

SEGA 67011

Sonic Rush Adventure Nintendo DS Instruction Manual

Model: 67011 | Brand: SEGA

INTRODUCTION

This manual provides essential information for playing *Sonic Rush Adventure* on the Nintendo DS. It covers game setup, basic controls, gameplay mechanics, and product specifications to ensure an optimal gaming experience. *Sonic Rush Adventure* is a 2D platformer that combines classic Sonic gameplay with new high-seas exploration and pirate battles.

SETUP

Inserting the Game Card

1. Ensure your Nintendo DS system is powered off.
2. Locate the Game Card slot on your Nintendo DS system.
3. Insert the *Sonic Rush Adventure* game card into the slot until it clicks into place. The label side of the game card should face away from the system's hinge.
4. Power on your Nintendo DS system. The game should appear on the touch screen.



Image: *Sonic Rush Adventure* game cartridge for Nintendo DS.

OPERATING INSTRUCTIONS

Basic Controls

- **D-Pad:** Move character (Sonic/Blaze), navigate menus.
- **A Button:** Jump, confirm selections.
- **B Button:** Attack, cancel selections.
- **X Button:** Special ability (e.g., Boost for Sonic).
- **Y Button:** Special ability (e.g., Burst for Blaze).
- **L/R Buttons:** Adjust camera, perform quick turns during ship segments.
- **Start Button:** Pause game, access menu.
- **Select Button:** Not typically used for gameplay, may access specific sub-menus.
- **Touch Screen:** Control ships during ocean travel, interact with menus, perform aerial tricks.

Gameplay Mechanics

The game features classic 2D side-scrolling platforming across both screens of the Nintendo DS. Players control Sonic or Blaze through various action stages, collecting rings and defeating enemies. The dual-screen setup

enhances the sense of speed and verticality.

Playable Characters

- **Sonic the Hedgehog:** Known for his speed and boost ability.
- **Blaze the Cat:** Utilizes fire-based attacks and a burst ability for vertical movement.

Ocean Adventures and Ship Controls

A significant portion of the game involves navigating the ocean between islands using various ships. Players use the Nintendo DS touch screen and stylus to steer, perform aerial tricks, and engage in ship-to-ship battles against pirates. There are five different types of ships available, each with unique characteristics.



Video: Official trailer for *Sonic Rush Adventure*, showcasing gameplay and ocean navigation.

MAINTENANCE

To ensure the longevity of your *Sonic Rush Adventure* game card and Nintendo DS system, follow these maintenance guidelines:

- Keep the game card clean and free from dust and debris. Store it in its protective case when not in use.
- Avoid touching the metal connectors on the game card.
- Do not expose the game card or Nintendo DS system to extreme temperatures, direct sunlight, or moisture.
- Clean the Nintendo DS screens with a soft, dry cloth. Avoid abrasive cleaners.

TROUBLESHOOTING

- **Game Not Loading:** Ensure the game card is fully inserted into the Nintendo DS slot. Try removing and re-inserting the card. Clean the metal connectors on the game card with a soft, dry cloth.
- **Game Freezing:** If the game freezes, power off your Nintendo DS system, remove the game card, and then re-insert it before powering on again. Ensure your system's battery is adequately charged.
- **Touch Screen Unresponsive:** Calibrate the touch screen through the Nintendo DS system settings if it becomes unresponsive or inaccurate.

SPECIFICATIONS

Platform	Nintendo DS
Model Number	67011
UPC	010086670110
Compatible Consoles	Nintendo DS, Nintendo DS Lite, Nintendo DSi, Nintendo DSi XL
Release Date	September 18, 2007
Product Dimensions	4.75 x 5.25 x 0.75 inches
Item Weight	2.08 ounces
Manufacturer	Sega of America, Inc. - Console

WARRANTY AND SUPPORT

For warranty information or technical support regarding *Sonic Rush Adventure*, please refer to the official SEGA website or contact their customer service department. Specific warranty terms may vary based on region and purchase date. Keep your proof of purchase for any warranty claims.