

GAME BOY ADVANCE™

AGB-A3VP-UKV

SONIC PINBALL PARTY™



INSTRUCTION BOOKLET

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Game Boy Advance Game Pak conforms to:

- TOY Directive (88/378/EEC) EN50088, EN71 Part 1, 2, 3
- EMC Directive (89/336/EEC)



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PLEASE RETAIN THE PACKAGING. VERPACKUNG AUFHEBEN.
CONSERVER L'EMBALLAGE. BEWAAR DEZE VERPAKKING.
POR FAVOR GUARDA ESTA CAJA. ΔΙΑΤΗΡΗΣΤΕ ΤΗΝ ΣΥΣΚΕΥΑΣΙΑ.
FAVOR GUARDAR A EMBALAGEM. SPARA FÖRPACKNINGEN.
GEM EMBALLAGEN. SÄILYTÄ PAKKAUS.
CONSERVA QUESTO INVOLUCRO.

GAME DISPLAY

Thank you for purchasing Sonic Pinball Party. Please note that this Game Pak is designed only for use with the Nintendo® Game Boy Advance™. Please read this Instruction Booklet thoroughly before you start playing.

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GETTING STARTED

Setting Up

1. Turn OFF the power switch on your Nintendo® Game Boy Advance™. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of Sonic Pinball Party into the slot on the Game Boy Advance™. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The logo screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press **(START)** to proceed to the Main Menu.

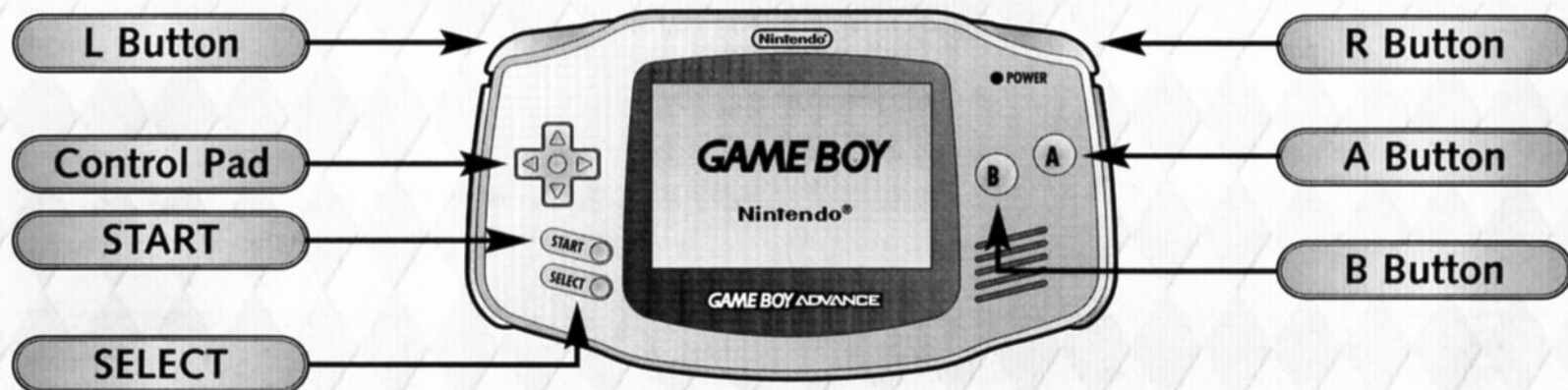
*For multiplayer (Party Mode) set up, refer to P.25 of this Instruction Booklet.

Save Data

The following game data can be saved within the game for future play. All Save Data except for Ranking scores is saved from the Pause Screen of each mode.

- RANKING:** Top 20 scores for Sonic/NiGHTS/Samba table - (**(B)** Button at title screen)
ARCADE: Stage, score and ball position of one game - (select from Main Menu)
STORY: The match (opponent) of the tournament - (select from Main Menu)
TINY CHAO: The Status and growth of Chao / Current Rings

BASIC CONTROLS



Menu Controls

Control Pad	Menu Selection
A Button	Enter
B Button	Cancel

To initialise your Save Data, hold down the **L Button** and **START** while the title screen appear. Then set the display language.

Pinball Controls

Control Pad: ←	Left Flipper
A Button	Right Flipper
B Button	Tilt Up
L Button	Tilt Left
R Button	Tilt Right
START Button	Pause Screen

GAME SELECTION

In the Main Menu, use ◀ ▶ to select from the following game modes.

ARCADE

Play the standard Arcade Mode. Choose from the available pinball tables and play to clear all stages. To load your previous game, select CONTINUE from the Main Menu.

STORY

Sonic must enter a pinball tournament and win it all to save his friends from Dr. Eggman. The challenger will announce the requirements before each match. Advancing the tournament will also unlock 2 Casinopolis games and the Samba De Amigo table. To load your previous game, select CONTINUE from the Main Menu.



TUTORIAL

Omochao will provide instructions for all three pinball tables in ARCADE and STORY Mode. Select a topic from the menu for helpful information about each table and better play.



TINY CHAO GARDEN

Be the caretaker of your very own Chao. Pet, feed, play together and raise this adorable character. Two mini-games are available within this mode for play and to earn Rings.



PARTY

Connect with other Game Boy Advance™ system(s) for multiplayer games of up to four players. Have a pinball party with three amazing games to prove your skills to your friends!



CASINOPOLIS

Bet with your Rings on any of the three casino-themed tables. One Ring is exchanged for one ball used to place your bets in this mode. Extra games (Slot & Bingo) will appear by defeating opponents in Story Mode.



OPTION MENU

Select **OPTIONS** from the Main Menu to display the Options Screen.

Use **▲▼** and press the **(A)** Button to select the following Options settings.

◆ **Button Config**

Customise the function for each button.

◆ **Language**

Set the display language.

◆ **Sound Test**

Select a BGM or sound and play.

◆ **Chao Navi**

Turn Chao's navigation ON/OFF Chao's while playing **ARCADE** and **STORY** Mode.



GAME DISPLAY

Pinball Screen

Remaining
Ball(s)

Chao Navi

*Only displayed when
Chao Navi is turned
ON in Options Menu.



SAVE BONUS 100000

Bonus Messenger

*Appears when you earn
bonuses. Hold down both
flipper buttons for the current
status.

Total Score

Timer

*Appears once the critical
mode or bonus begins.

Pause Screen

Press **(START)** during gameplay to display the Pause Screen.
Use **▲▼** and select **CONTINUE** to return to the current game,
or **QUIT** to end the game and return to the Main Menu. For
ARCADE Mode, you can choose to save the progress of your
game before you end the game by selecting **SAVE & QUIT**.



PINBALL BASICS

Here are the basics of pinball, common to all tables in ARCADE and STORY Mode.

★ Shoot Bonus

Before you launch the ball on the table, earn a Shoot Bonus by pressing either ◀ (type A), or Ⓐ Button (type B). After the Shoot Bonus, press the Ⓐ Button for the plunger shot.



◆BIG BONUS

30,000 points.

◆SMALL BONUS

300 points.

◆LONG BALL SAVER

120 sec. ball saver enabled.

◆SUPER KICKBACK

5 Kickbacks enabled.

◆BACKUP

5 Kickbacks and 30 sec. ball saver enabled.

◆LIT BONUS

Various groups of lights or random lights are turned on.

★ Skill Shot

Earn a Skill Shot bonus when you successfully pass the ball through the Left Ramp Lane within 5 seconds of your plunger shot. You have 5 seconds after it drops from the Right Return Lane for a Skill Shot.

★ **Ball Saver**

Dropping the ball down the middle will cost you one ball. But when the Ball Saver is in effect, a new ball will immediately be sent into play.

*Ball Saver Light located between the flippers (for Sonic and Nights table).

★ **Kickback**

Dropping the ball down the outlane without the Kickback in effect will cost you a ball. If Kickback is enabled, a replacement ball will automatically shoot back onto the table when it falls into the outlane.

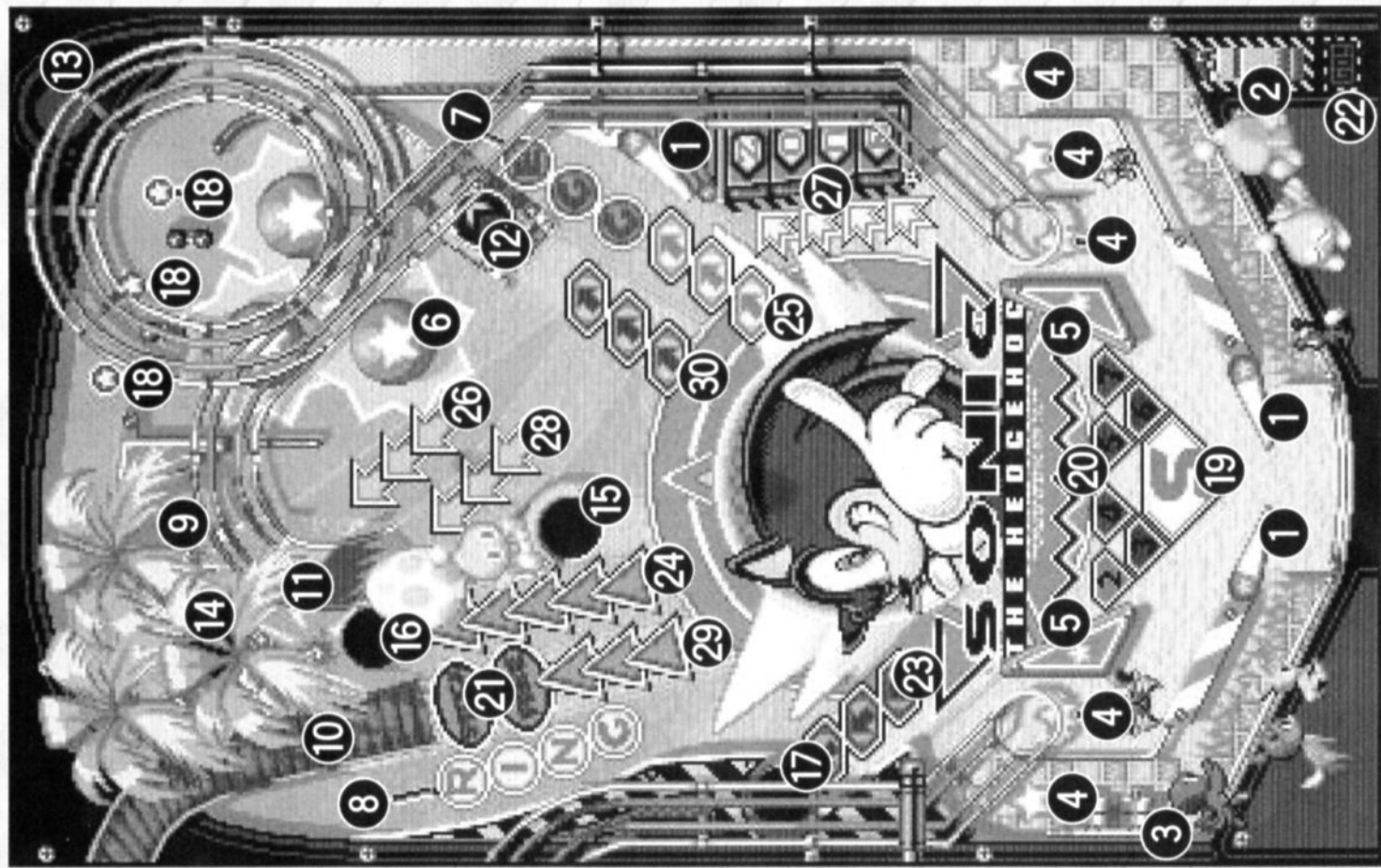
Turn all In-Outlane Lights on to enable the Kickback (up to 5 times). For the Samba table, the Kickback (one on each side) is enabled when you successfully pass the ball through both the left and right ramp lanes.

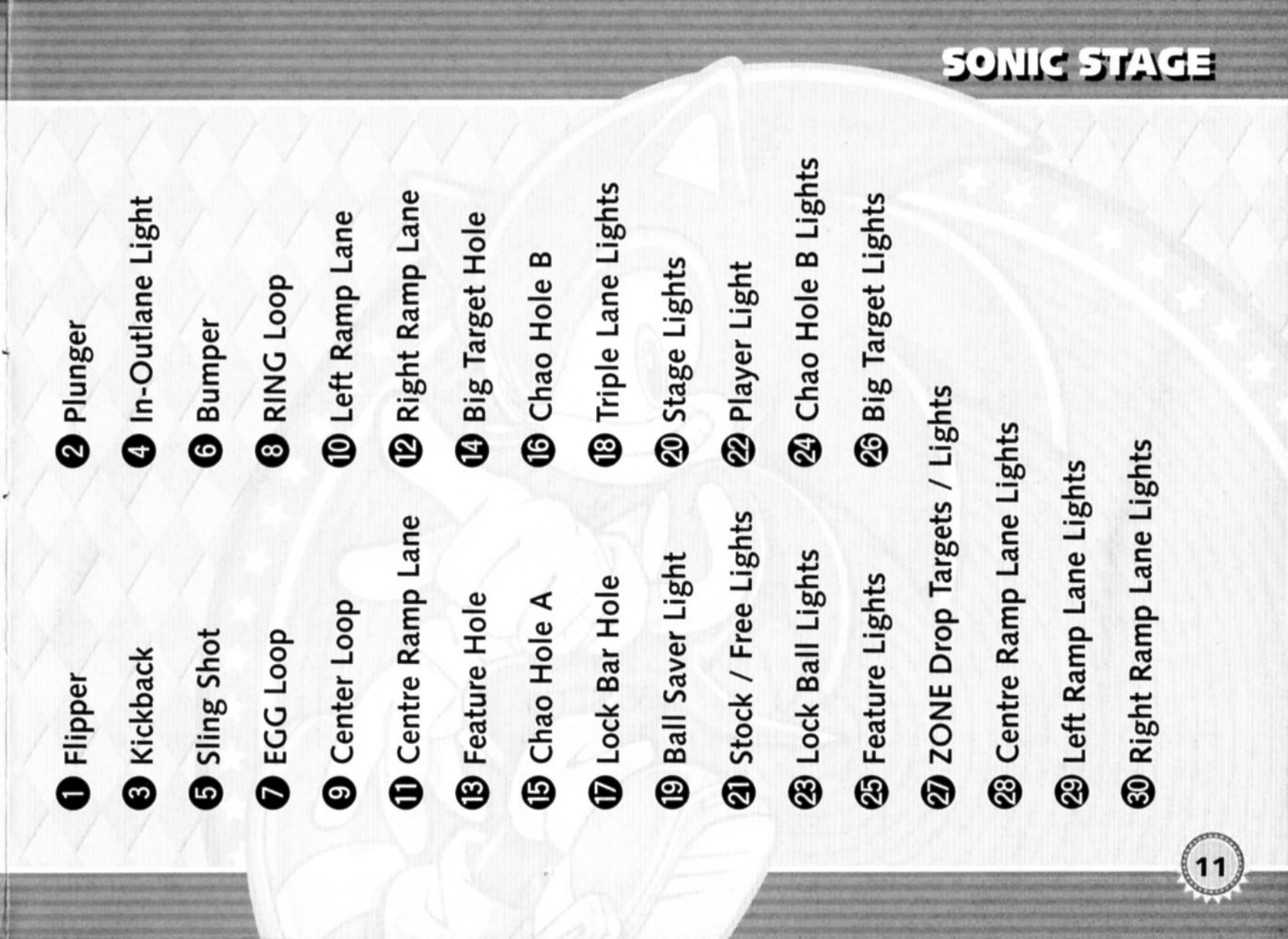
★ **Combo**

Earn a Combo bonus by passing the ball through either ramp lane back-to-back within 5 sec. on the Sonic table and 3 sec. on the NiGHTS table. The bonus doubles with each passing ball.

SONIC STAGE

Table Features



- 
- 1** Flipper
 - 2** Plunger
 - 3** Kickback
 - 4** In-Outlane Light
 - 5** Sling Shot
 - 6** Bumper
 - 7** EGG Loop
 - 8** RING Loop
 - 9** Center Loop
 - 10** Left Ramp Lane
 - 11** Centre Ramp Lane
 - 12** Right Ramp Lane
 - 13** Feature Hole
 - 14** Big Target Hole
 - 15** Chao Hole A
 - 16** Chao Hole B
 - 17** Lock Bar Hole
 - 18** Triple Lane Lights
 - 19** Ball Saver Light
 - 20** Stage Lights
 - 21** Stock / Free Lights
 - 22** Player Light
 - 23** Lock Ball Lights
 - 24** Chao Hole B Lights
 - 25** Feature Lights
 - 26** Big Target Lights
 - 27** ZONE Drop Targets / Lights
 - 28** Centre Ramp Lane Lights
 - 29** Left Ramp Lane Lights
 - 30** Right Ramp Lane Lights

Normal Mode

The game will start, and restart (when ball is lost) from Normal Mode. Your objective is to score big, but also to enter different game modes during this time.

★ Extra Ball

Earn an extra ball by hitting the ball with the upper right flipper and passing it through the Centre Ramp Lane 20 times. The count remains until the game is over.

★ Random Feature / Jackpot

Hit all Four ZONE Drop Targets and deliver the ball to the Feature Hole to earn a Random Feature (see the list of features in P.10). Turn on all three Feature Lights (of Random Feature) to start the Jackpot and also earn an extra ball.

During the Jackpot, pass the ball through either a ramp or loop lane to add 100,000 pts. to your Jackpot. Next, hit the Bumper 10 times to earn the Jackpot you stocked. On every 10th hit on the Bumper, the multiplier of the Jackpot earnings doubles (up to x128) as you collect the bonus.



*The colour of the ball will turn gold during the Jackpot.

★ Field Multiplier

Doubles the bonus Multiplier (up to x8) to increase your score. Turn on all 3 Triple Lane Lights (rotate lights - flipper button), then pass the ball through the Right Ramp Lane to increase the Multiplier. The Multiplier is activated up to 120 seconds.

★ End of Ball Bonus / Bonus Multiplier

When the ball is lost, you will receive an End of Ball Bonus. The bonus is based on the following equation with the Bonus Multiplier:

$$\text{◆ (Lights Completed + Chao A Growth Cycle + Chao B Growth Cycle)} \\ \times 100,000 \times \text{Bonus Multiplier} \text{ (*doubles every 5 times in Chao B Hole)}$$

Ring Mode

Turn on all four Ring Lights, then pass the ball through the Feature Hole to enter the Ring mode. Collect Rings that appear on the table within the 120 second time limit. The mode is over when the Timer reaches zero or the ball is lost. The Rings collected during ARCADE Mode are transferred to the Tiny Chao Garden.



SONIC STAGE

Egg Mode

Turn all three Egg Lights on, then pass the ball through the Feature Hole to enter the Egg mode, then Dr. Eggman will appear on the table! Defeat Dr. Eggman by shooting the ball into the hole located below him within the 120 second time limit. The mode is over when the Timer is zero or when the ball is lost. Check the Damage Counter on the bottom right during this mode to see the number of hits left in Dr. Eggman. In your second round (after clearing all Zones), you need to hit Eggman twice (three times in the third round) to defeat him. The number of hits in the extra rounds is accumulative, so don't give up!



★ Clear Bonus Mode

After defeating Dr. Eggman, you will automatically enter a Clear Bonus time. During this time you are to aim for the loops and ramps for extra points. Use the Ball Saver to your advantage for maximum earnings! When the score countdown is over (becomes zero) or when you drop all ZONE Drop Targets, you will move on to the next stage.



Mini Game Mode

Deliver the ball into Chao Hole A 3 times and raise the Chao into a cocoon (picture right) to start a Mini Game mode. The mini game is determined based on the character of the table and your current score. Clear the objective of the mode within the given time limit for a special bonus. The mode is over when the mode is cleared, Timer reaches zero, or the ball is lost.



*Hit the Big Target Hole 3 times for a Character Change (Sonic, Tails, Knuckles, Amy).

Multiball Mode

To start a Multiball mode, pass the ball through the Left Ramp Lane 3 times while the Lock Bar is in effect.

*Hit the Lock Bar Hole 3 times to toggle the Lock Bar function.

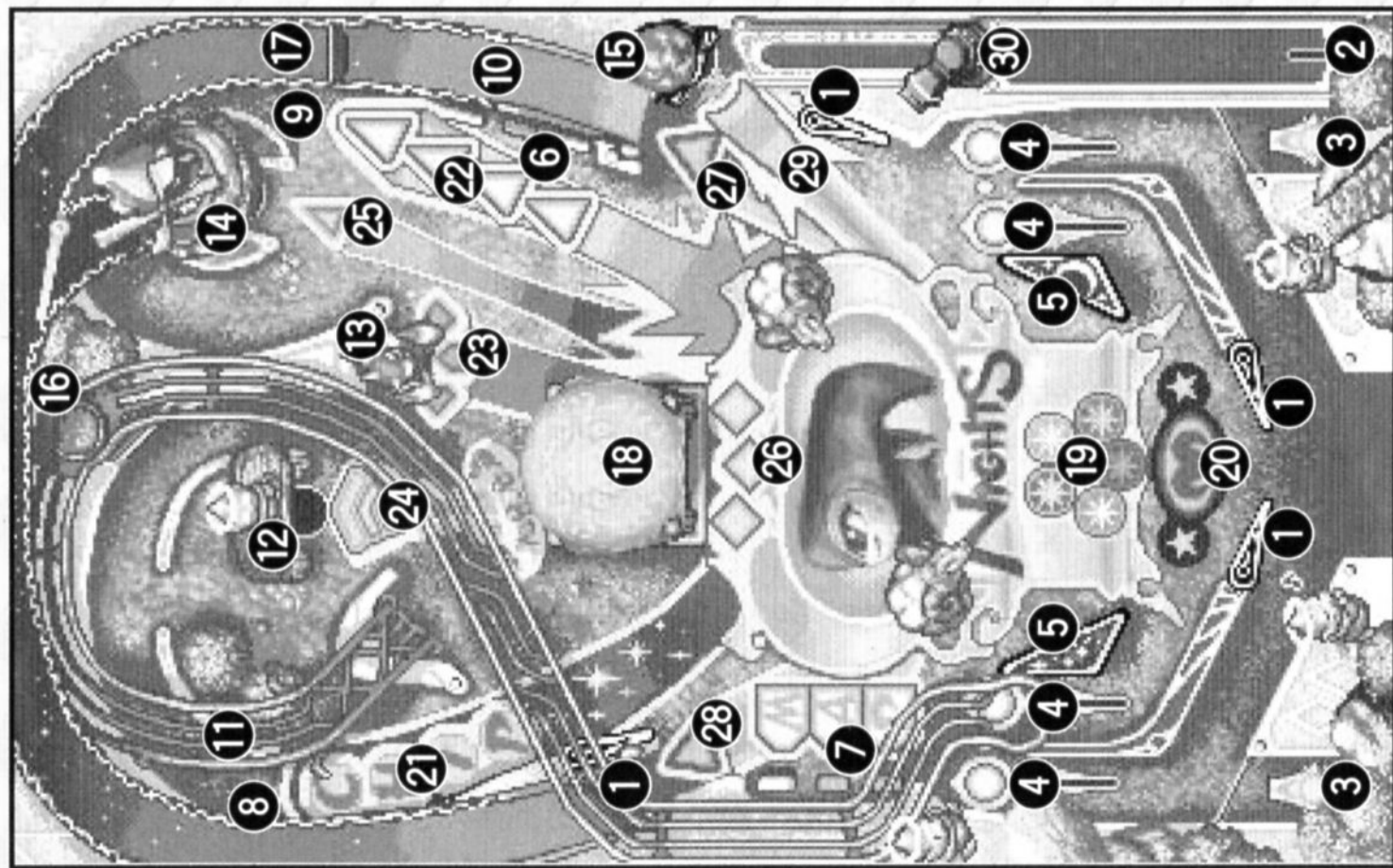


The Multiball mode gives you three balls on the table and a chance to earn the jackpot. The mode will return to Normal mode when you have one ball left on the table.

*The game display is set according to the position of the lowest ball.

NIGHTS STAGE

Table Features



- 1 Flipper
- 2 Plunger
- 3 Kickback
- 4 In-Outlane Light
- 5 Sling Shot
- 6 ECN Drop Targets
- 7 MAP Drop Targets / Lights
- 8 CHIP Loop
- 9 DRMY (boss) Loop
- 10 Outside Ramp Lane
- 11 Inside Ramp Lane
- 12 Nightopian Hole
- 13 Enemy Hole
- 14 Symbol Hole
- 15 Ideya Capture Hole
- 16 Lock Hole
- 17 Spinner
- 18 Ideya Palace Target
- 19 Ideya Lights
- 20 Ball Saver Light
- 21 CHIP Lights
- 22 DRMY (boss) Lights
- 23 Enemy Hole Light
- 24 Pian Hole Light
- 25 Symbol Target Light
- 26 Ideya Palace Lights
- 27 Right Outside Ramp Lane Light
- 28 Left Outside Ramp Lane Light
- 29 Ideya Capture Hole Light
- 30 Cannon

Normal Mode

The game will start, and restart (when ball is lost) from Normal mode. Your objective is to score big, but also to enter different game modes during this time.

★ Extra Ball

Earn an extra ball by passing the ball through the Inside Ramp Lane 10 times. The count remains until the game is over. Also earn an extra ball by starting the Jackpot.

★ Random Feature / Jackpot

Deliver the ball to the Ideya Capture Hole to earn a Random Feature (list of features in P.10, Field Multiplier and Bonus Multiplier). In the 5th Random Feature, the Jackpot will begin. During the Jackpot, pass the ball through either a ramp or loop lane to add 100,000 pts. to the Jackpot. Next, deliver the ball to any holes 3 times to earn the Jackpot you stocked. On every 3rd shot into the hole, the multiplier of the Jackpot earnings doubles (up to x128) as you collect the bonus.

*The colour of the ball will turn gold during the Jackpot.



★ Field Multiplier

Pass the ball through the Spinner and charge the gauge up to increase the Field Multiplier (up to x8). The Multiplier earned is activated up to 120 seconds.

★ End of Ball Bonus / Bonus Multiplier

When the ball is lost, you will receive an End of Ball Bonus. The bonus is based on the following equation with the Bonus Multiplier:

$$\text{◆ (Lights Completed + Ideyas Collected + Dualise Mode + Pian Random Bonus) x 100,000 x Bonus Multiplier}$$

*Doubles the Bonus Multiplier by hitting all ECN Drop Targets, then passing the DRMY Loop.

Blue Chip Mode

Turn on all four Chip Lights, then pass the ball through the Symbol Hole to enter the Blue Chip mode. Collect the Blue Chips that appear on the table within the 120 second time limit. The mode is over when the Timer reaches zero or the ball is lost. Chips collected in ARCADE Mode are covered to Rings and transferred to the Tiny Chao Garden.



NIGHTS STAGE

Dualise Mode

Hit the Ideya Palace Target 3 times to enter the Dualise mode. Deliver the ball to the Ideya Capture Hole within the 180 second time limit to earn one Ideya. The mode is over when the Timer is zero, enter a Blue Chip mode, or the ball is lost.

Boss Mode

Collect all 5 Ideya from Dualise mode, then hit the Ideya Palace Target to enter the Boss Mode (boss stage). Defeat the creature in this stage within the 180 second time limit. To attack the boss, aim directly at the creature or pass the ball through a loop or ramp. The mode is over when either the Timer reaches zero or the ball is lost.



★ Clear Bonus

After defeating the boss, you will automatically enter a Clear Bonus time. Aim for the loops and ramps for extra points. Use the Ball Saver to your advantage for maximum earnings! When the score countdown is over (becomes zero) or you hit all MAP Drop Targets, you will move on to the next stage.

Mini Game Mode

Deliver the ball into Enemy Hole 3 times to start a Mini Game Mode. The mini game is determined based on your current score. Clear the objective of the mode within the given time limit for a special bonus. The mode is over when the mode is cleared, the Timer reaches zero, or the ball is lost.

Acrobat Mode

Deliver the ball into Pian Hole 3 times to start an Acrobat Mode. There are 30 different acrobatic moves for you to perform within the given time limit for a special bonus. The mode is over when the Timer reaches zero or the ball is lost.

Multiball Mode

To start Multiball mode, pass the ball through the Inside Ramp Lane 3 times while the Ball Lock is in effect. The Multiball mode gives you three balls on the table and a chance to earn the jackpot. The mode will return to Normal mode when you have one ball left on the table.

*The game display is set according to the position of the lowest ball.



SAMBA STAGE

Table Features

- 1 Flipper
- 2 Plunger
- 3 Kickback
- 4 Banana Sling Shot
- 5 Rhythm Ball Bumper / Light
- 6 Left Loop Lane
- 7 Right Loop
- 8 Left Ramp Lane
- 9 Right Ramp
- 10 Left Loop Lights
- 11 Right Loop Lights
- 12 Left Ramp Light
- 13 Right Ramp Light
- 14 Song Play Hole*
- 15 FEVER Lights
- 16 Pose Man

*Appears when the Fever Play mode and Song Play mode is ready.



Song Select Mode

The game will start, and restart (when ball lost) from Song Select mode. In this mode, select the song that will be played during Fever Play mode and Song Play mode by hitting the Rhythm Ball Bumpers and changing the pose of Pose Man.

Left	Right	Song Title
up	up	Burning Hearts
mid	up	We are Burning Rangers
down	up	PHANTASY STAR ONLINE
up	mid	Can still see the light
mid	mid	VAMOS A CARNAVAL
down	mid	MAMBO DE VERANO
up	down	chu-chu rocket
mid	down	chu-chu fever
down	down	Dreams Dreams



3 arm positions & 9 poses



*Left and Right of the chart is the Pose Man's arm position.

Song Play Mode

Turn all loop lights (left & right) on, then deliver the ball to the Song Play Hole to enter Song Play mode. In this mode, deliver the ball to the loops and ramps that are lit at the moment. The Ball Saver is in effect throughout this mode.

*The result of the mode is graded "A" to "E" after the mode is over.

Letter Collect Mode

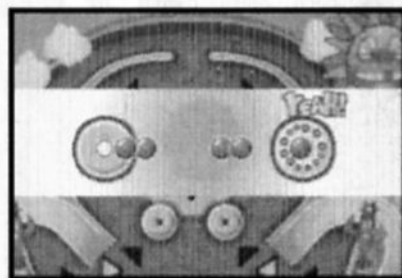
Hitting the Bumper 30 times will start the Letter Collect mode. Keep hitting the Bumpers until all the letters of a keyword (in Score Window) are collected within the 180 second time limit.

Fever Play Mode

Turn all Fever Lights on, then deliver the ball to the Song Play Hole to enter Fever Play mode.

The screen (see picture) displays two circular targets, to where the Rhythm Balls will pass. Hit the flipper buttons (left and right) when the Rhythm Ball crosses each target.

*The result of the mode is rated in percentage of hits after the mode is over.



PARTY GAME

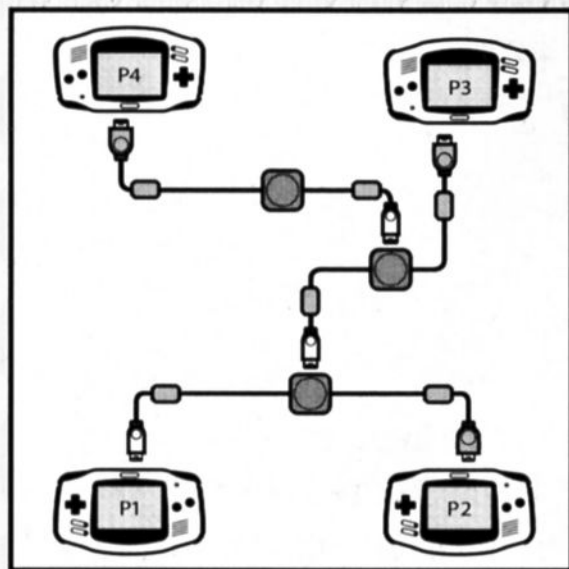
To play the Party Mode, connect up to four Game Boy Advance™ systems with one Game Pak of Sonic Pinball Party inserted into player 1's (P1) system.

★ Necessary Items

Game Boy Advance™ systems:	2-4
Game Pak of Sonic Pinball Party:	1
Game Boy Advance™ Game Link™ Cables:	1-3

★ Setting Up

1. Make sure that the POWER on all Game Boy Advance™ systems is switched OFF, then insert the Game Pak into P1's system.
2. Connect the Game Boy Advance™ Game Link™ Cables to the external connection sockets on each system.
3. Make sure all systems are ON.
4. P1 must select one of the menu items from the Party Mode menu screen, then press the **(START)** to start the systems' connection (data transfer/load).



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE™ GAME LINK™ CABLE.

PARTY GAME

Continue / Quit

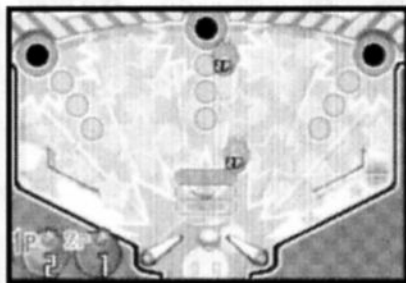
For all Party Mode games, the Continue/Quit selection will appear when the game is over. Player 1 (P1) is the only player who can select during this time. Ending the game from QUIT, all Game Boy Advance™ systems must be switched OFF, even for another game in the Party Mode.



*No Pause Screen (or pausing) during the gameplay of Party Mode games.

HOT POTATO

Shoot the balls into any of the three holes on the table to send a Bomb Ball to your opponents' table. The last player to survive without dropping three Bomb Balls is the winner. In a game played with more than three or more players, the player(s) who retire early can still send a black ball to distract the survivors.



Player Hole is closed when:

- ◆ Player has 3 Bomb Balls on table
- ◆ Player is retired
- ◆ Played between three players

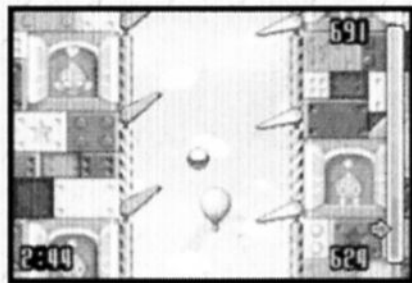
HOCKEY

Each player will have a goal to defend in the same field, but can only view their own side from their screen. Every player starts with 100 pts and will lose a point every time when a ball is dropped (lose 3 pts for a golden ball). When you drop a ball, you will receive an extra ball from your own plunger. The game is over when the Timer (left side) reaches zero, or when one of the players' points is zero. Whoever has the most points left at the end is the winner.



LADDER CLIMB

Unlike the other two games, this is a cooperative game. Each player will be assigned a flipper based on colour (one side of the wall with two players). The objective is to toss the ball up to the checkpoint within the time limit. When the time limit runs out, the game is over with your score representing the height (maximum point) you reached.

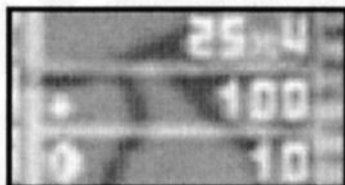


*If the ball falls straight down, rapidly press your flipper button to attract the ball to your flipper.

CASINOPOLIS

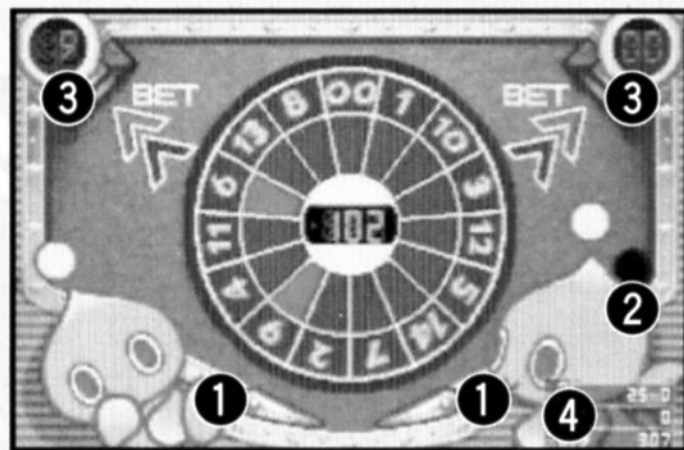
Table Feature

- ① Flipper
- ② Plunger Hole
- ③ Bet Hole
- ④ Ring Counter*



RING COUNTER

Top: winning formula
Middle: winnings
Bottom: total Rings



ROULETTE

Deliver the ball into the Bet Holes to place your bet on a random number (exchanged for 1 Ring) on the roulette table. Keep increasing your bets within the 120 seconds time limit (timer in centre). By changing the colour of the panel, you are doubling the bet on the number. Once the time limit expires the roulette wheel will spin, and the winning number is determined when it stops. If you lose a ball or start a new game, the ball will return to the table from the Plunger Hole.



SLOT

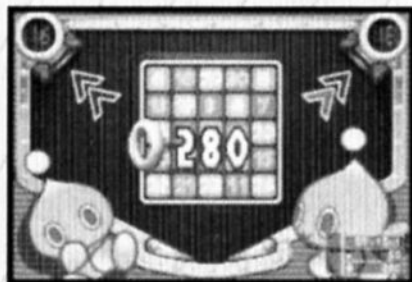
Deliver the ball (exchanged for 1 Ring) into the Bet Holes to earn one pay line on the slot machine. The slots will reel automatically once your first pay line is placed and a given amount of time passes. Place up to three pay lines to increase your chances in winning the jackpot!

*Handle the ball carefully when the reels are spinning, since the Bet Hole will not accept any bets until the slots have completely stopped.



BINGO

Deliver the ball (exchanged for 1 Ring) into the Bet Holes to receive a random number for your bingo card. Keep receiving your numbers until you have five numbers that form a line for a "Bingo!" The quicker you get "Bingo," the more Rings you will win. If you lose a ball or start a new game, the ball will return to the table from the Plunger Hole.

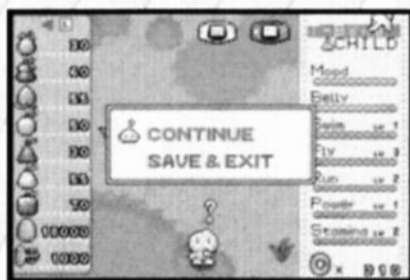


The total Rings in Casinopolis is carried over to Tiny Chao Garden.

TINY CHAO GARDEN

Main Garden

Use the Control Pad to move the hand cursor to support your Chao in every way you can. The first thing you might want to do is name your own Chao by moving the cursor on top of the given name and pressing the **(A)** Button to rename the Chao.



Press the **(L)** Button to open the Item Menu where you can buy fruits, toys, and eggs for Chao's growth.

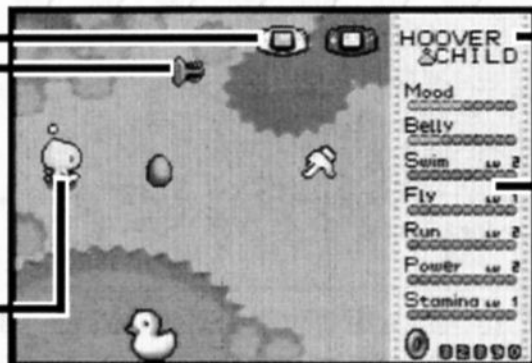
Also, play friendly mini-games and earn extra Rings by selecting from the two Game Boy Advance™ icons with the cursor and pressing the **(A)** Button.

*To exit this game, press **(START)** and select "SAVE & EXIT."

Mini-Games

Toy

Chao

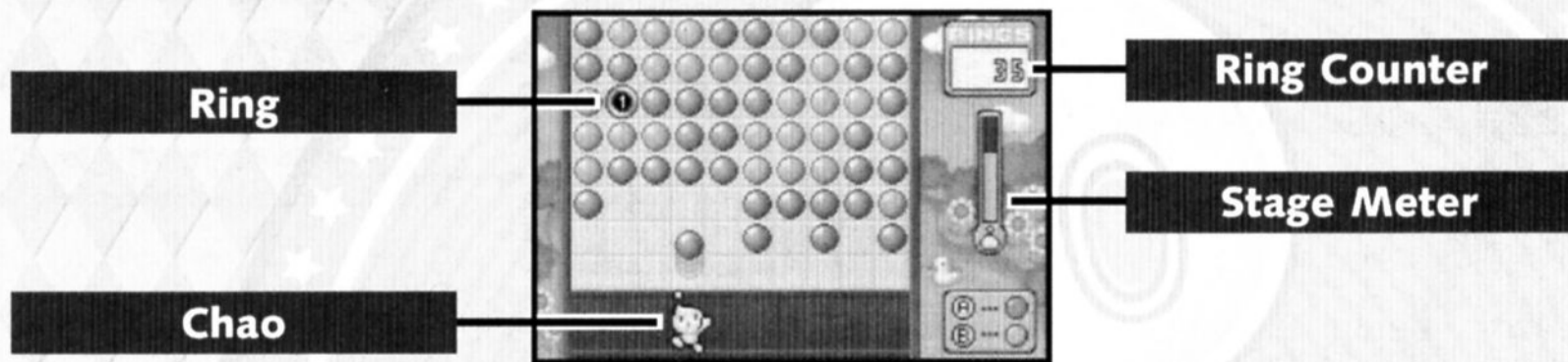


Chao's Name

Status

Chao's CC Shoot

Eliminate the descending Colour Chips and catch the Rings by tossing up a red or green chip to form a group. Use the ◀ ▶ to move Chao, (A) Button to toss a red chips and (B) Button for a green chips.



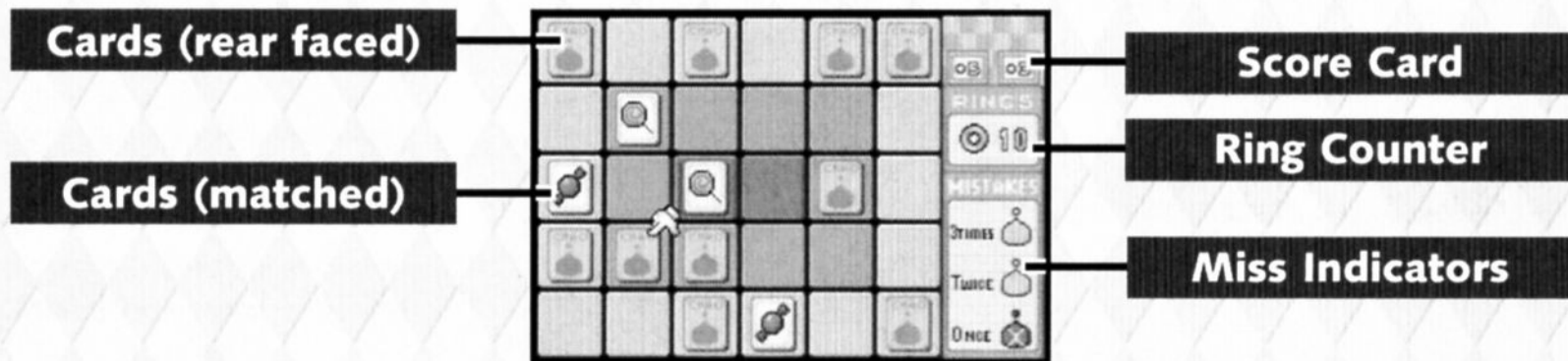
Change the colour of the chips by trapping columns/rows of one colour between chips of the opposite colour in vertical, horizontal or diagonal lines. By grouping more than 10 chips of the same colour, they will disappear. Also, don't forget to collect your Rings after the Colour Chips are eliminated. When all the stages are clear or the game is over, you will return to the main game (Garden screen) of this mode.

*To exit this game and return to the garden, press (START) and select "DONE."

TINY CHAO GARDEN

Memory Game

Memorise the positions of the cards and match the pairs to earn the Rings.



At the beginning of the game, all cards are shown for a short period of time before being turned over and moved by Chao. Select pairs of cards that match until all the cards are matched, but make three mistakes and you will lose the game. Use the Control Pad to move the cursor and **(A)** Button to flip the card.

The number of Rings gained by matching the cards is determined by where both cards are placed on the game board (add the two numbers on the Score Cards).

*To exit this game and return to the garden, press **(START)** and select "DONE."

Connect to NINTENDO GAMECUBE

If you use a NINTENDO GAMECUBE Game Boy Advance Cable (sold separately) to connect Sonic Pinball Party with Sonic Adventure 2 Battle (sold separately) or Sonic Adventure DX-Director's Cut (sold separately), your Chao from this game can be transferred to the Chao Garden featured in both games.

It is best for your Chao to be transferred immediately to the Chao Garden after birth. Once your Chao is transferred to Chao Garden, you can play the Chao Garden without connecting both systems. However, connecting the two systems will allow you to save your status simultaneously to the Tiny Chao Garden, and provide access to special items exclusive to this game.

★ Necessary Items

NINTENDO GAMECUBE system	1
Game Boy Advance™ systems	1
Game Disc of Sonic Adventure 2 Battle or Sonic Adventure DX-Director's Cut	1
Game Pak of SONIC PINBALL PARTY	1
NINTENDO GAMECUBE Game Boy Advance Cable	1



★ How to Connect

1. Insert the Game Pak of Sonic Pinball Party into the slot of the Game Boy Advance™.
2. Connect the NINTENDO GAMECUBE Game Boy Advance Cable to Controller Sockets 2, 3, or 4 of the NINTENDO GAMECUBE.
3. Connect the Cable to the Game Boy Advance™.
4. Turn ON the POWER switch of the NINTENDO GAMECUBE.
5. Turn ON the POWER switch of the Game Boy Advance™.

★ Troubleshooting

~In the following cases, the network play may not be operated properly.

1. When a Game Disc not compatible with the Game Pak is placed into the NINTENDO GAMECUBE.
2. Cables other than NINTENDO GAMECUBE Game Boy Advance Cable is used.
3. The NINTENDO GAMECUBE Game Boy Advance Cables are not inserted properly.
4. The NINTENDO GAMECUBE Game Boy Advance Cable is not connected to the NINTENDO GAMECUBE or the Game Boy Advance™ properly.
5. The power on the NINTENDO GAMECUBE or Game Boy Advance™ is turned OFF while transferring information or the NINTENDO GAMECUBE RESET Button is pressed.

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Dukes Court, Duke Street
Woking, Surrey, GU21 5BH

Technical Support

If you are experiencing technical problems with this game, please contact UK technical support:

Online

Visit the www.thq.co.uk website and click on Help

Telephone

+44 (0) 870 608 0047 (national/international call rates apply)

Mon - Fri 08:00 to 19:00 GMT

Sat - 09:00 to 17:00 GMT

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THQ Asia Pacific
Level 8, 606 St. Kilda Road
Melbourne, VIC 3004
Australia

**Technical Support
and Games Hotline**

1902 222 448

Call cost \$1.80 + GST per minute
Higher from mobile / public phones



Asennus

1. Katkaise virta Nintendo® Game Boy Advance™ -laitteesta. Älä koskaan liitä tai irrota Game Pak -pelikasettia, kun virta on kytkettynä.
2. Liitä Sonic Pinball Party –Game Pak Game Boy Advance™ -laitteeseen. Lukitse pelikasetti paikalleen painamalla tiukasti.
3. Kytke virta laitteeseen. Tekijänäytöt tulevat näkyviin (jos et näe niitä, aloita uudelleen vaiheesta 1).
4. Kun ominäyttö tulee näkyviin, siirry Main Menu -valikkoon painamalla **(START)** -painiketta.



TÄSSÄ GAME PAK - MODUULISSA ON YHTEISPELITUKI.
YHTEISPELI EDELYTTÄÄ GAME BOY ADVANCE™ GAME
LINK™ TIEDONSIIRTOKAAPELIN.

Tallennus

Seuraavat tiedot voidaan tallentaa pelin aikana myöhempää pelikertaa varten. Kaikki tiedot sijoituksia lukuun ottamatta tallennetaan kunkin tilan taukonäytöstä.

- SIJOITUS:** 20 Sonic/NIGHTS/Samba-pöydän suurinta pistemäärää (®-painike ominäytössä).
- ARCADE:** Stage, score and ball position of one game - (select from Main Menu)
- TARINA:** Ottelu (vastustaja) turnauksessa (valitaan Main Menu -valikosta)
- PIENI CHAO:** Chaon tila ja kasvu / tämänhetkiset renkaat

PERUSOHJAIMET



Valikko-ohjaimet

Ristiohjain Control Pad	Valikon valinta
A painike	Valitse
B painike	Peruuta

Käynnistä tietojen tallennus pitämällä **L** ja **START** painikkeita painettuna, kun niminäyttö tulee näkyviin. Valitse sen jälkeen näytön kieli

Flipperin ohjaimet

Ristiohjain Control Pad	Vasen maila
A painike	Oikea maila
B painike	Kallistus ylöspäin
L painike	Kallistus vasemmalle
R painike	Kallistus oikealle
START painike	Tauko

Installation

1. Stäng AV strömbrytaren på din Nintendo® Game Boy Advance™. Sätt aldrig in eller ta ut en spelkassett när strömmen är på.
2. Sätt in spelkassetten med Sonic Pinball Party i spelkassettfacket på Game Boy Advance™. Tryck ordentligt så att kassetten hamnar på plats.
3. Sätt PÅ strömbrytaren. Nu visas skärmen med logotypen (om du inte ser den börjar du om från steg 1).
4. När spelets titel visas trycker du på **(START)** Då kommer du vidare till Main Menu (huvudmenyn).



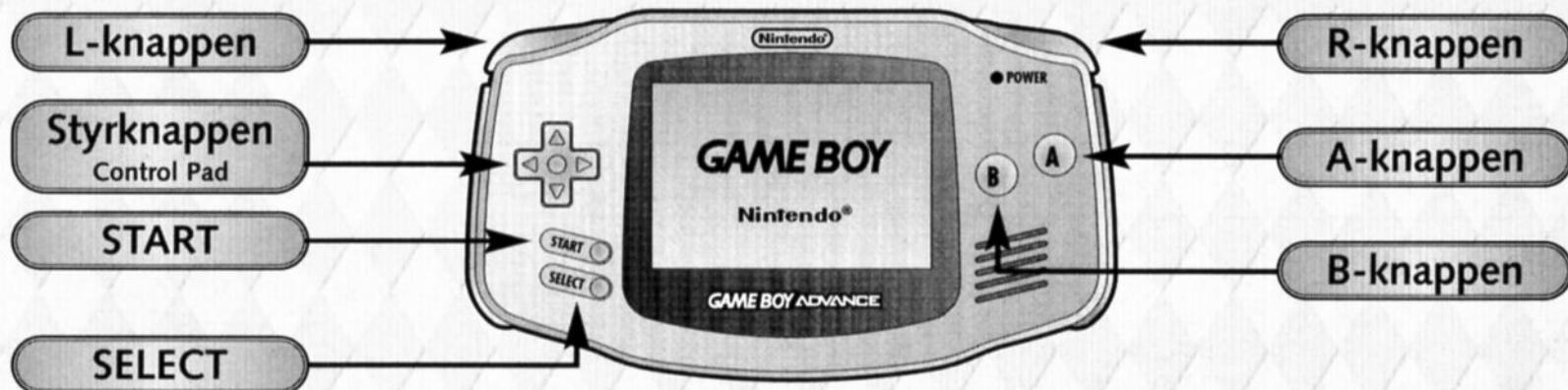
DENNA SPELKASSETT INNEHÅLLER ETT
SPELALTERNATIV FÖR FLERA SPELARE SOM KRÄVER
EN GAME BOY ADVANCE™ GAME LINK™ CABLE.

Spara data

Följande speldata kan sparas i spelet för framtida spel. Alla sparade data förutom Ranking-poäng sparas från skärmen Pause (paus) i varje läge.

- RANKING:** De 20 bästa poängtal för Sonic/NiGHTS/Samba – (B-knappen på titelskärmen)
- ARCADE:** Ett spels nivå, poängtal och bollposition – (välj från Main Menu (huvudmenyn))
- STORY:** Turneringens match (motståndare) - (välj från Main Menu (huvudmenyn))
- TINY CHAO:** Status och tillväxt för Chao/aktuella ringar

GRUNDKONTROLLER



Menykontroller

Styrknappen Control Pad	Menyval
A knappen	Enter
B knappen	Avbryt

Sätt igång dina sparade data genom att hålla ner **L** -knappen och **START** när titelskärmen visas. Ställ sedan in språk.

Flipperkontroller

Styrknappen Control Pad ◀	Vänster flipper
A knappen	Höger flipper
B knappen	Vippa upp
L knappen	Vippa åt vänster
R knappen	Vippa åt höger
START knappen	Paus

Consumer Information and Precaution

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



WARNING – BATTERY PRECAUTIONS

FAILURE TO FOLLOW THE FOLLOWING INSTRUCTIONS MAY CAUSE THE BATTERIES TO MAKE “POPPING” SOUNDS AND LEAK BATTERY ACID RESULTING IN PERSONAL INJURY AND DAMAGE TO YOUR GAME BOY ADVANCE OR ACCESSORY. IF BATTERY LEAKAGE OCCURS, THOROUGHLY WASH THE AFFECTED SKIN AND CLOTHES. KEEP BATTERY ACID AWAY FROM YOUR EYES AND MOUTH. CONTACT THE BATTERY MANUFACTURER FOR FURTHER INFORMATION.

1. For Game Boy Advance use only alkaline batteries. Do not use carbon zinc or any other non-alkaline batteries.
2. Do not mix used and new batteries (replace all batteries at the same time).
3. Do not put the batteries in backwards (positive [+] and negative [-] ends must face the proper direction). The supply terminals are not to be short-circuited.
4. Do not leave used batteries in the Game Boy Advance.
5. Do not mix battery types (do not mix alkaline and carbon zinc batteries or mix different brands of batteries). Use only batteries of the same or equivalent type as recommended.
6. Do not leave batteries in the Game Boy Advance or accessory for long periods of non-use.
7. Do not leave the power switch on after the batteries have lost their charge.
When you finish using the Game Boy Advance, always slide the power switch OFF.
8. Do not dispose of batteries in a fire.
9. Do not use rechargeable type batteries such as nickel cadmium.
Non rechargeable batteries are not to be recharged.
10. Do not use a battery if the plastic cover has been torn or compromised in anyway.
11. Do not insert or remove batteries while the power is ON.
12. GENERAL NOTE: Rechargeable batteries are to be removed before charging.
Rechargeable batteries are only to be recharged under adult supervision.



WARNING – REPETITIVE MOTION INJURIES

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.



WARNING – SEIZURE

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while 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 when their children play video games. STOP PLAYING IMMEDIATELY and consult a doctor if you or your child have any of the following symptoms: Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, 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.

Kuluttajätietoa ja varoituksia

LUE TÄMÄ HUOMAUTUS ENNEN KUIN PELAAT TAI ANNAT LAPSESI PELATA VIDEOPELIÄ

PARISTOIHIN LIITTYVIÄ VAROITUKSIA

SEURAAVIEN OHJEIDEN NOUDATTAMATTA JÄTTÄMINEN SAATTAA AIHEUTTAA PARISTONESTEEN VUOTAMISEN PARISTOTILAAN. PARISTONESTEEN VUOTAMINEN SAATTAA AIHEUTTAA TAPATURMAN VAARAN JA VAURIOITTAÄ GAME BOY ADVANCE -LAITETTA JA LISÄVARUSTEITA.

JOS PARISTONESTETTÄ ON VUOTANUT, HUUHTELE HUOLELLISESTI IHO JA VAATTEET, JOIHIN SITÄ ON ROISKUNUT.

ÄLÄ PÄÄSTÄ NESTETTÄ SILMIIN TAI SUUHUN. KYSY LISÄTIETOJA PARISTOJEN VALMISTAJALTA.

1. Käytä Game Boy Advance -laitteessa vain alkaliparistoja. Älä käytä hiili-sinkki- tai muita ei-alkaliparistoja.
2. Älä käytä yhtä aikaa vanhoja ja uusia paristoja (vaihdä aina kaikki paristot samalla kertaa).
3. Varmista, että asennat paristot oikein paristotilaan (napaisuus on merkitty paristotilan pohjaan).
Varo oikosulkemasta liittimä.
4. Poista tyhjentyneet paristot Game Boy Advancesta.
5. Älä käytä samanaikaisesti erityyppisiä paristoja: alkaliparistoja, hiili-sinkki paristoja tai erimerkkisiä paristoja.
Käytä vain suositeltuja tai niitä vastaavia paristotyyppijä.
6. Poista paristot Game Boy Advance -laitteesta tai lisävarusteesta silloin, kun se sitä ei käytetä pitkään aikaan.
7. Siirrä virtakytkin OFF-asentoon, kun paristot ovat tyhjentyneet. Kytke aina Game Boy Advance -laite pois päältä käytön jälkeen.
8. Älä heitä käytettyjä paristoja tuleen.
9. Älä käytä laitteessa akkuja, kuten NiCd-akkuja. Kertakäyttöparistoja ei saa ladata uudelleen.
10. Älä käytä sellaisia paristoja, joiden muovikuori on vaurioitunut.
11. Älä asenna/poista paristoja, kun laitteen virta on päällä.
12. YLEISTÄ: Poista akku laitteesta ennen lataamista. On suositeltavaa, että aikuinen suorittaa akkujen lataamisen.



VAROITUS JATKUVAT LIIKEVAMMAT

Pitkäaikainen pelaaminen saattaa aiheuttaa lihas- tai nivelkipuja tai ihon aristusta. Noudata seuraavia ohjeita jännetuppitulehduksen, käsien puutumisen ja ihoärsytyksen välttämiseksi.

- Pidä aina tunnin pelaamisen jälkeen 10 – 15 minuutin tauko, vaikka et tuntisi sitä tarpeelliseksi.
- Jos kädet, ranteet tai käsivarret väsyvät tai niitä alkaa särkeä pelaamisen aikana, keskeytä pelaaminen ja lepää muutama tunti ennen kuin jatkat pelaamista.
- Jos käsiin, ranteisiin tai käsivarsiin särkee pelaamisen aikana tai sen jälkeen, lopeta pelaaminen ja ota yhteyttä lääkäriin.



VAROITUS – KOHTAUKSET

Välkkyvät valot tai kuviot saattavat aiheuttaa joillekin ihmisille (noin yksi neljästä tuhannesta) epileptisen kohtauksen tai tajunnanmenetyksen. Näillä ihmisillä kohtauksen saattaa laukaista myös tietyntyyppisten televisiokuvien katselu tai videopelien pelaaminen.

Tämä taipumus saattaa olla piilevänä myös henkilöillä, joilla ei ole aikaisemmin esiintynyt näitä oireita. Jos sinulla tai perheenjäsenilläsi on esiintynyt epileptisakohtauksen kaltaisia oireita (esim. kohtaus tai tajunnan menetys), neuvottele lääkärisi kanssa ennen pelaamista.

On suositeltavaa, että lapset pelaavat videopelejä vanhempien valvonnassa. Keskeytä laitteen käyttäminen, jos havaitset itselläsi tai lapsellasi jonkin seuraavista oireista: kouristuksia, silmien tai lihasten nykimistä, tajunnanmenetys, näköhäiriöitä, pakkoliikkeitä tai hämärtynyt paikantaju, **LOPETA PELAAMINEN HETI** ja ota yhteyttä lääkäriin.

NOUDATA SEURAAVIA OHJEITA AINA KUN PELAAT VIDEOPELEJÄ:

1. Istu tai seiso mahdollisimman kaukana televisiosta.
2. Pelaa videopelejä mahdollisimman pienellä televisioruudulla.
3. Älä pelaa väsyneenä.
4. Huolehdi pelihuoneen riittävästä valaistuksesta.
5. Pidä AINA tunnin pelaamisen jälkeen 10 – 15 minuutin tauko.

Konsumentinformation och varningstext

OBS! LÄS NOGA IGENOM DEN HÄR TEXTEN INNAN DU ELLER DITT BARN SPELAR TV- ELLER VIDEOSPEL OAVSETT TYP OCH FABRIKAT



FÖRSIKTIGHETSÅTGÄRDER VID HANTERING AV BATTERIER

OM DU INTE FÖLJER NEDANSTÅENDE ANVISNINGAR KAN BATTERIERNA AVGE "POPPANDE" LJUD OCH LÄCKA BATTERISYRA SOM KAN SKADA DIG OCH/ELLER GAME BOY ADVANCE OCH/ELLER TILLBEHÖR. OM BATTERIERNA HAR LÄCKT SYRA SKA DU GENAST TVÄTTA UTSATT HUD OCH KLÄDER. UNDBIK ATT FÅ BATTERISYRA I ÖGON OCH MUN. KONTAKTA BATTERITILLVERKAREN OM DU VILL HA YTTERLIGARE INFORMATION.

1. Till game Boy Advanced ska du bara använda alkaliska batterier. Använd inte brunstensbatterier eller någon annan typ av batterier.
2. Använd inte gamla och nya batterier tillsammans (byt alla batterier samtidigt).
3. Sätt inte i batterierna bakochfram (plus [+] och minus [-] -poler måste vara vända åt rätt håll). Batteripolerna får inte kortslutas.
4. Låt inte gamla batterier sitta kvar i din Game Boy Advance.
5. Blanda inte olika typer av batterier (blanda inte alkaliska batterier med t.ex. brunstensbatterier eller med batterier av annat fabrikat). Använd endast rekommenderade (eller motsvarande) batterier.
6. Om du inte använder din Game Boy Advance eller tillbehör under en längre period ska du inte låta batterierna sitta kvar i apparaterna.
7. Lämna inte spelenheten påslagen efter att batterierna har laddats ur. När du har spelat färdigt ska du alltid avsluta med att stänga av din Game Boy Advance (strömbrytaren i läge OFF).
8. Kasta aldrig batterier i eld.
9. Använd inte laddningsbara batterier – som t.ex. batterier av typ nickel-kadmium. Batterier som inte är avsedda att återuppladdas får inte laddas på nytt.
10. Använd inte batterier där plasthöljet skadats eller batterier som skadats på annat sätt.
11. Sätt aldrig i eller ta ur batterier när strömbrytaren är i läge ON.
12. TÄNK PÅ FÖLJANDE: Laddbara batterier måste tas ur innan de laddas. Batterier ska enbart laddas under överinseende av vuxen.



VARNING – SKADOR VID UPPREPADE RÖRELSER

Du kan få ont i muskler, leder eller hud när du spelat i några timmar. Följ nedanstående råd för att undvika besvär som seninflammation, karpaltunnelsyndrom eller hudirritationer:

- Ta en paus på 10 till 15 minuter varje timme, även om du anser att du inte behöver göra det.
- Om du blir trött i händer, handleder eller armar när du spelar måste du sluta spela och vila i flera timmar innan du spelar igen.
- Om händer, handleder eller armar ömmar under eller efter att du har spelat ska du sluta spela och kontakta läkare.



EPILEPSIANFALL

Ett fåtal personer (ca 1 per 4000) kan få epilepsiliknande anfall eller synsvårigheter som orsakas av blixtrande ljus från TV-apparater eller videospel, även om de inte har upplevt några besvär tidigare.

De som har eller tidigare har haft en epileptisk sjukdom eller har drabbats av symptom som kan ha samband med epilepsi bör kontakta läkare innan de spelar TV- eller videospel.

Vi rekommenderar föräldrar att hålla ett öga på barnen när de spelar. **SLUTA SPELA** och kontakta läkare om du själv eller ditt barn upplever något av följande symptom: kramper, ryckningar i ögon eller muskler, medvetandeförändringar, förändrad synupplevelse, ofrivilliga kroppsrörelser eller förvirring.

FÖR ATT MINIMERA RISKEN ATT DRABBAS AV BESVÄR VID VIDEOSPEL:

1. Sitt eller stå så långt ifrån skärmen som möjligt.
2. Spela TV-spel på en så liten skärm som möjligt.
3. Spela inte om du är trött eller behöver sova.
4. Spela alltid i väl upplyst omgivning.
5. Ta en paus på 10 till 15 minuter varje timme.

The PEGI age rating system:

Age Rating categories:

Les catégories
de tranche d'âge:



www.pegi.info



www.pegi.info



www.pegi.info



www.pegi.info



www.pegi.info

Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:

Description du contenu:



BAD LANGUAGE
**LA FAMILIARITÉ
DE LANGAGE**



DISCRIMINATION
LA DISCRIMINATION



DRUGS
LES DROGUES



FEAR
LA PEUR



SEXUAL CONTENT
LE CONTENU SEXUEL



VIOLENCE
LA VIOLENCE

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

<http://www.pegi.info>





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