GAME BOY ADVANCE™

SONIC 2 ADVANCE™

INSTRUCTION BOOKLET

SEGA

Game Boy Advance Game Pak conforms to:

– TOY Directive (88/378/EEC) EN50088, EN71 Part 1, 2, 3

– EMC Directive (89/336/EEC)

Consumer Information and Precaution

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING – BATTERY PRECAUTIONS

FAILURE TO FOLLOW THE FOLLOWING INSTRUCTIONS MAY CAUSE THE BATTERIES TO MAKE "POPPING" SOUNDS AND LEAK BATTERY ACID RESULTING IN PERSONAL INJURY AND DAMAGE TO YOUR GAME BOY ADVANCE OR ACCESSORY. IF BATTERY LEAKAGE OCCURS, THOROUGHLY WASH THE AFFECTED SKIN AND CLOTHES. KEEP BATTERY ACID AWAY FROM YOUR EYES AND MOUTH. CONTACT THE BATTERY MANUFACTURER FOR FURTHER INFORMATION.

1. For Game Boy Advance use only alkaline batteries. Do not use carbon zinc or any other non-alkaline batteries.
2. Do not mix used and new batteries (replace all batteries at the same time).
3. Do not put the batteries in backwards (positive [+] and negative [–] ends must face the proper direction). The supply terminals are not to be short-circuited.
4. Do not leave used batteries in the Game Boy Advance.
5. Do not mix battery types (do not mix alkaline and carbon zinc batteries or mix different brands of batteries). Use only batteries of the same or equivalent type as recommended.
6. Do not leave batteries in the Game Boy Advance or accessory for long periods of non-use.
7. Do not leave the power switch ON after the batteries have lost their charge. When you finish using the Game Boy Advance, always slide the power switch OFF.
8. Do not dispose off batteries in a fire.
9. Do not use rechargeable type batteries such as nickel cadmium. Non rechargeable batteries are not to be recharged.
10. Do not use a battery if the plastic cover has been torn or compromised in anyway.
11. Do not insert or remove batteries while the power is ON.
12. GENERAL NOTE: Rechargeable batteries are to be removed before charging. Rechargeable batteries are only to be recharged under adult supervision.

⚠ 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 – SEIZURE

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 IMMEDIATELY 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.

Thank you for purchasing Sonic Advance™ 2. Please note that this software is designed only for use with a Game Boy Advance™. Be sure to read this instruction manual thoroughly before you start playing.

Contents

STORY

The deranged scientist Dr. Eggman has devised another dastardly scheme. He's planning to build a Dr. Eggman Empire by kidnapping the animals and turning them into robots. This time, he's also kidnapped Knuckles and Tails. "Dr. Eggman you fiend! I'm coming after you to rescue my pals!"

Off speeds Sonic on a new adventure to find his friends and stop the scientist's despicable plot.

SONIC THE HEDGEHOG

Sonic the Hedgehog

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

CREAM THE RABBIT

Cream the Rabbit

Cream is an adorable rabbit that takes her tiny Chao "Cheese" wherever she goes. She can act a little childish at times, but tries hard at everything she does, and never forgets her manners. She can fly by flapping her ears like wings.

Knuckles the Echidna

Knuckles is Sonic's friend and rival. With his enormous strength and spiked fists he packs a powerful punch and can climb walls easily. He is brave of heart and strong willed, but can sometimes be a little gullible.
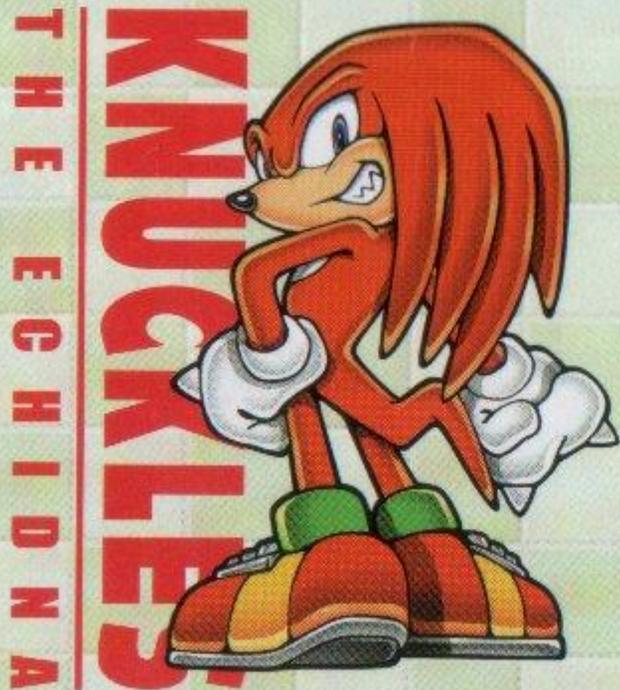
KNUCKLES
THE ECHIDNA

TAILS
MILES "TOWER

Tails the Fox

Miles "Tails" Prower is a gentle fox with two tails, and dreams of being just like Sonic. He loves tinkering with machinery, and sometimes builds robots to help his hero. He can fly by spinning his tails like helicopter blades.

AMY ROSE

Dr. Eggman (aka Dr. Robotnik)

Without a thought for anybody else, this evil genius is always hatching plots to take over the world. His plans are always foiled by Sonic, but he never learns his lesson.

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.

*Bonus character not available until unlocked. See p.28.

Dr.EGGMAN

BASIC CONTROLS

L Button

Not Used

Control Pad

Select Mode, Menu Items
Walk or Run Left/Right

START

Pause

SELECT

Not Used

R Button

Not Used
Mid-Air Trick Action (p.8)

A Button

Enter Selection
Jump/Spin-Attack*

B Button

Cancel
Special Attack*

Upper Items: Menu controls
Lower Items: Gameplay controls

*See Individual Character Actions

- Button assignments can be changed from the Options Screen (p.22).
- Pressing START + SELECT while pressing the A and B Buttons will cause the game to return to the Title Screen.

COMMON ACTIONS

The following controls are common to all characters.

Press and hold Control Pad ←/→

Move left or right. Hold down to increase speed. Maintain full speed while collecting Rings to enter the super high speed Boost Mode.

Press and hold Control Pad ↑

Appeal. Watch each character move around as they wait for your instructions.

Press and hold Control Pad ↓

Crouch down. Press while walking/running to spin along the ground. Use this move to attack enemies directly ahead of you.

Press and hold Control Pad ↓ + A Button >> Release Control Pad ↓

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

MID-AIR TRICK ACTIONS

The following key combinations can be used while in the air to perform special Trick Actions! Watch each character perform these with their own unique style!

Control Pad ↑ + R Button

Springs upwards to gain extra height and to reach areas that are difficult to get to.

Control Pad ←/→ + R Button

Increases speed to gain distance and attack enemies directly ahead.

R Button

Rapidly changes direction to avoid obstacles ahead or awkward landings.

Control Pad ↓ + R Button

Stops mid-flight and attacks straight downwards.

INDIVIDUAL CHARACTER ACTIONS

Skid Attack
B Button while running

Attack enemies straight ahead of you while screeching to a halt.

Super Skid
B Button while in Boost Mode

Skid straight through enemies and continue running.

Double Spin Attack
A Button while jumping

Increase attack speed and create a temporary shield of air.

Homing Attack
A Button while jumping near an enemy

Targeted dash straight towards enemies.

Bound
B Button while jumping

Stop mid-flight and Spin Attack straight downwards.

INDIVIDUAL CHARACTER ACTIONS

Chao Attack
B Button

Send "Cheese" the Chao to home in on nearby enemies.

Step Attack
B Button while in Boost mode

Take a long stride protected by Cheese.

Flying
A Button while jumping

Flap her ears like wings to take off. Press A Button repeatedly to gain extra height.

Mid-Air Chao Attack
B Button while jumping

Send Cheese to attack enemies ahead while mid-air.

Chao Rolling Attack
Control Pad ↓ + B Button while jumping

Cheese spins around Cream to protect against attack while mid-air.

Tail Swipe
B Button

Attack enemies with a swish of his tails.

Super Tail Swipe
B Button while in Boost Mode

Charge straight through enemies with a Tail Swipe and continue running.

Double Jump
A Button while jumping

While jumping, Tails can swish his tails once for an extra boost of height.

Propeller Flying
A Button

Repeatedly pressing A Button lets Tails sustain flight for a short period of time.

Tails's Actions

INDIVIDUAL CHARACTER ACTIONS

Knuckles's Actions

Double Punch
B Button while running

Punch twice while advancing forwards.

Spiral Attack
B Button while in Boost Mode

Spiral forwards fists first straight through enemies and continue running.

Drill Claw
B Button while jumping

Spiral attack straight downwards fists first.

Mid-Air Glide
A Button held while in Boost Mode

Glide through the air and punch straight through enemies. Press the Control Pad ←/→ to change direction.

Wall Climb
Touch a vertical surface during Mid-Air Glide

Grab onto walls and other vertical surfaces. Press the Control Pad ↑/↓ to climb.

Hammer Attack — **B Button**

Attack enemies with the Piko Piko Hammer.

Head Slide — **B Button while in Boost Mode**

Perform a high speed Head Slide attack and continue running.

Super Hammer Attack — **A Button while jumping**

Swing the Hammer once in mid-air before deftly returning to the ground.

Mid-Air Hammer Swirl — **B Button while jumping**

Head straight downwards swirling the Hammer to destroy enemies.

*Bonus character not available until unlocked. See p.28.

*Amy's Actions

1. Make sure that the power is switched OFF. Never insert or remove a Game Pak when the power is ON.
2. Insert the Sonic Advance™ 2 Game Pak into the Game Boy Advance™ slot as described in your Nintendo Game Boy Advance™ instruction manual.
3. Turn the POWER switch ON.
4. When the title screen appears, press START to proceed to the Mode Select Screen. Press the Control Pad ↑/↓ and press the A Button to select SINGLE PLAYER or MULTI PLAYER.

Main Menu

SINGLE PLAYER

This takes you to the Title Screen Menu for Single Player Games (p.15).

MULTI PLAYER

This takes you to the VS Mode Selection Screen (See below).

Multi Game Pak Mode

Up to 4 players compete using one Game Pak per player (p.24).

Single Game Pak Mode

Up to 4 players compete using only one Game Pak (p.26).

TITLE SCREEN MENU

Press the Control Pad ↑/↓ and press the A Button to select from the following Title Screen Menu items.

GAME START

This is the main game. Race around 7 Zones collecting Rings, avoiding traps and searching for the Chaos Emeralds (p.19).

TIME ATTACK

Try to clear each Zone in the shortest time possible (p.21).

OPTIONS

Change various game settings (p.22).

TINY CHAO GARDEN*

Raise Chao in the Tiny Chao Garden (p.29). If you have a NINTENDO GAMECUBE you can transfer Chao to Sonic Adventure™ 2 Battle.

*Bonus feature not available until unlocked. See p.28.

GAME START

The first time you play, the game will automatically start with Sonic in Zone 1, Act 1. As you progress through the game clearing levels and rescuing Sonic's friends, you will be able to select at the start of each game the character you wish to control and the Act you wish to begin at.

SELECT A CHARACTER

Press the Control Pad ←/→ and press the A Button to choose from any of the characters available. The SELECT A CHARACTER Screen will not be displayed if no characters have been rescued.

SELECT A ZONE

Press the Control Pad ←/→ and press the A Button to start the game in any Zone or Act that you have successfully completed. The SELECT A ZONE Screen will not be displayed if no Acts or Zones have been cleared.

ZONE 1 ACT 1

↓

ZONE 1 ACT 2

↓

ZONE 1 Boss

↓

Clear

↓

ZONE 2 ACT 1

↓

...

↓
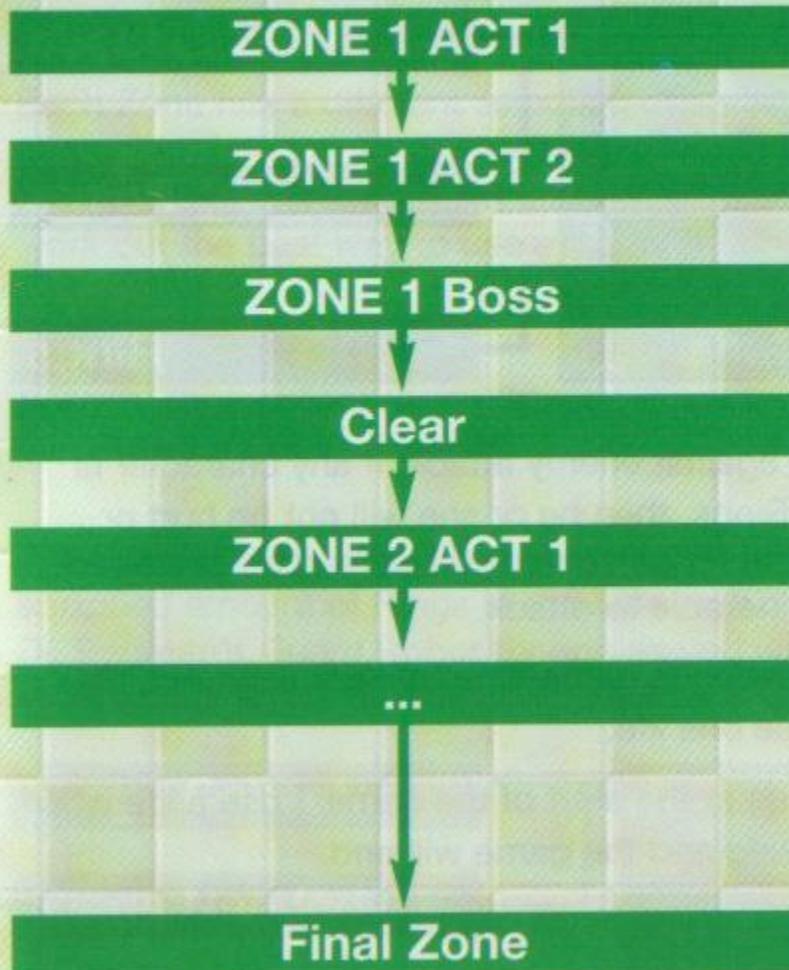
Final Zone

- ✪ Each Zone contains two 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.

- ✪ After clearing the 7th Zone, you will be taken to the Final Zone, which has only one Act.

- ✪ Clear the Final Zone to see the Ending.

GAME START

Rings Collected		**Time Elapsed**
Checkpoint		**Points**
Lives Remaining		**Rings**

Rings
Collect Rings to protect against enemy attack. If any character is attacked while carrying Rings, then he or she will not be hurt or damaged. However, all the Rings carried will instead be scattered leaving the character vulnerable to attack.

Time Display
You have 9 minutes 59 seconds game time to clear each Act. Go over this and you will lose one life.

Lives Remaining
Each character has 3 lives at the start of the game. Lose a life when there are no lives remaining and the game will end.

Checkpoint
By touching a Checkpoint, a character can restart from that point if he/she loses a life.

Springs and Launchers

Each Zone has a different selection of springs and launchers for propelling characters into the air. Some require you to run at them, some you can simply step on, others let you build up height by bouncing repeatedly. Experiment to work out the best way to use each kind.

Special Rings

In each Zone collect seven Special Rings to enter a Special Stage where you can obtain a Chaos Emerald.

The Special Stage is a 3D environment. Use the Control Pad and A Button to collect the specified amount of Rings in the time provided and claim the Chaos Emerald. Watch out for Dr. Eggman's Guard Robot though as you will lose 10 Rings if it touches you. You can receive extra bonus Rings by collecting a series in quick succession.

Rings Collected

Rings Needed

Rings

Time Remaining

Robot Guard

Special Items

The following Special Items can be found in boxes throughout this game.

Invincibility — Keeps you safe from traps and enemy attacks for a limited period of time.

Shield — Protects against damage by traps and enemy attack only once.

1-Up — Increases remaining lives by 1.

Ring Magnet — Protects against damage by traps and enemy attack only once and draws Rings towards you.

5 Ring Bonus — Increases your Rings by 5.

10 Ring Bonus — Increases your Rings by 10.

Random Ring Bonus — Increases your Rings by a random amount.

Maximum Speed — Increases running speed to maximum.

TIME ATTACK

Clear the selected Zone in the shortest time possible. The fastest three time records for each character and Zone are recorded.

SELECT CHARACTER

Choose the character you wish to control. Only characters available in the regular game mode can be selected.

SELECT ZONE/BOSS*

Choose whether you will challenge a Zone or Zone Boss.

SELECT ZONE OR BOSS*

Choose the Zone or Boss* you wish to challenge. Only Zones that have previously been cleared in the regular game mode can be selected.

*Bonus feature not available until unlocked. See p.28.

OPTIONS

Change various game settings. Use the Control Pad and the A Button to select.

PLAYER DATA

CHANGE NAME : Enter a new player name using up to 6 characters.

TIME RECORD : See the top Time Attack scores for each player and Zone.

VS RECORD : See the top MULTI PLAYER scores.

CANCEL : Return to the Options Screen.

LEVEL — Select between NORMAL and EASY.

TIME UP — Select whether or not to lose a life when time runs out.

LANGUAGE — Set the display language.

BUTTON CONFIG — Select the functions for each Button.

SOUND TEST* — Select a sound and press the A Button to play.

DELETE GAME DATA — Delete all game data. This will not delete data for Tiny Chao Garden.

END — Return to the Title Screen Menu.

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VS MODE CONNECTION METHOD

To play Multiplayer VS Mode, connect up to four Game Boy Advance™ systems with 1-4 "Sonic Advance™ 2" 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 Mode. When playing with one Game Pak, select Single Game Pak Mode.

Necessary Items

Game Boy Advance™	2-4
"Sonic Advance™ 2" 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™ is switched OFF, then insert the Game Paks into all systems for Multi-Game Pak Mode, or only Player 1's system for Single Game Pak Mode.
2   Connect the Game Boy Advance™ Game Link™ Cables to the external connection sockets on each Game Boy Advance™ (See Figure).
3   Turn all systems ON.
4   Refer to p.24/26 for further information.
✪   When playing with 2-3 players, do not attach systems which are not used in play.
✪   The smaller plug must be inserted into Player 1's system.
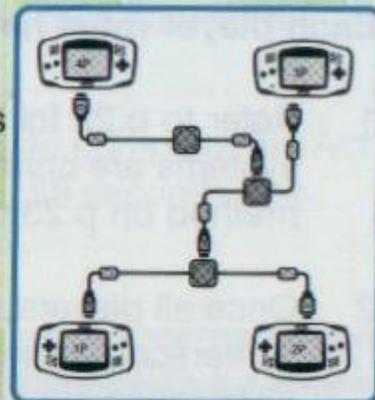
THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE™ GAME LINK™ CABLE.

GBA LINK CABLE

MULTI-GAME PAK MODE

Each player must have their own Game Pak in this mode.

1   Refer to p.23 for directions on connecting all Game Boy Advance™ systems. After all systems are connected and switched ON, each player should follow the connection method on p.23 to enter Multi Game Pak Mode.

2   Once all players are ready, a Chao will appear on each player's screen confirming the number of players and signalling that the connection is complete.

3   Each player must then select a character. The same character cannot be selected by more than one player. On completion, a selection confirmation screen will be shown, which is confirmed by Player 1 pressing START.

4   When the characters have been confirmed, a Zone must be selected by Player 1. Only Zones that have been cleared by at least one player will be displayed.

The aim of this game is to race through the regular game Zones. The first player to reach the goal is the winner.

After the first player reaches the goal, the other players have 60 seconds to complete the Act or will be disqualified from the race. When game time exceeds 9 minutes 59 seconds, the game will end.

Rings Collected

Player Cursor

Player Icons

Time Elapsed

Finish Mark

- ✪ Watch the player cursors to check where your opponents are. The progress of each player in relation to the goal are represented by the Player Icons at the bottom of the screen.
- ✪ All special and trick actions from Single Player Mode are available.
- ✪ Unlike the Single Player Mode, the second Act finishes at the goal without entering the Boss stage.

SINGLE-GAME PAK MODE

Only 1 Game Pak is necessary for this VS mode.

1   Refer to p.23 for directions on connecting all Game Boy Advance™ systems. After all systems are connected and switched ON, Player 1 should follow the directions on p.23 to enter Single Game Pak Mode.

2   Once the Chao has confirmed the connection, the game will be sent to each Game Boy Advance™ without a Game Pak and a message will be displayed.

3   On completion, the game will begin.

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

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

The aim of the game is to collect as many Rings as possible in the time allowed.

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 can then be stolen. The player with the most Rings at the end of the game wins.

Rings Collected

Time Remaining

Player Cursor

- ✪ The course is circular in design and has no start or goal posts. Proceed in any direction and you will end up where you started.
- ✪ Watch the player cursors to check where your opponents are.
- ✪ Make sure you use the Spin Attack when attacking opponents. Running into them will cause your own Rings to scatter.

BONUS FEATURES

Collect the Chaos Emeralds to unlock special Bonus Features. As each character completes the Final Zone having collected all seven Emeralds, the following Bonus Features will be unlocked.

Character 1:

Unlocks the Tiny Chao Garden on the Title Screen Menu.

Character 2:

Unlocks the Sound Test function in the Options Menu.

Character 3:

Unlocks Boss Levels in Time Attack mode.

Character 4:

Unlocks the extra character Amy Rose for gameplay.

Additionally, when Sonic has collected all 7 Emeralds, and all 4 characters have completed the Final Zone, the **Extra Zone** will be unlocked and can be selected from the SELECT A ZONE Screen.

TINY CHAO GARDEN

In Tiny Chao Garden, players can raise the cute, mysterious beings called Chao and play minigames 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™ 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.

Mini Games

Toy

Chao

Chao's Name

Status

✪ Please see the instruction booklet for the NINTENDO GAMECUBE for details on how to attach the NINTENDO GAMECUBE Game Boy Advance™.

TINY CHAO GARDEN

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."

As your Ring score increases, you can buy more snacks and toys for your Chao.

Playing Mini-Games

Play mini-games on the Game Boy Advance™ itself to collect Rings. See next page for mini-game details.

Leaving the Tiny Chao Garden

To exit, press START and select "SAVE & EXIT." If you cut the power without saving, your Chao data will be lost.

Controls in the Tiny Chao Garden

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

Chao Super High-Jump Game

Control Cream as she bounces her Chao on a spring carriage to gather the Rings at the top of the screen.

Rings — **Rings Collected**

Chao — **Tries Remaining**

Spring Carriage

Use the following controls to play the game.

Control Pad ←/→	Move spring carriage left/right to catch falling Chao.
A Button	Press for an extra high jump.
B Button + ←/→	Move spring carriage at high speed.

✪   Don't let the Chao hit the ground or you will lose one try.
✪   For an extra high jump, button timing is crucial! Practice to find the best technique.

Memory Game

Remember the positions of the cards and match the pairs to win.

Cards (matched) — **Rings Attained**

RINGS

Cards (rear face) — **Miss Indicators**

MISTAKES

3 TIMES

TWICE

ONCE

At the beginning of the game, all cards are shown for a short period of time before being turned over and moved by Chao. Select pairs of cards that match until all the cards are turned over, but make more than three mistakes and you will lose the game.

Use the following controls to play the game.

Control Pad Move cursor over cards.
A Button   Turn over card.

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