WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CREDITS

The following credits list the staff responsible for the localization, marketing, and manual production for Sonic Riders™. See the in-game credits for the complete list of the original development staff.

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Thank you for purchasing SONIC RIDERS™. Please note that this software is designed for use with the PlayStation®2 computer entertainment system. Be sure to read this instruction manual thoroughly before you start playing.
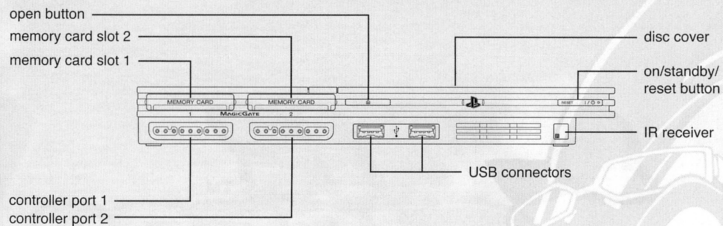

CONTENTS

open button
memory card slot 2
memory card slot 1

disc cover
on/standby/
reset button

| MEMORY CARD | MEMORY CARD |
MagicGate

IR receiver

USB connectors

controller port 1
controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *SONIC RIDERS*™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

WARNING: This title uses an autosave feature as the only method of saving your Game Data. Insertion of a memory card (8MB) (for PlayStation®2) after boot up may result in data being overwritten.

SURVIVAL BATTLE STAGE

Survival Battle Stage is selected via Survival Mode in the Mode Select menu (p.10). The objective is to move around the special courses attacking the other characters until only one remains. Controls are the same as for the regular game modes.

Each character starts out with three lives, and will lose one each time he/she takes damage. When no lives remain, the character is out. Around the course are Power-Up Items to fill your Air Tank, increase your speed to max, increase your attack power, and increase your defenses. Check the course map to find the positions of items and other characters.

✪ In the Space Theater stage, opponents can only be damaged by knocking them into the electrified fences, or off the edge of the stage.

FINISHING THE GAME

At the end of a race, the race results are displayed. First, the individual lap times will be displayed together with the total race time. Shortly after, the total race times and positions for each character will be displayed.

Depending on the mode, pressing the ✪ button brings up the following menu:

Restart	Start a new race with the same settings and conditions.
Replay	Watch an action replay of the completed race.
Back to menu	Quit and return to the menu.

PLAYING THE GAME

SPECIAL RULE MODES

TAG MODE

Tag Mode is selected from the Mode Select menu (p.10). The objective is to partner up with another player or CPU character and share a single Air Tank as you race against another team. Players 1 and 2 make up the first team, and players 3 and 4 make up the second. If either team member crosses the line first, that team wins. Controls are the same as for the regular game modes. Shortcuts and Type Skills are not available.

During the race, it is important to keep an eye on your teammate's progress, for if you stray too far apart the player in front will be zapped and forced to wait until the other catches up. If you stay close together though, the Air Tank will be slowly topped up. The distance and relative positions of each member are easily grasped by referring to the Tag Information display at the center.

Hint: Why not make use of each other's Turbulence to leapfrog your way into the lead!

SURVIVAL RACE STAGE

Survival Race Stage is selected via Survival Mode in the Mode Select menu (p.10). The objective is to carry the one and only Chaos Emerald through a set amount of Gates before the other characters do. Controls are the same as for the regular game modes. Shortcuts and Type Skills are not available.

Check the character map display to see your position relative to the Chaos Emerald. If another character has the stone, you will need to attack them by touching them to retrieve it. Once it's in your possession, you'll become the prime target, so watch your back!

✪ Time is limited when the chaos Emerald is in your possession.

CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

- L2 button
- L1 button
- R2 button
- R1 button
- directional buttons
- left analog stick
- SELECT button
- ANALOG mode button
- START button
- right analog stick
- △ button
- ○ button
- ✕ button
- □ button
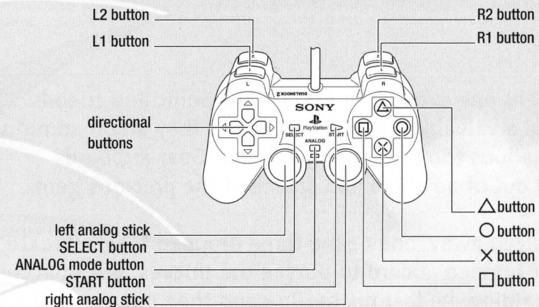
Sonic Riders™ is a one to four player game compatible with the DUALSHOCK®2 analog controller and the Multitap (for PlayStation®2). For a one to two player game, connect the DUALSHOCK®2 analog controller(s) to controller ports 1 and 2 respectively.

Multitap (for PlayStation®2)

- ?multitap connector (for PlayStation®2)
- RFI filter
- MEMORY CARD slot A
- MEMORY CARD slot D
- controller port 2-A
- controller port 2-D
- SONY
- MULTITAP
- PlayStation 2
- controller port 2-B
- controller port 2-C
- MEMORY CARD slot B
- MEMORY CARD slot C

For a three to four player game, connect the Multitap (for PlayStation®2) to controller port 2, then connect the DUALSHOCK®2 analog controllers for players two to four in order from controller port 2-A to 2-C.
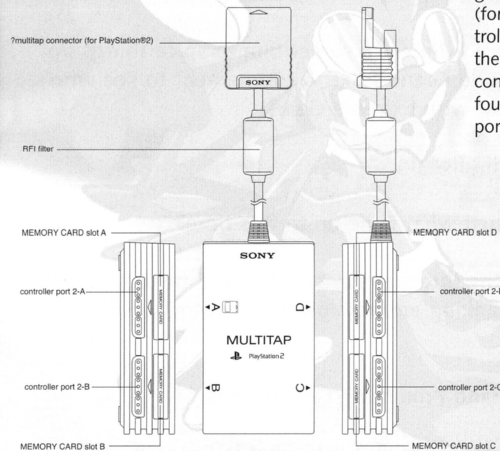
Note: Please use the appropriate Multitap (for PlayStation®2) for your PlayStation®2 computer entertainment system.

Menu Controls

left analog stick directional buttons	Change highlighted selection
✖ **button**	Enter Selection
◉ **button**	Cancel/Return to previous screen

STORY

At Midnight one evening in Metal City, Sonic and friends uncovered a valuable Chaos Emerald. As they stood admiring it, a mysterious trio on floating Extreme Gear airboards appeared out of nowhere and snatched the precious gem.

As they raced away, one of the three dropped their airboard and Sonic jumped aboard to pursue the thieves. But unaccustomed to riding, he lost his footing and they got away.

Later, as Sonic and friends gathered in Metal City Plaza, they were interrupted by Dr. Eggman speaking from a giant building monitor.

"I've put together a little extra something to spice things up! I call it the 'EX World Grand Prix!' A tournament to see who's the best of the best with Extreme Gear!"

Sonic groaned with disdain.

"Eggman again! Just what is he up to this time?"

At that moment, the three mysterious Chaos Emerald thieves appeared as top ranking entrants on the monitor and Sonic's attitude changed.

"The EX World Grand Prix, huh? Let's do this!"

Sonic's mind was made up. But just what is Eggman really planning? And who are the three mysterious characters?

PLAYING THE GAME

LEVEL-UP

Try to collect Rings positioned around the tracks. When your Ring count reaches certain levels, you will Level-Up, increasing your parameters and abilities. If you are attacked or fall off the course, your Ring count will return to 0, and your Level will return to 1.
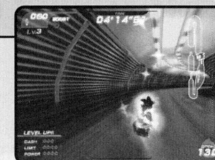
The Rings held at the end of each race are automatically accumulated and can later be exchanged for Gear at the Shop (see below).

SHOP

Purchase additional Extreme Gear with accumulated Rings.
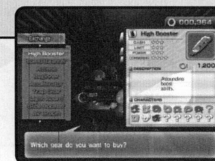
When you enter the shop, select Exchange and press the ⊗ button. Then use the left analog stick or directional buttons ↑ ↓ to browse the Gear. Details and parameters are displayed on the right panel. When you decide which type of Gear you wish to purchase and have enough Rings, press the ⊗ button to Exchange. The Gear can then be selected from the Player Entry screen, and viewed from the Gear Gallery (p.8).

PAUSE MENU

During gameplay in all modes, press the START button to pause the game and bring up the Pause menu. Here you can select from the following options:

Retry   Restart the current game from the beginning.
Quit   End the current game and return to the Mode Menu.
Cancel   Exit the Pause menu and continue the race.

PLAYING THE GAME

EXTREME GEAR

A range of Extreme Gear equipment is available for you to choose from. Each has its own characteristics in terms of speed, acceleration, cornering, durability, etc. Each character and Gear combination will have different strengths and weaknesses that you will need 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.

The more stars, the stronger the attribute.

✪ In Normal Race Mode, some Gear may be unavailable for certain courses.

POWER-UP ITEMS

Item Boxes containing Power-Up Items can be found around each track. Simply touch an Item Box to receive the Item. Items are detailed as follows:

Rings
Gives bonus Rings in various amounts.

Air
Tops up your Air Tank by various amounts.

Magnetic Barrier*
Draws in Rings like a magnet.

Invincible Barrier*
Protection from all attacks and obstacles.

High Speed*
Sudden boost in speed.

Speed Down*
Slows you down to a crawl.

Explosion
Launches a bomb at players ahead knocking them off balance.

Question Item
Contains a mystery Power-Up Item.

*Effects are for a limited time only.

20

CHARACTERS
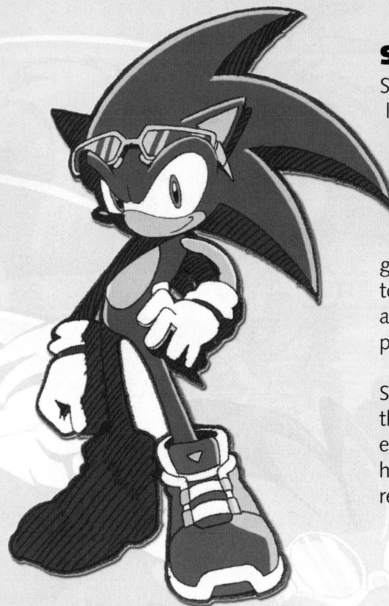
Sonic The Hedgehog
Sonic hates evil as much as he loves freedom. Sonic can be short tempered at times but will always show a gentle side to those in trouble. He's normally carefree and easy going, even when the going gets rough; but when it comes to a showdown he's aggressive and focused like a hedgehog possessed!

Sonic has always been known as the world's fastest, but inexperienced with Extreme Gear, he will have to fight to hold onto this reputation.

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

He carries a mysterious "control box" said to have been passed down from the ancient Babylonians.

5
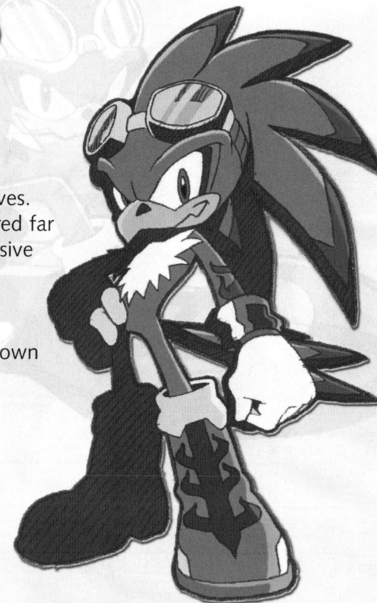
CHARACTERS

Miles "Tails" Prower

His real name is "Miles Prower," but his friends just call him "Tails." He's a little kid fox with two tails and a heart of gold. He loves tinkering with machinery and has made various devices to help Sonic. This time he's pitching in as the team mechanic, fixing up the Extreme Gear.

Wave the Swallow

A superb mechanic, Wave takes care of all of the Babylon Rogues' Extreme Gear. While she's capable of fixing many things, Extreme Gear is her specialty, and her knowledge and experience surpass both Tails and Eggman in this area.
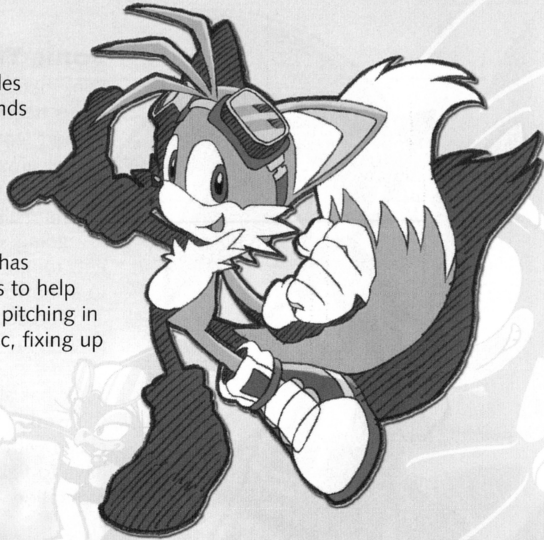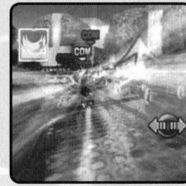
PLAYING THE GAME

Turbulence

Riding Gear at high speed sometimes leaves a trail of Turbulence behind which can be surfed by other characters. To surf a rival's Turbulence, approach the trail from the rear or push into it from the side, and then duck left and right quickly to increase your speed. If you can reach the source of the Turbulence, you can overtake a rival putting you in the lead.

Depending on conditions, Trick Areas may appear in the Turbulence. If your positioning is correct when these Trick Areas appear, you will automatically perform Trick Actions that increase both speed and Air.

DEVELOPING YOUR RACING SKILLS

CHARACTER TYPES

There are three different Types of characters that excel in either Speed, Power or Flight. Depending on your Character Type, additional Skills are available which can earn you bonus Air, and which give you the winning advantage.
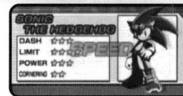
Speed Type
Ability to Grind along edged surfaces such as rails and pipes.

Flight Type
Ability to launch off runways and fly through chains of Accelerators.
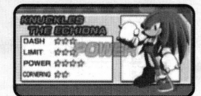
Power Type
Ability to punch through obstacles such as cars and barrels, sometimes revealing a Shortcut.

PLAYING THE GAME

Accelerators

Launch into an Accelerator and you will be propelled forward at a higher speed than normal, sometimes as a Shortcut bypassing part of the course. Use the left analog stick to try to pass through as many Accelerators as you can for maximum speed and bonus Air.
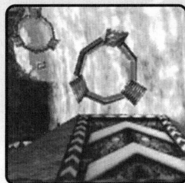
Only Flight Type characters (p.19) can access Accelerators. This is also known as Air Riding.

Barricades

Some routes around the track are sealed off by obstacles such as barrels and stationary vehicles, that have to be smashed through to gain access. Smashing obstacles is as simple as riding straight into them. Try to break as many as you can in succession to receive maximum bonus Air.

Only Power Type characters (p.19) can access Barricaded areas.

Automatic Trails

Some sections of the race courses are automatically controlled and require no input from the player. However, in most cases, you can increase your speed and Air by rotating the left analog stick clockwise as quickly as possible during these sections.
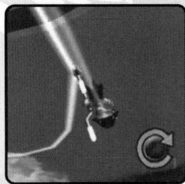
Shortcuts

Use of Trick Actions and Character Type Skills (see facing page) such as Grinding, can sometimes allow you to access hidden shortcuts around the course. Make use of these shortcuts to keep you in the lead.

CHARACTERS

Knuckles the Echidna

Born on Angel Island, Knuckles spends his days guarding a precious stone called the Master Emerald; for reasons he himself doesn't understand. His hard headed demeanor makes him gullible, and he has been tricked by Eggman on more than one occasion. Bringing his inherent aggression to the race, he plans to show Eggman that this time he means business!
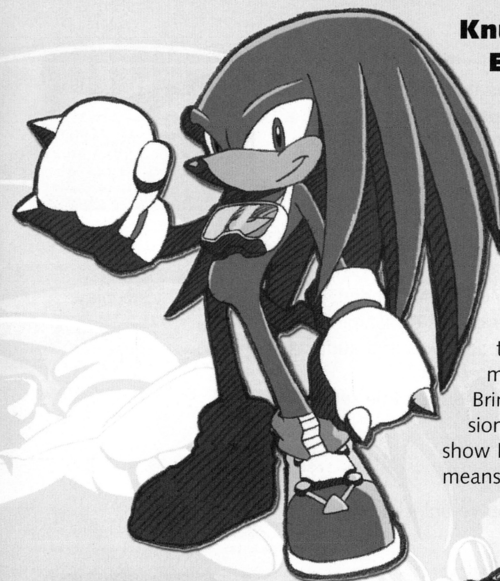
Storm the Albatross

Storm is the muscle behind the Babylon Rogues' nefarious schemes and Jet's right-hand man. What he lacks in smarts, he makes up for in raw power. He has a quick temper, but is slow in movement. He tends to stutter when excited or flustered.
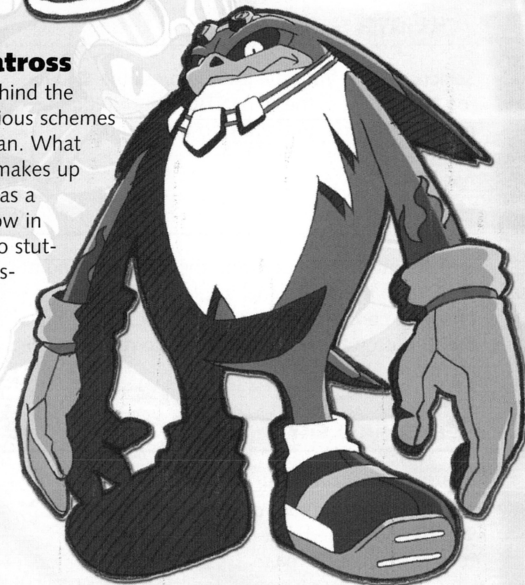
Press the START button at the Title screen to access the Main Menu. The first time of each start-up, you will be prompted to load or create a Game Data. See "Managing Game Data" on the facing page for details.
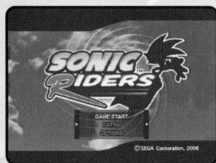
From the Main Menu, select from the following:

GAME START Open the Mode Select menu, and choose a game to play. See p.10 for details on Game Modes.

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

OPTIONS Change a variety of game settings.

EXTRA

View or listen to things you've unlocked here.

THEATER

Select a movie from the list and press the ⊗ button to play. Press the ◉ or 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. Use the onscreen controls like a regular music player. Press the ◉ button to pause, and again to return to the menu.

GEAR GALLERY

Use the left analog stick or directional buttons and the ⊗ button to browse the Extreme Gear you have obtained. Use the L1 and R1 buttons to change the page.

GIMMICKS

Trick Zones

These can be found at various points on each track, and act as springboards allowing you to perform a variety of Trick Actions. To perform a simple Trick Action, press the ⊗ button to jump as you ride over a Trick Zone. For a longer jump that allows greater combos, hold down the ⊗ button to Charge as you approach the Trick Zone and release as you pass over it. Correct timing is crucial. While in the air, use the left analog stick to perform spins in all directions.

Larger numbers of spins in a variety of directions will award you a higher Rank, which replenishes a greater amount of Air. When the left analog stick is neutral, the character will automatically return to the upright position facing forward ready to land. Fail to land correctly, and you'll get a lower Rank and receive less Air.

There are two types of basic Trick Action as follows:

Back Flip
Hold the left analog stick ⬇ as you release the ⊗ button. Back Flips propel you high into the air making it possible to reach Shortcuts or bonus Items far above.

Front Flip
Hold the left analog stick ⬆ as you release the ⊗ button. Front Flips propel you further forward making it possible to reach distant Shortcuts or Bonus Items.

Grind Rails

Grinding allows you to travel at speeds faster than the standard riding speed. Approach a pipe or rail suitable for Grinding (grindable rails have a blue light at the front), and press the ⊗ button to connect. Grind surfaces must be approached from above, so it may be necessary to first Jump (⊗ button) or make use of a ramped surface. So essentially you'll need to Jump twice to properly land on a rail.

Only Speed Type characters (p.19) are able to Grind.

Air Boost ■ / ● button

Press the ■ / ● button for an extra blast of speed. Air Boost also allows you to attack rivals ahead of you, temporarily disorientating them and costing them time. This technique consumes a considerable amount of Air, so try to use it sparingly.

Air Slide Steering + L1 / R1 button

Some turns are too tight to tackle at high speed. Pressing either the L1 / R1 button while steering into the corner will shoot a jet of Air out the side of your Gear to assist in maneuvering. Air is consumed more quickly when performing an Air Slide.

Brake L1 / R1 button

Press either the L1 / R1 button to brake quickly.

Tornado L1 + R1 button

If a character is too close behind you, you are then vulnerable to being attacked, or overtaken. Press the L1 and R1 buttons together to create a mini Tornado that will halt your rival in their tracks. Tornados cost you both speed and Air, so check conditions carefully to make sure other players can't take advantage.
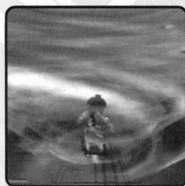
Running left analog stick

During the countdown at the start of the race, run toward the startline. You can boost your initial start by crossing the startline just after the countdown finishes. Don't cross it too soon or you will get electrified and brought to a standstill for a short period.

During the race, if your Gear runs out of Air, you will need to make your way on foot until you reach an Air Pit to fill up, perform a trick, or pick up an Air Power-Up item.

RECORDS

Use the left analog stick or directional buttons and the ● button to browse the race and lap records for each track. Use the L1 and R1 buttons to move through the game modes.

OPTIONS

Make changes to the following settings:

Audio Setting	Set sound output to **Dolby Digital Pro Logic II**, **Dolby Pro Logic II**, **Stereo** or **Monaural.**
Vibration Setting	Set the vibration function **ON/OFF**.
Language Setting	Set the language settings for speech and subtitles.
Game Data	Choose which Game Data to use.

MANAGING GAME DATA

The Game Data screen in Options and at start-up allows you to create, load and delete Game Data on a memory card (8MB) (for PlayStation®2). Select a Game Data from those available, and details of your current progress will be displayed on the right side of the screen. Press the ● button to enter, then select Start to load, or Delete to erase the Game Data from the memory card (8MB) (for PlayStation®2). If there is no Game Data on the memory card (8MB) (for PlayStation®2), or you wish to create a new Game Data, select NEW GAME and then press the START button.

HOW TO ENJOY DOLBY SURROUND SOUND

This game also contains Dolby® Digital surround sound during select movie scenes. Connect your PlayStation®2 to a sound system with Dolby Digital surround sound using a digital optical cable. Your sound system will automatically detect Dolby Digital during select movie scenes and Dolby Pro Logic® II during gameplay. If it does not, please refer to your sound system's instruction manual.

Select **Dolby Digital Pro Logic II** from the Audio Setting menu to play Dolby Digital movie scenes and Dolby Pro Logic II during the game. Select **Dolby Pro Logic II** to play both game and the movie scenes in Dolby Pro Logic II.

DOLBY DIGITAL PRO LOGIC II® Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

SONIC RIDERS™ features a wide variety of gameplay modes as detailed below. Use the left analog stick or directional buttons ↑ ↓ to select a game mode from the menu and press the ⊗ button to continue.

NORMAL RACE

Compete in one of the following race styles:

- **FREE RACE (1P-4P)**
  Compete against other players and CPU characters on a selected track.

- **TIME ATTACK (1P only)**
  Select a track and race against the clock.

- **WORLD GRAND PRIX (1P-2P)**
  Compete on 5 race tracks to become the overall champion.

STORY MODE (1P)

Enter races based on the storyline.

MISSION MODE (1P)

Clear given Missions one after another. This mode will be unlocked after certain conditions have been met.

TAG MODE (1P-4P)

Team up with another player and share a single Air Tank (p.15) as you compete against another team on a selected track. See p.22 for more details.
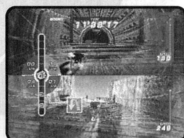
SURVIVAL MODE (1P-4P)

Play until one player remains in the following modes:

- **RACE STAGE (p.22)**
  Pass through gates while carrying the Chaos Emerald to score and win!

- **BATTLE STAGE (p.23)**
  Fight off your rivals to survive.

SHOP

Purchase a range of Extreme Gear equipment with the accumulated Rings you collected (p.21).

EXTREME GEAR AIR SYSTEM

Racing is performed on Extreme Gear Boards powered by Air stored in the Air Tank. At regular speeds, Air is consumed fairly slowly, but special moves such as Air Slide and Air Boost will consume Air at a much higher rate. Air can be replenished by picking up Air Items, performing Trick Actions, capitalizing on your characters' Special Skills, and rotating the left analog stick during Automatic Trails.

If the Air Tank becomes empty, you will have to run to the nearest Air Pit to fill up, perform a trick, or pick up an Air Power-Up item.

AIR PIT

Air Pit terminals allow you to quickly fill your Air Tank, and are positioned at various points around the tracks. Simply ride/run over the Air Pit to refill the tank. When the tank is full, you will automatically leave in the correct direction to continue the race. If you're in a rush, press the ⊗ button to leave the Air Pit immediately.

Note: Not all tracks have Air Pits.

CONTROLS

left analog stick	Move character/Perform Trick Action
↑	Move forward/Front flip (during Trick Action)
↓	Move backward/Back flip (during Trick Action)
← →	Move sideways/Steer/Sideways spin (during Trick Action)
⊗ button	Jump/Grind
◎ / ⊚ button	Air Boost/Attack rival
L1 / R1 button	Brake/Air Slide (with ← →)
L1 + R1 button	Exit Turbulence/Tornado
START	Pause/Skip event

Steering   left analog stick ← →

While riding your Extreme Gear, use the left analog stick ← → to steer left and right around the track. Forward motion is automatic so no controller input is required.

TAG MODE GAME SCREEN
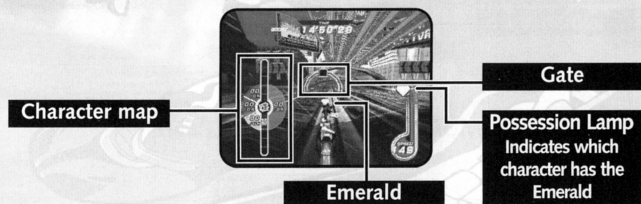
TEAM 1
Player 1   Player 2

Tag information

Distance Indicator
Fewer bars indicate a greater
distance between partners

Relative team member
positions

Player 3   Player 4
TEAM 2

Shared Air Tank
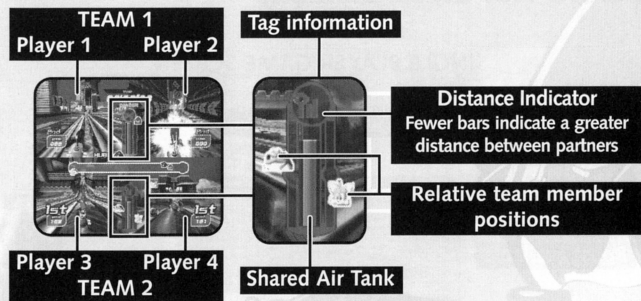
SURVIVAL RACE GAME SCREEN

Gate

Character map

Possession Lamp
Indicates which
character has the
Emerald

Emerald

○ The player map shows the positions of each player relative to
the Emerald.

SURVIVAL BATTLE GAME SCREEN

Opponents'
Lives

Course map

Player's Lives

Guard items
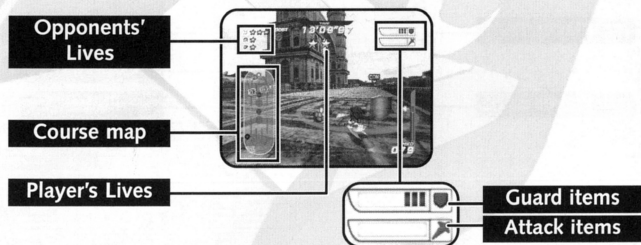
Attack items

CHOOSING A TRACK AND CHARACTER

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

TRACK SELECT SCREEN

Use the left analog stick or directional buttons
← → to choose a track and press the ⊗ button
to select.

In some game modes, the following selections
can also be made using the left analog stick or directional buttons ↑ ↓ and
the ⊗ button.

RULE SETTINGS

Use the analog stick or directional buttons ↑ ↓ to choose a setting, and
← → to make changes. Available rule settings vary depending on the mode.

Total Laps	Set the number of laps per race from **1–99**.
Announce	Toggle running commentary **ON/OFF**.
Ghost	Toggle ghost display **ON/OFF** (see below).
Level	Toggle Level-Up feature **ON/OFF**.
Item	Toggle availability of Power-Up Items **ON/OFF**.
Air pit	Toggle availability of Air pits **ON/OFF**.
Air Lost	Characters should **Run/Retire** when their Air Tank is empty.
Default	Return all settings to default.
Continue	Apply settings and return to the Track Select screen.

CUP SELECT (World Grand Prix)

Use the left analog stick or directional buttons ↑ ↓ to choose the set of
tracks for your World Grand Prix.

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.

Whenever you complete a Time Attack race, you will be given the
option to save the new Ghost Data. Only one Ghost Data can be
saved per course, and will require 125 KB of free memory space. Ghost
Data is loaded automatically each race. It may not be possible to save
Ghost Data if the race exceeds 3 minutes.

GAME MODES

PLAYER ENTRY SCREEN

Use the left analog stick or directional buttons and the ⊗ button to select a character to race with. Additional players must first press the ⊗ button to confirm entry into the race. Each character can only be selected by a single player, and missing players are filled by CPU characters.
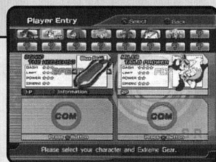
Once a character has been selected, use the left analog stick or directional buttons ⬅ ➡ and the ⊗ button to select the Gear you wish to use. The first time you play, only one type of Gear will be available per character.

When all the competing players have made their selection, you will be prompted to begin. Press the START button to begin the race.

MISSION SELECT

In Mission Mode, the aim is to outshine the Babylon characters by performing sets of tricks and other Missions timed to coincide with their schedules. Use the left analog stick or directional buttons ⬆ ⬇ and the ⊗ button to choose a Babylon character's schedule, and bring up the Mission Mode select screen.

At the Mission Mode select screen, you can use the left analog stick or directional buttons ⬅ ➡ to select a track, and ⬆ ⬇ to select a Mission. Details of the Mission, reports and records from previous attempts will be detailed on the right panel. Press the ▲ button to view any collected Treasure. Finally, press the ⊗ button to receive a briefing and begin.
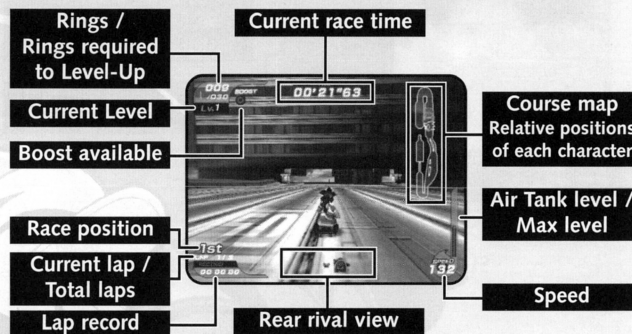
As certain conditions are met throughout the game, the number of available Missions will increase.

PLAYING THE GAME

VIEWING THE GAME SCREENS

SINGLE PLAYER GAME SCREEN

- Rings / Rings required to Level-Up
- Current Level
- Boost available
- Current race time
- Course map — Relative positions of each character
- Air Tank level / Max level
- Race position
- Current lap / Total laps
- Lap record
- Rear rival view
- Speed

MULTI PLAYER GAME SCREEN

- Player 1
- Player 2
- Course map

- Player 1
- Player 3
- Player 2
- Course map
- Player 4