



N-GAGE NOKIA www.n-gage.com

Single Player



Original Game ©SEGA ©SONICTEAM / SEGA, 2001, 2003

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N-GAGE



SONIC N



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Printed in China.

Package contains one game on one game card. Made in Taiwan.

The information contained in this user guide was written for SonicN.

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#### EXPORT CONTROLS

This product contains commodities, technology, or software exported from the United States in accordance with the Export Administration regulations. Diversion contrary to U.S. law is prohibited.

Further detailed information is given in the separate user guide. Do not use this guide in place of the complete user guide, which provides important safety and maintenance information.

## FOR YOUR SAFETY

Read these simple guidelines. Breaking the rules may be dangerous or illegal. Read the user guide for your gaming device for further information.



#### SWITCH ON SAFELY

Do not use this product when wireless phone use is prohibited or when it may cause interference or danger. Follow any restrictions or rules in the device's user guide.



#### ROAD SAFETY COMES FIRST

Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should be road safety.



#### INTERFERENCE

All wireless devices may be susceptible to interference, which could affect performance.



#### USE SENSIBLY

Use the gaming device only in the normal position as shown in the user guide.



#### ENHANCEMENTS AND BATTERIES

Use only approved enhancements and batteries. Do not connect incompatible products.

## Important: Safety information about video games

### About photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Adults who allow teenagers (or children) to play the games should watch for or ask their children about these symptoms as they are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room and by not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### Play safely

Take a break from playing games at least every half hour. Stop playing immediately if you begin to feel tired or if you experience an unpleasant sensation or pain in your hands and/or arms. If the condition persists, consult a doctor. Use of vibration can aggravate injuries. Do not turn vibration on if you have any ailment in the bones or joints of your fingers, hands, wrists, or arms.

## CARE AND MAINTENANCE

Your game card and game deck are products of superior design and craftsmanship and should be treated with care. The suggestions below will help you protect your warranty coverage and enjoy your game for many years.


- Keep the game card and game deck dry. Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- Do not use or store the game card and game deck in dusty, dirty areas.
- Do not store the game card and game deck in hot areas.
- Do not store the game card and game deck in cold areas. When the game deck returns to its normal temperature, moisture can form inside the game deck and damage electronic circuit boards.
- Do not attempt to open the game card or game deck other than as instructed in the user guide.
- Do not drop, knock, or shake the game card and game deck.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck.
- Keep the game card out of the reach of small children.

All of the above suggestions apply equally to your game card, game deck, and any enhancement.

## Table of Contents

Inserting the N-Gage Game Card	3
Starting a Game	3
Using the N-Gage Controls	3
Story	4
The Characters	5
Basic Controls	6
Common Actions	6
Individual Character Actions	7
Starting the Game Modes	9
Game Start	10
Items	12
Time Attack	13
Options	14
Memo	15
Warranty Information	16
Obtaining Support/Service	16
Online Registration	16

## Inserting the N-Gage Game Card



1. Make sure the N-Gage game deck is switched off. If it's on, press and hold  to switch off the device.
2. With the back of the N-Gage game deck facing you, slide open the cover (Fig. 1).
3. Slide finger into the finger slot, then lift and remove the battery. (Fig. 2)
4. Remove the existing game card or memory card (if you have one fitted).
5. Position the N-Gage game card in its slot. Make sure that the gold contacts of the card are facing down and lined up with the gold contacts on the device (Fig. 3).
6. When you have secured the card in place, replace the battery, then replace the cover by sliding it back into place (Fig. 4).



## Starting a game

Turn the power switch on.

The game icon will automatically appear on the Menu screen once the game card is successfully installed.

Press , scroll to the game icon and press . Now you're ready to start the game.

Do not use the USB port during gameplay.

## Using the N-Gage Controls

### Controller Key

8-way navigation.  
Press to activate or select



Clear Key

Menu Key

Opens the main Menu, a list of applications

Game Keys

Edit Key

Left & Right Selection Keys

*Note: A SIM card must be inserted in the N-Gage game deck before a game can be played. Insert a SIM card as described in the N-Gage game deck instruction manual.*

## Story

The evil scientist, Dr. Eggman, has hatched another dastardly plot. He plans to build a Dr. Eggman Empire by turning all the animals into robots. "If I gather all 7 Chaos Emeralds, I'll gain unimaginable power!" You can't just sit back and watch while Dr. Eggman takes control of your comrades! Command Sonic as he dashes into action along with his pals, Amy, Knuckles, and Tails, to stop the evil Dr. Eggman!



## The Characters



**Sonic  
the Hedgehog**

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



**Knuckles  
the Echidna**

Knuckles is a rascal echidna with a heroic heart. He is a little gullible, but possesses such enormous strength that he can crush massive boulders with ease.



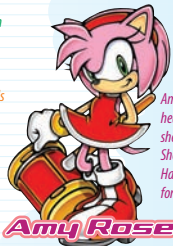
**Miles  
"Tails" Prower**

Miles is a gentle fox with 2 tails who happens to love robots. He can use his 2 tails like the blades of a helicopter to fly in the air.



**Dr. Eggman**

The mad scientist who views Sonic as his arch-nemesis. He has launched a host of evil plots, only to see them ruined by Sonic.



**Amy Rose**

Amy is a cheerful and peppy hedgehog who has decided she is Sonic's girlfriend. She's cute, but her Piko Hammer makes her a formidable foe.

## Basic Controls

### Controller Key

Select Mode, Menu Items  
Walk or Run Left/Right

### Left Selection Key

Start  
Pause



Upper Items: Menu controls  
Lower Items: Gameplay controls

### 5 Key

Enter selection  
Jump, Jump-Attack

### 7 Key

Cancel  
Special Attack

### Right Selection Key

Back/Cancel  
Pause

\* Key assignments can be changed (5 Key and 7 Key only) on the Options screen (P.14)

\* Enlarge / Shrink the screen with the # Key.

\* Adjust the sound with the 0 Key.

## Common Actions



### Dash

Press and hold Controller Key  $\leftarrow \rightarrow$

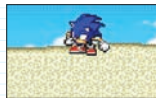
Switch from a run to a dash. (The character's speed will keep increasing.)



### Look up

Press and hold Controller Key  $\blacktriangle$

Look up. (After a short time the screen will scroll upwards.)



### Look down

Press and hold Controller Key  $\blacktriangledown$

Look down. (After a short time the screen will scroll downwards.)

\* Looking up and down can be useful in finding hidden pathways and rings.

## Individual Character Actions

### Spin Dash

Controller Key  $\blacktriangledown$  + 5 Key  $\gg$  Release Controller Key  $\blacktriangledown$

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

### Spin While Moving

Hold Controller Key  $\blacktriangledown$  while moving forward or backward.

Spin around while moving.

### Jump Dash

5 Key + Controller Key  $\blacktriangleright$  2X or  $\blacktriangleleft$  2X

While jumping, press  $\blacktriangleright$  or  $\blacktriangleleft$  on the Controller Key  $\otimes$  twice to dash in mid-air.

### Spin Attack

5 Key  $\gg$  5 Key

During a jump, press the jump Key  $\text{[5]}$  once more to use the Spin attack.

### Somersault

7 Key while on ground

Press the 7  $\text{[7]}$  Key 3 times in a row to slide. Press the 5  $\text{[5]}$  Key during a somersault to make a spinning jump backwards.

### Spin Dash

Controller Key  $\blacktriangledown$  + 5 Key  $\gg$  Release Controller Key  $\blacktriangledown$

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

### Spin While Moving

Hold Controller Key  $\blacktriangledown$  while moving forward or backward.

Spin around while moving.

### Propeller Flying

5 Key  $\gg$  5 Key (Press 5 Key repeatedly while flying.)

During a jump, press the jump Key  $\text{[5]}$  again to start flying.

### Swimming

5 Key

Dog-paddle through the water. Press the 5 Key  $\text{[5]}$  repeatedly to float to the top of the water

### Tail Attack

7 Key while on ground

Attack with tail by whipping it around.

Sonic's Actions

Tails' Actions

## Individual Character Actions

### Spin Dash

Controller Key  $\blacktriangledown$  + 5 Key  $\gg$  Release Controller Key  $\blacktriangledown$

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

### Spin While Moving

Hold Controller Key  $\blacktriangledown$  while moving forward or backward.

Spin around while moving.

### Gliding/Swimming

5 Key  $\gg$  5 Key (Hold 5 Key down while in air/water.)

Press the Jump Key  $\square$  again during a jump to glide slowly back down to the ground. Press the Controller Key  $\otimes$  in the opposite direction to turn around. Knuckles can also perform the same techniques while underwater to swim.

### Climbing

Controller Key

If Knuckles bumps into a wall while gliding, press  $\blacktriangle$   $\blacktriangledown$  on the Controller Key  $\otimes$  to climb or descend the wall freely.

### Punch Attack

7 Key while on ground

Press the 7 Key  $\square$  three times to deliver a one-two-uppercut attack. The third punch will be a high-rising uppercut.

## Amy's Actions

### Hammer Attack

7 Key

Press the 7 Key  $\square$  while standing still or moving to attack with the Pico Pico Hammer. Press the 7 Key  $\square$  repeatedly to launch the attack a second time.

### Hammer Jump

Controller Key  $\blacktriangledown$  + 7 Key

Smash the hammer against the ground to jump higher than normal. Amy can also use this technique when in motion.

### Giant Steps

Controller Key  $\blacktriangledown$  + 5 Key

Take a giant step forward.

### Head Sliding Attack

Controller Key  $\blacktriangledown$  + 5 Key  $\gg$  7 Key

Press the 7 Key  $\square$  while Giant Stepping to make a head sliding attack.

### Hammer Whirl

5 Key + Controller Key  $\blacktriangledown$  + 7 Key

Whirl the hammer round and round.

## Starting the Game Modes

Press the Left Selection Key  $\blacktriangleleft$  on the Title screen to enter the Mode Select screen. Move the Controller Key up  $\blacktriangle$  or down  $\blacktriangledown$  to make a selection, then press the 5 Key  $\square$ .

### GAME START

This is the Main Game. Control Sonic and his 3 friends as they fight to clear all 7 Zones.

### TIME ATTACK

Try to be the fastest one to clear each Zone. The top 3 times for each character can be viewed in "RECORD" (P. 13)

### OPTIONS

Change various game settings. (P. 14)

### EXIT

End the game.

### Auto-save

All saving is accomplished through auto-saves. Auto-saves are performed at certain times, such as when a Zone is cleared, when a new record is achieved in Time Attack, or when game options are changed. Please do not switch the POWER OFF during auto-saves.



## Game Start

Select a character from the 4 available, then collect rings while heading for the goal. Along the way, Sonic and his friends will have to avoid a host of traps and enemies. A battle with Sonic's arch-nemesis, Dr. Eggman, awaits the heroes at the end of each Zone.

### Character Selection

Move the Controller Key ◀ ▶ to select between Sonic, Tails, Knuckles, or Amy, then press the 5 Key [5].

### Act Selection

If this is the first play with the character you have selected, the game will start from Act 1 of Zone 1. If you have already cleared Act 1 of Zone 1 with the same character, the Act Selection screen will be displayed. Press ▲ ▼ on the Controller Key [X] to select the Act to start from, then press the 5 Key [5] to enter the selection.

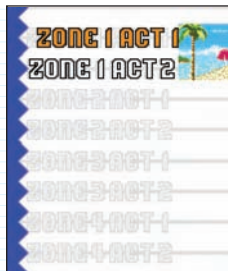
### Gameplay



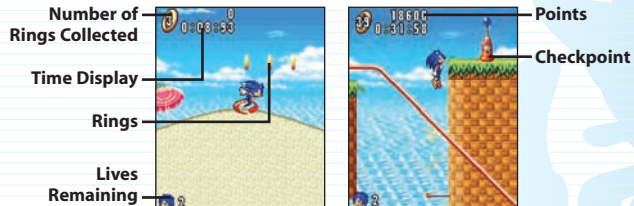
Each Zone contains 2 Acts. Act 1 is cleared by reaching the goal.

Act 2 is cleared by destroying Dr. Eggman's Boss Robot at the end of the Act and freeing Sonic's comrades from inside the capsule.

When the first 6 Zones are cleared, the Final Zone appears. After all 7 Chaos Emeralds have been collected and all Zones have been cleared with all 4 characters, an Extra Zone will appear.



## Game Start



**Rings:** An extra life is gained when a character picks up 100 rings in a single Act. If a character is carrying even one Ring, then he or she will not lose a life even if damaged. However, if the character does get damaged, all the rings he or she possesses will be lost and scattered around the character who can then lose a life.

**Points:** Points scored during the game.

**Time Display:** If the time exceeds 9:59, the character loses a life.

**Lives Remaining:** If a character loses a life when this number is 0, the game ends.

**Checkpoint:** There are several checkpoints in each zone. By passing through a checkpoint, a character can restart from that point even if he/she loses a life.



Jump on the Special Spring to enter a Special Stage. Use the Controller Key to move the character around and collect the rings.

**Number of Rings Collected**



**Number of Rings Needed:**

Collect this many rings before the checkpoint to advance further.

**Rings**

### Controls in the Special Stage:

**5 Key** Speed Up      **7 Key** Trick Move

**Obstacle:** You will lose some of the collected rings if you crash into it.

**Continuing:** Continues are gained when the player picks up a Chao in Special Stages. Chaos, otherwise known as an A-life (Artificial Life), are cute blue/green creatures from Chao World that give the player a continue if collected on the special stage. Continues allow the player to keep playing even after the Game Over Screen appears. After a continue, the character starts from the beginning of the Act.

Press the 5 Key before the counter reaches 0 to continue.

## Items

Here is a description of all the items that appear during gameplay. Most items come in boxes, which must be broken to get to the item inside.



### Power Sneakers

Gain extra speed for a limited time.



### ? Rings

Pick up an unknown number of rings.



### Invincible

Become invincible for a limited time, receiving no damage and destroying enemies merely by touching them.



### Shield

Protects from damage. Disappears after one use.



### 5 Rings

Pick up 5 rings at once.



### Magnetic Shield

This shield magnetically attracts all rings around it and protects from damage. Disappears after one use.



### 10 Rings

Pick up 10 rings at once.



### Extra Life

Gain an extra life.

## Time Attack

Time Attack lets players race for the fastest time and view time records. The fastest 3 time records for each character are recorded. When "TIME ATTACK" is selected, the Menu screen will be displayed. Press on the Controller Key to select, then press the 5 Key .

### Start: Select a character, then race against the clock.

When the Character Selection screen is displayed, press on the Controller Key to select "START" or "RECORD", then press the 5 Key .

Next, select an Act. Only Acts that have been cleared in the regular game mode can be selected. Press the 5 Key again to begin the Time Attack.

The Acts are the same as in the main game. The time it takes to reach the goal in Act 1, or defeat the boss and break open the capsule in Act 2, is the clear time.

### Time Display

Time elapsed from the start of the game.



To stop the Time Attack in the middle of a game, press Left Selection Key to display the Pause screen, then press the 5 Key .



To go back to the Time Attack, press Left Selection Key again to exit the pause screen.

### Records

Select this mode to view the fastest Time Attack times. The top 3 records for each character are displayed. Select a Zone and Act, then press the 5 Key to view the best times. Press on the Controller Key to view records for other characters. Press the 7 Key to finish viewing records and return to the previous screen.



## Options

Change various game settings or listen to game music. Select with the Controller Key , then press the 5 Key .


### LEVEL

Change the difficulty level of the game.  
There are two levels, "NORMAL" and "EASY."

### TIME UP

Select whether or not running out of time causes characters to lose a life.

### SOUND TEST

Listen to the various sounds used in the game.  
Select a sound, then press the 5 Key .

### BUTTON CONFIG.

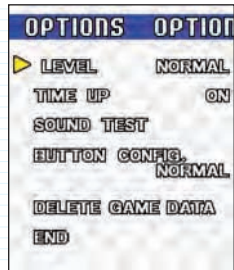
Change the functions of the 5  and 7  Keys. "NORMAL" is the default configuration, and "REVERSE" switches the functions.

### DELETE GAME DATA

Delete all game data.

### END

Exit Options Mode.



## Memo



### **Nokia Limited Warranty**

Nokia warrants to the original consumer purchaser that the Nokia N-Gage game card shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If the Nokia N-Gage game card is found to be defective in material and workmanship within that 90 day warranty period, the Nokia N-Gage game card will be replaced free of charge. This limited warranty does not apply if the defect shall have been caused by negligence, abuse, damage, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your sales receipt to establish the date of purchase for warranty replacement. For replacement, return the Nokia N-Gage game card, with its original packaging and receipt, to the retailer from which the game card was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Nokia. If Nokia no longer produces the game card, Nokia, at its sole option, may substitute a game card of another game title or refund the customer's purchase price.

### **LIMITATIONS ON WARRANTY**

THE BENEFITS CONFERRED BY THIS LIMITED WARRANTY ARE IN ADDITION TO ANY OTHER RIGHTS AND REMEDIES UNDER ANY APPLICABLE LEGISLATION THAT CANNOT BE EXCLUDED. OTHERWISE, TO THE EXTENT PERMITTED BY LAW THE NOKIA N-GAGE GAME CARD AND ALL SOFTWARE CONTAINED ON IT ARE PROVIDED TO YOU "AS IS," WITHOUT WARRANTY OF ANY KIND, EXCEPT AS EXPRESSLY PROVIDED IN THIS NOKIA LIMITED WARRANTY. EXCEPT AS EXPRESSLY SET FORTH ABOVE, NOKIA EXPRESSLY DISCLAIMS ALL WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL NOKIA BE LIABLE FOR ANY SPECIAL, CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE NOKIA N-GAGE GAME CARD OR THE SOFTWARE CONTAINED ON IT, INCLUDING DAMAGES TO PROPERTY AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF NOKIA HAS BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. SOME COUNTRIES AND/OR AREAS DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR PERMIT THE EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM TERRITORY TO TERRITORY.

### **Obtaining Warranty and Technical Support**

To receive warranty and additional support, including troubleshooting assistance, please contact Nokia at: [www.n-gage.com](http://www.n-gage.com)

### **Register Your Game Online**

To register, go online at: [www.n-gage.com](http://www.n-gage.com)

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