XBOX 360

XBOX LIVE

NTSC

SONIC & SEGA ALL-STARS™ RACING WITH BANJO-KAZOOIE

XBOX 360 Family games

EVERYONE E CONTENT RATED BY ESRB

SEGA®

WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see **www.xbox.com/support** or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

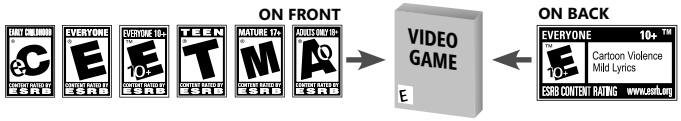
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit **www.ESRB.org**

Thank you for purchasing *Sonic & SEGA All-Stars Racing*™. Please note that this software is designed for use with the Xbox 360 video game and entertainment system from Microsoft®. Be sure to read this software manual thoroughly before you start playing.

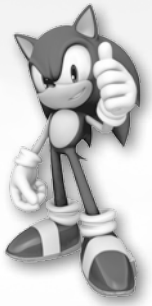
CONTENTS

RACER PROFILES 2
BASIC CONTROLS 4
STARTING UP 6
RACING BASICS 8
CONNECT TO XBOX LIVE 12
ONLINE PLAY 13
COURSES 14
ACHIEVEMENTS 16
CUSTOMER SUPPORT 17
WARRANTY 17

This manual was created while the game was in production, so some screenshots may differ slightly from the game screen.

RACER PROFILES

SONIC THE HEDGEHOG



The world's fastest hedgehog will join the race intent on taking the number one spot. Can he also capture the honorable title in this All-Stars racing event?

All-Star Move

Sonic transforms into Super Sonic and flies on down the course in the speed of light. He will barge rivals cleanly out of his path with a streak of golden energy.

BANJO-KAZOOIE

Banjo, the heroic Honey Bear, and Kazooie, the wisecracking red Breegull will race on their weird and wonderful wheels. Can the duo outperform Sonic and friends for the checkered flag?

All-Star Move

Kazooie pulls out Mumbo's Wrench from Banjo's backpack and waves it towards the heavens sparking a magical light of energy as golden Jiggies rain down.

MILES "TAILS" PROWER

The genius mechanic with two tails. Tails will take his Tornado Racer on the track, a customized biplane that stays low to the ground.

All-Star Move

Tornado Racer controlled by Tails will face up and perform a spin, causing a tornado that knocks rivals out of his way.

AMY ROSE

Sonic's self-professed girlfriend who's always hot on his heels. Will she be fast enough to catch up with him on the racetrack though?

All-Star Move

Amy get out her Piko Piko Hammer and launches down the track at high speed. Press the Item button to swing the Piko Piko Hammer at rivals as you pass them.

DR. EGGMAN

An evil scientific genius plays the role of a persistent maniacal villain, always foiled by Sonic. Riding on the Egg Monster, he is determined as ever to defeat Sonic and to settle the score.

All-Star Move

Egg Monster transforms into offensive mode and takes off, then launches a series of rockets to wipe out rivals in his path.

BILLY HATCHER

After saving Morningland from the evil crows, all Billy has to prove now is his prowess behind the wheel.

All-Star Move

With a cock-a-doodle-do, Billy's car is encased in a giant egg shell which he runs down the track squashing rival vehicles underneath.

AIAI

Taking a break from his usual banana munching, AiAi makes his way to the racetrack. How will he fare against the likes of Sonic though?

All-Star Move

AiAi finds himself in his own monkey ball together with his friends, who dart down the track knocking rivals out of the way.

AMIGO

Remains the most popular Maracas artist in the music scene and holder of the title: Great Maracas King. Will his skills on the racetrack match his musical talents?

All-Star Move

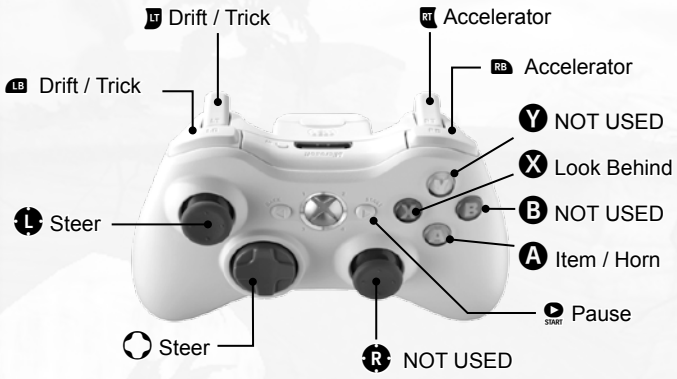
Amigo jumps on his car's hood and begins an infectious samba dance that before we know it has everybody he passes dancing and not concentrating on their driving skills.

BASIC CONTROLS

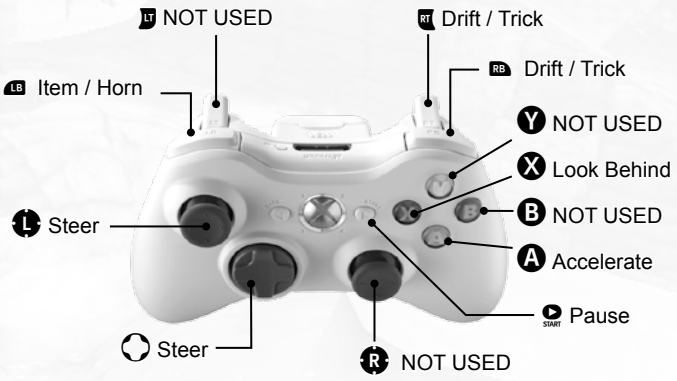
This game offers three different control schemes to operate your character's vehicles, which can be changed from either **Options** or the pause menu.

Xbox 360 Wireless Racing Wheel with Force Feedback (see facing page) is also compatible with this game to offer an intuitive driving experience.

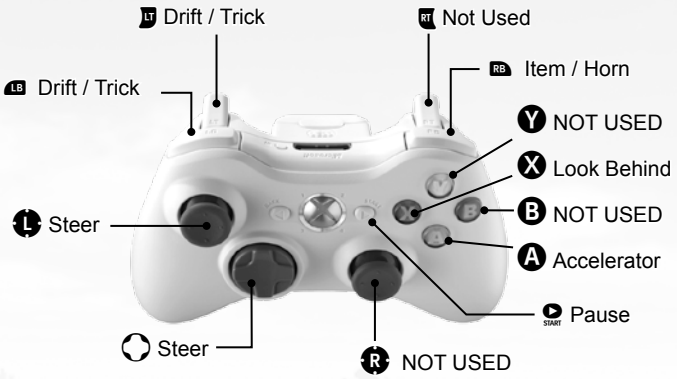
XBOX 360 CONTROLLER (CONFIG A)



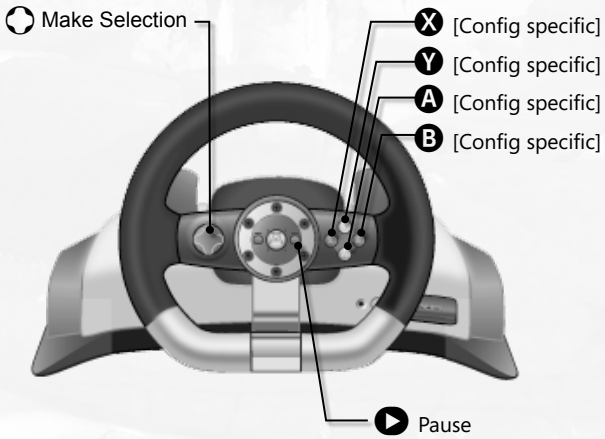
XBOX 360 CONTROLLER (CONFIG B)



XBOX 360 CONTROLLER (CONFIG C)



XBOX 360 WIRELESS RACING WHEEL



STARTING UP

At the Title Screen, press the START button to open to the Main Menu. The first time you play, a License will be created for you, and this will be loaded for you each time you play. The game will automatically save your progress to the License whenever you play, so you can focus your energies on honing your driving skills. Note that a License can be created per Xbox 360 gamer profile.

At the Main Menu, you'll have the following choices:

SINGLE PLAYER

Select SINGLE PLAYER to race against computer controlled opponents, or try your hand at some tougher challenges. Here you have the following choices:

SINGLE RACE Choose a racer and course from those available and enter a single race against computer controlled rivals.

GRAND PRIX Choose a four course Cup and racer, and race to earn points according to your placement. Finish the Cup in one of the top three positions to unlock the next Cup competition.

TIME TRIALS Choose a racer and course, and then race a lap within the time limit to score the fastest time. You can use one High Speed Shoe per lap in this mode!

MISSIONS Clear the goal of each mission to unlock additional missions.

MULTIPLAYER

An Xbox LIVE enabled gamer profile and a broadband Internet connection are required to play online matches with other *Sonic & SEGA All-Stars Racing* players, and additional controllers are required to simultaneously play various Splitscreen matches on the same screen (TV/monitor) with your friends and family.

PLAY WITH ANYONE Play against up to 7 matched Xbox LIVE players from around the globe.

PLAY WITH FRIENDS Play against up to 7 friends and computer-controller AI racers over Xbox LIVE.

SPLITSCREEN Play against up to 3 friends by connecting additional controllers.

SHOPPING

Exchange the SEGA MILES you earn in the regular modes for additional characters, courses, and gallery items such as music tracks and movie scenes as found in the game.

Each unsold item will have a price tag attached. If you have sufficient SEGA MILES saved up, simply press the Ⓐ button to purchase.

OPTIONS

Make changes to your game settings for single race from the Options screen. Select an option type, and then use the D-pad or left stick ⬆/⬇ to choose an item, and ⬅/➡ to change the setting.

SETTINGS DIFFICULTY (BEGINNER/ INTERMEDIATE/EXPERT)
WEAPONS & POWER-UPS (OFF/BASIC/ALL)
LAPS (1TO 9)
HAZARDS (OFF/ON)

CREDITS To view the list of names of people who developed, produced and published this title.

LICENSE

LICENSE View your License, personal records and Achievements you've earned.

RECORDS View your gameplay statistics.

ACHIEVEMENTS Browse the list of Achievements you can earn by fulfilling specific criteria.

COLLECTION View character and course details or listen to music. Complete your collection by purchasing new items from the SEGA shop.

TEST DRIVE Take a practice run with the tutorial.

RACING BASICS

Race around the course the required number of times and cross the finish line first to win. Pick up items and weapons along the way that can assist your progress and hinder your rivals'.

Note that Splitscreen and Xbox LIVE game sessions have different rules and display items. Please see the introduction screen for each game.

A typical game screen for SINGLE PLAYER race:

❶ Current position/Total number of racers.

❷ Current lap/Total laps.

❸ Race progress.

❹ Current Item/Weapon shown as current remaining quantity.

❺ Players and projectiles weapons approaching from the rear.

Player arrangements for SPLITSCREEN matches:

ITEMS & WEAPONS

Item boxes are positioned at various points around the course. These contain items and weapons that can be used to give you a competitive advantage. Simply run over the red item capsules on the course to retrieve the item inside. A new item cannot be picked up until the current item has been used so choose your timing carefully. Some of the "Basic" items are introduced below:

HIGH SPEED SHOE
Increase your speed temporarily and smash your way through rivals.

K.O. GLOVE
Launch a projectile that bounces off the sides of tracks and sends your rivals spinning out of control.

ROCKET
Launch a homing rocket at the nearest rival ahead of you, flipping them over temporarily.

MINE
Place a mine in the path of vehicles to your rear that explodes on contact or after a short time, spinning nearby vehicles.

SHIELD
Makes an energy shield around you for a limited time or to withstand a single attack.

GIANT ROCKET
Launch a giant rocket down the center of the track. Press the Item button once to launch the rocket then press it again to detonate while the button icon is still displayed.

MEGA HORN
Create a destructive sound wave that spins surrounding rivals.

CONFUSING STAR
Targets the nearest rival and confuses them by flipping their game screen upside down.

POCKET RAINBOW
Temporarily obstruct your rivals' view with a rainbow of dazzling colors.

USING WEAPONS & MULTIPLE ITEMS

Projectile weapons such as Rockets can also be launched backwards to hit racers behind. This is performed by holding ⬇ on the left stick and the D-pad while launching the item.

Note that some items can also appear in multiples. These can be used one at a time, or all at once by pressing and holding the Item button.

ALL-STAR ITEMS

In addition to regular items, you may be lucky enough to uncover an All-Star Item. These are unique to each character, and temporarily give special powers to the receiving racer. Some of the moves are described on the Racer Profiles (p.2 and 3).

ADVANCED PLAYER ACTIONS

DRIFTS & BOOSTS

Mastering drift can help you to conquer even the most complicated of tracks making you able to perform 180° turns and build your boost by powering through the three different drift stages. Sometimes working with drift and your accelerator buttons will be the only way to master tricky corners. Hold your Drift button down as you hit the entrance to the corner, keep holding it whilst you steer through the curve and you'll see the three levels of speed boost. Try to hit the best line through the curve and watch your flame go from blue to yellow to orange for you to hit your top speeds. Mastering steering, drift and boost will make you the fastest one on the track.

1. Keep your finger on the Accelerator button and steer the vehicle into a bend.
2. Keeping your finger on the Accelerator button, press and hold the Drift button. The vehicle will start to drift.
3. You can now steer in both directions to control the drift. Note that the vehicle will not change its drift direction as long as both buttons are pressed down.
4. The vehicle will continue to drift until you release either the Accelerator or the Drift button. Boost will build during this time – release the Drift button for a sudden burst of extra speed.

Top Tip:
When drifting, back off your accelerator, it will tighten your turn!

Top Tip:
Don't forget you can boost and drift at the same time!

TRICKS

Press the Trick button during a jump to perform a mid-air trick and receive a boost upon landing. Up to three tricks can be chained in a single jump, with each bringing additional boost. Be sure to time them carefully though – land in the middle of a trick and your boost will be lost.

Each racer has their own unique set of mid-air tricks, so try playing as all the different characters to enjoy discovering them.

MISSIONS

Missions in Single Player mode offers unique challenges with a pre-set course and racer. A selection of the Missions are introduced below:

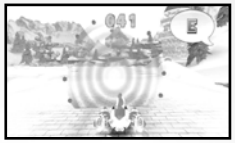
RACE

Beat your rivals in a dash to the finish line!

COLLECT

Collect as many items as you can within the time limit.

GATES



Pass through the correct gates to score.

DRIFT

Drift to Score! Drifting at higher speed will increase your score faster.

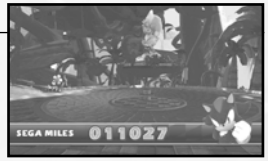
HIT CONTEST

Pick up your ammo and knockout as many targets as you can.

KNOCKOUT

Racer who is positioned last will be thrown out of the race one by one.

SEGA MILES



After finishing the race in any game mode, you will earn SEGA MILES based on the distance you covered and the mode that you are in. These can be exchanged in the Shopping area for extra characters, courses, music tracks etc.

CONNECT TO XBOX LIVE

XBOX LIVE

Xbox LIVE® brings more of the entertainment you love right to your living room. Raise the curtain on your own instant movie night with thousands of HD movies, TV shows, and videos downloaded in a snap from Xbox LIVE and Netflix. Find the perfect game for any player with a free trail of hundreds of titles from the largest library available. With downloadable Game Add-Ons like maps, songs, weapons and levels, you'll get more out of every game by putting more into it. And don't forget to connect and play with friends wherever they happen to be. With Xbox LIVE, your fun never ends.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.

ACHIEVEMENTS

This game supports the Xbox LIVE Achievement system. As you play the game, you will earn points by fulfilling various challenges, which will be credited to your gamer profile as Gamerscore. Achieving all 50 of this game's achievements will add a total of 1000Ⓖ to your profile. To view how many you've achieved so far, select **LICENSE** from the Main Menu, then select **ACHIEVEMENTS** to access the list of achievements.

ONLINE PLAY

LOBBY

The host player will be responsible for all of the key decision making at the Lobby screen (e.g. change game settings and when to start a race), but all clients are asked to decide their racer and press the Ⓐ button to display a check-mark to notify others they are ready to start the race. Note that players will return to the Lobby screen after each race has finished.

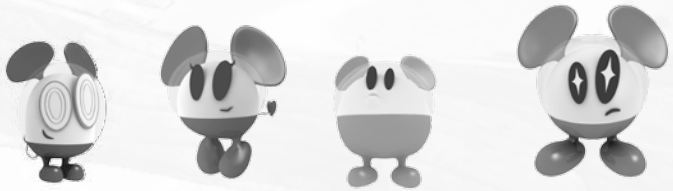
ONLINE GAME SETTINGS

If you are the host, press the Ⓧ button at the Lobby screen to make adjustments to the online game settings. Select an option heading, and then use the D-pad or left stick ⬆/⬇ to choose a game setting, and ⬅/➡ to change the setting.

COURSE	Choose a course to compete on.
LAPS	Set the number of laps to decide the race.
AI RACERS	Turn computer-controlled AI racers ON or OFF.
ITEMS	Allow the racers to use ON or OFF (p.9).
CATCH-UP	Toggle the use of catch-up system, which allows racers that have fallen behind a chance to quickly get back into contention.

LEADERBOARDS

If you are signed in to Xbox LIVE, your best lap time and ghost replay will be sent to an online leaderboard where other Xbox LIVE players can browse the top racers' time and download their ghost replay to improve your time.



COURSES

WHALE LAGOON

A relatively simple course set in the familiar Seaside Hill zone, a tranquil, coastal area made up of calm ocean, long beaches, green grass, and home to whales and scores of vicious mechanical crabs. Oh yes, beware of the vicious mechanical crabs. They'll try to get in your way. Also be wary of bumpers and the course breakaway at the start.

TURBINE LOOP

A deceptively simple looking course running through the metallic madness of Dr. Eggman's diabolical Final Fortress, a huge aircraft containing automated manufacturing plants and protected by rotating gun turrets. Beware of patrolling robots and laser gates – Dr. Eggman must be expecting visitors.

ICICLE VALLEY

A straightforward course through the icy battlements and curving wooden bridges of Blizzard Castle, a wintry world built around an active volcano. Carefully navigate the ice caves and avoid falling into the deep caverns that lie beneath the track. Giant eggs are best avoided if you want to finish first.

OUTER FOREST

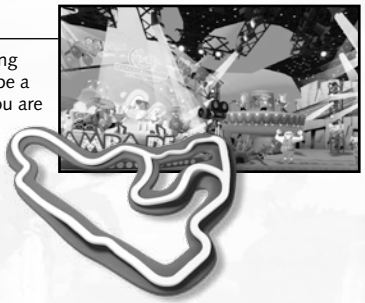
An eerie course around the grounds of the notorious Curien Mansion. Enjoy a micro-tour of the mansion's interior before taking in the surrounding graveyards and the old church. Hey! Who left those headstones there?!

TREETOPS

An intricately designed course intended for monkey-balling, but now converted to decide who's the ultimate speedster of the jungle. With sharp turns to take one after another, the use of drifting will be the decisive factor on this track. Banana peels are found everywhere, which is a normal racing condition in a jungle course filled with monkeys.

SUNSHINE TOUR

A colorful and bizarre-looking course cruising in and out of Amigo's music video set will be a carnival for sure. Take precautions when you are about to enter the mysterious portals which blindly throw participants on to the next set. If the rhythm takes control, you may feel a sudden urge to grab a pair of maracas...

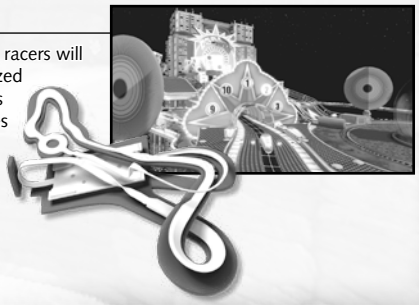


SHIBUYA DOWNTOWN

A futuristic city course of Tokyo-To, the hottest and ever growing district is conveniently connected to elevated highways that are still under construction. Normal traffic is present, which requires quick steering to avoid. On this course, racers will learn whether they prefer traveling on the road, or soaring above it, or both.

PINBALL HIGHWAY

A gigantic theme park course where racers will gamble their way through an oversized pinball chute, roulette, slot machines and more! Navigate the narrow lanes and watch out for the falling casino chips. In an unpredictable setting like this, knowing how to get lucky may be the key for success.



ACHIEVEMENTS

Here is a partial list of the Achievements you can earn in this game. There are a total of 50 objectives to earn all the Achievements and to prove you are a SEGA All-Star racer!

- **TRUE BLUE:** Earn 250,000 SEGA Miles.
- **NOW THERE ARE NO LIMITS!:** Win your first Grand Prix Cup.
- **TO BE THIS GOOD TAKES AGES!:** Win every Grand Prix Cup.
- **CLOCK WORK**: Set a Personal Best Time on every Time Trial course.
- **MEGA DRIVER:** Score "AAA" on any mission.
- **CLASSIC COLLECTION:** Play with each racer.
- **RACING HERO:** Win any race online.
- **DEATH ADDER:** Take out opponents with items forty times online.
- **SEGA WORLD:** Play on each course in Grand Prix, Single Race or Time Trial Mode.
- **WHEELIE GOOD:** Perform a six second Wheelie.
- **ROAD RAMPAGE:** Take out three opponents with one All-Star move.
- **UP'N' DOWN:** Take out a racer by a manually directing an item.
- **WONDER BOY:** Win a race by crossing the finish line in reverse.
- **AMBER DE AMIGO:** Earn 500,000 SEGA Miles.
- **WELCOME TO THE NEXT LEVEL!:** Win every race within a Grand Prix Cup.
- **TIME STALKER:** Set a Personal Best Time on any Time Trial course.
- **GAINING GROUND:** Perform a Hi-Speed Start in any event.
- **CRAZY BOX:** Pass every mission.
- **DREAMARENA:** Play with a friend online.
- **OUTRUNNER:** Lap a trailing player in a race online.
- **HIGH ROLLER:** Purchase every item from the Shopping Menus.
- **TRIPLE TROUBLE:** Perform three Tricks in one jump and make the landing
- **POWER DRIFT:** Perform a ten second Drift.
- **AFTER BURNER:** Take out three opponents with a single triple item.
- **STREETS OF RAGE:** Take out an opponent by ramming them off the course without using an item.
- **ALTERED BEAST:** Win a race while using an All-Star item.

LIMITED WARRANTY

SEGA of America, Inc. warrants to the original consumer purchaser that the game disc or cartridge shall be free from defects in material and workmanship for a period of 90-days from the original date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective game disc or cartridge will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or manufacturing workmanship. This limited warranty does not apply to used software or to software acquired through private transactions between individuals or purchased from online auction sites. Please retain the original, or a photocopy, of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact SEGA to obtain support.

Obtaining technical support/service

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

- Website: www.sega.com/support
- Telephone: 1-800-USA-SEGA

LIMITATIONS ON WARRANTY

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES AND CANADA ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS THAT VARY FROM STATE TO STATE.

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

SEGA of America, Inc.
350 Rhode Island Street, Suite 400
San Francisco, CA 94103

© SEGA. SEGA, the SEGA logo, SONIC & SEGA All-Stars Racing and other related game titles, logos, characters and character names appearing in the game are either registered trademarks or trademarks of SEGA Corporation or have been licensed to SEGA Corporation. ©2009 Microsoft Corporation. Microsoft, the Microsoft Game Studios logo, Banjo-Kazooie, Rare, the Rare logo, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies. Developed by Sumo Digital Ltd, a Division of Foundation 9 Entertainment.