not to help them.

Miles "Tails" Prower

Miles is a gentle fox with 2 tails who happens to love robots. He can fly by making his tails spin like helicopter blades.





Knuckles the Echidna

Knuckles is a rascal anteater with a heroic heart. He is a little gullible, but possesses such enormous strength that he can crush massive boulders easily.



Amy Rose

Amy is a cheerful and peppy hedgehog who has decided she is Sonic's girlfriend. She may be cute, but her Piko Piko Hammer makes her a formidable foe.

Dr. Eggman aka Dr. Robotnik

Dr. Eggman is a mad scientist who is Sonic's arch-enemy. He has launched a host of evil plots, only to see them foiled by Sonic.



Basic Controls

Control Pad

Select Mode, Menu Items

Walk or Run Left/Right

START

Pause

SELECT

Not Used



L Button

Not Used

R Button

Not Used

Grind Rails (Sonic only)

A Button

Enter selection

Jump, Jump-Attack

B Button

Cancel

Special Attack

Upper Items: Menu controls

Lower Items: Gameplay controls

* Button assignments can be changed on the Options screen (P. 29)
* Pressing START + SELECT while pressing the A and B Buttons will cause the game to return to the Title screen.

Common Actions

Press and hold the Control Pad ◀▶

Switch from a run to a dash. (The character's speed will keep increasing.)



Press and hold the Control Pad △

Look up. (After a short time the screen will scroll upwards.)



Press and hold the Control Pad ▽

Look down. (After a short time the screen will scroll downwards.)



* Looking up and down can be useful in finding hidden pathways and rings.

Individual Character Actions

Spin Dash

Control Pad ▽ + A Button » Release Control Pad ▽

Spin around in place to build up speed, then dash.

Move While Spinning

Hold Control Pad ▽ while spinning forward or backward.

Move around while spinning.

Jump Dash

A Button + Control Pad ▷ 2X or ◁ 2X

While jumping, press ▷ or ◁ on the Control Pad twice to dash in mid-air.

Spin Attack

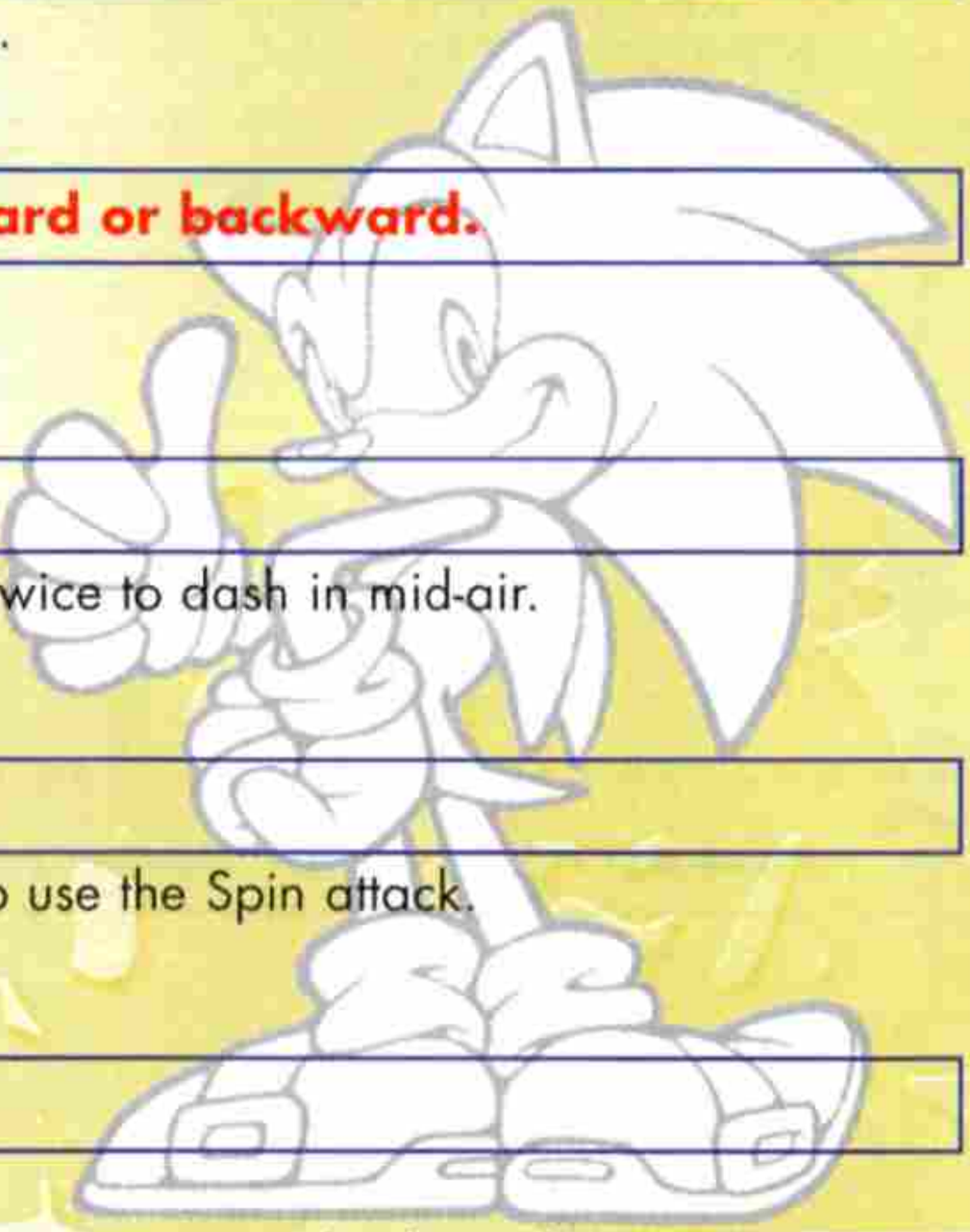
A Button » A Button

During a jump, press the jump button once more to use the Spin attack.

Somersault

B Button while on ground

Press the B Button 3 times in a row to slide.
Press the A Button during a somersault to make a spinning jump backwards.





Spin Dash

Control Pad ▽ + A Button » Release Control Pad ▽

Spin around in place to build up speed, then dash.

Move While Spinning

Hold Control Pad ▽ while spinning forward or backward.

Move around while spinning.

Propeller Flying

A Button » A Button (Press A Button repeatedly while flying.)

During a jump, press the jump button again to start flying.

Swimming

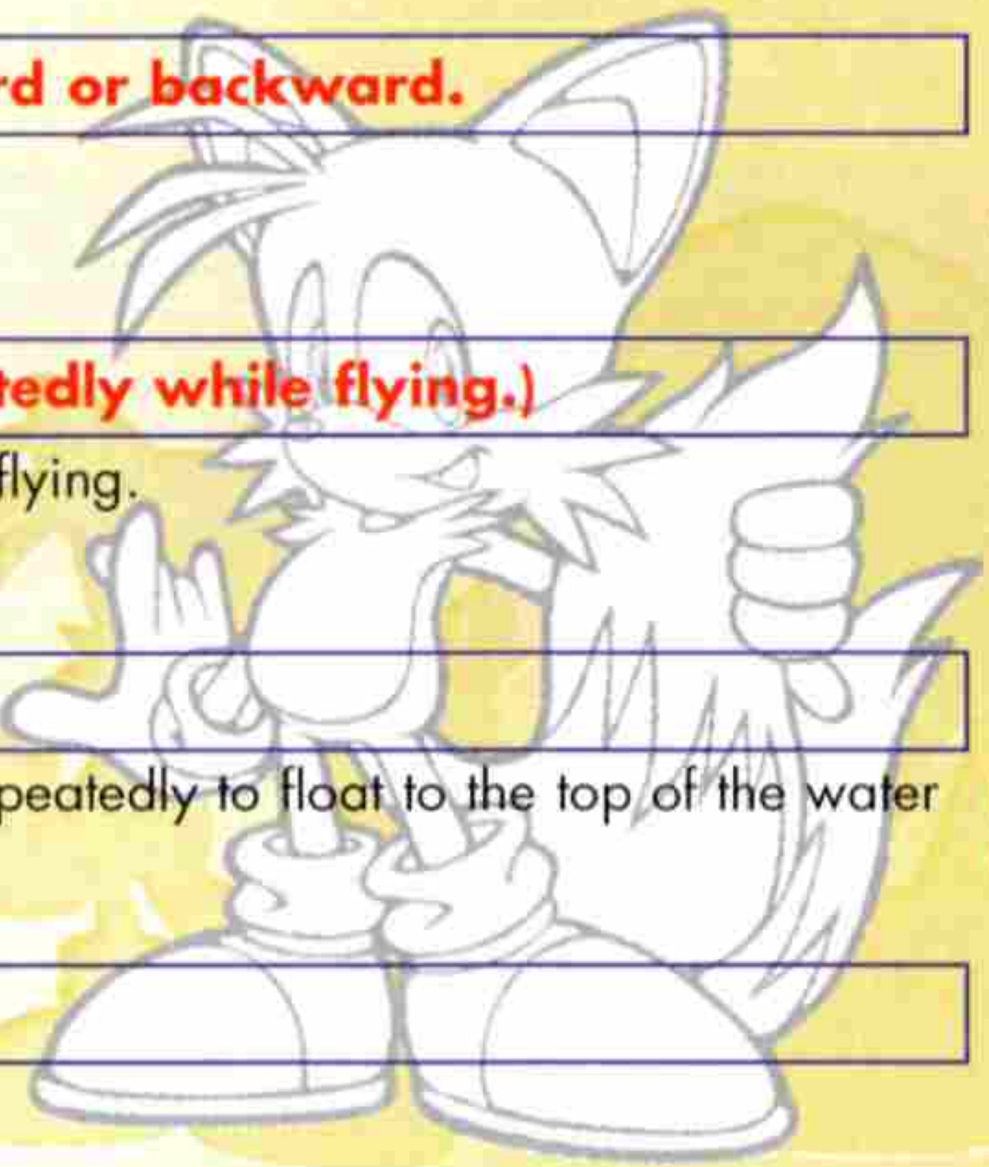
A Button

Dog-paddle through the water. Press the A Button repeatedly to float to the top of the water

Tail Attack

B Button while on ground

Attack with tail by whipping it around.



Individual Character Actions

Knuckles' Actions

Spin Dash

Control Pad ▽ + A Button » Release Control Pad ▽

Spin around in place to build up speed, then dash.

Move While Spinning

Hold Control Pad ▽ while spinning forward or backward.

Move around while spinning.

Gliding/Swimming

A Button » A Button (Hold A Button down while in air/water.)

Press the jump button again during a jump to glide slowly back down to the ground. Press the Control Pad in the opposite direction to turn around. Knuckles can also perform the same techniques while underwater to swim.

Climbing

Control Pad

If Knuckles bumps into a wall while gliding, press ▽ △ on the Control Pad to climb or descend the wall freely.

Punch Attack

B Button while on ground

Press the B Button three times to deliver a one-two-uppercut attack. The third punch will be a high-rising uppercut.

Hammer Attack

B Button

Press the B Button while standing still or moving to attack with the Piko Piko Hammer. Press the B Button repeatedly to launch the attack a second time.

Hammer Jump

Control Pad ▽ + B Button

Smash the hammer against the ground to jump higher than normal. Amy can also use this technique when in motion.

Giant Steps

Control Pad ▽ + A Button

Take a giant step forward.

Head Sliding Attack

Control Pad ▽ + A Button » B Button

Press the B Button while Giant Stepping to make a head sliding attack.

Hammer Whirl

Control Pad ▽ + B Button while jumping

Whirl the hammer around and around.

Starting the Game Modes

Insert the "Sonic Advance" Game Pak into the Game Boy® Advance system and turn the POWER ON. After the introduction, the Title screen will appear. Press START on the Title screen to enter the Mode Select screen. Move the Control Pad up or down to make a selection, then press the A Button.



GAME START

This is the Main Game. Control Sonic and his 3 friends as they fight to clear all 7 Zones. (P. 14)

VS

- **MULTI-GAME PAK MODE** - Use 2-4 Game Paks to allow up to 4 players to play simultaneously. (P. 20)
  - **RACE:** The first player to reach the goal wins.
  - **CHAO HUNT:** Search for Chao on the map, and pick up more than the competing players in the time allotted.

- **SINGLE GAME PAK MODE** - Use 1 Game Pak to allow up to 4 players to play simultaneously. (P. 25)
  - **COLLECT THE RINGS:** Collect rings scattered around the playing field before the time runs out.

Note: When starting a VS Mode game, if the player's name has not yet been registered under "Personal Data" on the Options screen, the game will automatically proceed to the name entry screen.

TIME ATTACK

Try to be the fastest one to clear each Zone. The top 3 times for each character can be viewed in "Records." (P. 27)



OPTIONS

Change various game settings. (P. 29)

TINY CHAO GARDEN

Raise Chao in the Tiny Chao Garden and play mini-games with them. (P. 30). If you have a NINTENDO GAMECUBE™ system you can transfer Chao to Sonic Adventure™ 2: Battle.

Auto-save

All saving is accomplished through auto-saves. Auto-saves are performed at certain times, such as when a Zone is cleared, when time is renewed in Time Attack, or when game options are changed. Please do not switch the POWER OFF during auto-saves.

Game Start

Select a character from the 4 available, then race for the goal while collecting rings. Along the way, Sonic and his friends will have to avoid a host of traps and enemies. A battle with Sonic's arch-enemy, Dr. Eggman, awaits the heroes at the end of each Zone.

Character Selection

Move the Control Pad ◀ ▶ to choose between Sonic, Tails, Knuckles, or Amy, then press the A Button to select.



Act Selection

If this is the first game with the character you have selected, the game will start from Zone 1, Act 1. If you have already cleared Zone 1, Act 1 with that character, the Act Selection screen will be displayed. Use the Control Pad to select the Act to start from, then press the A Button to enter the selection.



Gameplay

Zone 1 Act 1

▼

Zone 1 Act 2

▼

Zone 1 Boss

Clear

▼

Zone 2 Act 1

⋮

Final Zone

Each Zone contains 2 Acts.
Act 1 is cleared by reaching the goal.

Act 2 is cleared by destroying Dr. Eggman's Boss Robot at the end of the Act and freeing Sonic's comrades from the capsule inside.

When the first 6 Zones are cleared, the Final Zone appears. There is only one act in the Final Zone. When all Zones are cleared with all 4 characters and you collect the 7 Chao Emeralds located in the Special Stages (P. 17) you will view the ending of the game.

Game Start



Rings: An extra try is gained when a character collects 100 rings in a single Act. If a character is carrying even one Ring, then he or she will not lose a try when damaged. However, if the character does get damaged, all the rings he or she possesses will be scattered on the field, making the character vulnerable.

Points: Displays the current total points gained.

Time Display: If the time exceeds 9:59, the character loses a try.

Tries Remaining: If a character loses a try when there are no tries remaining, the game ends.

Checkpoint: There are 2 checkpoints placed in each Zone. By touching a checkpoint, a character can restart from that point even if he/she loses a try.



Collecting Chao Emeralds

Hidden in each Zone is one Special Spring. Jump on the Spring to enter a Special Stage, where you can collect Chao Emeralds. Use the Control Pad to move the character about and collect the scattered rings. You are awarded a Chao Emerald if you successfully clear the Special Stage.

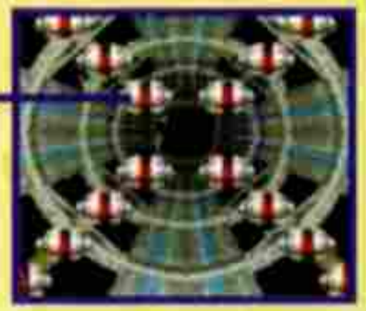


Number of Rings Collected

Number of Rings Needed:
Collect this amount before the checkpoint to advance further.

Rings

Obstacle
You will lose some of the collected rings if you crash into the obstacle.



Controls in the Special Stage:

A Button Speed Up
B Button Trick move

Continuing

Continues are gained when the player picks up Chao in Special Stages. Continues allow the player to keep playing even after the Game Over Screen appears. When a character loses all of his tries, the Game Over Screen appears. Press the A Button before the counter reaches 0 to continue. The character re-starts from the beginning of the Act.

Items

Break open boxes to find these items throughout the game.

 **Speed Boots**	Gain extra speed for a limited time.
 **Invincible**	Become invincible for a limited time, receiving no damage and destroying enemies merely by touching them.
 **5 Rings**	Pick up 5 rings.
 **10 Rings**	Pick up 10 rings at once.
 **? Rings**	Pick up a random number of rings.
 **Barrier**	Protection from damage. Disappears after you are damaged once.
 **Magnetic Barrier**	This barrier magnetically attracts all rings around it and protects you from damage. Disappears after you are damaged once.
 **Extra Try**	Gain an extra try.

VS Mode Connection Method



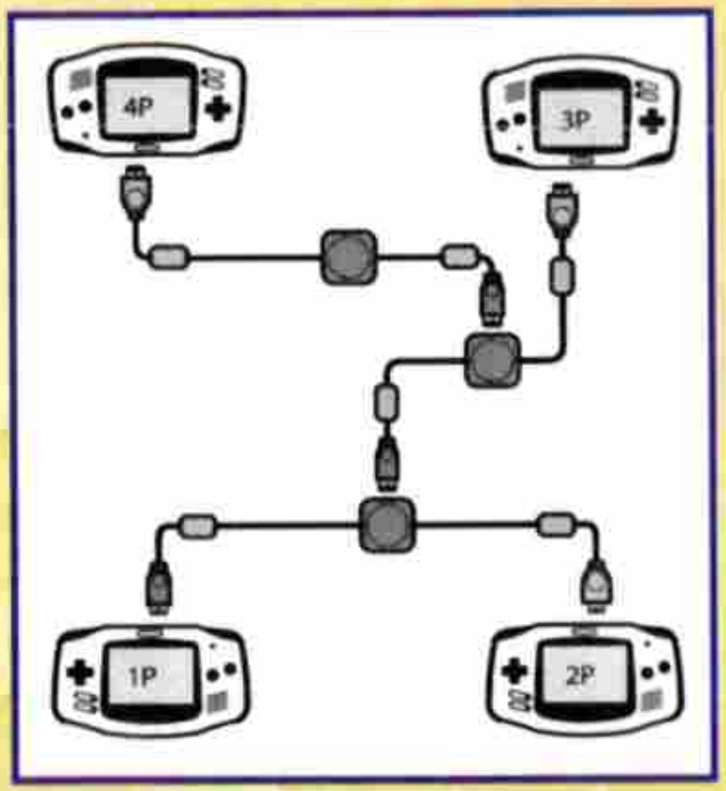
To play multiplayer VS Mode, connect up to four Game Boy® Advance systems with 1-4 "Sonic Advance" Game Paks using one or more Game Boy® Advance Game Link® Cables. When using 2-4 Game Paks (one for each player is necessary), select Multi-Game Pak Play. When playing with one Game Pak, select Single Game Pak Play.

Necessary Items

Game Boy® Advance systems	**2-4**
"Sonic Advance" Game Paks	**1-4**
Game Boy® Advance Game Link® Cables	**1-3**

Connection Method

1. First make sure that the POWER on all Game Boy® Advance systems is switched OFF, then insert the Game Paks into all systems for Multi- Game Pak play, or only Player 1's system for Single Game Pak play.
2. Connect the Game Boy® Advance Game Link® Cables to the external connection sockets on each system. (See Figure)
3. Turn all systems ON.
4. Refer to P. 20/25 for further information.



* When playing with 2-3 players, do not attach systems which are not used in play.

* Player 1 is the player with the smaller plug inserted into the system.

* Single Game Pak Mode can be conducted in the same way as Multi-Game Pak Mode, with one Game Pak for all players. See P. 25 for more details.

VS Mode Multi-Game Pak Play

Each player must have his or her own Game Pak in this mode.
Select between "Race" and "Chao Hunt" for either competitive or cooperative play.

1. Refer to P. 19 for directions on connecting all Game Boy® Advance systems. After all systems are connected and switched ON, each player should select "Multi-Game Pak" and then press the A Button to display the Game Link® Setup screen.



2. Once all players are ready, a Chao will appear on each player's screen, signaling game selection. Move the Control Pad ▲▼ to select a game, then press the A Button.

Race The first player to reach the goal wins the race.

Chao Hunt: The player to find and collect the most Chao on the map in the allotted time wins the hunt.



3. After the game type is selected, each player selects a character.
*The same character cannot be used by more than one player.



4. When there are 3 or more players, choose between individual or team play. Player 1 selects for the group by moving the Control Pad ◁ ▷ , then pressing the A Button. If team play is selected, then each player must select a team to play on. Move the Control Pad ◁ ▷ , then press the A Button.

* All players may not choose to play on the same team.



5. Once character and team selections are completed, Zone selection begins. Player 1 selects for the group by moving the Control Pad △ ▽ , then pressing the A Button to start.

* For Races, you can select up to the most advanced zone reached by any player.

* For the Chao Hunt, selection is made from among original courses.



VS Mode Multi-Game Pak Play

Race

The object of this game is to reach the Zone's goal within the time limit of 9:59 and faster than anybody else. If a player loses a try along the way, he/she must start from the beginning of the Act or from the last checkpoint they reached. During 2 player Races, the game ends when the first player reaches the goal. For Races with more than 2 players, any player who does not reach the goal within 1 minute of the first player is automatically disqualified. For team play, all players must reach the goal for that team to win.



Time Display
Time elapsed from the start of the race.

Cursor
Shows the position of each player.
The color indicates the character:

Sonic:	Blue
Tails:	Yellow
Knuckles:	Red
Amy:	Pink

Chao Hunt

The object of this game is to find and catch as many Chao in the Act as possible. The player with the most Chao when time runs out wins. (The time limit is 3 minutes for individual play and 5 minutes for team play). Players can steal Chao from other players by touching them. For team play, the team with the greater number of Chao total wins.

Number of Chao Collected
Displays the number of Chao collected for each player.

Time Display
Time elapsed from the start of the game.



At the end of both Race or Chao Hunt games, choose to either continue or quit. Move the Control Pad ◁ ▷ to select, then press the A Button.

Team Play: Special Actions

Sonic



When Sonic is spinning in place and a teammate touches him from behind, the teammate is instantly propelled into a forward dash.

Tails



Tails can pick up his teammate when he is Flying and carry them along with him. To be released, the teammate being carried can either press the jump button or wait until Tails stops flying.

Knuckles



Teammate can ride atop Knuckles' back or head when he is Gliding or Climbing. The character riding Knuckles falls off when Knuckles stops gliding or jumps while climbing a wall.

Amy



If Amy hits her teammate on the ground with her Hammer, he will soar into the air as if he jumped on a Spring.

Single Game Pak Play



Only 1 Game Pak is necessary for this VS mode, which features the game Collect the Rings.



1. Refer to P. 19 for directions on connecting all Game Boy® Advance systems. After all systems are connected and switched ON, Player 1 should select "Single Game Pak Mode" and then press the A Button to display the Game Link® Setup screen.

2. Confirm the number of players, then press START to switch to the Data Transmission Screen.



3. The game begins when data transmission is complete.

*In Single Game Pak Mode, characters are determined by which player is on which system. (Player 1: Sonic, Player 2: Tails, Player 3: Knuckles, Player 4: Amy)

*In Single Game Pak Mode, the controls for all players are the same as for Sonic.

*If each player has a Game Pak inserted during this mode, gameplay will be more smooth.

Single Game Pak Play

Collect the Rings

The player who collects the most rings scattered throughout the Act wins. At the start of the game, the timer begins counting down and the players start collecting rings. Players can attack their opponents to scatter their rings, which they can then steal.

The player who possesses the most rings when the timer reaches 0 wins the game.

Number of Rings Collected
Displays the number of rings collected for each player.

Time Display
Time elapsed from the start of the game.



Time Attack



Time Attack lets players race for the fastest time and view time records. The fastest 3 time records for each character are recorded.



When "Time Attack" is selected, the Menu screen will be displayed. Press △▽ on the Control Pad to select, then press the A Button.

Start

Select a character, then race against the clock.

When the Character Selection screen is displayed, press ◁▷ on the Control Pad to select, then press the A Button.

Next, select an Act. Only Acts that have been cleared in the regular game mode can be selected. Press the A Button again to begin the Time Attack.

The Acts are the same as in the main game. The time it takes to reach the goal in Act 1, or defeat the boss and break open the capsule in Act 2, is the clear time.

Time Attack (continued)

Time Display
Time elapsed from the start of the game.



Once an Act is cleared, the Record screen will be displayed. To stop the Time Attack in the middle of a game, press START to display the Pause screen, then press the A Button. To go back to the Time Attack, press START again to release the pause.

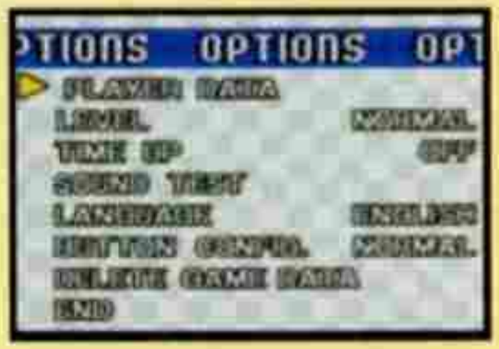
Records
Select this mode to view the fastest Time Attack times. The top 3 records for each character are displayed. Select a Zone and Act, then press the A Button to view the best times. Press ◀ ▶ on the Control Pad to view records for other characters. Press the B Button to finish viewing records and return to the previous screen.



Options



Change various game settings or listen to game music. Select with the Control Pad, then press the A Button.



PLAYER DATA Enter the name to be used in records or view the results of VS mode games. Names can have up to 6 letters. Use the Control Pad to move the cursor, and the A Button to input letters.



LEVEL Change the difficulty level of the game. There are two levels, "Normal" and "Easy."

TIME UP Select whether or not running out of time causes characters to lose a try.

SOUND TEST Listen to the various sounds used in the game. Select a sound, then press the A Button.



LANGUAGE Change the language of the messages to be displayed between "English" and "Japanese".

BUTTON CONFIG. Change the functions of the A and B Buttons. "Normal" is the default functions, and "Reversed" switches the functions.

DELETE GAME DATA Delete all game data.
(Note: The Tiny Chao Garden cannot be deleted.)

END Exit Options Menu and return to the Main Menu.

Tiny Chao Garden

In Tiny Chao Garden, players can raise the cute, mysterious beings called Chao and play mini-games with them. Chao can also be transferred between games by using the Nintendo GameCube™ Game Boy® Advance Cable (sold separately) to connect the Game Boy® Advance system to a Nintendo GameCube™ running "Sonic Adventure™ 2: Battle". The status of each Chao raised will be reflected in both games simultaneously. There are many ways to raise Chao, including buying them things they like or playing mini-games with them.

***Please see the instruction booklet for the Nintendo GameCube™ for details on how to attach the Nintendo GameCube™ Game Boy® Advance Cable.**

There are many ways to play with Chao in the Tiny Chao Garden.

Communicating with the Chao

Give items to, cuddle with, or view the status of Chao transferred from the Chao Garden in "Sonic Adventure™ 2: Battle"

Playing Mini-Games

Play mini-games on the Game Boy® Advance system itself to collect rings.

CONTROLS IN THE TINY CHAO GARDEN	
Start	Pause/Quit name entry.
Control Pad	Move cursor/Select menu item.
A Button	Pet Chao on its head/Pick up or give item/Pick weed/Select menu item.
B Button	Delete a letter (name entry)/Close Pause Menu.
L Button	Open/close Items Menu to purchase.

* For detailed instructions on how to transfer Chao, please refer to the instruction booklet for the Nintendo GameCube™ game, "Sonic Adventure™ 2: Battle".

Credits



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Limited Warranty

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 32099. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.



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