PC DVD-ROM

SEGA™

SONIC DX
ADVENTURE
™

Original Game ©SEGA ©SONICTEAM / SEGA, 2003

SONIC TEAM™

3+

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Sega PC Disk

• Health Issues •

• Use this software in a well lit room, staying a good distance away from the monitor or TV screen to not overtax your eyes. Take breaks of 10 to 20 minutes out of every hour, and do not play when you are tired or short on sleep. Prolonged use or playing too close to the monitor or TV screen may cause a decline in visual acuity.
• In rare instances, stimulation from strong light or flashing when staring at a monitor or television screen can cause temporary muscular convulsions or loss of consciousness in some persons. If you have ever experienced such symptoms, consult a doctor before playing this game. If you experience such symptoms or anything similar to dizziness, nausea, or motion-sickness while staring at the screen during game play, stop the game immediately. If discomfort continues thereafter, seek medical help.

• Avoid scratches and dirt •

Handle disks carefully to prevent scratches or dirt on either side. Do not bend the disks or enlarge their center holes.

• Cleaning the disks •

Clean the disks with a soft cloth, such as a lens cleaning cloth. Wipe lightly, moving in a radial pattern outward from the center hole towards the edge. Do not clean with paint thinner, benzene, or other harsh chemicals.

• Do not write on disks •

Do not write on or attach labels to either side of the disks.

• Storing the disks •

After use, return the disks to their original packaging. Do not store them in hot or humid locations.

The Sega PC disk contains software for use on a personal computer. Do not play it on an ordinary CD player, as this may damage headphones or speakers.

If the disk contains a readme file, please read it. It contains valuable information.
• Original game SEGA SONICTEAM/SEGA, 2003
• SEGA, SEGA PC and Sonic Adventure DX are trademarks or registered trademarks of SEGA Corporation.
• Microsoft, Windows, DirectX, Direct3D, DirectSound and SideWinder are registered trademarks or trademarks in the United States of America and other countries of Microsoft Corporation of the United States of America.
• The formal name of Windows is the "Microsoft Windows Operating System."
• The formal names of DirectX, Direct3D, and DirectSound are the "Microsoft DirectX set of APIs," the "Microsoft Direct3D application programming interface," and the "Microsoft DirectSound application programming interface."
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• Also read the manual of your personal computer.
• These disks may not be used in a rental business.
• Unauthorized copying of this manual is prohibited.
• Unauthorized copying and reverse engineering of this software is prohibited.
• Please register as a user using the enclosed postcard or online. Products owned by unregistered users are not supported.
• This manual will not be re-issued. Please take good care of it.

Thank you for your purchase of Sonic Adventure DX for the PC. Please read the manual before beginning play.

Operating Environment

You will need the following to run this software:

	Minimum system environment	Recommended system
OS	Windows 98 SE/Me/2000/XP (Windows 2000 must be SP2 or later)	
Processor	Pentium III 600 MHz or faster	Pentium III 800 MHz or faster
Memory (RAM)	128 MB	256 MB or more
Hard disk space	700 MB	1.4 GB or more
Display resolution	640 x 480 dots, high color (16 bits) or better	
CD-ROM drive	12x or better	
Graphics card	Card that supports 3D, 16 MB of VRAM	Card that supports 3D, 32 MB of VRAM or more
Sound card	Card that supports DirectSound	
DirectX	DirectX 9.0a (recorded on CD-ROM)	

Cautions (The term "PC" refers to your computer and all its peripherals.)

This program uses Windows Media Player 9 to play background music, so operation is not guaranteed on Windows 98, which does not allow installation of Windows Media Player 9. (Media Player 9 is provided on the CD.)
• You are responsible for obtaining, installing, setting up and adjusting your PC and its drivers. Be aware that the game may not function properly with some combinations of drivers or some PCs.
• Use of a game controller (that supports analog mode) may improve play.
• Intel Celeron and AMD Athlon/Duron processors will also run this game as long as the computer is running the minimum or recommended environment.
• Notebook PCs must have the minimum operating environment as well as a Pentium III 800 MHz processor or better.
• This game does not support LCD monitors that do not use the TFT format or the PC-9821 series from NEC.
• Sega is not responsible for any problems or damages resulting from your use of this software.

This software has been proven to work with the following graphics chips. (Operation with other chips is not guaranteed.)
O NVIDIA TNT2, GeForce256, GeForce series 2, 3, and 4, FX5200, and FX5900
O ATI Rage 128PRO, RADEON 7500 and 8500 series, and RADEON 9600PRO, and 9800PRO
O Intel i845G and i845GL
O SIS 315 and 650
O Matrox G400, G450, and G550.
• Check the Sega PC website (http://sega.jp/pc/) for the latest news.

SONIC ADVENTURE DX
Director's Cut ™

CONTENTS

INSTALLING THE GAME

> Before Installing: Shut down any applications and utilities such as virus protection programs you may be running, then start installation. These programs may interfere with the installation if they are running.

Installing Sonic DX (Screen shots are of Windows XP.)

To use this software, first install it on your hard disk. Installation procedure is as follows:

1. Start Windows and insert Disc 1 of Sonic DX into your CD drive. The following menu comes up automatically.

2. Click "Install game" on the menu.

Autorun menu

3. A User License Agreement is displayed. If you agree, click "Agree" and "Next."

4. The "Installation Type" menu is displayed. Check either "Full," "Standard," or "Minimum." Click "Next."

5. A folder selection screen is displayed. To change the folder where Sonic DX will be installed, click "Browse..." and find another folder. To use the default folder, click "Start installation." Installation will begin. When installation of Disc 1 is complete, you will be prompted to insert the next disc. Follow the onscreen instructions.

Folder Selection Window

After Installation

Leave Disc 2 in the CD drive after installation. You cannot play the game without the disc in the drive.

When Menu Is Not Displayed

When the first menu is not displayed automatically after placing the first disc in the drive, double-click the icon under My Computer of the CD drive in which the disc is placed. If that doesn't work, find "autorun.exe" in the CD-ROM under My Computer and double click that.

INSTALLING THE GAME

Install DirectX 9.0a

1. Click "Install DirectX 9.0a" on the autorun menu.
2. The DirectX installer comes up. If you agree, click "OK" to start installing DirectX 9.0a.

Installing Windows Media Player 9

1. Click "Install Windows Media Player 9" on the autorun menu to bring up the "Install Windows Media Player Series" window. Read the additional user license agreement. If you agree, click "Agree".
2. Follow the directions on screen. Keep clicking "Next" until the installation is complete.

Customising

This lets you customize the game by selecting wallpaper for Sonic and his friends, selecting the mouse pointer icon, and more.

1. Click "Customize" on the autorun menu.
2. Select the wallpaper, mouse pointer and such that you want, then click "Setup."
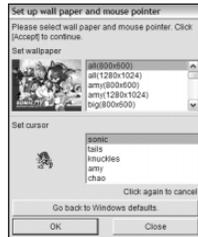
Setup Window

Uninstalling

Follow the directions below to uninstall the game.

1. Start Windows. If it is already running, quit all other applications.
2. Click "Uninstall game" on the autorun menu or select "Uninstall" under "Sonic Adventure DX" under "SEGA" under "All Programs" on the start menu (or "Programs" in Windows 98, SE, Me, or 2000). Click "OK" on the dialog box that comes up to start uninstalling.

You can uninstall without using the CD by going to "Add/Remove Programs" in the control panel.

Using Third Party Game Controllers

When playing Sonic Adventure DX using a Direct Input-compatible game controller such as Microsoft's SideWinder Game Pad USB, set up the following before starting the game:

1. Before starting the game, open "Game Controllers (Game Open)" in the Windows control panel.
2. Click the "Add" button in the game controller window to bring up the game controller add window. Select the game controller you want to use, then click "OK."
3. Check on the game controller window that the status of the game controller you are using is "OK."
4. Click "Properties" on the game controller window to open the setup window. Click the "Test" tab and follow the instructions to run a test. When the test is complete, click "OK."

Setup Window

GAME FLOW

Starting the Game

After installation is complete, select "Sonic Adventure DX" under "Sonic Adventure DX" under "SEGA" under "All Programs" on the start menu (or "Programs" in Windows 98, SE, Me, or 2000). The game will start up. Note that you cannot play the game without the Disc 2 in the CD drive.

Setting up Options

Select "Set Up Options" on the autorun menu to bring up the option setup screen. This is where you set up sounds, screen mode, and mouse operations. Set each appropriately for your PC environment. Rest the mouse cursor on a menu item for a moment to call up a more detailed explanation of what it does.
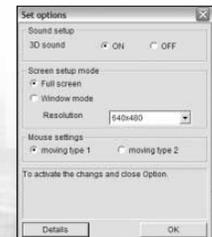
Quitting the Game

To quit the game, select "Exit Game" on the main menu. The game will shut down.

STORY

It all began one night.

"What a great night!" Sonic said, jumping from roof to roof over the buildings of Station Square on a styling evening stroll. Then he spotted a mysterious liquid creature surrounded by the police. It was Chaos, impervious to bullets, stinking of evil. "What are you up to?" Sonic challenged him.

Sonic made short work of him, sending him off with a "Catch you later." But some shadowy type was watching with a wry smile. Yes, it was none other than Dr. Eggman!

What is he scheming up? What is the hidden mystery connecting liquid creature Chaos to the Chaos Emeralds?

Sonic and his friends are about to find out!
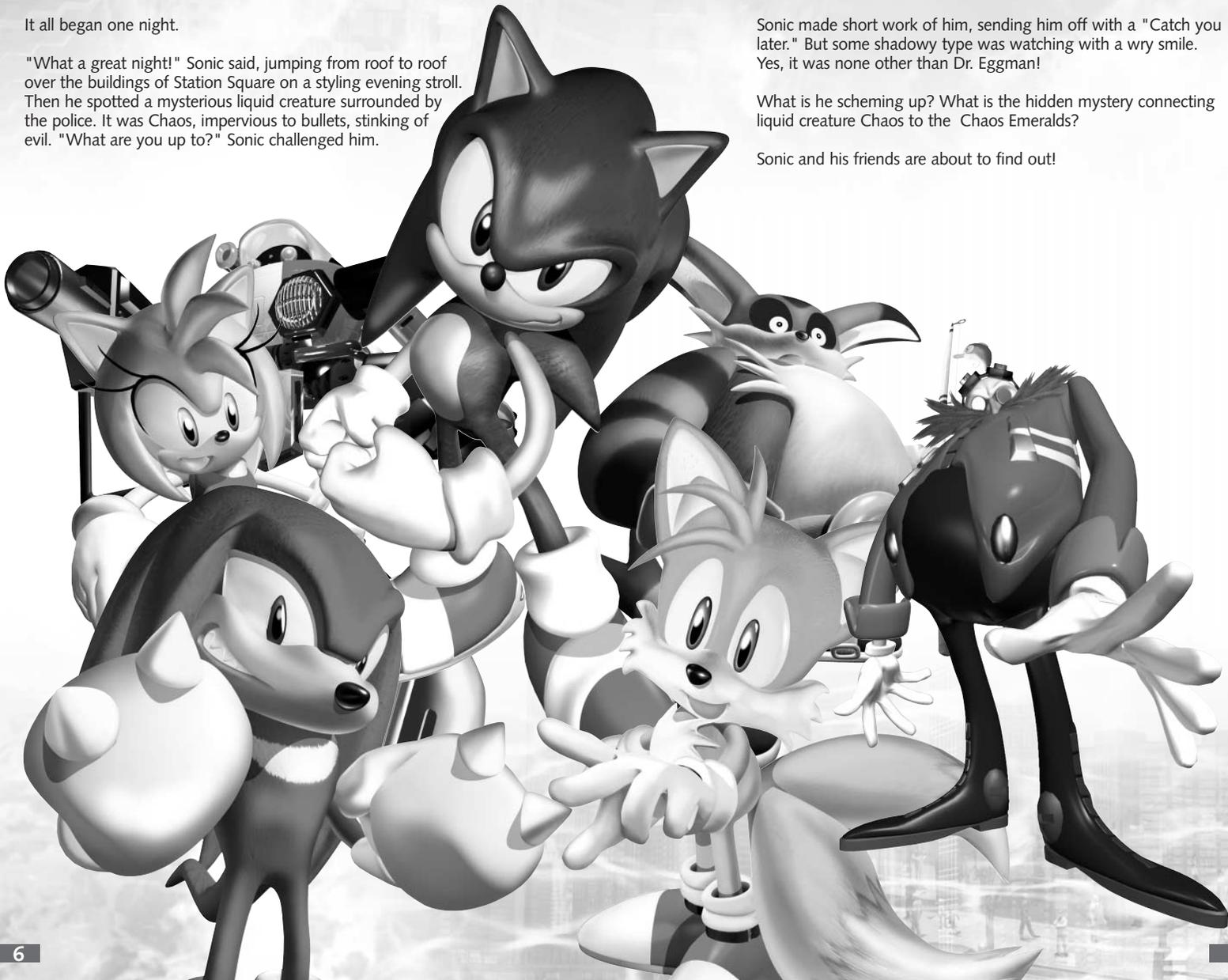
HOW TO START THE GAME

- You can play the game using a keyboard or with a game controller compatible with Direct Input, such as Microsoft's SideWinder Game Pad USB. For better game quality, use a game controller or other device that has at least six input buttons.
- Operations are displayed in the tables first for keyboard, then for mouse, then for game controller.
- Descriptions on page 10 and beyond such as "Hit the [OK] key" or "Hold the [Attack] key down" are based on the descriptions on this page.

Menu Screen Operations			
	Keyboard	Mouse	Controller
Start game/OK	[Enter] or [Home] key	Wheel click	[A] button
Cancel/Back	[A], [V], [Z], or [Esc] key	Right click	[B] button
Select item	Cursor key, keypad keys, or [R]/[C]/[D]/[F] keys	Left click + mouse movement	Direction keys

Actions Common To All Characters			
Move	Cursor key, keypad keys, or [R]/[C]/[D] /[F] keys	Left click + mouse movement	Direction keys

Keep the key down to run. When running, press the key for the opposite direction to brake to an instant halt.

Moving With The Mouse

When you hold down the right button and move the mouse, a triangular arrow appears in the center of the screen. Change the direction with the mouse to make the character move in that direction.

Jump	Space bar or [X] key	Right click with left click down	[A] button

Jump height varies between characters.

Attack	[A], [V], [Z], or [Esc] key	Right click	[B] button

Repeats that character's unique attack move.

Pan the camera	[I]/[M]/[J]/ [K] keys	None	Direction key of the controller connected the to the 2P side

Rotates the character's line of sight 360°. The line of sight returns to the original line when the character moves. Some locations do not permit a full 360° rotation. When set to Free Camera, the camera position can be moved. (See page 15.)

* To pan the camera using the controller alone, you will need two controllers, one for controlling the character and one for panning the camera.

Moving the camera position	[Q] and [W] keys	Rotate wheel	[L] and [R] buttons

This allows you to move the camera that captures the character's position 360° to the left or right. Some locations do not permit a full 360° rotation.

Action buttons	[A], [V], [Z], or [Esc] key	Right click	[X] button

These buttons do different things depending on where you are. Press them while facing an item that can be grabbed, like a bomb or box, to pick it up. Now you can walk or jump while holding the item. When the action button is down while a movement button is pressed, you can pull any object that can be moved, such as a box. Hit an action button while walking and carrying something to throw the object. Hit the action button while standing still to drop the object.

The unique actions that different characters do are covered in the character descriptions (starting on page 16). There are also special actions, such as whistling and petting, used only in the Chao Garden (page 36).

- When using a mouse, a few actions are not initially assigned to buttons. To perform these actions with the mouse, change the buttons under Advanced Settings under "Option Setup" (page 5) on the launcher menu.

Game Files

Press the **[OK]** key on the title screen to go to the file select menu. Select a saved game file. (Saved file hold the game up to the point they were saved.) You can store up to 99 files. To start a new game, select "Create New File." This creates a new file.

- Once a file is selected and the game is started, returning to the title screen takes you to the menu screen, not the file select screen.
- To switch files during a game, select "Change File" on the options screen (page 35).
- Files are saved automatically when you get through the stage boss fight and when an event ends.

Menu Screen

When you select a game file, the menu screen opens up. Select the game mode you want.

Adventure Mode (Page 11)

In this mode, six characters each advance along their individual stories. (The first character must be Sonic.)

Trial Mode (Page 32)

As the adventure proceeds, you can select different action stages and mini games. (At the beginning, you do not select anything.)

Mission Mode (Page 33)

In this special mode, you look for various missions hidden around the stage and then carry them out. You cannot choose it at first, but as you make your way through the adventure, you become able to select this mode.

Petite Game Collection (Page 34)

In this mode, you can play Sonic games sold for the Game Gear portable. As you make your way through the game, you become able to select this mode. (It does not initially appear on the menu.)
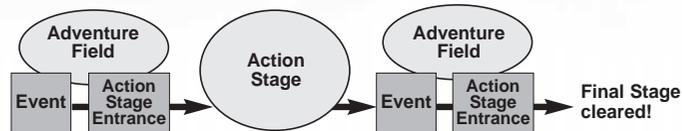
Options (Page 35)

You can change settings and test sounds during the game.

Course of the Adventure

You start out Sonic Adventure DX in adventure mode, which is the main game. Adventure mode is divided into two fields. In the adventure field, you undertake challenges and experience events; in the action stage, each character has to accomplish set tasks. (The tasks are different on each level.)

Adventure Field → Event → Action Stage Entrance → Action Stage → Adventure Field → Event → Action Stage Entrance → Final Stage cleared!

There are different endings for each character. If you couldn't solve a mystery for one character, play the others, because sometimes the answers are in other stories!

Selecting Player Characters

Select the character that you will use. After selection, you will have three options on screen: "Start Game," "Instructions," and "Cancel." Select "Instructions" if you need to find out about basic operations for your character and your task in the action stage.

* You can only select Sonic at the start. As the game proceeds, additional characters become available (page 12).

Starting the Game

Select "Start Game" to display a simple summary of your player character up to the last game. (There is no summary if it is your first time playing that character.) The summary contains little hints.

Adventure Field

The game starts in the Adventure Field. This area has no tasks or time limits, so you can wander freely. You will need to find important items and hidden paths to get to the Action Stage.

Each area of the Adventure Field has a Chao Garden, where there is a Chao (an artificial lifeform). Chao are described on page 36.

Events

When you reach your destination or meet other characters in the Adventure Field, an event may unfold. The events run automatically, so you will not be able to move your character. Hit the **[OK]** key to skip the event.

Player Characters

When you first start playing, you can only choose Sonic. After the story progresses, however, you get more choices. You can select Tails, Knuckles, Amy, Gamma and Big after you meet them.

Battling a Boss

In some events, a "boss" will appear in the Adventure Field for you to fight. When the boss's life gauge falls to zero, you've won and the story continues.

When the Story Won't Advance

If the story won't advance on the Adventure Field, go looking for a glowing egg (hint ball) somewhere in the field. It will give you a hint as to how to make the story move forward. Another strategy is to listen to people on the street and to the guide monitor. Stand in front of it and press the **[Action]** button to see a message.

Action Stages

Each character has different tasks (shown at the start of the stage) that must be performed to get through the action stage. Each action stage has three levels of tasks, A, B, and C, that must be accomplished, starting with level C. Once you get through them, you can move freely about the action stage, so try to get through all three levels.
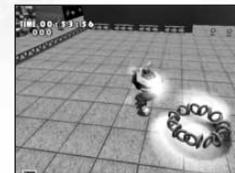
See the character descriptions for more on how to navigate the Action Stage and read the screen (page 16).

Rings and Bonus Lives

Rings are scattered around the Action Stages. If you have even one ring, you can survive damage. You will lose all your rings when attacked, though. When you collect 100 rings, you gain an extra life. Extra lives are also found in special items. All the rings you have when you get through the stage (except rings from Casinopolis) are saved. You can use them to shop in a Chao Garden (page 36).

Place Markers

When you pass through a place marker located on the stage, it marks your time and position. Should you lose a life, the next one starts at the last place marker you went through. When you restart, you have to go back to the time you passed through the place marker.
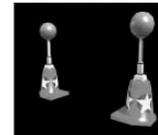
Emblems

You can get "Emblems" when you successfully complete the action stage. Each stage has three levels, so you can get up to three emblems per stage. You can also get emblems in mini games and in the Adventure Field. Check in the game file select screen to see how many emblems you have (page 10).

Game Over

When your player character has no rings and receives damage, you character dies. Your character also dies if it falls off the edge of the stage, even if it has rings. Each time you die, you lose one life.
When your lives drop to zero, the game is over. When the game ends, the Continue screen is shown.
Select whether to continue or quit. Select Quit to return to the title screen or continue to start again from the beginning of that stage.

Restarts from beginning of stage	Restarts from point saved
Action Stage, boss, mini game	Adventure Field

Pause Menu

When you hit the **[OK]** key during play, the Pause menu is displayed. The Pause menu items are a little different in the Adventure Field and the Action Stage.

Adventure Field Pause Menu

Map:	View the map of the field.
Camera:	Switch between auto camera and free camera.
Continue:	Restart game.
Pad setup:	Set up the operation of the pad (game controller).
Quit:	Return to the title screen.

Action Stage Pause Menu

Camera:	Switch between auto camera and free camera.
Continue:	Restart game.
Restart:	Resume the game from the restart position.
Pad setup:	Set up the operation of the pad.
Quit:	Return to the Adventure Field.

Auto/Free camera

Set the movement of the camera during the game to auto or free. Auto camera adjusts the camera automatically to the location. Free camera allows you to freely change the camera position with the **[Pan Camera]** key. When the camera location is fixed (part of the action stage, the edges of the Adventure Field, the Chao Gardens, etc.), free camera has no effect.
When you can no longer see the player character with the auto camera, try switching to free camera.

Pad Setup

You can change how the game controller works. Select the item you want to change, press the button you want to assign it to, then click "Yes" to record the new button action. After recording the new assignment, press the **[Cancel]** key on the setup screen to go back to the Pause menu.

CHARACTERS

SONIC THE HEDGEHOG

He's the world's fastest, hypersonic hedgehog!

With a strong love of freedom, the only thing Sonic hates is oppression.

Despite his short temper, deep down he's a really nice guy who is 100% committed to helping those in trouble whenever and wherever he can. Sonic's adventure begins just as he is returning home from a long journey...

SONIC

Sonic Action Stage

TASK — Destroy the capsule to rescue the animals trapped inside.

Jump on the switch atop the capsule located at the end of the course to liberate the enslaved animals and clear the stage. In some scenarios, an object other than a capsule may be the goal.

READING THE ACTION STAGE SCREEN

1) Time display
2) Your rings
3) Sonic's lives
4) Icons of small animals rescued by Sonic

There are several possible shortcuts in each stage so be sure to explore various routes along the way.

TIPS

Sonic Actions

Actions common to all characters are described on page 8.

SPIN ATTACK	[Jump] key

Hit your opponent during a jump to inflict damage.

HOMING ATTACK	Hit [Jump] key again in mid-jump

When jumping and an enemy is nearby, hit the [Jump] key again and you will turn to the enemy and spin attack. If no enemy is nearby, this makes you do a jump dash.

SPIN DASH	[Attack] key

Hit the [Attack] key while stopped or walking to start spinning. Release the key for a spin dash.

ACTIONS AFTER FINDING A LEVEL-UP ITEM

As the game progresses you will find level-up items. Each one you get allows you to do a new action.

LIGHT SHOES

HOLD	Keep the [Attack] key down

Press the [Attack] key to spin. Now hold it down until Sonic is wrapped in blue light. This allows you to do the following.

LIGHT SPEED DASH	Release [Attack] key

Release the [Attack] key when there is no enemy around to dash at light speed to the nearest ring. This also lets you run along a path between rings suspended in mid-air.
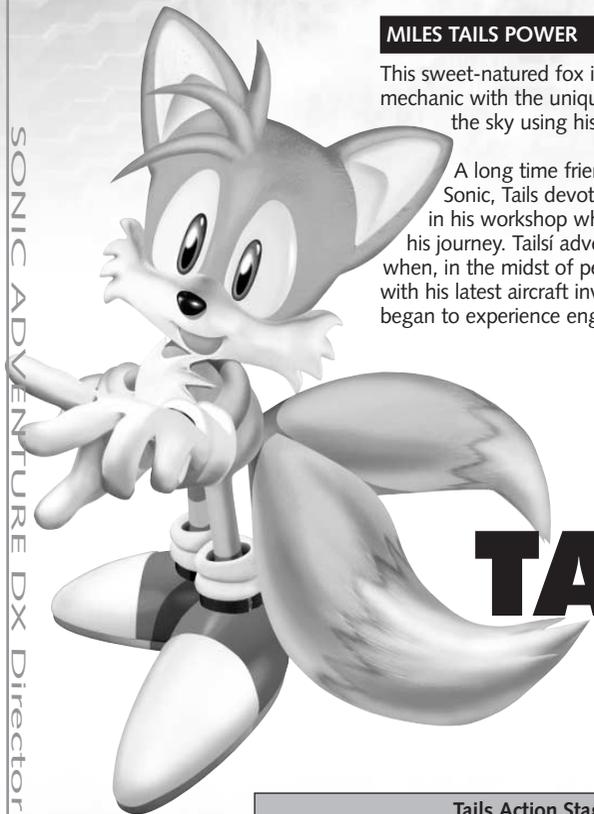
ANCIENT LIGHT

LIGHT SPIN ATTACK	Release the [Attack] key

When you get the Ancient Light, you can do even more actions after a hold. Release the [Attack] key when there is an enemy nearby to face the enemy in a homing attack.

MILES TAILS POWER

This sweet-natured fox is a natural born mechanic with the unique ability to fly high in the sky using his two special tails.

A long time friend and admirer of Sonic, Tails devoted himself to tinkering in his workshop while Sonic was away on his journey. Tailsí adventure begins one day when, in the midst of performing a flight test with his latest aircraft invention, he suddenly began to experience engine trouble and...

TAILS

Tails Action Stage

TASK	To find and destroy the capsule ahead of Sonic.

Race against Sonic to see who is faster! Even if Sonic is faster, get to the capsule first! In some stories, it may not be a capsule.

Tails Actions

Actions common to all characters are described on page 8.

PROPELLER FLIGHT	Mid-jump

Hit the [Jump] key again in mid-jump to start propeller flight and fly through the air. Be careful! If you fly too far you will get tired and drop to the ground. Hold the [Jump] key down to go up; use the [Attack] key to go down fast.

TAIL SPIN ATTACK	[Attack] key

Hit the [Attack] key while stopped or walking to start your tails spinning. You can attack enemies with your tails a full 360º around you.

ACTIONS AFTER FINDING A LEVEL-UP ITEM

As the game progresses you will find level-up items. A level-up item allows you to do a new action.

RHYTHM BADGE	RAPID TAILS ATTACK	Keep the [Attack] key down

Grab the rhythm badge and hold the [Attack] key down. Now you will be attacking continuously.

The most important thing is to beat Sonic, so take full advantage of Tails' unique "propeller" action to find the short cuts that will enable him to reach the capsule faster.

TIPS

KNUCKLES THE ECHIDNA

Knuckles is one wild and powerful spiny echidna. Although blessed with an honest, straight-up personality, he often lacks flexibility. With his powerful arms, he can glide through the air to attack and land some serious punches. Guardian of the Master Emerald for as long as he can remember, one seemingly normal day his world is shattered and his adventure begins...
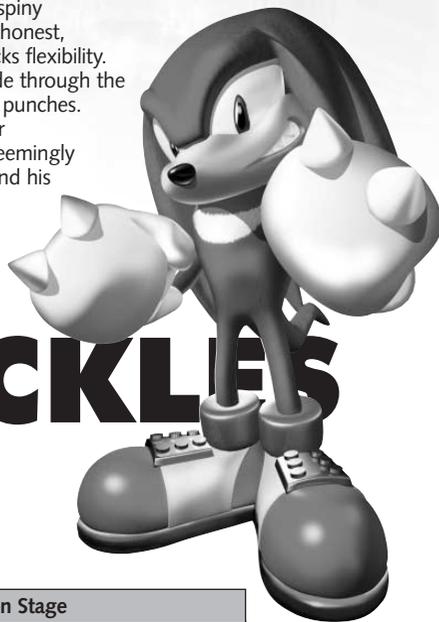
KNUCKLES

Knuckles Action Stage

TASK	To collect three of the fragments of the Master Emerald.

Knuckles' Actions

Actions common to all characters are described on page 8.

GLIDING JUMP — Hit [Jump] key again in mid-jump

Hit the [Jump] key again in mid-jump and hold it down to start gliding. You can turn a full 360º while gliding and conquer enemies with your fists. (Be careful! Hitting an enemy with anything else causes you damage!) Release the [Jump] key while gliding to land. (You can resume gliding while you are on your way down.)

CLIMBING — Grab a wall in mid-jump

When you hit a wall in mid-jump, you automatically grab it. Use the [Move] keys to go up, down, left, and right. Hit the [Jump] key while climbing to jump off the wall.

PUNCH ATTACK — [Attack] key

Hit the [Attack] key to punch attack. Keep punching and the third punch turns into a dash punch.

ACTIONS AFTER FINDING A LEVEL-UP ITEM

As the game progresses you will find level-up items. A level-up item allows you to do a new action.

SHOVEL CLAW

DIGGING — [Jump] key + [Attack] key

Hit the [Jump] key and [Attack] key simultaneously to dig right under where you are standing. That's the way to find buried items.

* When using a mouse, the initial settings don't allow digging. To dig with the mouse, first halt the game, then change the key settings under Advanced Settings under "Option Setup" (page 5) on the launcher menu.

Not all the Emerald fragments are "visible." Sometimes they are buried underground or hidden inside enemies, so be sure to hunt around.
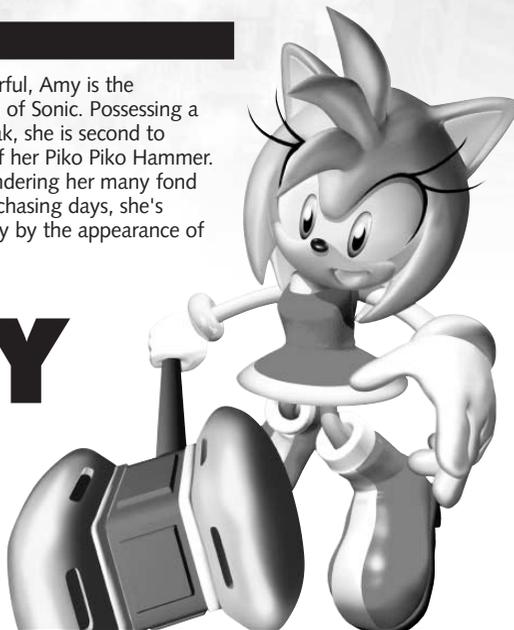
TIPS

AMY ROSE

Always bright and cheerful, Amy is the self-appointed girlfriend of Sonic. Possessing a strong competitive streak, she is second to none when in control of her Piko Piko Hammer. One fine day, while pondering her many fond memories of her Sonic-chasing days, she's suddenly put in jeopardy by the appearance of a huge spaceship...

AMY

Amy Action Stage

TASK	Find and grab hold of the balloon while avoiding capture by Dr. Eggman's evil robot, ZERO.

You have to get away with your little bird, too. Hide behind drum cans or other such selters to avoid the clutches of Zero.

Amy Actions

Actions common to all characters are described on page 8.

HAMMER ATTACK	[Attack] key
Hit the [Attack] key while stopped or walking to start a hammer attack. You can knock Zero down with a hammer attack, but don't overdo it, because it will only work so long.	

HAMMER JUMP	[Attack] key while running
Hit the [Attack] key while running to pound the earth with your hammer and jump higher than any ordinary jump.	

* When using a mouse, the initial settings don't allow hammer jumping. To hammer jump with the mouse, first halt the game, then change the key settings under Advanced Settings under "Option Setup" (page 5) on the launcher menu.

JUMP ATTACK	Hit [Attack] key in mid-jump
Hit the [Attack] key in mid-jump to start a hammer attack while tumbling forward through the air.	

ACTIONS AFTER FINDING A LEVEL-UP ITEM

As the game progresses you will find level-up items. A level-up item allows you to do a new action.

WARRIOR FEATHER	SPIN HAMMER	[Attack] key + turning with [Move] key
	Hold the [Attack] key down and make Amy spin around to start a spin hammer attack. Release the [Attack] key to stop. Remember, if you spin too long you'll get dizzy!	

ZERO, who is after you, can't be destroyed but he can be knocked over temporarily a limited number of times. If attacked too often, he becomes invincible so don't overdo it.
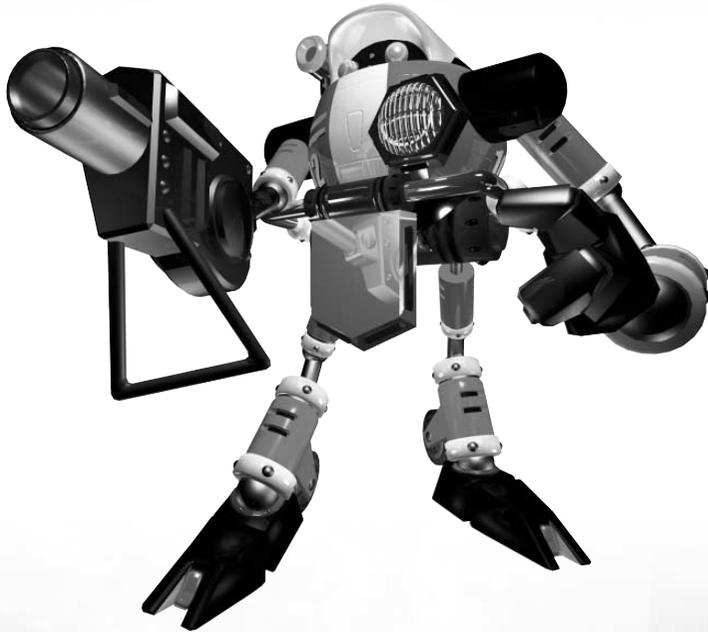
TIPS

E-102 GAMMA

Gunner robot, second version of the E-100 series created by Dr. Eggman. Created by Eggman, Gamma has passed the test and now he has joined Egg Carrier, an elite unit of robots. His task is to find a frog with a tail...

E-102 GAMMA

Gamma Action Stage

TASK	To seek and destroy the target located at the end of each course within the allotted time.

Defeat enemies to gain extra time. Destroy lots of opponents on your way to the goal to get the maximum time.

Gamma Actions

Actions common to all characters are described on page 8.

TARGETING LASER	Hold down [Attack] key

Hold down the [Attack] key to engage the targeting laser. When the beam hits an enemy, it locks. You can lock onto several enemies at once. The targeting laser goes off after its targeting period, losing the lock.

HOMING MISSILE	Release [Attack] key while locked on

Release the [Attack] key while locked on to home in on the targeted enemies and fire missiles. You can move while firing.

ROLLING MODE	Continue running

When you keep running (or go over water), Gamma transforms so you can cover any kind of ground at full speed.

ACTIONS AFTER FINDING A LEVEL-UP ITEM

As the game progresses you will find level-up items. A level-up item allows you to do a new action.

BOOSTER	**HOVERING**	Hold down[Jump] key

Hold the [Jump] key down during a jump to hover. While hovering, you will slowly lose altitude. Release the [Jump] key for an ordinary landing. Hold the [Jump] key down again during descent to resume hovering at your current altitude.

You can increase the allotted time by destroying enemies; however, killing each enemy one at a time uses more time than can be gained. Instead, "lock-on" to multiple enemies and blast them all away at once to earn bonus time.

TIPS

BIG THE CAT

This giant cat is one laid-back and easygoing fellow who loves to fish and is never without his favorite rod and lure. Big leads a tranquil life, together with his buddy "Froggy" in a hut in a serene part of the jungle. Until one day when Froggy suddenly underwent an unusual transformation...

BIG

Big Action Stage	
TASK	To fish for and catch Big's pal Froggy.

There are several fishing holes in the field, where you will find fishes of different sizes as well as Froggy. Try to catch lots of fish before hooking Froggy.

Big Actions

Actions common to all characters are described on page 8.

POWER HOIST	[Action button]

This allows you to move objects other characters can't. You can carry, throw, pull and push objects.

LURE ATTACH	Hit and release [Attack] key

Hold the [Attack] key down and move the cursor onto an enemy and release. This throws the lure at your opponent. When the enemy is close, hit the [Attack] key to attack directly with your rod.

CAST	Hit and release [Attack] key

This casts the lure into the water. A cursor appears on the water when you hold the [Attack] key down. Use the [Move] keys to move it where you want the lure to go. When you release the [Attack] key, the lure is cast in that direction. If successful, you will go into seated "Fishing Mode" at that point.

* When using a mouse, the initial settings don't allow you to aim the lure or cast. To do these actions with the mouse, first halt the game, then change the key settings under Advanced Settings under "Option Setup" (page 5) on the launcher menu.

FISHING MODE

As the game progresses you will find level-up items. A level-up item allows you to do a new action.

| Strong reel	**[Jump]** key
Gentle reel	**[Attack]** key
Tug rod	**[Move]** keys (up, down, left, right)

1. Once the lure has landed on the water, reel it in to lure the fish (or Froggy). When the fish (or Froggy) takes the bait, move the **[Move]** key down at once to hook your catch.

2. Reel your catch in with skillful timing by tugging on the rod with the **[Move]** keys so the catch does not escape. Be careful not to get the tension gauge too high because the line can snap.
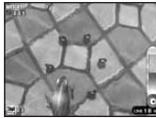
3. When you land your catch, you've caught it.

ACTIONS AFTER FINDING A LEVEL-UP ITEM

As the game progresses you will find level-up items. A level-up item allows you to do a new action.

LIFE BELT

FLOATING	Automatic

When you enter the water, the life belt automatically inflates so you float. You can move and cast (page 27) while floating.
If you hit the [Jump] key, you can go straight down underwater (adjusting the depth with the key). Move front, back, left and right underwater with the [Move] keys. Release the [Jump] key to float back up.

Once the fish (or frog) bites the lure, hit the **[Move]** key down to hook (secure) the lure.
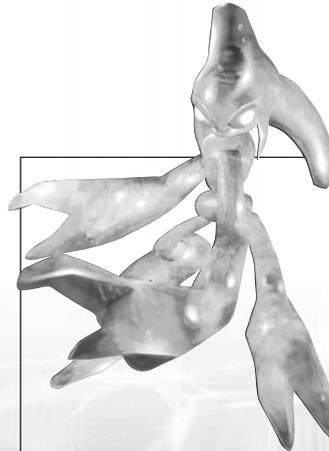
TIPS

EGGMAN

Dr. Eggman is an evil genius. Sonic has stopped him in his schemes before, but now he's back, and this time, he may just win!

He is planning to unleash a powerful monster sleeping in the Master Emerald to destroy everything!

DR. EGGMAN

CHAOS

A mysterious liquefied life-form that came back to life when the Master Emerald was smashed.

Chaos becomes more powerful and bigger when the Chaos Emerald is added into his body.

What will happen to the world if Chaos manages to be given all seven Emeralds?

CHAOS

ITEMS

Break open item boxes in the Action Stage to get the items inside.

HIGH SPEED SHOES
Boosts your running speed for a limited time.

INVINCIBILITY
Makes you invincible for a limited time.
Slay enemies just by touching them.

5 RINGS
Adds five rings to your total.

10 RINGS
Adds ten rings to your total.

RANDOM RINGS
Adds a random number of rings to your total.

SHIELD
Wards off damage from one blow.

MAGNETIC SHIELD
This attracts nearby rings.

EXTRA LIFE
Adds one life to your total.

MINI GAMES

As you proceed through the game, you may encounter a "sub game (mini-game)" if you fulfill certain requirements or events. Once this mini-game is successfully cleared, you can play in the "Trial Mode" (for details, see p.32). While some mini-games can be played by every character, certain mini-games can only be played by certain characters. We will introduce some of the mini-games.

Sky Chase	Sonic or Tails

Manoeuvre Tails' airplane, the "Tornado," to pursue and engage the airborne fortress "Egg Carrier" high in the sky in this 3D shooting mini-game. Defeat "Egg Carrier" before it destroys you.

Move airplane or cursor on screen: **[Move]** keys
Rapid-fire gun: **[Jump]** or **[Attack]** key
Lock-on: Move cursor over enemy vessel while holding down the **[Jump]** or **[Attack]** key
Firing homing missile: Lock on, then release the key.

Ice Cap	Sonic or Tails

Race over snow-covered mountains on your snowboard in this mini-game. Avoid obstacles while navigating the course. Reach your goal and win. You can show off your skills by pressing the **[Jump]** key on the jump.

Move the character: **[Move]** keys
Jumping: **[Jump]** key

Twinkle Circuit	All Characters

Race a cart around a track in this racing mini-game. Win by making three circuits the fastest. Set a record and be listed in the top three.

Accelerate: **[Move]** key
Brake: **[Attack]** key (hold down to go backwards)
Drift: **[Move]** key + **[Move Camera]** key

TRIAL MODE

In Trial mode, you can play Action Stages and mini-games independently of the main game. Select "Trial" on the menu screen to display two items, Action Stage and Mini-Game. Select one to go to the character selection screen. You can check how many emblems you have on the emblem list here.

ACTION STAGE

Once you select a character, all the stages the character has cleared up through the previous one are listed. Select the one you want. Once you do, your character and the selected stage are shown on the confirmation screen. Select "OK" or "Cancel."

MINI-GAME

Once you select a character, all the mini-games the character has cleared in the adventure mode are listed. Select the one you want. Once you do, your character and the selected mini-game are shown on the confirmation screen. Select "OK" or "Cancel."

MISSION MODE

In this mode, you find missions hidden in the field and accomplish them. Use your wits to figure out how to accomplish your mission!

● ●

Select a character and start mission mode. (Only characters that have graduated from Adventure mode are available.) Looks for mission objects in the field. They could be hidden anywhere!

The mission is displayed. Get started right away. You may have to use your brains a bit to accomplish some of them.

The "Mission" area on the Pause menu shows the missions you have cleared. The color at the top left of the mission tells you which character can accomplish it. Blue is for Sonic, yellow for Tails, red for Knuckles, pink for Amy, purple for Big, and gray for Gamma.

*When you accomplish all the missions, you can play each one again.

MINI GAME COLLECTION

As you advance in the game, you will be allowed to play in the petite game collection. These are Sonic series games originally sold by SEGA for the Game Gear portable.

The currently available games will be shown with descriptions. Select the one you want. Press the [OK] key to see game instructions and a few simple hints. Hit the [OK] key again to start the game.

Hit the [Cancel] key during the game to open the Pause menu. Select "Continue" to cancel the Pause menu, "Title Reset" to reset the game and go back to the title screen, or "Quit" to go back to the menu screen for the Petite Game Collection.

* The recorded games faithfully reproduce the games that were originally sold, so copyright expression, trade names, and company names may not match those currently in effect. Screens may occasionally display poorly or the game may not progress as intended. Should either occur, hit [Cancel] to return to the game's title screen. Note that messages in some of the games are in English.

CAUTION!

In the Tails Adventure, a password can be seen at Tails' house. (Enter it at the start of the game to resume play from the last time.) Do not hit any key other than [Cancel] at the password screen, because the password will change and you will become unable to return to the game if you do.

OPTION

You can change settings during the game. Select the item you wish to change and hit the [OK] key.

Sound Test

You can listen to music and sound effects during the game. Select the genre you want with your cursor and hit the [OK] key. A song name (or number for sound effects) is displayed. Use the [OK] key to start play and the [Cancel] key to end it.

Message Setup

This sets up messages displayed during the game. Select either "Sound and Text" or "Sound Only."

Language Selection

This sets up the language used in the game. For "VOICE," select Japanese or English. For "TEXT" (for message text), select Japanese, English, German, French or Spanish. Be aware that these settings do not affect messages in the petite game collection.

Change File

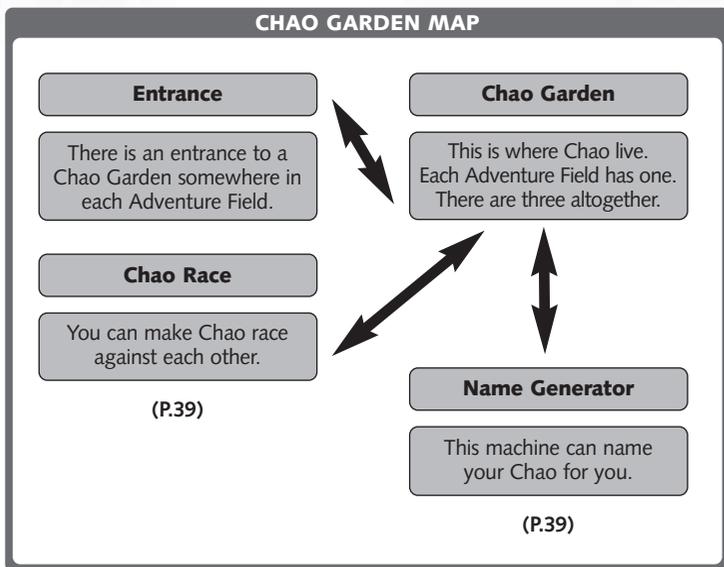Select this to change to another game file or to erase data.

Vibration

Turn this setting on or off for controllers that have a vibration function.

CHAO GARDEN

In this game, there exists a tiny and cute mysterious artificial form "A-LIFE" called "Chao." Chao live in an environment called "Chao Garden," and create a very unique ecosystem, learning and breeding according to the player's actions.

* Chao Garden data is saved automatically when you leave the Chao Garden.

CHAO GARDEN MAP

Entrance

There is an entrance to a Chao Garden somewhere in each Adventure Field.

Chao Garden

This is where Chao live. Each Adventure Field has one. There are three altogether.

Chao Race

You can make Chao race against each other.

(P.39)

Name Generator

This machine can name your Chao for you.

(P.39)

GOING TO MEET YOUR CHAO

To go see your Chao, first find the entrance to the Chao Garden located somewhere in the Adventure Field. There are three Chao gardens, one for each field. The Chao Gardens are connected by wormholes, so if your character has been to a particular Chao Garden before in that game, you can come and go there freely. (Some storylines may not permit this.) You can also take Chao and eggs to the other gardens.

CHAO GARDENS

When your player character enters a Chao Garden, all the small animals you have rescued in the Action Stage are set free. These animals are needed by the Chao in order to mature. Grab an animal with the **[Action Button]** and place it in front of your Chao. Time only passes in the Chao Garden when a player character is there. You can raise up to eight Chao in a single garden at a time.

RAISING CHAO

Chao are hatched from eggs, and grow through infancy into maturity. While growing up, Chao appearances, personalities, and actions change according to the way they are treated by the player (i.e petting page 38) or food and items (small animals, things you bought at the black market) given by the player.

EGG

INFANCY

MATURITY
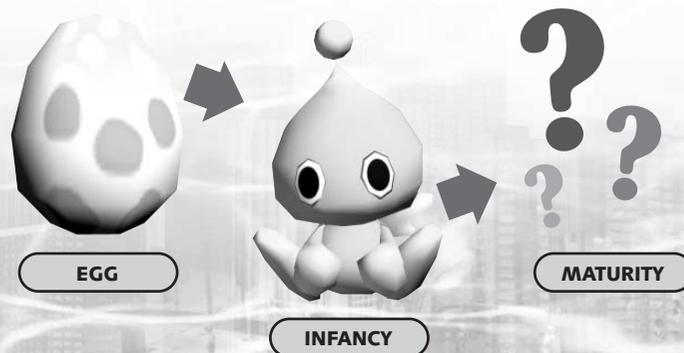
■ Controlling characters in the Chao Garden

Actions are assigned in the Chao Garden to the **[A]** and **[S]** keys (for keyboards). Use the **[S]** key to whistle or to pet the Chao. Use the **[A]** key to carry Chao and items such as fruit. The possible actions are displayed in the upper right of the screen.

*When using a mouse, whistling is not initially assigned to a key. To whistle using the mouse, change the keys under Advanced Settings under "Option Setup" (page 5) on the launcher menu.

■ Hatching an Egg
There are two eggs found in the Chao Garden. The Eggs will hatch by themselves, but you can also hatch them. Chao's personality varies upon the way you hatch them, so try to hatch them in various ways!

■ Feeding your Chao
Chao eat fruit from trees in the Chao Garden. Press the **[Action Button]** to grab the tree and shake loose its fruit. Give the fruit that falls to the Chao.

■ Do Chao get married?
When Chao become adults, they may form bonds with other Chao, become couples, and lay eggs. The Chao that hatch from those eggs are a new generation. They pass on the characteristics of their Chao parents.

THE BLACK MARKET

You can use rings saved from the Action Stage to buy things such as fruit. Unwanted items can also be sold for rings. Select "Buy Item" or "Sell Item" and press the **[OK]** key. To sell an item, take it to the market.

CHAO RACES

When your Chao grows up, it can join in races. If it wins all its tests of strength, it can join in the Jewel Race.

Making Chao Faster

You can cheer on your Chao during a race. If you can press your **[Jump]** key right when the area around your Chao is sparkling, your Chao will run faster. Try to press the **[Jump]** key when you have found the type of terrain that your Chao likes best.

NAME GENERATOR

This machine allows you to freely change the name of the Chao you raise.

Using the NAME GENERATOR

Grab your Chao and carry it to the name generator in the Chao Garden. When you stand on the red button, you can place your Chao in the name generator. A name generator menu is then displayed.

Giving your CHAO A NAME

Now you will name your Chao. Choose letters with the cursor key, then press the **[OK]** key. When you decide on a name, select **[OK]** and press the **[OK]** key. Names can be up to seven letters and/or numbers.

Saying GOODBYE

This is where you say goodbye to your Chao. Once you say goodbye to your Chao, you will never see it again. Pick up the Chao you are leaving, stand on the red button of the Chao Transporter, and press the **[OK]** key.

TROUBLE SHOOTING

Game won't install

When you place Disc 1 of Sonic Adventure DX in the CD drive and the launcher does not start up, try one of the following:
• Double-click the icon under My Computer of the CD drive in which Disc 1 is placed to start up the launcher.
• Open up My Computer and double-click either "autorun.exe" or "Setup.exe" on the CD.

Games does not start up or is slow

The game does not start up or it runs sluggishly.
• To run this game, you must have DirectX 9.0a or better installed correctly (page 4). If it cannot be installed from the menu, run Dxsetup.exe, which is in the DirectX folder in Disc 1 of Sonic Adventure DX.
• If DirectX does not install when you follow these instructions, contact Microsoft.
• The performance settings for your graphics board may not be optimal. Go to Troubleshooting (or Performance) under the Advanced tab under the Settings tab under the Display icon in the Windows control panel. Make sure the hardware acceleration is set to its maximum.
• The Direct3D accelerator may be disabled. Start up the DirectX diagnostic tool (page 41). Select the Display tab. Check that it shows that the Direct3D accelerator is enabled.
• Your system environment may be less than the minimum required for your graphics board. Check that it is (page 1).
• Your graphics board driver may not be compatible with DirectX 9.0a. Get the latest driver.
* SEGA does not distribute graphics board drivers.

• Memory-resident software such as virus-protection software can keep the game from starting if it is already running. Shut down the memory-resident programs and start the game again. Running another application while the game is starting up can also impair game performance, so shut down all other programs.
* Consult the software creators or the manufacturer of your PC for instructions on how to shut down non-SEGA memory-resident programs or programs running in the background.
• If you selected something other than full install, try doing a full install.
• If you are using an ATI Rage 128PRO, RADEON 7500 series, or Intel i845G or i845GL, set Fog Emulation in the advanced option settings (page 5) to Emulation. If you have checked this and there is no improvement, adjust your option settings (page 5).

Sample Performance Settings
• High-spec PC setup Sound: 3D sound ON Display mode: Full screen (1280 x 1024) Advanced-Frame rate: High Advanced-Clipping: High
• Low-spec PC setup (if performance is poor) Sound: 3D sound OFF Display mode: Window (640 x 480) Advanced-Frame rate: Low Advanced-Clipping: Low
• If you have selected Window mode as an option setting (page 5), your resolution may be higher than the desktop area you are using. Select a resolution that is smaller than the desktop area. Also, if your desktop (screen color) is 24-bit color, select 16-bit or 32-bit color instead. If the game still doesn't start up, select full screen mode. Check your settings in the Advanced tab of the Settings tab of the Display icon in the Windows control panel. Game shuts down when you minimize it or switch to another

application.
• This software does not support minimizing or switching to other applications when started up in the full screen mode. Play in window mode if you want to be able to minimize it or switch to other applications. Images are hard to make out when there is fog.
• If you feel that fog is not running well during the game, go to the advanced settings under options and set Fog Emulation to Emulation.

Display Problems

Movies are playing frame by frame
• Some combinations of system environments and graphics drivers will slow down movie play. Others may cause partial image problems or sound problems. If any of these occurs, update the driver of your video card with the latest driver.
* SEGA does not distribute drivers.
• If you selected something other than full install, try doing a full install. Tile lines are visible on screen. Cracks may even be visible.
ï If the graphics board you are using has its own settings, return to the basic settings (defaults). Also be sure you have the latest drivers.
* SEGA does not distribute drivers

Sound Problems

Background music does not play.
• Check if adjusting the Windows sound volume or the speaker sound volume helps.
• If the name of the folder where it is installed includes Japanese, background music may not play. If you have installed using Japanese folder names, uninstall the game and then re-install using only single-byte alphabetic characters and numerals.
• Some background music will not play if Windows Media Player 9 is not

installed. Select "Install Media Player 9" on the launcher menu that appears when you place Disc 1 in the computer and install Media Player 9.
* If Media Player 9 does not install when you follow these instructions, contact Microsoft. Sound cuts out while game is playing
• You may have an older driver for your sound card. Get and install the latest driver.
* SEGA does not distribute drivers.
• Start up the DirectX diagnostic tool and select the Sound tab. Next, set the hardware sound accelerator level to basic.
• If you selected something other than full install, try doing a full install.

Customising Problems on the Launcher Menu

Wallpaper setting doesn't take effect.
• Go to the Windows control panel and select Display (or in Windows XP, select Display under Desktop Display And Themes). Then select the Background tab and go to the Browse... button and select the CD drive where the Sonic DX CD is located. Go to "tokuten" and then the "kabegami" folder. Open any wallpaper size folder to set the wallpaper directly.
Animated cursor is not enabled.
• Go to the Windows control panel and select Mouse (or in Windows XP, select Printer and Other Hardware, then Mouse). Then select the Pointer tab and go to the Browse... button and select the CD drive where the Sonic DX CD is located. Go to "tokuten" and then open "cursor" to set the cursor directly.

<Starting up the DirectX Tool> From the Start menu, select Run... and enter dxdiag. Hit return to run the program.

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