



XBOX 360

KINECT™



# SONIC™ FREE RIDERS



SEGA®

**! WARNING** Before playing this game, read the Xbox 360® console instructions, KINECT sensor manual, and any other peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement hardware manuals, go to [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer Support.

**For additional safety information, see the inside back cover.**

### Important Health Warning About Playing Video Games

#### 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 taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

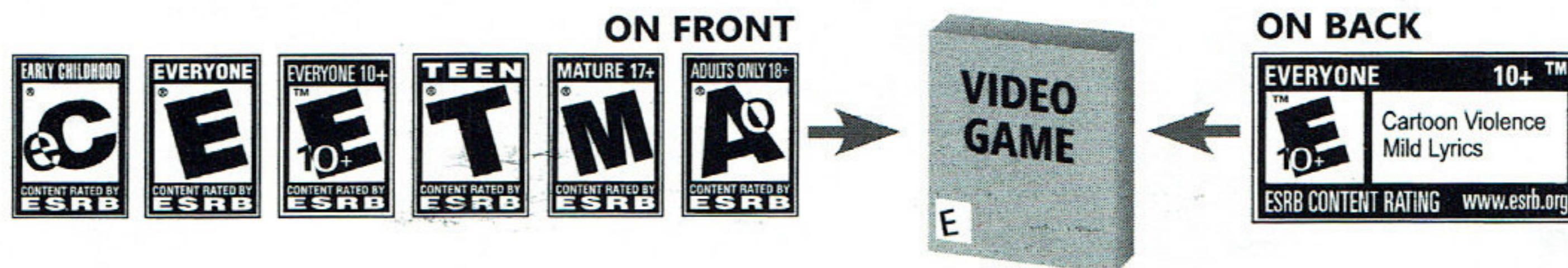
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

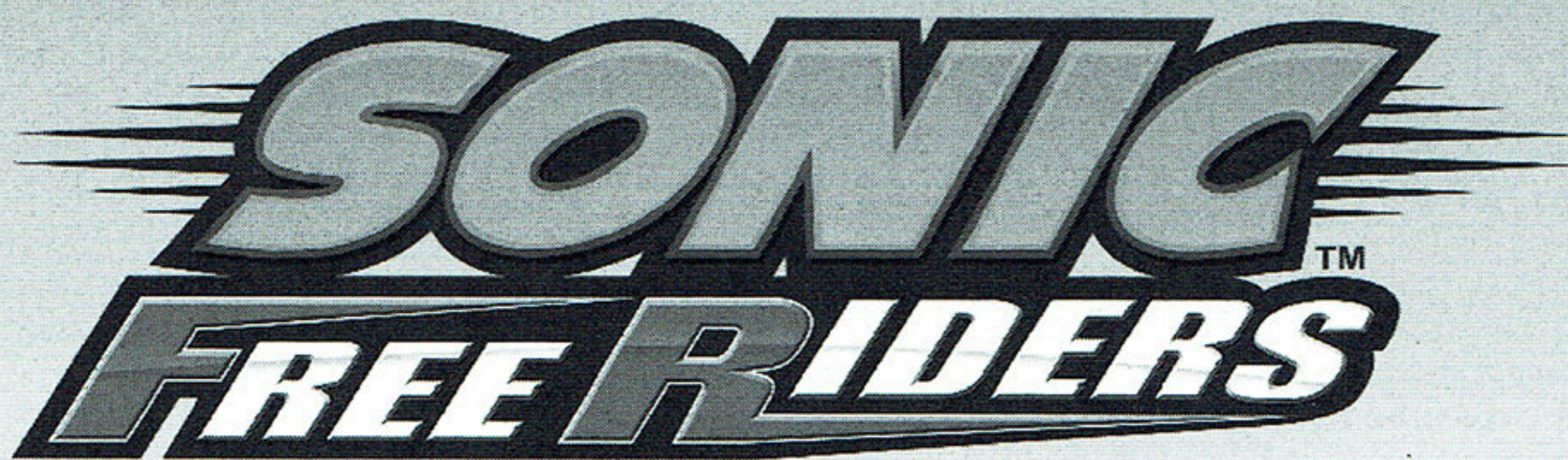
ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit [www.ESRB.org](http://www.ESRB.org).

Thank you for purchasing *Sonic Free Riders*<sup>™</sup>. Please note that this software is designed for use with Xbox 360<sup>®</sup> video game and entertainment system, and will require the Xbox 360 KINECT<sup>™</sup> sensor from Microsoft<sup>®</sup>. Be sure to read this software manual thoroughly before you start playing.



### Calling all riders!

If you consider yourself the fastest Extreme Gear rider, why not enter the World Grand Prix and prove it? Riders who enter the Grand Prix will tour around the globe to compete on various courses designed solely for this extreme racing event. The season opener will kick start on a brand new course on Dolphin Resort, so don't miss your chance to become the undisputed champion of the world. See you all at the starting line with your Board Gear!

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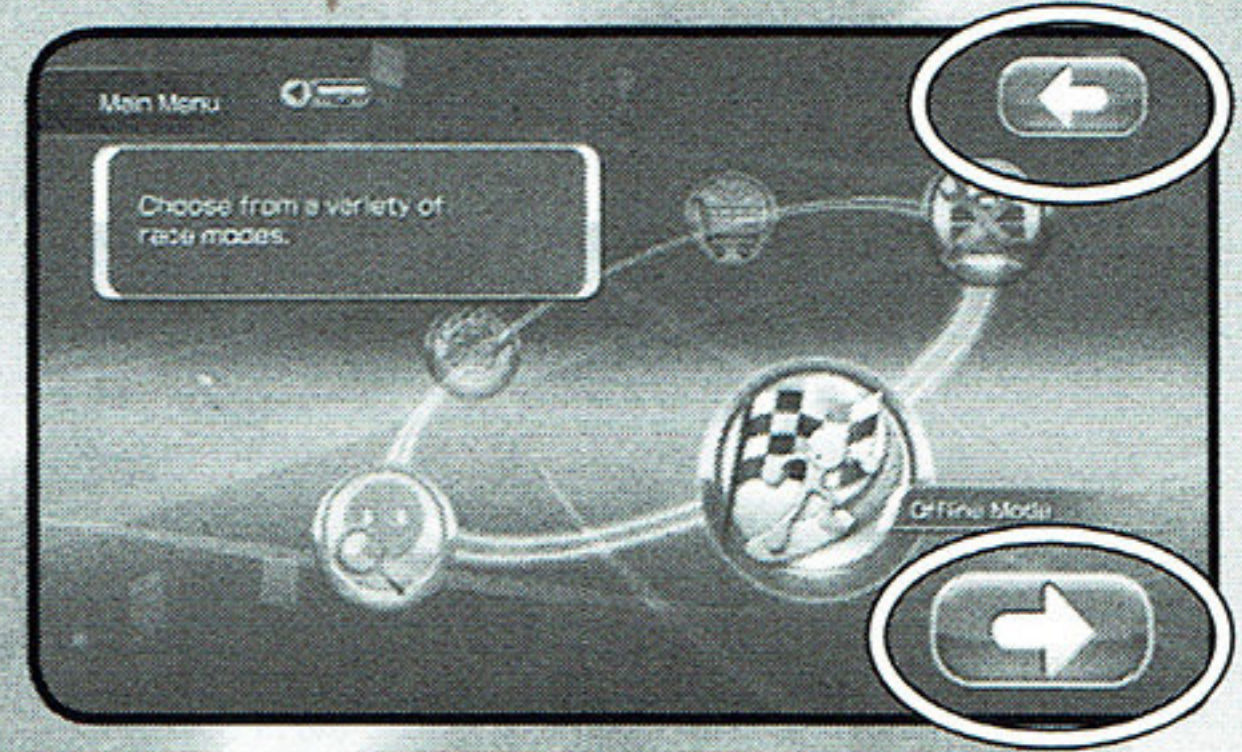
This manual was created while the game was in production, so some screenshots may differ slightly from the game screen.

# GETTING STARTED

After the player recognition takes place, move your hand and touch START to access the Main Menu. Note that in your very first game a tutorial session will be offered to get you started on the right foot.

## MENU NAVIGATION

To navigate through the menu reels, first raise your hand above your shoulders and place the blue pointer on a menu item, then flick your wrist as if you are rotating a wheel. Once the item you wish to select is brought to the foreground; use the pointer to grab the icon and then move the pointer over to the blue ➔ panel.



To quickly return to the previous screen, simply move the pointer on top of the red ◀ panel, which is displayed at the top right of the selection screens.







Additional information such as characters, Gear and tracks are revealed by moving the pointer to the hand icon.

## MAIN MENU






	<b>Offline Mode</b> Play the game locally without an online connection.
	<b>Options</b> Access the Options menu to make changes to various setting.
	<b>Shop</b> Visit Omochoao's shop to purchase new Extreme Gear and parts.
	<b>Xbox LIVE</b> Participate in races with Xbox LIVE friends/parties and send your record times to online leaderboards.
	<b>My Data</b> Check your progress, best times and records from here.

## OFFLINE MODE







	<b>World Grand Prix</b> A single-player mission in mode which you can enter as one of the four teams. Advancing in the World Grand Prix will unlock additional teams/characters as well as tracks and rules in other race modes.
	<b>Free Race</b> Compete against other players and COM (computer-operated) riders in three different race formats.

	<b>Tag Race</b> Race together with a partner rider in the same play space (p.17).
	<b>Relay Race</b> Assemble a group of players locally in the same play space to run a relay race (p.18).
	<b>Tutorials</b> Take tutorials to learn various riding techniques.
	<b>Time Attack</b> Select a track and race against the clock and a ghost rider.

## XBOX LIVE

	<b>Quick Match</b> Quickly search and enter available online races.
	<b>Custom Match</b> Use search filters to find online races you wish to enter.
	<b>Create Match</b> Create a race and invite other Xbox LIVE players.
	<b>Xbox LIVE Party</b> Set up an online party to easily connect with up to eight players.
	<b>Leaderboards</b> View the current online leaderboards.

## OPTIONS

	<b>Kinect Tuner</b> Verify and optimize the sensor's tracking abilities.
	<b>Avatar Stance</b> Set your Avatar's default riding stance as <i>Regular</i> or <i>Goofy</i> .
	<b>Voice Input</b> Toggle the speech recognition setting of this game. Note that this game supports English, French, Spanish and Japanese voice commands. Accepted speech is set based on your console's Language and Locale setting.
	<b>Sound Volume</b> Adjust the volume level of background music, sound effects, voice navigation and race commentary.
	<b>Announcer</b> Turn Omochoao's race commentary on or off.
	<b>Video Sensor Capture</b> Toggle the setting to automatically capture and display snapshots of players on structures such as a billboard along the track.

## HDTV SETTINGS

To display the game in high definition display modes, connect your Xbox 360 console to a TV with HDMI or component input using an Xbox 360 Component HD AV Cable or Xbox 360 HDMI AV Cable. If you are using the Xbox 360 Component HD AV Cable, slide the switch on the AV port to "HDTV." The HDTV position should be selected on the Xbox Dashboard if the TV supports HD resolutions such as 720p, 1080i, and 1080p.

## AUTOSAVES

This game saves data automatically to your storage device at certain points. During autosaves, an onscreen message will be displayed. Do not switch off the power while the save message is displayed. Players who choose not to sign in with a gamer profile cannot save their progress.

## PLAYER RECOGNITION

This game is able to recognize two players simultaneously on the play space, and can identify a total of 8 unique players. Note that a colored icon is assigned to each enrolled player to verify identity.

## VOICE COMMANDS

The say-what-you-see voice commands allow players to naturally navigate through the menus by using the KINECT sensor microphone. Making selections at the menu screen is made easier by calling out a menu item, then stating "**select**" to confirm your selection. Note that calling "**back**" also allows you to return to the previous menu screen.

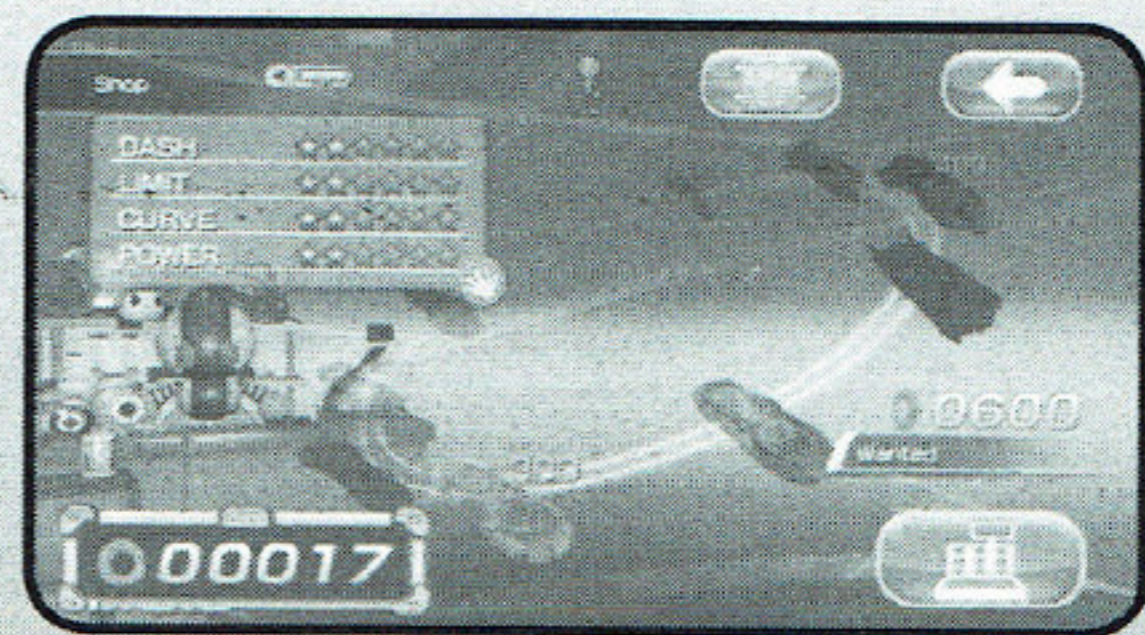
## SYSTEM MENU

At any point in time, you can bring up the System Menu by positioning your left hands towards the left for a short period. The System Menu can be used to access the Kinect Guide and adjust player enrollment, as well as pause the game during a race.

## SHOP

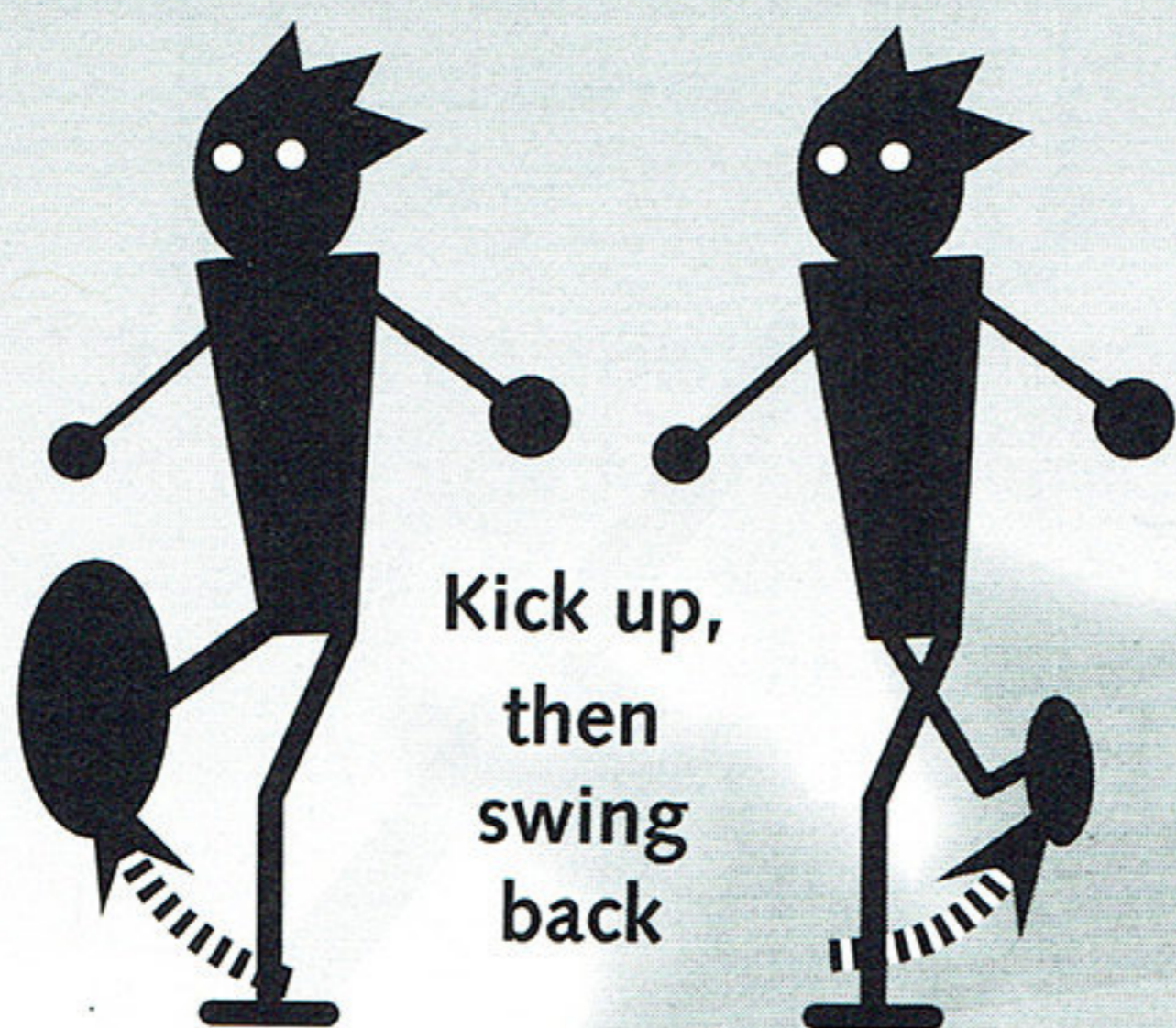
Access the Shop from the Main Menu to purchase additional Extreme Gear and parts with accumulated Rings. Select an item from the list to display details and parameters, then drag the item onto the Cashier panel at the bottom right to purchase.

Note that additional Gear and/or parts you purchase at the Shop cannot be used in some of the race modes.



# BASIC CONTROLS

Practice and master the following gestures to ride your Extreme Gear like the pros. If you are riding on a Board Gear, get ready to race by positioning your body sideways on to the screen.



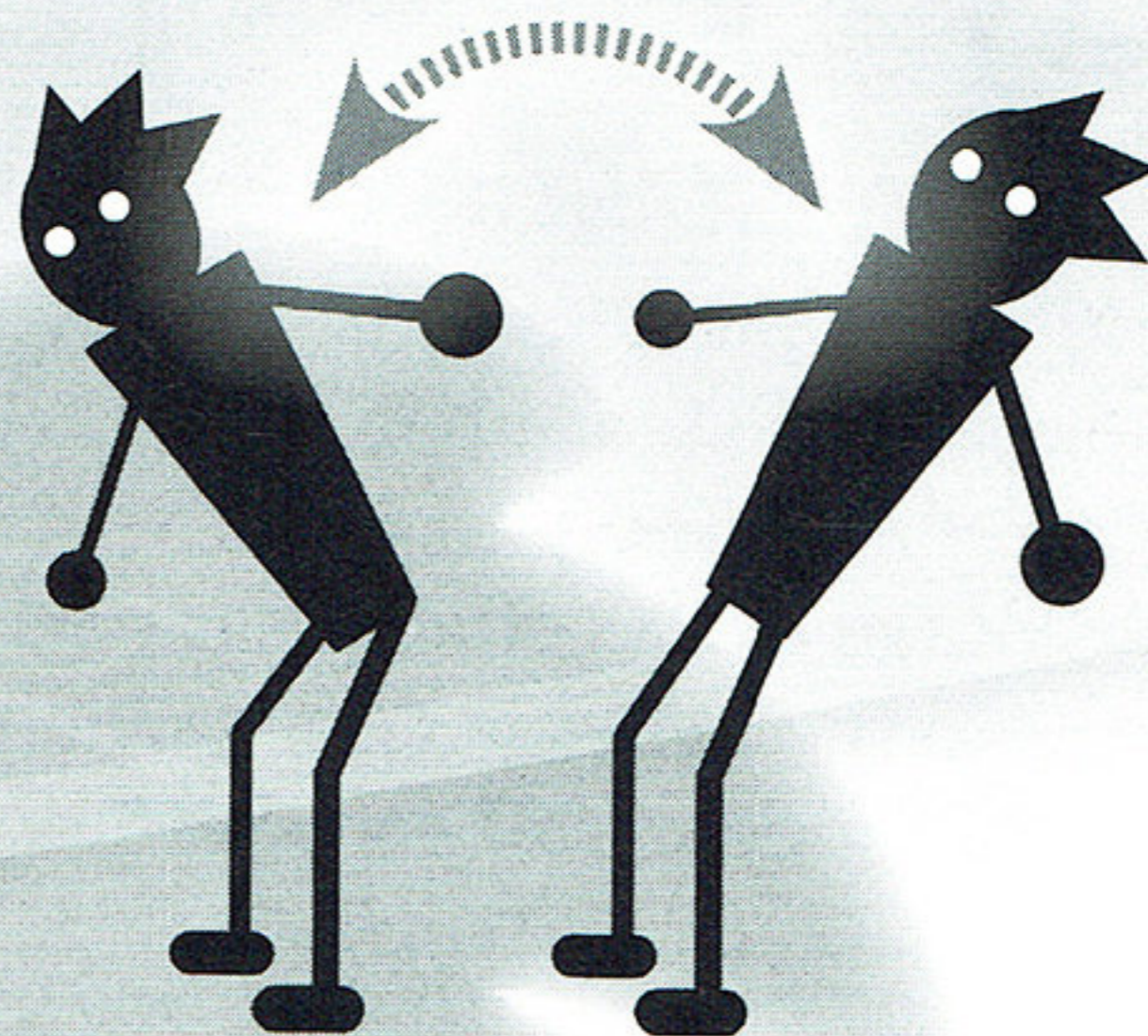
Kick up,  
then  
swing  
back

## ☆ KICK DASH

Gain an extra burst of speed by performing a kick gesture with your rear foot with a good follow-through. This action consumes a considerable amount of Air, so use it sparingly.

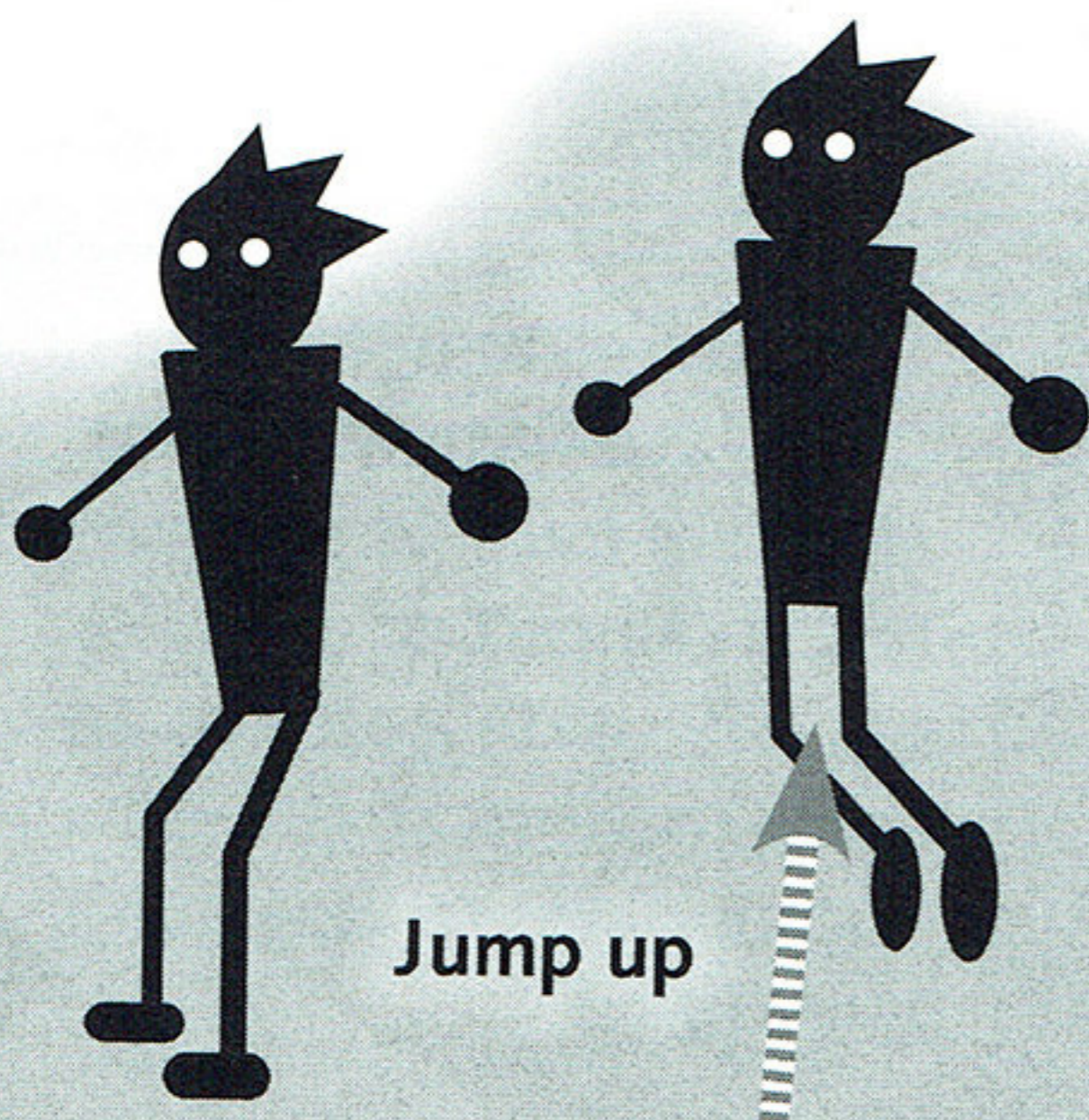
Bend  
forward

Bend  
backwards



## ☆ CORNERING

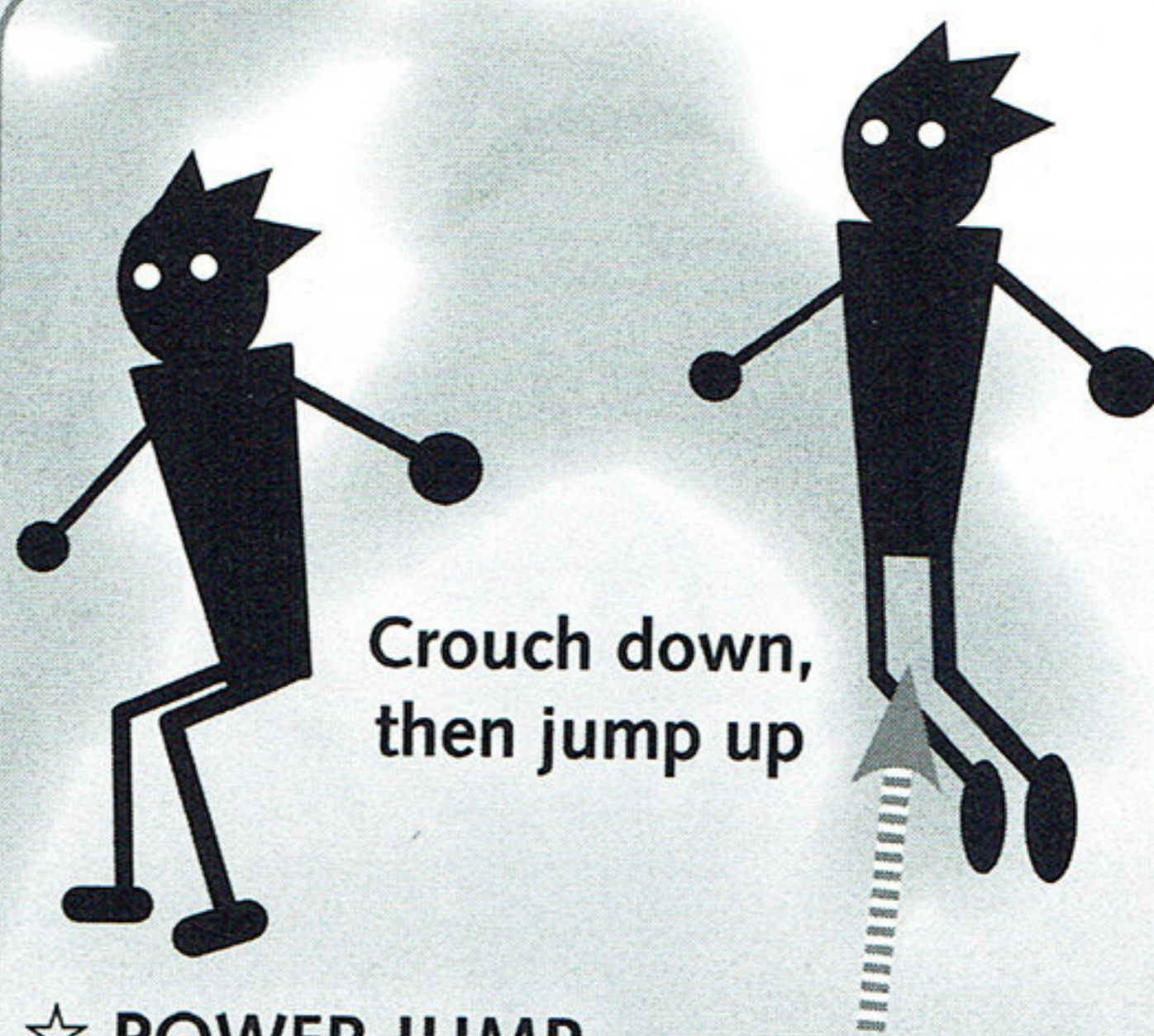
Bend your body forward at the waist or backwards to steer the Gear left or right when you are entering a sharp turn.



Jump up

## ☆ JUMP

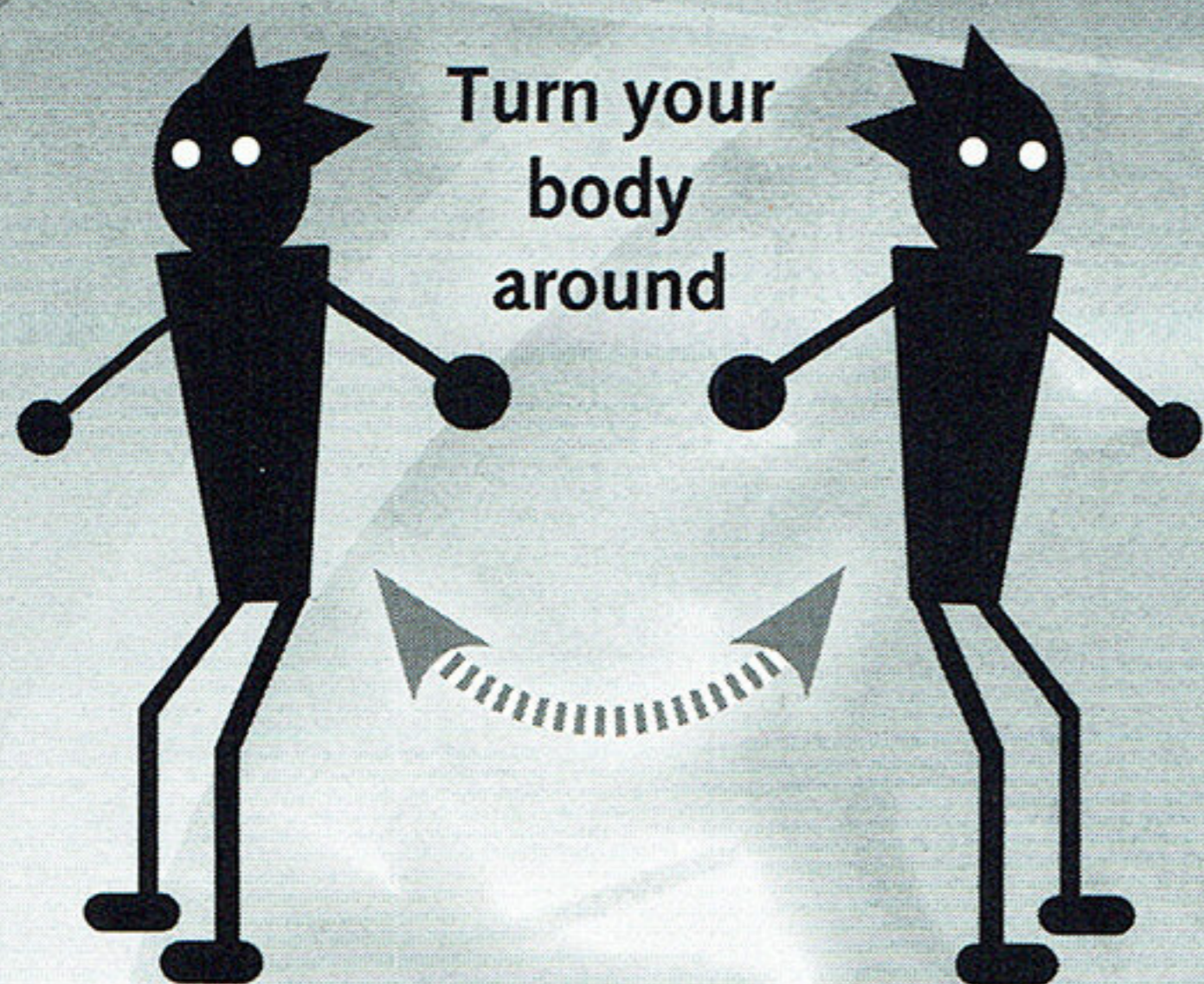
Jump in the air when you ride over Kickers to perform a normal jump.



Crouch down,  
then jump up

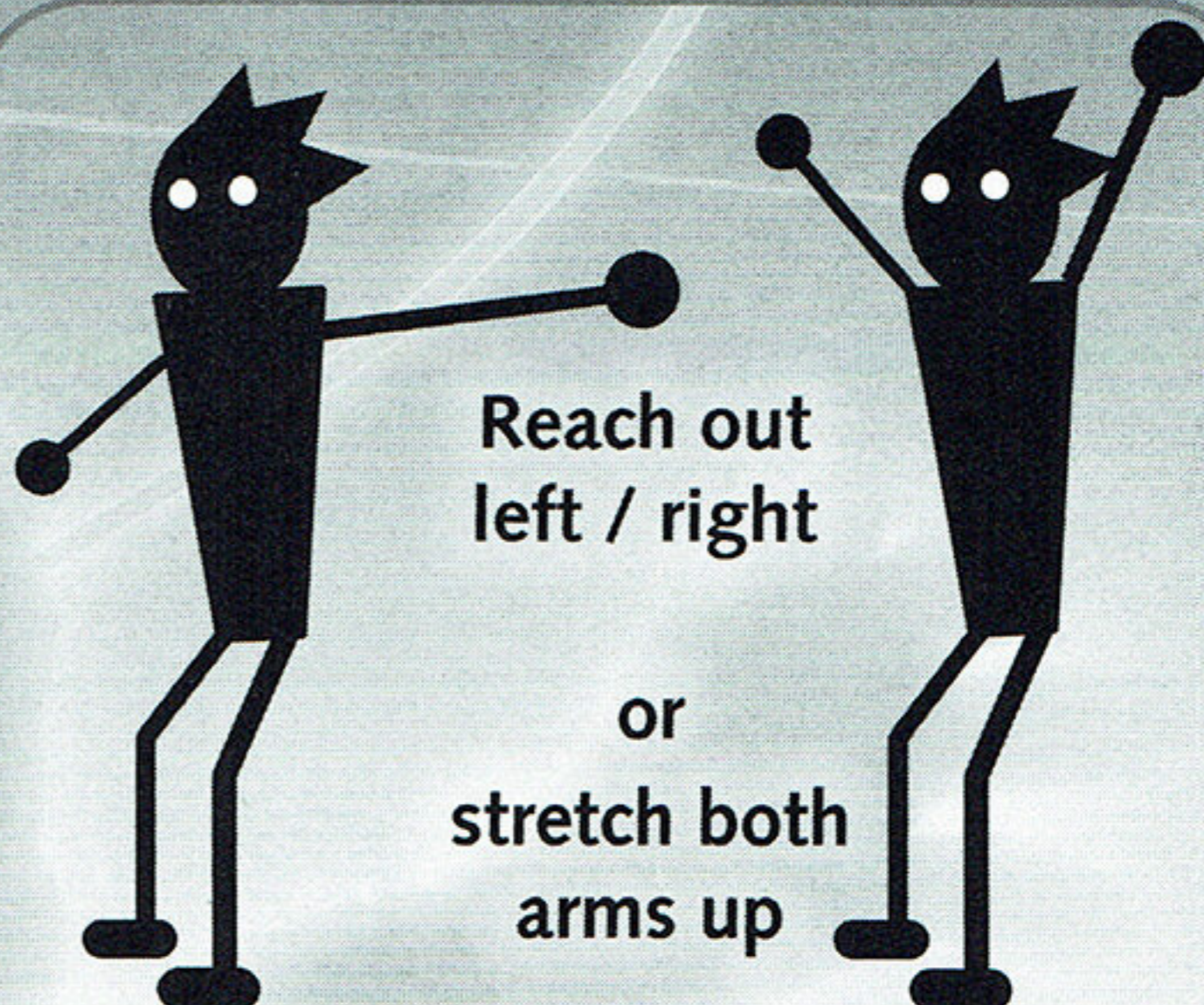
## ☆ POWER JUMP

To perform a large jump off the Kickers, charge up your Gear by crouching down for a few seconds, then jump up to increase your flight distance. This is a critical technique if you want to perform better air tricks.



☆ **SWITCH STANCE**

During the race, you can instantly change your stance between *Regular* and *Goofy* to take advantage of the other Gear part. Refer to the Extreme Gear section in p.16 for details of each part.

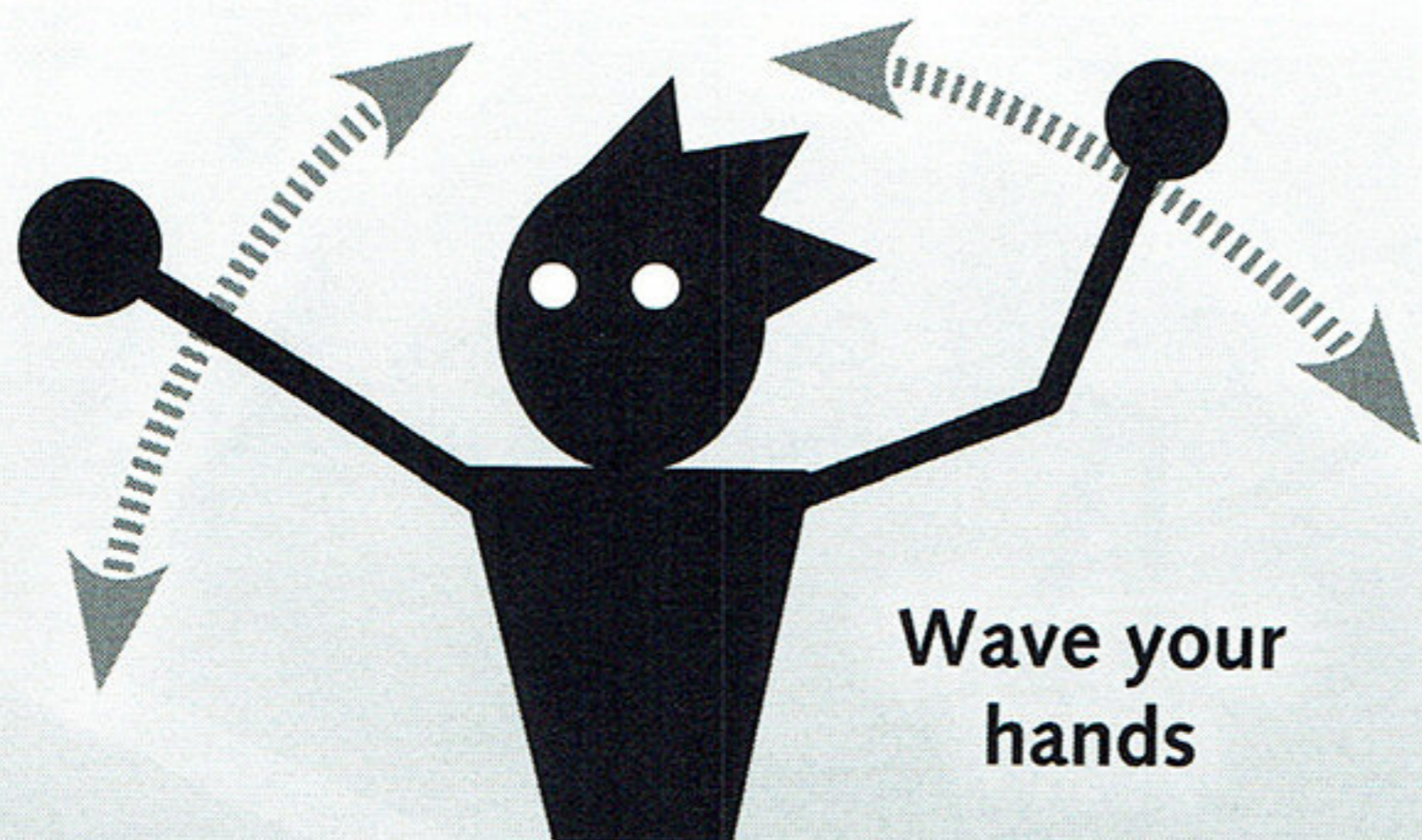


☆ **CATCH RINGS / USE POLE**

Simply reach out your hand in the direction where you see the Rings to collect them. When you come across a pole or horizontal bar, you can also grab on to it by reaching out your hand.

☆ **BRAKE**

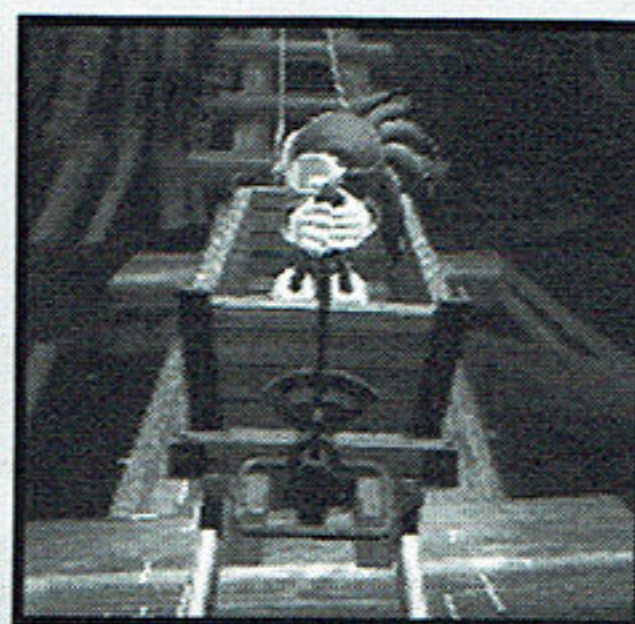
To stop your board, turn the rear side of your body until both shoulders are squared towards the screen. Note that it will require a few seconds to make a complete stop.



☆ **RESTORE VIEW**

You will have poor visibility when you are hit by the Octo-ink item (p.9) or pass through foggy areas on the track. To restore your visibility, wave your hands repeatedly as if you are wiping the screen.

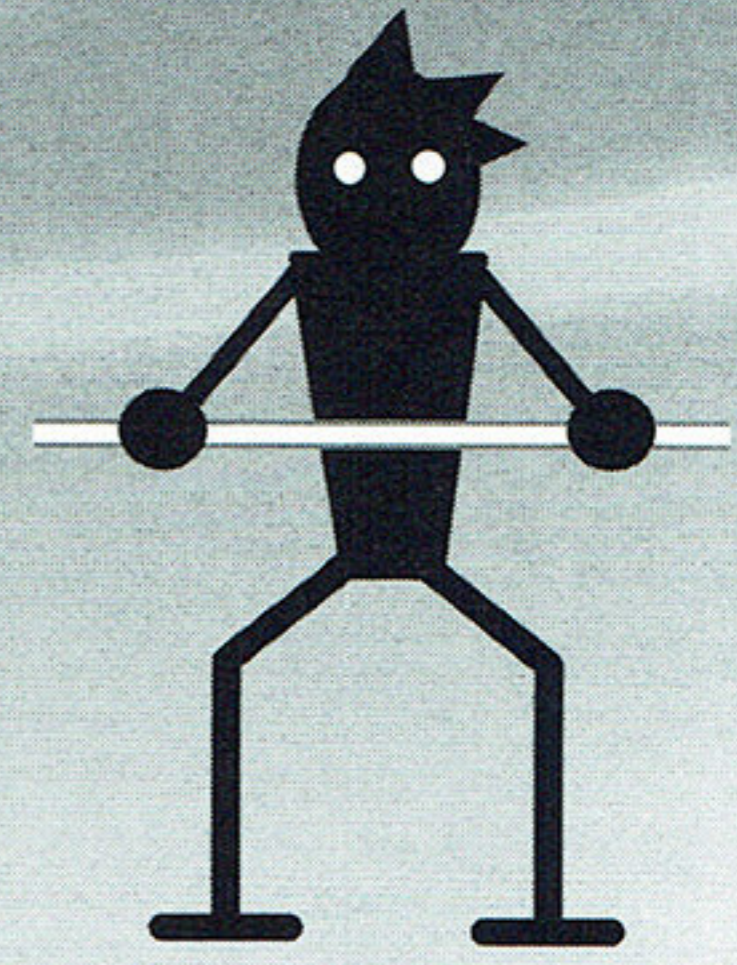
The course may feature one off-Gear segment where all riders must either swim, ride a rail cart or a jet ski, etc. Try using gestures and body motions that feel appropriate, so you don't lose speed.



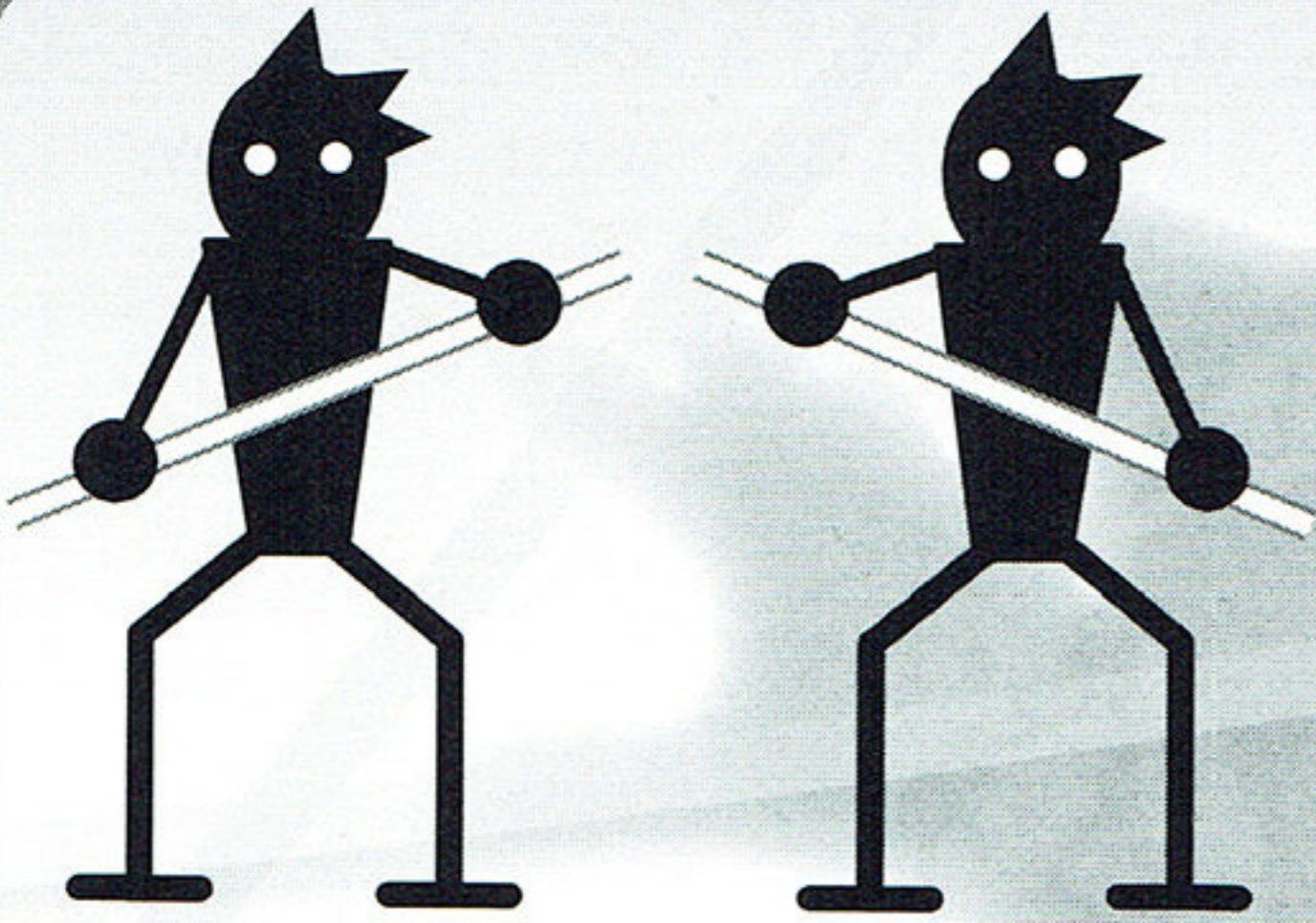


# RIDING BIKE GEAR

Get ready to ride a Bike Gear by facing forward, positioning both hands in front of your body as if you are gripping the handlebars of a motorcycle. Bike riders can perform most moves that a Board Gear rider can perform (kick dash, jump/grind, catch Rings, etc.), but actions such as cornering and kick dash have distinct gestures of their own.



Arms front to get onto the Bike Gear

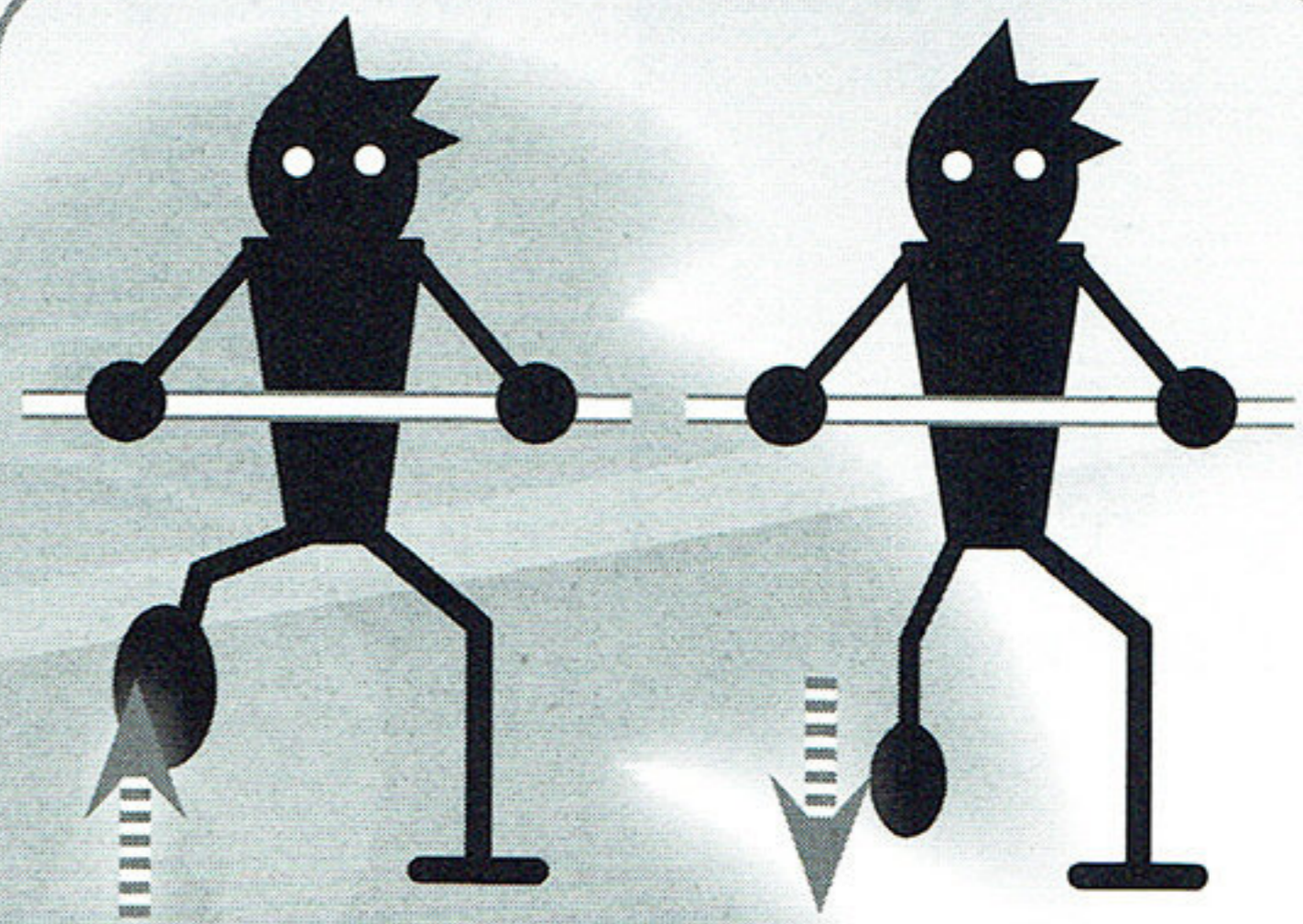


Turn left

Turn right

## ☆ CORNERING

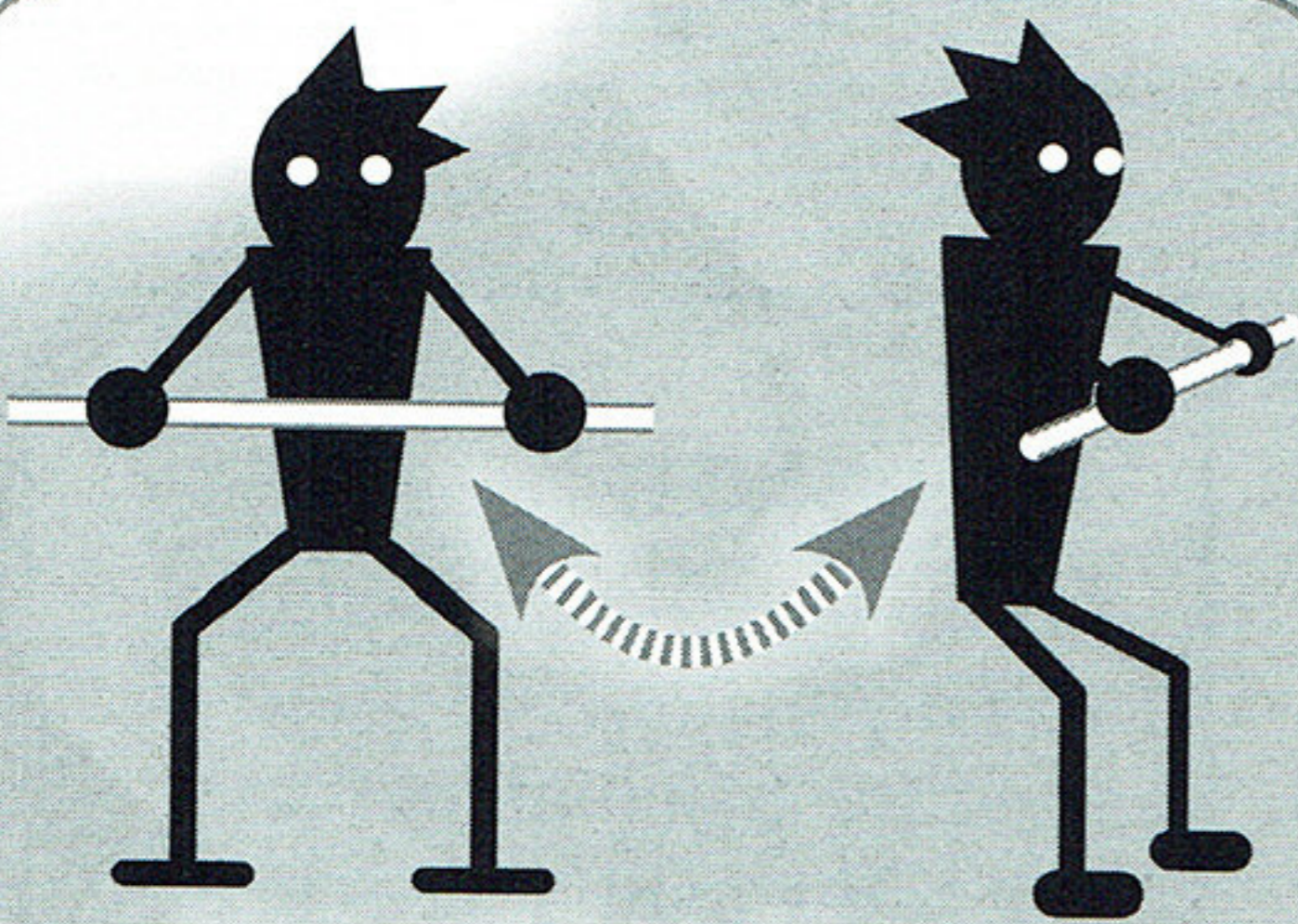
When you are taking a right turn on the bike, simultaneously move your left hand up while lowering your right hand. Do the opposite when you are taking a left turn.



Kick up, then swing back

## ☆ KICK DASH

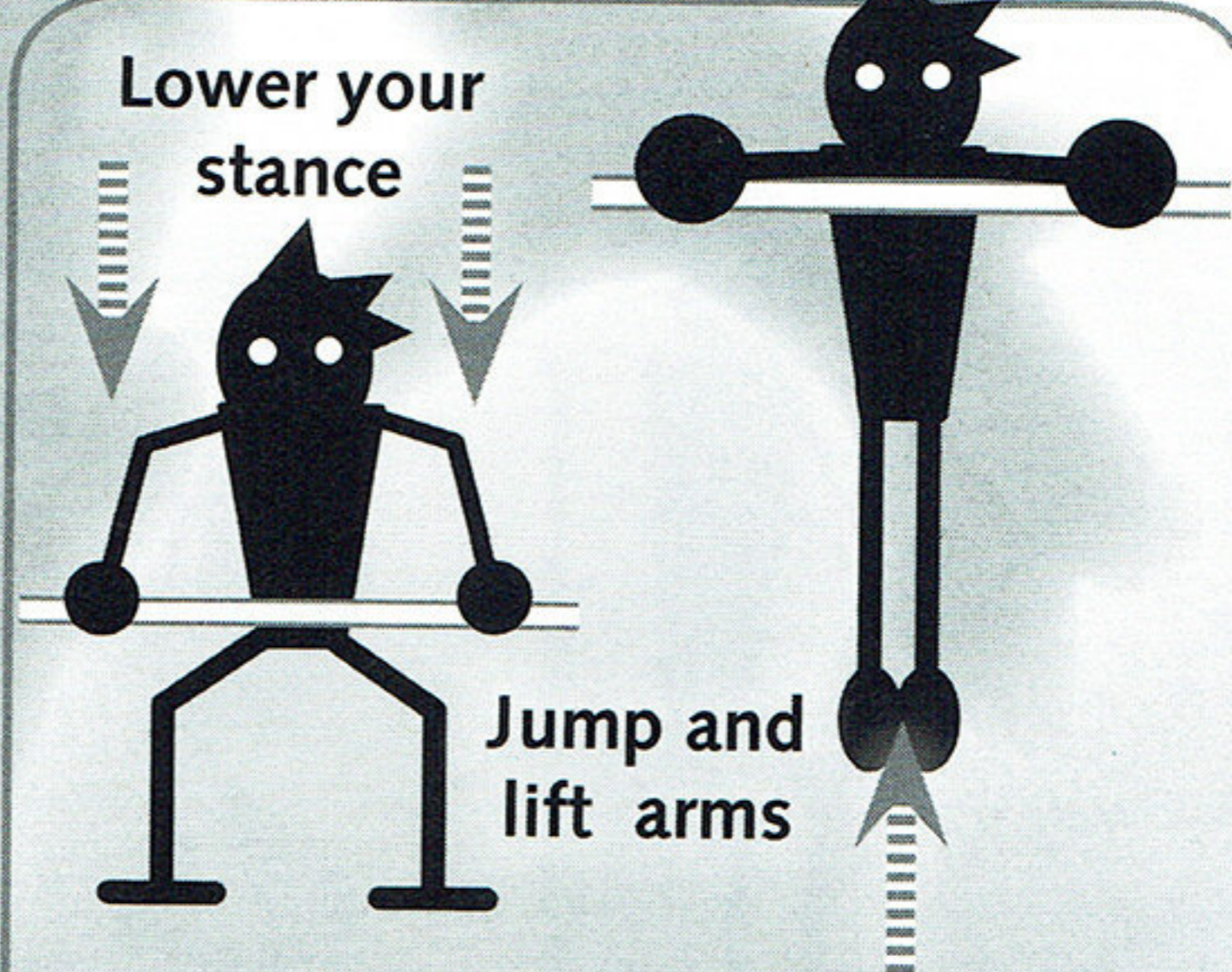
Gain an extra burst of speed on the bike by performing a kick motion with your right or left foot (kick up and swing the leg back).



Turn and face sideways

## ☆ BRAKE

To stop your bike, turn your body 90° towards the left or right. Note that it will require a few seconds to make a complete stop.



## ☆ POWER JUMP

To perform a power jump off the Kickers, first charge your bike by lowering your stance. When it's time to take off, simply jump up and lift both of your hands up.

# ACTION ITEMS

Item Boxes containing various Action Items are positioned around each track. Simply touch an Item Box to receive the mystery item inside, which you can use with the following gestures.



Overhand throw

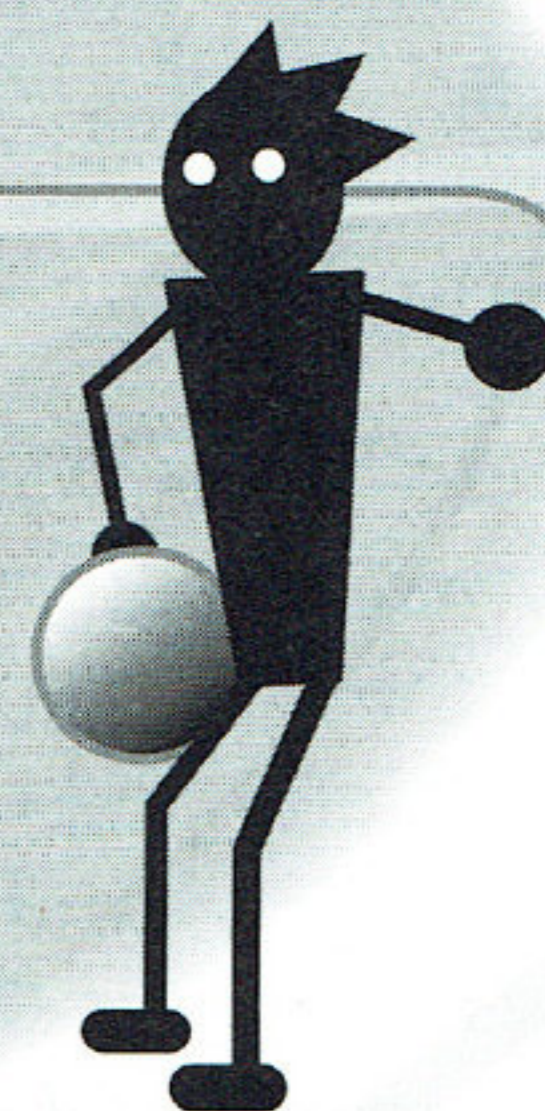
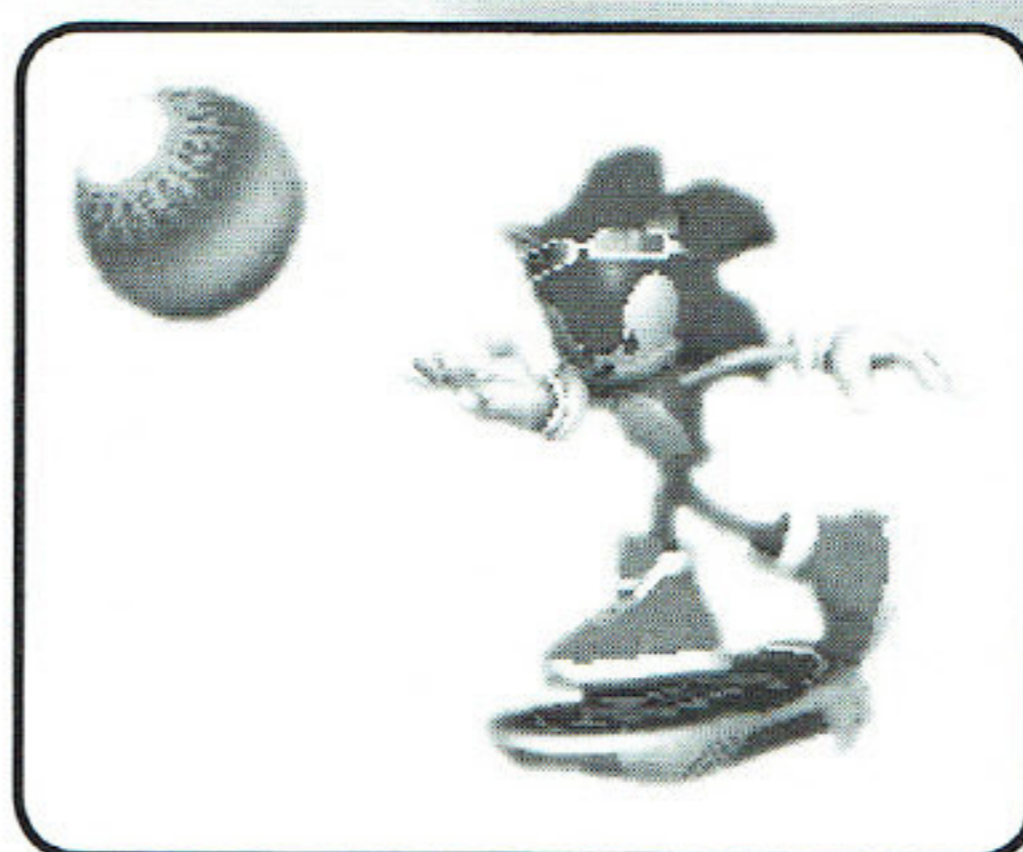


## ☆ TARGET TORPEDO

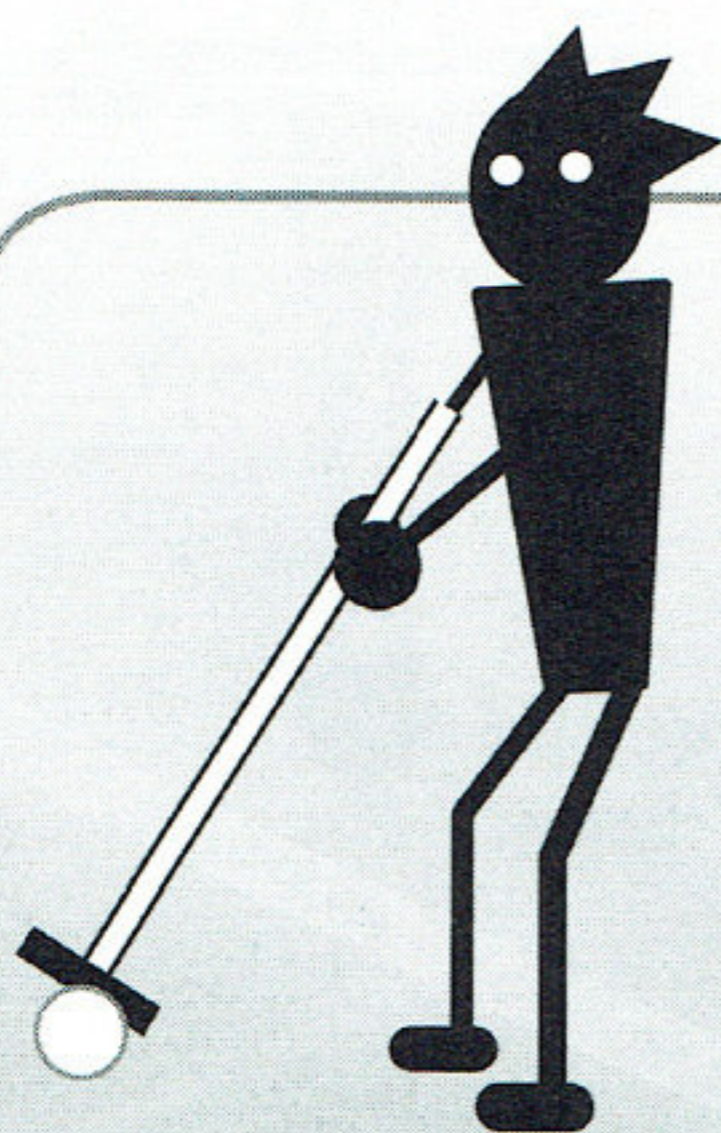
Use an over-hand throw motion to hit a rider whom you are chasing after. To throw the torpedo, use the hand/arm your character is holding the item.

## ☆ BOWLING STRIKE

Use an underhand throwing motion to release a giant ball on the track like a bowling ball. To throw the ball, use the hand/arm your character is holding the item in.



Underhand throw



Golf swing



## ☆ TEE-SHOT

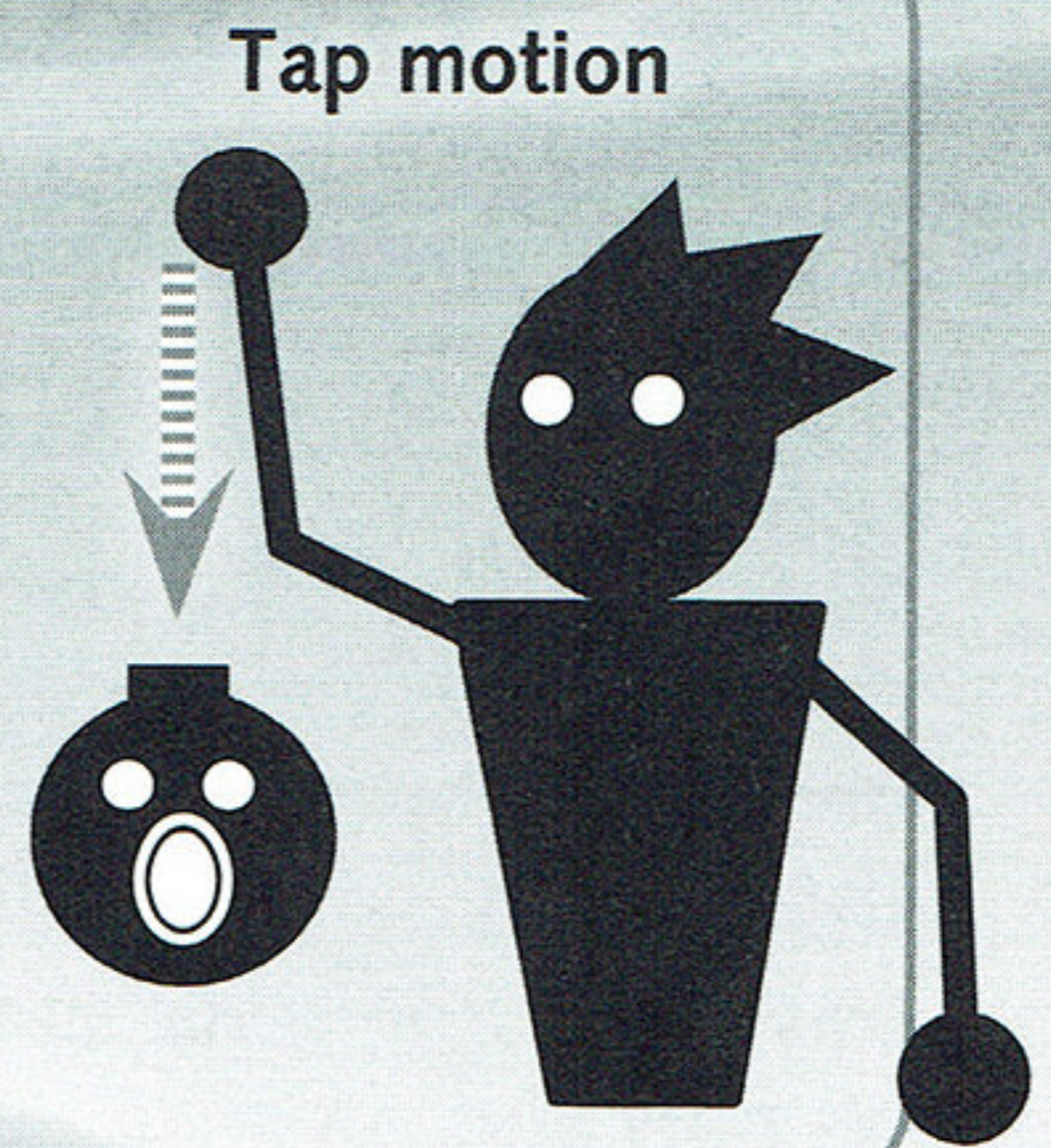
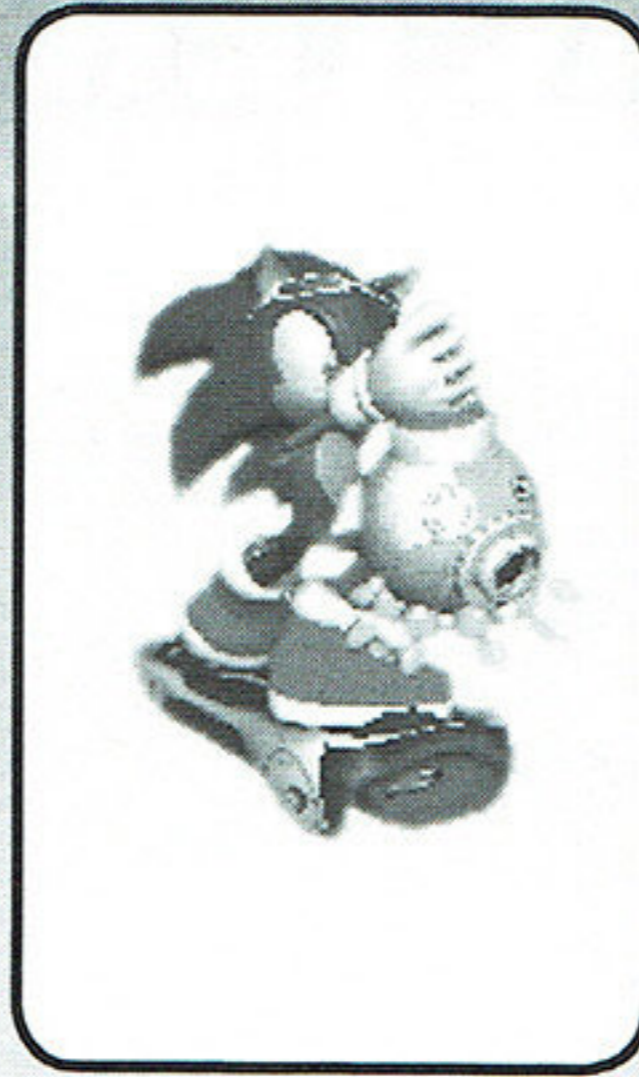
Take a regular golf swing when you are teed up to send the ball high in the skies. The lead rider is in for a surprise when the ball returns to the track.

PLEASE DO NOT PERFORM ANY OF THE GESTURES USING ACTUAL OBJECTS SUCH AS BALL, GOLF CLUB OR STICK DURING THE GAME.

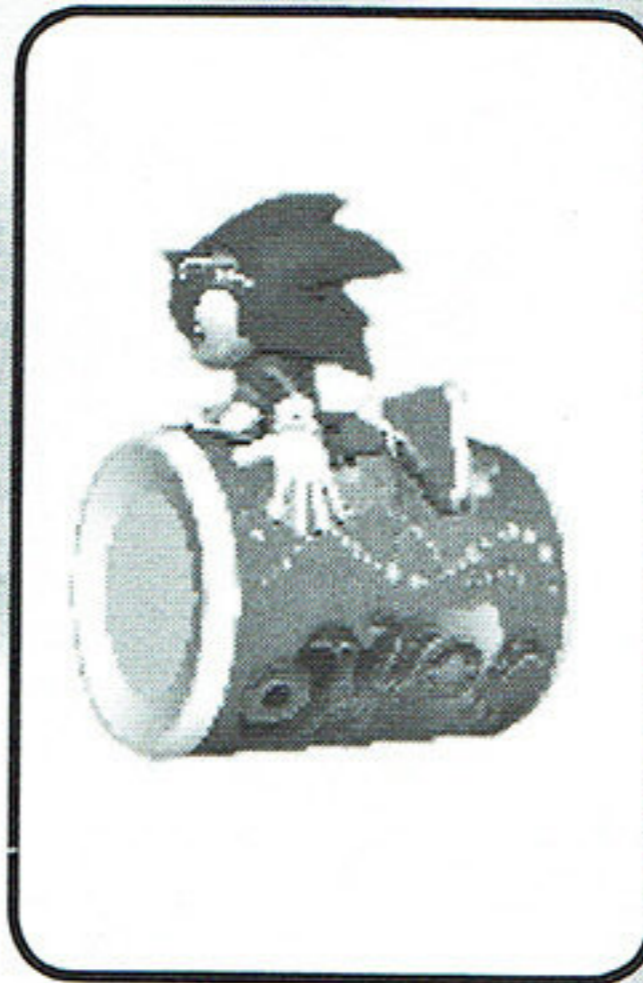
☆ **OCTO-INK / OCTO-BOOST**

If you received an octopus item, hit the switch on its head by performing a tap gesture (hand up, then down) to either squirt a blotch of ink in the rear direction, or receive a quick boost.

**Note:** Use your rear hand to hit the switch of the octopus item in.



Shake motion



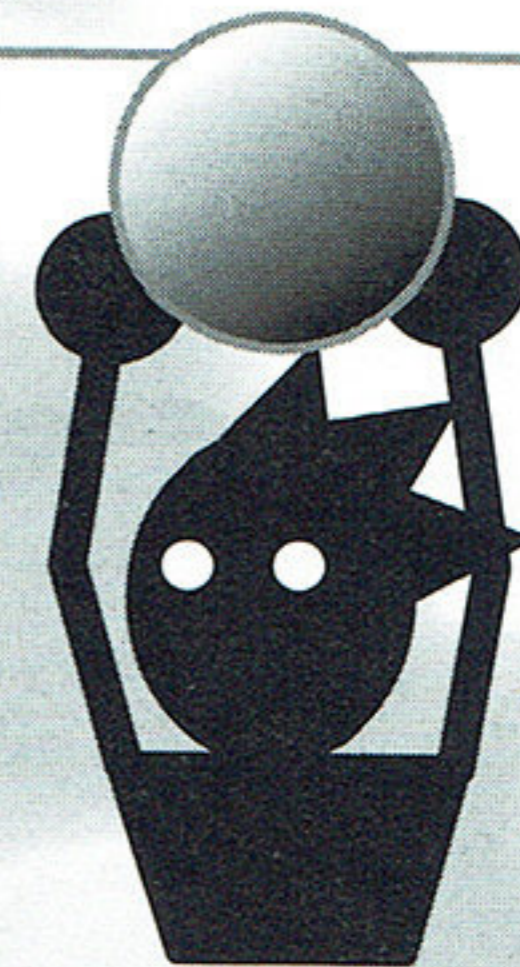
☆ **SODA ROCKET / RING CAN**

Keep shaking the can to build up enough pressure. For a Soda Rocket you will automatically open the can and ride on it. Opening a can of Rings will release 10 to 50 Rings which you and your opponents can pick up.

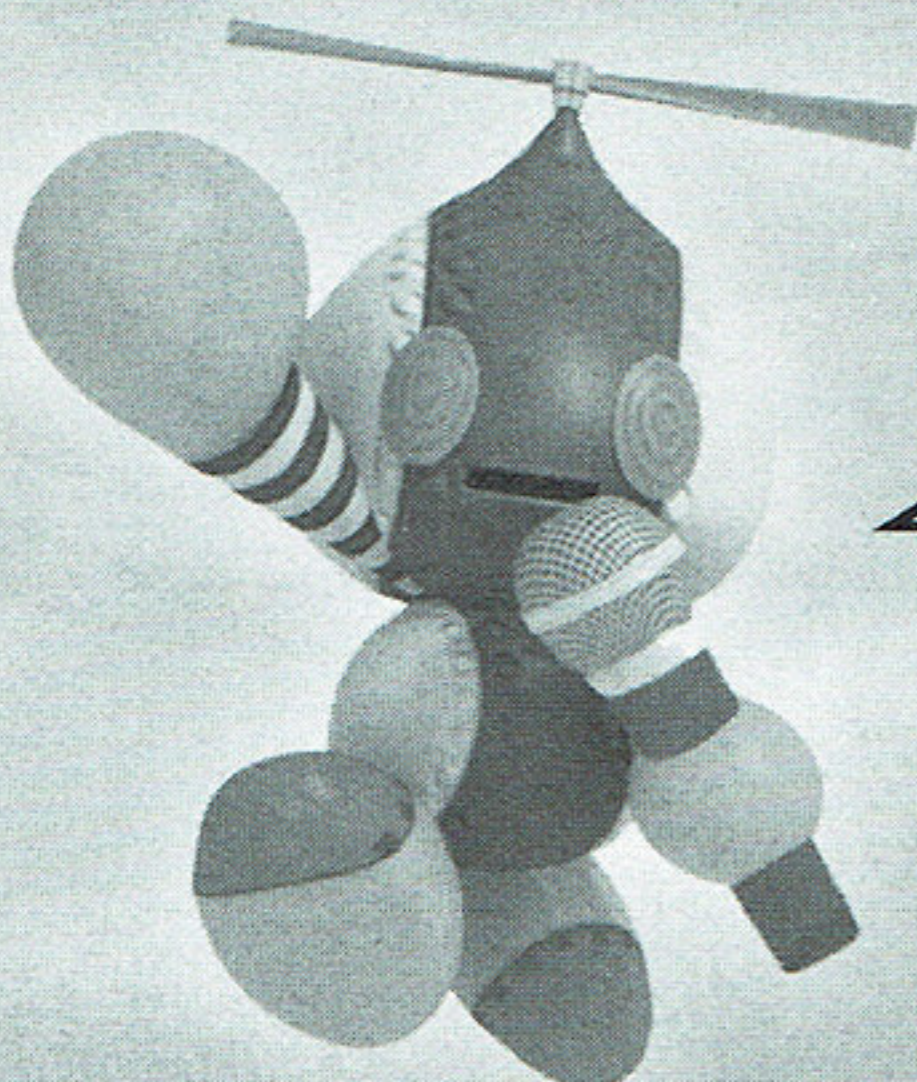
**Note:** Shake the hand your character is holding the item in.

☆ **FREE THROW**

Take an overhead free throw when you receive a basketball. The lead rider is in for a surprise when the ball falls onto the track.



Free throw motion



Hello Gear riders.

This is your host Omochoao.

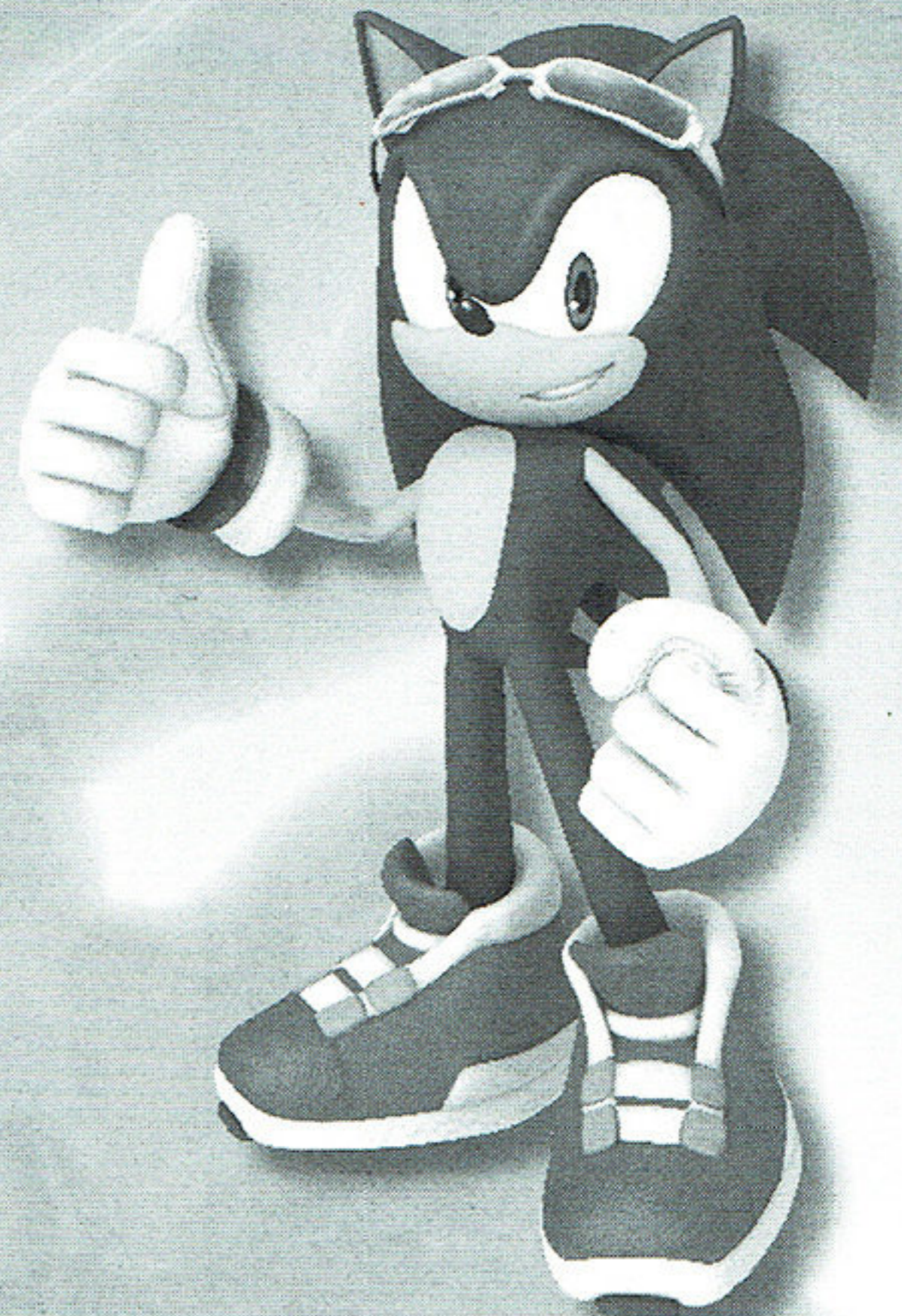
I'm ready to provide all the support you need as your personal trainer, race commentator and shopkeeper.

If you want to beat your rivals in the next race, I highly recommend taking my tutorials to hone your Extreme Gear skills.

# CHARACTER PROFILES

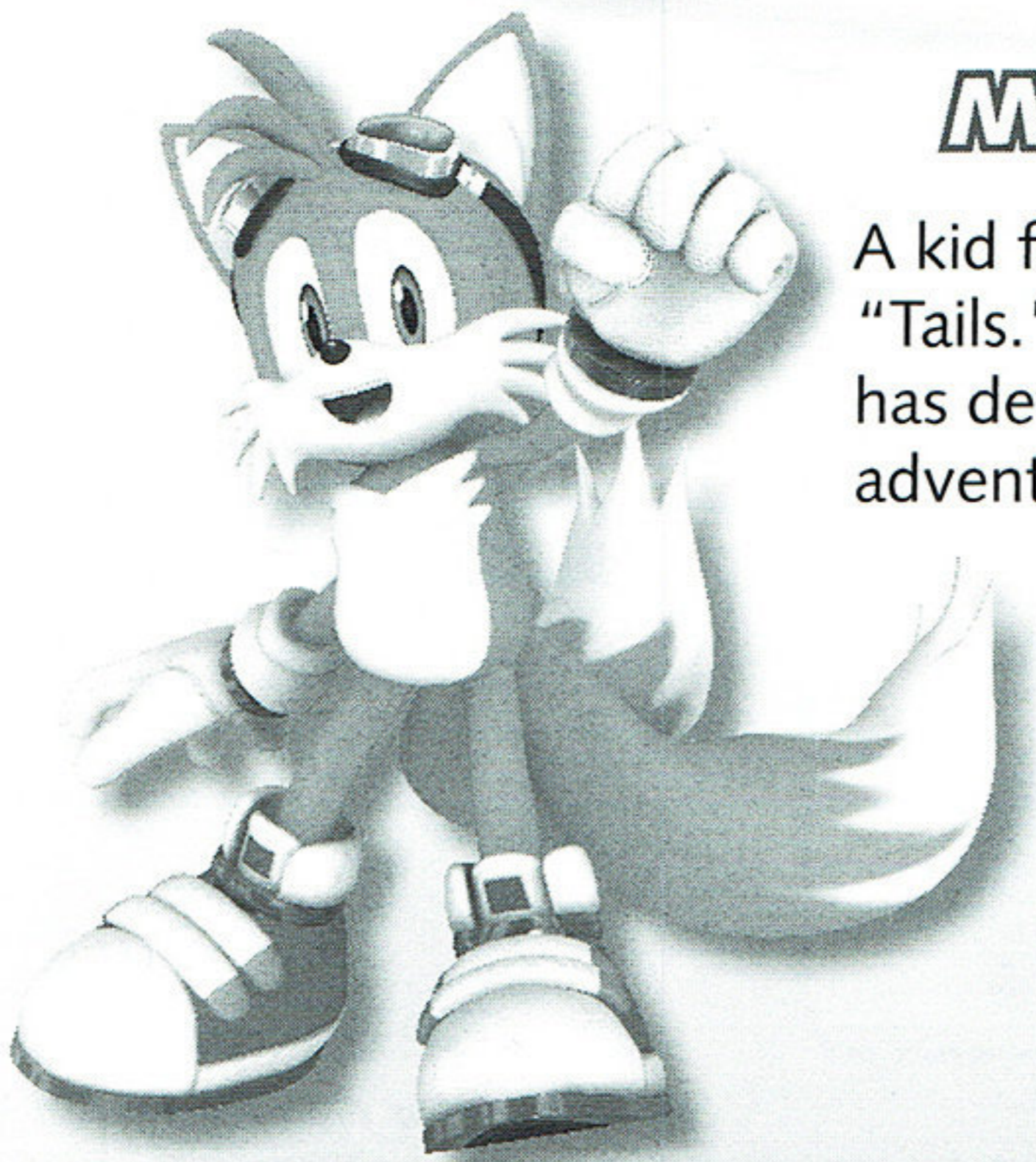
## SONIC THE HEDGEHOG

Sonic is a hero who loves to live free and does not tolerate any devious deeds. He can be short tempered at times, but is always there for those who are in trouble. He usually travels at supersonic speed on foot, but with his new and advanced Gear, he'll be cruising even faster in style at the Grand Prix with his teammates Tails and Knuckles.



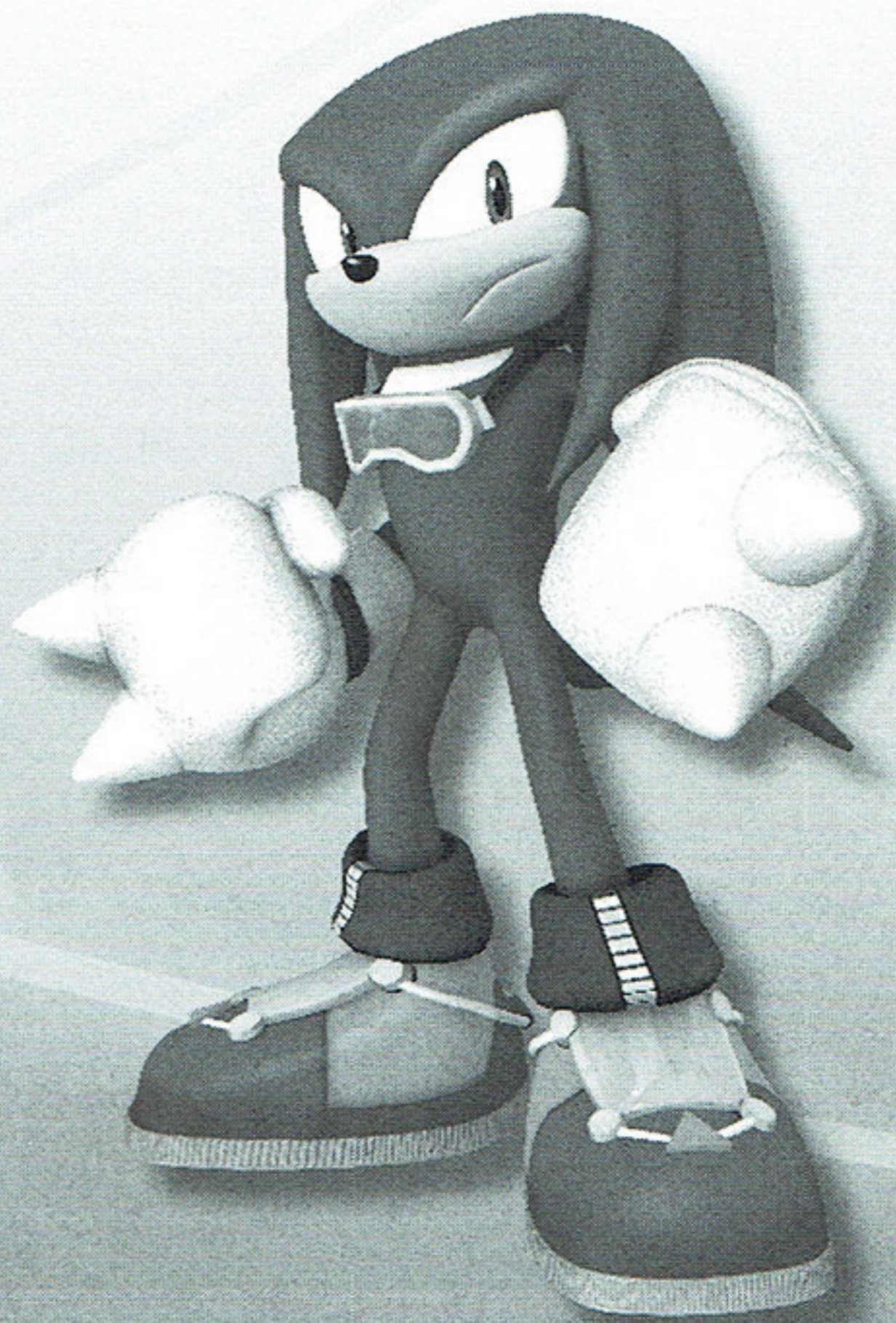
## MILES "TAILS" PROWER

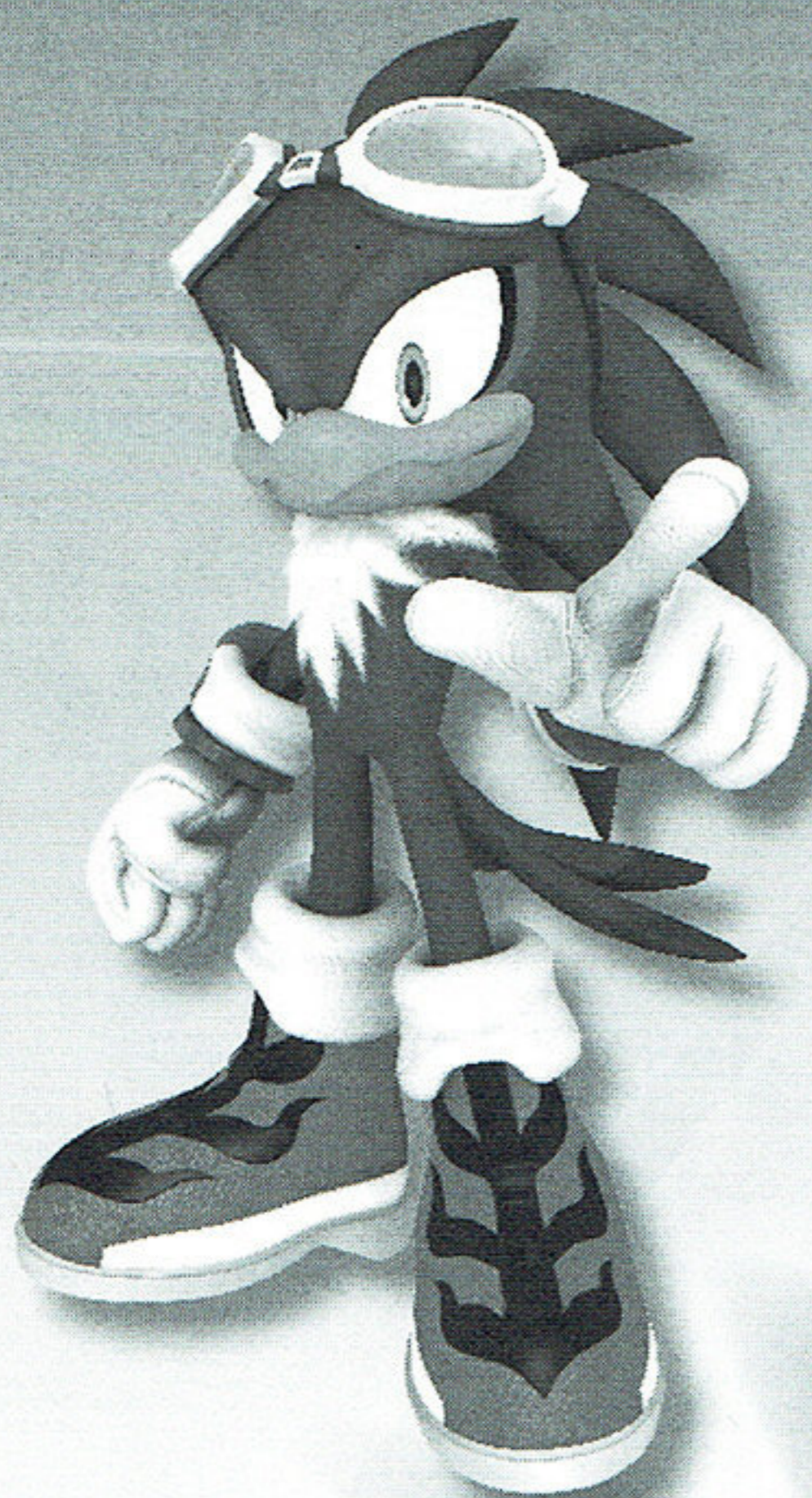
A kid fox with two tails – hence his nickname "Tails." He loves tinkering with machinery, and has developed various devices to support Sonic's adventures in the past. All of Team Heroes' Extreme Gear are built and customized by this brilliant engineer.



## KNUCKLES THE ECHIDNA

Knuckles is the defender of the giant Master Emerald on the floating island in the sky known as Angel Island. To bring toughness to the track, his Extreme Gear is built to enhance his physical abilities.



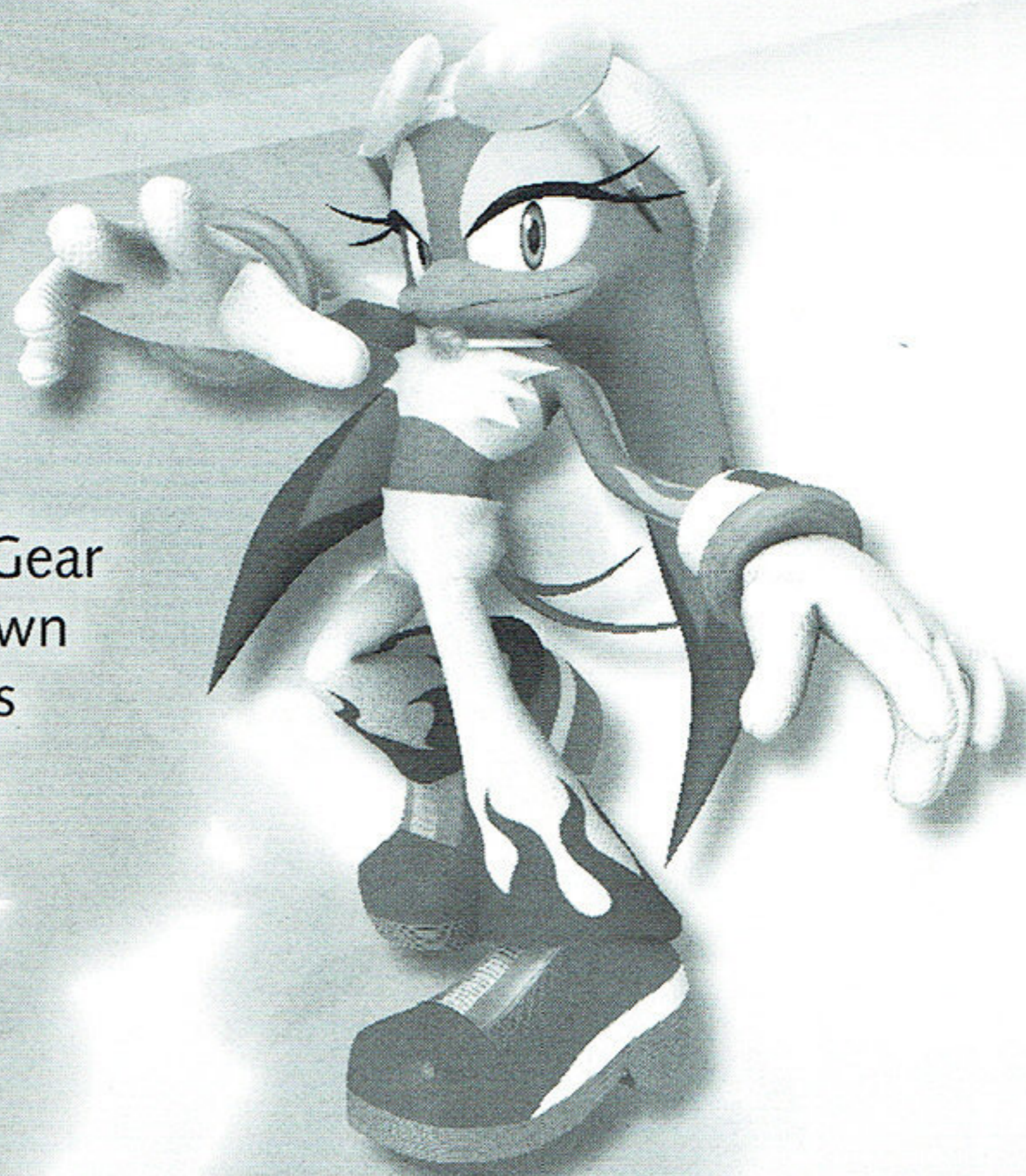


## JET THE HAWK

Jet is the captain of a treasure hunting team known as Babylon Rogues. He is considered the most technically gifted Extreme Gear rider with the ability to accurately read the wind streams. He holds high standards and considers Sonic as an ultimate rival since he is the fastest on land. As a team leader, Jet also dislikes showing any sign of weakness to anyone.

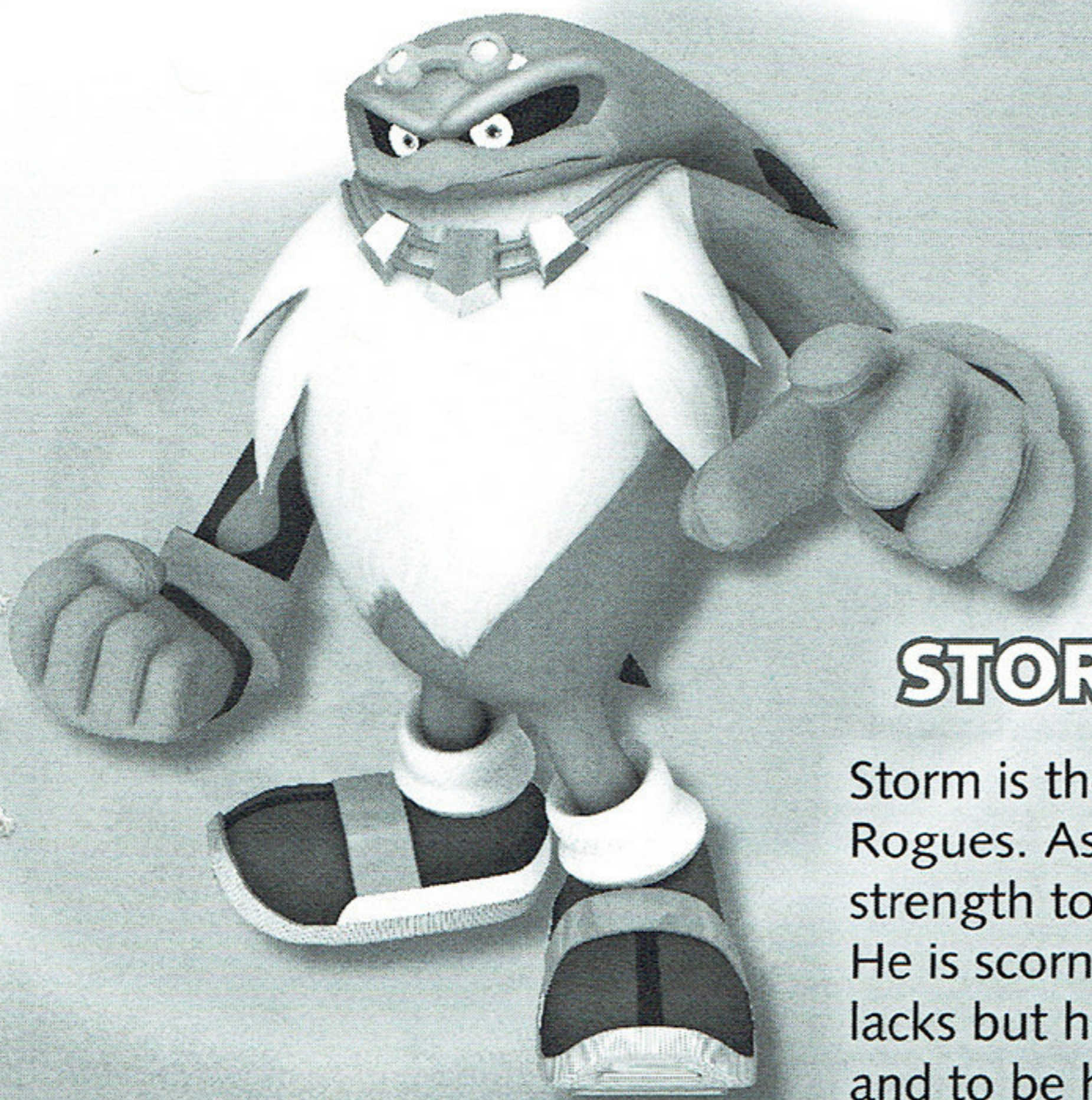
## WAVE THE SWALLOW

Wave is the only gal on the Babylon Rogues, who also happens to be their top mechanic. Being a super achiever, she's in charge of upgrading all of the Extreme Gear and their airship and even analyzes unknown treasures in her spare time. Although she is older than Jet, she faithfully respects and follows him as her leader.



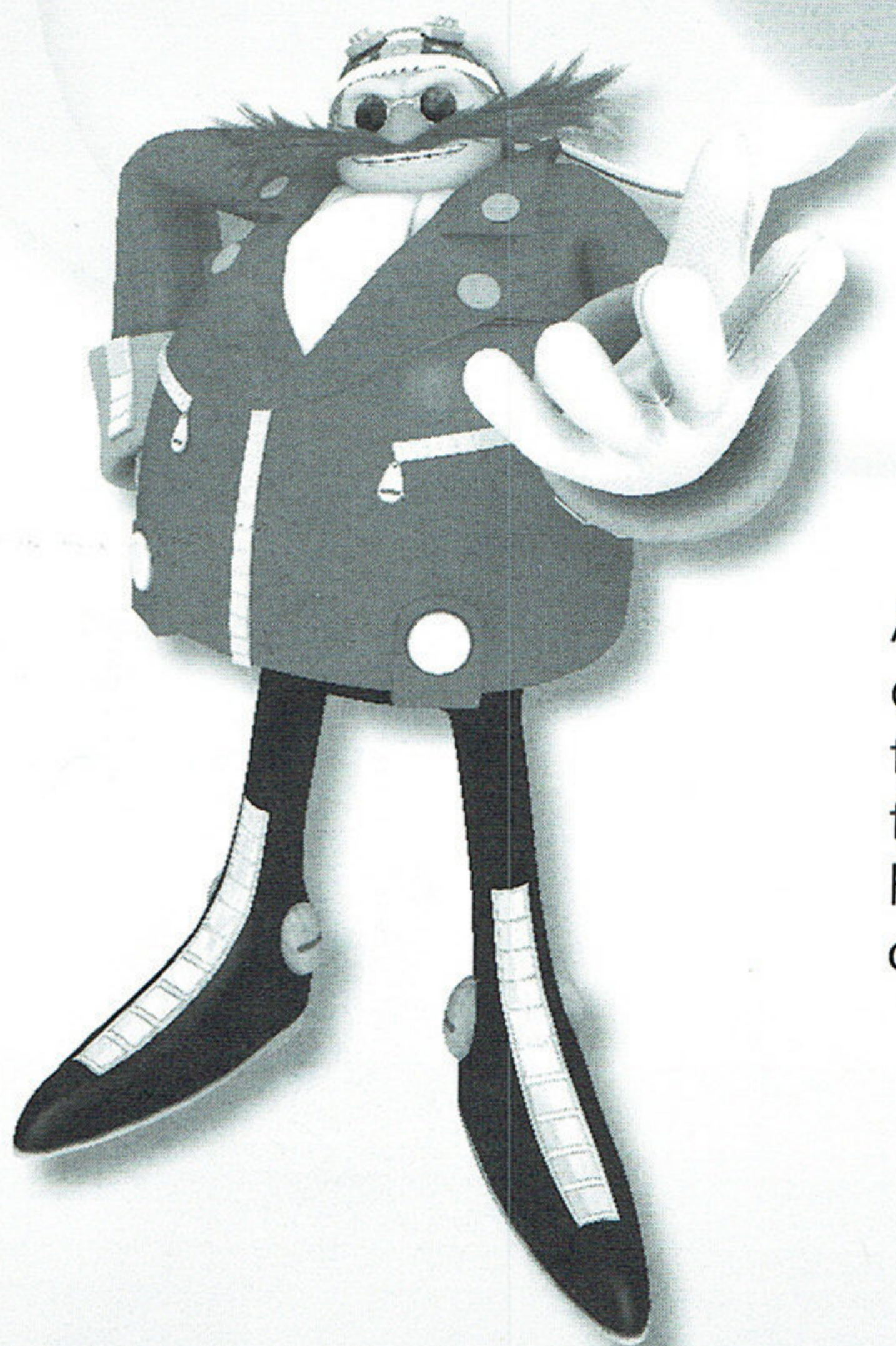
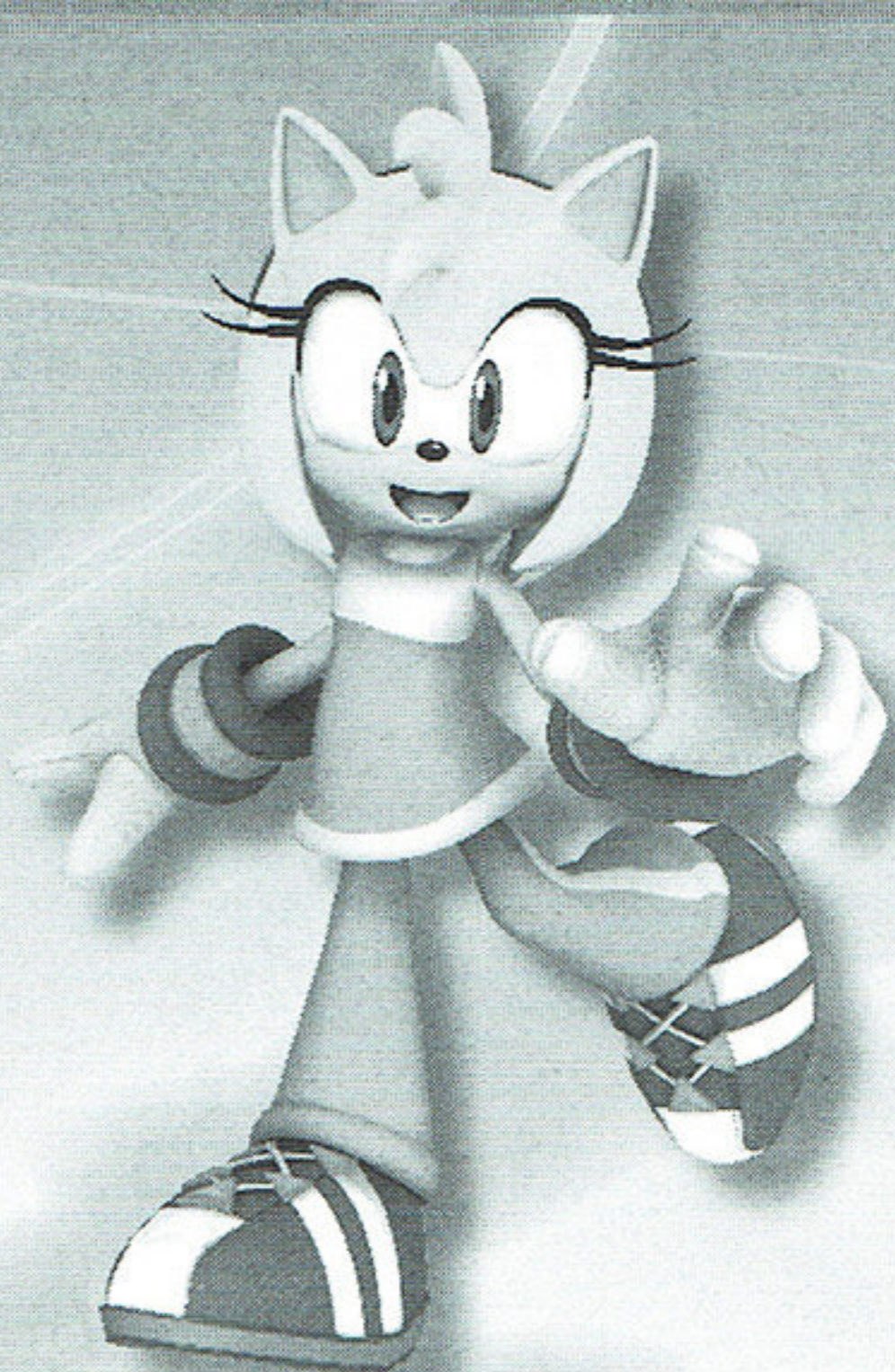
## STORM THE ALBATROSS

Storm is the heavyweight rider of the Babylon Rogues. As his frame indicates, he has enough strength to crush a boulder with little effort. He is scorned by Jet for many of the things he lacks but he is happy to defer to Jet's leadership and to be his right-hand man.



## AMY ROSE

Amy is always hot on Sonic's heels as his self-professed girlfriend. With a spark of energy and her trademark item – the Piko Piko Hammer, she is ready to track down the blue blur wherever he goes. Hoping Sonic will be racing at the Grand Prix once again, she decides to join the event.

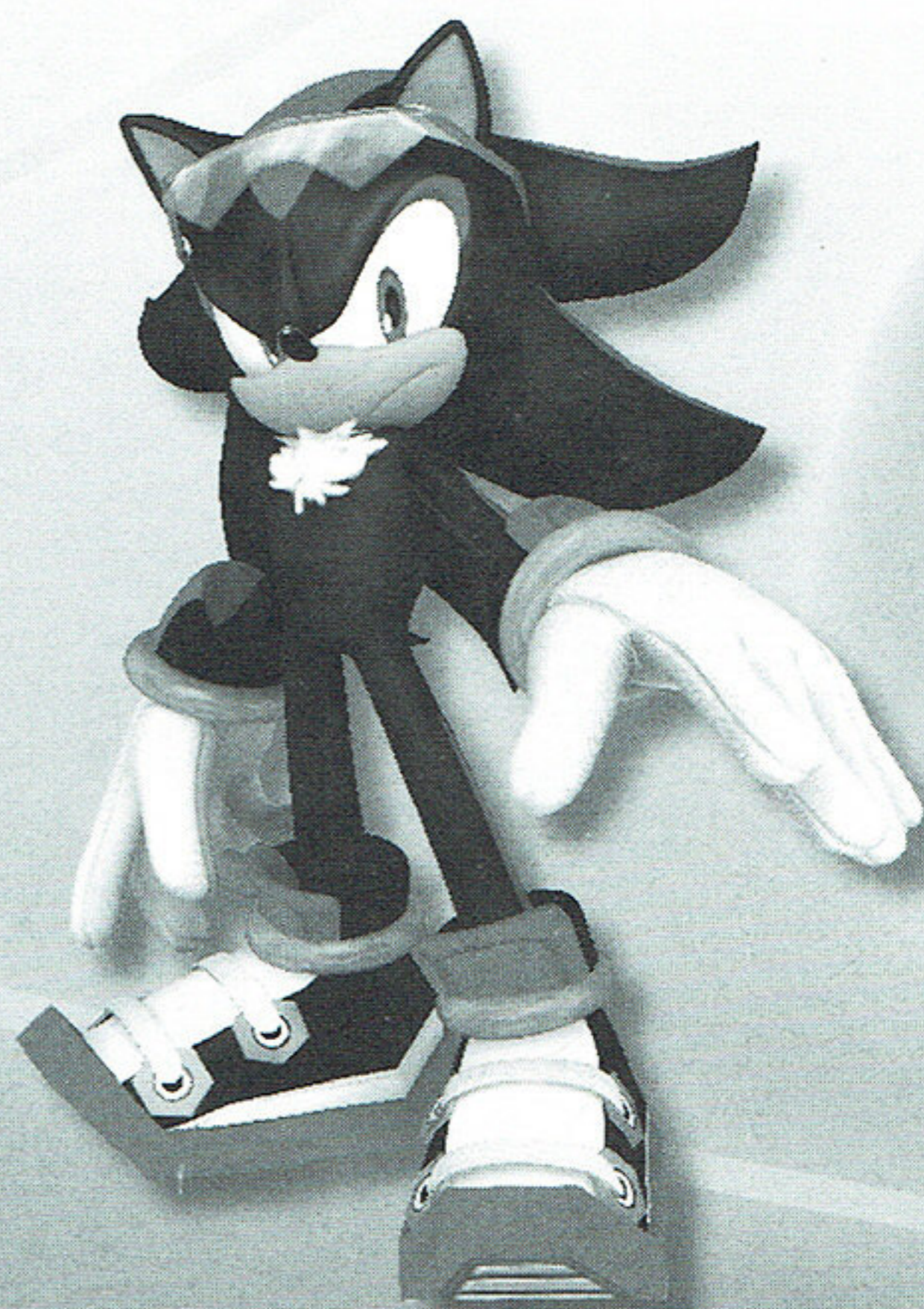


## DR. EGGMAN

An evil scientific genius who is always coming to blows with Sonic and his friends, since he is always scheming for world domination. The question is how this mad scientist will attempt to crash the party this time around.

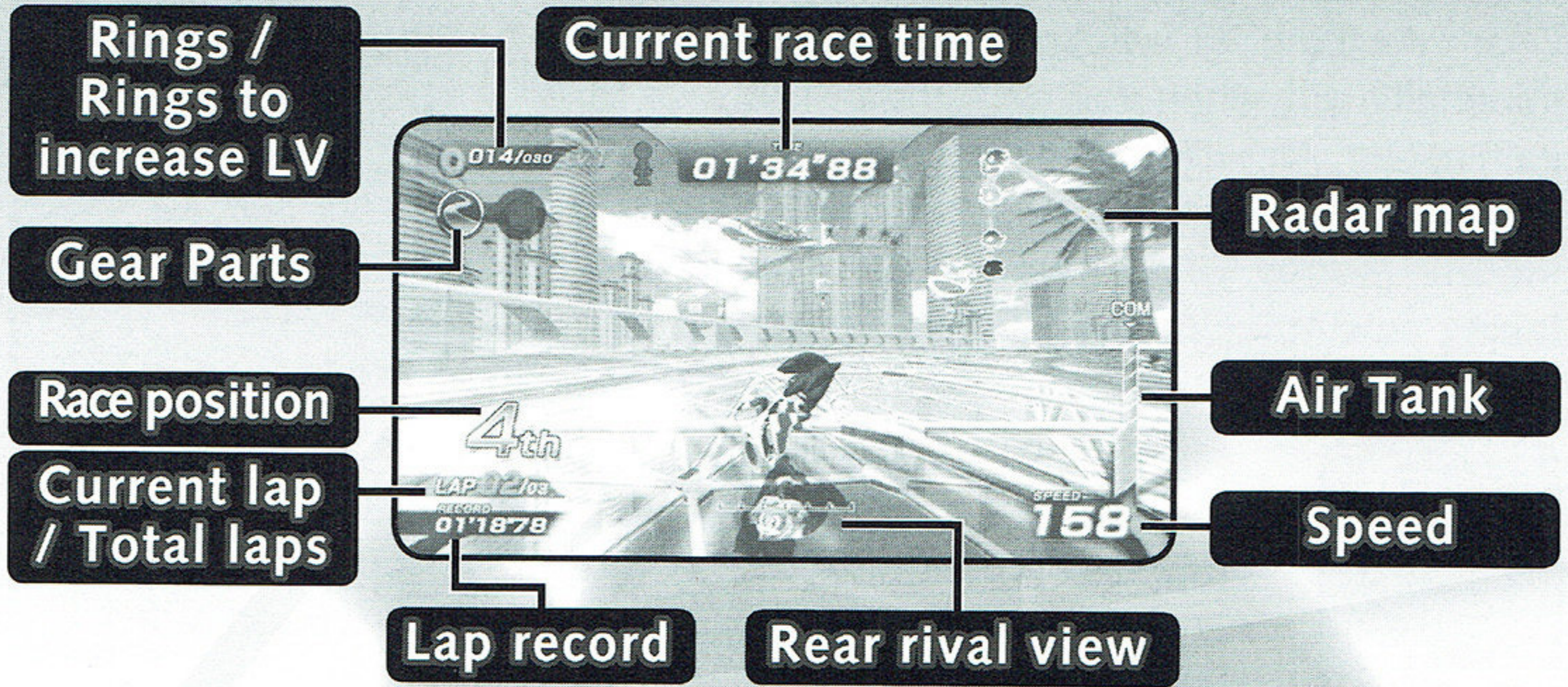
## SHADOW THE HEDGEHOG

This dark hedgehog boasts running speeds to rival Sonic's. Though uninterested in the Grand Prix itself, he is eager to test his riding skills and would like to beat Sonic.

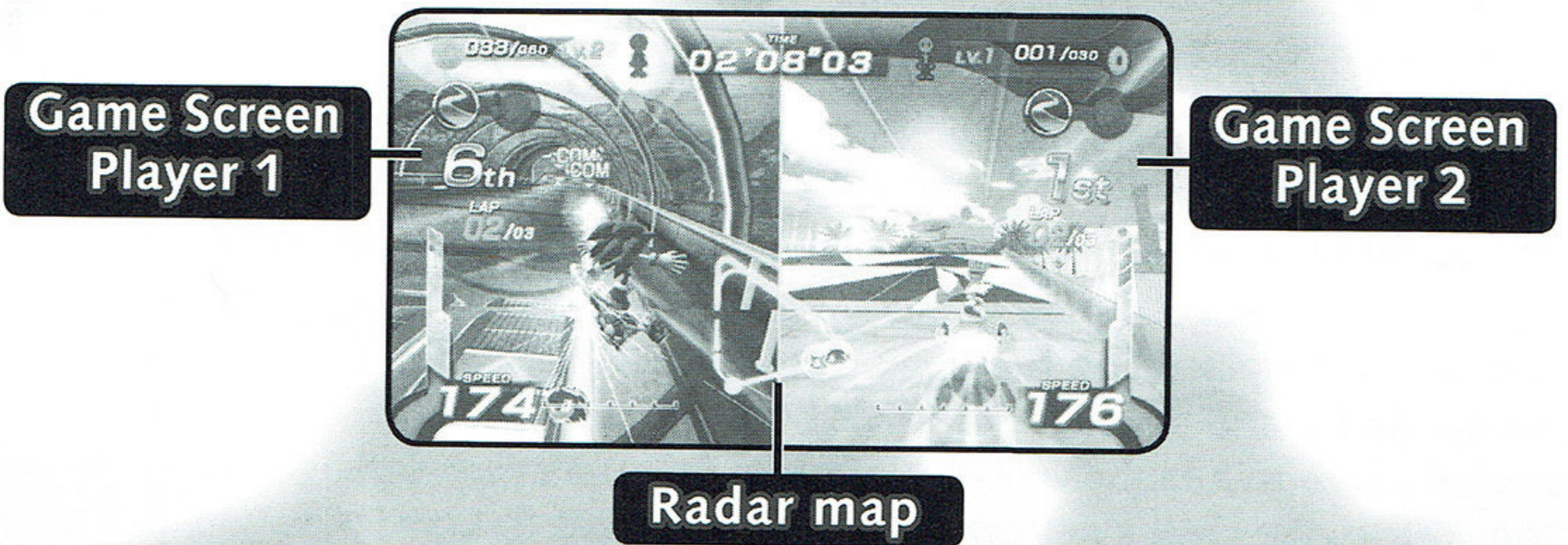


# GAME DISPLAY

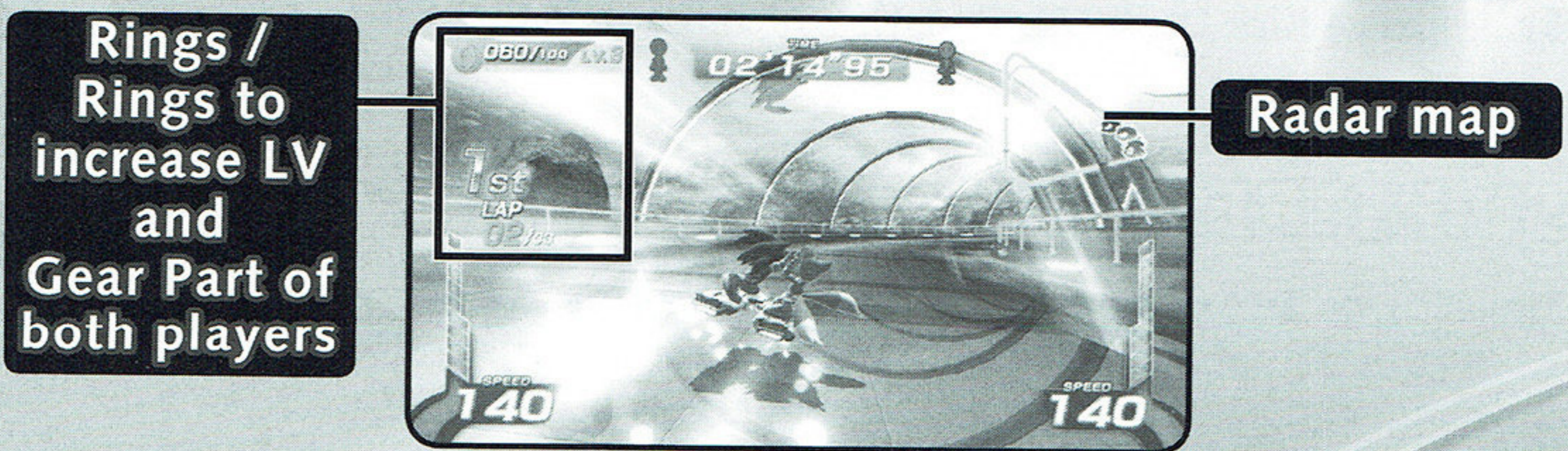
## SINGLE-PLAYER RACES



## TWO-PLAYER RACES



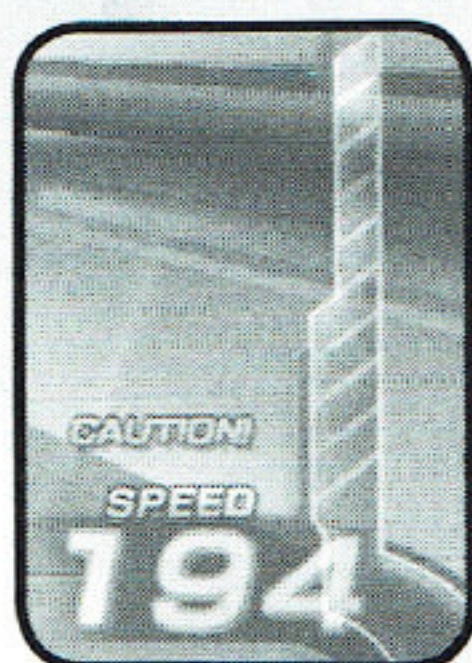
## TAG MODE (DOCKED WITH PARTNER)



# RACING TIPS

## EXTREME GEAR AIR SYSTEM

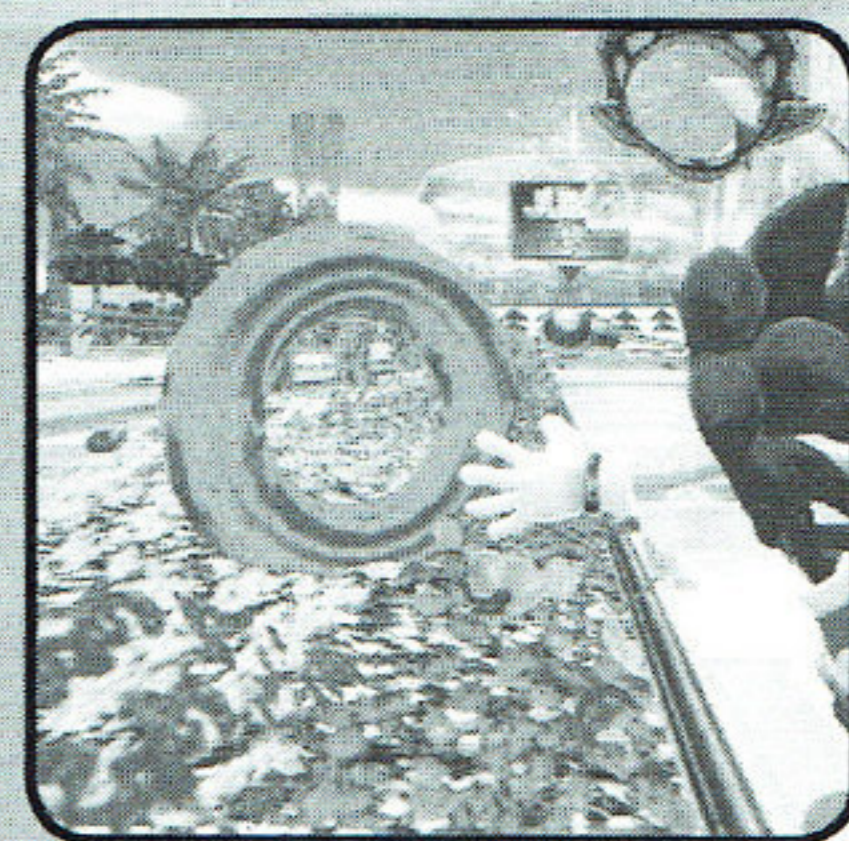
Extreme Gear is powered by Air stored in the Gear's Air Tank. At regular speed, Air is consumed minimally, but when you perform a Kick Dash to gain speed, Air will be consumed at a higher rate. The Air replenishes by performing Trick Actions off Kickers, picking up Air Items (in Item Boxes) and taking advantage of special skills (see details on facing page).



Note that when the Air Tank becomes empty, the Gear cannot provide an Air Boost even if you performed a Kick Dash motion.

## IMPROVE PERFORMANCE BY COLLECTING RINGS

The performance level of Extreme Gear can be raised up to **Level 3** during a race by collecting Rings that are placed on the track. For typical Gear, a total of 30, and then 60 Rings will boost your performance to a higher Level. Note that if you receive damage or fall off of the course, the Gear's performance level will reset to **Level 1** as you lose all of the Rings.



Riders can expect to gain a performance boost in the following areas:

- 1 Optimize character's overall skills.
- 2 Increase Air Tank capacity.
- 3 Improve Kick Dash (Air Boost), which requires more Air.

## SLIPSTREAMS

Traveling on an Extreme Gear at high speed will leave Slipstreams (trail of wind current) behind it which other riders can use to travel faster. If the rider traveling ahead is within range, positioning yourself in his/her wake will allow you to catch up and overtake.



## USE SPECIAL SKILLS TO ACCESS EXPRESS LANES

By activating either the Grind, Air Ride or Power Skill Gear Parts (p.16), or using the Extreme Gear's special skill (selected Gears only), you'll have a chance to access one of three types of express lanes. If you are relying on Gear Parts to access these lanes, make sure you are riding the Gear in the correct stance (*Regular* or *Goofy*) so the skill you wish to use is activated.



### Rail Grind

Riding on a Grind Rail allows you to travel faster than normal riding speed. You are able to Grind on the rails by either crossing over, jumping on, or by successfully performing an Air Trick. Note that you gain more speed by accurately riding the rail by leaning left and right to follow the curves.

### Air Ride

Launch off a Catapult and Kickers by spreading both arms across to guide yourself through a series of Dash Rings. Air Ride allows you to travel faster than normal riding speed along shortcut routes, and Rings are awarded when you successfully pass through the Dash Rings. Note that the rider will ascend but decrease speed when you spread your arms, and will descend and gain speed when you lower your arms during the flight.



### Hidden Route

Some routes on the track are sealed off by gates and obstacles, which you can knock out by performing a forward punch gesture (if you have the Power Skill equipped). Try to break as many in succession as you can to receive a greater Ring bonus.

Note that Bike Gear has a built-in Power Skill ability, which also allows riders to access hidden routes by performing a punch.

## LEANING FORWARD

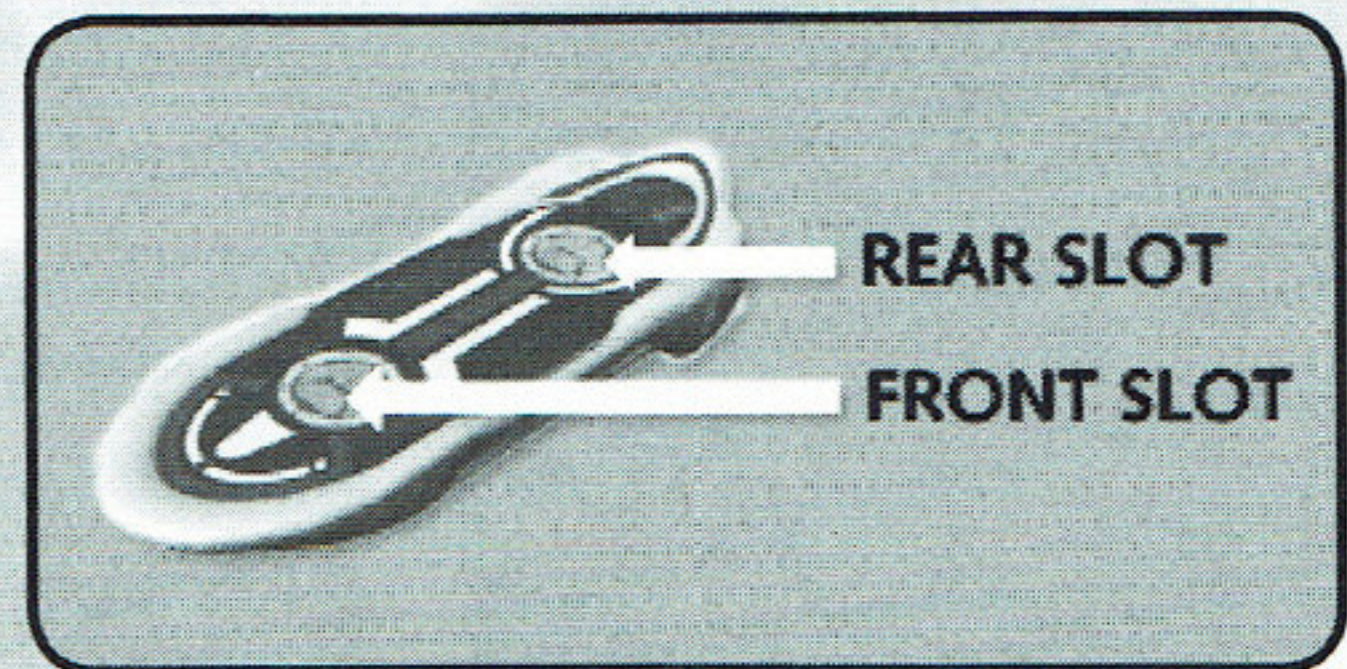
Whenever you are running on a straight path, try to gain as much speed as possible by leaning forward (towards the game screen).

# EXTREME GEARS

Extreme Gear are available in two basic types (board and bike), offering riders a total of 20 Gear to choose from, if you unlock and/or purchase them all at Omocho's Shop. Each Gear has its own characteristics and enhancements, so finding the perfect match for you and your character adds another dimension to the race.

## GEAR PARTS

Each Gear is pre-installed with performance-enhancing Gear Parts, but these can be freely changed with other Gear Parts you already own. For Board Gear there are two slots (pictured right), whereas Bike Gear only have one slot to install the parts.



When selecting Gear Parts, the first part chosen is active in that character's *default* stance. The second part is activated in that character's *switch* stance.

Here is a list of Gear Parts which you can obtain for your Extreme Gears:

	<b>MAX SPEED UP</b> Increases top speed.		<b>CORNERING UP</b> Superior steering on turns.
	<b>START SPEED UP</b> Boost to quickly reach top speed.		<b>POWER UP</b> Ride through rougher terrains.
	<b>AIR SAVER</b> Lowers rate of Air consumption.		<b>TRICK BOOST</b> Powerful boost after Tricks.
	<b>RAPID STREAM</b> Increases top speed of Slipstream.		<b>RAPID DASH</b> Increase boost speed for Kick Dash.
	<b>EXTRA AIR</b> Increase capacity of Air Tank.		<b>AIR PLUS</b> Increase Air bonus for Tricks.
	<b>GRIND SKILL</b> Special skill to perform Grinds.		<b>AIR RIDE SKILL</b> Special skill to perform Air Rides.
	<b>POWER SKILL</b> Special skill to destroy obstacles.		<b>BIG AIR</b> Leap higher during Air Tricks.
	<b>RING EATER</b> Attract Rings on the track.		<b>INVISIBLE</b> Avoid attacks from your enemies.
	<b>ITEM LOCK (AIR)</b> Receive Air as Mystery Item.		<b>ITEM LOCK (RING)</b> Receive Rings as Mystery Item.
	<b>MUSIC CHANGE 1</b> Set music to <i>High Flying Groove</i> .		<b>MUSIC CHANGE 2</b> Set music to <i>Un-Gravity</i> .

# RACE MODES

## COLLECT RINGS

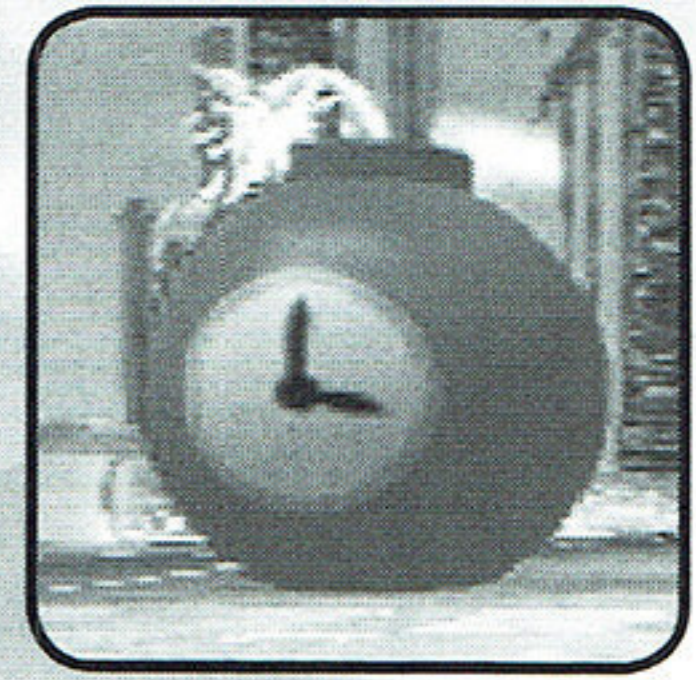
Grab as many Rings as possible on the track within the set time limit to see who can collect the most. The Bonus Rings that are worth 10, 30 and 50 Rings a piece. In this race mode, crossing the finish line before other riders can also add more Rings to your total.



**BONUS RING**

## DAMAGE SURVIVAL

Race to the finish line while attacking other riders with bombs and Action Items within a set time limit and see who can gain the highest points. The gauge that represents the Air Tank is converted into an HP Gauge for this race and whoever loses all of their hit points will automatically retire from the competition. Note that only the default Gear of the character is used and your performance level will not increase during the race.



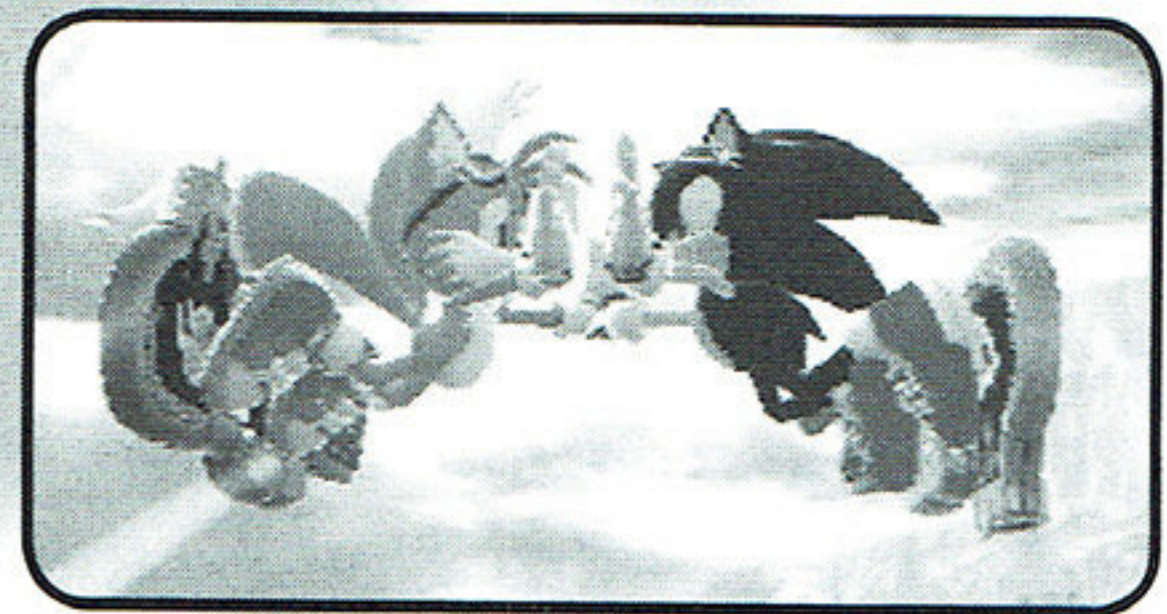
**BOMB FROM  
OCTO-ITEM**

## TAG RACE

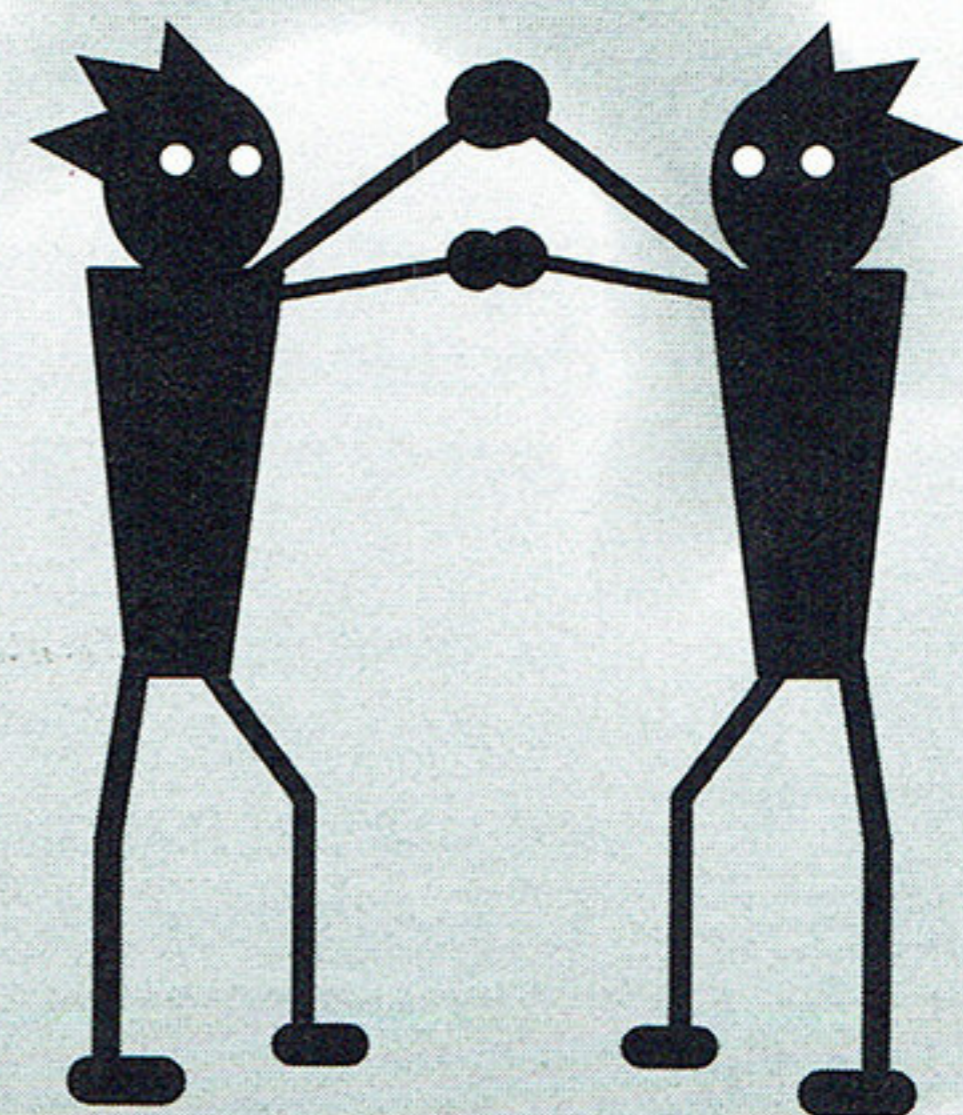
Team up with another player in the same play space and race together to beat other teams by crossing the finish line first.

The duo can work together side-by-side in the docked position (pictured right), which allows players to take sharper turns, perform Synchronized Kick Dashes, receive more Air Tricks bonuses (air refills) and run on a shared Air Tank. Riders may also run separately anytime by releasing both of your partner's arms/hands. Going separately will reduce your overall performance, but will allow you to collect more Rings as well as reduce Air consumption.

Note that when a team crosses the finish line separately, the final standings of these teams will not be ranked until the second rider reaches the goal.



**SYNCHRONIZED JUMP**

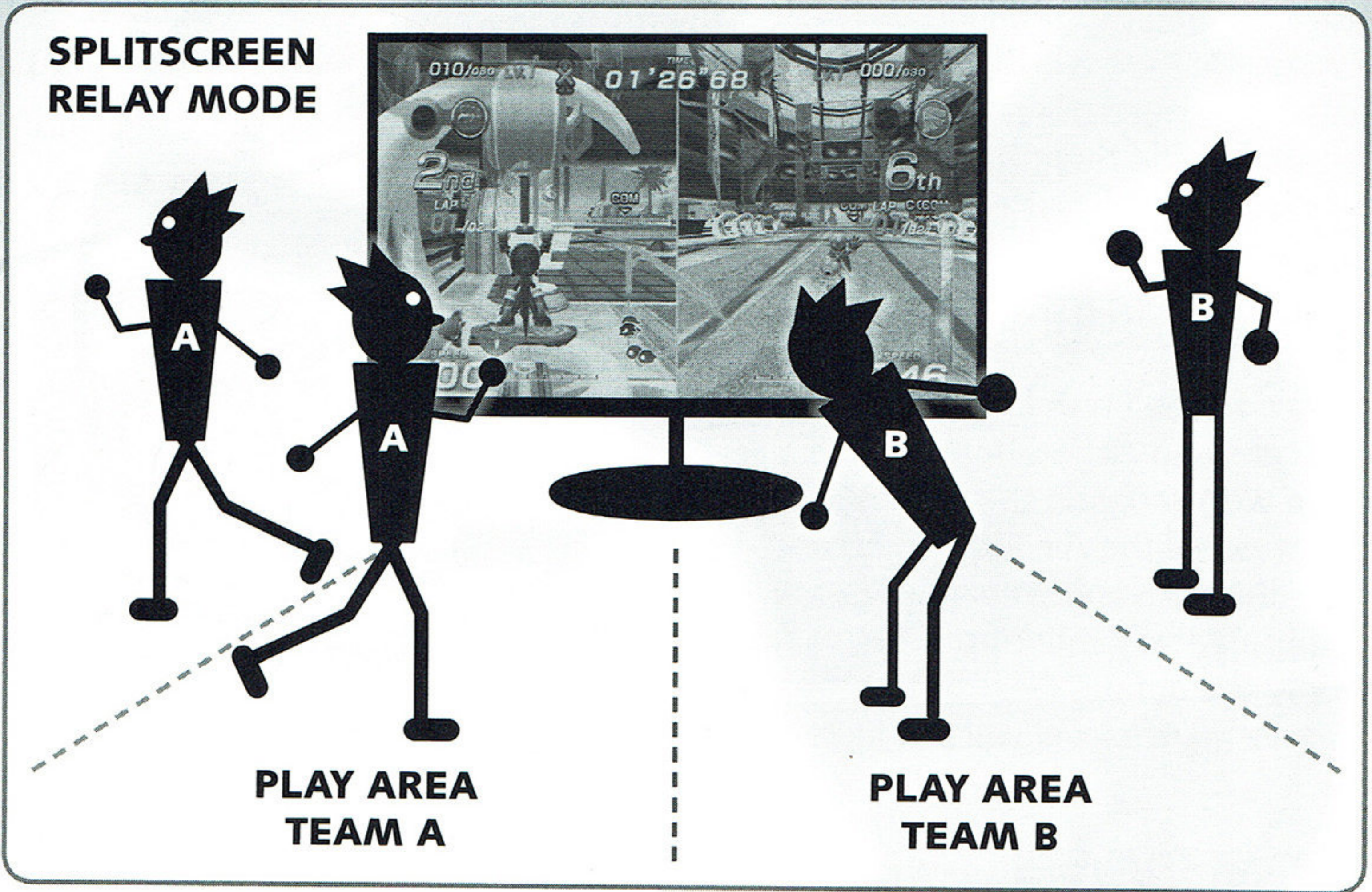


**DOCKED POSITION**

Player 1: Regular Stance  
Player 2: Goofy Stance

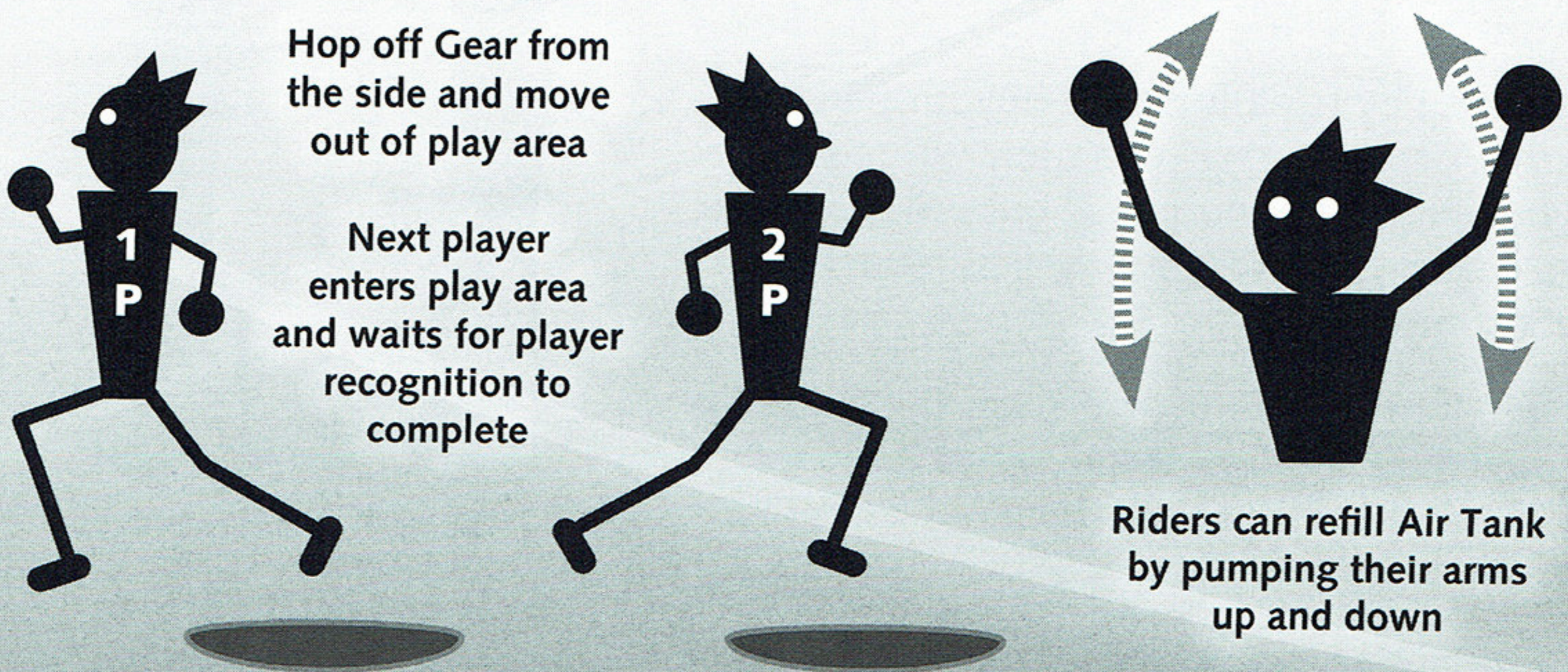
# RELAY MODE

Form two teams of two human players locally or assemble a team of two to four local players to run a relay race. Riders will take turns racing a lap on the same Gear, and the first team to cross the finish line on the final lap wins.



## IN THE PIT:

At the start/finish line, there is a designated pit area where every riders will automatically enter when they complete their lap. Once the Gear is parked in the pit area, the current player will move out of the play space (field of vision of the sensor) to allow the next player to continue the race. Note that the new riders can use the air pump to refill the Gear's Air Tank by performing the pump gestures (see below) before they exit the pit.



# XBOX LIVE

Xbox LIVE® is the online game and entertainment service for Xbox 360®. Just connect your console to your broadband Internet service and join for free. You can get free game demos and instant access to HD movies (sold separately)—with KINECT, you can control HD movies with the wave of a hand. Upgrade to an Xbox LIVE Gold Membership to play games online with friends around the world and more. Xbox LIVE is your connection to more games, entertainment, and fun. Go to [www.xbox.com/live](http://www.xbox.com/live) to learn more.

## CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live/countries](http://www.xbox.com/live/countries).


## FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).


## HOW TO GET HELP WITH KINECT

### Learn More on Xbox.com

To find more information about KINECT, including tutorials, go to [www.xbox.com/support](http://www.xbox.com/support).

Positioning the left arm towards your bottom left during the game will allow you to access the KINECT Guide. If the Xbox 360 Controller is connected, pressing the  button will also allow you to access the KINECT troubleshooting screen.

## ACHIEVEMENTS

This game supports the Xbox LIVE Achievement system. As you play the game, you will earn points by fulfilling certain challenges, which will be credited to your profile as Gamerscore. Achieving all 50 of this game's achievements will add a total of 1000  to your profile. To view how many you've achieved so far, access the KINECT Hub and view the list of achievements.

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## Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact SEGA at:

- Website: [www.sega.com/support](http://www.sega.com/support)
- Telephone: 1-800-USA-SEGA

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## **Playing KINECT Safely**

### **Make sure you have enough space so you can move freely while playing.**

Gameplay with KINECT may require varying amounts of movement. Make sure you won't hit, run into, or trip over other players, bystanders, pets, furniture, or other objects when playing. If you stand or move during gameplay, you need good footing.

**Before playing:** Look in all directions (right, left, forward, backward, down, and up) for things you might hit or trip over. Be sure your play area is far enough away from windows, walls, stairs, etc. Make sure there is nothing you might trip on—for example, toys, furniture, loose rugs, children, pets, etc. If necessary, move objects or people out of the play area. Don't forget to look up—be aware of light fixtures, fans, or other objects overhead when assessing the play area.

**While playing:** Stay far enough away from the television to avoid contact. Keep enough distance from other players, bystanders, and pets—this distance may vary between games, so take account of how you are playing when determining how far away you need to be. Stay alert for objects or people you might hit or trip on—people or objects can move into the area during gameplay, so you should always be alert to your surroundings.

Make sure you always have good footing while playing. Play on a level floor with enough traction for the game activities, and make sure you have appropriate footwear for gaming (no high heels, flip flops, etc.) or are barefoot if appropriate.

**Before allowing children to use KINECT:** Determine how each child can use KINECT and whether they should be supervised during these activities. If you allow children to use KINECT without supervision, be sure to explain all relevant safety and health information and instructions. **Make sure children using KINECT play safely** and within their limits, and make sure they understand proper use of the system.

**To minimize eyestrain from glare:** Position yourself at a comfortable distance from your monitor or television and the KINECT sensor; place your monitor or television and KINECT sensor away from light sources that produce glare, or use window blinds to control light levels; choose soothing natural light that minimizes glare and eyestrain and increases contrast and clarity; and adjust your monitor's or television's brightness and contrast.

**Don't overexert yourself.** Gameplay with KINECT may require varying amounts of physical activity. Consult a doctor before using KINECT if you have any medical condition or issue that affects your ability to safely perform physical activities or if: You are or may be pregnant; you have heart, respiratory, back, joint, or other orthopedic conditions; you have high blood pressure or difficulty with physical exercise; or you have been instructed to restrict physical activity. Consult your doctor before beginning any exercise routine or fitness regimen that includes KINECT. Do not play under the influence of drugs or alcohol, and make sure your balance and physical abilities are sufficient for any movements while gaming.

**Stop and rest** if your muscles, joints, or eyes become tired or sore. If you experience excessive fatigue, nausea, shortness of breath, chest tightness, dizziness, discomfort, or pain, STOP USING IMMEDIATELY, and consult a doctor.

See the Healthy Gaming Guide at [www.xbox.com](http://www.xbox.com) for more information.

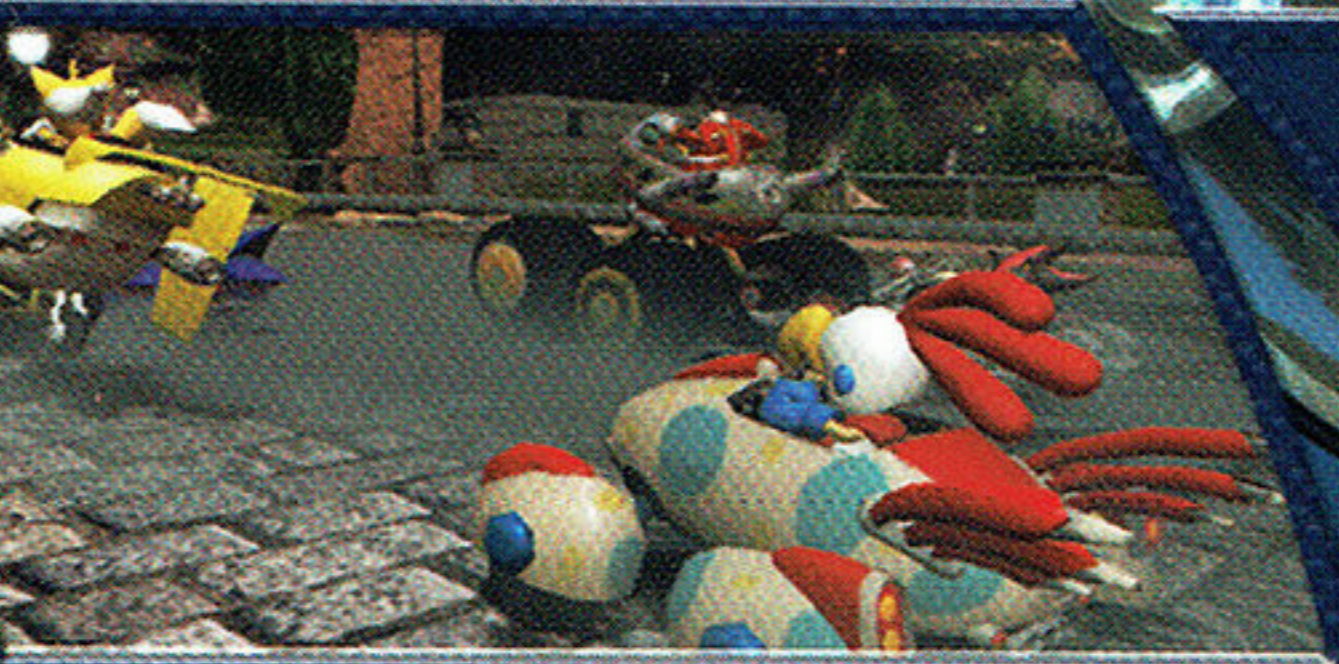
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