

SONIC AND THE SECRET RINGS

WII MANUAL (US)

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL 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, and this may occur while they are 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 their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	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 – Repetitive Motion Injuries and Eyestrain

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





- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ WARNING – Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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.

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by **ageia**

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Thank you for purchasing *Sonic and the Secret Rings*™. Please note that this software is designed for use with the Wii. Be sure to read this instruction booklet thoroughly before you start playing.

SONIC™ and the Secret Rings

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PROLOGUE

It all started when the genie of the magic ring appeared while Sonic, the world's fastest hedgehog, was taking his nap. The genie's name was Shahira and she explained to Sonic that she came out of the book of the Arabian Nights, seeking his help.

According to Shahira, the world of the Arabian Nights was being threatened by the temptations of the evil genie, 'Erazor. She added that if 'Erazor continued to manipulate the world within the book, he would ultimately gain enough power to leave the book and wreak havoc in the real world.

In order to thwart 'Erazor's vile ambitions, Sonic has decided to dive into the world of the Arabian Nights with Shahira so he can save the true spirit of the timeless tales.



CHARACTERS

- *Sonic the Hedgehog* -

A cut-loose hedgehog with super speed. Suddenly approached by the genie of the ring, he decides to enter the world of *Arabian Nights* to help. At first, he felt a little out of place within the book, but Sonic is eager to explore all of the mysteries that await him.



- *Shahra* -

Genie of the magic ring who came from the book of the *Arabian Nights*. She holds the power to grant her master's wishes, and hopes that her new master will be none other than our spiky blue hero.

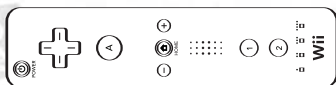


- *Erazor* -

The evil genie who corrupts the text of the *Arabian Nights*, and is plotting to take over the world. He quickly builds his power by defiling the story of the book in order to ultimately rule the real world. He and Shahra appear to have an ongoing rivalry that is far from being settled.



BASIC CONTROLS



To properly navigate through the menu/selection screens and play the Action Stages of this game, please hold your Wii Remote in the sideways position. The following controls will allow Sonic to travel through many of the breathtaking and challenging settings he will face in the Adventure Mode.

Moving Left and Right

**Tilt Down Left
to Move Left**



**Tilt Down Right
to Move Right**



Sonic will automatically travel forward on his open path. Keep up with his pace and tilt down the left or right end of the Wii Remote (see above) to steer Sonic left and right as he dashes forward.

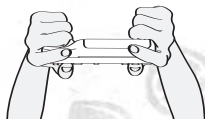
Jump and Slide

Sonic can jump by pressing the 2 Button. Tap the button for a hop, or hold down and release for a greater jump. Note that the height and length of the jump is adjusted by how long the button is pressed. If you keep holding down the 2 Button, Sonic will then perform a forward slide.

Once Sonic is in midair (during the jump), he can either immediately land by pressing the 2 Button, or zoom forward with a quick shake of the Wii Remote towards the screen.

Stop and Walk Backwards

Hold
Normally
to Run



Tilt Up
to Go
Reverse

Press the 1 Button to slow down Sonic, eventually bringing Sonic to a complete stop. To make him walk backwards, tilt back the Wii Remote towards yourself to back track where he just passed.

Homing Attack

When an enemy is nearby, press the 2 Button to perform a slide and find a green cursor placed on your foe. Next, perform a jump to lock-on to the enemy in mid air (locked when cursor is red), then quickly flip the Wii Remote in a forward direction for the attack. If the enemies are bunched together, use the Homing Attack repeatedly to allow Sonic to defeat them all without him ever touching the ground.

Wall Shuffle



Move Left



Move Right

There will be moments where Sonic must move along the ledge with his back against the wall. In this situation, tilt down the right end or left end of the Wii Remote to shuffle him in either directions. To come to a complete stop, keep the Wii Remote in a neutral position. Also, when Sonic takes damage while he is crossing, he will either fall off completely or cling onto the wall if he has something to grab onto. If he's clinging on, shake the Wii Remote in the forward direction before he falls to continue on.

GETTING STARTED

AUTO SAVE

Your progress, results, and settings of this game are all saved automatically onto the internal flash memory of the Wii.

MAIN MENU

To start the game, press the 2 Button at the Title Screen to display the Main Menu. Use the +Control Pad to select ADVENTURE, PARTY, SPECIAL BOOK, or OPTIONS, and press the 2 Button to enter.

ADVENTURE:

The single player mode allows you to play as Sonic in the world of the *Arabian Nights*. Gain skills (Custom Actions) for Sonic so he can clear the Missions and save the book's timeless charm from the evil genie.

PARTY:

One to four player Attractions that offer various Party Game competitions. Note that some Attractions and Party Games are only unlocked after certain requirements have been fulfilled.

SPECIAL BOOK:

A growing collection of movies and artwork can also be accessed from here. Note that the contents of the Special Book is based on the saved records of all your game data.

OPTIONS:

Change various game settings from the Options Menu (see next page).

OPTIONS MENU

Press the +Control Pad up/down to select an option and press the +Control Pad left/right to modify the setting.

Text Settings:

Change the language of the menu and messages.

Voice Settings:

Change the language of the narration and character voices.

Display Settings:

Switch the display mode to normal (4:3) or wide screen (16:9).

Sound Settings:

Change the sound output method.

Delete Adventure Data:

Check all of your data and select to delete.

Wii Remote Settings

Press the HOME Button to access the Home Button Menu and select the Wii Remote Settings option to modify the following:

Volume:

Adjust the speaker volume of the Wii Remote. To completely turn off the Speaker, set the volume level to zero.

Rumble:

Turn On/Off the vibrational response of the Wii Remote.

Connection:

Select the Reconnect option, then simultaneously press the 1 and 2 Button on the Wii Remote to synchronize it with the console. The order in which you synchronize the Wii Remotes will determine the player number (1 to 4) of the Party Mode.

ADVENTURE MODE

The Data Select Screen will appear once you enter Adventure Mode. From this screen you will select the previously saved Adventure Data to continue from where you ended your last game. When you enter this mode for the first time, create new game data before you proceed with this mode.

1. WORLD SELECT

There are a total of eight Worlds in all, but only the Lost Prologue is available when a new game is started. New Worlds will become available as soon as Sonic clears the required Missions.

2. MISSION SELECT

Select any of the available Missions of the World you selected. The most recently added Missions will be indicated as "NEW." Make sure you check the objective of each Mission before you play, because not all of the Missions are about reaching the Goal. If you have trouble completing the "NEW" Missions, go back and replay some of the completed Missions to raise Sonic's Level and equip more skills.

3. CUSTOMIZE

Clearing the Missions will increase the power of the ring on Sonic's finger, allowing you to use new skills that you can customize. Because there will be many skills to choose from, you are allowed to store four different skill sets so you can easily switch to one of the other customized sets.

The Customize Screen (see next page) where Sonic's skills are organized will be displayed after you've confirmed the next Mission and selected one of your customized skill sets.

Customize Screen

In the Customize Screen, you can change the skills for one of your skill sets. Use the +Control Pad up/down to move the cursor to browse the list of skills, and press the A Button to sort the list into a different order. Adding skills will require Skill Points, so keep track of the remaining Skill Points when you are improving your skill set.



Skill Icons:

Category of the Skill. Action type, EXP type and more.

Element Group (Color of Skill Icons):

Red is Fire, Blue is Wind, and Purple is Dark.

Reserved Skills:

Skills that appear gray require more Skill Points, and Skills that are red cannot be selected due to the Skills' conflicting abilities.

4. PRE-GAME CONFIRMATION

Information regarding your selections can be confirmed before you start the Mission. The "ARE YOU READY?" Screen will display the Map (World), Custom (skill set) and Mission you've decided. Select "YES" if you are ready to challenge the Mission, or "NO" to return to the previous screen.

5. ACTION STAGE

Aim to fulfill the objective in record time to complete the Mission, but also pick up Rings and defeat enemies along the way to level up Sonic when you complete the Action Stage. The following features will help you play the Action Stages.

Screen Display

Rings Collected
and Max Rings

Bonus
Information



Mission
Counter

Lock-On
Cursor

Soul
Gauge

Rings

As long as Sonic has even a single Ring in possession, he can take damage and still continue on. Sonic will lose a number of Rings if he takes a hit from an enemy, and will be forced to restart the stage from the nearest checkpoint in the event he takes damage without any Rings.

Note that the maximum number of Rings Sonic can hold will increase whenever Sonic's Level goes up.

Soul Gauge & Special Actions

Picking up the Pearls (glowing white spheres) or defeating the enemies will charge your Soul Gauge. When the gauge reaches the burning point (color turns orange), Sonic will be able to perform super-power actions such as Time Break and Speed Break.

SPEED BREAK:

Press the +Control Pad up to boost forward, creating a sonic boom which takes out enemies and obstacles that stand in Sonic's way. Press the +Control Pad up again during Speed Break to quit the action.

TIME BREAK:

Press the +Control Pad down to slow down the passing of time so it's easier to react to things happening in the scene. Press the +Control Pad down again during Time Break to quit the action.

Items

The following items are found throughout the Action Stages. Picking up the items will also increase your score.



RING

Adds a single Ring to your possession.



RICH RING

Adds 20 Rings to your possession.



PEARL

Charges up the Soul Gauge.



RICH PEARL

20 times greater than the normal Pearl.



FIRE SOUL

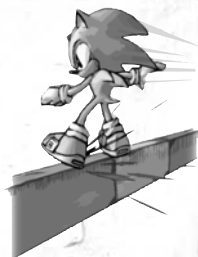
A hidden item that unlocks goodies.

Action Objects

Here are some of the action-based objects found in the Action Stages that you will get to use with the following controls:

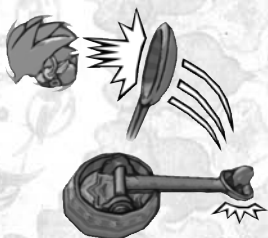
GRIND EDGE:

Hopping onto certain edges within the Stage will allow Sonic to slide forward to wherever the trail leads. Press the 2 Button to regain speed or the 1 Button to brake while Sonic grinds forward.



CATAPULT:

Climb into the catapult and launch Sonic as if he was a projectile. Once Sonic is in the catapult, tilt the Wii Remote towards yourself and stop. For the finale, forcefully push the Wii Remote in the forward direction to hurl Sonic far into the distance.



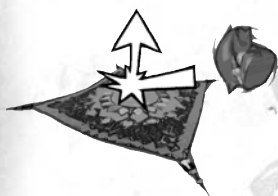
FLYING POT:

When you see a pot with wings, jump up and perform a Homing Attack to get into the pot. Once Sonic is in the Flying Pot, shake the Wii Remote up and down to elevate upward and then press the 2 Button to hop out of the pot.



AIR LAUNCHER:

A round gauge that shrinks and expands will appear in the center of the screen when Sonic is positioned within the launching area. Shake the Wii Remote towards the screen when the launcher is completely shrunken down to blast away Sonic with maximum force. Be on alert for an Air Launcher with spikes which can hurt Sonic when it's completely shrunk.



JUMP CARPET:

Landing on this carpet will allow Sonic to spring upward. Give the Wii Remote a quick shake when Sonic reaches the highest point to perform another jump in midair.

6. PAUSE GAME

Press the + Button during the Action Stage at any time to pause the game. Press the +Control Pad up/down to select one of the following options at the Pause Screen:

Continue:

Return to the Mission in progress.

Restart:

Restart the current Mission. Score of the Mission will reset to zero.

Status:

Access the Status Screen (see next page).

Quit:

Quit your current Mission and return to the World Select Screen. Any accumulated EXP (see next page) will be forfeited.

Status Screen

Access the Status Screen and check the current status of your performance, information about the current Mission, or the list of skills that Sonic can perform in the Mission while the game is paused.

Status:

Check the results of your current and overall performance of the Mission.

Mission:

Reconfirm the Mission objective as well as the number of Fire Souls and the best Medal you've earned in the Mission.

Custom:

Open the list of skills Sonic currently has equipped and use the +Control Pad up/down to scroll the list and confirm each skill.

7. MISSION COMPLETE

When a Mission is completed or failed, your score based on the Rings and Pearls collected, the enemies defeated, and the actions performed will be displayed.

Regardless of the outcome, press the 1 Button at the Result Screen to convert your score to EXP (Experience Points) which increases Sonic's Level. Alternately, if you fail the Mission, press the 2 Button to immediately retry it without the EXP being converted. Note that the EXP of your failed attempts are accumulated, and later collected at the end of the Mission.

You may also receive a medal (Bronze, Silver, or Gold) based on time. If Sonic gains a Level, the level-up confirmation message will appear and give you the details of what you received.

If the Mission was completed for the first time, you will open the next Mission/World to advance the story.

Adventure Tips

Here are some tips for the Adventure Mode that you should remember to improve your game.

● **Path is clear for Speed Break**

When the coast is clear, it's time to run full throttle with Sonic's Speed Break ability. Be aggressive and aim for the best time.

● **Slowing things down with Time Break**

Anytime you feel that your surroundings such as enemies and traps are moving too fast, play it safe by using Sonic's Time Break ability.

● **Play for Score or Time**

Record wise, your Score and Time are the two most important results of this game. Improve the time to earn a medal, and aim for a high score if you want to earn more EXP.

● **Less damage means more EXP**

EXP gained from each Mission is determined by the amount of damage Sonic takes. When it's time to collect more EXP, remind yourself to watch your step while you play.

● **Finding the right Skills**

Customize Sonic's Skills according to the objective of your next Mission. Choose more Skills based on mobility when you are playing to earn a medal, or include more on attack Skills when you are about to face one of the bosses.

PARTY MODE

Party Mode is playable by up to four players. Please make sure that all of the additional Wii Remotes are properly connected to the Wii console. To check your player number, see the Player LED (lit in blue) that indicates the number assigned to the Wii Remote.

1. PLAYERS AND CHARACTERS

Before choosing your Attraction on the Map Screen, each member of your party must register as a player, then each select their respective characters. If your party is less than four people, then COM players will fill in the vacant seats so there will always be four characters participating in your Attraction game.

2. MAP SCREEN

You will proceed to the Map Screen on completion of character selection and any time a Party Game draws to an end. Use the +Control Pad and select an area (Attraction) that everyone would like to play, then press the 2 Button to start the game.

3. LIBRARY

Access the Library from the Map Screen if you want to play the Party Games individually. You can also browse the Party Game records and the Attraction results of previous plays.

4. RULES AND SETTINGS

Omochoa will ask if you wish to modify the Settings once the Attraction starts. Select “YES” to change the Settings of the Attraction and press the +Control Pad up/down to select a menu option and left/right to modify the selected setting. When the setting is decided, Omochoa will then provide you with the instructions of the selected Attraction.

5. TOURNAMENT PALACE

Four characters will enter the Tournament Palace, randomly paired together, to compete in their respective Party Game matches. When both matches are determined, the winners and losers of the first round will duel it out to determine the final position they will earn in this competition. Note that all of the Party Games are played with two players, and each round can be settled in best of one, three or five matches.

6. WORLD BAZAAR

Compete in Party Games to earn the Rings you will need to place your bids in the World Bazaar. The auction of the carpet will take place after each Party Game, and each player will have the choice to make a bid with all of the Rings they have, or pass the bidding. The player who bids with the most Rings will earn the carpet.

The value of the carpets are determined by how many were auctioned off. The rarer colors will earn you more points in the end so there is a strategy involved during the auction. Also, there will be a special carpet chosen by the king that will be worth twice the value to make the competition a little more unpredictable.

Note that the number of Party Games can be modified to 10, 15, or 20 games, and the special carpet rule can be toggled ON/OFF during Omochoao's pre-game instructions.

7. PIRATES COAST

Hop on board your very own pirate ship and be the first to reach the goal. The player who finishes higher in the Party Games will travel further on the course. Note that when you stop in next to a hot spot, special events will occur that could either help or interrupt your race.

8. GENIE'S LAIR

You are in a cavern where the treasures of the evil genies are stored. The treasure boxes in this cave contains medals, and the player who wins the Party Games will earn their chance to collect these medals. Attempt to collect as many medals as you wish, but you will lose whatever you collected during this chance if you are caught opening a booby-trap box.

The game will end when the last treasure box containing a medal is opened, and the player with the most medals (points) in the end is the winner of this game.

Note that you may toggle the Special Trap setting in the Game Setting so the game will be played with or without the feature.

9. TREASURE HUNT

Play a game of treasure hunt, a board-game style. Players who finish higher in the Party Game will be allowed to move more spaces within the field. The treasure item will be determined at the beginning of the game, and whenever an item is collected, the game will move on to the next subject (treasure item). The first player to collect three of the same treasure item in the field is the winner.

PARTY GAMES

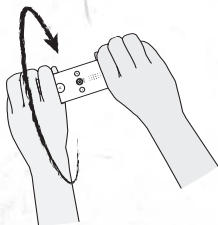
The pre-game instruction screen will appear before any of the Party Games are played. From this instruction screen, you will be able to identify how to play the next Party Games. Note that some games will require you to hold the Wii Remote in a different position. For further instructions, press the +Control Pad left or right to see a demonstration of the Party Game. When you are ready for the competition, press the + Button to start the game.

Note that the Party Games will be played by turns, reaching a goal, survival, or against the clock.

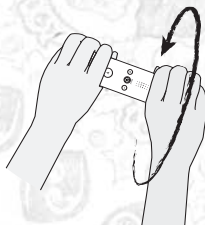
Here are some of the different types of motion controls used for your Party Games.

PADDLE

Grip the Wii Remote sideways with two hands, and alternately paddle (rotate Wii Remote) on the left and right end of the Wii Remote to move the canoe that your character is riding forward in. To turn the canoe around, keep paddling on one end of the Wii Remote.



Paddle Left



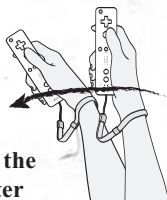
Paddle Right

Featured Games: Row! Canoe Salvage, Row! Canoe Survival, Row! Canoe Race

ROLL AND CRUSH

To roll the ball next to your character, first point the Wii Remote towards the screen and hold down the A Button; then swipe your Pointer over the ball by stroking the Wii Remote in the direction you want to roll the ball. The objective of the game is to terminate the creatures with the ball you control.

Hold down 



**Swipe the
Pointer**

Featured Game: Roll it! Heavy Ball

SHIELD AND ATTACK

Hold the Wii Remote in the upright position to keep your shield up, and tilt down the Wii Remote so it is pointing at the screen to display a Pointer to select your enemy. Once you place the Pointer on an enemy, thrust the Wii Remote towards the screen to attack with the sword the character has equipped.

**Hold Upright
to Defend**



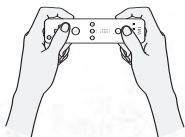
**Point the Screen
and Thrust to
Attack**

Featured Games: Thrust! Bone Knight

AIM AND ATTACK (TYPE 1)

Hold your Wii Remote sideways, and adjust the slope (tilt up/down) and the angle (tilt left/right) of the aim by tilting the Wii Remote. When the direction is set, press the A Button to fire away.

Hold Wii Remote Sideways



Tilt Left/Right: Adjust Angle



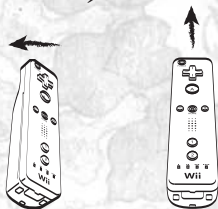
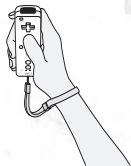
Tilt Up/Down: Adjust Slope

Featured Games: Sink em! Pirate Ship, etc.

AIM AND ATTACK (TYPE 2)

Hold your Wii Remote in the upright position in order to reflect the beam of moonlight onto the wall of the playfield. While keeping the Wii Remote in the upright position, adjust the slope (up/down) and the angle (left/right) of the Wii Remote to direct the light towards the targets that are hiding.

Hold Upright



Move Light Left/Right



Move Light Up/Down

Featured Games: Shine on! Kri Ma Djinn

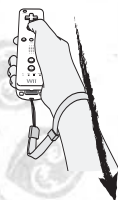
AIM AND ATTACK (TYPE 3)

Move the crosshairs by pointing the Wii Remote directly at the screen to locate your targets. Once you have the general aim, draw the Wii Remote backwards while keeping the target in sight, then press the A Button to shoot.

Point at the Target and Press (A)



Draw Back Wii Remote and Release (A)

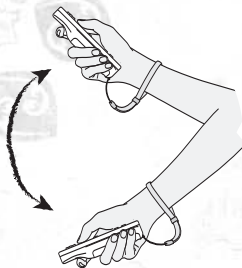


Featured Games: Aim! Color Ballons, Aim! Big Crossbow

SHAKE

Shake the Wii Remote as if you are beating a drum to perform a particular action for some of the Party Games. Note that some games will require you to move the character using the +Control Pad before you start shaking the Wii Remote to perform the action.

Shake Wii Remote Up and Down

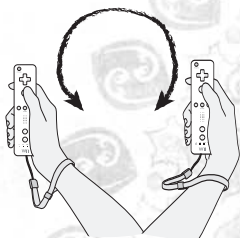


Featured Games: Recognize! Treasure Box, Whack! Hatchet, etc.

TURN TO DIAL

Open the safe by entering the correct combination using the dial on the screen. First, set the Pointer on the dial by simply pointing the Wii Remote towards the screen, then draw a circle with the Wii Remote to turn the dial. Note that this game will also allow you to turn the dial both ways, and reconfirm your combination by pressing the A Button.

**Draw a Circle
Clockwise
to Turn Right**



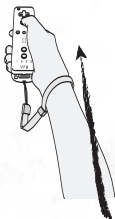
**Draw a Circle
Counterclockwise
to Turn Left**

Featured Games: Spin! Safe Dial

TURN AND OPEN LOCK

First, place the Pointer over one of the locks by simply pointing the Wii Remote towards the screen. Once you have selected a lock, push the Wii Remote towards the screen to enter the key into the keyhole. Finally, twist your wrist to your left to turn over the Wii Remote, as if you are turning the key, for a surprise.

**Push Wii Remote
Towards Screen**



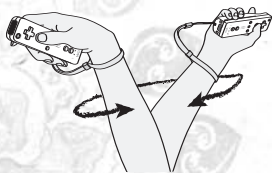
**... and Turn
Your Wrist
to Unlock**


Featured Games: Watch out! Trap, etc.

SWING ACTION (TYPE 1)

Destroy your opponent's footing with the huge steel ball on a rope that your character has. While holding down the A Button, swing around the Wii Remote in a circle until you have enough momentum on the steel ball. To throw the ball, release the A Button at the right time to knockout one of the standing blocks.

Hold Down  and Swing




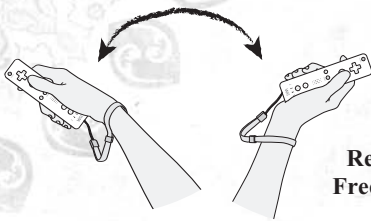
Release  to Hurl Steel Ball


Featured Games: Spin! Steel Survival

SWING ACTION (TYPE 2)

Slowly and carefully swing the Wii Remote towards your left and right while holding the A Button to create the perfect soap bubble. The bubble is used to catch the butterflies in the field, so use the +Control Pad to move closer to one of the butterflies before you create the bubble. By releasing the A Button, the bubble you've created will be freed in the field.

Hold Down  and Slowly Swing Back and Forth



Release  to Free the Bubble

Featured Games: Grab it! Bubble Hunt

FORWARD AND RETRIEVE

Use the Pointer on the screen by simply pointing the Wii Remote towards the screen to select an area of the field. Once the target is decided, move the Wii Remote slowly towards the screen while you keep the Pointer near the center of the screen. Once you've obtained the target object, carefully move the Wii Remote back towards yourself to successfully retrieve the goods.

**Carefully Move
Wii Remote
Towards Screen**



**Slightly Tilt Up
to Obtain Object,
Then Slowly
Retrieve**



Featured Games: Hold it! Treasure Haul,
Grab it! Kri Ma Djinn

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