

playing Sonic-related games for Genesis such as Sonic the Hedgehog, Sonic the Hedgehog 2, Sonic the Hedgehog 3, Sonic & Knuckles, Sonic 3D Blast and Sonic Spinball. Even for the PC release, I've bought Sonic & Knuckles Collection and written a few FAQs for all of the games mentioned.

Sonic Adventure, of course, is one of my favourite games as well, and Sonic Adventure 2, which has not been released yet as of this update, looks really promising judging from its screenshots. And of course, here comes Sonic Shuffle, a game which had been criticized by various magazines and people, but still loved by some gamers.

If you had any questions, suggestions, comments or any information that may help this Guide (you will be credited), please direct your mails to saigoheiki@gmail.com

There may be spoilers in this Guide, like what's the secret characters supposed to be, the story and such. So, read this Guide at your own risk, if you don't want to know any other things that you want to find by yourself.

Enjoy reading this Guide, and good luck.

- C l e m e n t C h a n

[1.1] Sonic Shuffle

Sonic Shuffle is another Sonic-based party game, created by Sega and only two SonicTeam developers. Most people has criticized this game as being a poor copy of Mario Party, and the slow loading times and other weak points of the game. Being an avid Sonic fan (Tails, actually, only the games I like are all related to Sonic) and trying not to be biased, I don't really see any problems with this game at all.

Made for the Dreamcast, Sonic Shuffle is definitely suitable for all ages, and the party game which suits up to four players all together. It's a fun, partying world.

[1.2] Copyright info

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[1.3] How to Best View this Guide

If you view this guide of the Internet and noticed that some words are filled in with spaces and etc., it's because your browser did not view it at the right width. Save the guide and open it up with WordPad (recommended).

Click File, then Page Setup. At the section where they put Margins (inches),

look for Right and type 0.8" in it. That way, you could view this guide neatly as it is meant to be!

[1.4] Review

Sonic Shuffle has been already been criticized by many main websites and online magazines, together with the majority of people saying this as being the worst Sonic game ever produced. I am a Sonic fan myself so I don't really understand why other people which are mostly comprising of Sonic fans would want to describe this game as being the worst. Their main reasons was that the gameplay was not too good, terribly slow loading times and tiny replay value but I must say all of their reasons are totally wrong, depending on my point of view.

Graphics - 10

The graphics are totally amazing that totally surpasses any current games in the world. The introduction FMV will give you the first impression that this game will going to be good, and of course, it seems that the graphics in the FMV are mainly hand-drawn, not CG graphics as I had expected earlier. The FMV scenes was totally great, and immensely detailed from the beginning to the finish. The greatness of their colourful scenes are almost indescribable, as it looks almost like a cartoon movie using the most advanced of technologies to produce such wonderful scenes.

While the FMV scenes are great, the graphics in the game itself was, unfortunately, does not look that nice after the FMV scenes. Gaming developers seem to make the FMV scenes look very nice and the in-game graphics look slightly worse. The characters look a bit 'thin', like cut out from a piece of paper while the background itself are really wonderful. The only drawback out of all of those wonderful things is that Sonic's mouth seems to be like Dracula. Ever noticed his sharp, fang, two teeth? Also, the voices doesn't match when the mouth should open and close.

Everything was in a perfect 3D environment, though you can't control your characters in a 3D way, seeing that this game is a party game, not an adventure or a fighting game in any way. The graphics in the actual itself is quite all right, added in with various sorts of colours to make this game more cheerful. And of course, whatever you do, those 'active' objects in the game will keep on moving in a steady flow, like the river, clouds and etc. Other graphical aspects like the light source was just simply cool and could blind your eyes, with the mini-circular light that came up after the sun. Sonic Shuffle shines out as one of the best in graphics, making this game one of the coolest game ever created.

Music - 9

The background music seems to be a bit childish for my likes, during every time when you start at a new board with the soft lullaby singing its tunes as if to a baby. Most of the background music are just nice, with loud and fast, rapid music during a battle against enemy. Victory music will sound just as it was supposed to be, with the interesting tunes coming hear and then, changing every time. Almost all of the music suits each part and when it should appear, like at the Nature Zone, you'll have the jungle-theme music popping out for you to hear. Some background music are also comical in some way that I can't explain.

The sound effects always appear with any action that you do, whether moving forward or not. Even the background will activate certain sound effects, like water flowing and others. Common sound effects that you will hear throughout the game is like rings coming out from you, rings collected, jumps from the bumpers and many more. Characters will develop their own special movement that

will make different type of sound effects. Overall, all of them suits one another and can be considered as the best.

Now, voices can be a bit of a problem, as most of the characters' new voices does not suit at all. Sonic's voice is at least sound as close (not really that near, but close enough) to the previous actor used at Sonic Adventure, and so is Tails (well, you can hear when he say "All right!" which sounds terribly alike to Mickey Mouse's). Amy sounds just nice, as if the previous same actress from Sonic Adventure was used here. Knuckles sounds too mature, too far from being the same from his old voice. While Eggman's voice is completely different than his previous one, his voice sounds 'evil' enough to match his old one. I have no comment for other characters with their new voices, except that they sound just right.

Gameplay - 9

Right. First impression is over. At the main menu, you are given a few options which includes Story, Versus, Tutorial, Sonic Room and File Select. Of course, it is really recommended that you should head for the Tutorial first as it gives you totally basic things that will help you to win the whole game together. Basically, the flying NiGHTS-like creature, Lumina Flowlight will tell you what each spaces do and give you tips on winning the game.

For the first time playing, you will notice that the loading times are slightly slower (about 10 to 18 seconds. I've counted them exactly. Honest) than other games. I'm expecting to wait for more than 1 minute when most online sources have been exaggerating about the slowness of the loading time while very few people mentioning about Worms Armageddon's loading time is 10 times slower than Sonic Shuffle. After you have played the game for a while, you won't really notice the loading times at all, for some reasons.

This game is a party game, as I've already been telling you that all the while for more than two times. It is said that it is similar in every aspect to Mario Party (I haven't played it, or even own the system). The main objective of the game is to collect all of the seven Preciustones (yeah, I know it sounds silly) in every area. Collecting one Preciustone will earn you an Emblem (after you finished the game), as well as collecting the most rings, completing the end-stage Mini Game by getting first and finishing the mini hidden quest. If two of you got the same amount of Emblems, the character who got the most rings wins. I know, some parts of the game are straight from Sonic Adventure, like the Emblems and the names for the moves.

Depending on which character you choose, each of them have their own special abilities, which allow them to proceed at certain parts of the game easier. Despite the second impression it gives as being a childish game with uninteresting storyline, this game is actually hard, even if you set it at easy level so try to be vain enough to think that you can beat this game in a matter of seconds where you frustratingly struggling across to barely made through or to be announced as a loser (not really). To cut it short, this game requires good thinking skills and many strategy plans coming across your minds. Cards are scarce and you can also use other character's cards in order to survive this unknown battle.

The cards ranged from numbers 1 to 6, which, as suggested, can act like dices and you must follow the numbered card that you had chosen to move forward. There is also a Special card, with the large letter S for you to see. Using it will allow you do decide three choices, use it as a roulette (where computers are commonly known to use this always), exchange cards with other players and stealing cards from other players. The first choice is always recommended, when you want to go to a certain number (you can choose between 1 to S, where S is number 7 in actual). There are S cards shared out between four players, only

three cards existed where the unlucky one will get the Eggman card. Using it intentionally or accidentally will result something unlucky will happen, where Eggman will set a whole row of traps for you to choose from in a roulette. If you're lucky (on a very rare chance), you might just land where you won't really get effected or even had an item.

Other than cards, you can use items obtained in Mini Games or Mini Events or any other places, called Forcejewels. This nifty things can also be bought when you land on the Shop area, with rings to spend, of course. By using these items, you can either make your players forced to move 6 spaces, make yourself teleport to a random space, swap places with other players and many other cool items. If your opponent set this upon you, you're doomed. You can either choose which player will be your victim or to be decided on a roulette, if you happen to use these Forcejewels.

Mini Games, on the other hand, are a good reason why this game is fun, depending on your playing personality and attitude. There are event spaces which you can land, to make yourself either have the Mini Games or Mini Events, depending on your luck. Some of the Mini Games will let you to have a two-on-two fight, which mean that you must cooperate with the other player, some one-on-three game, where the lucky one will be able to control certain game, like being the chef and cook the other players. Some are games where you must win the battle and try to get either the most rings or perform the best. There are over 40 mini games of these, giving you a total tremendous leap of fun for the week. Mini Events are always random and automated, where you can even answer trivia quizzes! The host mainly ask about the game itself, like the amount of cards you have used and etc. The automated Mini Events will make you lose or earn rings, depending on the character you choose, choice that you had chosen (also random) and based on your luck.

If you land on battle spaces, you're either going to need high-numbered cards, about 3 or more. You must beat the enemy's number by being equal or higher than the number. If you press the A button at the same number as the enemy's, you'll gain two Forcejewels but if you have the higher number than the enemy's, you will only gain one. Fail by using Eggman card in the battle (I know you will not be as silly as that, unless that's the only card left) or have less number than the enemy's, you will see more than 40 rings deleted from your total number. Risky, don't you think?

As I've said before, there are seven Precioustones scattered about in the board. If you are the furthest away from the Precioustone that have been collected by other player, you'll watch in horror and despair with your goggle-eyed eyes ready to pop out at any moment, as you pray and pray and look that your character have been totally squashed into a flat pancake by a sixteen ton dummy with loads of rings falling out of your character, by your totally hateful enemy of all time, Eggman. Cut that short to say abruptly that your character will be flatten by Eggman's 16-ton thing with about forty rings flying out from your character. Simple, isn't it? This mean that you must totally race for the Precioustone, even if you just barely made through as the third furthest away from the collected Precioustone.

There will be a special space where you must finish a certain hidden event that will occur in all boards. Sometimes, depending on your boards, you may find yourself unable to proceed as the shortcut may have been blocked by certain obstacles. And of course, there are fun-type of Accidents that will occur like Mini-Games, where you have to either get to the end or get the most rings and protect yourself from other things. Some are fun and easy while others may look impossible for you to get through. If you complete the whole board by collecting the seventh Precioustone, there will be end-stage Accident where you must either escape from the place (listen and look at the instructions on the

screen) and other timely events.

And that's not it, when you land on a space where the Precioustone is. You have to fight the enemy that has been mutated by the power of the Precioustone and the more Precioustones has been collected, the higher the number would be on the enemy. So merely, you just need cards to survive. Once these cards run out, for all of the characters, a new deck of cards will be given to you and the rest of the crew.

Even if you lose at certain boards, by collecting a lot of money until the seventh Precioustone has been collected, you can put them into the Bank (it's actually a Sonic-shaped coin box), as Lumina will call it to spend later on. Whether you win or lose, the more important thing is to collect more rings, so try to avoid being squashed by Eggman or lose in a battle. The Sonic Room can be accessed from the Main Menu in the game, where you can buy pictures with the rings that you have collected that will unlock something secret. Not all pictures can be bought as some pictures can only be bought if you completed certain boards first. All secrets can be accessed in this room, with your main objective to buy those pictures.

Story - 8

Set out in the place called Maginaryworld (sounds silly), the four characters, Sonic, Tails, Knuckles and Amy have been dropped off in the place by Lumina Flowlight, the angel who is beside Goddess of Dream, Illumina all the time. She seeks help of you to collect the Precioustone (will make you embarrassed if you ever get your friend to know about this) that have been shattered by the villain of this game, Void. This perfect Precioustone has been shattered into five pieces, and the five pieces has been destroyed in seven pieces each. To restore peace and harmony to the stages and Maginaryworld, you need to collect all seven Precioustones in each stage. Eggman has really nothing to do with all this, except to annoy you with all of his traps and destructive stuffs.

To be honest, the computer does cheat sometimes by knowing which cards that you held in your hands. They seem to pick up which cards that they want at the right time but occasionally, they are stupid enough to take the Eggman card. The Artificial Intelligence of the computer is quite high, even after you set it in Easy mode. But even because of that, you still have your personal Original Brilliant Intelligence to beat the computer's AI. Just use the right cards at the right time and you'll scrape through.

If you're tired of playing Story mode, you can relax and play with members of your family or friends with the Versus mode. You need up to four controllers to play up to four players, and this time, you can decide how many Precioustones must be collected in the board. That's not all, as you can choose which board you want without finishing the board. Of course, the rules of the game are still preserved and you need to follow them. Playing through the game may not be your objective as you might probably want your friends to enjoy together the Mini Games.

Controls - 9

The controls are not really that difficult, as this is not an adventure game, nor a fighting game (I've been stressing this for the second time). Pressing A will mean a sort of 'Decide' and 'Action' button while B is to cancel. The Y button will let you look across the map so you can see the location of other players and the Precioustone properly. D-pad is to move your character and other things while the Start button is to bring up the Exit menu. These A, B, X and Y buttons can make different actions in the Mini Game, but they changed from Mini Games to Mini Games.

Replay Value - 7

All right. You've played Sonic Shuffle one whole day. Next after next few days, you're still playing it. Playing this game everyday may not make you like this game later on as you might feel bored with it, as this had happened to me. I found that Sega's comment that 'this game provides unlimited replay value' was very untrue, so if you want to like this game even after a few days, don't make this game your idol. Play other games to make you forget this game for a while, and you will stay all right.

Overall - 9

This game turns out to be very exciting after all, despite all of those main and online magazines has been criticizing this game for a long time. Loading times can be wait as they don't take one minute, only between ten seconds to eighteen seconds, where most top, major games like MDK2 which takes ten times longer than this game has been a favourite. If you can't wait for about only fifteen seconds, then this game is not for you. As I had explained before, after playing this game for a while, you may not seem to notice the loading times at all but eagerly waiting for it to load and play. Sega is extremely brilliant at keeping you coming back for more as there are many secrets held in this game, with tons of Mini Games for you to enjoy and play at the end of the day.

Sonic

- + A fun party game for all ages, with many Mini Games for you to enjoy.
- + Many secrets to keep you coming back for more, for the sake of unlocking them!
- + Wonderful and beautiful graphics, with detailed modelling that will make you gape for few minutes.

Tonic

- This game can get boring, if you play this game everyday non-stop. Serious.
- Not for the very impatient people if they can't wait for about 15 seconds to load the game (pun intended).
- Voice acting for certain characters can sound odd, honestly. Tails' Mickey Mouse-like voice in certain words that he spoke, especially "All right!" can be not like his normal self. One more thing to add, computers cheat.

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<2> F o r c e j e w e l s <2>
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Right, here's the place where you can learn more about the Forcejewels themselves, and the list of all Forcejewels available.

[2.1] Frequently Asked Questions

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1. What is a Forcejewel? .1

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A Forcejewel is a special, rainbow-coloured jewel that has mysterious powers and effects in it. Some of them will give you positive effects, where you can move fast by using a few cards at the same time, while some will actually give you negative effects, like destroying all your Forcejewels that you had at the time.

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2. Where can I get a Forcejewel? .2

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You can get a Forcejewel in several places, and to tell the truth, there are simply many parts of the game where you can get a Forcejewel. This includes:

- I. Get a Forcejewel in the Battle space by winning (against normal enemies).
- II. Get a Forcejewel in certain Mini-Games.
- III. Get a Forcejewel from Eggman while selecting Eggman's certain evil inventions.
- IV. Get a Forcejewel in certain Mini Events.
- V. Get a Forcejewel in a stage Accident.
- VI. Get a Forcejewel by buying them in the Jewel Shop space.

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3. I can't use a Forcejewel! Why? .3

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There are several reasons why you can't use a Forcejewel:

- I. Other player's Forcejewels disabled the ability to use a Forcejewel for you.
- II. Certain Forcejewels cannot be activated. They automatically activate themselves, like Carbuncle and Blockite.

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4. Any tips on using a Forcejewel? .4

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To make full use of Forcejewels, try and use them whenever possible and at the right time. For example, if you had two cards that you want to use together in one go, so that you can move forward to a particular location, use a Speederald in order to use both cards.

You must be clever enough to know every Forcejewel's powers, so that you know when to use a Forcejewel. Another example would be: When you are far away from a Precioustone, but another character is near it and you have a Swap Jewel, use it immediately. In the roulette, try and time carefully and select the character that you want to change places with.

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5. It's hard to choose a character to be my victim in the roulette. Any other tips? .5

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Yeah, you know how annoying it is. When you want to change places with a character, you had to choose the wrong one and instead of going nearer, you're further. There are no exact tips to get you at the right spot, but try and use Magnifire to increase one character's area in the roulette, or time carefully and press A at the right time.

If you had made a mistake in the roulette, simply press A+B+X+Y and Start buttons together to make a soft reset. It will return you to the title screen and resume to the time before at your turn. Then, do the roulette once again.


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| ㄨ==||==||==||==ㄨ                                     |
+                                                                 +
|  Description: Transforms into a random Forcejewel, and uses its power |
+               immediately.                                     +
|                                                                 |
ㄨ-----ㄨ
+                                                                 +
| ㄨ==||==||==||ㄨ                                         -   8 / 36 |
+   Curse Opal                                               +
| ㄨ==||==||==||ㄨ                                         |
+                                                                 +
|  Description: Annoy another player--spin the roulette to see who your |
+               victim will be.                               +
|                                                                 |
ㄨ-----ㄨ
+                                                                 +
| ㄨ==||==||==||ㄨ                                         -   9 / 36 |
+   Deletite                                                 +
| ㄨ==||==||==||ㄨ                                         |
+                                                                 +
|  Description: Spin the roulette to destroy one player's Forcejewels. |
+                                                                 +
ㄨ-----ㄨ
+                                                                 +
| ㄨ==||==||==||ㄨ                                         -  10 / 36 |
+   Duplichaos                                              +
| ㄨ==||==||==||ㄨ                                         |
+                                                                 +
|  Description: Transforms itself to a different Forcejewels.      |
+                                                                 +
ㄨ-----ㄨ
+                                                                 +
| ㄨ==||==||==||ㄨ                                         -  11 / 36 |
+   Foolmoon                                                +
| ㄨ==||==||==||ㄨ                                         |
+                                                                 +
|  Description: Spin the roulette to swap your high card for another |
+               player's low card.                             +
|                                                                 |
ㄨ-----ㄨ
+                                                                 +
| ㄨ==||==||==||ㄨ                                         -  12 / 36 |
+   Geasdain                                                +
| ㄨ==||==||==||ㄨ                                         |
+                                                                 +
|  Description: Spin the roulette to choose one player who will be forced to |
+               move 6 spaces for 3 turns.                     +
|                                                                 |
ㄨ-----ㄨ
+                                                                 +
| ㄨ==||==||==||==||ㄨ                                       -  13 / 36 |
+   Hi-Speederald                                          +
| ㄨ==||==||==||==||ㄨ                                       |
+                                                                 +
|  Description: Use 3 cards for movement or battle.              |
+                                                                 +
ㄨ-----ㄨ
+                                                                 +
| ㄨ==||==||==||==ㄨ                                         -  14 / 36 |
+   Hypnotite                                              +

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|  α--|--|--|--α                                     |
+
|  Describtion: Spin the card roulette and throw away all cards with the |
+          same number.                                     |
|
α-----α
+
|  α--|--|--|--|α                                     |           - 15 / 36 |
+  Lose Quartz                                             |
|  α--|--|--|--|α                                     |
+
|  Describtion: Changes the battle, event and plus ring spaces into minus |
+          ring spaces for 4 turns.                         |
|
α-----α
+
|  α--|--|--|--|α                                     |           - 16 / 36 |
+  Low Moonstone                                           |
|  α--|--|--|--|α                                     |
+
|  Describtion: Lessens the power of the Precioustone, and weakens the |
+          monsters.                                       |
|
α-----α
+
|  α--|--|--|--|α                                     |           - 17 / 36 |
+  Maharajite                                              |
|  α--|--|--|--|α                                     |
+
|  Describtion: Use the roulette to swap your low card for another player's |
+          high card.                                       |
|
α-----α
+
|  α--|--|--|--|α                                     |           - 18 / 36 |
+  Magnifire                                               |
|  α--|--|--|--|α                                     |
+
|  Describtion: Increase one player's area on the roulette. |
+
α-----α
+
|  α--|--|--|--|α                                     |           - 19 / 36 |
+  Max-Speederald                                         |
|  α--|--|--|--|α                                     |
+
|  Describtion: Use 5 cards for movement or battle. |
+
α-----α
+
|  α--|--|--|--|α                                     |           - 20 / 36 |
+  Medium                                                  |
|  α--|--|--|--|α                                     |
+
|  Describtion: Teleports all players to the space you're on. |
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α-----α
+
|  α--|--|--|--|α                                     |           - 21 / 36 |
+  Packlite                                               |

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|  α-=-|-=-|-=-|α
+
|  Describtion: Prevents all players from reaching the Precioustone for 3
+                turns.
|
α-----α
+
|  α-=-|-=-|-=-|α
+  Preciousite
|  α-=-|-=-|-=-|α
+
|  Describtion: Spin a card, and if you roll a 1, you'll jump straight to
+                the Precioustone.
|
α-----α
+
|  α-=-|-=-|-=-|α
+  Reducite
|  α-=-|-=-|-=-|α
+
|  Describtion: Reduce one player's area on the roulette.
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α-----α
+
|  α-=-|-=-|-=-|α
+  Ringidum
|  α-=-|-=-|-=-|α
+
|  Describtion: Changes the battle, event and minus ring spaces to plus
+                ring spaces for 4 turns.
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α-----α
+
|  α-=-|-=-|-=-|-=-|α
+  Shield Quartz
|  α-=-|-=-|-=-|-=-|α
+
|  Describtion: For 4 turns, no one else can use a Forcejewel.
+
α-----α
+
|  α-=-|-=-|-=-|α
+  Shuffire
|  α-=-|-=-|-=-|α
+
|  Describtion: Shuffle and redistribute everyone's Forcejewels.
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α-----α
+
|  α-=-|-=-|-=-|-=-|α
+  Sonic-Speederald
|  α-=-|-=-|-=-|-=-|α
+
|  Describtion: Move 30 spaces in a random direction.
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α-----α
+
|  α-=-|-=-|-=-|α
+  Speederald
|  α-=-|-=-|-=-|α

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- 22 / 36

- 23 / 36

- 24 / 36

- 25 / 36

- 26 / 36

- 27 / 36

- 28 / 36

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+
|  Describtion: Use 2 cards for movement or battle.
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+-----+
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|  α--|--|--|α
+   Stopnite
|  α--|--|--|α
+
|  Describtion: Block off a space for 3 turns so the other players can't
+                pass.
|
+-----+
+
|  α--|--|--|--|α
+   Swap Jewel
|  α--|--|--|--|α
+
|  Describtion: The roulette will decide the player you will switch places
+                with.
|
+-----+
+
|  α--|--|--|--|--|α
+   Teleport Ruby
|  α--|--|--|--|--|α
+
|  Describtion: The roulette will decide who you will be teleported close
+                to.
|
+-----+
+
|  α--|--|--|--|--|α
+   Thief's Eye
|  α--|--|--|--|--|α
+
|  Describtion: Spin the roulette to choose a player to steal a Forcejewel
+                from.
|
+-----+
+
|  α--|--|--|--|--|--|α
+   Turbo-Speederald
|  α--|--|--|--|--|--|α
+
|  Describtion: Use 4 cards for movement or battle.
+
+-----+
+
|  α--|--|--|--|--|α
+   Warp Crystal
|  α--|--|--|--|--|α
+
|  Describtion: Randomly teleport to a different space.
+
+-----+
+
|  α--|--|--|--|--|α
+   Warponite
|  α--|--|--|--|--|α

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+
|  Describtion: All players will be teleported to a random space.
+
+-----+
+
|  α--|--|--|α
+      Wastone
|  α--|--|--|α
+
|  Describtion: Spin the roulette to force one player to use a Forcejewel
+                on their next turn.
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<3> C r e d i t s <3>
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The owner and the writer of this Guide. So, drop an e-mail if you had any
questions, suggetions, comments or any information.

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<4> H i s t o r y <4>
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Version 1.0 - 23rd of January 2001
Completed this guide for public release.

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Version 1.1 - 20th of February 2001
Added 3 more Forcejewels that I had left out.

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