Wii™

nintendo
Wi-Fi
connection

SONIC RIDERS
ZERO GRAVITY
™

SEGA

THIS GAME SUPPORTS 50HZ (576i) AND 60HZ-MODE (480i).

50Hz / 60Hz
Modes
Supported

EDTV-/
HDTV
Compatible

Place your hand through the Remote Wrist Strap and hold the Remote firmly in your hand. Slide the strap lock up so that the strap will not fall off your wrist. Do not over tighten the strap lock so that it's uncomfortable. It should just be tight enough to hold the Remote Wrist Strap in place.
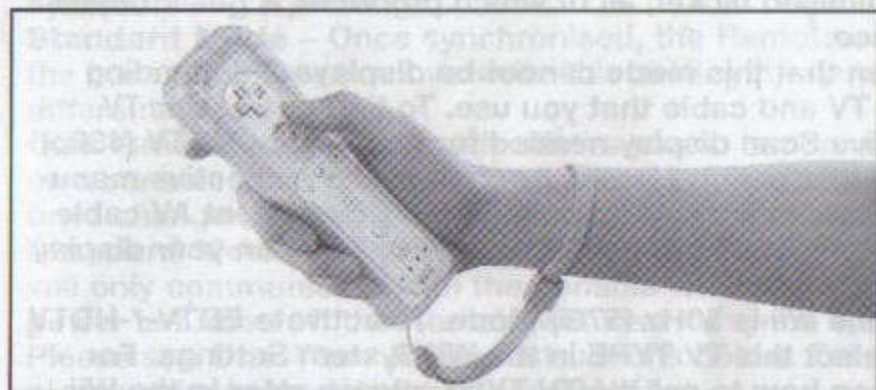
CAUTION: Wii gameplay with the Wii Remote can involve rapid or vigorous motion. Please use the Remote Wrist Strap to prevent losing your grip on the Remote and causing damage to the Remote and surrounding objects, or injury to other people. Please ensure sufficient distance to avoid colliding with other persons or things. In addition, do not swing the Remote more than necessary.

WARNING: Not suitable for children under 36 months of age. The Wii Remote Strap can coil around the neck.

60Hz (480i) Mode

60Hz (480i) is a display mode that allows players to view and enjoy their game in enhanced quality. This means an intensely sharp picture and the game running at optimal speed, all of which produces a great gaming experience.

This game allows a better display with higher quality on TVs that support 60Hz (480i) Mode (PAL60 compatibility). To activate 60Hz (480i) Mode, please select this TV TYPE in the Wii System Settings. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual.

When you connect the Wii RGB cable (RVL-013) (sold separately) to a TV which has an RGB terminal and PAL60 compatibility, you can enjoy an even smoother game screen with less flicker.

However, certain, mainly older, TV sets are unable to display games in 60Hz (480i) Mode and therefore a small number of players could experience difficulty in playing this game on their TV. To find out if your TV set features 60Hz (480i) Mode, consult your TV Instruction Manual or contact the respective manufacturer for details.

EDTV-/-HDTV (480p) Mode – Progressive Scan

EDTV-/-HDTV (480p) is a progressive display mode that allows players to view and enjoy their game in the best possible quality. This means an intensely sharp picture, the game running at optimal speed and minimised flicker, all of which produces a great gaming experience.

However, it may happen that this mode cannot be displayed, depending on the combination of TV and cable that you use. To find out if your TV supports the Progressive Scan display needed for the EDTV-/-HDTV (480p) Mode, consult your TV Instruction Manual or contact the respective manufacturer for details. Please make sure to use the Wii Component AV cable (RVL-011) (sold separately) and to enable Progressive Scan on your display device when selecting this mode.

The default setting of the Wii is 50Hz (576i) Mode. To activate EDTV-/-HDTV (480p) Mode, please select this TV TYPE in the Wii System Settings. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual.

Synchronising your Wii Remote with the Wii Console

Synchronising the Wii Remote is necessary to use it with the Wii console. The Wii Remote included with your Wii console has already been synchronised with the console. There are two different modes of synchronising (synching):

Standard Mode – Once synchronised, the Remote will stay synched to the console unless you overwrite this setting by synching the Remote to a different console.

One Time Mode – This mode allows you to temporarily use your Remote on a console other than your own, to use a friend's Remote on your console or to change the player order for multiplayer games. It does not delete the **Standard Mode** setting stored in the Remote. In this mode, the Remote will only communicate with the console while the power is on. When the power is turned off the Remote will lose its synch with the console. Please see **One Time Mode** instructions below. For more information please refer to the Wii Operations Manual.

One Time Mode Synchronisation

NOTE: This mode temporarily removes the **Standard Mode** synchronisation set-up for all Wii Remotes until the Wii console's power is turned off. When the power is turned back on again, **Standard Mode** settings will return.

1. Press the HOME Button on a Wii Remote that is synchronised with the Wii console.
2. Select the Wii REMOTE SETTINGS option from the **Home Menu**, then select the RECONNECT option.
3. Press the 1 and 2 Buttons simultaneously on the Wii-Remote that you want to synchronise with the Wii-console. The order in which you synchronise Wii Remotes will set the player order for multiplayer games.
4. The Player LED will blink during the synching process. When the blinking stops, the connection is complete.

Thank you for purchasing *SONIC RIDERS: ZERO GRAVITY*™. Please note that this software is designed only for use with the Wii™. Be sure to read this instruction booklet thoroughly before you start playing.

CONTENTS

A few months after the World Grand Prix the night sky was filled with a deafening roar as a meteorite hurtled towards the ground. Moments before impact, it abruptly stopped in mid-air, and then gently fell at the feet of a security robot who watched on in silence.

The security robot immediately malfunctioned and went berserk, followed one by one by its entire security platoon.

The next morning, Sonic and his pals were listening to the news as they drove through the city. It seemed robots were rampaging all over the world and they were no longer responding to commands. Tails wondered if it had anything to do with the strange meteorite he had found the night before. As Sonic looked thoughtfully at the mysterious stone Tails had given him, they were suddenly attacked and pursued by a crazed army of the very robots they'd been discussing.

Their daring escape took an unwelcome turn for the worse as their vehicle smashed out through the top floor of a skyscraper and they found themselves plummeting 300 stories to their certain doom. As if by a miracle, Sonic's fall was unexpectedly broken by an anti-gravity force field which appeared to be emanating from the meteorite. Could this be the reason the robots were chasing them?

As if contending with deranged 'droids and the forces of gravity wasn't enough already, a familiar band of thieves had also set their sights on the stone and would gladly step on Sonic's toes to retrieve it!

CHARACTERS

SONIC THE HEDGEHOG

The world's fastest hedgehog is even faster when he's riding Extreme Gear!

Sonic is a big fan of freedom and has no tolerance for evildoers. He sometimes comes across as arrogant and short tempered, but he always does his best to help out those in trouble. Despite his easygoing nature, he tackles challenges with a fearful resolve – when the going gets tough, Sonic gets tougher!
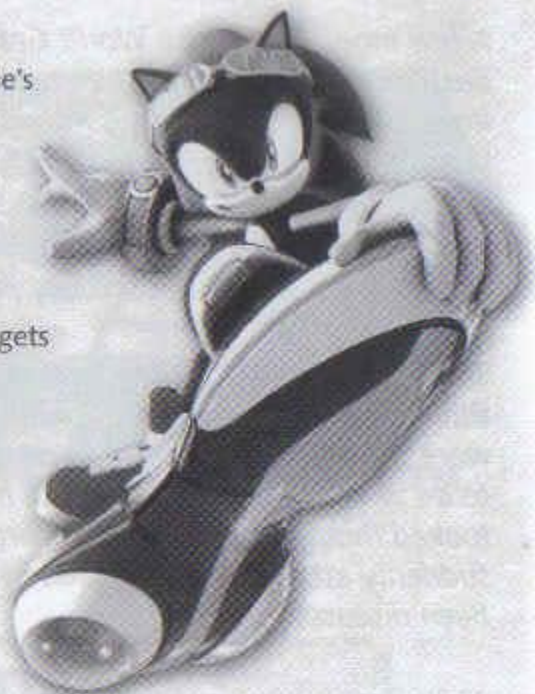
MILES "TAILS" PROWER

His real name is "Miles Prower," but his friends just call him "Tails." This little kid fox with two tails and a heart of gold loves tinkering with machinery and his devices have helped out Sonic many times in the past. He's fairly new to the technology of Extreme Gear, but if there's a way to improve on them he'll find it!

KNUCKLES THE ECHIDNA

Friend and rival of Sonic, Knuckles packs a powerful punch with his spiky fists. His hard-headed demeanor can make him gullible, but now he's wise to Dr. Eggman's trickery and quick to assume a hidden motive.

Bringing his inherent aggression to the race courses, he plans to smash his way to the finish line and prove he means business!

JET THE HAWK

Known as the "Legendary Wind Master," Jet leads the Babylon Rogues, a talented group of professional thieves. Jet's Extreme Gear skills are revered far and wide, earning him an impressive reputation.

In his latest quest for treasure, he's found himself crossing paths with Sonic once again. He'll have to be quick on his Gear to avoid walking away empty-handed.
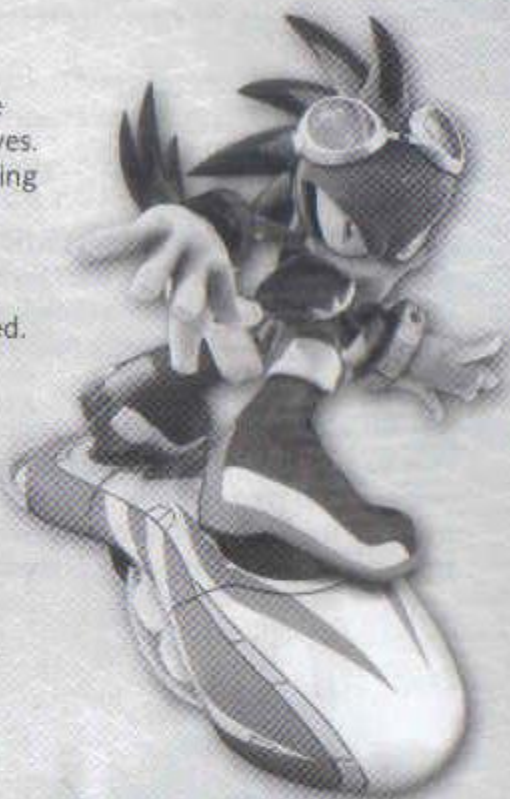
WAVE THE SWALLOW

Wave is a superb mechanic that takes care of all of the Babylon Rogues' Gear and provides the gang with a more level-headed viewpoint. While she's capable of fixing many things, Gear is her speciality and her knowledge and experience surpass both Tails and Eggman in this area.

STORM THE ALBATROSS

Storm is the muscle behind the Babylon Rogues' nefarious schemes and Jet's right-hand man. He's clumsy and not the sharpest tool in the shed, but he is happy to defer to Jet's superior intellect and see his orders carried out.

Unsatisfied with the outcome of his previous scuffles with Knuckles, he considers their latest run-in a golden opportunity for payback.

AMY ROSE

Amy is a ditzy young girl who spends her days head-over-heels in love; as Sonic's self-professed girlfriend, she is dedicated to tracking him down no matter how far he runs.

She has a bubbly and cheerful demeanor, but likes to get her own way – by force, if need be. Her beloved Piko Piko Hammer has often proven invaluable in teaching the virtues of letting her win, and even poor Sonic is often overwhelmed by her powerful personality.
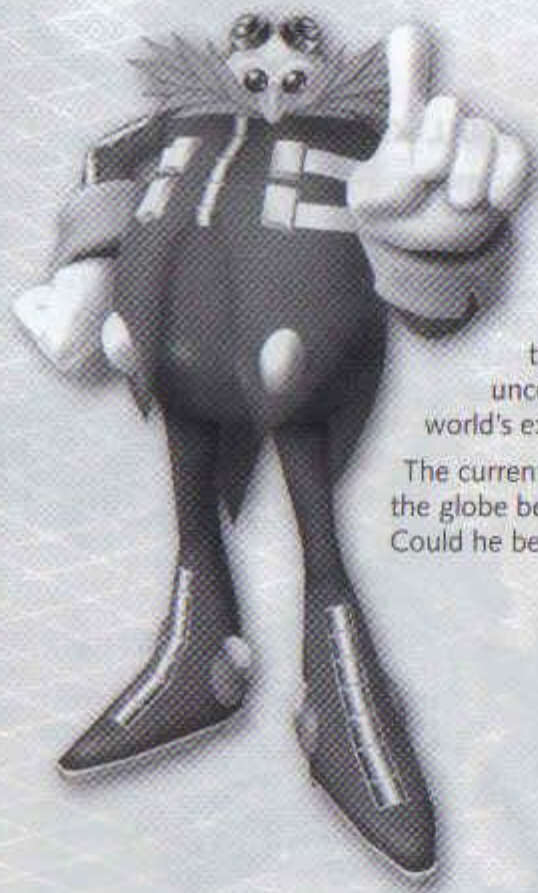
DR. EGGMAN

By his own admission, he is an evil self-centered scientific genius with a passion for robotics. Despite having an IQ of 300 and unparalleled technological skills, he remains bent on turning the world into his very own "Eggman-land," unconcerned by the inconvenience it would cause the world's existing residents.

The current spate of recklessly rampaging robots all across the globe bears the hallmark of another Eggman machination. Could he be behind the mayhem?

BASIC CONTROLS

SONIC RIDERS: ZERO GRAVITY™ is a one to four player game. There are three controller setups; *Sideways, Forward* and *Nintendo GameCube Controller**. These can be set from Options (p.8).

When set to *Sideways*, hold your Wii Remote in the sideways position with the +Control Pad under your left thumb. When set to *Forward*, point the Wii Remote towards your TV screen. *Nintendo GameCube Controller* requires the connection of a Nintendo GameCube Controller (sold seperately). Please see the Wii operations manual for details.

* When a Nintendo GameCube Controller is inserted into a controller socket, it becomes the *active controller* for that player number regardless of the Options setting. If a Wii Remote™ is assigned to the same player number, only the Home Button and the Power Button can be used.

Wii Remote

+Control Pad
B Button
A Button
HOME
+ Button
- Button
Speaker
1 Button
2 Button
Wii

Sideways Mode

Forward Mode

MENU CONTROLS

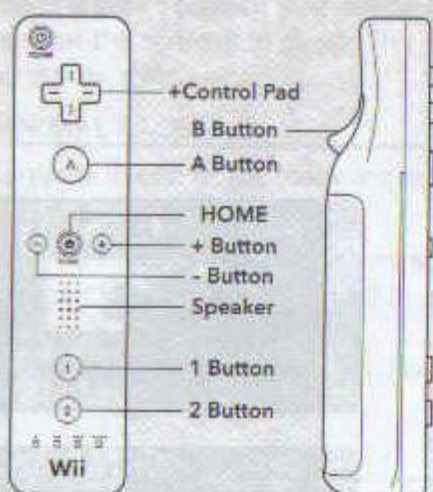|	Sideways	Forward	Nintendo GameCube Controller
Highlight Selection	+Control Pad	+Control Pad	Control Stick/+ Control Pad
Enter Selection	2 Button	A Button	A Button
Cancel/Return	1 Button	B Button	B Button
Rule Settings	A Button	1 Button	X Button
Start	+ Button	+ Button	START/PAUSE

MANAGING GAME DATA

The Game Data screen at start-up allows you to create, load and delete Game Data. For each saved Game Data, details of your current progress will be displayed for reference. Select and press the *Enter Selection* button to enter, then select **Yes** to load, **No** to cancel, or **Delete File** to erase the Game Data. If there is no Game Data existing, or you wish to create new Game Data, select an empty slot and enter a name via the on-screen keyboard. Up to three Game Data can be created, and a minimum of 1 block of free memory is required. Game Data can also be loaded or created while the game is in progress by selecting **Game Data** from **Options** (p.8).

Please note that the name you enter may become visible to the general public via the official website; see World Rankings on p.11 for more information.

STARTING THE GAME

Press the *Start* button (p.7) at the Title Screen to access the Main Menu. The first time of each start-up you will be prompted to load or create Game Data. See "Managing Game Data" on p.7 for details.

From the Main Menu, please select from the following:

Game Start   Open the Mode Select menu and choose a game to play. Game Modes are detailed on p.9.

EXTRA   Play unlocked movies and audio clips, or browse the Gear Gallery.

OPTIONS   Make changes to game settings.

EXTRA

Browse and enjoy a variety of unlockable features.

THEATER

Select a movie from the list and press the *Enter Selection* button (p.7) to play. Press the *Cancel/Return* button or the *Start* button during playback to stop and return to the menu.

AUDIO ROOM

Select a music category from the left panel and a track from the right panel to play. Press the *Enter Selection* button (p.7) during playback to stop and return to the menu.
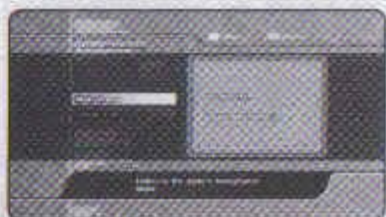
GEAR GALLERY

Use the +Control Pad of the Wii Remote or the Control Stick of the Nintendo GameCube Controller to browse the Extreme Gear you have obtained. Press the *Enter Selection* button (p.7) to see the technical details of the selected Gear.

OPTIONS

Make changes to the following settings:

Audio Settings   Set sound output to **Mono**, **Stereo** or **Dolby Pro Logic® II**.

Rumble Settings   Set the Rumble feature **ON/OFF**.

Language Settings Set the language settings for Voice and Subtitles.

Controller   Set to **Sideways** (default), **Forwards** or **Nintendo GameCube Controller**.

Game Data   Manage your Game Data, as detailed on p.7.

GAME MODES

SONIC RIDERS: ZERO GRAVITY™ features a variety of gameplay modes as detailed below. Highlight a mode and press the *Enter Selection* button (p.7).

STORY MODE (1P ONLY)

Enter races to progress the story. The story can be started from the beginning, or re-started from any previously-accessed stage.

For each stage cleared, you also have the choice of selecting Missions, in which you are given specific conditions to clear. Available Missions will increase as you progress through the story and Mission stages.

The first time you play, you will be given the option to play through a tutorial which explains the controls in detail. This will then appear in the Mode Select menu to help you hone your skills.

NORMAL RACE

Compete in one of the following race styles:

Free Race (1P-4P)
Compete against other players and non-player characters on a selected track.

Time Attack (1P only)
Select a track and race against the clock. Upload your fastest time and Ghost to the World Rankings (p.11).

SURVIVAL MODE (P.18)

A series of games with special rules:

Survival Relay (2P-4P)
Run a relay using Gear as the batons.

Survival Ball (1P-4P)
Use gravity control to shoot the ball and score.

Survival Battle (1P-4P)
Slam foes with objects using gravity action.

WORLD RANKINGS (P.11)

Connect to the Nintendo Wi-Fi Connection to see the top scores from Time Attack mode, and choose a Ghost to download and race against.

SHOP

Purchase additional Gear with accumulated Rings.

Enter the shop and select **Trade**. Highlight a Gear to see details and parameters in the right panel. When you decide which Gear you wish to purchase, press the *Enter Selection* button (p.7) to Trade. The Gear can now be selected from the Player Entry screen and viewed in the Gear Gallery (p.8).

As you progress through the game and clear certain conditions, additional game modes will become available for selection in the Mode Select menu.

CHOOSING A COURSE AND A CHARACTER

Depending on the game mode, you will be required to select a course and a character for each player.

COURSE SELECT SCREEN

Highlight a course and press the *Enter Selection* button (p.7) to select.

In some game modes, you can also make additional settings to the game rules at the Course Select screen. Press the *Rule Settings* button (p.7) to bring up the following menu:

Lap Count   Set the number of laps per race from **1-99**.

GP   Set the amount of Gravity Points you can attain. When set to **Low**, GP will not increase on performing Trick Actions with certain Gear.

Hints   Toggle on-screen display of available controls **ON/OFF**.

Ghost   Toggle Ghost display **ON/OFF**.

PLAYER ENTRY SCREEN

Highlight a character and press the *Enter Selection* button (p.7) to select. Additional players must first press the *Enter Selection* button to confirm entry into the race. Each character can only be selected once and missing places are filled by non-player characters.

Once a character has been selected, select the Gear you wish to use and press the *Enter Selection* button to select. The first time you play, only one Gear will be available per character.

When all competing players have made their selections, you will be prompted to begin. Press the *Start* button (p.7) to begin the race.

ATTRIBUTES

A wide range of Gear is available, each with individual characteristics in terms of speed, acceleration, cornering, durability etc. Different combinations of characters and Gear will have different strengths and weaknesses to take into consideration when refining your race style. Attributes for both characters and Gear are displayed as follows:

Dash   Rate of acceleration.
Limit   Maximum speed that can be reached.
Power   Ability to maintain speed over rough terrain.
Cornering   Ability to handle tighter corners.

Gears also contain other special abilities unrelated to these Attributes, determined by Gear Parts, vehicle type and other factors. See Gear Types on p.15 for details.

WORLD RANKINGS

ONLINE CONNECTION

A high-speed (broadband) Internet connection is required if you wish to access the World Rankings. To connect the Wii console to the Nintendo Wi-Fi Connection, select **Internet** from the Wii System Settings and set up your Connection Settings.

UPLOADING AND VIEWING

Whenever you complete a course in Time Attack mode with a new personal best, your time and Ghost (see below) will be uploaded to the World Rankings*[1].

Records can be checked by selecting **World Rankings** at the Mode Select screen. Choose a course to display the Player Ranking screen; your own ranking and the 7 closest rankings are displayed together with the character icons and the players' names as entered at the Game Data screen*[2]. You can freely toggle between the Player Ranking screen and the Top 8, which shows the best overall times for the course. In either screen, select a ranking and press the *Enter Selection* button to see more information and an opportunity to race against the player's Ghost.

The first time you connect to the World Rankings, you will be prompted to set the automatic connection to **ON**. Doing so will make subsequent connections speedier and more simple.

*[1] Scores appearing to result from cheats such as unfeasible finishing times may be deleted. The World Rankings service may also be reset or closed at any time without notice.

*[2] The name displayed in the rankings will be visible to the general public via the official website. Accordingly, names containing words that some users might consider offensive may be rejected on connection, or displayed in an edited form. If a name is rejected, you will be given the opportunity to enter a new name before proceeding.

GHOST DISPLAY

When playing in Time Attack mode, the Ghost image of a previous attempt will run with you for a competitive reference. This can be toggled **ON/OFF** in Rule Settings.

The first time you complete each Time Attack mode course (within the time limit allowed) and on each subsequent run where you set a new personal best, you will be given the option to save the new Ghost. Only one Ghost can be saved per course and a minimum of 1 block of free memory space is required for up to two courses. The Ghost will then be loaded automatically each time you start the race.

If your console has been set up to connect to Nintendo Wi-Fi Connection, then your Ghost will be uploaded to the World Rankings at the end of each record winning attempt. Regardless of the outcome, you will also be given the opportunity at this stage to search for a Ghost to race against. From the pop-up menu, select **Race versus Ghost** and choose the type of Ghost to race ranging from slightly faster than yourself, much faster, same Gear only, same Character only etc. A suitable Ghost will be chosen from the World Rankings and the Time Attack race will begin.

PLAYING THE GAME

VIEWING THE GAME SCREENS

SINGLE-PLAYER GAME SCREEN

Current race time

Rings / Max Rings

Gear Parts

Course map
Relative positions of
each character

Speed

GP Gauge level /
Max level

Race position

Current lap / Total
laps

Rear rival view

MULTIPLAYER GAME SCREENS

Player 1

Player 2

Course map

Player 1

Player 2

Course map
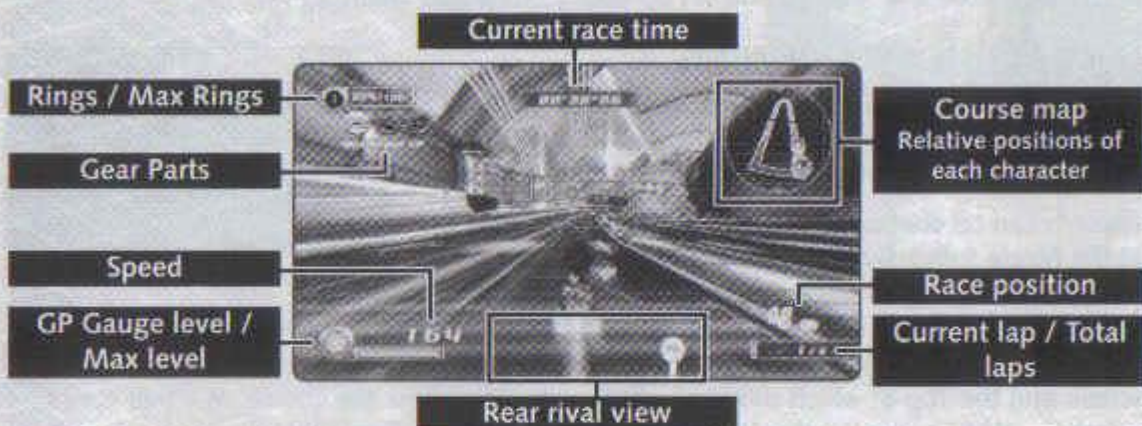
Player 3

Player 4

GAMEPLAY CONTROLS

	Sideways	Forward	Nintendo GameCube Controller
Move character/ perform Trick Action	Tilt left/right/ forwards/backwards	Point left/right/up/ down	Control Stick
Jump/Grind/ Slide Turn	2 Button	A Button	A Button
Brake	+Control Pad down/ Tilt backwards	+Control Pad down/ Point down	X Button
Activate Gear Parts	A Button	+Control Pad up	Y Button
Gravity Control	1 Button	B Button	B Button
Gravity Dive	Flip upwards	Flip upwards	L/R Button
Pause	+ Button	+ Button	START/PAUSE

Steering

Forward motion is automatic under normal circumstances.

Sideways	Tilt the Wii Remote left/right. Tilt towards you to brake.
Forward	Point the Wii Remote to the left/right sides of the screen. Point to the bottom of the screen to brake.
Nintendo GameCube Controller	Push the Control Stick left/right. Push the X Button to brake.
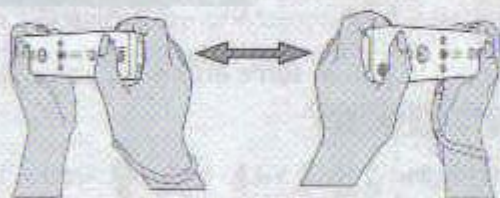
Sideways Mode   **Forward Mode**

At the start of the game and certain other times, you will need to directly control your forward and backwards motion.

	Run Backward	Run Forward
Sideways	Tilt the Wii Remote backwards.	Tilt the Wii Remote forward.
Forward	Point the Wii Remote at the bottom of the screen.	Point the Wii Remote at the top of the screen.
Nintendo GameCube Controller	Push the Control Stick down.	Push the Control Stick up.

Forward Mode

Sideways Mode

GRAVITY POINT SYSTEM

Accumulate Gravity Points (GP) by getting a good running start and performing advanced tricks using Trick Zones, Grind Areas, Catapults (p.16), etc. GP enables you to engage the GP actions detailed below. All GP actions consume some or all of your accumulated GP.

Gravity Control   1 Button / B Button + Steer

Some turns are too tight to tackle at high speed. As you approach such a turn, hold the *Gravity Control* button (p.13) to charge gravity, leaving you suspended in space. Set a new course by *Steering* left/right and release the button to re-launch at speed in the set direction.
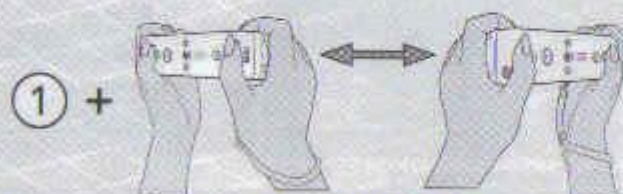
Sideways Mode   Forward Mode

Wall Route   Mid-Air ➡ Gravity Control

Behind certain quarter-pipes, etc. you will find alternative routes in the form of walls that you can ride. Launch yourself off the quarter-pipe and from mid-air, use Gravity Control left/right to redirect yourself towards the wall.

Additional shortcut routes can also be discovered by engaging Gravity Control during mid-air Tricks (p.16). In some instances, you will need to need to adjust your *Steering* up/down to set your course.

Sideways Mode

Forward Mode

14
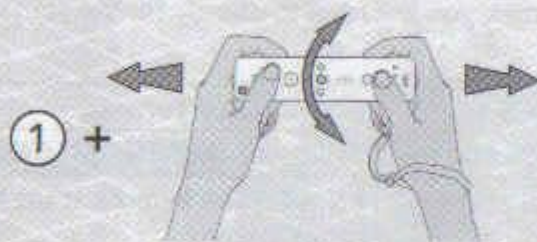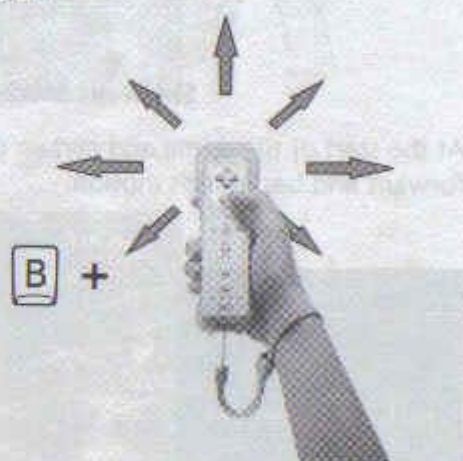
Gravity Dive — Flick Upward / Hold L/R Button

When you have a long straight course ahead, flick the Wii Remote upward to create a black hole. Your character will lift off the ground and dive down the path at high speed until GP runs out or you press the *Jump* button. Gravity Dive is most efficient over longer distances.

Sideways Mode

Forward Mode

When using the *Nintendo GameCube Controller*, press and hold the L Button or R Button. The Gravity Dive will end when GP runs out or you release the button.
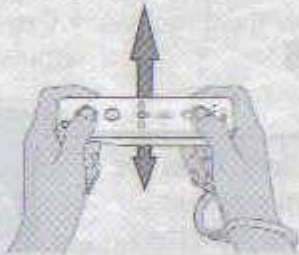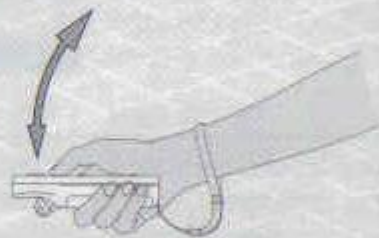
Meteor Burst — Gravity Dive ➤ Touch Obstacles

During a Gravity Dive, use the *Steering* to adjust your position so that you come in contact with obstacles moving with you. This will give you an extra burst of speed and boost your GP.

○ When a Gravity Dive or Meteor Burst is activated, a Gravity Ring is produced. Rival players can pass through these and gain a similar burst of speed.

GEAR TYPES

Each Gear is based on one of six Gear types, which determines what, if any, special abilities the Gear is able to perform. The basic Gear types are as follows:

Board
The most standard Gear, suited to general riding.

Skates
Able to access Grind Areas and slide at high speed.

Air Ride
Able to take off from Catapults and glide through the air.

Bike
Able to bust through obstacles without slowing.

Yacht
Has Air Ride capabilities and can ride opponents' *slipstreams*[1].

Wheel
Able to bust through objects like a Bike and also features *Slide Turn*[2].

[1] Only the Yacht type Gear can ride slipstreams. When riding behind an opponent, the Gear will automatically start to ride the slipstream increasing speed in the process.

[2] Slide Turn can be performed with the Wheel type only. As you approach a tight turn, hold down the *Slide Turn* button (p.13) and use the *Steering* to adjust your direction. You will continue on in the new direction when you release the button.

GEAR PARTS

Each Gear also comes pre-installed with up to three performance-enhancing Gear Parts. These can be used to increase your top speed, GP capacity and even morph your Gear into a different Gear Type. Gear Parts are generally disabled when you start a new race, but can be activated by collecting Rings placed around the course. Each Part requires a certain number of Rings and once collected, the Part will be highlighted. Press the *Activate Gear Parts* button (p.13) to activate and your Rings will be reduced accordingly.

GIMMICKS

Trick Zones

These are found around each track and act as springboards. Press the *Jump* button as close to the edge as possible to perform a mid-air Trick. Increase your approach speed and *Steer* just as you press the *Jump* button to raise the performance a maximum of two ranks. Higher ranking Tricks will earn you a GP boost. Be sure to vary the directional input on consecutive jumps.

Grind Areas   Requires "Skates" or "Grind" Parts

Grinding allows you to travel at speeds faster than regular riding speed, often through a shortcut route. Approach a pipe or rail suitable for grinding and press the *Grind* button (p.13) to connect. If a Grind Area is split, you will need to jump across the divide to continue grinding.

Catapults   Requires "Air Ride" or "Yacht"

Launch off a Catapult and use the *Steering* to guide your way through a series of Dash Rings. Air Ride allows you to travel faster than regular riding speed along shortcut routes.

Barricades   Requires "Bike" or "Wheel"

Some routes around the track are sealed off by obstacles, but a Bike can barge straight through them without slowing down. Try to break as many in succession as you can to receive bonus GP.

Spring   Requires "Attack Item"

If you pick up the Attack Item from an Item Box, it allows you to get off your Gear and run at full speed for a short time. During this time, you can bounce off Springs to access additional shortcut routes.

In addition to springs, a variety of other shortcuts can also be accessed using the Attack Item.

ITEM BOXES

Item Boxes containing a variety of different power-up, obstacle and attack Items can be found positioned around each track. Simply touch an Item Box to receive the mystery Items inside.

Items are detailed as follows:

Rings
Gives bonus Rings in varying amounts.

Magnetic Barrier*
Draws in Rings like a magnet.

Speed Down*
Slows your progress down to a crawl.

Attack*
Run full speed on foot, attack enemies and activate Springs and other special shortcuts.

Parts Lock*
Deactivates all Gear Parts.

GP Boost
Increases your GP Gauge by varying amounts.

High Speed*
Sudden boost in speed.

Explosion
Launches a bomb at players ahead.

Colorball*
Obscures vision with a splash of colored paint.

* *Item effects are for a limited time only.*

PAUSE MENU

During gameplay in all modes, press the *Pause* button (p.13) to pause the game and bring up the following menu:

Restart	Restart the current game from the beginning (not available in Grand Prix mode).
Quit Game	End the current game and return to the Mode Menu.
Cancel	Exit Pause and continue the race.

SPECIAL RULE MODES

SURVIVAL RELAY

Two to four players run a team relay race using the
Gear as a baton. First select a race type from the
following - 2P (two humans vs two CPU), 3P (three
humans vs three CPU) or 4P (two humans vs two
humans). Next, player 1 selects a course and the game
rules (see below) and each player picks the character
they'd like to control. Finally, the team leaders pick a
Gear to use.

The game is played much like a regular race, but at the beginning, only player 1 of each
team plays. When they reach the first lap marker they will enter a changeover zone where
they must pass the Gear to the next player. As the first player enters the changeover zone,
the next player should begin running and both will need to *Steer* forward. On reaching
the position of the next player, the Gear will be passed on and he/she will continue the
race. If at this point the next player is running at a sufficient pace, bonus GP will be
awarded.

The first team to complete the set amount of laps (default one per player) wins.

GAME RULES

At the Course Select screen, press the *Rule Settings* button (p.7) to set the game rules as
follows:

Lap Count   Set the number of laps to win.

GP   Set the starting level of your Gravity Point Gauge.

VIEWING THE GAME SCREEN

Current race time

Rings / Max Rings

Gear Parts

Course map
Relative position of
rival team member

Speed

Race position

GP Gauge level /
Max level

Current lap / Total
laps

Rear rival view

Course Map
Only the positions of the two players currently in play are shown on the course map.
Other players waiting at the starting line do not appear.

SURVIVAL BALL

One to four players ride around a limited area game field and use Gravity Control to shoot the ball through the goal hoops. First choose a field and game rule. Each player then picks the character they'd like to control. When all characters are selected, press the Start button (p.7) to begin the game.

The game starts with the familiar countdown. Try to get across the starting line with as much speed as possible for the best advantage. The aim of the game from there is to pick up the ball by riding into it and then use Gravity Control (p.14) to throw it through the numbered goal hoops. Score successfully and you will gain in points the number displayed in the hoop. If another player has the ball and they are not preparing for a shot, you can also use Gravity Control to take away the ball from them.

The first player to gain the required Match Points (default 100) wins. If the Time Limit (default three minutes) is reached before the required Match Points are earned, the player with the most Match Points wins.

GAME RULES

At the Course Select screen, press the Rule Settings button (p.7) to set the game rules as follows:

Time Limit   The maximum play time per game.

Match Points   Points required for a player to win.

VIEWING THE GAME SCREEN

Remaining time

Current scores

Direction of ball

GP Gauge level / Max level / Speed

Field map
Position of each character and the ball

Ball status

Direction of Ball
The direction of the ball relative to your current viewpoint is shown as a green arrow when the ball is in play, and a red arrow when a shot has been taken.

Ball Status
The ball status shows which character has possession of the ball. If no character icons are shown, then the ball is free.

SURVIVAL BATTLE

One to four players ride around a game field attacking
opponents with missiles using Gravity Control. First
choose a field and game rule. Each player then picks
the character they'd like to control. When all characters
are selected, press the *Start* button to begin the game.

After the countdown, you can ride freely around the field
picking up missile items to attack other players. To launch
a missile, use Gravity Control (p.14) to aim until the lock-on mark is shown, then release to
fire. "HIT" will be displayed if the attack is successful. If another player has locked-on to you, a
target will be shown around your player and you will need to take evasive action.

The criteria for winning varies depending on the battle rules. With Sudden Death battles,
each player has a set amount of Hit Points (default 3) they can take before they're out of
the game. The last remaining player, or the player with the most Hit Points remaining after
10 minutes wins. With Points battles, all players remain in play until the time limit (default
3 minutes) is reached and gain points each time they successfully attack an opponent. The
player with the most points at the end of the game wins.

The following Items are only found in this game mode:

Missile
Use Gravity Control to launch
at your opponents.

Shield
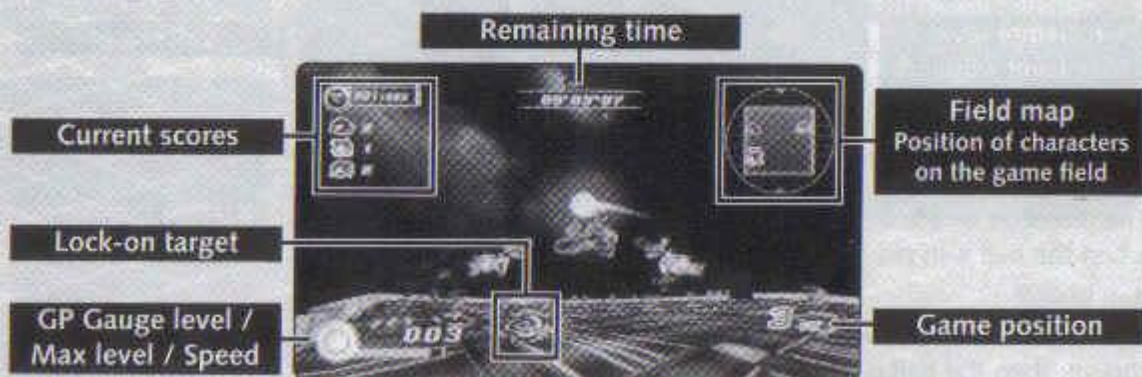Protects you from damage (one
time only).

GAME RULES

At the Course Select screen, press the *Rule Settings* button (p.7) to set the game rules as follows:

Battle Rules	Set the win criteria to **Sudden Death** or **Points**.
Hit Points	The number of hits a player can take before they're out of the game (Sudden Death only).
Time Limit	The playtime for Points matches.

VIEWING THE GAME SCREEN

Remaining time

Current scores

Field map
Position of characters
on the game field

Lock-on target

GP Gauge level /
Max level / Speed

Game position

|	
Current Scores	In Sudden Death battles, this is the number of Hit Points remaining for each player. In Points battles, this is the score of each player.
Game Position	The current winning status for each player.

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GRUNDKONTROLLER

SONIC RIDERS: ZERO GRAVITY™ är ett spel för en till fyra spelare. Det finns tre inställningar för handkontrollerna: Sideways (åt sidan), Forward (framåt) och Nintendo GameCube Controller*. Du väjer inställning bland spelalternativen. Om du väljer Sideways (åt sidan) ska du hålla Wii-kontrollen åt sidan med +styrknappen under vänster tumme. Om du väljer Forward (framåt) ska du peka med Wii-kontrollen mot TV-skärmen. För Nintendo GameCube Controller krävs att du ansluter en Nintendo GameCube-handkontroll (säljs separat). I användarhandboken för Wii finns mer information.

* När en Nintendo GameCube-handkontroll sätts in i en handkontrollplats blir den aktiv kontroll för spelaren, oavsett vilka inställningar som gjorts. Om en Wii-kontroll™ tilldelas samma spelare kan den spelaren bara använda Home-knappen och Power-knappen.

Wii-kontrollen
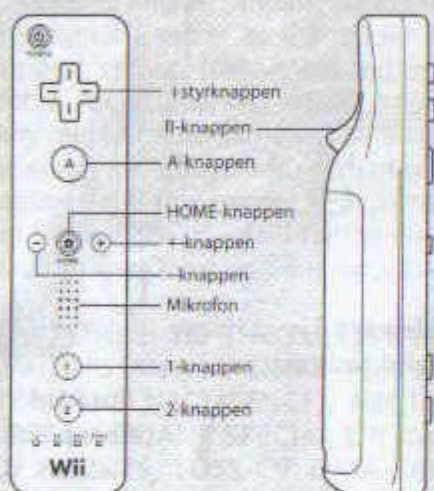
Sideways (åt sidan)

Forward (framåt)

MENYKONTROLLER

	Sideways	Forward	Nintendo GameCube Controller
Markera val	+styrknappen	+styrknappen	Styrspaken/+ styrknappen
Ange val	2-knappen	A-knappen	A-knappen
Avbryt/återgå	1-knappen	B-knappen	B-knappen
Regelinställningar	A-knappen	1-knappen	X-knappen
Start	+-knappen	+-knappen	START/PAUSE

HANTERA SPELDATA

På speldataskärmen som visas när du startar spelet kan du skapa, ladda och radera speldata. För alla befintliga speldata visas information om hur långt du har kommit. Markera speldata och tryck på knappen Enter Selection (ange val). Välj sedan Yes (ja) för att ladda, No (nej) för att avbryta eller Delete File (radera fil) för att ta bort dessa speldata. Om det inte finns några speldata eller om du vill skapa nya väljer du en tom plats och anger ett namn via tangentbordet på skärmen. Du kan skapa upp till tre speldata och det behövs minst ett block ledigt minne. Speldata kan även laddas eller skapas medan spelet pågår genom att du väljer Game Data (speldata) bland spelalternativen.

Observera att namnet du väljer kan bli synligt för allmänheten via den officiella webbplatsen. Mer information finns under World Rankings (världsranking) på sidan (8).

SPELLÄGEN

VÄRLDSRANKING OCH SPÖKDATA ONLINE-ANSLUTNING

En höghastighetsanslutning (bredband) till Internet krävs om du vill visa världsrankingen samt hämta och överföra spökdata. Om du vill ansluta Wii-konsolen till Nintendo Wi-Fi-anslutningen (Nintendo WFC) väljer du Internet bland systeminställningarna för Wii och ställer sedan in värdena för anslutningen.

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SONIC RIDERS: ZERO GRAVITY™ -peliä voi pelata yhdestä neljään pelaajaa. Ohjausasetuksia on kolme erilaista; Sideways (sivuttain), Forward (eteenpäin) ja Nintendo GameCube Controller* (Nintendo GameCube -peliohjain). Nämä voidaan valita Options (asetukset) -ruudulta. Sideways-asetuksessa Wii-peliohjainta pidetään sivuttain niin, että +-ristiohjain jää vasemman peukalon alle. Forward -asetuksessa Wii-peliohjaimella osoitetaan kohti TV-ruutua. Nintendo GameCube Controller -asetus vaatii yhteyden Nintendo GameCube -peliohjaimeen (myydään erikseen). Katso lisää tietoja Wii:n käyttöoppaasta.

* Kun asetat Nintendo GameCube -peliohjaimen ohjainporttiin, siitä tulee aktiivinen peliohjain kyseiselle pelaajalle asetuksesta riippumatta. Jos olet määrittänyt Wii-peliohjaimen™ samalle pelaajalle, ainoastaan sen Home-painike ja Virtapainike ovat käytettävissä.

Wii-peliohjainta

+-ristiohjain
B-painike
A-painike
HOME-painike
+-painike
−-painike
Mikrofoni
1-painike
2-painike
Wii
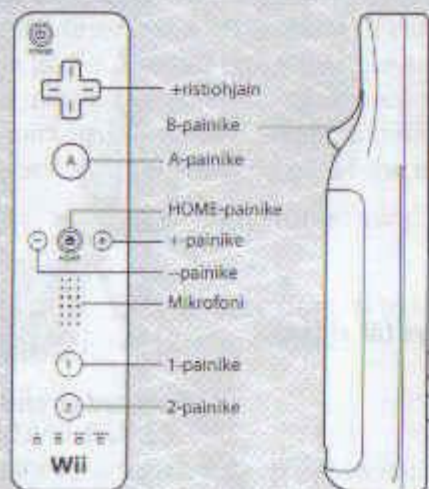
Sideways (sivuttain) -asetus

Forward (eteenpäin) -asetus

VALIKKOKOMENNOT

	Sideways (sivuttain)	Forward (eteenpäin)	Nintendo GameCube Controller (Nintendo GameCube -peliohjain)
Korosta vaihtoehto	+-ristiohjain	+-ristiohjain	ohjaustappi/+-ristiohjain
Valitse vaihtoehto	2-painike	A-painike	A-painike
Peruuta/palaa	1-painike	B-painike	B-painike
Sääntöasetukset	A-painike	1-painike	X-painike
Aloita	+-painike	+-painike	START/PAUSE

PELITIETOJEN HALLINTA

Game Data (pelitiedot) -ruudulta käsin voit luoda, ladata ja poistaa pelitietoja. Ruudulta näet jokaisen pelitallennuksesi tiedot. Valitse haluamasi pelitallennus painamalla valintanäppäintä ja valitse tämän jälkeen Yes (kyllä) ladataksesi pelin, No (ei) peruuttaaksesi tai Delete File (poista tiedosto) pyyhkiäksesi pelitallennuksen. Jos pelitietoja ei ole olemassa tai jos haluat luoda uuden pelitiedoston, valitse tyhjä paikka ja anna tiedostolle nimi ruudulla näkyvän näppäimistön avulla. Voit luoda enintään kolme pelitiedostoa. Tiedoston luomiseen vaaditaan vähintään yksi lohko vapaata muistitilaa. Voit ladata tai luoda pelitiedoston pelin ollessa käynnissä valitsemalla Options (asetukset) -valikosta kohdan Game Data (pelitiedot).

Huomaa, että antamasi nimi saattaa tulla näkyviin virallisille nettisivuille. Katso lisää tietoja aiheesta kappaleesta World Rankings, s.8.

PELIMUODOT

WORLD RANKINGS (MAAILMANLAAJUINEN SIJOITUS) JA GHOST DATA (HAAMUTIEDOT)
ONLINE-YHTEYS
Tarvitset laajakaistayhteyden käyttääksesi World Rankings (maailmanlaajuinen sijoitus) -ominaisuutta tai siirtääksesi Ghost Data (haamutietoja). Voit yhdistää Wii-konsolin Nintendo Wi-Fi -yhteyteen valitsemalla Wii:n järjestelmäasetuksesta kohdan Internet ja määrittämällä yhteysasetukset.

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Les catégories de tranche d'âge:

3+   **7+**   **12+**   **16+**   **18+**

www.pegi.info

Note: There are some local variations:

Note: Il veut y avoir quelques variations en fonction du pays

Content Descriptors:
Description du contenu:

BAD LANGUAGE LANGAGE CHOQUANT   DISCRIMINATION DISCRIMINATION   DRUGS DROGUE   GAMBLING JEUX D'ARGENT

FEAR PEUR   SEXUAL CONTENT CONTENU SEXUEL   VIOLENCE VIOLENCE

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