

# Sonic Adventure E-102 Walkthrough

by Knux2001

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SONIC ADVENTURE -- E-102 WALKTHROUGH

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NOTE: This document is best viewed in Courier New (Western) at 10 points.

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## Update History

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Version 1.0

Added

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## 1.) E-102's Story

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Welcome to my E-102 FAQ! E102, codename: Gamma, is an evil robot that Dr. Robotnik, also dubbed Eggman by Sonic and the gang, created. E-102 is inferior to his "brothers", and must prove him wrong by battling with E-101. If he defeats E-101, then E-102 will be allowed to serve under Dr. Robotnik's command. Later in the game, E-102 sees all of his brothers teleported away because they couldn't find the frog with Chaos' tail, and then sees his brother E-101 being reassembled. He begins to feel emotions and ends up joining Sonic and the gang thanks to Amy! In each of his stages, he finds one of his brothers and fights him to send him back up to the Egg Carrier, but you only have a limited amount of time, but you can get more by destroying enemies. Destroy more than one enemy with one hit to gain bonus time!

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## 2.) E-102's Walkthrough

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As soon as the intro is over, walk to the left and you will see Eggman standing by a door. He says that the door leads to the Swatbot firing range and that he will instruct E-102 on how to properly destroy Sonic & his pals. E-102 will obey and enter the door leading to his first action stage, Final Egg (see section [5.A]).

Back in the main room of the docking station, head down the stairs to

where Dr. Eggman is. He wants you to prove your worth. He summons one of his other Swatbots, E-101 "beta" and orders Gamma to spar with it.

After the fight, E-101 shows that he doesn't trust Gamma. Eggman walks off and launches the Egg Carrier. He then gathers all of his Swatbots the the main internal room of the Egg Carrier. He then shows them that Big's frog, Froggy has Chaos tail and orders them to capture the frog and bring it to him.

Now you'll find yourself in the seaside drive of Station Square. Go through the hotel to the pool area. The entrance to the beach is blocked by some barricades. Target and destroy the obstruction and go on to E-102's second action stage, Emerald Coast (see section [5.1]).

After finding the frog, Tikal's sprit appears and transports Gamma to the Floating Island of the past. E-102 has no data as to where he is so he decides to investigate. Walk up to the Master Emerald shrine.

There will be a group of Chao singing (possibly chanting). This causes a reaction in the water. Tikal appears and yells to you. She then apologies to Gamma and talks with him. Afterwards, Gamma awakens to find himself back on the EC's main internal room. The other E series swatbots call for him to get in formation. All the robots have captured different frogs, but none of them are the right one. Then Eggman notices that Gamma has the one true frog there were all after. He takes the frog from Gamma and punishes the other swatbots by beaming them off the ship. Dr. Eggman then orders E-102 to go to the prison area and get the Chaos Emerald from around the neck of Amy's bird friend. He then walks off. E-102 heads towards the door but accidentally steps on a spinning floorpiece that sends him into the door on the left. Inside, he sees pieces of a black swatbot on the ground. He looks up to see a new improved version of E-101 "beta" being constructed. He then leaves. Now, go into the door on the right and you'll be in the Whack-A-Sonic game room. Go to the other side and you'll find Amy locked in her prison cell.

E-102 will order Amy to give the bird to him, but she will refuse. Amy will then talk with E-102, causing him to malfunction. Amy's bird friend will then fly up close to E-102 causing him to malfunction some more. E-102 then decides to free Amy from her cell and Amy runs off. Now leave the prison area go back to the EC main room. When you get there, Eggman will test his microphone and order E-102 to come to the main deck. But before you head up, go up the stairs on the far end of the room and take a right. Go along the railings until you reach a door that opens on your left. Once inside, jump down to the bottom and pick up the Jet Booster Upgrade item (see section [7.2]).

Leave this room, and Eggman will yell at you some more. Now jump into the lift pod (the large, golden UFO looking thing) to the main deck. There you will be ordered by Dr. Eggman to fight Sonic. Interestingly enough, in this version of the story, Sonic is a pushover to Gamma, and just as Gamma is going to blow away Sonic for the last time, Amy steps in and convinces E-102 to spare Sonic's life. Sonic thanks Amy and runs off to face Dr. Eggman. After another brief talk with Amy, E-102 flies

off the Egg Carrier as it explodes and lands in the ocean.

On his way down, Gamma thinks about all the things he's seen. And then it happens, he becomes aware that his is fighting on the wrong side. He decides to take down the other E series robots to protect other innocent people from being hurt.

Now in MR, head up the steps to Tails' workshop. In front of Tails' door will be the green Wind Key. Grab the key and take it to the cave in the cliff next to the MR lake. Place the key on the pedestal which will release the vents below and cause the wind to rush faster. Jump into the vortex and on to E-102's third action stage, Windy Valley (see section [5.2]).

After Gamma has rescued the E-103 robot and set free the animal inside, a new cave will form in front of the MR train station. Go into the cave and jump into the vortex. Then follow the adjoining cave to the end and find the entrance to Red Mountain with the caged monkey in front of it. Target and destroy the monkey, thus unlocking the stage and you're on to E-102's fourth action stage, Red Mountain (see section [5.7]).

Once you've destroyed E-104 and released the animal inside, E-102 will remember that there are still a few E series robots left. He remembers seeing E-101 "beta" being rebuilt. He decides to go to the Egg Carrier and find E-101. Head back to the EC by way of the boat service located underneath the MR train station. Once you get there E-102 will make a brief statement. Then head up deck and take the egg pod down into the main central room. Once there head to the other side of the room where the three doors are and enter the middle door. You're on your way to E-102's fifth and final action stage, Hot Shelter (see section [5.B]).

Upon destroying the mammoth E-105 robot, go to the main deck and E-102 will pause to examine himself. He'll remember about E-101 beta and he'll remember his romp through the Emerald Coast. Then the new E-101 flies overhead. Follow it to the center of the large green spinning part of the deck. Once you get there it's a confrontation with E-102's final boss, E-101! E-101 is heavily shielded in the front, so only a blast to his back side will hurt him.

But before E-101 is destroyed, it blasts E-102 away with one last shot. Then, the white, male bird that was inside E-101 flies up to E-102. This triggers some never before seen memories inside E-102. He remembers that he himself is just a bird. He decides to lay down and self destruct himself. The white bird looks back to find that inside of E-102 was it's lost mate, the pink bird. Both are the parents of Amy's lost, little bird friend and the story ends.

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### 3.) Upgrade Items

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| Item        | Where   | Purpose        |
|-------------|---|----------------|
| Jet Booster | In room on upper level<br>of inner room of EC | Gives Hovering |

Gun Upgrade Item            In room opposite of            Makes gun fire more  
                                  room where booster was        rockets per shot  
                                  only after EC crashes

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#### 4.) Emblems

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Here I will only put down speed tips to help with E-102's A emblems, as the B and C emblems are just too easy to get!

FINAL EGG - Simply keep shooting the dolls to get more time.

EMERALD COAST - Near the end, you can jump up to where Froggy is without having to go around.

WINDY VALLEY - Lock on to all ten sections of the caterpillars for massive time!

RED MOUNTAIN - Just lock onto as many enemies as possible and shoot for madd time.

HOT SHELTER - Use the same tactics as in the last level and you'll do fine.

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#### 5.) Bosses Guide

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E-101 Beta:

Simply run around and keep shooting at him. It takes three hits to win.

Sonic:

Again, keep shooting at him and you'll win. It again takes three hits.

E-103 Delta:

Keep moving and shoot down Delta's missiles. It takes five hits this time.

E-104 Epsilon:

Stay close and hit him five times to win.

E-105 Zeta:

Keep running around the same way as the platform and shoot all of Epsilon's cannons off of him. Five hits to win.

E-101 Mark II:

Keep shooting at him to destroy his missiles. When he gets the white thing around him, move to the side, turn around and shoot him in the back. Four hits to win.

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#### 6.) Credits

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Knux2001(me) - For typing this guide!

This guide is (c)2001 to me, Knux2001.

