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NTR-YWSE-USA

NINTENDO DS™

SONIC CHRONICLES

THE DARK BROTHERHOOD



INSTRUCTION BOOKLET

SEGA®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

Thank you for purchasing *Sonic Chronicles: The Dark Brotherhood™*. Please note that this software is designed for use with the Nintendo DS™ system. Be sure to read this instruction booklet thoroughly before you start playing.

SONIC CHRONICLES

THE DARK BROTHERHOOD™

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CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



LICENSED BY



PROLOGUE

Over 4,000 years ago, two rival Echidna clans co-existed peacefully, but such days were soon to end. The Knuckles Clan, keepers of the precious Master Emerald, sought to expand their borders, but the Nocturnus Clan wasn't willing to yield. In the ensuing war of expansion, an unanticipated cataclysm destroyed the Knuckles Clan and ripped Angel Island from the surface of the planet. The Nocturnus Clan fared no better; the entire clan and everything associated with it simply disappeared, never to be seen again. With every record of the Nocturnus Clan wiped out, save a single robotic survivor, their very existence was lost to history.



As we fast forward to the present, Sonic and friends are thoroughly enjoying the peace brought about by Eggman's final defeat. Without the chaos and terror he wrought, the world is a beautiful, prosperous place and they can all enjoy a well-deserved vacation! They are about to discover, however, how the events of the far distant past can impact the future.

As Sonic roams the peaceful planet exploring, he receives a call from Tails on the emergency band. Trouble has broken out in Central City, and Knuckles has been abducted! Could there be a connection between the troubled history of the two Echidna clans and Knuckles' present predicament? Sonic and friends are eager to find out...

CHARACTERS

SONIC THE HEDGEHOG

The world's fastest supersonic hedgehog sports an attitude and a sarcastic grin. When his tour of the world is interrupted by a call for help, he knows he has no choice but to return at breakneck speed. Evil deeds to Sonic are like a red rag to a bull, and when his friends are caught up in it, there's no holding back.



KNUCKLES THE ECHIDNA

Believed to be the last of his kind, Knuckles is the stoic guardian of the Master Emerald. Despite being Sonic's rival, they've often worked together to recover the Master Emerald from the villains who sought to steal it. His spiky fists pack a mighty punch and enable him to climb vertical faces with ease.

MILES "TAILS" PROWER

Tails is a kid fox with two tails and a zeal for helping Sonic, who he has always thought of as a big brother. With Eggman out of the picture, his engineering skills have become unrivaled. His ingenious creativity has been put to good use during Sonic's extended absence, building wondrous mechanical marvels for the betterment of society.



AMY ROSE

Amy is a pink hedgehog with a big heart and an unrelenting yearning for Sonic's affection on her own terms. Though generally good natured, she gets hot-headed when riled, and her weapon of choice, the Piko-Piko Hammer, can always be relied upon to make her feelings clear. She missed Sonic while he was away, but a lot can change over time.



ROUGE THE BAT

Rouge is a sassy and flirtatious bat with an eye for jewels and treasure, and a knack for stealthily procuring them. She has been contracted by GUN (Guardian Units of Nations) via the president, which makes her an advantageous ally, though Sonic and friends feel better keeping an eye on their valuables when she's around.



BIG THE CAT

Big is a giant cat who lives in a hut in the Mystic Ruins, and he spends his days fishing with his best friend Froggy. He's a little slow-witted, but doesn't pretend to be otherwise, and he always does right by his friends. He's enjoyed the peace and tranquility of the past few years, so he is apprehensive about having to leave his home on another adventure.



CREAM THE RABBIT

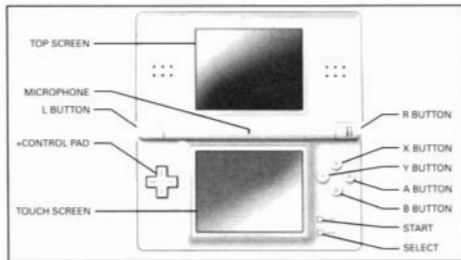
Cream is a well-mannered young rabbit with flapping ears that enable her to fly. She's rarely seen without her best friend; a dapperly attired Chao named Cheese. Though she detests violence in all its forms, there's no telling what she might do when the safety of her friends is threatened. Her favorite food is ice cream, which she would happily eat every day.



THE MARAUDERS

This group is filled with secretive and surreptitious criminals with black hearts and villainous intent, not to mention access to an array of highly unusual weapons and mechanical devices. Although they've been making their presence known in Central City of late, little else is known about who they are and what they're after. As Knuckles found out first-hand, they don't back away from a fight and they pose a formidable enemy for anyone who dares to stand in their way.

CONTROLS



This game is predominantly played using the stylus to touch and/or slide on the Touch Screen. You can also control some functions with the buttons.

START	Open Status Menu (p.12).
L/R Button	Interact (p.11).

Controls for each area are explained in the relevant portions of this instruction booklet.

Close your Nintendo DS during play to cause it to enter Sleep Mode and minimize battery consumption. Open your Nintendo DS to take it out of Sleep Mode.

GETTING STARTED

After the SEGA logo is displayed, an animated sequence will follow. Touch the Touch Screen to proceed to the Title Screen, then touch the Touch Screen again to begin.

NEW GAME


The first time you play, follow the on-screen instructions. If it's not your first time playing and game data has previously been saved, you will need to touch an empty slot marked **New Game** to start a new adventure from the beginning.

After a short introductory movie, Tails will contact you and introduce you to the game through a series of conversations. Much of the game involves such conversations, so familiarize yourself with their operation (p.10).

CONTINUE

To continue a previously saved game, touch a slot that contains game data. Slots with game data saved show information on the current team, the present Zone, the Chapter number, the number of Chao hatched, and the current Rings in possession.

After you have touched a slot, you will be shown a brief recap of the adventure so far. Touch the arrow icons to advance through the pages. You are also given the option to **Copy** the game data into another slot, or to **Delete** the game data. Be aware that once game data is deleted, it cannot be recovered, so use with caution. A maximum of three game data can be stored on the Game Card.

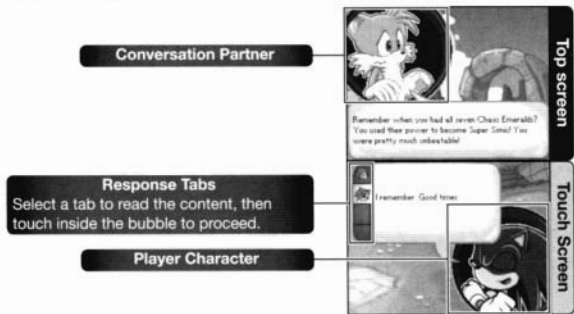
When ready to proceed, touch **Start Game**, or touch the  (return) icon to return to the select screen.



CONVERSATION

Much of the gameplay involves conversation between the main characters and other characters you meet in your adventures. Although some conversations will begin automatically, many are initiated by approaching another character and touching the dialogue icon that appears over their head.

Once a conversation begins, the dialogue screens allow you to decide for yourself how the conversation will proceed by selecting response tabs. The icon marking the tab gives an indication of the nature of the response, be it a question, a snide comeback, or just conversation for its own sake. Touch each tab icon once to see what you can say. If you're looking for the quickest way back to the action, the uppermost tab is usually the best choice. Check out the other options though, or else you could miss out on the story and maybe even important information!









MOVEMENT

Touch the Touch Screen with the stylus and hold to make the selected character walk towards it. Touch the Touch Screen further from the character to run.

Interaction

When a character, object or environment can be interacted with, an icon will appear. Touch the icon to begin the interaction. Some of the more common icons are as follows:

- | | | | |
|---|---|---|---|
|  | Interact
The standard icon for switches. |  | Jump
Jump on and off of raised areas. |
|  | Talk To
Initiate conversation. |  | Enter Door
Enter a room or cavern. |
|  | Fly*
Fly to a nearby ledge or island. |  | Dash*
Dash at high-speed through the course. |
|  | Smash*
Destroy items blocking your way. |  | Climb*
Climb up vertical faces. |
|  | Teleport
Warp to otherwise inaccessible places. |  | Stealth
Avoid security devices by being unseen. |

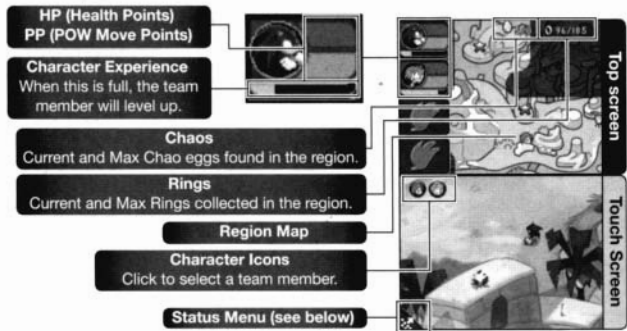
* If the icon is grayed out, then the currently selected team member does not have the right skill. Try choosing another character, as each character has their own special abilities.

Character Select

Once you have a team of characters, select which character will take the lead by touching the character icon on the Touch Screen. Your team can hold up to four characters, and can be swapped from the Team Select screen (p.13). Note that during Adventure mode, only the selected team member is visible.

Sometimes, you'll need to split your party up to solve a puzzle. When this happens, all four of your characters will become visible. You can switch between them by touching their character icon. Only the currently selected character will move; the rest will stay where you left them, allowing you to move each character to a different part of the puzzle.

VIEWING THE GAME SCREEN



STATUS MENU

Touch the Status Menu icon on the lower left corner of the Touch Screen to display the Status Menu. Items available are detailed as follows:

- Profiles**
See details and stats of each character in your team (see p.14). Select a character tab on the left to switch team members.
- World Map**
See the areas you've explored, with locations relevant to the quest highlighted. This can be helpful if you're not sure where to go next.

- Save Game**
Select a slot to save the game to. If the slot contains pre-existing game data, it will be overwritten.
- Journal**
Keep track of your missions, read explanations of game concepts, and view previously seen movie scenes and animated tutorials.
- Inventory**
Touch the arrow icons to switch between lists of **Equipment**, **Consumables**, **Chao** and **Quest Items**. Each item of Equipment is shown together with an icon of the character using it if equipped. To equip or re-equip an item, simply touch the item, select a character tab and then touch **Equip Item**.
Consumables and Chao can also be used/equipped by different characters via the same process.
- Chao Garden**
See the Chao you have collected. Equipping a Chao via the Inventory helps them to bond with your characters, giving certain advantages.

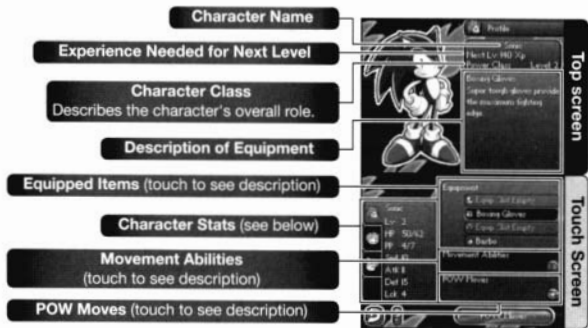
TEAM SELECT

Whenever you leave certain key locations, or a new member joins your team, you will enter the Team Select screen. This allows you to edit your team while viewing up-to-date stats for each character. To select a character for your team, touch the character icon in the center panel and then touch a free slot in the right panel. To remove a member, touch their icon in the party panel and then their grayed-out icon in the center panel. Depending on circumstances, some characters cannot be removed from the team. Touch the category icons along the lower left of the screen to see in-depth details of each character.

Entering the Team Select screen also fully restores each character's HP and PP.



VIEWING THE PROFILES SCREEN

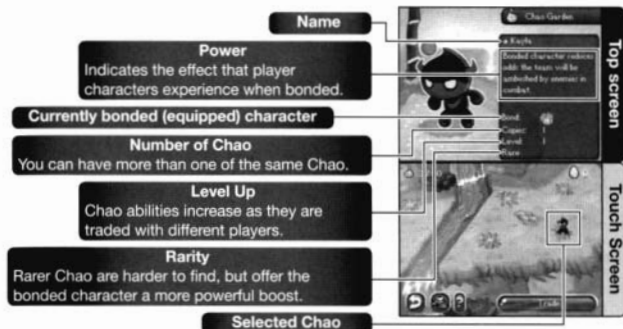


Character stats are displayed as follows:

- LV** Character Level - affects overall stats.
- HP** Health Points/Max Health Points - character is knocked out if this reaches zero.
- PP** POW Move Points/Max POW Move Points - consumed when using POW Moves.
- Spd** Speed - faster characters have more success fleeing and catching up with fleeing enemies (p.18), and also to act before enemies in a combat round.
- Atk** Attack - affects character's chance to hit enemies.
- Def** Defend - affects character's chance to dodge enemy attacks.
- Lck** Luck - higher numbers indicate a greater chance of achieving a critical hit and beginning combat with an ambush. Ambush allows your team a free round of attacks before your enemies can respond.

CHAO GARDEN

Select Chao Garden from the Status Menu (p.12) to see all the Chao that have hatched from Eggs collected around the gamefield. Slide the stylus across the Touch Screen to change viewpoint, and touch a Chao to see his/her name, special power, and other information. If you find a Chao you wish to bond with a team member, touch the (Inventory) icon at the lower left to jump straight to the Inventory screen.



Any Chao that you don't wish to keep can be freely traded with friends via DS Wireless Communications. Touch **Trade** at the lower right of the Touch Screen to progress, and then touch **Listen** to wait for friends to connect, or **Look** to select a friend that is already waiting. Once connected, both parties must select a Chao to trade. If no Chao is selected, then touch the (Chao) icon in the center panel and choose one from the Chao Garden. When ready, touch **Propose Trade**, and if you're happy with the Chao the other party is offering then touch **Yes**. If both parties touch **Yes**, then the Chao will be exchanged.

DS Wireless Communications (Multi-Card Play)

Here is an explanation of how to play using Multi-Card Play.

The Things You'll Need

Nintendo DS system.....One for each player

Sonic Chronicles: The Dark Brotherhood™ Game Card.....One for each player

Connection Procedures

1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. If the Start-up Mode of your system is set to **MANUAL MODE**, the Nintendo DS Menu Screen will be displayed. In case it is set to **AUTO MODE**, skip the next step and go on with step 4.
3. Touch the *Sonic Chronicles: The Dark Brotherhood™* NINTENDO Panel.
4. Now, follow the instructions on pages 9 and 15.

SHOPS

Many zones have shops in which you can buy items using the Rings you have collected, or sell items you no longer require. Touch the arrow icons to toggle between **Selling** and **Buying**.

Selling

All items in your inventory that are not currently equipped will be displayed with a price. Simply select the item to sell and touch **Sell Item**. The item will disappear from your inventory and your Rings will be increased by the stated amount.

Buying

Select an item from the list to see a description in the top screen. If you have enough Rings, touch **Buy Item** to purchase it. The item will appear in your inventory, and your Rings will be reduced by the stated amount.



In the case of Equipment, the effect it will have on each character in your team can be seen prior to purchase. Select a character from the character tabs on the left of the Touch Screen, and then touch an **Equipment** item. Any stats increased by the item will display a green number, while any that the item decreases will display a red number. Use the Inventory screen to equip items you have purchased (p.13).



It will often be necessary to engage in combat with creatures and robots of varying strengths and sizes. Combat is performed in rounds where you first give orders to each of your team members, then watch as they carry out those orders. At the end of each round, you assign each team member their next set of actions. The battle continues until either all enemies are defeated, all of your team members are defeated, or you successfully flee.

Commands are chosen from the Command Ring which surrounds the active character.

Attack

Choose an enemy to target and the character does the rest. Depending on stats, a single character can attack multiple times within a single round.

POW Moves

If the character has acquired POW Moves and has sufficient PP (POW Move Points) available, they can use a POW Move against a selected enemy or all enemies. It is possible to use both a POW Move and an Attack within a single round. POW Moves consume a set number of PP each time they are used, so keep an eye on your gauges.

Defend

Select **Defend** and the character will adopt a defensive stance, reducing the amount of damage they will take from incoming attacks. Using the Defend maneuver in combat also recovers the character's PP.



Items

Select an item from the Inventory and a character for it to be used with. It is possible to combine this with an **Attack** within a single round.

Flee

Each character runs in their own lane and attempts to outrun the enemy. Watch out for obstacles. If an obstacle is approaching, touch the character to make them jump over it. Hit too many obstacles and the enemies may catch up. Note that in certain situations, the option to Flee may not be available.

Enemy Flee

On some occasions, the enemy may decide to flee. Chase after them in the same way as Flee described above. If you can catch them, the battle will continue.

POW Moves/Defense

Certain POW Moves and defenses against certain attacks require real-time interactions.



Touch inside the circle

When the outer circle overlaps the inner circle, then touch inside the circle.



Stay inside the circle

When the outer circle overlaps the inner circle, touch and slide the stylus so that it stays inside the circle as it moves along the path.



Touch repeatedly

When you see a circle with a number of red dots inside, touch the circle repeatedly to turn as many dots green as possible.

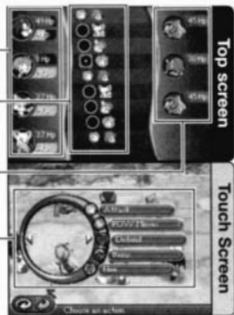
VIEWING THE COMBAT SCREEN

Team Health Points (HP)/POW Move Points (PP)

Next Actions

Enemy Health Points (HP)

Command Ring



The Next Actions display shows a simple breakdown of your team's actions for the remainder of the round. Some characters will have multiple turns. Use of a **POW Move** or **Item** will take up a single action within the round, allowing you to add further actions. **Attack** and **Defend** moves will, however, occupy all of the character's remaining actions for the round.

RESULTS

If you successfully defeat all the enemies, then the Victory screen will be displayed. This shows the combat grade. If all of your characters are knocked out, you can retry the battle at the cost of some Rings, or reload the game from the last save point.



LEVEL UP

All characters will receive Experience Points (XP) at the end of each battle. Experience Points are also gained on completion of missions and at other key stages during the game. When a character's Experience Gauge is full, then his/her level increases and the Level Up screen is displayed. Leveling up raises all the character stats (p.14) as displayed on the top screen. A bonus point is also awarded, either to spend increasing a single stat, whether manually or by using the Auto-Level feature.

Points are also awarded after each Level Up which may be used to buy a new POW Move or upgrade an existing one. Touch **POW Moves** to proceed.

Upgrading POW Moves

At the Upgrades screen, you will see a list of POW Moves and the number of points available for spending. Select a POW Move by touching its name, and a description will be displayed in the top screen. If there are sufficient points available, touch **Buy** to spend the points on the POW Move. Solid circles show levels which have already been purchased.

Although each POW Move can be acquired/ upgraded to a total of three levels, points must be spent on them in order, starting from the lowest level. Upgrading to a higher level will make the POW move stronger in battle, but will require more PP (POW Move Points). If you have insufficient points for the level you require, save them for next time by touching **Exit**.



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You will find a full list of Credits in-game.

NOTES

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Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact SEGA at:

Online: help.sega.com

Telephone: 1-800-USA-SEGA

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To register this product, please go to www.sega.com

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