## QUEST REWARDS

If you complete a quest successfully, you will be eligible to claim a reward. To do so, return to the Hunter's Guild and speak to the representative there. Offline you will receive the entire reward, but online the reward will be distributed among all the members of your team evenly.



Play in the main story or quests either Online or Offline is controlled largely with your Action Palette (note it cannot be used in the city or visual lobby) which you will need to customize before heading into battle. For details on the Action Palette and how to set up your Action Menus, see p. 24.

# CONTROLLING YOUR CHARACTER IN THE FIELD

## MOVEMENT

Use the Analog Thumb Pad to move around. Press and hold it to have your character walk and then run in the direction pressed. If there are any enemies nearby your character will walk slower and with their weapon drawn. If the camera view becomes off center when walking and turning around, simply press Trigger L to return the camera to the default view facing forwards from behind the character.



## CHAT

When playing PSO online, it is possible to chat with your team members during gameplay. Use the Soft Keyboard or connect a Dreamcast Keyboard to a free Control Port to type in messages. Or use the Word Select menu to create sentences that will be understood in five languages. For details about using Word Select, see p. 12.




## ITEMS

Items can be used to recover HP or TP as well as return the character to a normal state when affected in some way. There are numerous items that you can obtain during gameplay or purchase in the city shops. Up to 10 units of any one item can be carried by the player at one time. Items will disappear when they are used. For details about using Items, see p. 21.







## ATTACKS

There are three basic forms of attack; the Attack, Heavy Attack and Extra Attack. Each attack can be executed by pressing the corresponding X, A, or B button the attack is assigned to on the Action Palette. Customize the set up of your Action Palette by assigning actions to each space (see p. 24). To attack an enemy, position your character so that they are facing the enemy and as soon as a sight cursor appears, press an attack button. When your attack is successful, the number of damage points inflicted will appear. But when you miss, the word "MISS" will appear in red.




If you can time three attacks just right you can achieve a successive chain attack that is overall slightly faster and more accurate than executing each attack separately. This can be especially effective when attacking enemies that are hard to hit because the third hit is more likely to find its mark.

The colors of the controller buttons correspond to the colors of the bands that surround each of the three Action Palette spaces. Also, the color of the cursor that appears over an enemy will change to indicate which button, if pressed, has the most likely chance of landing an attack or technique attack.

| | | |
|---|---|---|
| YELLOW | X | Left Action Palette Slot |
| RED | A | Bottom Action Palette Slot |
| BLUE | B | Right Action Palette Slot |

| | |
|---|---|
| ATTACK | Standard Attack |
| High accuracy rate, but low damage. | |
| HEAVY ATTACK | Strong Attack |
| Low accuracy rate, but high damage. | |
| EXTRA ATTACK | Special Attack |
| Low accuracy rate, but can affect special attack when used with certain weapons. | |

## TECHNIQUES

There are a variety of different technique types that can be used in different ways such as to attack enemies, for status recovery, to teleport to the city, etc. Both techniques and their level ups are acquired via Technique Discs found or purchased (see p. 13). Each technique requires a certain level of experience to be used. Also, the effectiveness of each technique increases the higher its level.



To use Attack Techniques, position your character towards an enemy with a cursor displayed and press the corresponding button to which a technique is assigned. With Recovery Techniques, essentially only the player using the technique is effected. However Recovery Techniques of a certain level can effect other members within range when the technique is used.

## PHOTON EFFICIENCY



In the world of PSO, all weaponry is powered by Photon energy. The effectiveness of a weapon used to attack an enemy will vary according to that weapon's Photon efficiency level. Different types of enemies have different attributes and the amount of damage you can inflict on each type will vary according to the suitability of the weapon used to attack it. Also, the Photon efficiency of weapons will vary, even among weapons with the same name.

To check the Photon efficiency of a weapon, select the weapon in question from the EQUIP or ITEMS menu under ITEM PACK on the main menu (see p. 21) and use Trigger L/R to toggle the right window to the screen shown here. Also, a weapon name will appear in green if it has a high Photon efficiency.

## WHEN YOUR HP LEVEL REACHES ZERO...



In the event you are felled in battle, you will be asked if you wish to return to Pioneer 2. If you agree your character will be sent to the medical center and revived so that you can restart. Note that all your money (Meseta) as well as the weapon you had equipped will be left behind in the place where you fell. If you decline to return to the medical center, your current game data will be saved and the game will end. In the online mode, if you decline to return, your character will remain inactive until a team member revives you or you press A and select "yes" to return to Pioneer 2.

## JOINING IN MID-PLAY



When playing online, it is possible to join a team already in the field provided there are less than four players already in that team. If a password has been set the joining player must input the password in order to join, but if no password has been set, anyone can join in. Whenever a new player joins, the game will temporarily pause and the message "PLAYER has joined. Please wait." will appear. As soon as the new character appears, gameplay will resume.

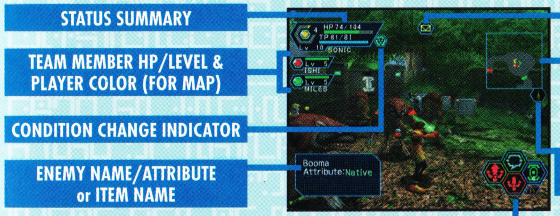
## CAUTION: THIS GAME CANNOT BE PAUSED!

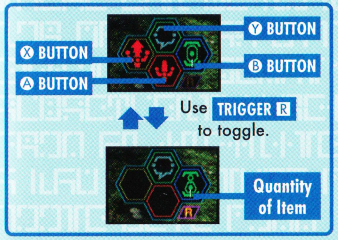
**Because pausing a network online game can inconvenience other players, it is not possible to pause this game either ONLINE or OFFLINE. If you need to temporarily interrupt and discontinue gameplay, it is recommended that you select "Quit Game" from the main menu and then restart gameplay later. (When playing online, rejoin your team by selecting "Join Team" at the visual lobby information counter. [See p. 10] )**





Essentially the game displays used for the online and offline modes of PSO are the same. However, because the online mode has a few additions, the online mode game display is explained here.




**ACTION PALETTE**

Controller A, B, X and Y Buttons correspond to the Action Palette spaces as shown here. For details about assigning actions or items to customize your Action Palette, see p. 24.

## STATUS SUMMARY

This item provides a simple overview of your HP/TP status, current level, your Photon blaster gauge, etc. To help keep track of everyones' positions on the radar map, each player is automatically assigned one of four colors.




**PHOTON BLAST GUAGE**

Once your Photon blast gauge reaches 100% you can perform a special attack. For details, see p. 23.

**CURRENT HP/MAXIMUM HP**

**CURRENT TP/MAXIMUM TP**

**PLAYER NAME**

**PLAYER COLOR**

**CURRENT LEVEL**

## MAIN MENU

Press the Start Button to display the main menu used for a variety of actions such as equipping weapons, using items, customizing your Action Palette, etc. **Note that gameplay does not pause while the main menu is displayed. All menu operations take place in REAL TIME.** You can monitor gameplay via the reduced sized game display that appears in the upper right portion of your screen.




### DETAILED PLAYER STATUS

This window displays full details of your character's status. Use Trigger L/R to toggle between the three screens of information.




| | |
|---|---|
| PLAYER NAME | CURRENT LEVEL |
| CHARACTER TYPE | |
| SECTION ID | |
| TOTAL EXPERIENCE POINTS | |
| POINTS NEEDED TO REACH NEXT LEVEL | |
| MONEY | |

| |
|---|
| ATP - NORMAL ATTACKING POWER |
| DFP - DEFENSE POWER |
| MST - SIZE OF TECHNIQUE EFFECT |
| ATA - ACCURACY RATE OF ATTACK |
| EVP - RATE OF DEFENSIVE EVASION |
| LCK - TECHNIQUE LUCK |

| |
|---|
| EFR - FIRE ATTACK RESISTANCE |
| EIC - ICE ATTACK RESISTANCE |
| ETH - LIGHTNING ATTACK RESISTANCE |
| EDK - DARKNESS ATTACK RESISTANCE |
| ELT - LIGHTNESS ATTACK RESISTANCE |

The number to the left indicates equipped status (the number to the right indicates unequipped status).

### INTERNET TIME

This globally compatible format for telling time developed by Swatch, is based on Internet Time Units called ".beats" (24 hours divided into 1000 beats). It is especially useful when arranging meeting times with PSO players from around the world.

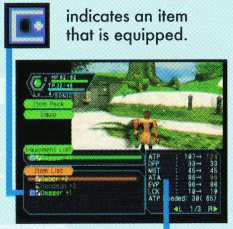




### ITEM PACK

Use the item pack menu to equip weapons or armor, utilize tool items, take care of your MAG (see p. 23), view a map of the area you are currently in, review quest information, etc. Your item pack can hold a maximum of 30 total item types (including weapons and armor) at a time. Use ↑↓ to make selections and press A to enter. Press B to return to the previous menu.

**EQUIPMENT** Select this item to equip your character with weapons or armor. Use ↑↓ to select an item from the Equipment List and press A to display the Item List containing the available options you can equip. A window to the lower right displays the attributes the currently selected item will yield if it is equipped (use Trigger L/R to toggle between the three screens of information). Once a weapon or armor item is equipped, a violet & white box will appear to the left of the item name. Also, an item name will appear in green if it has a high Photon efficiency




**ITEMS** Select this to use/equip, discard or sort the items in your item pack. Use ↑↓ to select an item from the Item List and press A to display the Purpose menu. Next use ↑↓ to select an option as described below. A window to the lower right displays information about or attributes of the currently selected item (use Trigger L/R to toggle between the information screens). With tool items, a maximum quantity of 10 of each item type can be carried at a time. When your item pack is full it is a good idea to sell or deposit items in the city Check Room.

**ITEM ATTRIBUTES**
Shown in **RED** if increased, **BLUE** if decreased.



**USE** Select to use this item right away. For items that are currently equipped this option will change to Remove (un-equip). For items that can be equipped, this option will change to Equip.

**DROP** Select this to discard the item. To pick up the item again, close the main menu and press A to pick up the item again.

**SORT** Select to sort the items in your pack. Then select whether to do so Automatically or Manually (item by item). Press B when finished sorting manually to return to the Item list display.



**INTRODUCTION TO ITEMS FOUND IN PSO** A variety of weapon, armor and tool items are available on the planet Ragol and the shops of the city on Pioneer 2. Each type is distinguished by their boxes as follows:



**WEAPONS** There are three main categories of weapons found in PSO that correspond with each of the three professions. In general, "blade" weapons are used by Hunters, "gun-type" weapons are used by Rangers and "cane-style" weapons are used by Force. Your ATP (attacking power) and ATA (accuracy) will increase whenever a weapon is equipped.



Each weapon requires a certain level of experience in order to be able to use it. If your character has yet to reach the level required, you will not be able to equip the weapon. Furthermore, some weapons can only be used by members of certain professions. Weapons that have special abilities are indicated by the weapon name color (see p. 13). Also weapons with unknown capabilities should be taken to the tekker for assessment.



**ARMOR** There are various types of armor and shields that are used to protect from enemy attack. Of the two main classes of armor protection "frames" can be used by all professions, however "armor" can only be used by Hunters and Rangers. Similarly, of the two main classes of shield protection (equipped to the left hand), there are barriers that can be used by all professions and shields that can only be equipped by Hunters and Rangers. Your DFP (defensive power) and EVP (rate of defensive evasion) will increase whenever armor is equipped.



As with weapons, individual armor items also require certain levels of experience to be obtained before they can be used. Some types of armor have "slots" which can be further equipped with "units" to provide even greater protection or other specialized effects.



**TOOL ITEMS** There are a wide variety of useful tool items available in the world of PSO that will assist you in your adventures. Item names ending in "mate" indicate items which are used for HP recovery while item names ending in "fluid"are used for TP recovery. Item names starting with "anti" are used to return those affected with poison or paralysis to normal.



Techniques are acquired via items called "technique disks." Use "telepipes" to create temporary teleport gates to the city. If you happen to have an item called "scape doll" with you if you are felled, you will be resurrected automatically. Items will disappear when they are used.





**MAG** Each player has a mysterious little protector unit called a MAG. When equipped, the mag floats just behind your character's shoulders. If it is raised properly your mag will grow and change. Eventually it will acquire an attack technique called a "Photon blast" that you can utilize in battle. Care for your mag via the mag menu and that appears when you select MAG from your Item Pack (use Trigger L/R to toggle between status screens).




**GIVE ITEMS** Select an item from the displayed list to give to your mag.
**PHOTON BLAST** View the available Photon blast actions.
**REMOVE** Select to remove (or equip) your mag.
**DROP** Select this to discard your mag.




When your MAG has developed to a certain level, it will be able to save up Photon power discharged when you attack enemies. The rate of storage is indicated by the yellow Photon blast gauge. Once this gauge reaches 100% you can utilize the saved power in the form of a Photon blast action. To do so, use Trigger R to toggle the Action Palette to display the available Photon blast actions. Then press the corresponding controller button. Remember that your mag can only do this once their level is high enough. Essentially a Photon blast is the release of stored Photon energy accumulated inside the mag. However, how the mechanism of this process and what effects can occur are still largely unknown.





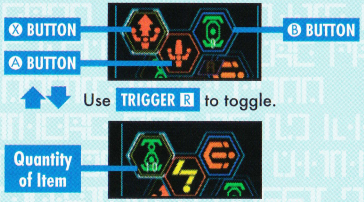


**AREA MAP** Select this item to view an overhead map of the entire area you are located in. Only the areas in which you have entered will be displayed. Use the D-Pad to move the map and Trigger L/R to zoom in/out.

**QUEST BOARD** When you are undertaking a quest, select this item to review details about your mission. Use Trigger L/R to toggle between screens, ⬅➡ to move the cursor and press A to check information.



**CUSTOMIZE** Select this item to customize your Action Palette.




A total of six actions, 3 to each of the two palettes available, can be assigned to your Action Palette. With the Action Menu displayed use Trigger R or ⬆⬇ to toggle between the two palettes. Use ⬅➡ to select an action space and press A to display the Action List. Then use ⬆⬇⬅➡ to select an action and press A to have it replace the action currently assigned to the Action Menu. If you attempt to replace the same action to an action space where that action is already assigned the setting will be cleared and no action will be assigned. When you are finished customizing your Action Palette, press B to close the Action Menu and return to the Item Pack menu. For details on the actions available, see p. 27-28.

**TECHNIQUES** Select this item to utilize your characters TP to perform a technique. (Character types that cannot use techniques do not have this item.) Use ⬆⬇ to select a technique Type, then select a technique from available options and press A enter. For details on techniques and their effects, see p. 28.



**ACQUIRING TECHNIQUES** Techniques are acquired or learned via items called "Technique Discs" that can be found in the field or purchased at the tool shop in the city. Once you obtain a technique disc, select it from the Item List and then "use" it in order to enable usage. Techniques themselves have multiple levels and each requires that your character obtain a certain level of MST before it can be acquired.

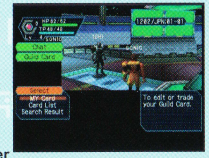




**CHAT** Here you can modify your chat settings, guild card, send Simple Mail, etc. Use ⬆⬇ to select an item, press A to enter or B to return to the previous screen.

**SHORT CUT** Select this to create and assign (or delete) a chat balloon to each of the D-Pad keys or soft keyboard F keys that can then be easily displayed during gameplay. With the List displayed, use Trigger L/R to toggle between screens and ⬆⬇ to select a short cut key. Then press A to display the "Register/delete" menu. Select Register to input a message and then confirm your entry.

**SYMBOL CHAT** Here you can create and register symbol chat messages to the symbol chat list. Each symbol chat message can be composed of face parts to create an expression and object parts (a maximum of four). With "The Registered data" list displayed, use ⬆⬇ to select a current symbol chat message to edit or select "Not in use" to create a new one.



**GUILD CARD** Guild Cards are a simple form of communication that you can trade with other PSO players. By collecting Guild Cards you can easily keep track of the other players you meet.



- **MY CARD:** To edit your own card, select "Write Comment" and input a message. To send your card to another player online, select "Send" and then select a player from the displayed list.



- **CARD LIST:** View or delete cards you have collected from other users. You can also search for current information on a player whose card you have.
  1. Use ⬆⬇ to select a card from the card list and press A (use Trigger L/R to toggle between screens).
  2. Select "Search" to find out where that player is currently located. If the player is found, an icon will appear to the right of your status summary. To delete a card, select "delete" and then confirm as requested.
  3. Select "Search Results" to display the results. The information displayed will vary depending on where the player. If the player is online you can send them a Simple Mail (See p. 26) and if the player is in the visual lobby you can select "Meet in lobby" to be transported to where that player is located.



- **SEARCH RESULTS** Display the results of player search.

**SIMPLE MAIL** You can input and send a mail message of up to 55 characters to a another player online whose guild card you have. Select "Send Mail" from the Simple Mail menu and then select a player from the list displayed. Once you have input the message, select enter and then confirm.

When another player sends you a simple mail message, an envelope icon will appear next to your status summary. To read the message, select "Received Mail" from the Simple Mail menu to display any mail received.



**LOG WINDOW** When chatting in the visual lobby you can normally only read the chat balloons of those players nearby. However, by displaying the Log Window you can see the chat messages of everyone in the same lobby. Provided that your Log Window setting is ON, simply select "Log Window" from the Chat menu to display the log window on the left half of your display. While the Log Window is displayed you can input chat messages. Use ⬆ ⬇ to scroll through the log. To close the log window, press Ⓑ or the Start Button.



**OPTIONS** Select "Options" from the main menu to modify the following game settings during gameplay. Use ⬆ ⬇ to select an item from the Options menu and press Ⓐ to enter. Then use ⬆ ⬇ to select the desired setting and press Ⓐ to enter. Press Ⓑ to return to the previous menu.



| | |
|---|---|
| Map Direction | Set whether fix the map position relative to your movements. |
| Key Config | Select the preferred Trigger L/R settings. |
| Cursor Position | Set whether to save the the cursor to the last position used. |
| Message Speed | Select a speed at which chat balloons are displayed. |
| Jump Pack | Select whether to enable the Jump Pack. |
| Auto Disconnect | Set a time limit at which to automatically save the current game data and disconnect from the network in the event that you remain idle (e.g., if you leave the controller untouched) for the amount of time set. |

**QUIT GAME** Select this to disconnect from the network (if playing online), save your current game data and exit the game.





## OPTIONS



Select OPTIONS from the PSO title screen menu to modify the following game settings. Note that these settings cannot be modified during gameplay. Use ⬆ ⬇ to select an item from the OPTIONS menu and press Ⓐ. Then use ⬆ ⬇ to select the desired setting and press Ⓐ to enter. Press Ⓑ to return to the previous menu.

| | |
|---|---|
| LANGUAGE | Select this to modify the language setting of PSO. |
| BGM TEST | Select this item to playback the BGM (Background Music) tracks used in PSO. Use ⬆ ⬇ to select song and press Ⓐ to play it. Press Ⓑ to stop playback. Press Ⓑ again to return to the OPTIONS menu. |
| SOUND OUTPUT | Set the sound output to either STEREO or MONAURAL |
| SOUND BALANCE | Adjust the volume balance. Use ⬆ ⬇ to select either BGM or SE (Sound Effects) and then use ⬅ ➡ to adjust the levels. |
| EXIT | Select to return to the title screen. |



The following introduces some of the many basic actions you will encounter in PSO.

## AUTOMATIC ACTIONS

There are a number of actions that you can perform automatically in the field simply by pressing Ⓐ when one of the following icons appears in the bottom space on your Action Palette. The exception to this is the CHAT icon which always appears in the upper space on both Action Palettes.

| | | |
|---|---|---|
| CHAT COMMUNICATE<br>Enable the chat features. | PICK UP AUTO ACTION<br>Pick up an item. | PRESS AUTO ACTION<br>Press or push an object. |
| TELEPORT AUTO ACTION<br>Activate a transporter. | TALK AUTO ACTION<br>Speak to a NPC. | VIEW AUTO ACTION<br>View an object. |

## ATTACKING ACTIONS

These are the main attacks used in battle. For details, see p. 17.

**ATTACK STANDARD** — High accuracy, low damage.

**ATTACK HEAVY** — Low accuracy, high damage.

**ATTACK EXTRA** — Low accuracy, some weapons can yield a special effect.

## TECHNIQUE ACTIONS

The five types of techniques found in PSO are simple attack, normal attack, hard attack, healing and support. Each technique requires a certain level of experience in order to be acquired or used.

**FOIE ATTACK** — Hurls a fireball at one enemy.

**BARTA ATTACK** — A penetrating linear ice attack.

**ZONDE ATTACK** — Lightning strike on one enemy.

**RESTA HEALING** — HP recovery technique.

**ANTI HEALING** — Normalizes a player's condition.

**REVERSER HEALING** — Revives a fallen team member.

**JELLEN SUPPORT** — Lowers the enemy's ATP.

**SHIFTA SUPPORT** — Raises a team member's ATP.

**RYUKER SUPPORT** — Opens a teleport gate to the city.

**ZALURE SUPPORT** — Lowers the enemy's DFP.

**DEBAND SUPPORT** — Raises a team member's DFP.

## TOOL ACTIONS

You can either assign tool items to your Action Palette or use them via the item menu of your item pack.

**MONOMATE RECOVERY** — Restores 70 HP.

**MONOFLUID RECOVERY** — Restores 70 TP.

**ANTIPARALYSIS RECOVERY** — Removes paralysis.

**MOON ATOMIZER REVIVE** — Revives a fallen team member.

**ANTIDOTE RECOVERY** — Neutralizes poisons.

**TRAP VISION SUPPORT** — Reveals hidden traps.

**TELEPIPE SUPPORT** — Opens a teleport gate to the city.





### WEAPONS

BLADE GUN STAFF

### ELEMENTS

Weapons with special abilities can use various "elements" to yield unique effects such as the following:

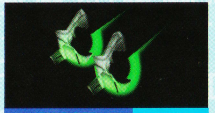
**DRAIN** — Use to steal HP from an enemy.

**FIRE** — Burns an enemy with a fire attack.

**ICE** — Freezes an enemy with an ice attack.



**SABER ALL** — A sword with a Photon blade that can attack one enemy.



**DAGGER HUNTER** — A pair of short Photon swords that can attack one enemy.



**SWORD HUNTER** — A large Photon bladed sword that can attack multiple enemies.



**SLICER ALL** — A boomerang style blade that can attack multiple enemies.



**PARTISAN HUNTER** — A long sword with a Photon blade that can attack multiple enemies.



**HANDGUN ALL** — A small gun that fires Photon bullets



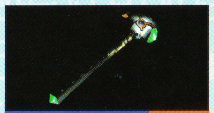
**RIFLE RANGER** — A long-range gun that fires Photon bullets.



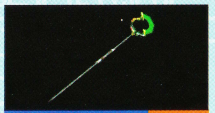
**MACHINE GUN ALL** — A pair of rapid-fire guns that shoot Photon bullets.



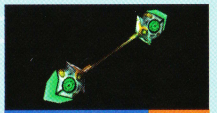
**SHOTGUN RANGER** — A shotgun that fires a spray of Photon bullets.



**CANE FORCE** — This common staff with weak ATP can only be equipped by Forces.



**ROD FORCE** — A battle rod that can only be equipped by Forces.



**WAND FORCE** — A technique wand that can only be equipped by Forces.

# ARMOR & SHIELDS

**ARMOR & SHIELDS**



**FRAME — ALL**
This beginner oriented protector can be equipped by all professions.

**ARMOR — HUNTER/RANGER**
A basic protector that can be equipped by Hunters & Rangers.

**PSY ARMOR — HUNTER/RANGER**
A basic protector that can be equipped by Hunters & Rangers.

**GIGA FRAME — ALL**
A protector with unit slots that can be equipped by all professions.

**BARRIER — ALL**
This beginner oriented protector can be equipped by all professions.

**SHIELD — HUNTER/RANGER**
A basic protector that can be equipped by Hunters & Rangers.

**CORE SHIELD — HUNTER/RANGER**
A basic protector that can be equipped by Hunters & Rangers.

**GIGA SHIELD — HUNTER/RANGER**
This beginner oriented shield can be equipped by all professions.

Some types of armor have open slots that can be equipped with "units" such as the following to provide even greater protection or other specialized effects. Each slot (a maximum of four) can hold one unit.

**UNITS**



**RESIST/FIRE — PROTECT**
Boosts fire resistance.

**RESIST/COLD — PROTECT**
Boosts ice resistance.

**RESIST/SHOCK — PROTECT**
Boosts lightning resistance.

**RESIST/LIGHT — PROTECT**
Boosts light resistance.

**RESIST/DARK — PROTECT**
Boosts dark resistance.

# CREDITS

The following credits list the staff responsible for the localization, marketing and manual production for the U.S. version of PSO. Credits for the original development staff of the game are listed in the credits of the game itself.

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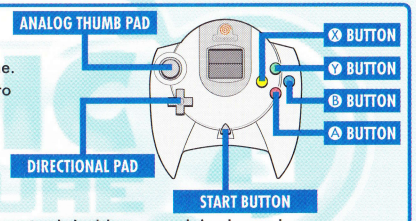


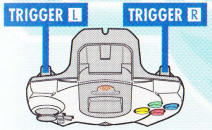
# SONIC ADVENTURE 2 - THE TRIAL

## DREAMCAST CONTROLLER

With this trial version you can play as Sonic through the first part of the upcoming Sonic Adventure 2 game. Once the title screen appears, press the Start Button to start the game.

To return to the title screen at any time during gameplay, simultaneously press and hold the A, B, X, Y and Start Buttons.




When using the Jump Pack (sold separately), always be sure to insert the Jump Pack into Expansion Socket 2.

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

## BASIC CONTROLS & SONIC ACTIONS

**OPEN/CLOSE PAUSE MENU** — START BUTTON

**PAN THE CAMERA** — TRIGGER L/R

**WALK & RUN** — ANALOG THUMB PAD

**JUMP** — A BUTTON

**JUMP DASH** — A IN MID-AIR

If any enemies are nearby, Sonic will automatically home in and attack.

**BOARD**

Use the Analog Thumb Pad ◀ ▶ to steer the board, press A to jump and B to brake. To perform cool board tricks, press A while on the jump ramps

**ITEM SELECTION**

Use the Directional Pad/Analog Thumb Pad to select and press A to enter/proceed to next screen.

**SOMERSAULT** — B BUTTON

Use this move to attack enemies, bust up containers or perform rolling flips in the air.

**SPIN DASH** — HOLD B BUTTON

Press and hold B to start Sonic spinning and release to dash off at supersonic speed!

**GRIND**

Sonic can grind railings! Use the Analog Thumb Pad ◀ ▶ to control Sonic mid-grind and press B to leap off.

## PLAYING THE GAME & GAME OVER

- Proceed through the game field while collecting rings. Get the GOAL RING at the destination point to clear the stage but if you run out of lives its game over.
- Whenever you successfully pass a POINT MARKER along the route you will restart from that point if you lose a life after passing it.

# SONIC ADVENTURE 2 - THE TRIAL

- You can survive any damage inflicted by an enemy if you have at least one ring. However, if you are attacked when you have no rings, you will lose a life.
- Select RESTART from the pause menu to forfeit an extra life and restart from the begining. Note that you cannot select this option if you have no extra lives.

## ACTION STAGE DISPLAY & PAUSE MENU

SCORE

ELAPSED TIME

RINGS COLLECTED

REMAINING LIVES






**PAUSE MENU**

**CONTINUE**
Resume play.

**RESTART**
From the begining.

**EXIT**
Quit and return to the title screen.

## ACTION BUTTON & ACTION WINDOW

**A/B ACTION BUTTON**

**Y TOGGLE ACTION WINDOWS**

Use the action button to perform actions such as picking up or viewing items, etc. A window will appear at the top left corner of the display to indicate the appropriate action. When more than one action is possible at a time, press Y to toggle the action window



**ACTION WINDOW**

**PICK UP** Pick up/carry items. Approach an item to display this window.

**BRAKE** Press to brake when boarding.

**WHISTLE** Use to locate hidden creatures. Press to display this window.

**VIEW** Press to find out about an item. Approach a mysterious item to display this window.

**STAY TUNED FOR MORE ACTION PACKED EXCITEMENT IN SONIC ADVENTURE 2!!**

**In addition to collecting rings or defeating enemies to build your score, you will be able to earn bonus points at certain hidden locations by performing special actions in succession to create ACTION LINKS. Seek out these places and perform action links to gain the highest ranking!**

**With this trial version you can only play in one part of the adventure field, but with the full version of Sonic Adventure 2 there will be many more characters and exciting action stages available.**



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SONIC ADVENTURE 2
coming 2001
Anniversary
10TH
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