PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR
WII HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT
HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR
YOUR CHILD PLAY VIDEO GAMES.

⚠️ WARNING – Seizures

• Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or
patterns, and this may occur while they are watching TV or playing video games, even if they have
never had a seizure before.
• Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic
condition, should consult a doctor before playing a video game.
• Parents should watch their children play video games. Stop playing and consult a doctor if you or
your child has any of the following symptoms:
  - Convulsions
  - Eye or muscle twitching
  - Altered vision
  - Loss of awareness
  - Involuntary movements
  - Disorientation
• To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠️ WARNING – Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to
avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:
• Avoid excessive play. Parents should monitor their children for appropriate play.
• Take a 10 to 15 minute break every hour, even if you don’t think you need it.
• If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such
as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
• If you continue to have any of the above symptoms or other discomfort during or after
play, stop playing and see a doctor.

⚠️ CAUTION – Motion Sickness

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

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SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the
Wii console, the Wii will check if you have the latest system
menu, and if necessary a Wii system update screen will appear.
Press OK to proceed.

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game play and sets forth the Wii Privacy Policy is available in the Wii console’s System Settings and online at support.
nintendo.com/wiiprivacy.jsp.
Thank you for purchasing Sonic & SEGA All-Stars Racing™. Please note that this game is designed only for use with the Wii™. Be sure to read this instruction booklet thoroughly before you start playing.

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RACER PROFILES

Enjoy racing as the following characters:

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.

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
An upbeat girl, always hot on Sonic’s heels. Will she be fast enough to catch up with him on the racetrack though?

ALL-STAR MOVE
Amy gets 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.

AIAI
Taking a break from his usual banana munching antics, 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.

CAUTION: WRIST STRAP USE
Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

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

After saving Morningland from the evil crows, Billy now needs to prove his prowess behind the steering wheel.

**ALL-STAR MOVE**

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

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**AMIGO**

Remains the most popular Maracas artist in the music scene and holder of the title the 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 gets everybody he passes dancing, instead of concentrating on their driving.

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A variety of other characters can also be unlocked and played. Keep on playing to find out who they are!

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**CONTROLs**

Sonic & SEGA All-Stars Racing™ can be played by up to 4 players offline or 8 players online using the Wii Remote™, a Wii Remote attached to a Nunchuk™, or the Classic Controller attached to a Wii Remote.

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To navigate the menu screens, use the +Control Pad or the Control Stick left/right to select an item, and press the A Button to enter. Press the B Button to return to the previous screen.

**RACING CONTROLS**

**Wii Remote Only**

Hold the Wii Remote horizontally with the buttons facing upwards, so that the +Control Pad is under your left thumb. Basic driving controls are as follows:

<table>
<thead>
<tr>
<th>Button</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 Button</td>
<td>Accelerate.</td>
</tr>
<tr>
<td>1 Button/B Button</td>
<td>Drift/Trick/Brake/Reverse. Hold together with the 2 Button while steering to drift (p.10)</td>
</tr>
<tr>
<td>+Control Pad up</td>
<td>Item/Horn (p.9).</td>
</tr>
<tr>
<td>A Button</td>
<td>Look behind.</td>
</tr>
</tbody>
</table>

**Wii Remote and Nunchuk**

Hold the Wii Remote in your right hand and the Nunchuk in your left. Basic driving controls are as follows:

<table>
<thead>
<tr>
<th>Control Stick</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tilt the Control Stick left or right to steer in that direction.</td>
<td></td>
</tr>
<tr>
<td>A Button</td>
<td>Accelerate.</td>
</tr>
<tr>
<td>B Button</td>
<td>Drift/Trick/Brake/Reverse. Hold together with the A Button while steering to drift (p.10).</td>
</tr>
<tr>
<td>Z Button</td>
<td>Item/Horn (p.9).</td>
</tr>
<tr>
<td>C Button</td>
<td>Look behind.</td>
</tr>
</tbody>
</table>

**Classic Controller and Wii Remote**

Hold the Classic Controller in both hands. Basic driving controls are as follows:

<table>
<thead>
<tr>
<th>L Stick</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tilt the L Stick left or right to steer in that direction.</td>
<td></td>
</tr>
<tr>
<td>a Button</td>
<td>Accelerate.</td>
</tr>
<tr>
<td>b Button/ R Button</td>
<td>Drift/Trick/Brake/Reverse. Hold together with the a Button while steering to drift (p.10).</td>
</tr>
<tr>
<td>L Button</td>
<td>Item/Horn (p.9).</td>
</tr>
<tr>
<td>x Button/ZR Button</td>
<td>Look behind.</td>
</tr>
</tbody>
</table>

Additional advanced actions can be found on p.10.
At the Title Screen, press the A Button to open the Main Menu.

The first time you play, a License (game save) 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.

At the Main Menu, you have the following choices:

**SINGLE PLAYER**
Select SINGLE PLAYER for a one player game 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, 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 a new 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.

**SPLITSCREEN**
Up to 4 players can play on the same console. Player 1 first chooses the number of players. Each player then chooses their own racer. Finally, Player 1 selects a course type (RACE, BATTLE, etc), a course setting, and the game will begin.

**NINTENDO WFC**
Connect to Nintendo Wi-Fi Connection and play against other players from around the world.

- **PLAY WITH ANYONE**: Play against 7 matched opponents from around the world.
- **PLAY WITH FRIENDS**: Play against up to 7 registered Friends and computer controlled opponents.
- **TIME TRIALS**: Push your driving skills to the limit as you try to beat the best lap times from around the world!
- **FRIENDS ROSTER**: View and manage your Friend Roster.

**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, then simply press the A Button to purchase.

**OPTIONS**
Make changes to your game settings. Select an option type, and then use the +Control Pad up/down to choose an item, and left/right to change the setting.

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

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

**AUDIO**
Adjust the volume levels of music, sound effects, character speech and the commentator’s voice.

**DISPLAY**
View a test card and adjust the screen brightness.

**LICENSE**
View personal records and edit your License details.

**RECORDS**
View your gameplay statistics.

**CHALLENGES**
Browse the list of Challenges 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.

Note: After certain conditions are met, Mii characters can be used as in-game playable characters.
**Racing Basics**

Race around the course a set 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 some of the course types in SPLITSCREEN and NINTENDO WFC modes have different rules and display items. Please see the introduction screen for each game.

**Game Screen**

A typical game screen in SINGLE PLAYER race:

1. Current position/Total number of racers.
2. Current lap/Total laps.
3. Race progress.
4. Current Item/Weapon shown as current remaining quantity.
5. Players and projectile weapons approaching from the rear.

The game screen for SPLITSCREEN match is more or less identical, but with the following additions:

Player 1 screen

Player 2 screen

Player 3 screen

Player 4 screen

**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 and other goodies.

**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 drive into the item box to retrieve the item inside – what you receive will be shown on the left side of the screen. A new item cannot be picked up until the current item has been used, so choose your timing carefully. Some of the more common items are as follows:

- **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 certain time has passed, spinning nearby vehicles.

- **Shield**
  Makes an energy shield around you for a limited time that withstands a single attack.

- **Confusing Star**
  Targets the nearest rival and confuses them by flipping their game screen upside down.

- **Giant Rocket**
  Launch a giant rocket down the center of the track. Press the Item button once to launch the rocket, then press the Item button again to detonate it near your rivals.

- **Pocket Rainbow**
  Temporarily obstruct your rivals’ view with a rainbow of dazzling colors.

- **MEGA Horn**
  Create a destructive soundwave that spins surrounding rivals.

Projectile weapons such as Rockets can also be launched backwards to hit racers behind you. When using the Wii Remote, press the + Control Pad down instead of up. When using the Wii Remote with Nunchuk or Classic Controller, press the Item button while holding the Control Stick or L Stick down.

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 racer. Some of the moves are described on the Racer Profile pages (p.4).

ADVANCED PLAYER ACTIONS

DRIFTING/BOOST
Many of the curves and bends you’ll encounter on the various racetracks are too sharp to take at speed. This is where you need to learn how to drift. Different types of vehicles vary slightly in their drifting behavior, but the basics remain the same and can be perfected with a little practice.

1. Keep your finger on the Accelerator button as you 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 held down.
4. The vehicle will continue to drift until you release either the Accelerator button or the Drift button. Boost will build up during this time – release the Drift button for a sudden burst of extra speed.

To change from drifting left to drifting right, or from right to left, you will need to let go of the Drift button and re-apply. You can also release the Accelerator button whilst drifting to take really tight corners.

TRICKS
Press the Drift 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 Tricks and your boost will be lost.

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

MISSIONS

Here are some of the missions you can attempt in single player mode:

HIT CONTEST
Collect as many enemies on the track as you can with unlimited weapons.

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

GATES
Pass through the correct gates to score.

COURSES

Here are some of the courses you can enjoy racing on:

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. Is Dr. Eggman 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?!
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