

Dreamcast™



Dreamcast

SEGA



SONIC SHUFFLE

<http://www.replacementdocs.com>

online functions

Thank you for purchasing Sonic Shuffle!
Please note that this software is
designed only for use with the
Dreamcast console. Be sure to read this
instruction manual thoroughly
before you start playing Sonic Shuffle.



STORY	2
DREAMCAST CONTROLLER & BASIC CONTROLS	3
CONTROLS	4
STARTING UP	5
THE MODES	5
THE GAME	9
EMBLEMS	9
HOW TO PLAY SONIC SHUFFLE	10
ICONS	10
CARD SELECTION SCREEN	10
SPACES	11
CARDS	16
FORCEJEWELS	17
GAME DISPLAY	20
CHARACTER INTRODUCTIONS	21



Sonic Shuffle is a memory card compatible game [Visual Memory Unit (VMU) sold separately]. Four blocks of available memory are required to save a game file.

Never turn OFF the Dreamcast power, remove the memory card or disconnect the controller during saving or loading.



STORY

MAGINARYWORLD...

A world in another dimension where Sonic and his friends will embark on a new Adventure.

A world where dreams and reality co-exist.

Maginaryworld is held together by the power of the Precioustone, a jewel created from the hopes and dreams of people living in different dimensions.

One day, a monster known as Void appears in Maginaryworld and shatters the power of the Precioustone.

Without the power of the Precioustone, Maginaryworld is faced with the danger of unraveling at the very seams of its existence.



In order to save Maginaryworld, Lumina Flowlight, the Guardian Fairy, sends out a message to the other worlds in search of a hero who can help restore Maginaryworld.

The message is sent out, in search of someone with courage and heart...

...And Sonic and his friends receive it.

Sonic and his friends must battle not only Void, but also Eggman, who learned of the power of the Precioustone and followed Sonic into Maginaryworld.

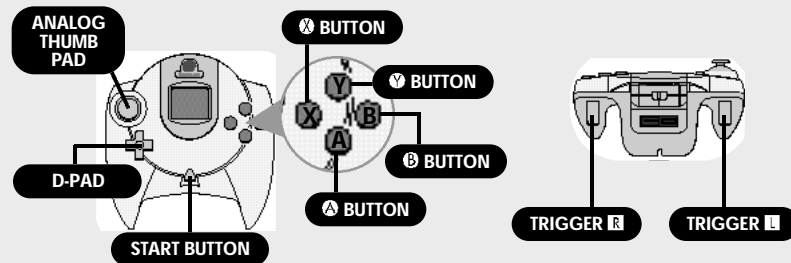
Receiving a deck of Magical Cards and Forcejewels from Lumina, Sonic and his friends must embark on an adventure to restore Maginaryworld.



DREAMCAST CONTROLLER & BASIC CONTROLS

Sonic Shuffle is a one to four player game. Connect the controllers to Control Ports A-D of the Dreamcast.

To return to the Title Screen at any point during game play, simultaneously press and hold **A**, **B**, **X**, **Y** and the Start Button.



Basic Controls

These are the basic controls used throughout the game.

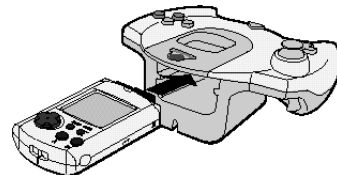
D-Pad/Analog Thumb Pad

A Button

B Button

Move the cursor
Enter
Cancel

VMU



Insert the memory card into Expansion Socket 1 of the controller.

Never touch the Analog Thumb Pad or Triggers **L**/**R** while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.



CONTROLS

Board Controls

D-Pad/Analog Thumb Pad	Move the cursor
A Button	Enter
B Button	Cancel
X Button	Reshuffle your cards
Y Button	Switch to "Board Viewing" Mode
Triggers L/R	Open the Human/COM Menu
Start Button	Open the Pause Menu

Board Viewing Mode

D-Pad/Analog Thumb Pad	Look around the board
A Button	Search for the Precioustone
Y/B Button	Return to the Board Controls

Mini-game Controls

View the onscreen instructions that are displayed before each mini-game starts.

Battle Controls

D-Pad/Analog Thumb Pad	Move the cursor
A Button	Start/Stop the card roulette
B Button	Cancel
X Button	Shuffle the cards at any time

Mini-event Controls

D-Pad/Analog Thumb Pad	Selection
A Button	Enter



STARTING UP

Once the Title Screen appears, press the Start button to display the Memory Card Selection Screen. If there is no memory card inserted, the game can be played; however saving is not possible.



The Mode Selection Screen will then be displayed. Press to select one of the five Modes and press **A** to enter.



THE MODES

STORY (1 Player)

In STORY Mode, you will be able to select either NEW GAME or CONTINUE if there is a game file previously saved to your memory card.

NEW GAME - Character Selection

First, select one of the four main characters to play the game as: Sonic, Tails, Knuckles, or Amy. Press to view the special abilities of each character. Next, select a difficulty setting (Easy, Normal or Hard). You will then be asked to confirm the character and the difficulty settings. Select "YES" to begin the game.

CONTINUE

Begin the game from the last save.

Difficulty Setting

Next, select the difficulty setting of the Computer (COM) players.

Boards

The game will advance through the boards in the following order.
Emerald Coast Fire Bird Nature Zone Riot Train 4th Dimension

Playing Order

In STORY mode, the player is always first in the playing order.





THE MODES

Saving

The game will be saved to the memory card at the beginning of a turn.

Ending

The board will end when all the Precioustones have been collected. The winner will be decided by the number of Emblems that were collected. See Page 9 for more about Emblems. You will only be able to advance to the next stage if you are in first place at the end of the board. If you are unable to place first, you must play the same board over again.

At the end of each board in STORY mode, the rings you collected during the game will be put into the Sonic Bank. You can then buy pictures using these rings in the SONIC ROOM. See Page 8.

VERSUS (1-4 Players)

First, select the number of players. Note that the number of players that you can select is limited by the number of connected controllers.

Character Selection

Second, each player must select the character that they want to play the game as. There are initially 4 characters to choose from. Press to view the special abilities of each character.

Difficulty Setting

Next, select the difficulty setting of the Computer (COM) players.

Board Selection

After selecting the COM difficulty setting, select the board that you would like to play. You can select from Emerald Coast, Firebird, Nature Zone, Riot Train or 4th Dimension.

Precioustone Selection

Select the number of Precioustones that will appear on the board. You may select from 2-7 Precioustones. This will determine the play time of the game. The more Precioustones, the longer it will take to clear the game.

Finally, confirm the settings made and select "YES" to start the game.



THE MODES

Playing Order

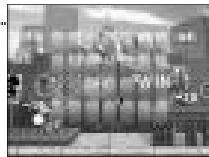
The playing order is decided by a mini-game. Before each mini-game starts, some brief instructions are displayed. Press the D-Pad to view different pages and press to start playing. The winner of the game will be first in the playing order, the 2nd person will be the next in the playing order, and so forth.

COM Settings

In VERSUSMode, you can set all the characters to be controlled by the COM. Once you do this, the COM players will start to play the game and you can sit back and enjoy watching all the fun. Press and hold Trigger when your character is moving to display the Human/COMMenu to change these settings and rejoin the game.

Duels

Unlike STORY Mode, there are Duels in VERSUSMode. You will have to duel if you land on the same Battle Space or Ring Space as another player. If there are already several players on the same space, the latest arrival must duel against the first person to land on that particular space. The loser in a duel will either lose rings or rest one turn if they have no rings.



Saving

In this mode, the game will not be saved and the rings collected in VERSUS Mode will not be added to the Sonic Bank.

Ending

The game will end when all the Precioustones have been collected. The winner will be decided by the number of Emblems that were collected. See Page 9 for more about Emblems. When the players have completed the board, the game will end and the Title Screen will be displayed.

Using the VMU Screen

The cards in your own hand are constantly displayed on your VMU. At the bottom left of the screen your present number of Forcejewels is displayed. At the bottom right of the VMUScreen is a ring icon that displays whether you are in Lightness (plus sign) or Darkness Mode (minus sign).





THE MODES

TUTORIAL

Select TUTORIAL to read the following instructions for the game.

GAME OBJECTIVE

Here the objective of the game is explained. The player who collects the most Emblems is the winner. The way to collect Emblems is also described here.

CARDS

This is where you can find out what each card means and how they can be used.

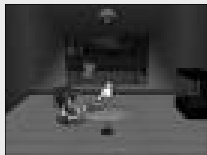
SPACES

This is where you can learn about the different types of spaces.

SONIC ROOM

Everyone's hangin' out in Sonic's Room after the game! Grab those rings you collected and join the fun. Sonic has a photo album full of memorable scenes from the game on his coffee table.

You'll need the rings you collected during STORY Mode to purchase the pictures in the album. The pictures you can purchase will increase as you advance through the game. By purchasing specific pictures, you'll see new items such as a Toy Box or a Stereo set appear in Sonic's Room. The Toy Box will allow you to play all the Mini-Games you played in the STORY Mode. Certain pictures will also allow you to use new characters in VERSUS Mode. Other than the items that appear when you purchase the pictures, new items will also appear as you play the game, such as dolls of the characters, plants, and fish in the aquarium.



FILE SELECT

Select which memory card to save to or load from.



THE GAME

The following rules and instructions apply to both STORY and VERSUS Modes:

Join Sonic and his friends in the kind of adventure only Sonic can have! This is a board-game with a difference. There aren't any dice. You and your friends must use the special cards given to you by the fairy Lumina to help Sonic and the others move across dynamic 3-D board maps that change as you advance through the game. Use the cards to move across the board and collect the pieces of the Precioustones that will appear somewhere on the board.

The cards will also allow you to battle monsters when you land on a Battle Space. When you defeat a monster, you will receive a Forcejewel. The Forcejewel is a special item that can be used to help you move across the board or to hinder the other players. You can also get Forcejewels in certain mini-games or buy them at the shop using rings that you collect as you advance through the game.

You can collect rings by landing on a Ring Space, or by beating your friends in one of the many mini-games. Mini-games are triggered when you land on an Event Space.

Emblems

It's fun to demolish your friends in the mini-games or to give them a hard time using the Forcejewels, but don't forget your ultimate goal is to be the player with the most Sonic Emblems at the end of the game.

There are 5 different ways you can get an Emblem.

1. Collect the Precioustones.
2. Be the player with the most rings at the end of the game.
3. Be the winner in the Board clear mini-game. (P. 19)
4. Fulfill the Quest of the Board. (P. 12)
5. Be the winner of the most Duels (P. 7 VERSUS Mode only).

Don't forget that if two players have the same number of Emblems, then the winner will be the player with the most rings. If two players or more have both the same number of Emblems and rings, then the winner will be decided by the playing order with the first player being the winner.





THE GAME

How to Play Sonic Shuffle

Three icons will be displayed in the middle of the screen when it is your turn.

Icons

Press the D-Pad to select an icon and press to enter. The icons from left to right are as follows:



STORY MODE:

System Icon –

Select this to display another three icons:

Sound – Switch between Stereo/Mono

Card Display Position - Select whether to display your cards on top or in a fixed position.

COM Speed - Increase the speed of the COM players.

Card Icon –

Switch to the card selection screen.

Forcejewel Icon –

View your Forcejewels or select one for use.

VERSUS MODE:

This is the same as for Story Mode with the addition of the following:

System Icon -

There is a fourth option:

Human/COM – Change the player from human to COM or change the computer difficulty level.

Card Selection Screen

You have the option to play any of the available cards, whether they are in your hand or not. The cards in your hand are displayed on the screen of your VMU. Played cards are displayed in the Trash Can window to the right of the screen. Press the D-Pad to select a card, then press to enter your selection. If you do not have a VMU, make sure you reshuffle your cards after choosing one, to confuse the other players! You will then move the number of spaces indicated on your card.



THE GAME

Spaces

Plus Ring Spaces

Normally, you will receive 3 rings if you land on a Plus Ring Space. Once the final Precioustone has appeared, this number will double.

Minus Ring Spaces

Normally, you will lose 3 rings if you land on a Minus Ring Space. Once the final Precioustone has appeared, this number will double.

Ring Space Combos

If you continue to land on either Plus Ring Spaces or Minus Ring Spaces for consecutive turns, you will gain or lose up to 5 times the amount of rings. Therefore if you land on a Plus Ring Space two times in succession, you will receive double the amount of rings, then triple if you land on a 3rd Plus Ring Space on your next turn and so forth. Even if you land on more than 5 consecutive Plus Space Rings, you will only receive a maximum of five times the number of rings. A combo will continue even if you land on a Minus Ring Space after a Plus Ring Space.



Light Mode and Darkness Mode

This is when Eggman periodically descends on the board to wreak havoc on the players.

Light Mode

This will mean that landing on a Plus Space will win you +5 rings and landing on a Minus Space will cost you -1 ring.

Darkness Mode

This will mean that landing on a Plus Space will win you +1 ring and landing on a Minus Space will cost you -5 rings.

These modes also affect ring combos when they are landed on a certain number of times on the board:

Plus Ring Spaces	Every 15 times (Darkness Mode)
Minus Ring Spaces	Every 10 times (Light Mode)

Game play will return to normal when a mode ends.





THE GAME

Battle Spaces

Land on one of these to trigger a battle.



Battles

Your opponent will show you a card with a number from 1 to 6. You have two attack options, which are indicated by the two onscreen icons. The first is to play a card that is either the same number or higher than your opponent's. A roulette will spin displaying every number from 1 to the number value of your card. Press to stop the roulette. You will perform a critical hit if you hit your opponent with the same number as its HP. You will defeat your opponent and win a Forcejewel if the number the roulette stops on is the same as or higher than that of your opponent and you will lose rings if you are defeated. If you are defeated and have no rings left, you will have to miss a turn. As with all other Sonic games, you only need a single ring to remain safe.



The second option is to play one of your Forcejewels - if you have one. After winning a battle in VERSUS Mode, another roulette will appear showing the portraits of the other players on the board. Press to stop the roulette and you can steal coins from another player. If you perform a critical hit in STORY Mode, you will receive 2 Forcejewels and in Versus Mode you will be able to steal twice the number of rings from another player.

Quest Space

Land on these squares to either trigger or solve a quest.

Quests

The quests differ from board to board.
Emerald Coast Save a beached dolphin
Fire Bird Stop the fuel gauge on the engine
Nature Zone Acquire and solve the mystery of the door key
Riot Train Save a Small Bird
Fourth Dimension Move the Star
The player who solves a Quest will win one of the all-important Emblems.



THE GAME

Jump Space

Bounce to another space.



Special Jump Spaces

These differ from board to board. You will be transported to another part of the board by landing on one of these spaces.

Emerald Coast



Dolphin Move

Fire Bird



Forklift

Nature Zone



Trolley

Riot Train



Helicopter

Riot Train



Blast

4th Dimension



Column of Light

Character Specific Jump Spaces

There are specific character spaces for Tails, Knuckles and Amy, which will allow that character to perform a certain action.

Tails' Space



Knuckles' Space



Amy's Space







THE GAME

Event Spaces

Land on one of these to trigger either a Mini-Event or a Mini-Game. Regardless of who actually lands on the Event Space, all the players will be involved in a Mini-Game. However, only the player who lands on the Event Space will be involved in a Mini-Event.



Mini-games

There are too many Mini-Games in Sonic Shuffle to list in this instruction manual. Before each game starts, some brief instructions are displayed. Press the D-Pad  to view different pages and press  to start playing. You will either win or lose rings in a Mini-Game and may also win a Forcejewel.

Result Screens

After the Mini-Game ends, the number of rings that every player lost or won will be displayed. After this, a second Results Screen will be displayed that shows won or lost bonus rings in the Mini-Game plus the present rank of every player in the board game. A player could move from 2nd place to 3rd place by losing lots of rings in a Mini-Game.

Mini-events

You must answer a simple question in a Mini-Event with the following consequences:

1. You may win or lose rings
2. You may receive or lose a Forcejewel
3. You may be moved closer to or further from a Precioustone
4. You may have to miss a certain number of turns
5. You may have to fight a monster in a battle

Accident Mini-games

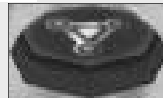
With the exception of 4th Dimension which only has 1, each board has 2 specific mini-games that will be accidentally triggered at a certain point. Just as with the other mini-games, the instructions for playing will be displayed on the screen before the Mini-Game starts.



THE GAME

Precioustone Spaces

These are where Precioustones appear. Only one Precioustone will appear on the board at a time. You will have to fight a battle if you land on a Precioustone Space where there is a Precioustone. See Page 12 for more about battles. You will be pushed back 1-6 spaces if you lose the battle.



Any damage that you receive will be added, so that you will start the next battle with the same HP as you had when you finished the last one.

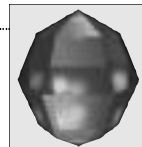
The next Precioustone will appear in a new location if you win.

When you take a Precioustone, Eggman will take half of the rings from the player furthest away from the Precioustone by dropping a huge weight on him or her.

When you win the 2nd, 4th and 6th Precioustones, one of the Precioustone Spaces will become a Void Precioustone.

What are Precioustones?

The Precioustone is a crystallized form of the dreams of all people.



Void Precioustone Space

Land on one of these to trigger an event.

Pay 50 rings and you can take a Precioustone from another player using the roulette. If you succeed in stealing a Precioustone, you will be moved to another square.

Revolving Spaces

There is a 50% chance that it will turn you around to head in the direction you came from when you cross over one of these spaces. Nothing will happen if you land on top of one.





THE GAME

Jewel Shop Space

You can use rings to buy Forcejewels. The Forcejewels on sale differ from shop to shop. See Page 17 for more about Forcejewels.

Eggman Battle Space


This space is one of the effects of the Eggman card. Landing on this will trigger a battle with a special monster. Even when you only want to pass over this space, you will be forced to fight.

No Entry Spaces

These spaces appear when a player uses a Stopnite Forcejewel. They are impossible to cross for three turns or while Stopnite is in effect.



Cards

You can hold up to a maximum of 7 cards at any time. Your own hand is displayed on the screen of your VMU. If you are not using a VMU, your cards will be displayed on screen. Press  to reshuffle your cards so other players won't know what they are. The majority of cards are plain numbered cards with values of 1-6. There are also the following extra cards:

Special Card

Play a Special card to perform one of the following three acts:

1. Roulette.
Stop the roulette between 1 and S (7) then move the same number of spaces.
2. Exchange cards with another player.
3. Steal from another player.
Randomly take up to 7 cards.



Eggman Card

A roulette with 16 grades of evil will spin if someone plays the Eggman Card.



Eggman's 4

Eggman may decide to replace one of your 1 cards for an Eggman 4. You can use this card like any other 4.



THE GAME

Forcejewels

SPEEDERALD

Use 2 cards for movement or battle.

HI-SPEEDERALD

Use 3 cards for movement or battle.

TURBO-SPEEDERALD

Use 4 cards for movement or battle.

MAX-SPEEDERALD

Use 5 cards for movement or battle.

SONIC-SPEEDERALD

Move 30 spaces in a random direction.

HYPNOTITE

Spin the card roulette and throw away all cards with the same value.

FIVEALIVE

You can move 5 spaces for 5 turns, but you can't use a Forcejewel.

LOW MOONSTONE

Lessens the power of the Precioustone, and weakens the monsters.

REDUCITE

Reduce one player's area on the roulette.

WARP CRYSTAL

Randomly teleport to a different space.

PRECIOUSITE

Spin a card, and if you roll a 1, you'll jump straight to the Precioustone.

TELEPORT RUBY

The roulette will decide who you will be teleported near to.

SWAP JEWEL

The roulette will decide the player you will switch places with.

SHUFFIRE

Shuffle and redistribute everyone's Forcejewels.

STOPNITE

Block off a space for 3 turns so the other players can't pass.

BARRIER AMBER

For 5 turns, creates a barrier so other players can't pass you.

THIEF'S EYE

Spin the roulette to choose a player to steal a Forcejewel from.

MAHARAJITE

Use the roulette to swap your low card for another player's high card.

WASTONE

Spin the roulette to force one player to use a Forcejewel on their next turn.





THE GAME

SHIELD QUARTZ	For 4 turns, no one else can use a Forcejewel.
WARPONITE	All players will be teleported to a random space.
DELETITE	Spin the roulette to destroy one player's Forcejewels.
PACKLITE	Prevents all players from reaching the Precioustone for 3 turns.
CURSE OPAL	Annoy another player-spin the roulette to see who your victim will be.
GEASDAIN	Spin the roulette to choose one player to move 6 spaces for 3 turns.
FOOLMOON	Spin the roulette to swap your high card for another player's low card.
TRANSFIRE	Spin the roulette to see who will be teleported to a random space.
LOSE QUARTZ	Changes the battle, event, and plus ring spaces into minus ring spaces for 4 turns.
MEDIUM	Teleports all players to the space you're on.
BLOCKITE	Protects you from the effects of the other players' Forcejewels.
CARBUNCLE	A fairy who loves to eat Forcejewels. (And has a huge appetite).
DUPLICHAOS	Transforms itself into a different Forcejewel.
CHAMELIONITE	Transforms into a random Forcejewel, and uses its power immediately.
RINGIDIUM	Changes the battle, event and minus ring spaces into plus ring spaces for 4 turns.
BATTLE RUBY	Changes the ring and event spaces into battle spaces for 4 turns.
MAGNIFIRE	Increase one player's area on the roulette.
1 FORCE MARCH	Force one player to move 1 space on the next turn.
6 FORCE MARCH	Force one player to move 6 spaces on the next turn.



THE GAME

Ending a Board

There will be a Clear Mini-Game when the last Precioustone has been collected. There are seven Precioustones to collect for every board in Story Mode. This is the last chance for every player to win rings to change their overall rank for the board. The winner of the Clear Mini-Game will win an Emblem.

In STORY Mode, the number of emblems collected is displayed and the winner will advance to the next stage. If you don't win, it's game over! If you lose, you may select whether to return to the Title Screen or to restart the same board.

In VERSUS Mode, the number of emblems is not displayed.

Sonic Bank

You add coins to the Sonic Bank after you complete each board in STORY Mode. Use these coins in the Sonic Room to buy pictures. Who knows what surprises may be unlocked in Sonic Room...





GAME DISPLAY



Pause Menu

Press the Start Button at any moment during game play to open the Pause Menu.

CONTINUE - Continue the game

RETRY - Restart the same board from the beginning

TITLE - Quit the board that you are on and return to the Title Screen



CHARACTER INTRODUCTIONS

Main Characters

Sonic

Special Movement Ability: Spin Dash

If Sonic plays the same number for two consecutive turns, he will move twice as far. So, if Sonic moves 3 spaces on one turn, then plays a second 3, he can move 6 spaces on that turn. Sonic can not perform two Speed Dashes in a row, so if he plays a third 3, he will only move 3 spaces.

Special Attack Ability: Light Speed Spin Attack – Gives 1-7 damage.



Tails

Special Movement Ability: Propeller Flight – Tails can move through the air using special Tail Spaces.

Special Attack Ability: Rapid Spin Attack

Tails will be able to use two cards in a battle. Having used a special card, Tails can play another 2 cards. Tails can not attack if he draws the Eggman card. If Tails draws a special card, this will be ignored and he will draw another card.



Knuckles

Special Movement Ability: Climbing – Knuckles can climb using special Knuckles Spaces.

Special Attack Ability: Maximum Heat Attack. Having used a special card, Knuckles can play another 2 cards. Knuckles can not attack if he draws the Eggman card. If Knuckles draws a special card, this will be ignored and he will draw another card.





CHARACTER INTRODUCTIONS

Amy

Special Movement Ability: Hammer Jump – Amy will jump from one Hammer Space to another when she lands on a special hammer Space.

Special Attack Ability: Revolving Hammer Attack– Gives 5 fixed damage points if she draws an S Card in battle.



Unlockable Characters

- These characters will only become playable after you fulfill certain requirements.

E – 102 Gamma

Special Movement Ability: Rolling Mode

Gamma's lower half will change shape if he plays a 4, 5 or a 6 and he becomes immune to Minus Ring Spaces.

Special Attack Ability: Gun – Gamma's special attack is triggered when he plays an S Card. This sets off two roulettes with numbers from 1 to 3. Gamma's attack is the total of the two cards.



Chao

Special Movement Ability: None

Special Attack Ability: Lullaby – After using a special card, a battle card is designated. Just as with a normal attack, a roulette will spin within the parameters of the card number. If Chao does not defeat an opponent, the opponent will not retaliate.



CHARACTER INTRODUCTIONS

Big

Special Movement Ability: Froggy

Big can stop wherever he likes from 1 – 6 if he plays a 6. Place the cursor on a space within 6 spaces of where Big is standing and press the A Button to enter. Froggy will appear and will jump to the next space. Big will then follow.

Special Attack Ability: Power Throw – Big will throw a huge rock. After using a special card, a battle card is designated. Just as with a normal attack, a roulette will spin within the parameters of the card number. Big will deliver an attack of + 1 whatever number the roulette stops on.



Super Sonic

Special Movement Ability: Light-speed Spin Dash – If Super Sonic plays the same number card as he played in his previous turn, he will move twice as many spaces as the played number. Super Sonic can perform this move on his 3rd and 4th turns as well. E.g. Play a 5. Play a second 5 and move 10 spaces on that turn, and so on.

Special Attack Ability: Sonic Rumble – When Super Sonic plays an S Card, a roulette will appear with numbers from 4-6. Press A to stop the roulette and attack.



Other Characters - Non-Playable

Lumina

A fairy that lives in the dimension of Maginaryworld. She guides Sonic and the others on their adventure. She asks Sonic and the others to collect the Precioustones so she can restore her world, which has been ripped apart by the dark powers of Void. Lumina is a young girl who is full of energy. She looks childish but talks in a very mature and rational manner. She is stubborn and does not give up no matter how bad a situation is.





CHARACTER INTRODUCTIONS

Void

A mysterious character who always appears 1 step ahead of Sonic and the others and destroys the Precioustone.

He suddenly appeared at the Temple of Light which is located in the center of Maginaryworld and shattered the Perfect Precioustone. Thereafter, Void appears in the different lands of the Maginaryworld and further shatters the Precioustones (shattered pieces of the Perfect Precioustone).



Void is a boy with a far away look in his eyes and shows no emotion at all. At times he speaks as if talking to himself and expresses his deep feelings, which have a sense of sadness to them.

Illumina

She is the guardian angel of Maginaryworld who resides in the Temple of Light and protects the Perfect Precioustone.



When Void shattered the Perfect Precioustone, Illumina disappeared from Maginaryworld. She sometimes appears in the dreams of Sonic and the others.

She has a warm and mysterious smile and fills the hearts of the listeners with joy and warmth with her words and the music from her harp.

Eggman

Eggman's role in this game is to ruin your day. Learn to expect him to show up whenever things are going well for you.



CREDITS

The following credits list the staff responsible for the localization, marketing and manual for the US version of Sonic Shuffle. Credits for the original development staff are listed in the game itself.

LOCALIZATION PRODUCER:

ASSISTING LOCALIZATION PRODUCER:

TEST LEAD:

ASSISTANT TEST LEADS:

CORE TESTERS:

PRODUCT MANAGER:

MARKETING DIRECTOR:

CREATIVE SERVICES:

OSAMU SHIBAMIYA

JASON KUO

RICK "MAVERICK" RIBBLE JR.

PEDRO PONCE, BRIAN MILLER

RAY MURAKAWA, ROBERT ANTHONY

RICH BRIGGS

JOHN GOLDEN

BOB SCHONFISCH

ANGELA SANTOS

LAURA BELZER

SIMON MCILROY

LUKE VALENTINE

KAORU ICHIGOZAKI

HEATHER HAWKINS

GWEN MARKER

PRO-MOTIONS PRODUCTIONS

LETHAL SOUNDS

LANI MINELLA

RYAN DRUMMOND

JON ST. JOHN

ELARA DISTLER

COREY BRINGAS

JENNY DOUILLARD

DEEM BRISTOW

RICK BOWMAN

JUN SENOUE (SONIC TEAM USA)

KEITH PALMER (SONIC TEAM USA)

MANUAL DTP&TEXT:

PUBLIC RELATIONS:

VOICE CASTING, DIRECTING & PRODUCTION:

VOICE ACTING:

VOICE RECORDING ENGINEER:

VOICE ACTING SUPERVISOR:

SPECIAL THANKS TO:

YOICHI SHIMOSATO

ROB ALVAREZ

SHERI HOCKADAY

JIN SHIMAZAKI

AKINORI NISHIYAMA (SONIC TEAM)

BILL RITCH

DENNIS LEE

HEATHER KASHNER

TAKAYUKI KAWAGOE

YUJI UEKAWA (SONIC TEAM)





NOTES



NOTES

KEEP THE PARTY GOING WITH SONIC COMICS!

SUBSCRIPTION

☐ 4 ISSUES - \$5.00 (US, TX, CAN)

BACK ISSUES

GRAPHIC NOVEL - \$5.00 (US CD CASE)

SONIC THE HEDGEHOG "FIRSTS" (1990)

SONIC SPECIALS-48 PAGES - \$2.50 (US, 50 CANS) (BRO)

0019

☐ #12 TURN ABOUT HEROES

☐#13 DREAMCAST EDITION

0094

☐#15 IXIS NAUGUS

ARCHIE COMIC PUBLICATIONS, INC.

SONIC SPECIAL OFFERS

P.O. Box #573, Mamaroneck, NY 10643-0573



NAME	AGE	SALE
...

ADDRESS _____

CITY _____ STATE _____ ZIP _____

OFFER EXPIRES APRIL 30, 2001

Please allow 6-8 weeks delivery.

\$ + \$
SUBSCRIPTION SUBTOTAL BACK ISSUES SUBTOTAL

TOTAL \$

DAYTIME PHONE # _____

☐ VISA ☐ MASTERCARD

EXP. DATE _____ MO. YR. _____

AVAILABLE IN U.S. & CANADA ONLY

All Canadian orders must be made payable in U.S. funds.

YOU CAN MAKE A COPY OF THIS PAGE IF YOU DON'T WANT TO TEAR YOUR MANUAL!