

# Sonic Adventure 2 FAQ/Walkthrough

by isv666

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Sonic Adventure 2 - Dreamcast  
Version 2.0  
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UPDATES  
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4/05/02 - Made a few corrections, added a few Chao Box locations, and a few other slight changes. I would like to thank everyone who has emailed me with corrections, tips, comments, etc.

9/29/01 - Put up the Green Hill section. Fun for all! It isn't too great, as the stage has so many varying routes, it is kind of hard to write for.

9/16/01 - I finished the boss strategies. I will begin adding more stuff soon, so look forward to it.

9/05/01 - The main walkthrough is complete with Cannon's Core done. Now I just add the extra stuff such as all the Chao box locations, boss strategies, and some other things.

8/26/01 - The Hero and Dark side walkthroughs are complete, except bosses and Chao box locations. I still need to finish up Cannon's Core, Big Locations, Bosses, Chao Box Locations. I removed the Chao section due to the fact I, well, suck with Chao.

8/13/01 - This update is to basically say I'm still here working on this FAQ. I put up half the Dark side. The reason for lack of updates is because I have been EXTREMELY busy lately and haven't had much time to work on this FAQ. Hope you understand.

7/19/01 - I am starting the Dark side walkthrough. The main reason for this update is just to add a 1st Mission Cannon's Core walkthrough. I did this because this is the stage that most people seem to have a problem with. Expect a lot of stuff to be done in the next update.

7/16/01 - Haven't worked on this FAQ like I should have. Hero stages are done. All I need to add to them are the Chao Box locations. I'm also going to do better 100 ring walkthroughs soon. Added a Big location section. Gonna add a Golden Beetle location soon also. Possibly animal locations for each stage. Next update should come after all the Hero side Chao boxes are found, along with the Hero side boss strategies.

7/12/01 - Added up to stage 15, almost done with that one. The FAQ is slowly building up, and I hope it will become one of the best on the site. The next update will come when I have each of the walkthroughs for Hero side.

7/6/01 - Added up to stage 10 on Hero side. The FAQ is still new, and will have a ton more info added later.

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=====  
(1) INTRODUCTION  
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This FAQ is written to assist players in Sonic Adventure 2. Sonic Adventure 2 is a very large game, so this FAQ may be missing some elements in the game. If you can not find what you need in this FAQ, I

suggest checking out some of the other great FAQs at GameFAQs.com. Contact information is located towards the top and bottom of this document. Good luck!

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(2) CONTROLS  
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BASIC CONTROLS  
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Analog	Move character, move cursor
Directional Pad	Move cursor
A Button	Jump, enter selection
B Button	Action, cancel
X Button	Action, cancel
Y Button	Switch action window
L/R Triggers	Rotate camera

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(3) ACTIONS  
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The B and X Buttons are the Action buttons. The action changes according to the situation. When there is more than one action that can be used, press the Y Button to change to another action. For example, when in the Chao Garden near your chao, pressing the B Button may pet the chao. But pressing Y Button will change the action to pick up, which allows you to pick up the chao. The following actions are basic actions that you start out with. More actions can be recieved when you pick up a upgrade. Each characters actions are similar to their counterpart (i.e. Sonic/Shadow, Tails/Dr. Eggman, Knuckles/Rouge).

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SONIC/SHADOW  
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Somersault	B button, used to break wooden containers, or squeeze through narrow gaps.
Spin Dash	Hold B button then release, rolls at a high speed can kill enemies.
Homing Attack	A button while airborne, attack nearby enemies, can attack a series of enemies.
Grinding	Land on a rail to grind, jump with the A button, crouch with the B button, balance with the Analog.

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TAILS/DR. EGGMAN  
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Volkan Cannon	B button, used to destroy wooden containers.
Lock-On	Hold B button, use the Analog to move around and lock onto an enemy.
Punch	B button near the enemy.
Lock-On Missile	Release B button after using the Lock-On, if many enemies are locked on, they will all be attacked.

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KNUCKLES/ROUGE  
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Punch/Kick            B button, used to break wooden containers or kill an enemy.

Glide                 Hold A button while airborne, this allows you to glide through the air for a slow landing or traveling far.

Climb Wall            While gliding, glide into a wall, you should stick into it, allowing you to move around on it with the Analog.

Swim                  B button dives, A goes to surface, swim under water to search for items, be careful, you only have a limited oxygen supply and must come up for air.

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(4) OPTIONS  
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Symbol:	Effect:
CD	Listen to background music and sound effects.
VMU	Change game file to be used.
Jump Pack	Enable or disable the Jump Pack
Speaker	Switch between stereo and mono output.
Letters	Change between English or Japanese voices, or 5 different languages for text.
Sonic	Change the main menu theme, downloaded file required.

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(5) EXTRA  
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Extra:	Effect:
Tutorial	The chao Omochao will teach you all about the basics.
Emblem Results	View the emblems you've gained thus far. Selecting a stage will let you play it.
Download Event	Downloadable features from the Sonic Adventure 2 website.

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(6) CHARACTERS  
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(credit to the Sonic Adventure 2 manual for the character profiles)

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SONIC  
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Full Name: Sonic The Hedgehog

Profile: The fastest hedgehog on earth has a little competiton.  
Mistaken for an escapee, Sonic is being chased by a secret military

organization. He'll have to catch up with the mysterious black hedgehog in order to thwart Dr. Eggman's latest plan to conquer the world.

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SHADOW  
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Full Name: Shadow The Hedgehog

Profile: The black hedgehog that resembles Sonic. Shadow is the ultimate life form created by Professor Gerald. Shadow has a special ability called "Chaos Control," which allows him to warp time and space using Chaos Emeralds. After telling Dr. Eggman about the existence of the Eclipse Cannon, Shadow encourages Dr. Eggman to join up and help conquer the world.

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TAILS  
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Full Name: Miles "Tails" Prower

Profile: The fox boy with two tails can create mechanical inventions that rival those made by Dr. Eggman. This time, Tails pilots his latest walker, "Cyclone." He will support Sonic completely with his mechanical abilities.

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DR. EGGMAN  
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Full Name: Dr. Eggman

Profile: Also known as Dr. Robotnik, Dr. Eggman is a self-proclaimed genius. He is an evil scientist with an IQ of 300. A renowned authority on robotics, Eggman joins forces with Shadow and Rouge in a plot to conquer the world. Once he has collected all the Chaos Emeralds, he plans to take care of his lifelong rival, Sonic, once and for all.

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KNUCKLES  
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Full Name: Knuckles The Echidna

Profile: The guardian of the Master Emerald, Knuckles takes his residence on the floating Angel Island. He is known as a treasure hunter, but is a skilled martial artist as well. Ever since the Master Emerald was shattered, Knuckles has made it his mission to collect each and every shattered piece.

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ROUGE  
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Full Name: Rouge The Bat

Profile: As a hunter who devotes her life to the pursuit of jewels,

Rouge is determined to make herself rich. She is passionate about her work, and once she's set her sights on a new treasure, she stops at nothing until she gets it. In order to collect the many pieces of the Master Emerald, she offers to help Shadow and Dr. Eggman—but her true identity remains a mystery to them both.

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AMY  
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Full Name: Amy Rose

Profile: A cheerful girl full of passion who loves to chase after Sonic wherever he goes. Learning that Sonic was arrested by the military troops, she comes to Prison Island alone. She has a strong sense of intuition and a pure heart.

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MARIA ROBOTNIK  
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Full Name: Maria Robotnik

Profile: A beautiful and mysterious girl that exists in the memory of Shadow, Maria is the granddaughter of Professor Gerald and a cousin of Dr. Eggman.

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PROF. GERALD ROBOTNIK  
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Full Name: Prof. Gerald Robotnik

Profile: A brilliant scientist and Dr. Eggman's grandfather. Noted as one of the most brilliant minds of all time, Professor Gerald designed the world's first space colony, "ARK." He was also involved in the development of the ultimate life form: "Project Shadow." He later disappeared under mysterious circumstances.

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(7) ITEMS  
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Item:	Effect:
High-Speed Shoes	These shoes provide your character with a boost of speed for a limited time.
Magnetic Shield	Attracts and collects all nearby rings until damage is sustained.
Invincibility	Use this item to destroy enemies without taking damage for a limited time.
Extra Life	Adds an extra life to the total number of lives.
5/10/20 Rings	Adds 5/10/20 rings to your ring collection.
Health	Restores all your HP (Tails and Dr. Eggman stages only).
Shield	Protects your character from damage one time only.
Bomb	Destroys all onscreen enemies.

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(8) UPGRADES  
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(thanks to brak2000 for helping out: brak2000@hotmail.com)

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SONIC  
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-Upgrade: Magic Gloves  
-Location: City Escape  
-Upgrades Needed: Bounce Bracelet/Flame Ring  
-Description: Picks up enemies to throw at others.

After the loop and wall run in City Escape, you should end up in an area with a staircase, and two poles that you swing on (one in hand). If you look on the ground, you will notice 4 metal containers. Simply do the bounce attack on these containers to bust them open. The Magic Gloves will be inside.

-Upgrade: Light Shoes  
-Location: Metal Harbor  
-Upgrades Needed: None  
-Description: Allows you to dash through lines of rings.

Find the area near the beginning in which you must do the homing attack on the robots floating in the air. Once you land on the platform past them, you should notice there is nowhere to go, and all that is there, is a ring trail. You should notice a tower with a pulley in it. Jump on this pulley to go up the tower. Once up there, you should find the Light Shoes. Use these to get across the ring trails!

-Upgrade: Ancient Light  
-Location: Green Forest  
-Upgrades Needed: None  
-Description: Allows you to attack enemies in a row quickly.

After you come off the second loop (half loop), you should hit springs and bounce onto the platform. When you land, run to the right, and you should find a 10 Ring capsule. If you get close enough to the edge here, you should see one of the flying enemies. Simply do a homing attack on him, the item capsule behind him, and the item capsule behind that. This should land you on another platform where you will see the Ancient Light.

-Upgrade: Bounce Bracelet  
-Location: Pyramid Cave  
-Upgrades Needed: None  
-Description: Allows you to bounce after jumping so you can reach higher platforms.

This one is very simple to get. Simply stay on the correct path through out the stage. If you do so, you should run right into it.

-Upgrade: Flame Ring  
-Location: Crazy Gadget  
-Upgrades Needed: None

-Description: Allows you to break metal containers.

After the second hyper-warp tube, you should end up on the ceiling of a room. Simply run to the other end (beware of the blue enemies awaiting you), and press the switch to drop to the ground. You should notice 3 metal containers in your way. Turn around and run to the back wall, then go right. There should be a spring waiting for you. Bounce up onto the above platform. There should be a set of metal containers in a "U" shape. The Flame Ring will be in the center. Use it to bust the metal containers.

-Upgrade: Mystic Melody

-Location: Final Rush

-Upgrades Needed: None

-Description: Allows you to open up new paths or shortcuts when played at the ancient shrines.

This upgrade is kind of challenging. Mainly due to the difficulty of explaining where it is. When you read the area with a lot of grinds, stay straight and keep going until you reach an area where you take the speed boosts up a grind, then hit a spring. You should land on a platform with two grinds. A purple/yellow grind, and a orange/yellow grind. Take the orange/yellow grind. Make sure you crouch while going down it. You should go down it, then fly off at one point, and land on a platform with a rocket on it. This rocket takes you to a 1-Up. From there, jump to the platform below that. You should see a spring, and a animal on it. Go up the spring. Follow the platform, grind up the railing. Then land on another platform. You should see a ancient shrine, and past that the Mystic Melody.

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SHADOW  
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-Upgrade: Flame Ring

-Location: Radical Highway

-Upgrades Needed: Air Shoes

-Description: Used to bust metal containers open.

Simply run through the board until you come to an area with a stack of wooden containers. You should also see a "Road Closed Ahead" sign on the right side, along with a pulley. Simply jump up these wooden containers, or take the pulley up, and continue on the platform. You should bounce up onto another highway. Rather than run forward, turn back and you should see a spinning object, do the somersault underneath it. Then there is a chao, waiting to talk to you. Simply use the Air Shoes to go down the line of rings, and you should run into a spring and bounce up, landing right in front of the Flame Ring.

-Upgrade: Air Shoes

-Location: White Jungle

-Upgrades Needed: None

-Description: Allows you to dash through a line of rings.

After reaching the area where there are 4 crates in your way, bust through them, and follow the path. You should come out and swing on a vine. When you come off the vine, you'll end up on a platform. In normal mode, there are 2 enemies here, and a chao. Note the crate on the right side. Bust the crate open and drop down. You should find the Air Shoes here.



-Upgrade: Ancient Light  
-Location: Sky Rail  
-Upgrades Needed: None  
-Description: Allows you to attack enemies in a row quickly.

This is located at the beginning of the stage. Simply follow along until you reach the area in which you find the first rocket. Don't take the rocket, rather jump across and do a homing attack on the nearby enemy. Now land and run to the chao box. Get near the edge, or just jump high up in the air and go over the edge. A line of enemies should appear, do the homing attack on them, you should finally hit a spring to bounce you up to the top where you will find the Ancient Light.

-Upgrade: Mystic Melody  
-Location: Final Chase  
-Upgrades Needed: None  
-Description: Allows you to open up new paths or shortcuts when played at the ancient shrines.

Follow this stage until you reach the area with the 3 holes you can jump in. After jumping into the center hole and coming out, you should end up near the huge area of vertical gravity tubes. Simply work your way from each tube to the next. You should end up near a tube that has an electric field around it. Jump to that tube and go to the top. From there, you should see the Mystic Melody.

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TAILS  
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-Upgrade: Laser Blaster  
-Location: Prison Lane  
-Upgrades Needed: Bazooka  
-Description: This increases the radius of your attack.

When you reach the very end of the stage, you should notice a door behind the Goal, on the left side. So rather than rush into the Goal, simply destroy all the enemies in the room, making sure to get the ones high up. The door should open up, go in and work your way down the hallway until you reach the end. Take out the rest of the enemies and the door should open, leaving the Laser Blaster in your hands.

-Upgrade: Booster  
-Location: Mission Street  
-Upgrades Needed: None  
-Description: Allows you to hover after jumping.

After exiting the first tunnel, you should come out onto the highway. The road in front of you should drop due to an earthquake. Drop down onto it and run to the cross section. You should see a purple sign pointing to the right. Go left and the Booster should be waiting for you.

-Upgrade: Mystic Melody  
-Location: Hidden Base  
-Upgrades Needed: Bazooka  
-Description: Allows you to open up new paths or shortcuts when played at the ancient shrines.

Near the beginning of the stage, there should be an area where you enter a building and go down a small hallway before coming outside. When you go through here, and come to the outside, you should continue forward a bit before turning left. When you do, there should be a checkpoint near there. After that, continue forward, and you should end up in an area full of blocks in the sand. Follow these along the left side until you reach a building you destroy, then use a pulley to get on top of. Continue on until you reach an area where there are bomb-throwing monkeys. Kill the monkeys and continue on. You should now be at a area with a lower platform below you. Go onto this lower platform and go to the end. There should be 4 metal containers blocking your way. Simply blow them away and enter. The Mystic Melody should be inside.

-Upgrade:                   Bazooka  
-Location:                  Eternal Engine  
-Upgrades Needed:       None  
-Description:             Allows you to break metal containers.

Go through the board until you reach an area with a long bridge and a blue blob type enemy at the end of it. The best method here is to kill the enemy and destroy the bridge. This will drop you to a platform below. Here you should find a platform with a switch on it. Hit the switch and find one of the springs to launch you up. Land on the platform with a capsule on it and it should ascend to the top, allowing you to enter a doorway. Inside should be the Bazooka.

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DR. EGGMAN  
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-Upgrade:                   Laser Blaster  
-Location:                  Iron Gate  
-Upgrades Needed:       Large Cannon  
-Description:             This increases the radius of your attack.

After coming down the elevator shaft, and going through the second checkpoint, you should see two big canisters. Blow them up, then behind them are metal containers. Destroy them and proceed down the hallway to pick up the Laster Blaster.

-Upgrade:                   Mystic Melody  
-Location:                  Sand Ocean  
-Upgrades Needed:       Jet Engine  
-Description:             Allows you to open up new paths or shortcuts when played at the ancient shrines.

This is very simple to get. Right at the beginning, on the first spinning platform, go to the left. You must jump and use your Jet Engine to glide your way to the platform. From there, the Mystic Melody is right in front of you.

-Upgrade:                   Jet Engine  
-Location:                  Lost Colony  
-Upgrades Needed:       None  
-Description:             Allows you to hover after jumping.

Continue through the stage until you get to a room that is a big circle with no exit. When you enter this room, go to the left and follow the path until you turn again. You should find some metal containers in here that allow you to go up. There is only one set goes all the way

up. Follow it up and you should find the Jet Engine.

-Upgrade: Large Cannon  
-Location: Weapons Bed  
-Upgrades Needed: None  
-Description: Allows you to break metal containers.

Right at the beginning of the stage, move past the hordes of lifeless enemies and you should run across 3 garages. 2 with sets of dynamite on them. The middle, smaller garage houses the Large Cannon.

-Upgrade: Protective Armor  
-Location: Cosmic Wall  
-Upgrades Needed: Jet Engine  
-Description: Upgrades your armor, allowing you to take more damage.

When you get past the second checkpoint, there should be an area where you go up from platform to platform. You should then go over a wall and start free falling. On your way down, go to the left side, and you should see a platform with a rocket on it on your way down. Land on this platform and shoot off the rocket. It will bust some cages, allowing you to reach the Protective Armor. After the cages are busted, hover over to the platform and collect your armor. Your life gauge should now be bigger, and when full, will be a dark blue rather than a light blue.

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KNUCKLES  
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-Upgrade: Mystic Melody  
-Location: Wild Canyon  
-Upgrades Needed: Shovel Claw  
-Description: Allows you to open up new paths or shortcuts when played at the ancient shrines.

From the start of the stage, jump on to the air lift. Once to the outside, go to the Lonely Statue. From there, jump onto the wall and climb up a bit. You should see one of the pictures that Knuckles can dig through. Dig through the picture (the oval image) and you should find the Mystic Melody on the other side.

-Upgrade: Shovel Claw  
-Location: Pumpkin Hill  
-Upgrades Needed: None  
-Description: Allows you to dig through the ground or walls.

Very, very simple. From the start, go straight ahead and you should run right into it. Or if you fear running across the small beam, glide over there.

-Upgrade: Air Necklace  
-Location: Aquatic Mine  
-Upgrades Needed: None  
-Description: Allows for infinite air under water.

Right at the beginning go forward and up the structure in front of you. Then get to the very top floor by taking a pulley up. Hit the switch to lower the water to level 3. Now go down to where you started and find

the shafts with the "Caution" signs on them. There are two of them. Find the one with the spring in it. Go down this one, there should be a hole in the wall. Go through and get ready to move quick. Go under water and follow the path. You should go through a tunnel and come out near some wooden planks under the water. Quickly work your way through them and find another tunnel. Go through this tunnel, then start going up through another small tunnel. Work quickly as you may be running out of air. When you reach the end of this tunnel you should receive the Air Necklace.

-Upgrade: Hammer Gloves  
-Location: Death Chamber  
-Upgrades Needed: None  
-Description: Allows you to break metal containers.

At the beginning of the stage, go forward, hit the hourglass, and go through the door. Once in the hallway, you will notice a wall of wooden containers on the right side. Smash these and enter to find the Hammer Gloves.

-Upgrade: Sunglasses  
-Location: Meteor Herd  
-Upgrades Needed: Hammer Gloves  
-Description: Allows you to see hidden items.

From your starting location, go to the center structure. Then go around to the opposite side so you are directly across the stage from your original location. You should see a meteor on a platform. Get on the other side of this. Now, get near the very edge, run to the meteor and hit the B Button to punch it towards the center structure. If you do it right, it should hit the gray door with a red light on it. It will bust open and there will be a switch. Hit this switch and the top area will open up, allowing you inside. On the very bottom platform you will find the Sunglasses.

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ROUGE  
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-Upgrade: Mystic Melody  
-Location: Dry Lagoon  
-Upgrades Needed: Pick Nails  
-Description: Allows you to open up new paths or shortcuts when played at the ancient shrines.

Right from the beginning, turn towards the right and look at the right side of the stage. You should see the type of picture in which you can crawl through. Glide over there and crawl through it. You should find the Mystic Melody inside.

-Upgrade: Pick Nails  
-Location: Egg Quarters  
-Upgrades Needed: None  
-Description: Allows you to dig through the ground or walls.

Simply go straight forward from your starting position, but beware of the beetle that shoots you. Continue forward until you reach the blue room, the Egg Fish Chamber. You will notice a rocket on a platform, trigger it and it will bust the cages blocking the passage. Go through the passage and you should find the Pick Nails at the back of the room.

-Upgrade: Treasure Scope  
-Location: Security Hall  
-Upgrades Needed: Iron Boots/Mystic Melody  
-Description: Allows you to see hidden items.

From the starting point, turn towards the right and jump into the fan area that keeps you afloat. From there, go to the back wall and climb up it and get off on the first platform to your right. There should be a canister there. Now walk down the platform a little ways, and you should see a ancient shrine. Use the Mystic Melody on it, and you'll see four floating platforms appear. Go up them and you will see two metal containers. Bust them open, then bust the 2 behind it open. Inside the room should be the Treasure Scope.

-Upgrade: Iron Boots  
-Location: Mad Space  
-Upgrades Needed: None  
-Description: Allows you to break metal containers.

Okay, this is rather difficult. You must get onto the gray planet that is full. There are two gray planets. One is fully intact, the other is missing about 1/4. Get on the fully intact one. This can be a bit difficult. Now, while on there, you will see a small blue structure, like a building. One side will be open, go inside and you should find the Iron Boots.

=====  
(9) BIG LOCATIONS  
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(thanks to SNS for contributing most of this list)

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HERO  
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[City Escape]

When you are running from the truck, look for Big along the right side of the track, you should see him get squished by the truck.

[Wild Canyon]

From the starting point, go forward and go up the air lift. While floating in the air, turn around and face the two windmills/pinwheels along side the mountain. Look above the one on the right, you should spot Big facing away from you.

[Prison Lane]

Reach the tunnel right before the big elevator, you should spot Big in the second to last prison cell on the left.

[Metal Harbor]

When you reach the last checkpoint, right before the rocket that takes you to the rocket ship, look on top of the tank past the Chao Box. You should see Big looking away.

[Sonic Vs. Shadow - Boss Battle]

There should be a cage in the ground, inside is Big.

[Green Forest]

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[Pumpkin Hill]

From the beginning, go straight ahead to the platform in front of you. From here go to the platform to the right and take the rocket up onto Ghost Train Mountain. Once on top, you should see the train going back and forth down below. Jump down to it and turn back to find the tracks leading back to the mountain. You should see a tunnel blocked off. Behind the bars you will see Big.

[Mission Street]

After the first checkpoint, work your way down the bridge. Once you reach the bridge where you must fire a missile to bust the cages, go forward. You should eventually reach an area where you must hover over a large gap and land in front of a few police cars with robots behind them. If you go back to the edge of the bridge where you landed and turn the camera, you should spot Big sitting on one of the steel beams.

[Aquatic Mine]

Make sure the water level is at either 1 or 2. From the starting point go to the far left corner and find the "Caution" shaft. Swim under the water to find the bottom of the shaft. Look inside and you should see Big next to the spring.

[Route 101]

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[Hidden Base]

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[Pyramid Cave]

First you must reach the area at the second checkpoint. Once here, you will find two routes. A bottom route, or the top route, which allows you to grind the railing. Grind this railing and as you go across it, you will soon reach a high point, to which there is a fence to the left and you can see outside. If you look quickly, you can see Big next to the fence.

[Death Chamber]

From the starting point, go straight forward. Make your way through all the doors until you reach the Pyramid Core, the center of the stage. Now go forward and jump onto the mesh wiring and climb up. Look inside and you should see Big on a pillar.

[Eternal Engine]

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[Meteor Herd]

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[Crazy Gadget]

In Normal mode, work your way through the stage until you reach the colored blocks right before the goal. Make your way to the yellow block, hit the spring and land on the side of the yellow block. Now hit the next spring and start grinding across the railing. You should see Big on the left side of the yellow block.

In Hard mode, make it to the section of colored blocks at the end. When you get near the blue block to the right, look at the bottom side of it. You should see Big hanging from it.

[Final Rush]

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DARK

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[Iron Gate]

Make your way past the second checkpoint to the large elevator. After you take the elevator down, go straight towards the door. Look to your left down the elevator shaft. You should see Big hanging on the wall.

[Dry Lagoon]

From the start of the stage, look off to your right, and you should see the turtle guarded by two robots. Destroy the robots and the turtle will go into the water. Hop on the turtle and hit the B Button to get him to take you to the next area. Once in the next area, dive under water and look for the tunnel that leads to the prison area of this stage. Find the turtle swimming underwater and grab ahold of him, and let him take you through. As you reach the corner of the tunnel and turn, you should spot Big hiding behind a pile of rubble.

[Sand Ocean]

Make it to the very end of this stage. When you see the Goal ring, go up to it then rotate the camera to the left. You should see Big sitting on a platform.

[Radical Highway]

To reach the second checkpoint, you must take a rocket over a large gap. While in the air on the rocket, the game gives you a top-down view. Look to the left side of your screen and you should see a blimp. Big will be on one of the wings in the back of the blimp.

[Egg Quarters]

From the starting point, go to the left and follow that passage until you reach the room with 8 pillars. There should be a raised center

platform with an ancient shrine on it. Go up and stand on top of the ancient shrine. Now turn to your left and jump up. You should see Big on the wall below a flower. If you can't see him, rotate the camera until it is further away from you, then you should be able to spot him when jumping.

[Lost Colony]

After the last checkpoint, you should reach a platform that locks you in and lifts you up a long shaft. As you are going up this shaft, look to your left. Where the red, lit up portion of the wall is, you should find Big standing in front of one of them. It is very difficult to see him due to the darkness, so you have to look closely.

[Weapons Bed]

This is simple. From the beginning go forward until you reach the end of the row of jets to your right. Look to your left and you should see some garages with dynamite strapped to their door. Just look up onto the roof of them and you should see Big sitting there.

[Security Hall]

At the starting point, turn to your right and jump over the railing. Now walk towards the fans in front of you and stop on the yellow line right before the fans. Now use the R Trigger to rotate the camera to the right until you get a side view of Rouge. Look down towards the fan, and you should see where the rest of the center structure continues downward. On the corner of the center structure, you should spot Big hanging on the wall.

[White Jungle]

First Big can be found on the very last vine you swing on, after the last checkpoint. When your coming around on the vine and are about to let go, you should see a branch from a tree near you, Big is laying on it, taking a rest.

Big can also be found again. This time he is located past the Goal ring. When you land on the platform with the Goal ring, go around and go to the backside near the waters edge. Rotate your camera to the right, and you should spot Big sitting on a tree to the left.

[Shadow Vs. Sonic - Boss Battle]

There should be a cage in the ground, inside is Big.

[Route 280]

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[Sky Rail]

This one is rather difficult to see. As soon as you start off on this stage, you will be grinding down a rail. Look to the right side of the mountain. You should see some sort of steel device with a wheel at the end coming out of the mountain. Now look where the device and the mountain come together, you should barely see Big's head poking out.

[Mad Space]



???

[Cosmic Wall]

???

[Final Chase]

After passing checkpoint 5, you should have a series of railings. Make your way through them until you reach the area where you take the booster up a long steep incline and hit a spring. After hitting the spring you bounce up, look above the spring as you go up and on top of that ledge, you should see Big.

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LAST

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[Cannon's Core - Tails]

Near the beginning after you pass the spiked balls, you will come to a hallway with a few robots that drop down, and a blue enemy. Destroy these enemies and go through the door. The next room has a platform that locks you down as it takes you to a lower floor. When you near the bottom, look down and to the right of the elevator shaft, you should spot Big hanging on the wall.

[Cannon's Core - Dr. Eggman]

When you reach the point where you must drop down a large shaft and dodge many lasers, you should notice there are four time switches, one on each wall. If you look along the left wall, you should spot Big near the left switch.

[Cannon's Core - Rouge]

In the starting room, make your way up the four pillars. Once you reach the fourth pillar (with the timer on it), climb up on top, and jump up. You should see Big hanging from the ceiling near the center piece. If jumping up does not work, try getting on the side of the pillar and rotating the camera, then slowly go up the pillar. This usually causes the camera to get a more upwards angle, allowing you to view the ceiling better.

[Cannon's Core - Knuckles]

First reach the room with the toxic ceiling and floor. This room should also have a lot of lasers you must dodge as you swim to the bottom of it. Near the bottom, you should find Big hidden in the wall. You should see him through the glass. If you don't, just swim around near the bottom and you will eventually come across him.

[Cannon's Core - Sonic]

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OTHER

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[Green Hill]

???

=====  
(10) STAGES  
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HERO  
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STAGE 1  
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[Basics]

Name: City Escape  
Character: Sonic  
Upgrade: Magic Glove

[A Ranks]

1st Mission: 18000  
2nd Mission: 1:20  
3rd Mission: 2:30  
4th Mission: 18000  
5th Mission: 19000

<><><>MISSIONS<><><>  
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[1st Mission] - Escape from the military pursuit!

-(Start To Checkpoint 1)-

City Escape starts out with Sonic on his board going down the street. There are three ramps before you set off on foot. The first is straight ahead, to your left. After hitting that ramp, you continue down, turning twice before coming upon your next ramp. When going into the turns, make sure that go to the outside, then cut inside as you go through the turn. The third ramp is right after the quick left then right turn. If you hit this one correctly, it should launch you onto a trolley car with a Shield item on top.

After passing the trolley, you are on your feet. To your left is a set of stairs. Go up them and you should run into an enemy. Destroy him with a homing attack, then continue on. If you go to the left, you have a wall in which you can run alongside picking up around 26 rings. To the right is a metal box. Busting it reveals a switch which will cause 16 rings to appear. After that section you land in front of two wooden boxes blocking your path, with another enemy to your left. Again, kill the enemy, then do the somersault attack into the boxes, busting them.

From there you come to a set of stairs going down. The best method here is to jump up, then do the bounce attack onto them, giving you enough speed to grind down quickly, then do a homing jump to the next railing,

continuing your speed. After the railing, you will hit a speed booster that sends you up a ramp. From here, turn left and you should see a set of stairs, a 10 ring capsule, and black lifts. Do a homing attack into the 10 ring capsule, then drop onto the lifts. You should then finally reach the first checkpoint.

-(Checkpoint 1 To Checkpoint 2)-

Right away you hit a speed booster to send you speeding down the road. Continue in a straight path until you come to your first ramp, which is right past another set of speed boosters. Hit this ramp and jump to gain more speed and go farther. You should land over half-way down the street. Continue down the street and you should run into one of the three boosters before the next ramp, or all three. Quickly jump off the next ramp, if you are launched far enough, you should collect a Magnetic Field item which is extremely helpful. When you land you only have a second before hitting one more booster and another ramp. This one launches you into a long upward stair well.

Up the stairs, there are two enemies on either side of you. For a quicker time just ignore these unless you need points. At the end, you should run into another one of these enemies, destroy this one as it is in your way. Continue on to find that you must run down the street again. This time a ramp is on your right as soon as you start down the hill. Hitting it properly will gain you High-Speed Shoes and an extra life. Continue onward until you reach a long stair well leading down. Have some speed behind you (or use the spring located at the top of the entrance) and grind down the railing.

At the end of the railing, if you did it with enough speed, you should run right up the ramp in front of you. If not, you can continue the stage to the right where two enemies await you, along with a small set of stairs. But if you wish to get up to the top of the ramp, go back up the stairs and then look to your left, you should see a fence. Jump over the fence then run to the platform and jump onto it. On top you will find a Gold Beetle enemy, destroy him for a quick 1000 points. There will also be a Chao box. Hit the spring to your right and it will bounce you in the proper direction and land you in front of checkpoint 2.

-(Checkpoint 2 To Checkpoint 3)-

Here you have two enemies on each side of you, simple ignore them and continue down the ramp in which you will enter a park-type area. You will have two ramps on each side. Either of which are to helpful. So either continue down the main path, or hit a ramp, it is up to you. They will lead you to a loop, quickly followed by a wall run. Just hold forward on the Analog and you should be fine. After the wall run you will hit a set of springs.

After the springs, you may or may not catch the pole. If you do, wait till your momentum is swinging in the direction you wish to go, then hit the A Button to let go and fly. If you do it properly, you should hit catch another pole, this one will launch you on top of a platform where a Chao Box is located. If you fail to catch the pole, you can run back to the springs and bounce up again. Or if you just wish to continue, do so. The top method is simplest though. After landing on top of the platform, do the homing attack into the Beetle enemies to your right. This will quickly and safely get you across the hole.

You will then go through a door way and find an enemy landing in front of you. Destroy him and prepare to do a lot of grinding. You have three long rails you can grind, and you must jump from each of them. After the third you will come out in an area, if you have enough speed, you should catch another pole. If you have too much, you may overshoot it. Your best bet is to jump off at the last second and take the stairs, quick and safer. This will bring you to the final checkpoint in this stage.

-(Checkpoint 3 To Goal)-

Run through the checkpoint then do a somersault to get under the barrier. You will now be running downhill with the camera in front of you, meaning you have to hold down, rather than up on the Analog. There are two ramps in this segment, very hard to hit. The first is straight and to the left (Sonic's right) side of the street. After continuing down the street, you should make three turns then start going downhill again. There is another ramp located after your last turn which is on the left (Sonic's right) side of the street. Continue running straight ahead and you will run under a arch in which the GUN truck will get stuck. Keep running and you will hit a two sets of boosters which will launch you to the goal.

[2nd Mission] - Collect 100 rings!

Collecting 100 rings in this stage is rather simple as there are a lot of them. Make sure to have more than 30 when you get off the board near the beginning. From there take the left path after the stairs, as you get 26 as compared to the 16 from the switch in the metal box. When running down the street, try to collect the Magnetic Field item after the second ramp. This is extremely helpful in gathering 100 rings quickly.

[3rd Mission] - Find the lost Chao!

The Chao is easy to locate. After the second checkpoint, you should come to the stages only loop. Go through it and run down the wall. Now, rather than catch the pole and swing forward, you should drop down and turn around. Go back a bit and you should find an ancient shrine. Play the Mystic Melody atop this shrine and a spring should appear.

Bounce up, then catch a pulley. Now, simply hit the A Button and you should jump to the next. Do not hit the Analog to interfere, or you could move Sonic off a bit. After the second pulley, you will come up and see a Beetle enemy awaiting you. Simply jump and hit the A Button right before you hit him, this should kill him and bounce you upwards to catch the next pulley. The next enemy is very similar, only this time he is lower from the pulley. Hit him and hold the A Button down to get a higher boost. The next thing you will run into is a floating spring, moving up and down. Wait until it is up high and jump into it. Bounce up to find a final Beetle enemy waiting for you, this time with an electricity field around him. Wait until he drops it and hit him. You will then get a pole you must swing on. When you hit, swing off in the correct direction (up) as soon as possible so you do not lose your momentum. Once you launch into the air, press the Analog so you go towards the wall, keep it pressed. You should land in a small opening where you find the lost Chao.

[4th Mission] - Reach the goal within 3 minutes 0 seconds!

Near the beginning, make sure not to hit any cars on your way down the street, these slow you down dramatically. Also make sure you hit each ramp at full speed and jump to gain a lot of distance in a short amount of time. Hit all the boosters you can, as they add a lot to your speed also. If you find a long row of rings, use the Ligh Dash move to quickly go through them. Use these tips to hopefully make it to the end before the 3 minutes are up.

[5th Mission] - Clear Hard mode!

-(Start To Checkpoint 1)-

There are four ramps in the beginning run in hard mode. The first street you start on is just the opposite of the other missions (i.e. the ramp is on the right side rather than the left side). The rest of the ramps are located in the middle of the streets.

You notice a difference right away after you get off the board. There will now be four enemies around the stairs rather than the one. Take them out for some extra points. Afterwards continue on. When you round the corner near the first rail grind, you will see two enemies new to this stage. The ones with the shields. Simply do the somersault attack to take them out at the knees. Then bust open the now metal boxes. Beware of the Beetle enemy on the other side, he will start firing at first site.

Get past the Beetle enemy and grind down the railing, hit the booster and go up the quarter pipe. When you turn to your left, you will notice you have only one way to go now. You can't go up the stairs, rather you must do a homing attack to the Beetle enemy and then land on the black lift, then jump to the grass and first checkpoint.

-(Checkpoint 1 To Checkpoint 2)

When you start the street run, you'll quickly find a new ramp as soon as you start to descend down the hill. Hit it and make the jump to retrieve the Magnetic Field. The rest of the ramps following it are the same as usual.

After the fourth ramp in which you normally engage the large upward stairs, you will now note they have iron gates in front of them. So you now have to either jump up and grab the ledge, or bounce up. Another difference is the enemy awaiting for you at the top of the stairs. It is a shielded enemy, but simply somersault it to destroy him.

The next street run is the same as in previous missions. But rather than have High-Speed Shoes off the first and only ramp, you have a 5 ring capsule and an extra life. Once you reach the flat portion of the street, you should notice another addition to the stage, another robot, then after passing under the arch behind him, another drops from the sky. Then the final addition to this row of enemies is a Beetle enemy in front of the railing, which can simply be dodged by running under him.

After grinding the railing, you will come to the quarter pipe up to the platform. Get on top to find another shield enemy. If you decide to miss the pipe, go to the right and you will only find one of the laser shooting robots. Continue on until you reach the checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

When you run down the ramp you will notice an addition of three new ramps. The middle one going in your direction, and the two side ramps going backwards, they also have a moving Beetle enemy floating back and forth over them. As you continue past the ramps, the way to the loop contains two more laser shooting robots, then you have the loop and wall run.

If you come off the springs hoping to catch a pole, well, you'll only find one pole. Simply drop off the pole, or jump, it doesn't matter as there is only one pole in Hard mode. Up the steps are three enemies. A shield robot and two Beetles. Simple do the homing attack on them to quickly score points. Now for a somewhat challenging part. When you turn right to continue the stage, you will notice there are no more black lifts. Rather you have a moving beetle and a row of rings. Wait until the beetle is near the rings then do a homing attack on him, then light dash through the rings.

After the rings, you should reach the stairs with three rails. You'll see the Golden Beetle enemy at the beginning of the first railing, destroy him before he disappears for a quick 1000 points. Grind down the railing, but be careful when you reach the end of one railing and go to the next. There are enemies between each now. A Beetle at one, and one of the laser robots at the other. When you reach the end of the stairs, the rest of the area is similar to the Normal mode. Run up the stairs or take the lifts to the checkpoint.

-(Checkpoint 3 To Goal)-

The final run down the streets from the GUN truck is basically the same as the other missions. Only this time the truck seems a bit faster than normal.

<><><>CHAO BOX LOCATIONS<><><>

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[Chao Box 1]

When you reach the big staircase leading up after the street run, go almost all the way up. You should find a Chao Box on the right side after the 2 enemies.

[Chao Box 2]

After you find Chao Box 1, continue on, you should run down the streets a bit more, then come to an area in which you grind down a railing on a long set of stairs. After the railing, you enter a area with two enemies on the right side, with stairs going down. Then a white ramp to run up in front of you. Use the speed from the grind to run up the ramp. If you can't make it up, go back up the stairs a little way and jump over the fence on the left side. Once you reach the top, you should find Chao Box 2.

[Chao Box 3]

After you complete the loop in this stage, you run down the wall and if you keep the speed up, you will bounce off springs and catch a pole and start swinging. Swing off this pole onto the next, then from there swing onto the platform. There should be a Chao Box there.

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STAGE 2  
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[Basics]

Name: Wild Canyon  
Character: Knuckles  
Upgrade: Mystic Melody

[A Ranks]

1st Mission: 16000  
2nd Mission: 1:30  
3rd Mission: 0:40  
4th Mission: 16000  
5th Mission: 17000

<><><>MISSIONS<><><>  
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[1st Mission] - Find 3 pieces of the Master Emerald!

I can't really point you in the direction of all the emerald pieces as they are random each time you play, and that would take a whole other guide. That is why I suggest checking out brak2000's hunting guide at GameFAQs.com. It helps you out as much as possible in hunting.

This paragraph more or less describes the board. Inside there are four floors. You have your starting floor (where you start), the main floor, side walls (little ledges out of the wall, one on each wall), and the top floor. On the main floor you have the base of the air lift, and 4 statues in each corner. There are also 6 pillars stemming from the main floor. The starting floor only has two sections, where you start and the opposite side is similar. The middle floors (ledges) don't have much on them, but are hot spots for emerald pieces. The top floor has a section of metal boxes, wooden boxes, a large pushable structure, and two smaller structures that can be pushed. Memorize the location of the metal boxes (they are straight up and to the right from your starting location).

Outside of the stage you have the sunken Sphinx to the right, and the Lonely Statue to the left (based on the starting area). In between are other structures such as stone boxes filled with wooden boxes, ledges, and other various things. The bottom floor in this area surrounding the air lift has 4 statues, and 2 holes leading back down. Right behind you as you come up (provided you came up going straight from the starting point), you should see a spiked enemy and a spring. Climb the wall behind them and find the picture. Remember this location also, as you will return to it.

Now, the best suggestion of finding emerald pieces is to simply jump and glide around. This provides a quick skim of the stage since your radar will pick up pieces from a pretty far distance. Also use the computers to give you hints.

[2nd Mission] - Collect 100 rings!

This stage is a little low on the ring count. Right from the get go you should be able to pick up 8 rings. After this, head to the top of the

pillars. A quick 56 rings are available up here. From here go to the outside. Float up to the top and land on one of the ledges right below the windmill/pin wheel type structure. You should find another 30 here, giving you 94. From here to in the direction of the Lonely Statue, you should find enough to give you 100.

[3rd Mission] - Find the lost Chao!

Remember the metal boxes on the top floor? If not, step out off the starting area onto the main floor. From here turn right, you should see a statue. Run to that statue and climb a nearby wall until you reach the top floor inside. From here you should see four metal boxes in the corner. Bust them open to find a picture. Dig inside the oval shape in the center, this will take you to another room. Once inside play the Mystic Melody on the ancient shrine, it should open a door with another ancient shrine. Play here also. A warp should open up on the opposite wall, jump in to be taken to the room where the Chao is.

[4th Mission] - Collect the Emerald pieces in 2 minutes 0 seconds!

This mission is basically the same as the first, except with a time limit of 2 minutes. Use the same tips given earlier to help you find the emeralds as quickly as possible.

[5th Mission] - Clear Hard mode!

The emerald locations in Hard mode are the same each time. Just follow these directions and you should find them no problem.

The first emerald is located outside. Quickly ride the air lift up and go to the direction of the Lonely Statue. You should pick it up on your radar rather quickly. It is located under a platform with four ledges extending from it. Stand on the nearby large stone structure (the one with wooden boxes inside it) and you should be able to jump up and glide into it.

Emerald two is located outside also. When you reach the outside, drop to the ground around the air lift. Run around the air lift until you find an area with a spiked enemy and a spring in the ground. When you find it, jump onto the wall behind it. Climb up and you should find a picture you can dig into. Dig into it, and put on your sunglasses. Look around in the small room until you find a trail of rings leading up to a picture. Climb this wall and dig into the picture, you should end up in another small room with the emerald piece.

The third and final emerald you've probably seen. It is located at the bottom of the air lift. You can't just jump at it, or you'll get blown up in the air. Rather, from the starting point, look at the three pillars to the left. Go up the middle pillar (the shorter one). You should then put on your sunglasses and see a spring, run into it and you should bounce into another spring, then go into the emerald.

<><><>CHAO BOX LOCATIONS<><><>

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[Chao Box 1]

Located on the top of one of the pillars surrounding the air lift.

[Chao Box 2]



On the top of the stage, where the "Sphinx Head" is buried, there should be a Chao Box nearby.

[Chao Box 3]

The final Chao Box is located at the bottom of the "Lonely Statue" which is on the top area of the stage.

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STAGE 3  
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[Basics]

Name: Prison Lane  
Character: Tails  
Upgrade: Laser Blaster

[A Ranks]

1st Mission: 26000  
2nd Mission: 2:30  
3rd Mission: 2:00  
4th Mission: 26000  
5th Mission: 26000

<><><>MISSIONS<><><>  
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[1st Mission] - Find the core of the Prison!

-(Start To Checkpoint 1)-

Right when you start off there are 5 enemies in the room with you. They are all Beetle enemies. Three are directly in front of you, the fourth is to the top left, and the fifth is right behind you up in the air. You only need to destroy the four in front of you to open the gate. The one behind you opens a gate to the side, which leads to a animal in a pipe.

When you start down the tunnel, watch out for the flying enemy coming at you. Just lock on and blast him quickly. There is a camera right past him in the next tunnel, destroy that and the enemy past the gate, this should open it up.

After going up the first elevator, and going into the cell after that, then exiting, you should see another elevator leading to the top of the cell. If you go up here, and hop over the railing, the camera will rotate, showing you a cell along side the wall. You can hover over there to find a Chao box if you want. If not, don't bother with the elevator.

After continuing on you will come to two metal boxes, with two of the unbreakable kind behind it. Beware of the enemy that drops from this point. After breaking the wooden boxes past this point, you have another enemy drop from the ceiling. After the enemy with the numerous weapons, continue down the tunnel, be careful of the two flying enemies coming at you. They can really kill your ring count. The first checkpoint should be to your left.

-(Checkpoint 1 To Checkpoint 2)-

Blast the enemy past the gate to open it, then continue on. When you enter the next room, there should be a few enemies dropping down, then another flying from the opposite tunnel. Quickly destroy them before they have a chance of damaging you. Before the elevator, to your right is a Chao Box which is guarded by another enemy from the ceiling.

After taking the elevator up, and going through the tunnel, you'll see four Beetle enemies waiting for you. Destroy them and the gate will open, leading you to another two Beetle enemies. Destroy them and the canister behind them. You'll now enter the large elevator shaft. On your way up, be careful because the enemies are all around you. Destroy them by locking on to a few then firing. This will take out more than one at a time and give you bonus points. The next checkpoint should be at the top of the shaft.

-(Checkpoint 2 To Checkpoint 3)-

Destroy any enemies in your way to open up gates and move on. Don't worry about the steam from the pipes, it won't hurt you. At the end of the tunnel, move near the gate so an enemy will drop down. Destroy him to open the gate and come out to a small opening. Be careful of the enemies flying at you when you enter the opening. To the right side of the opening there is an elevator. Take it up to find a 20 ring capsule and a shield. Also you can find an ancient shrine if you look to your left.

Continue on through the stage taking out the enemies as you encounter them. After taking the two elevators in succession up, take out the enemy as you reach the top, then take out the enemies across the huge gap. This should open up the gate to the left. Afterwards continue on. When you reach the elevator, you will spot the Golden Beetle right past it, as usual, take it out for a quick 1000 points. Look out for the enemies flying above you though, they can be a real pain. If you want to release the animal in a cage that is in front of you, turn around and hover over to the top of the other cell and shoot off the rocket.

You should be able to continue on through without any real problems. Just make sure to destroy any enemies in your way. And if you can't get a gate open, shoot the enemies on the other side. You should eventually reach checkpoint 3.

-(Checkpoint 3 To Goal)-

Destroy the enemies on the other side of the the gate to open it up. Continue on until you reach the opening and take out the four Beetles in front of you. When you move towards the elevator, three more enemies will drop down. Destroy these. If you take the elevator up and the gate does not open, look behind you. There is an enemy up high above where you entered at. Destroy him and the gate should open.

Continue down this passage and blast the enemies in your way. You should come up on the goal. If you don't have the Laser Blaster, you can pick it up to your left past the goal. Just make sure you destroy all enemies in the goal room, some are high up.

[2nd Mission] - Collect 100 rings!

This stage is sorta challenging when it comes to getting 100 rings. You always have to watch out for any enemies just flying right at you. If they hit you, you lose a lot of rings, and only drop a maximum of 20. Try to collect any ring capsules you can.

[3rd Mission] - Find the lost Chao!

After the second checkpoint, you should go down a tunnel and come out in a small opening with another tunnel in front of you. Rather than run down the other hallway, look to the right. You should see a elevator in the floor. Step on it to go up to the roof of the tunnel. When on top of the tunnel, look to your left. You should see an ancient shrine. Hover over to it and play the Mystic Melody on top of it. A spring will appear, bounce on it and you should go up to a higher floor. Destroy the enemies nearby and land. A gate should open up when the enemies are destroyed, allowing you to go inside. Go inside and walk down the tunnel a bit, the lost Chao should be at the end.

[4th Mission] - Reach the goal within 3 minutes 0 seconds!

As with the 1st Mission, this mission is basically the same, except you have a time limit you must beat. Run through the stage while destroying enemies in your way. Try not to stop or waste time on extra enemies.

[5th Mission] - Clear Hard mode!

-(Start To Checkpoint 1)-

Right away you should notice a difference. There is one Beetle past the gate, and when you get near, two more enemies drop from the ceiling. Destroy all three to move on. When you reach the next gate, standing in front of it is one of the enemies with a shield. They really kill your time, as you have to wait for them to get ready to fire before killing them.

Continue on a ways as the stage is pretty normal for a bit, besides one enemy dropping down. Right before you get to your second elevator you have to take (not the one leading to Chao Box 2), three Beetles appear in the middle of the tunnel. Quickly destroy them before they can attack you.

Afterwards, continue on and jump on the metal box to get a boost up. Three enemies will drop down here, quickly blow them up. Now you have to make it past the weight. Run underneath it as fast as you can. Now you should have a pretty easy run to the first checkpoint.

-(Checkpoint 1 To Checkpoint 2)-

When you enter the room after the first checkpoint, there will be a Beetle enemy waiting on the right side, waiting to blast you. Destroy him quickly, as he will fire on sight. Continue on with the stage. When you reach the large elevator, make sure you take out the enemies on your way up. In Hard mode they will fire as soon as they get a chance. Do not let them get that chance. Make it through and you reach checkpoint 2.

-(Checkpoint 2 To Checkpoint 3)-

Continue through the passage until you reach the area in which the ancient shrine is. You must take the elevator up and destroy the Beetle

enemy on top of the tunnel. It is one of the enemies needed to open the gate.

After the two elevator rides, you will have to take out enemies across the large gap again. The one on the left is a bit harder to hit. You will probably end up shooting his laser attack. Try jumping to target him, rather than his laser. Afterwards the gate will open and you can continue on. Beware of the enemy flying through the cell though, he will take you out easy if your not quick.

The Golden Beetle is in the same area as before, this time just a little to the left though. Beware of the extra enemies around, they may cause a few problems. There is also another shield enemy waiting for you. From here on out you should make it to checkpoint 3.

-(Checkpoint 3 To Goal)-

In the room after checkpoint 3, take out all the enemies. If you can't get the gate to open, go to the right of the elevator and three Beetles should appear, blast them and the gate will open. After that you should be fine. There will be one last shield enemy in your way before the goal, just destroy him and the rest of the enemies behind him to complete the stage.

<><><>CHAO BOX LOCATIONS<><><>

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[Chao Box 1]

Right at the beginning of the stage, turn to your right and you should see metal boxes. Blow them up, revealing a path to the first Chao Box.

[Chao Box 2]

Near the beginning of the stage, when you are coming through the passages and start going up small elevators, you should notice an elevator that takes you up to top of the passages. Get on the top of these areas and look over towards the entrance, you should see a prison area along the wall. Destroy any enemies near it and the gates will open. Hover over to it and you should find a Chao Box inside.

[Chao Box 3]

After the first checkpoint, you enter a room with a gate in front of it, and with an elevator. After you destroy the enemies and go past the first gate and are about to get on the elevator, turn to your right and there should be a smaller gate there. Inside is a Chao Box, kill the enemy to lower the gate and get the box.

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#### STAGE 4

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[Basics]

Name: Metal Harbor  
Character: Sonic  
Upgrade: Light Shoes

[A Ranks]

1st Mission:	20000
2nd Mission:	1:10
3rd Mission:	0:50
4th Mission:	18000
5th Mission:	18000

<><><>MISSIONS<><><>

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[1st Mission] - Escape from the military base!

-(Start To Checkpoint 1)-

This is pretty easy to get to. Simply go through the stage and you'll end up there in no time. After you hit the second blue and black ramp, you land on platform and have a choice. Take the top route which involves home attacking enemies, or the bottom route, which takes you some springs and keeps you on the normal path. If you take the higher route, you will find more enemies to home attack and can completely bypass checkpoint 1.

Taking the normal route, you will run into a few springs and make it to checkpoint 1 with no problem at all.

If you take the high route and bypass checkpoint 1, you will follow rings and land where you would've, had you taken the regular route (just made it there a bit faster and with more rings and points).

-(Checkpoint 1 To Checkpoint 2)-

You should be on a platform now with a bunch of Beetle enemies in front of you. Just do the homing attack through them to make it onto the ship. From there, simply hit the speed boosters to make it across the deck as quick as possible. This will lead to another group of rings. Light dash your way through them and you should run into checkpoint 2 easy.

-(Checkpoint 2 To Checkpoint 3)-

Continue running through the stage. You should come to a half loop that takes you into a set of springs. Bounce off and keep running. You should run into a structure in which you must somersault underneath. Then you will take a pulley up, run a bit further and do the same thing. Then you will have a loop to run through. After coming out of it, you will have yet another structure to somersault under. But rather than catch a pulley on this one, you hit a speed booster that will send you forward towards four Beetle enemies that you must home attack. From there you will reach your third and final checkpoint.

-(Checkpoint 3 To Goal)-

After the third checkpoint, you will catch a rocket over to the lift off platform. When you land on the lift off platform, you have 15 seconds to make it up to the top and get on the rocket. This is a lot easier than it seems. Just run through the structure following the path. Hit the speed boosters to help out. Hit the spring at the end and land on the rocket ship.

There is also an alternative route on the rocket ship. Rather than hit

the spring and grab hold of the handle, go past the spring and you should find Beetle enemies. Do a homing attack through them, then land on another platform and hit the booster. This should send you up the ramp and into rings, which you must light dash through. This will take you to a spring which will lead you to another spring, and onto the rocket.

Sonic will drop off the ship and into some other structure. Here he is on his board once again. It is hard to control him in the tunnel, but you can pick up a few ring capsules and even a extra life. When you come out, you go through a loop, then hit a jump to land right in the goal.

[2nd Mission] - Collect 100 rings!

You should be able to collect 100 rings in this stage fairly easily. At the beginning before checkpoint 1, rather than take the lower route, take the higher route so you can do the light dash through the rings. Also make sure to collect any rings you see. You should get 100 rings before checkpoint 3.

[3rd Mission] - Find the lost Chao!

Work your way through the stage until your on the ship. Rather than go through the ship and continue on. Stop near the building on the ship and look to your left. You should find a few garage type areas there. Two large ones on the side, a smaller one in the middle with one on top of it. The one on top has an ancient shrine in it. Bounce up there and get inside. Play the Mystic Melody.

This should make a platform right in front of the garage your in. Step onto it and jump on the roof to the right. This will lead you to another platform. You may have to bounce to get on it. Then continue working your way up until you reach a permanent structure in the water. This is where you will find the lost Chao.

[4th Mission] - Reach the goal within 2 minutes 0 seconds!

This may seem challenging, but it is rather simple. Take the quicker route at the beginning with the rings. Make sure you don't stop to mess around. Also when in the tunnel towards the end, don't push the Analog to much or you'll end up hitting walls which slow you down majorly.

[5th Mission] - Clear Hard mode!

-(Start To Checkpoint 1)-

When you reach the area in which you can take the high route (passing the checkpoint) or the low route, you'll notice that the enemies at the begging section have disappeared. They will appear if you get near them. After them, you'll see a Beetle dropping bombs, home attack him and then continue on through the next few Beetle's, then hit the final Beetle who is also moving and dropping bombs. The ring line is a bit different also.

-(Checkpoint 1 To Checkpoint 2)-

When you make it to the next platform and must do the homing attack, you will notice it is in a different pattern. Rather than going straight ahead, you take out all enemies. You should also hit the Golden Beetle

this way without even trying.

When your on the ship, be careful when hitting the boosters. There are now the spinning spiked ball enemies on board. There are a few, so go around them, then make your way to the end and light dash to the next checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

You should be able to make it to the pulleys without noticing much difference (except the one corner without the ring trail). When you reach the first pulley, there will be a big flying robot in front of it, just home attack it and continue on. When you reach the top of the second pulley, you will find another, simply destroy it.

When on your way to checkpoint 3, the structure that you must somersault under with the boosters behind it is now guarded also. Destroy the robot and continue on. This time when you home attack the enemies, they are a bit farther apart. You should be able to make it with no problem though.

-(Checkpoint 3 To Goal)-

After you pass the checkpoint, you will notice there is no rocket to take you to the lift off pad. Rather you get near the edge and will see a Beetle enemy appear. You must now home attack him and more will continue to appear, leading you across. There is one big robot on the lift off pad, but you can quickly run underneath him. When you drop to the point where you board through the tunnel, it may delay before breaking the gray part open. And Sonic may end up backwards occasionally. This can be annoying and slow you down. The best solution is to usually push forward when the gray section busts open.

<><><>CHAO BOX LOCATIONS<><><>

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[Chao Box 1]

After the loop, you should go off a ramp and land on a platform. Rather than drop down and continue on, you should see a beetle enemy floating. Do a homing attack into him and the one behind him. You should now land on the upper level platform. From there you should see more of the same type of enemies. Do homing attacks to each one. You should now end up in front of a row of rings, and see another beetle enemy to your right. Go after the beetle enemy and do a homing attack into him and keep pushing right. You should land on a cylinder which has a Chao Box on top of it!

[Chao Box 2]

After you land on the ship and go down about 3/4 of the way, you should see a few garages on your left. In the middle one is the second Chao Box.

[Chao Box 3]

Before the last checkpoint, and right before you take the rocket over to the platform in which the rocket ship is, you should see a Chao Box near the checkpoint. It is to the right of it.

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STAGE 5  
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[Basics]

Name: Green Forest  
Character: Sonic  
Upgrade: Ancient Light

[A Ranks]

1st Mission: 15000  
2nd Mission: 2:30  
3rd Mission: 1:30  
4th Mission: 12000  
5th Mission: 12000

<><><>MISSIONS<><><>  
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[1st Mission] - Escape from the island in 8 minutes!

-(Start To Checkpoint 1)-

There are two routes you can take here. After running down the half pipe and jumping across the water, you will meet three enemies. You can destroy them and go past them. Or if you go to the left, you can take another route, which is quicker and offers more rings. If you take the normal (past the three robots) route, you will find a spiked enemy inside the tunnel. Either one of them leads to the checkpoint, with the left being a bit faster and giving a lot more rings.

-(Checkpoint 1 To Checkpoint 2)-

After the first checpoint, you will go a little ways before hitting a spring, then catching a vine. From here you land on the top route. But if you noticed while swinging, there is a bottom route also. Take your pic.

If you take the top route, you'll enter a passage with a lot of enemies that you can home attack to rack up points on. After them you'll reach a spring, then catch another vine.

If you took the bottom route, you'd pick up a few rings and then hit a spring, landing in front of another spring, the same as if you took the top route. it is really up to you what to take as they seem equal to me. But more points come from the top.

After the vine swing, you will come down into another passage that leads into a half pipe. Run the half pipe and go through the loop, then you'll come out, hit a jump and land in a little opening. Inside you'll find a few rings and three enemies, and a Golden Beetle to the right of them. Do the homing attack to all three enemies and you should hit the Golden Beetle also. Then you can take the boosters up, or go past where the Golden Beetle was to find two ring capsules.

Anyways, you will catch another half loop then hit a set of springs. If you don't go down the passage to the checkpoint (which you should be able to see at this moment), you can turn back and go to the right side



and find a ring capsule. And if you get near enough to the edge, you can find a Beetle floating, home attack it, then again, hitting a capsule this time, then once more into another capsule. This will take you to the Ancient Light upgrade. If you don't want it now, or have it, continue on through the checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

After the checkpoint, you enter another halfpipe. Work your way down it without going off the edge, then hit the springs and catch a vine. You'll land on a platform. You can bust the wooden boxes nearby to take an alternative route. Or you can take the top route. Both of which are about equal in time, with the top probably a bit faster.

The top route takes allows you to home attack two enemies for more points, it also gives you access to a Chao Box and you can reach the ancient shrine (located on a ledge on the left side of the platform that has the third checkpoint).

The bottom route has a ring capsule, and a row of rings you can light dash through.

Either way you go will put you right at the third checkpoint.

-(Checkpoint 3 To Checkpoint 4)-

After passing through checkpoint 3, you will go down a half pipe, then reach a spring. Hit this spring and you will begin working your way up on many different springs. You can decide if you want to pick up the capsules along the way or not. Be careful as there are a few enemies along the way. Just home attack them, but be careful, the last Beetle enemy may cause you to miss your spring and fall to the bottom. Once you reach the top, you should be at checkpoint 4.

-(Checkpoint 4 To Checkpoint 5)-

After the fourth checkpoint, you have another half pipe to run through. At the end of this one though you hit a speed booster and catch a bunch of springs through a cave which eventually put you on a vine bungee cord. Hold down the A Button while bungee jumping to go further down and collect a ring capsule and extra life, also getting an "Awesome" trick score of 1000 points.

After the bungee fun, you will continue on and a robot will drop down, home attack him, then get his two beetle buddies behind him. This should lead you into the fifth checkpoint.

-(Checkpoint 5 To Goal)-

As with most of the checkpoints in this stage, you start at another half pipe. Work your way down and when you reach the end, you'll grab hold of a vine and swing around.

When you land, you should be on some area with the ground moving up and down. Wait till it goes down and hit the spring towards the end, this will bounce you into a few more springs, which will lead you right into the goal.

[2nd Mission] - Collect 100 rings!

This is pretty easy. From the beginning stay in a relatively straight path in the half pipe to collect a few rings from there. Then after the jump, rather than go straight ahead past the enemies, go to the left and hit the spring. There should be a good amount of rings through that route. Afterwards continue on. When you pass the vine and have the option of going straight where all the enemies are, or dropping down to the lower route, take the lower. It has more rings. Continue forward and you'll end up in the area where the three enemies are next to the Golden Beetle. You should find two capsules right past the Golden Beetle. By now you should have 100, if not, continue on and you should find some more capsules after the half loop.

[3rd Mission] - Find the lost Chao!

Right before checkpoint 3, at the top of the hill, if you get near the left edge of the platform (back by the moss covered rock). You should notice an ancient shrine. Drop down and play the Mystic Melody. Some floating platforms should appear. It is best to use the bounce move to get on top of these, as they are a little high. Work your way up to the top platform, and towards your right you should see two Beetles. Home attack them and you should land on the final platform where the Chao is located!

[4th Mission] - Reach the goal within 4 minutes 0 seconds!

As with all 4th Mission stages, the idea is simple. Basically do what you did in the 1st Mission, except faster. I won't offer any real tips here, as the regular route should be fast enough to make it to the end under 4 minutes.

[5th Mission] - Clear Hard mode!

-(Start To Checkpoint 1)-

After the first jump, you will spot the first difference. There is a moss covered rock now in your way after you land, and the three robots are already down, and in different locations. Their accuracy is also much higher, so be careful.

Now, if you take the normal route (straight ahead), you should find the only difference before the first checkpoint is the enemy in the tunnel. It is an armored enemy that you can't kill (at least to my knowledge).

If you take the alternative route to the left of the normal route, you will now have to bounce up to the platforms rather than take the spring. After going through the loop, you'll find that there is no jump afterwards. Rather now there are two Beetle enemies. Home attack them to make it across to the ramp. Hit the ramp and sail to the first checkpoint.

-(Checkpoint 1 To Checkpoint 2)-

After the first checkpoint, most of the area between it and the second checkpoint are the same. After the vine swing, if you take the lower route, you will encounter an enemy in front of the spring.

The only other major difference is right before the second checkpoint. The half loop before it only has boosters half way up it, so you must have speed before running into it so you can reach them. And there are two enemies guarding the checkpoint. Simply home attack them both to

continue on.

-(Checkpoint 2 To Checkpoint 3)-

After the checkpoint, you will go through a half pipe. Now there is one major difference here. And that is the fact that there are now spiked balls on the half pipe!! It is sort of hard to dodge them, I suggest jumping over them.

Besides that major difference, there isn't much else between there and the checkpoint. The bottom route (through the wooden boxes after the vine swing) is still the same, as is the top route. Just continue on through as normal until you reach checkpoint 3.

-(Checkpoint 3 To Checkpoint 4)-

Again, as with most of this stage, there are very few changes. The only noticeable ones between the two checkpoints are after the first spring you hit, there is a spinning spiked ball enemy next to the other. It can be dodged simply by going over it. There is a Beetle enemy missing up top after the robot enemy, but don't worry, you can still make the spring by jumping far enough.

-(Checkpoint 4 To Checkpoint 5)-

When running through the half pipe at the beginning, you'll find more spiked ball enemies just sitting in the middle of the pipe. Jump over them and continue on, as the rest of the area before checkpoint 5 is the same as Normal mode.

-(Checkpoint 5 To Goal)-

Okay, you want a difference between Normal and Hard? Well now you have one. After going through the half pipe and swinging on the vine, you will come to a big difference. When you land on the moving ground, the piece you land on sinks VERY quickly. Quickly do the bounce move as soon as you land and get to the platform next to you on your left. After this you should be able to work your way to the end without any problems.

<><><>CHAO BOX LOCATIONS<><><>

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[Chao Box 1]

From the starting point, go down the half pipe and hit the jump. When you land, you have the option of going straight ahead, or to the left via the spring. Go straight ahead past the enemies. Work your way through the tunnel until you reach the spiked enemy. Destroy him and look to your right. You should see some water going in a small hole. Somersault through it to find the first Chao Box.

[Chao Box 2]

After checkpoint 2, and the vine swing, when you land you should see the two Beetle enemies floating. Rather than continue on and home attack them, walk towards them and drop off the edge, you should land on a smaller ledge. On it you will find the first Chao Box.

[Chao Box 3]

After checkpoint 3, and the halp pipe run, you should come to the area in which you must bounce up springs. When you bounce off the second spring, you should come down and see the Chao Box on the ledge.

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STAGE 6  
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[Basics]

Name: Pumpkin Hill  
Character: Knuckles  
Upgrade: Shovel Claw

[A Ranks]

1st Mission: 12000  
2nd Mission: 3:00  
3rd Mission: 1:00  
4th Mission: 13000  
5th Mission: 16000

<><><>MISSIONS<><><>  
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[1st Mission] - Find 3 pieces of the Master Emerald!

This stage is one of the harder Knuckles stages. Use the computers to get tips on where the emeralds are. Make sure to check on top of the pillars with huge stone pumpkin heads. As usual, there isn't much advice I can give you on finding the pieces as they are randomly placed.

[2nd Mission] - Collect 100 rings!

I'll tell you right now. This mission is a pain in the ass. The rings are scattered about. But you should be able to find a few balloons here and there with some rings in them. Check the gray beams between each piece of land, they usually hold a few. On top of Church Hill you will also find a few rings. Pumpkin Hill lacks a bit in the ring category, but a few can still be found there.

[3rd Mission] - Find the lost Chao!

This Chao is pretty easy to find. From the starting point, glide forward until you are in the middle platform (where you found the Shovel Claw). Now go to the platform on your right, that will take you to Ghost Train Mountain. When you drop off the rocket, look to your right. You should see a huge mountain, this is Pumpkin Hill. Jump and glide towards the mountain. You should spot a ledge from the mountain to the left (the lowest ledge you see when going towards the mountain). Go here and you should find a rocket to launch you to the top. Go up top and find the ancient shrine on top of the mountain. From there you should see the platforms appear. Follow them until you reach the Chao!

[4th Mission] - Collect the Emerald pieces in 3 minutes 0 seconds!

Argh, I hate this mission. Use the computers to give you tips on where to find the pieces. If one of them doesn't give you a good enough tip,

try another. It is best you learn your way around Pumpkin Hill before tackling this stage.

[5th Mission] - Clear Hard mode!

The first two pieces are pretty easy to get. The third piece may cause you a few problems however. Some of the differences in this board include the flying machines that shoot you, and the ghost are very large now, and require a few hits to kill.

From the beginning of the stage, jump and glide forward to the center platform (the one where the upgrade was found). Now go to the platform to the right of that. You should meet a large ghost, destroy it. Now, look to your right from here (by now your radar should be beeping). You should see an area with the spinning spiked ball enemies. Glide over to that platform. Then turn back and you should see the bottom of a mountain. Glide to that and start climbing up. Get underneath the ledge that is coming out of the mountain (near the pipe coming out also). Now, from here jump off and glide away from the wall, you should find the piece here.

The next piece is found near the bottom of Pumpkin Hill. Grab hold of the wall and climb down almost to the bottom of the mountain. Now work your way around and you should pick up a piece on your radar. Keep working until you find two skulls breathing fire, and a flying robot. Where the skulls are shooting the fire at is where you must dig. Wait until they get done, grab hold of the wall and dig in, you should get the emerald.

The final piece is way up in the air. Now move on to Church Hill. When you get on top of the mountain here, go to the back side of the church (where there is actual land and graves). Now, climb up onto the church. Work your way to the very, very top, you should be seeing the emerald by now. When you get there, barely tap the analog to keep yourself from going over the edge. You must be able to stand on the very top. When you can, use your sunglasses. A spring will appear below you, launching you forward, as quick as you can start gliding towards the piece. If you started gliding soon enough, you should have it no problem.

<><><>CHAO BOX LOCATIONS<><><>

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[Chao Box 1]

From the starting point, go forward to the platform in front of you. Now follow the steel beam to the right to find the rocket that takes you up Ghost Train Mountain. The rocket should drop you onto a red platform coming out of the mountain. Turn around and jump off the side of the mountain and glide. You should spot a set of platforms similar to the set you start on. Only this time they are located above the starting platforms. There should be a platform in the middle with two fences on it, and a Chao box in between them.

[Chao Box 2]

From the location of Chao Box 1, turn towards Pumpkin mountain. Now glide towards it and find the third lowest ledge extending from the mountain. It should have two trees and a scarecrow on it. There will also be a Chao box on it.

[Chao Box 3]

From the starting point, go forward, then to the right. Take the rocket up to Ghost Train Mountain. When you land on top of the mountain, look to your left. You should spot a balloon. Glide into it, then into the balloon following that. Continue gliding towards the balloons until you reach the pumpkin pillar. There should be a bomb launching robot on top of the pillar. Destroy it, and then go to the back side of the pillar. You should find a ledge coming from the pillar with the third Chao box on it.

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STAGE 7  
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[Basics]

Name: Mission Street  
Character: Tails  
Upgrade: Booster

[A Ranks]

1st Mission: 25000  
2nd Mission: 3:30  
3rd Mission: 3:20  
4th Mission: 22000  
5th Mission: 30000

<><><>MISSIONS<><><>  
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[1st Mission] - Elude enemy pursuit!

-(Start To Checkpoint 1)-

This section is pretty straight forward. You start out in the streets and work your way through a tunnel onto the highways. In the streets, robots will pop up from behind cars, simply blast them and continue on your way. If there is a car, barrier, etc. in your way, simply blast it with your vulkan.

When you reach the highway, you will see the ground starting to shake, this is a earthquake zone, and the road in front of you will collapse, don't worry, this is the way you are supposed to go. Continue forward until a purple sign is pointing you to the right. If you do not have the Booster upgrade at this moment, go to the left and pick it up. If you have it, follow the sign and go to the right.

Destroy any enemies along the way and you should reach a black weight. Wait until it falls to the ground and then hop on it. It will take you up where you will have your first dynamite encounter. Just target the dynamite as you would an enemy, and shoot it. This will destroy the pillars, causing them to fall down in various ways. This is useful at times (not here currently). Continue on and you should find an area of black lifts. Take the pulley to the right up a ways then drop onto the lifts, and work your way up. The second to last lift, you should spot a Golden Beetle to the left side of the screen, take him out for a quick 1000. Finish going up the lifts to reach the first checkpoint.

-(Checkpoint 1 To Checkpoint 2)-

Continue down the street, but be careful of light colored road sections, those are the kind that will break away. Also note the four robots on pillars along the street, take them out by locking onto them all and hitting the button again. Also be wary of the jets flying overhead, they drop bombs all the time, usually right down the middle of the highway.

After coming around the turn, you should find another "T" section. To your right will be cages. To your left will be a break away road and a missile. Go to the missile and use it to bust open the cages, then hover back across and continue forward.

Work your way down the currenty stretch and destroy all the pillars that are in your way. Be careful of robots perching up high waiting to ambush you. Also watch out for them dropping to the sides of the bridge, or in the middle. When you reach a weird structure that looks sort of like a garage, go around to the right side of it. You should find some wooden boxes. Use them to get on top of the structure.

Once atop the structure, continue forward. You should end up on a break away road again. This time you must jump off it and hover across a gap and over a railing, then destroy the enemies on the other side. Continue from here until you reach an area where you see a large black shadow on the ground and some pillars with boxes on them to the right. If you talk to the Chao, he will tell you it is a trap. This can easily be taken care of. Go over to the boxes (you must jump the highway railing) and bust them open. The wooden one should be hiding a switch. Hit it and the trap is deactivated.

Now start going up the long curved section. Be very careful as there are enemies on pillars and enemies that drop down right in front of you. Make sure you are cautious, or you could end up losing your rings here. After you reach the end, you will see the big black weight you stopped. It is now immobile after hitting the switch. Walk across and hover to the other side. You should come across moving pillars in which you must jump up. Take your time and make it to the top safely to find the next checkpoint.

-(Checkpoint 2 To Goal)-

From the second checkpoint, you should have a clear running. You will encounter a long stretch of break away highway. Simply jump and hover to the end. This is possible since there is a decline in the road. When you reach the end, you will have two pillars you can shoot. Shoot them because you will need to now get on one and make it to the rest of the highway. Also watch out for the jets throughout this whole section. Remember they bomb the middle of the streets.

When you get on the next segment, you will see three more break away pieces. Run onto the first and jump and hover the rest of the way across. They wobble pretty violently. Now you must work your way through a tunnel. This should be rather easy, just blast anything that movies, or can be blown up for that matter.

After the tunnel, you have another street section. Watch out for the constantly falling enemies here. They are all over the place. Blast them and work your way on. When you round the last corner, you should see the goal. Rather than run straight for it, get off onto the side

and continue towards it. This is because a piece of the highway falls into the center right in front of the goal, and that could be a bit painful.

[2nd Mission] - Collect 100 rings!

Here is my advice for this mission. TAKE YOUR TIME! If you try to rush through this stage trying to collect rings, chances are you will miss a few rings and you will probably get hit by something. Just watch out for jets and enemies that drop out of the sky, they can mess you up. Remember, take your time and you should clear this stage with an A!

[3rd Mission] - Find the lost Chao!

Continue on through the stage like normal until you come to the second checkpoint. When you were going up the lifts to the second checkpoint, you probably noticed the lift behind the structure you were going up. Well, go to this lift and go down. You should find an ancient shrine behind the structure. Play the Mystic Melody and you will see a warp appear. Jump in. The warp will take you further into the board on top of a structure. You should see a row of black lifts in front of you. Jump to the first, then the second. At the second stop and take out the robot at the next one. Make sure you shoot him and not his lasers. The best method to make sure is to keep locking on and blasting until you don't see him. Afterwards continue on to the next lift, then work your way up on the other lifts. You should spot the Chao now, and an enemy behind it. Kill the enemy and get the Chao!

[4th Mission] - Reach the goal within 3 minutes 30 seconds!

This is the same as the first mission, only with a time limit. Basically run through the board as quick as possible. Don't stop to take out enemies, just shoot as you run. Also stay along the sides of the streets, this allows you to dodge the bombings coming from jets.

[5th Mission] - Clear Hard mode!

-(Star To Checkpoint 1)-

When you start out, the first thing you'll see is three robots drop down to take you out. Simply lock on to all three quickly and fire. As you continue on, you'll notice there are more enemies.

When you go through the tunnel, you'll notice more barricades up to stop you. There are also more indestructable boxes. Just work your way around them and continue on.

Once you make it outside the tunnel, there shouldn't be to much difference. Although there is one section after the first bridge collapses in which you will find one of those enemies that has the 3 (normal) or 6 (hard) bombs on it. Rack up extra points by locking onto each of his bombs then destroying him. Afterwards continue on.

After going up the big weight, you will notice there are less lifts to take you up at the next structure. This means actually having to jump and land properly on them. You should be fine though. After making it to the top you will reach the first checkpoint.

-(Checkpoint 1 To Checkpoint 2)-



The first thing you will notice different is when you go to shoot the missile into the cages. When you get there, two robots will drop down. Destroy them and continue. After the cages are blown away, a shielded robot will be behind it. Wait till he is about to fire then blast him.

Continuing on, you'll notice most things are the same, that is until you reach the next break away bridge. If you remember correctly, this bridge usually shakes then sort of splits in two, but remains up. This time it breaks completely and falls. If you miss the jump and don't make it. You'll have to go up one of the black pillars you knocked down and jump across.

Continuing on, when you get to the point in which you jump up on the wooden crates to get on the garage, you will see a spinning spiked ball enemy. It moves up and down so wait until it is low then hover over it. Make sure to destroy the enemy past it first.

Afterwards you notice when you bust the wooden crate open at the trap, the switch is not there. Hover over the shadow and land on the other side as to not activate the trap. Now continue up the street. You'll notice a lot of shielded robots, but don't worry about them, shoot at them, if they block they block, if not they get destroyed. You're more worried about getting through the stage.

When you reach the top, you'll get ready to step on the weight, but it will drop. You'll have to hover across, you should barely make it. Now when you reach the lifts, there will be less. Take the two up, catch the pulley, then take the third to the top and hit the checkpoint!

-Checkpoint 2 To Goal)-

When you reach the two pillars you can knock down, you'll notice the right pillar will fall differently. Then the road breaks away as usual, but then the segment behind it starts wobbling. So you must jump from the pillar onto the wobbly piece. Make sure it is in your favor with the left side down so you can land on it.

When you reach the part in which the three segments of the bridge start wobbling, you'll notice there are not enemies waiting on the other side. Rather they drop down midway across the bridge. Destroy them and continue on. The tunnel is next and has more barricades in it. But should be simple enough. The street segment afterwards is still the same as before, including the road dropping at the end.

<><><>CHAO BOX LOCATIONS<><><>

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[Chao Box 1]

After you pass through the tunnel near the beginning, you'll come out and face three robots. Destroy them and move forward. You'll see a segment of the bridge shaking, and about to break. You can run a little ways onto this bridge, then jump and hover across as it breaks to reach the other side. If you do, you should find the Chao box at the end of the road. If you do not make it across the bridge, do not worry. Continue onward and find the weight that you must take up. Take it up, and jump onto the road above. You should spot an enemy and a bunch of dynamite covered pillars. Rather than go forward, turn around and hover the opposite way. You should land on the bridge and get the Chao box.

[Chao Box 2]

This Chao box is immediately following the first. Go up the weight and onto the bridge. Destroy the pillars and enemies and move on. You'll reach an area where there are wooden boxes on the left, a pulley on the right, and some lifts in the middle. Go to the left and destroy the wooden boxes. Tucked away in the corner behind a few wooden boxes is the second Chao box.

[Chao Box 3]

Continue through the stage as normal until you reach an area of pillars. You should have a bunch of pillars around with dynamite attached. Go forward until your path is blocked and you must go to the right and hop on some boxes to go up. There should be two enemies up here. Destroy them and go forward. The road will begin to break away, and you must glide across a gap where a few police cars await you. As you glide across, look to the left side of the road as you land. You should spot some wooden crates, and the third Chao box.

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STAGE 8  
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[Basics]

Name: Aquatic Mine  
Character: Knuckles  
Upgrade: Air Necklace

[A Ranks]

1st Mission: 14000  
2nd Mission: 1:50  
3rd Mission: 1:00  
4th Mission: 14000  
5th Mission: 15000

<><><>MISSIONS<><><>  
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[1st Mission] - Find 3 pieces of the Master Emerald!

As with all of Knuckles first mission hunting stages, the pieces are random. So I'll give you a basic rundown of the stage.

When you start on this stage, the water level is set to 1. There are two switches behind you, they set it to 1 and 2. Level 2 is a little lower, and level 3 is the lowest. In front of you is a center structure, climb up it and take the pulley to go inside the top floor. In here you will find a few animals and the switch to lower the water to 3.

At water level 2 there isn't much revealed. To the right of the starting point a "Caution" shaft is revealed. Going inside will lead you to a small room with a little water in it (not enough to harm you). You won't find much in here, mostly ghosts. On the second level and to the left of the starting point you find a mine shaft. Inside you can only go so far due to the water.

At level 3 you reveal the whole place. At the bottom there isn't much. The stove looking things can be opened by punching them. At the bottom left corner (based on starting position) you should find another tunnel. But at this level it is useless.

There is also another "Caution" shaft revealed. Inside is another tunnel and a spring. Inside the tunnel you will find water. This leads to the Air Necklace upgrade which is extremely handy. When making your way through it without the Air Necklace, you will probably barely make it as your running out of air.

Note that when you have the Air Necklace, you can swim to other areas not mentioned above. These are located in the mine shafts with the water level at 1.

[2nd Misson] - Collect 100 rings!

For some quick rings, collect all the ones around you, then go up to the top floor and hit the 10 ring capsule in there. The rest of the rings can be found scattered through out the board. I suggest the route leading to the Air Necklace, as there are quite a few rings there, including two 20 ring capsules!

[3rd Mission] - Find the lost Chao!

The water level must be at 1 to find the Chao!

From the beginning go up the center structure to reach the top floor. Inside here, on the side where you find the 10 ring capsule and the computer, you should find an ancient shrine behind a pile of wood. Play the Mystic Melody on it and you should see a door open. Go inside and swim down. This will take you to the room where the ghosts are. Find the two skulls statues in the corner, then look for a shadow on the ground, or rings up higher. Once you find these, take them up. This will take you to a tunnel. Go to the end of the tunnel (there is a extra life behind the spiked ball) and take the pulley up. You should see the Chao!

[4th Mission] - Collect the Emerald pieces in 3 minutes 0 seconds!

This mission is the same as the first, except with a time limit. Work as quick as you can to find the missing pieces. The quicker you are, the better grade you will get!

[5th Mission] - Clear Hard mode!

The first Emerald is located where the Chao was. To reach this area you must first go to the top floor of this stage. When you get there, find the ancient shrine and play your Mystic Melody. This should open a door, go through it. Go in the water and you will end up in the ghost and skull room. While you are in there, look for a row of rings. You should find a set going up. Follow them. You are now in a long tunnel. Swim to the very end and go behind the spiked ball (go to the top left or right to dodge him). The piece is located there.

For the second piece, enter either one of the main mine shafts (the one at the very bottom left, or the one on the second floor to the left of the starting point). Once in, find the tunnel with the wooden boxes in it and a gravel floor. It should also be flat, then start going up, and have a triangle of skulls in the wall at the end. Enter this tunnel and

go down and work your way to the very end. You should find the Emerald at the end of a long hole filled with spiked ball enemies. Dodge them by staying to the top right corner.

From the starting point, look towards the right further most corner. You should see some structure out of the wall with a big steel wheel on it. There is also a wooden box on one side of the wheel. Go over there and step on the side of the structure facing the starting point. Now put on your sunglasses and you should see a spring at the end. Walk into the spring to be launched into the final piece.

<><><>CHAO BOX LOCATIONS<><><>  
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[Chao Box 1]

At the beginning of the stage, go forward and go up the center structure. Once inside the top room, you should find a Chao box in one of the four corners.

[Chao Box 2]

Lower the water to level 3 first. Afterwards, from the starting point, drop to the very bottom floor, and go to the left corner. Go inside the mine shaft with the spiked enemy. Destroy the enemy and around the corner is the second Chao box.

[Chao Box 3]

With the water level still at 3, from the starting point, go to the right and find the "Caution" shaft. Drop down and go through the tunnel. You'll reach a room with a few ghosts and skulls. From the door look straight ahead and up. You should spot some steel beams. The farthest beam from you should have the Chao box. Just climb up the wall and jump onto one of the beams to make your way to it.

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STAGE 9  
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[Basics]

Name: Route 101  
Character: Tails  
Upgrade: None

[A Ranks]

1st Mission: 2:45  
2nd Mission: 1:30  
3rd Mission: 3:00  
4th Mission: 3:00  
5th Mission: 2:50

<><><>MISSIONS<><><>  
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[1st Mission] - Chase the President's limousine!

This is definitely a break from the usual. In this stage, rather than

run through some area, you must race along the highway trying to catch the President. There isn't much advice I can give you for this except practice. A kart option will open after completing this stage in the Story mode, whether you get a good time or not.

When taking corners, stay on the outside, then cut into the corner. Also pick up any rings you can, as they give you speed boosts. Avoid hitting cars and walls, as they slow you down. If you loose your grip and start sliding a lot, try to stay in a straight path and you should regain your grip. Or release the acceleration and tap the brake button.

[2nd Mission] - Collect 100 rings!

This is pretty easy. Race along and collect all the rings you see. When you see a double row, drive right down the middle to get both. Try to memorize where the rings are to help you out.

[3rd Mission] - Don't hit other cars!

This is simple enough, right? Take your time. Make sure you know the course well and are a good kart racer. There isn't much more advice I can offer.

[4th Mission] - Don't hit the walls!

This is a little challenging. But as with the 3rd Mission, take your time until you are a good kart racer and know the course well. If not, you are going to end up into the wall. Make sure you slow down when coming around turns. Oh, and don't even try going into the pit stop type areas. That is way to dangerous to attempt and you could end up barely bumping the wall. Also in tunnels, be careful, sometimes the road will change suddenly coming up a hill, or your view may be blocked occasionally.

[5th Mission] - Clear Hard mode!

Ah, back to normal...somewhat. Hard mode isn't all that hard. But there is challenge. And that is in the decrease in time to complete the stage. But you can hit cars and walls now, so hurry through. But don't hit to many cars...that could slow you down to much. Try to dodge some. As there are now a lot more cars on the road. Just go around them if possible. But if they are in your way, just plow them!

<><><>CHAO BOX LOCATIONS<><><>

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No Chao boxes.

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STAGE 10  
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[Basics]

Name: Hidden Base  
Character: Tails  
Upgrade: Mystic Melody

[A Ranks]

1st Mission: 14000  
2nd Mission: 3:15  
3rd Mission: 2:50  
4th Mission: 12000  
5th Mission: 13000

<><><>MISSIONS<><><>

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[1st Mission] - Find the entrance into the Hidden Base!

-(Start To Checkpoint 1)-

You start off in a building without a roof or a door. Step outside and watch for the first enemy. It comes up from behind the platform and starts coming at you. Quickly blast it and move on, keeping an eye out for other enemies in your way.

When you reach platforms that are on supports with dynamite attached, shoot the dynamite. This will destroy the support and cause the platform to lower, allowing you access. Other objects to note are the canisters that you can shoot. Shooting these destroy them, leaving a small base for you to step on. This is useful at times to assist you in making it to higher areas. The orange walls with Eggman's face on them can be destroyed by shooting at them a few times.

When you reach the inside hallway, don't worry to much about the breakable walls on the sides. They only house animals. Collect them if you want, otherwise continue on. Also be careful on the bridge after it. There are three enemies here, one in front and two come from the sides. They will attack quickly, so be on guard!

After the bridge, you will enter another building, then turn left and break away a wall. You should see a checkpoint in front of you. Be careful when you step out, as a enemy flies in and shoots at you. Either get out of the way, or be quick on the trigger. Continuing forward will take you to the first checkpoint. Also note, right before the checkpoint, there is a large cube to your left. If you shoot it, it will be destroyed and open up a short path. This path leads you to the Golden Beetle in this stage. He appears between the two pulleys. It is best to hit the first checkpoint, then go this way, as it brings you around again.

-(Checkpoint 1 To Checkpoint 2)-

After the checkpoint, you should come to an area with a lot of square pillars. The route to the right leads to an animal. The left route leads to the rest of the stage. When on the platforms, before making a jump, make sure the platform you are on is high enough (if it moves).

Continue on your way, watching for enemies appearing from behind platforms. You should go up two large steps, then find a pulley. When you take this pulley up, you'll see that you are surrounded by monkey's throwing bombs. Spin and lock onto them, then fire. This should clear up the problem, and allow you to continue.

Continuing on, you should drop down to a lower platform. In front of you there are four metal boxes. Bust them open to gain access to the Mystic Melody. To your right are a set of canisters which let you continue on.

If you take the route to find the Mystic Melody, you will find a door right past it. Play the Mystic Melody in the ancient shrine and it will open the door. You will find a Chao Box at the end of a platform. And to your right is a canister. Destroy it and take the pulley up. This will lead you to checkpoint 2.

Taking the route of the canisters will take you around to a platform with two small spiked enemies. Destroy them and continue on into the checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

Right away you must destroy a wall. Afterwards you enter a room with blocks you must work your way across. Reaching the last center block, you will find a pulley. Take it up and you will be surrounded by monkeys once again. Take them all out, and jump to either side, as they both lead to a pulley which takes you to the same wall you can break.

After breaking the wall, you enter another area. There are a few enemies in here, take them out quickly and work your way forward. Hit the spring in the middle to land on the raised platform. From here, blow the wall away and hover into the opening.

Next you will reach an area with a maze of sorts. You can either blow the block away to the left, or blow the wall away to the right side. Take the right side as the left leads to one dead end, and then brings you to the right side. Working your way through should be pretty easy as it is basically a one-way route. At the end, you should see the next checkpoint, and two routes leading to the left and right. The left side is a dead end. The right side however leads to rings and an extra life. Come back and go through the checkpoint.

-(Checkpoint 3 To Goal)-

As soon as you enter, you find more blocks to work across then a pulley. Go up and then hover to the next pulley. At the top you will find more monkeys. After taking them out, you can hover over to the far side (from the pulley) and find some rings. Then go to the end of the platform, bust the wooden box, hop up and take the pulley up. Both sides are similar.

After busting the wall, you should see an ancient shrine right in front of you. Don't worry about this. It leads to a dead end in this mission. Rather, quickly look to your left and you should find two enemies coming towards you. Destroy them and continue forward.

You should find an area where you must over from block to block. Before doing so, take out the monkeys to the right. Now continue on and go through the destructable wall. Inside you will find an opening, then to your right you'll see a long stretch of platforms. Take out the monkeys to the side, then bust the metal box in front of you open. Take the spring up to where the monkeys work, then work your way down the passage and bust the wall.

You will enter another room with blocks. This time work your way from block to block until you reach the back. Look to either side and you will see a platform with a pulley. Take the pulley up and destroy the dynamite, lowering the platform. Take the other pulley up to the platform, then take the last pulley up. Destroy the monkeys and go hit

the springs.

Bust the wall and enter the final area. There will be an enemy in the center and quite a few monkeys on the fence. Destroy them if you want, if not, quickly run into the goal.

[2nd Mission] - Collect 100 rings!

At the beginning, you should find a 10 ring capsule, then a few rings past that. This should end up giving you a quick 17. At the first checkpoint, blow up the block to your left and take the lower passage. This will take you to a few rings. Go to the area that leads to the upgrade in this stage. To your right, down near the quicksand, you should spot a small platform with a few rings on it. After this, the rest of the rings are basically located right in front of you if you continue this stage normally.

[3rd Mission] - Find the lost Chao!

Continue through the stage as normal until you reach the third checkpoint. After you reach it, you should take a pulley up, hover to another, then finish going up. Afterwards you will bust down a wall and you have an ancient shrine in front of you, and the rest of the stage to the left. Play the Mystic Melody on the shrine and the nearby door will open. Once inside, drop down to one of the red platforms and take out the enemies, then drop down further. Take out any enemies that you see. You should enter another room. It will have a pulley in the center, and four blocks around it, spinning. Wait until one of the two in front of you stop spinning. When they do, jump on one, then quickly jump to the pulley. This will take you up to the top. From here, take out any enemies you see then find the spring to launch you up onto the platform to find the Chao!

[4th Mission] - Reach the goal within 3 minutes 30 seconds!

Simple. Run and shoot. Just go as fast as you can while constantly shooting to take out enemies, drop platforms, etc. Also take any routes you can to shorten the course.

[5th Mission] - Clear Hard mode!

-(Start To Checkpoint 1)-

There aren't many changes between the starting point and the first checkpoint. The main thing you will notice are a slight increase in enemies. The first drops from the sky where the three wooden boxes were in Normal mode, at the beginning. The other drops down after you bust your first wall open. After this, there is no other noticeable changes, and you should be able to proceed to checkpoint 1 without any hassle.

-(Checkpoint 1 To Checkpoint 2)-

The first thing you'll notice is the enemy that drops down after you drop the first platform. Afterwards continue as normal. There will be another enemy that drops down right before the area where you take the pulley up to the monkeys.

When you see the monkeys, they will be carrying large bombs now, but you can easily destroy them before they can do anything. Continue onwards. Before checkpoint 2, you will spot two large spinning spiked ball



enemies where the little spiked enemies used to be. Go around them and reach the second checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

This area hasn't changed hardly any. When you take the pulley to the top where the monkeys are, you'll notice some of them have larger bombs. Just destroy them as they pose no real harm. Then continue through the stage. The only major change here is in the maze type area, there are now spiked ball enemies. Just destroy them to move on to checkpoint 3.

-(Checkpoint 3 To Goal)-

The first difference in this section is noticed right away. In the room right past the checkpoint, there is a pulley. But rather than have the platform below it, you must now hover to it. Take this up, then hover to the second. Now when you reach the top, don't jump to the side. Rather jump to another pulley that must take you high enough to reach the wall that you destroy.

After making your way up to the top, and going through the wall, you'll come to the area where you must work your way across some blocks. This time they are of the rotating variety (same as in the lost Chao mission). Wait until they stop and get across as quick as possible.

After reaching this the board is relatively the same until you reach the next area in which you take pulleys up.

<><><>CHAO BOX LOCATIONS<><><>

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[Chao Box 1]

Go through the stage until you get in the opening right before checkpoint 1. There should be a destructable wall in front of you, and one behind you. The one in front leads to the first checkpoint. The one behind you leads to the first Chao box.

[Chao Box 2]

Work your way through the stage until you reach checkpoint 2. You should notice a lower platform below you right before checkpoint 2. Drop down and you should see the second Chao box near the wall.

[Chao Box 3]

Coming soon!

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STAGE 11  
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[Basics]

Name: Pyramid Cave  
Character: Sonic  
Upgrade: Bounce Bracelet

[A Ranks]

1st Mission: 15000  
2nd Mission: 1:30  
3rd Mission: 3:45  
4th Mission: 13000  
5th Mission: 14000

<><><>MISSIONS<><><>

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[1st Mission] - Infiltrate Eggman's Hidden Base!

-(Start To Checkpoint 1)-

Reaching checkpoint 1 should be no problem. When you start the stage, you are in a tunnel. Just run through the tunnel, hitting the speed boosts along the way. If you jump through the rings, you get bonus points. Continue along until you reach the ramp at the end of the tunnel, hit this ramp to jump over the gap and go through checkpoint 1.

-(Checkpoint 1 To Checkpoint 2)-

Shortly after the checkpoint you will reach an hour glass and a dead end. Simply hit the hour glass on top (in the spring looking area) and it will turn over, thus opening the door in front of you. Hurry through before it shuts. Afterwards, you should find a spring that launches you to a pulley.

Once you take the pulley up, continue on. You should reach an area with a pole. You can jump onto this pole, then swing to another pole, then swing to the next platform. Or you can jump down and find a few ring capsules. Then hit a hour glass switch to cause platforms to slide out, these of which you take up to reach the top of the platform (where you would've landed had you taken the poles).

Hit the hour glass switch and run through the door way. You should then hit some boosters, sending you through a loop. After the loop you'll see an enemy. Destroy him with a homing attack, then jump up to the next platform. You should find the Bounce Bracelet here. Pick it up and continue forward, taking out the next two enemies. Use the bounce attack to get up this high platform.

Next you should encounter another hour glass switch. Hit it and quickly jump to the raised platform, hit the spring and run through the doors. They get quicker the farther you get in the stage. Run through and you should find a weird platform. And right past that, an equally weird object on the ground. This is a key, pick it up and put it in the center of the weird platform, this should open the doory to checkpoint 2.

-(Checkpoint 2 To Checkpoint 3)-

Okay, you can take the simple path or the hard path here. The simple being take the railing and grind your way across. The hard being run through the bottom section. If you take the bottom section, you will find quite a few rings and a few animals. But there are also lots of enemies in this area. Destroy them as you get to them. After the boosters up the quarter pipe, you will find some spinning spiked ball enemies, be careful as they go up and down. Get past them and work your way up, using the bounce attack when necessary. This should take you to the end of this segment where the railing ends.

Next you will come across another odd platform guarded by a robot. You'll notice there is no key around though. Rather you must go to the right to find it. You can take the rail and save some time, or take the bottom route. The bottom route takes you down a quarter pipe, then you go down large steps. Past this is an enemy, destroy him and move on. You should have to take pulleys up to move on. Work your way to the end of this passage and you should find the key, with two enemies high up guarding it. Grab the key and make your way back. Hit the hour glass switch to open the door in front of you. Continue working your way back. When you reach the quarter pipe, you must take the boosters up, you can't make it up alone while holding the key.

After going through the door, you will see a switch. Hit this switch and run as quickly as you can through the tunnel. You should barely make it through the door and into checkpoint 3.

-(Checkpoint 3 To Goal)-

There are two routes you can take, the normal route, or the ancient shrine route. Both lead to the same area.

To take the ancient shrine route, play the Mystic Melody on the shrine right past the third checkpoint. You should see a row of rings appear. Light Dash through them and you will land on a pulley. Go up and find another shrine. Play the Mystic Melody again and another row will appear. This row will lead you to either a platform or rail, dependent on how far you go forward. Try to land on the rail, if not, land on the platform and jump down to the regular route. If you catch the rail, you should be able to grind to another area. This will lead you to a switch that you can hit that activates a rocket. Take the rocket to land in front of an enemy with springs behind him.

Taking the normal route leads to the same area. Just go forward, hit the hour glass switch, quickly run through the doors. You may need to somersault through the final door. Afterwards run through the course as normal and you'll reach the area mentioned above.

After taking out the enemy, use the bounce attack to get up the nearby wall. Then go forward to another wall, this one made up of white blocks, bounce up again, but be careful of the enemy on top shooting at you. Afterwards you have an area in which you can grind across a rail or drop to the bottom. Take the rail. The bottom has the large spinning spiked ball enemies and ghost, and nothing of real value down there. You then hit the hour glass switch to open platforms up to go up. The rail is much easier taking you across all that.

The next section requires speed. After going across the railing, you find another hour glass switch. Hit it and run forward quick as you can. You will come to a door, most likely near closing. Usually you must somersault underneath it.

After this door, you will find another ancient shrine. Don't waste your time here in this mission. All it does it lead to a extra life. Rather continue forward and you should have a clear run to the goal from here.

[2nd Mission] - Collect 100 rings!

This is one of the easiest to gather 100 rings on. Running through the tunnel at the beginning, you should find a row of rings, Light Dash them

to get them, then continue on. At the point where you can swing on the pole, drop down instead. And you should find two ring capsules. Continue on with the stage and the rest should be on the normal path. Be careful of the enemies near the upgrade in this stage. They can kill your ring total. Check some of the crates as they hold ring capsules also.

[3rd Mission] - Find the lost Chao!

After you find the second/third ancient shrine near the end of the stage, play the Mystic Melody on it. This should cause a spring to appear to the right. Bounce up and go through the passage. You should find an hour glass switch and see a pole. Hit the hour glass switch and then bounce up to the pole, swing to the next pole, then to the next. This should take you to a platform, and hopefully you make it through the door before it shuts. If you do, the Chao will be in there.

[4th Mission] - Reach the goal within 4 minutes 0 seconds!

Work your way through the stage as quick as possible. Take out any enemies in your way, but don't go out of your way to kill any. Pick up the rings to help out your score, but as with the enemies, don't go out of your way to get them. Speed is extremely important. Go across rails, use the poles, Light Dash through rings. All these things are quick and more affective than running straight on.

[5th Mission] - Clear Hard mode!

-(Start To Checkpoint 1)-

Since most of this segment is running through the tunnel, there isn't much difference. The only thing you will notice are ghosts are now in the tunnel. They are pretty easy to dodge though. Continue through and reach the checkpoint.

-(Checkpoint 1 To Checkpoint 2)-

Right after the checkpoint you will see the first difference. A large ghost right in front of you. Either destroy it, or go around. You'll notice that any hour glass switches you hit, they will turn over faster now. When you reach the area where you can take poles across, use them!! Do not drop down to the bottom as there are ghosts down there that protect the hour glass switch and can be a real pain. Not to mention the platforms you must take back up go in quicker after hitting the switch.

Continuing on, you should reach the area where the stage upgrade is. The one enemy in front of the wall now jumps around. The two past him now fire much, much quicker, as does the fourth enemy past them. The hour glass switch is located to the right, rather than the front as in Normal mode. After hitting the switch, you must now bounce up to the tunnel. Then run quickly and make it through the door. On the other side you will now find an enemy. Take him out and open up the next doory with the key and reach the second checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

Now you come to the section with the bottom route, or the top route via the rail. They are both the same still, except the bottom now has large ghosts rather than small ghosts. So get past this segment and move on

to the next platform that requires a key.

When you go to get the switch, you'll notice there are less rings, the one robot in front of the door now moves, and that the hour glass switch is moved. It is located to the side on top of the white blocks. When you get the key, you must drop it, jump up, hit the switch, then pick it up again and run for the door.

After the door, you'll notice you have no blocks to climb on to take the key up the large steps. Rather you must go to the right side and find the black box. From here jump off and throw the key to the next step. Then you must find the next black box to the left and do the same on this step. After you open the door, be careful in the tunnel, as there are more ghosts here and they can really mess up your run. Make it to the end to reach the next checkpoint.

-(Checkpoint 3 To Goal)-

Don't worry about the ancient shrine route, it is still the same as in Normal. Continue onward and the stage should be pretty normal. When you reach the area with the enemy and springs behind him, be careful when you must bounce up the wall. The enemy atop the white boxes shoots very fast and will probably hit you. So work quickly to make it up. When you reach the area with the rail, take it across. Don't drop into the bottom, it is just asking for trouble. All that is down there are large ghosts, spiked ball enemies and other annoyances. Afterwards you should be able to reach the goal with no problems.

<><><>CHAO BOX LOCATIONS<><><>

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Coming soon!

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STAGE 12  
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[Basics]

Name: Death Chamber  
Character: Knuckles  
Upgrade: Hammer Gloves

[A Ranks]

1st Mission: 12000  
2nd Mission: 2:30  
3rd Mission: 2:00  
4th Mission: 12000  
5th Mission: 12000

<><><>MISSIONS<><><>

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[1st Mission] - Find the 3 Gate keys!

Since this is a Knuckles stage, there are no checkpoints and the gate keys are randomly located. So rather, I will give you a detailed rundown of what this stage looks like.

You start off in a room with a red design. There will be a door in front of you (activated by the hour glass switch), a opening to your left blocked by metal boxes, to the right, another similar opening with the metal boxes. Behind you is a map. You will notice it highlights the room you are in, which is red. Make sure to pay attention to the statues above each rooms main door. This room has a lion (I think) statue. These are helpful when it comes to clues.

Hit the hour glass switch and run to the left door. Go through and you will be in a hallway with a metal grating. There will be a flying enemy in here also. Just glide into him to destroy him. Continue on and drop down when you reach the pulley. Keep going and you'll reach another hour glass switch. Hit it and go through the door. Inside you should see a red enemy with two fireballs around it. Go between the two fireballs and punch it to destroy it.

Hit the switch inside and enter the green zone. Take the pulley up, there should be a large ghost when you reach the top. Destroy it and move on. Be careful in the tunnel, there is a trap. Look for the shadow on the sides of the tunnel and jump over them. Reach the end of the tunnel to find the green room. Inside the statue above the door is of a... well, I don't know. It looks sort of like a bug with Eggman's face. Looking at the map on the wall (located in the same area as in red room), you'll notice the center route takes you to the blue room. The left route takes you to a Chao Box.

Go through the center route and you should come out to the big circle area. This is the Pyramid Core. On the bottom section, to the left side of the circle (from the entrance from the green room) you will find an ancient shrine. To your right is a Chao Box. Climb up the wall to reach the higher platform. This is where you will actually see the large machine working. There are pillars all around it, check them out. Some let you reach computers, or a switch, or some other item. To your right of the entrance (from the green room) is a path that leads to the red room via the center door. And the direct opposite side is the entrance to the blue room, which is where you are heading to.

After busting the metal boxes open, you'll see a picture. Dig through the oval center of the picture and continue forward. You'll then enter another room. You'll see a weight going up and down. To stop it, you should notice a switch on the ceiling, hit it by gliding into it. This should stop it. From there continue forward. You should reach a room in which the statue above the center door is a bug. The right door (left if you enter via center door) contains a wall you must dig through. On the other side is a Chao Box. The left door (right if you enter via the center door) leads to the red room.

Take the door leading to the red room. Inside you should find a passage with two enemies on pillars. Destroy them and follow the rings up. You will then have to dig through a picture and come out on a metal grating floor. Go forward a bit. To your left is a wooden box with a switch inside. To your right, a weight with a hour glass switch behind it. Hit the switch to your left, then hit the hour glass switch. Then proceed to run to the door and make it through in time. The next room your in has a switch to the right side, and an ancient shrine to the left side. The shrine causes rings to appear on the floor.

Continue on and reach the next room. Inside you will find two spiked ball enemies. Be careful and dodge them (or charge and punch them, risking taking damage). There are two passages, to the left and right.

To the right are a set of cages, to the left, a missile. Fire the missile and bust the cages. Behind it you will find the Golden Beetle worth 1000 points, and the switch, which is useless if you are coming from the blue room.

Dig through the wall in front of you and you should meet up with metal boxes. Bust them to enter the red room.

There is a complete tour of this stage. Don't forget to check the walls for pictures you can dig through, or holes and other areas which may hide emeralds.

[2nd Mission] - Collect 100 rings!

This is your typical ring collecting mission. It is best to take the route to the blue room from the beginning. This is due to the fact that there is a Magnetic Field item there, which is very helpful in getting 100 rings. This stage is sorely lacking in rings, so pick up any you see.

[3rd Mission] - Find the lost Chao!

First you must make your way to the center of the stage. This can be done from the beginning by going through the center door. Once you reach the center of the stage, drop to the bottom floor and work your way around until you find an ancient shrine. There should also be a door next to it.

Play the Mystic Melody and enter the passage, you'll notice it is water passage, you will need the Air Necklace. When you get under the water, you'll notice that there is a door right below where you entered. You must hit a switch to reach this. If you go lower, you'll go under the center of the stage a bit more and find spiked enemies going around the core. Don't worry about hitting the bar they are attached to, it is harmless. Look around a bit until you find a hour glass switch. Remember it's location, and the location of the door below the entrance. Hit the switch and go for the door. Get there quickly, or else you will miss it.

After making it through the door, you must swim through a passage before reaching a room. Swim along the top as to dodge the enemies that are below you. Make it through until you reach a room with two laser shooting robots inside. Right from the door, swim up and you should find a passage. This will take you out of the water, and to a room that looks similar to those throughout the rest of the stage.

When inside this room, stand near the waters edge and look towards the large flame in the room. You should notice a hour glass switch above it. You must climb up one of the supporting pillars, or the wall to reach this. After seeing the hour glass switch, look higher up, and you should find a door. This is where the Chao is hidden. Quickly hit the hour glass switch, and make it up to the door as quick as possible. If quick enough, you'll reach the top and get the Chao.

[4th Mission] - Find the 3 keys within 5 minutes 0 seconds!

As with most Knuckles missions, I can't really guide you through this due to the random placement of the keys. I suggest going through the board as quick as possible to pick up any traces of a key. Also use the computers to get assistance.

[5th Mission] - Clear Hard mode!

First off there are a few differences. You'll notice there may be a new trap or two. And there are a few more enemies, and less visible rings. Also hour glass switches are in some other areas now. Those are the main differences in Hard mode.

To find the first key, you must take the left route of the starting point. When you reach the passage with the fire enemy in it, along with two computers, and an hour glass switch, stop. Look across from the switch, you should see a wall that you can dig through. Dig through here, and take out the two enemies inside. The room should be rather large, with boxes in the floor. In the center, you'll notice a door. Hit the switch past this door and small platforms should come out from each side of the room. Stand on the platform to the right of the entrance and bust open the metal boxes. Inside you should find a switch, hit it and quickly move to the center of the room. The door should have opened and you should see dirt, dig here to find the first key.

The next key is located towards where the Chao is found. Go to the center of the stage and find the ancient shrine. Play the Mystic Melody and work your way through. When you reach the last room, you should have picked up the key on radar by now. Check behind the dresser looking objects. You should find it.

After getting the second key, you should notice you pick up another right away. This one is located below the door you came through. You should see two holes below the door, in a step-like fashion. The bottom hole has the key. To retrieve it, you must go straight up and through the hole above the door. You must activate the switch that you used to get the Chao. There is a trap above the entrance into the water though. The switch to defuse it is located at the top behind the entrance to the water. Anyways, hit the switch, and dive back down in the water quickly and reach the key!

<><><>CHAO BOX LOCATIONS<><><>

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[Chao Box 1]

The first box is pretty easy to find. From the start go straight forward until you reach the center of the stage. Once at the center, just drop straight down to the bottom. You should find the first box below the door you came through.

[Chao Box 2]

To reach the second box, you must first reach the green room. To reach this room, from the starting point go left and follow the path all the way around. You should come out to a green lit room. In here, hit the hourglass switch and then run to the far door (not the door in the middle) and follow the path. You should come to a room with a dead end, and a Chao Box at the wall.

[Chao Box 3]

The third box is just as easy as the past two to find. From the starting point go off to the right. Follow along until you reach the



blue room. Once at the blue room go to the far door (again, not the door in the middle) and go through it. Inside, dig in the wall and you will come out in a small room with a ghost. Jump onto the wall and you will find the third box no problem!

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STAGE 13  
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[Basics]

Name: Eternal Engine  
Character: Tails  
Upgrade: Bazooka

[A Ranks]

1st Mission: 35000  
2nd Mission: 3:30  
3rd Mission: 2:45  
4th Mission: 30000  
5th Mission: 35000

<><><>MISSIONS<><><>  
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[1st Mission] - Destroy the colony's power generator!

-(Start To Checkpoint 1)-

You start off with a few enemies in front of you. Lock on, and take them out. Continue forward. Make sure to take out all the enemies you see, or they could cause problems. Keep going until you reach a dead end. You should see four boxes in each corner. Three metal boxes and one wooden. If you blast the wooden, the metal one will drop down making a step-like platform, this goes for both sides. Beware of a Beetle enemy above dropping bombs. Climb up the set of boxes to the right and bounce up to a pulley. Take the pulley up and hover to another pulley. This will take you to the next area.

In this next area, you'll notice the floor is sort of strange. It will look like there are openings above lights and such, but you can walk on these areas. Beware of the two enemies in this first room. Also be careful of the nuclear looking capsules that are going through the stage. You can destroy them, but they cause a large explosion. If you are near, it could be fatal. Continue through the door to reach the first checkpoint.

-(Checkpoint 1 To Checkpoint 2)-

Right away you will see some dynamite. DO NOT BLOW IT UP! If you do, it will blow open the wall behind it, and try to suck you out into space. Just continue on. Next you will come to another room similar to the last before the checkpoint. This one has dynamite on the walls along the side. This makes it difficult killing enemies in this room. Try to lock only onto enemies and not the dynamite. Continue forward and go around the lasers and you should be fine.

Next you will come out to find two doors. One straight ahead, and another to your right. Go to the one straight ahead. Inside you will

find a stack of wooden boxes. Do not shoot them. A switch is located behind them. When you walk back there, you will notice dynamit on the wall, this is why you do not shoot the boxes. Hit the switch and go back to the other door.

After going through the door, you will come out to a bridge. Be very, very careful as there is an enemy on this bridge. Just get close to it and destroy it. Hopefully you didn't blow up the bridge, if you did, just hover across. The next room is dangerous as there are dynamite on the floor. Be very careful, it is best to run past the enemy here.

The next area you will come to is a dock type area. The Chao will tell you that the landing area is down below. Move to the edge and the camera should move giving you a down angle shot in which you should see the platform. Hover down onto it. Once down there, you'll notice your way is blocked by cages. Rotate the camera and you should see two platforms behind you and a missile. Wait until the platform moves back there and jump to another, then wait, and then jump to where the missile is located. Hit it, and go back.

Go forward until you go through a door. After the door, be careful, there is a trap located above you. Rather, go around to the side. Blow up the canister between the two springs. This should reveal a switch, hit it, then take the left spring up. When up in the air, land on top of the weight. Now jump into the pulley. This will take you to another pulley, which in turn brings you to the next checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

The next room you enter has one of those annoying blue enemies in it. It will sit hunched over, when you get near it, it comes up and stretches it's arms out. You cannot destroy it while it is hunched over. Rather wait until it is coming up, then blast it. Wait to long though, and it will nail you.

Continue on and you should find another one of these enemies, destroy it and move on. The room after it will have three Beetle enemies. Destroy them and there will be a wall behind them. Take the boxes (located on either side) up. Once on top of the wall, you will notice there are two moving platforms, two platforms on either side, and lasers lined up. This is pretty simple to get across. Wait until the first platform is coming up, and jump onto it. When the second is coming up, jump on that one. You may need to hover to safely land. Afterwards jump across the rest of the way and make it to the checkpoint.

-(Checkpoint 3 To Checkpoint 4)-

Go forward and you should see a door in front of you locked, don't worry with this. Go to the right and you'll come out to an area of bridges. This area is pretty simple. Basically work across the bridges, making sure not to shoot any dynamite. Only take out enemies if they cause a problem, if not, don't risk hitting any dynamite. Reach the door at the top, and you will find the next checkpoint.

-(Checkpoint 4 To Checkpoint 5)-

The first room you come to has dynamite all along the wall. Just simply run down the side to dodge any enemies and lasers. Make it through the door to find another bridge. It does not matter if you destroy this bridge, as it only leads to a upgrade.

If you don't destroy the bridge, jump down to the platform below. You should find a floating platform near the wall in front of you. This wall is made up of metal boxes. Bust them and continue on. The room past this has dynamite on the walls and floors. Just get to the side and run down it again. The following room has a blue enemy in it. Be careful, as behind him is a floor with dynamite on it. Destroy him and jump onto the pulley. Take these up until you reach a platform. This platform acts as a elevator the rest of the way up. Continue forward and go right, you will find the next checkpoint here.

-(Checkpoint 5 To Goal)-

Go through the door and you will come to a huge gap. See the platform in front of you? Don't worry about it. You jump onto it and it will drop. You will have to float across. Be careful because Tails will be flipping during this whole thing, so it will be hard to hit enemies. Just float across until you reach the door on the other end. You should come to another platform, this time you must drop all the way down. On your way down, you will see lasers, dodge them and the enemies.

When you reach the bottom, you will have to land on another platform. This time it locks you in and you must take out a whole area that shoots missiles at you. Just lock on and destroy anything you can. Eventually the wall will break away revealing the goal. Hover over to it and beat this stage.

[2nd Mission] - Collect 100 rings!

Take your time. That is the best advice I can give you. Just take your time. Rushing through this stage will only get you hit. And if you get hit with more than 20 rings, you lose excess rings. Destroy any enemy you see. When you reach the blue gel-type enemies, wait until they start to come up and fire at them quickly to destroy them.

[3rd Mission] - Find the lost Chao!

First you must make it to the first bridge (the one where you must use the switch to unlock the door). When you are here, you should notice a floating platform to your left. If you turn and look further to your left, you should see a ledge off the wall, with an ancient shrine on it. Get on top and play the Mystic Melody. When you do, some platforms should appear. Jump up until you reach the gray platform, this will take you up. From here you jump on another shrine platform, then onto another moving gray platform. Wait until this moving platform reaches one side or the other, this way you are closest to the wall. From here jump to the door and hover through.

You will enter a room strapped full of dynamite. There will also be a blue enemy waiting for you with dynamite inside. Do not shoot him. Hitting one dynamite in this area sets off the whole room, leaving you without much room to move. Simply run past him, towards the end of the room will be another blue enemy by the door. This one you can destroy. Wait until he comes up and blast him. From here you go outside. There are two cages, jump onto them and wait until the moving platform gets toward the middle, then jump onto it. Be careful, or you could miss it. Wait until the moving platform reaches the end of its run before turning back, this is when it is at its highest peak. From here jump and hover over towards the door in front of you. You must make it over the lasers to reach the door. Once inside you will find the lost Chao.

[4th Mission] - Reach the goal within 5 minutes 0 seconds!

As usual, maneuver quickly through the stage. Don't take time to stop and destroy enemies unless it is absolutely needed. You must move quickly and not kill any time, as you usually have very little time left when you complete this stage.

[5th Mission] - Clear Hard mode!

-(Start To Checkpoint 1)-

The first thing you will notice are a few extra enemies here and there, not many. When you reach the area where you take the spring up to the pulley, you will notice there is now a cage there with an animal in it. Also the boxes you step up are already in a step formation, except they have metal boxes on top of them which you must destroy. Destroy them to take the spring up.

After taking the pulleys up, you will notice another difference. Rather than the enemy that launches bombs at you, it is one of the blue gel-type enemies waiting for you. There is also a set of dynamite below him. It is best to destroy the dynamite and let him fall out into space, then you go around. The bomb launching enemy is moved back a bit to the next area, also with dynamite on the floor. Destroy him however you see fit and move on through the door to reach the first checkpoint.

-(Checkpoint 1 To Checkpoint 2)-

The first difference you see is a balloon rather than a ring capsule. The rings are hidden in the balloon, and are still the same amount as were in the capsule, 5. Next you enter another room, this one is loaded with dynamite. Destroy the enemies and take the route along the side, as to dodge any holes you may have opened up.

Next is the the locked door to the right, and the switch straight ahead. Go straight ahead and check under the left wooden box, this is where the switch is hidden. It is best to get behind it and shoot towards the door as to not hit the dynamite on the wall. Hit the switch and continue on.

The bridge is just about the same as in Normal mode. Continue across until you reach the next bridge area. This time you will notice the platforms you must hover down to are a lot smaller. Hover down to the missile and shoot the cages, then jump onto the smaller platforms and make your way across. Be careful of the enemies flying about, they fire more frequently now.

The next area you come to is the trap. Blow up the canister and hit the switch to deactivate it, then take the spring up. The only difference here is a Beetle robot guarding the pulley. Just bounce up once, lock onto him and destroy him. Then get onto the weight and go up to the next checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

When you go through the next door, be careful as the blue gel enemy may be already up waiting to attack you. Blast him if he is, if not, wait until he starts coming up and take him out. Continue to the next room where you will run into another set of them. Destroy them and move on.

The next room is where you take the platforms across the green toxic water and lasers. This time the platforms are a lot smaller. Be very careful when going across. It is best to wait until the first platform is coming up and then jump onto it and ride it up and wait until the second platform is about to come above the lasers. When it is about to come up above the lasers, jump over to it and hover above it until it reaches a safe area.

Next you will come up to the large segment of bridges. This can be very difficult as there are more enemies and more dynamite. Stand on a safe platform and take out as many enemies as you can from a distance then move on when you feel it is safe. Be careful, as some of the enemies may appear out of thin air, or come flying by. Make it through this section and you will reach the next checkpoint.

-(Checkpoint 3 To Checkpoint 4)-

The room after the checkpoint is loaded with dynamite. Simply run along the side to dodge the few enemies in the room. This saves time and makes sure you don't accidentally hit any dynamite.

The next area is a bridge, blow it up and drop down. Be careful when you reach the bottom platform though. There will now be a gel-type enemy on it. Destroy it and continue forward, busting through the metal boxes. Afterwards, run along the side of the next room, which is also filled with dynamite.

Next you will encounter yet another blue enemy. Destroy it and jump into the pulley. Take this up, then another, then finally take the platform up. From here you should see a medical capsule in front of you. Move towards it, but beware as there are now two Beetle enemies ready to fly by and shoot at you. Destroy them and grab the capsule to refill your life. Turn the corner and you should have the next checkpoint.

-(Checkpoint 4 To Goal)-

When you reach the huge gap in which you float across, go to the left side and stay straight. This way you will be off to the side where there are less enemies and you should be able to take out a majority of the ones that bar any threat against you. Make it across and you have another blue enemy (annoying aren't they?) waiting for you before you drop down to the shaft.

After dropping down the shaft, you must land on a small platform. This is a bit more difficult than normal, as there are now Beetle enemies in front of the wall you must destroy. Take them out when you land, then destroy the wall, afterwards hover to the goal.

<><><>CHAO BOX LOCATIONS<><><>

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Coming soon!

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STAGE 14

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[Basics]

Name: Meteor Herd  
Character: Knuckles  
Upgrade: Sunglasses

[A Ranks]

1st Mission: 13000  
2nd Mission: 2:00  
3rd Mission: 1:30  
4th Mission: 14000  
5th Mission: 13000

<><><>MISSIONS<><><>

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[1st Mission] - Find 3 pieces of the Master Emerald!

Ugh, I hate the space stages. As usual this section will give you a detailed tour of this stage due to the Emerald pieces being randomly scattered about the stage. So skip this mission if you already know this stage well. Read on if you are new to it. But first there are two things you must know before starting this stage. The gravity is lower, meaning you can jump a bit higher. The second being that meteors are constantly falling. And if you get hit, it'll be a bit painful.

You should start off on a gray platform that is number 0-4 (although it looks like a 0-9). We will start this tour by going to the right. By turning right, you will notice a big blue box and a meteor next to it. The meteor next to it can be hit. You can hit it hard by running at it and punching, or hit it lightly by standing and punching it. Try hitting it into the blue box, it should bust it open. Keep this in mind.

Next is a gray-blue tower. It looks like it is used to dig for something. Following that is a long stretch of wall, blocking you. Hop to the top of this and go over to find another tower digging for something. You will also find another gray platform. This one is numbered 0-5. In front of it, you will see what appears to be an opening with platforms across it. Go on, step on the opening, you won't fall through. It is made of some clear material that causes you to leave neat footprints behind.

Next is a bulldozer with a weight in front of it. Next you should reach the end of the clear flooring, and see platform 0-1. There is a bulldozer here also. Continuing on you will find the start of another area of clear flooring, a tower, and a weight next to that tower.

Moving on you will find platforms 0-2, and 0-3, with a bulldozer in between them. Also there are arches coming off the center structure. Continuing around will bring you to another bulldozer and back to the first structure you were on, 0-4.

Now we will start at the starting point and go forward to the center structure. Get on top of the base of the center structure and go around it. You'll notice doors with red slashes in them. If you hit a meteor into these, you can bust them open. On the opposite side of the starting point is a door that has a switch in it, this opens up the base, allowing you to find the sunglasses.

Next you will climb the center structure. To reach the inside of it, you must go over the first set of support beams, as there is a laser field around it. There is a rocket inside that takes you up higher, for now ignore that. Reach the top and jump to the platform that is a bit above the center structure.

Once on this first platform, jump to the nearest one (facing the starting point). You should find some metal boxes and a spring here. From here, turn and find the next highest platform and jump into that. Next is a platform that has floating boxes on it, do not worry about these, as they can't be broken (unless they are within punching range from the ground). The next platform you must glide to. It will have a few rings and a star symbol.

Next you glide to the next highest platform. It should have a few rings and floating boxes on it. From here you must go to another platform. This one should have a cage with a switch in it, and a trap above you. Look past the cage and you should see another platform with a missile on it. Glide to it and fire the missile. Glide back across and hit the switch, and try to take the weight up. When you do, jump to the next platform.

The next platform should have an enemy on it, another blue gel-type. Destroy it and move on to the next platform that has a moon symbol on it. From this next platform, you can go either to your right or left. Let's go to the left for now.

To the left you will find a set of small space stations. You can get inside these by busting open the metal boxes. Continuing on along the support beams, you will come across various small platforms, and a spring. The spring will launch you to a higher platform that has nothing on it (unless an Emerald piece is there).

Now go back and go to the right side to explore this area. If you go up to the set of space stations, and go behind them, you can find a spring that will launch you up. But be careful, there is also a blue gel enemy over there. Rather, get to the front of the space stations and jump onto the nearby platform. You should land on one with a rocket. Take this rocket up.

When you land, you should be able to climb the wall up and find a ledge off the building. There are eight ledges. Four on each side on two levels. This is basically the rest of the stage. There are a few floating platforms around the building, but for the most part that is it. I hope you enjoyed the tour. And damn that was a long tour.

[2nd Mission] - Find 100 rings!

The first thing you need to do is keep moving. If you stay still, you are bound to be hit by a meteor, which results in a loss of rings. Make sure to get the rings at the starting point, and on the dividing wall on the ground. Check a few of the doors in the center structure, and the blue boxes on the gray platforms. Afterwards, take the rocket from the center structure up and you should find the rest on various platforms.

[3rd Mission] - Find the lost Chao!

This is simple. First take the rocket from the center structure up. From there go to the numerous blue space stations to your left. From the first station, turn around and you should see a platform. From here

jump over onto it and find another rocket. Take this rocket up, and cling to the wall. Climb up until you are on the ledge to the right of you. From here glide around the building until you reach another ledge. You should have to glide around one more time to find a ledge with an ancient shrine in it. Once you do, play the Mystic Melody to open a warp. From this warp, it will take you inside one of the blue space stations. This one is larger than the rest, and closed off. You should drop next to another ancient shrine. Play here again, then go in the warp. This will take you to another similar space station with the Chao in it.

[4th Mission] - Collect the Emerald pieces in 4 minutes 30 seconds!

As with all 4th missions, you must quickly find the pieces. Use the computers to help find the locations. To get quick run through the stage, take the two rockets up to the top and then drop down. A lot of times (but not always), you will pick up a piece on your radar. If you do, land and start looking around for it.

[5th Mission] - Clear Hard mode!

First I'll get to the differences. There are a few more enemies (including one right in front of you as you start), more rings, and a whole lot more meteors. Be careful running around, the meteors hit a lot faster and there are a lot more. One other thing you should notice is that the base of the center structure is already open, no need to hit a switch.

The first Emerald is located at the base of the center structure. Simply go straight forward when you start the stage. Climb up the wall and you should be next to the spring. Run to the right and go around the corner. The first door on the left houses the Emerald. You must use the blue meteor sitting nearby to bust it open. Just punch the meteor towards the door. You may need to punch it farther away towards the blue box, then back. Once you hit the doory with a meteor, you should retrieve the Emerald piece.

For the next piece, work your way up the stage. The rocket in the center structure is now a spring. Hit the spring and hover to the nearest platform. This platform should have a few boxes on it, a computer, and a spring. You should notice a beam coming out from this platform with a extra life on the end. Go out onto this beam and put your sunglasses on, and you should see a spring. Hit this spring then bounce up, gently move Knuckles to the right as he is coming down. Do not move him forwards or backwards. He should come down and hit the next spring in the air, this will launch him up forward and you should spot the Emerald in front of you. You will have to glide to the Emerald to retrieve it.

Next you have to work your way up to the center building at the very top of the stage. Take the rocket on the platform next to the blue space stations. When you are up there, go to the lower platforms (there are four high ledges, four lower ledges). Go around until you find one with a pink/red enemy on it. There should be a moon symbol here. Use your sunglasses and a spring should appear on the moon symbol. Hit it and it will send you out into the air and you must glide to the Emerald.

<><><>CHAO BOX LOCATIONS<><><>

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[Chao Box 1]

From the starting point, turn to your left and run off the platform, you should drop off and land near a large construction vehicle. At the front of the vehicle you should find the Chao Box.

[Chao Box 2]

From the starting point, glide forward to the large center structure. From here, you will see a spring and a door that can be busted open by a meteor. Find a blue meteor to the right and hit it over to the door to bust it open. Once it is open, the box is inside.

[Chao Box 3]

From the starting point, glide forward and hit the nearby spring. Once you hit it, you will be launched up the center structure. From here, jump onto the nearby rocket. This will take you up to another platform. From here, turn and face the six blue storage containers. Go to the row of three storage containers. Inside the first, you should find the last Chao box.

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STAGE 15  
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[Basics]

Name: Crazy Gadget  
Character: Sonic  
Upgrade: Flame Ring

[A Ranks]

1st Mission: 17000  
2nd Mission: 3:00  
3rd Mission: 5:00  
4th Mission: 16000  
5th Mission: 15000

<><><>MISSIONS<><><>  
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[1st Mission] - Hurry and find Eggman!

-(Start To Checkpoint 1)-

You'll start out entering a room with two deactivated robots. When you get near, they activate and start firing. Simply home attack them to destroy them and move on. Next you will see a ring capsule, as you get near the capsule, another enemy drops down. Destroy him and collect the rings.

When you reach the decline, jump up and grab the orange railing, you can swing down this. When you reach the bottom, there will be a blue enemy awaiting you. Simply home attack this one and go on. You must hit the gravity control switch so the stage will lose its gravity. When this happens, it puts you on the roof. You must do this to get across the toxic waste.

Walk across the ceiling and take out the enemy at the end. Remember, the stage is still the same, your just on the roof, so home attack the enemies. Afterwards, hit the next switch and drop down and destroy the robot in front of you. Continue forward and take out the next enemy and bounce up to the pulley. After taking the pulleys up, you reach the first checkpoint.

-(Checkpoint 1 To Checkpoint 2)-

Right away you must take the high speed warp tube. Afterwards, you will come out and find a row of Beetle enemies. Wait until their electric field is dropped, then do a homing attack across into the spring. After hitting the spring, push forward and you may hit the bomb capsule which will destroy the next set of enemies. If you miss it, you will have to take them out manually.

Next you will have to hit another gravity switch. Do so and move across the ceiling. You should see a row of wooden boxes, break them to reveal the spring behind them. Use this to move to the lower ceiling. Afterwards you must do a somersault into the small opening. This will lead you around to the next checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

This next area is kinda fun. You get to grind upside down on a rail. And make sure you land on the rail, if not, you'll go up into a ceiling of toxic waste. After the grind, you will come out in a room with three gravity switches, left, down, and to the right. The one to the left is useless as it leads nowhere. The down one leads to your doom. Hit the right one and it will take you to the right wall.

Once on the right wall run down it a little ways until you find a railing. Jump onto this railing and grind your way down. This will take you to a normal gravity area, and straight into an enemy. Afterwards run down the decline and take out the Beetle enemies, but make sure their electric field is down. Afterwards you will come out onto a walkway across toxic waste. There will also be a enemy on this walkway, one of the blue blob type. It will dispense a bunch of smaller blob-like things. Simply jump up and attack the main blob and it will destroy all the rest. Continue forward for the next checkpoint.

-(Checkpoint 3 To Checkpoint 4)-

Right away you get to swing down a rail. After that there is an enemy waiting in front of the next rail. Destroy it and swing down and destroy the next enemy. Afterwards you will find a long row of Beetle enemies with a row of rings following them. Wait until their electric field is down and do a homing attack all the way across and then a light dash through the rings. Make sure you time this right, or you could mess up. Once across, you should find the next checkpoint.

-(Checkpoint 4 To Checkpoint 5)-

You start this segment out by going through a long warp tube. When you come out, you'll be on the celing of the stage. Light dash through the row of rings right in front of you and continue forward. You should find three blue enemies, home attack them and move onto the gravity switch.

When you reach the floor, move ahead and hit the next gravity switch.

This one leaving you on a lower ceiling. From here go forward and destroy the metal boxes and somersault through the small opening.

Next you will walk across the ceiling until you reach another blue enemy. Destroy it and hit the springs to bounce down to the next passage. Once in the next passage, you have a rail you can grind, which has yet another blue enemy. Destroy this one and hit the springs. This time you must light dash through the rings to make it across after hitting the spring.

After doing the light dash across, you'll come out into a room with metal boxes. Bust the one in the center to reveal a spring. Hit this spring to be launched back to normal gravity. From here proceed forward, taking out the blue enemy in your way. Next is a long line of rings. Get near the first ring and perform a light dash through them.

When you reach the other end of the rings, you will find a blue blob type enemy. He will burst and scatter enemies about. Destroy its main body and they will all be destroyed. Next take out the Beetle to your right, then swing down the railing. You should come out in front of two shielded robots. Destroy them and go through the warp tube.

You'll come out in passage with three blue enemies. Two on the roof and one on the floor, destroy them and continue forward. Next you have two routes you can go. You can go across the beam with the spiked enemies, or you can drop down to the lower walkway across the toxic waste. If you take the top route, you must use the missile after the gravity switch. If you take the bottom route, you will have to bounce attack up to the ledges. Take either one and destroy the two enemies before the next door and you should find the checkpoint.

-(Checkpoint 5 To Goal)-

Hit the switch right after the checkpoint to open the door, and hit the boosters to send you rocketing forward. Next is an area that is a bit challenging.

Hit the gravity switch to go up onto the purple platform. Run to the left and go down the long part of this block. Destroy the Beetle enemy and then run to the back purple wall. From here, jump to your right and go up onto the red platform.

On the red platform take the left route and find the gravity switch to drop you down. This should put you on top of the purple block. Run around to the end of the purple block. Now move to the top corner and you should see the yellow block. Jump onto this block. Once on it, hit the gravity switch which will pull you back. Hit the nearby spring and launch out and go down to the side of the yellow block. Find the spring towards the bottom and hit it and land on the railing going across. This should take you to the side of the green block.

Work your way up the green block and find the spring. Hit this spring to land on the side of the purple block. From here go to the end and light dash through the rings. Land on the next platform and hit the switch, this will take you to the side of the purple block. From here run along the purple block until you reach a normal switch. Hit this switch to cause the missile to open up. Now hit the gravity switch. This will take you up to the red block again. From here run to the end and hit the switch behind the two metal boxes. This should drop you down right in front of the missile, which destroys the toxic waste and

allows you to reach the goal.

[2nd Mission] - Find 100 rings!

Make sure you swing and grind all the rails you see, as they usually have a good amount of rings on them. Don't forget to look closely as you go through the stage, as some sections of rings blend in with the flooring of the stage. Make sure you dodge the blue enemies, as they can mess up your ring total bad.

[3rd Mission] - Find the lost Chao!

Work your way through the stage until you get to the fifth checkpoint. Pass checkpoint 5 and go out to the colored blocks. Hit the first gravity switch to take you up, then go around until you can get onto the red block. From here go left and hit the gravity switch to drop you down on top of the purple block. Go around the purple block and find the ancient shrine. Play the Mystic Melody and you will see a row of rings to your left. Light dash through them while pushing forward, this should take you up and to the top of the red block. Go down the middle section to find the Chao. Be careful of the flying Beetle enemy nearby though.

[4th Mission] - Reach the goal within 5 minutes 0 seconds!

As with all 4th Missions, you must quickly make your way through the stage. Don't stop to mess around with enemies or items unless they are needed to continue on. Try not to grind on too many rails, as it is usually quicker to run on foot. Use the light dash to go through rows of rings quickly.

[5th Mission] - Clear Hard mode!

-(Start To Checkpoint 1)-

When you go through the first door, you'll find the first difference. There will be one of the blue blob enemies waiting for you. Destroy it and continue on. When you come around the first corner, there is another blue enemy waiting for you. Home attack him and keep going. When you reach the first pulley, you'll notice it is one of the exploding type blobs. Destroy the main blob and go up the pulley to checkpoint 1.

-(Checkpoint 1 To Checkpoint 2)-

After going through the warp tube, you will have to go across a toxic waste pool. Normally there are Beetle enemies here to home attack across, this time it is a blue blob. Hit the blue blob with a home attack then hit the spring behind it. This will take you up and allow you to continue on.

When you reach the gravitational switch, activate it and you will see that a bunch of steel boxes go up. You cannot break these, and will soon realize you can't take a spring down to get to the lower ceiling. You should have noticed that the boxes were stopped by bars. Start from the left and jump down to the bottom of each box. This should take you down in a step-like fashion so you reach the bottom. But the metal box is in your way next, and somersault through the slot to find the second checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

After grinding on the railing across the toxic pool, you will come out into the room with two switches (the third is now gone). Hit the one that takes you to the left. Once on the left wall, go down and you'll find a blue blob, behind this is the switch to send you to the right wall. Skip out on destroying the enemy and go to the right wall via gravity switch. Afterwards you must bust some metal boxes before reaching the rail you must grind down.

When you reach the area where you take the walkway across the toxic pool, you must destroy two blue blobs to open up the doors. One in front of you, and one behind you (unless you dropped straight down). Keep going and you should come across another toxic pool. This time rather than four Beetles and a row of rings, it is three Beetles, a blue blob and a row of rings. Be very careful as the blue blob may hit you with its arms as you are trying to home attack across. Make it across and you'll find the third checkpoint behind the door.

-(Checkpoint 3 To Checkpoint 4)-

After the warp tube, you will come out and land on the floor, rather than go up onto the ceiling as you normally would. You will then come to a toxic pool with four Beetles in an upward pattern. Wait until their electric field is down, then grind the railing and home attack them until you reach the top. You may have to wait until the peak of bouncing off them before homing the next one.

Once up top, destroy the blue enemy, and hit the gravity switch. Once on the ceiling, run forward until you see a steel box to your left. Jump to the bottom of the box, then run and jump to the right. You should land under another box, then jump under another. Once under the third box, jump down again to grab ahold of the railing and slide across. Once at the end, you will end up under the fourth box. From this box, you must bounce down to reach the lower ceiling. Once you reach the lower ceiling go forward and find the metal box in the center of the steel boxes. Do a bounce attack to bust it open and somersault through the slot.

Make your way through the next couple of passages until you reach a toxic pool. Normally you would light dash through rings in this section. This time there are five Beetle enemies you must home attack. After hitting them, you will bounce down, wait until you are coming back up before home attacking the next. Once you make it across, you'll hit a set of boosters. The spring to take you to the floor is still in the center box. This time you must jump down to the center box as it is below a steel box. Do a bounce attack to bust it open and hit the spring.

The next area should be pretty normal. Keep going until you find a red beam with two lasers on the side. Normally you would have ran across here. This time just jump down to the platform below. Destroy the blue blob and go through the door. Continue forward and take out the two Beetles. From here bounce up and take out the blue blob on the left and the next door should open up. This will take you to the next checkpoint.

-(Checkpoint 4 To Goal)-

Hit the switch right after the checkpoint to unlock the door in front of

you. Go forward and hit the gravity switch past the door. Once on the purple block go to the left, and run to the end. Once at the end, jump off the right side to land on the bottom of the red block. From here go to the left and hit the switch to drop down onto the purple block. Run around to the end of the purple block and find the yellow block. Once on the yellow block, this is where things get a little different.

Rather than get the switch near the wall, go towards the end and find the switch that will send you to the left. Hit it and land on the side of the green block. Here you will find the switch to activate the missile. From here jump onto the steel box and bounce to make it to the lower portion of the green block. Hit the switch to land on the side of the yellow block. Run along the yellow block and go up until you reach the end. You should be able to jump to the blue block from here. Jump on it and run to the end. You'll find a switch to drop you down. Hit it and you'll land on the yellow block and be able to continue through this area as normal.

Hit the switch to send you back against the yellow wall and then hit the spring. Push down to land on the side of the yellow block. Hit the nearby spring to launch out to the railing. Grind to the green block and run up it, careful to jump over the lasers. Bounce off the next spring and onto the side of the purple block. From here you must go to the end and jump off to land on the side of the blue block. Hit the next switch and go onto the side of the purple block. From here you run down the purple block, hit the next switch, land on the red block and find the switch behind the steel boxes. Hit this switch, drop down and fire the missile. You should have access to the goal now.

<><><>CHAO BOX LOCATIONS<><><>

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Coming soon!

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STAGE 16  
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[Basics]

Name: Final Rush  
Character: Sonic  
Upgrade: Mystic Melody

[A Ranks]

1st Mission: 13000  
2nd Mission: 1:30  
3rd Mission: 4:30  
4th Mission: 13000  
5th Mission: 13000

<><><>MISSIONS<><><>

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[1st Mission] - Hurry and find the point of the Cannon!

-(Start To Checkpoint 1)-

You start this stage off on a rocket. Sonic will drop off the rocket

onto a yellow and red rail. Crouch down on this railing while grinding. You should fly off the railing and land on another railing. This railing leads you to a black platform. Afterwards jump onto the platform in front of you and take the purple and yellow rail down. You should reach a platform with boosters on it, then another purple and yellow rail. Grind down this one and you'll reach a platform with springs on it. You'll land on a platform with a rail going across it. Jump onto the orange and yellow rail to your left and grind down. You should automatically hop forward onto a red and yellow rail. Grind this one to the end and you'll come off at the first checkpoint.

-(Checkpoint 1 To Checkpoint 2)-

From the checkpoint go forward and run down the steep incline. When you reach the bottom platform, take the railing to the left down. This will take you to a set of capsules and a spring. Hit the spring and you'll end up on a red and yellow rail. When you reach the end of the rail, you'll hit a set of springs and fly upwards. Do a homing attack here to hit the Bomb capsule to destroy the nearby enemies. Continue onward and take the orange and yellow rail down. When you come off this rail, you'll hit another set of springs. From here you'll bounce up onto another platform where you'll reach checkpoint 2.

-(Checkpoint 2 To Checkpoint 3)-

Follow the steep decline and land on the purple and yellow rail. Follow this to the end and jump to the next railing in front of you. This should take you a little ways before you have to change railings again. Jump to the railing to the left of you and keep grinding on. You should eventually reach an area with a spring. Hit this spring to launch up onto a purple and yellow railing.

After reaching the end of the railing, you should soar into a set of springs. Hit them and bounce up to the next platform. From here you go left and jump on top of the steel boxes and then jump to the next platform. Turn left and take one of the steep railings up. To get up them quickly, it is best to home attack them, then grind up. This gives you speed going into them. Go up the next steep railing, destroy the bomb launching enemy and then hop onto the orange and yellow railing. Now take the orange and yellow railing that is up next. When you reach the point where it turns left, jump and land on the railing in front of you and continue on. There is a break in this railing, but don't worry, you should have enough speed to fly right over it and keep grinding. Make it across and you'll reach the next checkpoint.

-(Checkpoint 3 To Checkpoint 4)-

Go forward and take on of the steep railings up. Destroy the blue blob enemy in front of the three wooden boxes. The left box takes you to a magnetic field capsule, then bounces you back up. The middle takes you to the next area. The right takes you a little below where you are supposed to be going. You then take the pulley up to reach where you are supposed to be at.

After reaching the main area you are supposed to be at, you'll find another steep railing. Take it up and hit the boosters to go into the next railing. Continue onward up the next steep railing. Work your way up until you reach an area with two railings side by side. Take either one up, hit the spring, then find another set. Again take either one up. Next work your way up the next couple of platforms and springs.

You should eventually bounce up onto a platform with the next checkpoint.

-(Checkpoint 4 To Checkpoint 5)-

By now you should be fairly common with the steep railings. Take them up and work your way from platform to platform. When you reach the larger platform, you should spot a blue blob enemy to your left. Jump over and home attack him and land on the platform. Do the same with the platform after that. Afterwards work your way up the steep inclines and platforms. You should hit a spring that will launch you into a series of other springs, and finally land you on a red and yellow railing. Grind to the end to find the next checkpoint.

-(Checkpoint 5 To Checkpoint 6)-

Run down the steep decline and land on the railing below. This should take you into a series of railings, eventually landing you on a black platform. From here jump forward to the next railing and grind across. Follow the succession of railings until you hit the boosters. This will launch you up a very tall railing. Make sure you crouch here, or you will most likely come back down. Grind up and hit the spring to land on another platform.

You should now have the option of purple and yellow or orange and yellow. Take the purple railing for now. This will take you to an ancient shrine, and right past that, the sixth checkpoint of the stage.

-(Checkpoint 6 To Goal)-

Take the orange and yellow railing right past the sixth checkpoint. This will take you along a long and loopy path, then launch you onto another railing. You'll eventually land on a platform with a railing at the end. Take this railing down. It will take you around a few platforms then throw you off into the air. When you come down, you should land on a railing if you didn't touch the controls. Continue through this railing until it bounces you off. Land on the blue platform and go forward. This will take you to a set of springs, then into a blue blob. Work your way up the platforms until you reach the one with the steep railing.

Dash into the steep railing and go up it. It will launch you off onto a orange and yellow railing. Follow it until the end, and you'll reach a bomb capsule and a set of springs. Take the springs up and go up the next set of railings and destroy the blue blob. Go to the end of the tunnel and take the springs up. Destroy any of the wooden boxes to go down into the final rush so to speak. After going through one of the boxes, you'll come out into an area where you must run away from rubble, very much the same way you ran from the truck in City Escape. When you reach the end, Sonic will jump and land at the Goal Ring.

[2nd Mission] - Collect 100 rings!

This stage is pretty easy to find rings on. Look around, there are ring capsules all around you. Make sure to grind along the rails and jump into any ring capsules you see. If you happen to miss a rail landing, it is usually okay, as there are platforms all around you can land on.

[3rd Mission] - Find the lost Chao!



Right before the sixth checkpoint, you will see an ancient shrine. Hop onto it and play the Mystic Melody. You should see some platforms to your right appear. Hop onto these until you are at the purple and yellow railing. You must take this purple railing up. This can be somewhat difficult. Try home attacking it to give yourself some speed going up it. If you slow down, you will have to jump up it.

Once up on top, go to the end of the platform you are on. You should be able to drop down to a platform a bit lower and find another ancient shrine. Play the Mystic Melody once again and dash through the rings that appear. You will now have a series of railings you must grind. Just work your way straight across and you should reach a tunnel. Go through the tunnel and hit the springs. You should find the Chao on the other side.

[4th Mission] - Reach the goal within 5 minutes 0 seconds!

As with all of Sonic's fourth missions, it is all about speed. Make sure you crouch while grinding down rails, this will save you a lot of time. Crouching gives you more speed than standing. If you find a series of rings, light dash through them to pick them up, this not only gives you more rings, but allows you to gain speed. Take any shortcuts you see, such as alternate railings, dropping down to lower platforms, etc.

[5th Mission] - Clear Hard mode!

-(Start To Checkpoint 1)-

If you stay straight on the rails, you'll notice the second railing you land on is a bit shorter. This forces you to jump off rather than just fly off as normal. While going down the purple and yellow railing afterwards, you'll notice that the blue blob enemy actually attacks you now with deadly accuracy. Home attack him and hit the spring behind him to move on. When you reach the set of railings right before the first checkpoint, be careful. Waiting for you at the beginning of the tunnel is one of the blue blob enemies. Jump up and destroy him before moving on to the checkpoint.

-(Checkpoint 1 To Checkpoint 2)-

After checkpoint 1, you should reach the section that has the long red and yellow railing. Make sure you are going down with a decent amount of speed, as there are a lot of the blue enemies waiting to ambush you on the side. If you are slow, they will easily nail you. When you reach the end of the railing and fly off, you should see two of the blue enemies waiting below you. This time there is no bomb capsule in the air, so you must home attack them as you come down. Grind the next railing down, hit the springs and launch up to the next checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

When grinding down the orange and yellow rails right after the third checkpoint, be careful. The second rail you land on (the one in the middle of the others) has a spiked ball enemy at the end. You must jump to another rail quickly. And when you reach the end of the other railings, you must home attack the enemy waiting in front of the spring.

Once past this section, take the purple and yellow railing down. This next area is pretty much the same. Proceed up the steep rails and make

your way to the railing that leads to the tunnel. Once on the railing that leads to the tunnel, start grinding. Make sure you jump to the next railing when it starts going to the left. Rather than a spring to the left this time, there is a set of spinning spiked enemies. The railing you jump to also has a small gap in it. This is usually jumped over automatically if you have enough speed. However, this time there is a blue enemy sitting in its place. Home attack it and continue grinding into the bomb capsule. This will destroy all the nearby enemies.

Once you make it through the tunnel, you'll go up one of two steep rails and find three wooden boxes. This time, rather than one of the blue blob type enemies attacking, it is one of the taller variety. Go down either the middle or the one on the right, as they are both basically the same, save a few minor differences.

When you reach the long steep railing, you'll notice that the boosters that launch you up it are missing. Run at it and do a homing attack towards it. This might give you enough momentum to reach the top. If not, just jump and home attack it again. You'll eventually make it up to the top. Afterwards you should reach the next steep railing. After going up it, you'll notice the platform to the left is missing, so now you must jump over to the one that is usually located after it. Once you make it up the next railing, you'll notice another platform is missing. This time you must jump a large gap to reach the spring on the other side. It may be easier for you to home attack the ring capsule before the spring. After you hit the spring, the rest of this section is pretty normal leading into the third checkpoint.

-(Checkpoint 3 To Checkpoint 4)-

Be careful working your way up the railings, as things have slightly changed. The railings seem farther apart also. There is one point after going up a steep railing, you come off and fly up in the air, and must land on a straight railing that goes off to the left. Grind off this onto the next platform and continue to work your way up. Make it to the top spring, and you'll be launched to the railing that leads to the checkpoint.

-(Checkpoint 4 To Checkpoint 5)-

This next area is basically the same if you stay on the straight path and don't wander to any other railings. Some of the smaller railings are a bit shorter than normal, but these are usually skipped if you have enough speed. Just continue on as you normally would, and you will end up at the next checkpoint.

-(Checkpoint 5 To Goal)-

You should be able to make it down all the rails without much problem, as they are the same as normal. Once you reach the platforms, make your way to the tunnel. Be careful of the enemies flying around the tunnel though, they can seriously damage you. They shouldn't be too much of a problem though, as they just fly overhead. You should be able to run right past them. Make your way through the tunnel to find the major difference here. You now have a weight over the middle passage, and two blue enemies on the other two passages. The left and right passages are blocked by steel boxes below the enemies. Destroy the enemy on the right to find the switch. Hit it to stop the weight. Once the weight is stopped, go under it and destroy the wooden box. Make the final run

down the hill from the rubble, and you should be in the clear.

<><><>CHAO BOX LOCATIONS<><><>  
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Coming soon!

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DARK  
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STAGE 1  
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[Basics]

Name: Iron Gate  
Character: Dr. Eggman  
Upgrade: Laser Blaster

[A Ranks]

1st Mission: 20000  
2nd Mission: 1:35  
3rd Mission: 2:00  
4th Mission: 20000  
5th Mission: 19000

<><><>MISSIONS<><><>  
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[1st Mission] - Get to the core of the military base!

-(Start To Checkpoint 1)-

You start off in a passage with four Beetle enemies in front of you. Lock onto them all and take them out for some quick points. Following them is a camera in the corner, then around the corner, are two more Beetles, a robot, and another camera. Quickly lock onto them all to rack up even more points. When you move forward, you'll notice a door will come down, sealing you off. Simply blast the four red locks on the door to bust it open. Go through and you will reach checkpoint 1.

-(Checkpoint 1 To Checkpoint 2)-

You'll start in a room where three robots drop from the ceiling. As usual, lock on to score more points. Go up the elevator and blast the wooden boxes in your way and move on. When you reach the next room, you'll find a few more enemies waiting for you. To your left are two ring capsules.

Exit the room at the far door and move through the tunnel, destroying the robots in the way. You'll notice steam coming from pipes above you. Do not worry about this, it is harmless. Blast the locks off the next door and you'll enter the large elevator shaft. Take the elevator down while destroying the enemies surrounding you. You should be able to bust off a few technique points here. A Gold Beetle will appear to the right side of the screen once you near the bottom of the shaft. After the elevator stops, bust open the next door and reach the second

checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

Bust the door open to enter a room with four ring capsules. In front of you are two canisters, bust them open and destroy the metal boxes behind them to find the upgrade in this level. Continue to the right to find door 3. Destroy it and go to the next room.

This next area takes you onto a bunch of catwalks. Destroy the three Beetle enemies when you enter. Now work your way around and hit the boosters to give you momentum to reach the next platform. Keep going forward to reach an area of four capsules, with an enemy. Get some quick points by locking onto the capsules and the enemy and destroying them all. Now go left and take out the two guard robots. Afterwards, go forward and drop down to reach the next area.

Take out the two Beetles here, and pick up the capsules to the left for a quick 25 rings. Continue on until you reach another set of catwalks. Destroy the two guard robots and go to the left to reach the third checkpoint. Going to the right leads to a Chao box.

-(Checkpoint 3 To Goal)-

Blast open door 4 and go through the short tunnel to reach another large elevator shaft. Try locking onto as many enemies possible as you go down the elevator so you can rack up more points. Once you reach the bottom, bust open another door and go through. Destroy the wooden boxes and destroy door 5.

By now everything should be red. You've breached all their security doors, and they are locking down the final doors. Make way to the next room to find a few robots waiting for you. Destroy them and look to the left. You should find an item to refill your health, and an extra life.

Blast open the next door and go through the short tunnel, destroying any enemies in your way. When you reach the other side, you'll enter a room with quite a few robots and Beetles. This is a great opportunity to rack up points. Lock onto as many as you can and blast them. Afterwards, bust open the next door and go forth.

You'll come into a tunnel with a elevator, numerous doors in front of you that are open, and a missile up top. Move forward and you should see all the doors quickly shut. This time they are steel and cannot be busted open by your Vulkan cannon alone. Take the elevator up and destroy the radar on the computer. This will trigger the missile, which in turn, will destroy all the doors. Afterwards drop down and go through the tunnel. You should come out in front of the goal!

[2nd Mission] - Collect 100 rings!

You should pick up two ring capsules in the room before the large elevator. This will give you 15 rings. Continue on and go down the large elevator. Another 43 rings can be found after you reach the bottom of the elevator shaft. Bust open the door and continue forward and you will find a few ring capsules and stray rings.

After this room, go through the passage and you should come out in a open room with a few beetles to your right. Destroy them and rather than walk along the platform, go straight from the entrance and you

should find a large pipe with a spring at the end. Hover to this spring, bounce up and land on the platform to the left. Destroy the metal box, bounce off the spring and hover to the platform to the right. Here you will find a 10 ring capsule. There will be three springs in front of you, hit them and land on the above pipe. Now you can hover through the row of rings.

Drop down to a safe platform and continue on. You should be near an area where there are two routes. The left route takes you to the rest of the stage, the route in front of you leads to a few ring capsules. Get the ring capsules in front of you first. Be careful not to get hit by one of the guard robots. Next take the route to the left, drop down, destroy the two beetles, and grab the final rings.

[3rd Mission] - Find the lost Chao!

After you go down the large elevator shaft and work your way through the stage a little further, you should reach the second checkpoint. Afterwards, keep going onwards until you come out into an open room with a few Beetles to your right, and a pipe in front of you with a spring. Go to the spring and bounce up and to the left. From here, bust open the metal box and bounce on the next spring to reach the higher platform. From that platform, hit the set of springs and bounce up. Land on the pipe and jump and hover around the corner.

When you pass the next pipe, you should see a small platform with an ancient shrine. Get on this platform play the Mystic Melody. Platforms should appear going up in a step-like pattern. Follow them up until you are on the third platform. From here, turn back towards the ancient shrine and you will see the fourth. Jump and hover towards it. Once on it, go up the pulley and go to the right, and around the corner. Find the ancient shrine and play the Mystic Melody. You should now find a spring to launch you up on the next set of platforms. Work your way up and you should make it to the top platform. Once up here, you will find the Chao near the wall. Be careful of enemies dropping down.

[4th Mission] - Reach the goal within 4 minutes 0 seconds!

This is just like any other 4th Mission. Probably the biggest thing to cut off time is to jump down the large elevator shafts. This will save you a lot of time. Simply jump down and hover, and when you get near the locked doors, you should be able to blast them open before you even reach them. Make sure to lock onto a bunch of enemies to rack up points.

[5th Mission] - Clear Hard mode!

-(Start To Checkpoint 1)-

This first part is quick and simple. Just go forward and a few robots will drop down. Lock onto them all and destroy them to score a few points. When you reach the first turn, an enemy will come around the corner, blast them before they can get you. After rounding the turn, take out the nearby enemies, then go through the first door. This will lead you to the first checkpoint.

-(Checkpoint 1 To Checkpoint 2)-

You'll notice the next room has a few more robots in it than normally. Simply destroy them and take the elevator up. When you go through the

tunnel to the next room, be careful as an enemy enters the tunnel and comes for you. Destroy it, then the ones in the next room to move on to the large elevator.

When you get on the large elevator, be careful. Right at the beginning one of the large flying enemies pops up over the railing and shoots you. Destroy it quickly. As you work your way down, you will see more of them, albeit less of a threat than the first. Rack up plenty of points here by locking on and destroying, and don't forget the Gold Beetle to the right as you go down. Going through the door at the bottom will take you to the second checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

The next room you enter used to be full of rings. This time they are at the back, past the metal boxes in front of you. In their place in the center, is a spinning spiked ball enemy. Just go to the side and continue to the right. Or if you wish to collect the rings in the back, stay along the wall.

After going to the right, you will come out in an open room. Destroy the Beetles to the right and continue on. Be careful of the flying enemy to your left when you reach the cross section leading to the extra ring capsules. Destroy it and the other robots and continue onwards. You should be able to go on without much differences and reach the next checkpoint.

-(Checkpoint 3 to Goal)-

You will enter into another large elevator shaft. Take it down, while destroying the nearby enemies. They are much quicker here than in normal mode, so be careful. Once you reach the bottom, continue on. When you reach the next room, be careful of the enemies that run right at you. Destroy them quickly. Also be careful of the robot past door 5. It will blast you as soon as you bust the door open.

The next room shouldn't be too much different. A bunch of enemies await you, just lock onto them and destroy them for a nice bonus. Go through the door and continue straight ahead to activate the steel doors. Once they are shut, take the nearby elevator up to the platform and blow up the radar on the computer. This will send the missile through the doors, leaving you a path. The final difference you will notice is a flying enemy popping up right in front of the Goal ring. Destroy it and hop in the ring.

<><><>CHAO BOX LOCATIONS<><><>

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Coming soon!

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## STAGE 2

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[Basics]

Name: Dry Lagoon  
Character: Rouge  
Upgrade: Mystic Melody

[A Ranks]

1st Mission:	15000
2nd Mission:	2:00
3rd Mission:	0:40
4th Mission:	14000
5th Mission:	17000

<><><>MISSIONS<><><>  
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[1st Mission] - Find 3 pieces of the Master Emerald!

As with all hunting missions, the first missions items are randomly located. So I will give you a basic idea of the stage.

You start off on a platform, with another on the opposite side of the stage being the same. The two platforms on the side are similar, but with pillars leading up to higher platforms. The one on the right has a picture you can dig through, it leads to the upgrade in this stage. In front of your starting point is a temple looking area, surrounding water. To the right are two robots and a turtle. Destroy them to cause the turtle to go into the water. You can ride him to another section of the stage this way.

Behind the temple, there is a tall pillar. Use this to scope out the rest of this section. If you go above the temple, you will notice an air lift keeps you floating. There are also ledges above each side towards the top, except the far side of the starting point. The ledge above the starting point has a cross section of boxes, with the middle being wooden. Bust it to reveal a spring.

Finally there is a top floor. This is basically a small ledge running around the stage. The only notable point is the section above the starting point. It has a few metal boxes up there, along with many steel boxes. Destroy the four metal boxes to reveal a picture you can dig through. This is the location of the lost Chao in the third mission.

Now we hop onto the turtle and take a little right to the oasis. This section is broken down into four parts. You have your starting/center area. You have an underwater section, and then you have a two sections to the left and right of the center area.

First the center area. There isn't much here really. There are a few ledges up higher above you. In the center island, there is a pillar, and a few boxes. Not much else. Along the sides there are a few pillars to lead to the left and right areas.

The underwater area doesn't have much to it either. First off, from the turtle, look in front of you, down towards the water, you will notice a window type area with bars. This is the prison area. To reach this area, you must find a turtle that is swimming underwater, and grab it. It will take you through the tunnel and to the prison area. That is the main attraction underwater.

Below the turtle is the tunnel you came through. And along the sides you can find a few ledges here and there, nothing important. There is one Chao underwater that tells you to grab the swimming turtle to go through the tunnel. The only other notable piece underwater is when you

wear the sunglasses. Put them on at the island and drop in the water. You can find a spring hidden under the prison. This is useful for retrieving emerald pieces.

Next is the left area, to the left of the turtle. There are two pillars in this section right away, one has a Chao box on top. There is a grassy section, with many butterflies around. This leads to the Three Headed Wall. Here you find a small area of water with a center platform. Along the sides of the walls are three heads (hence the name). There is a docked boat to the left. If you reach the top of the center platform, you will find a swarm of butterflies, and it will be similar to an air lift.

The next area is off to the right side now. The first thing you will encounter is a section of five cement structures. Some on the ground, some extending from the wall. If you go forward, you will drop down near a weight under the fifth cement structure. Next you will see a statue and two pillars on each side. This is the Statue's Pool so says the nearby Chao. Under the water here, there isn't much. Some rubble, a half sunken boat, and two springs which launch you out of the water.

This completes the tour of Dry Lagoon. Come back now, ya hear!

[2nd Mission] - Collect 100 rings!

This is pretty simple. You should be able to easily collect 100 rings without ever going to the oasis. First collect the rings as the beginning, then work your way around the stage. You should find plenty of ring capsules and stray rings to quickly rack up rings.

[3rd Mission] - Find the lost Chao!

Very easy. From the starting point, go straight up. Reach the top of the stage with the bomb shooting enemy, behind him you should notice a few metal boxes. Bust them up to reveal a picture you can dig through. Dig through, find the shrine play the Mystic Melody. The door will open revealing a warp, go in it and you will come out in a small room with a little water hole. In the water will be the Chao.

[4th Mission] - Collect the Emerald pieces in 3 minutes 30 seconds!

The best, most efficient way to get these pieces quickly is to memorize the board, and play it a few times to get a hang of where the emerald pieces are usually at. Don't forget to kill a few enemies along the way to score some extra points.

[5th Mission] - Clear Hard mode!

The first piece is quite easy to find. From the start, go straight up, you should find a section of boxes with a wooden one in the center. Bust it open to find a spring. Hit the spring and you will be launched up, glide forward and collect the emerald piece.

The next piece is nearby. It is in the center of the circle of rings above the temple looking structure. Simply find a high enough area and jump into the center and retrieve the emerald piece.

The third piece is in the oasis. Remember that hidden spring you can see with the sunglasses that was underwater? If not, once in the oasis, put on the sunglasses, and drop into the water and find a spring under



the center island. Hit the spring to get launched into the tunnel you came through, you should float back up into the emerald piece.

<><><>CHAO BOX LOCATIONS<><><>  
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The first box is very simple to find. From the starting point, go to the ledge on the right, the one with the two red pillars on it. On the side of one of the pillars you will find the first Chao box.

The second is also very simple to find. Simply go up from the location of the first box. Once you reach the top, you should find the second box near the corner.

The final box is in the oasis. Simply take the turtle over, and go to the left. You should find two pillars, the pillar on the right has the box on top of it.

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STAGE 3  
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[Basics]

Name: Sand Ocean  
Character: Dr. Eggman  
Upgrade: Mystic Melody

[A Ranks]

1st Mission: 25000  
2nd Mission: 3:30  
3rd Mission: 3:00  
4th Mission: 25000  
5th Mission: 23000

<><><>MISSIONS<><><>  
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[1st Mission] - Return to Hidden Base!

-(Start To Checkpoint 1)-

You start off on a raised platform, go forward and drop down. You'll reach a rotating platform. Here you can get three enemies taken down. One in the center, and two come flying on each side from the back. Lock on all three to get a few points. Hop on the rotating platform and keep going straight.

The next section has two enemies waiting for you. Destroy them and take the moving platforms across. Or if you are in a hurry, you can jump and hover to the other side and make it. Next you will come to a big pillar with dynamite strapped to it. For some quick points, wait till the two Beetles fly behind the pillar. Lock on them and the dynamite to rack up points. The pillar will fall when the dynamite is destroyed. As you go across, a few more enemies will show up. Take them out and keep going.

After going across the fallen pillar, you will reach some canisters, destroy them and go on. You will come to a small area of turns, collect a few rings here to help your score out. Next you must shoot across a

large gap to cause a pillar to fall. Be careful of the Beetles flying at you also.

As you go across, two more enemies will appear from around the corners. Destroy them and go up the step-like area. Here you will find another pillar. Knock it over and go across. You'll meet two more enemies, then reach the first checkpoint.

-(Checkpoint 1 To Checkpoint 2)-

You'll start in front of a rotating platform. Move across it and then work your way through all the moving platforms. This should be pretty easy, you can probably even skip a few of them by hovering. Be careful of any enemies flying by. After you reach the end of the moving platforms, you will come to another pillar, knock it over and go across.

When you reach the end of the pillar, you will be at a corner, a Golden Beetle should appear, quickly destroy it. Now keep going. You'll come to a straight away before a rotating platform. Two enemies will come at you from either side. Destroy them and go on. Once you get past the rotating platform, you will reach the second checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

You'll first come to a small section of moving platforms. Simple glide across and destroy the pillar shortly afterwards. Next you must drop down and go to the left. Destroy any nearby enemies, then go up the step-like platforms and continue around. You'll have to jump across a few platforms to continue on, this is pretty easy though, nothing to hard. When you reach the end of the platforms, stay along the wall. If not, you'll probably hit the spiked balls.

Work your way around and keep going on. You'll come to another area of moving platforms, then a rotating platform. Get past the rotating platform and you'll reach the third checkpoint.

-(Checkpoint 3 To Goal)-

After passing the checkpoint, three Beetles will come flying at you. Destroy them, then hit the boosters that will launch you across the gap. When you land, you'll be near a pillar to destroy. Drop it and go across. You should reach two more pillars. Go up them, then take the weight up. Afterwards you should reach a straight away that will lead you to the goal. Destroy the few enemies along the way and you will be fine.

[2nd Mission] - Collect 100 rings!

To quickly collect 100 rings, at the beginning, rather than continuing straight through the stage, jump and hover to the left from the rotating platform. This will lead you to the upgrade in this stage. Play the Mystic Melody at the ancient shrine and a warp will appear. Hop in and you will be towards the end of the level, almost near checkpoint 3. Destroy nearby enemies and collect the rings. Collect any rings you see, and you should reach 100 just after the third checkpoint.

[3rd Mission] - Find the lost Chao!

When you reach the second checkpoint, rather than jump off the rotating platform and hitting it. Stay on it, and you should spot a platform

with a spring on it. Jump onto this platform. Now you will see a moving platform. This platform moves quickly. So when it starts coming towards you, jump and hover to it. Once you are on it, stay on it and you should spot a fenced area to the left, destroy the boxes near the fence, then hover around and land on the platform. Next, destroy the boxes on the next platform. Once done, hover over and keep going, you'll eventually find the Chao on top of a platform.

[4th Mission] - Reach the goal within 4 minutes 0 seconds!

Make sure to lock on to as many enemies as possible before firing. When destroying pillars, rather than shoot one dynamite, lock on to them all, this will also rack up points. Do not take the shortcut at the beginning near the upgrade, you will not get enough points this way. Shortcuts you should take though are in areas where you can glide across to platforms, rather than taking the moving platforms. If you wait for moving platforms, you kill a lot of time. Just make sure you can make the jump before attempting it though.

[5th Mission] - Clear Hard mode!

-(Start To Checkpoint 1)-

The first difference you will notice are the three Beetles that fly at you in the beginning. This time they fire on sight. So be careful and take them out before they take you out. After you get past the rotating platform, you will find the next difference. Rather than one flying enemy pop up to fire at you, three now pop up. Also the first moving platform is gone, leaving only the second, forcing you to hover across. Everything else should be pretty much the same on your way to the first checkpoint. Just the enemies fire quicker than normal.

-(Checkpoint 1 to Checkpoint 2)-

The section after the rotating platform has changed quite a bit. Rather than have a lot of moving platforms, many of them are now gone. This forces you to hover over a few gaps. Once you make it past this section, you shouldn't have much of a problem though. Keep going and you'll make it to the second checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

This area is pretty much the same (with enemies firing faster) until you reach the area with the spiked balls. There is now another set, this one almost blocking your path. It is best to wait until it is out of your way before proceeding. The next areas are still pretty much the same, but again, missing a few moving platforms. Hover your way across and you'll reach the third checkpoint.

-(Checkpoint 3 To Goal)-

When you launch off the boosters, be careful upon landing. There is now a set of spiked balls rotating on the ground. Rather, try landing off to the side. Next destroy the pillars, then work your way up them. There are a few extra enemies between here and the goal, but you should be fine.

<><><>CHAO BOX LOCATIONS<><><>

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Coming soon!

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STAGE 4  
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[Basics]

Name: Radical Highway  
Character: Shadow  
Upgrade: Flame Ring

[A Ranks]

1st Mission: 14000  
2nd Mission: 1:20  
3rd Mission: 2:30  
4th Mission: 14000  
5th Mission: 16000

<><><>MISSIONS<><><>  
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[1st Mission] - Break through the besieging military!

-(Start To Checkpoint 1)-

After grinding down the bridge support, take the springs up. Once up on the top portion of the highway, be careful of jets bombing the area. Dodge their bombs and work your way onwards. After going through the tunnel, you will hit some springs and bounce up to an enemy. Behind this enemy is a set of boxes, and a pulley to the right. Take the pulley up, then destroy the next robot. Afterwards, go up the springs and follow the highway. You will find a robot in front of another pulley, destroy it, then take the pulley up. Catch a ride on the rocket and you should drop down in front of the first checkpoint.

-(Checkpoint 1 To Checkpoint 2)-

Somersault underneath the spinning lift object. Race down the highway and come out of the loop and hit the springs. These springs will take you down to a lower portion of the highway. Once your out, you'll bounce up to a higher road. From here you continue on. Be careful because of the jets bombing.

Somersault under the black spinning object, then home attack across the Beetles. Once on the other side, be careful of the jets again. They will bomb the highway and a piece will fall down. Be sure to jump over this gap and continue on.

After making it past this area, you will continue downhill. You can hit the ramp and catch a pole to swing on, or you can simply skip it. Either way, you'll eventually end up on a higher platform with two robots. You can destroy the metal boxes to the right and take the spring up. Or you can go to the left, hit the spring, then catch the pulley up. Afterwards, take the rocket and you'll land in front of the toll booths. Be careful of the bombarding of the place by the jets, then run through the second checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

This next section is somewhat different. There are a few different ways you can take after coming out of the loops. You can hit the ramp and go up high, or miss it and stay low. Either way you come out to the same area eventually.

Taking the high route is probably the quickest and easiest. This also leads you to the Golden Beetle and lost Chao (in the 3rd Mission). The low route forces you to float across a large gap. So if you miss the ramps and see a large gap you can't make it across, jump on in. You'll float here. Work your way across and somersault through the spinning objects. Afterwards you must jump onto a platform and then home attack the two Beetle enemies to get across. Be careful of the large jet firing at you though, it is very dangerous.

After you make it across, whatever way you went, you'll reach another object to somersault under. You can choose from this point to jump to the highway to the right side, or keep on the main highway. They both lead to checkpoint 3, and almost the same time. I believe the one on the right is a bit quicker though. Anyways, you should reach checkpoint 3 by now.

-(Checkpoint 3 To Goal)-

First you'll run through a tunnel, then somersault under another spinning object. Afterwards you hit a loop, then catch a pole. You can drop off the pole if you wish and take the black lifts across. I recommend the poles myself, they are much quicker and safer.

After making it across, you will reach a robot and a few wooden boxes (unless you took the poles, you'll end up at the next platform). Destroy the robot and bust the boxes open, you should find a spring. Take it up and continue on down the highway. The rest of this section is pretty much hold forward and go. After coming out of the spiral, you'll face one more robot before the goal. Destroy it and you've made it!

[2nd Mission] - Collect 100 rings!

After grinding down the bridge support at the beginning, collect the rings right before the springs. Afterwards, bounce up, then collect the rings past the toll booth type area. Continue on and and collect the rings throughout the highway. Make sure to keep down the center of the highway to collect the double rows of rings. Once you reach the area where you bounce off a bunch of springs, you should hit the ring capsule at the bottom, giving you over 100 rings.

[3rd Mission] - Find the lost Chao!

This seems to be the hardest Chao to find for some people. It is actually rather simple. After the second checkpoint, you will go through two loops. After passing through the loops, you will continue down a hill. You should see two ramps. Jump off either one. The first takes you to a higher highway. The second catches a pole and you can swing up to the higher highway. Once up on the high route, continue forward. Destroy the robot and jump on the pole near the end. You should be able to swing over onto the black lifts. Once on the lifts, you must home attack the Beetle enemies across a gap. Be careful of the first, as it is of electric variety.

Once across, destroy the robot that drops in front of the springs, then take them up. You should bounce up and see a Golden Beetle enemy. Home attack it and land on the bridge support tower. Now, go to the right (or left), and stand on the platform. Normally you would grind down the front suspension. This time you will turn around and go backwards. Grind down the suspension and land on the next support tower. Once you are on it, you will find the ancient shrine in the center. Play the Mystic Melody and follow the platforms across to the Chao.

[4th Mission] - Reach the goal within 3 minutes 0 seconds!

This is another section people have the most problems with. The main reason being that they can't finish the stage within 3 minutes. It is very challenging. And even more difficult to rack up points while doing so. If you grind down a rail, crouch. This will allow you to pick up speed. Try spin dashing also, this can be very effective. See any rings, light dash through them. Good luck, you'll need it.

[5th Mission] - Clear Hard mode!

-(Start To Checkpoint 1)-

After you grind down the suspension, you'll meet up with two robots on the sides of the springs. There is another robot up at the toll booth once you bounce up. The best thing here is to home attack one robot, then the next, home into the spring, then home into the third robot up top. This will rack you up a few points.

Next up is the downhill run, then the loop. It is best to spin dash down the hill for plenty of speed. As you go through the loop, make sure you are running, not rolling if you did a spin dash. This is because of a ramp now located just after the loop. Hit the ramp and jump for a easy 200.

After you come out of the tunnel, you'll come to an area with a robot, and three Beetles to the right. There is no pulley this time around, so your stuck going up the Beetles, or jumping up the boxes. Best take the Beetles, quicker, and you score more points. You'll find a sheild robot in front of the pulley that leads to the rocket. Somersault to destroy it, then use the pulley. Take the rocket and you'll drop down in front of the first checkpoint.

-(Checkpoint 1 To Checkpoint 2)-

After going through the first loop, you'll find your next difference in this stage. Rather than three springs, there is now one spring. Hit it and bounce down the shaft and out the other side. Once you reach the next area, you'll find a robot behind a box. Destroy him, and then move forward, only to find a buddy of his drop down. Take him out also to get a few more points.

After going under the black spinning object, you'll find one Beetle enemy with an electric field around him. Wait till it drops it, then home attack it. You'll notice another pop up behind him. Continue through the Beetles until you reach the other side.

The next area is pretty much the same. Work your way up to the next rocket. Here is where you will find the only notable difference. There is now a robot in front of the next rocket. Be careful when taking the pulley (or spring) up, as this robot is quick to attack. Take the

rocket across and drop down in front of the next checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

This next area is pretty straight forward and the same as normal. Except after the loop, you must hit one of the ramps and take the high route. The low route does not work. You can't float across this time, rather you just drop like a rock. After you get past the first robot on the high route, hit the pole and jump to the black lifts. Be careful as there are less lifts now, and you may miss them. Make it across and you should be fine until the next checkpoint.

-(Checkpoint 3 To Goal)-

After checkpoint 3, you go through a tunnel, then come out and go into a loop. After the loop, you would normally hit a spring and bounce up onto poles. But since this is Hard mode, things have to be more complicated. Now you must first jump onto the black lifts and take them up. Once up there, destroy the two shield robots, then the boxes behind them. Hit the spring and bounce up to find another robot. Destroy it and run down the highway. When you reach the toll booths, right before the goal, there will now be three robots and one Beetle enemy waiting for you. Just use the homing attack on them to pick up a few extra points, then rush to the goal.

<><><>CHAO BOX LOCATIONS<><><>

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[Chao Box 1]

This box is pretty easy to find. Go through the level until you reach the first loop. Once you go through the loop, you will go through a tunnel. Once out of the tunnel, you will hit a set of speed boosters and launch across the gap. Kill the robot in your way, and go to your left past the wooden boxes. The Chao Box is tucked away off to the side here.

[Chao Box 2]

After the first checkpoint, continue on until you reach the area with all the springs after the loop. After the springs bounce you down, continue on around the stage. Follow the main road and you should soon reach a area where you must home attack across a few beetles. As you go across, you should easily see the Chao Box.

[Chao Box 3]

This Chao Box is a bit harder to get. After the second checkpoint, continue until you get past the long bridge with the various routes you could go. At the end, you should reach a area with two roads. One you can jump to, another you must go under the rolling object. The road piece next to the rolling object should have a few boxes on it. Tucked away behind them is the last Chao Box.

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STAGE 5  
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[Basics]

Name: Egg Quarters  
Character: Rouge  
Upgrade: Pick Nails

[A Ranks]

1st Mission: 12000  
2nd Mission: 2:00  
3rd Mission: 1:00  
4th Mission: 13000  
5th Mission: 13000

<><><>MISSIONS<><><>

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[1st Mission] - Find the 3 Gate keys!

This stage is pretty easy to describe. It is rather small, but similar to Knuckles' Death Chamber stage, only without a center area. The main concern in this stage are the beetle robots. If you notice a green light flashing in a room, be careful, that is the robots censor. If it picks you up, you will most likely get shot. Rather, just hide in the shadows like Omochao says.

You start off in a red chamber. You are facing the main hall, which leads to the blue area. Also coming down that hall is the first beetle robot. To your right is a passage blocked by boxes. Bust them open to reveal a large box inside, along with a ghost. To the left, a passage to the green area.

Right now we will go straight ahead, but first wait for the beetle robot to pass. In the first hall you will notice boxes to the right. Inside is a chest with a 10 ring capsule inside. Next you will reach a room with two robots inside. Be careful as they have deadly accuracy. The following hall has a metal grating floor, and a monkey on a bar above the far exit. Beware of the monkeys bombs. The next room you enter is the blue chamber.

The blue chamber, or Egg Fish Chamber, has a missile located near the center. Fire it to bust open the metal cages blocking your way through the middle door. The door to the right leads to the green area. Before the middle door is a pool of water, inside is a switch. Hit this switch to keep the nearby trap from falling. Go into the middle room. Inside you will find the upgrade to this level. Now to go to the next hallway, the one leading to the green area.

The hallway is very simple, basically the same as the hallway leading from the red to blue chambers. Once you reach the green chamber, you will find two more passages. One to the left, which leads to the red area, and one to the right, blocked by boxes. This route contains a small room with the Golden Beetle inside. Destroy it for a quick 1000 points. Now go to the left.

Go through the passage and you will come out in a room with 8 pillars, and a raised platform, with an ancient shrine on top. Remember this room, as it is important. Why? Because it holds many rings and has the shrine to reach the lost Chao. Next you should continue on to the next passage, this one will lead you back around to the red chamber. And this concludes this tour of Egg Quarters!



[2nd Mission] - Collect 100 rings!

This stage is somewhat annoying, mainly due to the lack of rings and the stupid beetle robot that flies around. Pick up any rings you see, all of them will help. Don't forget to collect the ones in the room with the 8 pillars.

[3rd Mission] - Find the lost Chao!

From the starting point, go to the left and continue until you reach the room with the 8 pillars. Get on the center platform where the ancient shrine is and play the Mystic Melody. A warp will appear above you, hop into it. You will land in a room with a trap above a shallow hole with the lost Chao in it. Now look to your left until you see a picture on the wall with two scorpions on it. Jump onto this picture and dig through it. Now you will land in another similar room. This time the shallow hole has no trap above it and is a picture you can dig through. But first find a switch in one of the many boxes in the ground. It should be to the left of where you entered, near the back corner. Hit the switch, and dig through the picture. You will drop down on top of the weight in the previous room. Drop to the ground and go in the hole where you can reach the lost Chao.

[4th Mission] - Find the 3 keys within 3 minutes 0 seconds!

This is a pretty simple mission. Mainly due to the fact that the place is so small. You can simply run around and pick up the key locations on radar. Or you can use the computers to help you out. Either way it is pretty simple. Make sure you pick up some rings and kill a few enemies to get some points though.

[5th Mission] - Clear Hard mode!

First off the differences in this stage. You'll notice a few more enemies, and a few traps through the passages to other rooms. But the biggest difference are the beetle robots. They no longer have a green light sensor. Rather it is invisible, listen for them and keep an eye out for them. If they get near you, they'll blast you in a heartbeat.

The first key is straight ahead from the beginning. Just run forward until you reach the hall with a metal grating floor. There should be a monkey above the door, and a cage on the ground. Do not sit around and wait for this monkey to drop a bomb, he rarely does so. Rather, continue forward, go through the blue room and to the next hallway. You will find a missile facing a cage in this hallway. In the cage is a monkey. Do not fire the missile, as it could kill the monkey. Rather wait until the monkey chucks out a bomb. Grab it and run back to the other cage and blow it up and retrieve the key.

The next key is in the room with the ancient shrine and the 8 pillars. To reach it from the first key location. Just turn and go back to the red room and then take the passage to your right. When you enter the room, you will find it to the left of the center platform. You will notice a picture on the wall with two scorpions. And as the clues say, it is in the scorpions tail. But unfortunately, the scorpion is blocked by a cage. Bust any nearby boxes, then run back to the hall you came from. You should spot a monkey up near the ceiling, on a bar. Wait till it drops a bomb, then pick it up before it explodes. Now run back and put the bomb near the cage and step back. After it explodes, jump onto the picture and dig in near the scorpions tail to find the piece.

Next you want to continue to the right and go to the green room where you will find the key up in one of the openings near the ceiling. It is in a cage, leaving you wondering how to reach it with a bomb. Simple, put on your sunglasses and you should find a spring near the bottom that will launch you up. Now all you have to do is find a nearby bomb from a monkey. Make sure to put your sunglasses on before getting the bomb. Get the bomb, hit the spring, drop the bomb, stand back and wait, then retrieve the final key.

<><><>CHAO BOX LOCATIONS<><><>  
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Coming soon!

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STAGE 6  
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[Basics]

Name:	Lost Colony
Character:	Dr. Eggman
Upgrade:	Jet Engine

[A Ranks]

1st Mission:	34000
2nd Mission:	2:00
3rd Mission:	2:30
4th Mission:	34000
5th Mission:	44000

<><><>MISSIONS<><><>  
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[1st Mission] - Find the way to the colony's core!

-(Start To Checkpoint 1)-

You start off taking a platform up and ending up in front of a door with dynamite strapped to it. Blow it up and continue forward. You'll notice the next area is rather dark, don't worry, just aim your laser to lock onto any enemies and destroy them. Keep going forward, then turn to the left. Take out the two enemies inside, then go forward through the door. On the other side you will find a pulley that takes you down.

Once at the bottom you will find another door with dynamite. Lock onto all 3 dynamite packs and destroy the door. Go down the next passage, destroying any enemies in your way. At the end, you will find another door, open it and two enemies will fly out. Destroy them and enter the small room, which has a locked door to the right. The switch to unlock it is located to the left rear of the room behind boxes.

After going through the door, be careful, as there is an enemy hidden in the darkness before some boxes. Destroy it and the boxes and continue forward. When you reach the bottom, you will find another enemy on a small platform above toxic waste. When you destroy it, the room will light up in the explosion, this is when you'll most likely see the numerous Beetles surrounding you. Lock onto them all and destroy them.

If you turn around, you can find a spring to the right, near the entrance in the toxic waste. Take this up to find a small area with two 10 ring capsules and an extra life. Otherwise continue on and take the left platform up, hit the switch and go through the door. This will take you to the first checkpoint.

-(Checkpoint 1 To Checkpoint 2)-

Go through the first door and you will enter a room that leaves you running around in circles. If you can't find your way out, it is simple. From the beginning, go to the left and follow the area around until you are in the far left corner of the section. Turn around and you should find three steal boxes, in a step like formation, two stacked on one another, and one in front of them. Go up these to reach the top platforms. Just go around until you find a missile to shoot. Shoot it and watch it destroy the metal cages ahead of you. From here, jump and hover across, following the trail of rings.

Next you will enter a room with two platforms both leading up to a high platform. From here you go across and step onto another platform, this one taking you up higher. Be sure to kill the 3 Beetles in front of you before proceeding. Afterwards, jump off and hover across, reaching the next checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

Right away there will be two enemies right before the next door. Destroy them and move on, destroying any enemies that are in your way, until you reach another room with a locked door. Once at this room, you should notice a set of boxes off to the left. Destroy the wooden ones until the steel boxes hit the floor, then climb up them and hit the switch.

After passing through the next door, take out the bomb launching enemy, then go through the next door. On the other side you will find a section of catwalks to go across. Be careful when you get near the edges without railings, as it could be very dangerous. Also watch out for any enemies flying around, they can hit you, causing you to lose rings, or even worse, fall off the edge. You should eventually reach a door, finding another enemy behind it. Destroy it and go out the opposite door.

When you come to the next area, you will be on a catwalk leading to a platform, surrounded by a ton of Beetles. Destroy them for quite a few points, then hop onto the platform. On your way down, you will spot the Golden Beetle enemy to the right. Blow it up for a quick 1000. Once you reach the bottom, hover across and go through the door. Beware of the two enemies coming towards you as you enter. Destroy them and run through the next checkpoint.

-(Checkpoint 3 To Goal)-

After going through the next door, you will find numerous enemies about. Lock onto at least 12 of them, and you will get a Perfect, 2000 points. Make sure not to wait too long though, or else they will attack and the others will fly by. Afterwards, jump onto the platform and take it up, destroying enemies along the way.

After making it up to the top, continue forward until you reach a dead end of sorts and have to drop down. Jump and hover down and land on the

catwalk leading to the door in front of you. Shoot any nearby enemies out of the way, then hit the missile. This will bust cages behind the door open. Then blow up the dynamite on the door, and continue forward. Shoot the Beetles coming at you, then open the next door, destroy the enemy, and the goal is right in front of you.

[2nd Mission] - Collect 100 rings!

This is a pretty simple mission. Make sure you collect all the rings you see. Make sure you hit the switch found under the wooden box, right before the decline with a speed booster. When you reach the area afterwards, where you go across a platform with toxic waste on each side, be sure to turn to the right and find the spring to hit. Hit this spring to catch the pulley, here you will find a few rings up near the top. When you reach the room that leaves you going in circles, make sure to pick up a few capsules here. Afterwards, go up to the top level, shoot the missile, and collect the rings going to the next section. You should shortly come to the second checkpoint, shortly after passing it, you should get your 100 rings.

[3rd Mission] - Find the lost Chao!

After you reach the second checkpoint, you will come to a room with a switch to unlock a door. Unlock this door, and you will eventually make it outside onto a catwalk type platform. You will notice it goes out, turns left, then has a gap to jump. Get to the edge of this gap, and look to the right side of it. You should barely notice a platform below. Drop down onto it.

After taking the lift up, you will end up on another platform. This one with an ancient shrine. Play the Mystic Melody here, and follow the platforms up and go through the door. Take out the two Beetles inside and go through the next door. You'll notice there is a large gap and a door a bit lower, across the gap. Jump and hover across. When you get near the door, turn your laser on and aim it back and forth. A Beetle will appear, quickly shoot it. That is the point of aiming back and forth quickly, so you can lock onto that Beetle quickly. Anyways, with the Beetle dead, the door should unlock, and hopefully, you made it inside. Destroy the enemy right past the door, and you should find the Chao in the next room.

[4th Mission] - Reach the goal within 3 minutes 30 seconds!

Make sure you know this stage pretty well. It can be difficult at times, but you shouldn't have too much of a problem. Be sure to pick off the Golden Beetle if you spot it, collect the rings, the usual. If you get a good time, with a nice set of points, you shouldn't have a problem getting an A.

[5th Mission] - Clear Hard mode!

-(Start To Checkpoint 1)-

You'll notice a change right away. When you start off, the platform in front of you will now have dynamite on it. So be careful and shoot from the small lift you came up on, before moving on. When you finally get in the first room, three Beetles will come your way. Destroy them and keep going. You should make it to the pulley without many problems. But once there, be careful, as there is an enemy waiting for you. Destroy it and take the pulley down. As you go down, you will stop in

front of an enemy. Destroy it, and hop down, making sure to hover. Shoot the nearby balloon on your way down. This will give you a little extra protection. Make it to the bottom and go through the door.

The next hallway has a few enemies for you to destroy and rack up points on. Afterwards you will be in a room that normally had a switch on top of the boxes to the left. This time you must destroy the boxes, and follow the rings around to find the switch. Afterwards, make it down the decline, destroy the enemies, hit the switch in the metal box towards the back, and eventually take the lift up. Once up, you will find the first checkpoint.

-(Checkpoint 1 To Checkpoint 2)-

The next room you enter is the square room that leads you in circles. This may seem difficult at first, as the box locations have changed, but don't worry. As soon as you enter, you will find a set of steel boxes to the right, with a metal one on the bottom. Destroy the metal one, and then find the cages to the left of it. Get on top of the cages, and jump and hover to the steel boxes. You should barely make it. From here, go around and find the missile up top to blast your way out.

Once across, blow up the dynamite at the next door. Go through and destroy the two Beetles. From here, go up, and you should come out to the dock that leads to the lift. This time, rather than just walking right onto the lift, you must jump and hover to it. Take it up and quickly destroy the enemies at the top. From here, jump and hover to the second checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

Kill the two enemies in front of you, and then proceed to the next room. Take out the next set of enemies, then go to the left. Inside you will find two Beetles. Destroy them, but the door still isn't opened. Look to the left and find the set of boxes. Destroy any you can and make your way to the top. Once up there, grab the pulley, then you will spot a Beetle across the room. Destroy it and the door will open up.

Next up is the outside area, where you must maneuver across the catwalks. Be careful, and keep an eye open for any enemies. You should make it across without much of a problem. Continue on and you should reach a room with a lift that takes you down. There are also three enemies surrounding you. Lock onto them and their bombs, and you should get a nice Perfect for 2000 points.

Take the lift down, and destroy the Golden Beetle to the left. This will snag you a quick 1000 points. Afterwards, destroy the door when you reach the bottom. Hover across and take out any enemies coming at you. The next checkpoint is right in front of you.

-(Checkpoint 3 To Goal)-

The next area can be tricky. When you enter the room, your on another platform leading to a lift that takes you up this time. Destroy the surrounding enemies to get a Perfect. Also be careful of any enemies still coming. Now take the lift up. You can rack up plenty of points here by locking on and destroying numerous enemies.

Once up at the top, destroy the door and go through. You'll eventually reach another area, this one forces you to drop down. Destroy the

enemies and jump down, hovering so you don't miss the platform. Land and hit the missile switch. Make it across, and go through the next room. Your pretty much in the clear now. Destroy the last enemy before the goal and your done!

<><><>CHAO BOX LOCATIONS<><><>

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Coming soon!

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STAGE 7  
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[Basics]

Name: Weapons Bed  
Character: Dr. Eggman  
Upgrade: Large Cannon

[A Ranks]

1st Mission: 30000  
2nd Mission: 2:00  
3rd Mission: 2:15  
4th Mission: 30000  
5th Mission: 30000

<><><>MISSIONS<><><>

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[1st Mission] - Rush into the military base!

-(Start To Checkpoint 1)-

This first section is pretty small. Basically your on top of a ship, and there are a ton of deactivated robots sitting around. Lock onto a few of them and blast them. You should be able to pick up a few Perfects for 2000 points. You shouldn't have much problem reaching the first checkpoint. Just beware of a few enemies near the end of the ship. Once you reach the end of the ship, simply destroy the few metal boxes to cause the steel boxes to drop down in a step-like fashin. Go to the top and jump onto the next structure and reach the first checkpoint.

-(Checkpoint 1 To Checkpoint 2)-

Right away you must jump and hover down to another structure, but be careful. As you hover down you will notice three jets flying overhead, they are about to bomb the structure you're going to land on. Just land on the left side, near the front. This way you will dodge the bombs. Hit the booster and go to the next platform.

Once on the next platform, two enemies will come flying at you, lock onto them and destroy them, or let them fly by. Continue over onto the next structure and watch for any enemies dropping down to shoot you on the right. Continue around, destroy the metal boxes and jump to the next structure. Take out the next trio of flying enemies and jump onto the next platform. You should spot a stack of six metal boxes. As you near the edge, an enemy will drop down. Destroy it, then the boxes and

hover across.

Once across, hit the springs and go up. Collect the rings, destroy the boxes, then the enemy across the way. Jump and hover across, keeping your laser on to destroy a enemy that is higher up. Land on the platform and take the pulley up. Once up, destroy the enemy waiting for you. Next you'll end up on another ship. This ship is pretty simple as there are few enemies, again, near the end of the ship. You should find plenty of things to lock onto and rack up points. Be careful going around the walls that block your path as there are enemies behind them. At the end of the ship, you should hover across the water, destroy any nearby enemies, and eventually reach the second checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

Jump down to the next platform and continue across. When you reach the point where you path is blocked by boxes, be careful as an enemy will drop down and shoot at you from behind the boxes. Destroy it, and any boxes you can and jump to the next platform. Now continue around and reach the next platform and take the springs up. From here hover down and shoot any enemies that are coming towards you. Now go around and you should reach the third checkpoint.

-(Checkpoint 3 To Goal)-

Take the pulley up and blast the enemy at the top. Next drop down to the ground, but be careful as three enemies will drop down and surround you. Lock onto them and destroy them. Continue foward, be careful of any enemies that are up in the air, as they will be quick to attack. To the left is a set of deactivated robots, destroy them for some quick points. You should be able to make it to the end of the ship fine. Once at the end, jump and hover across.

As you come down on the next platform, be careful and land to the sides. The middle will probably be attacked by a jet flying by. Also be careful of the enemy that pops up near the end of this platform. Next hover down and continue on. You shouldn't have to much of a problem making it the rest of the way across and to the goal. Just destroy any enemies you see.

[2nd Mission] - Collect 100 rings!

This is rather simple. At the start, behind the first wall after the set of deactivated robots, you should find a few rings. Next move forward and in the first garage type area to your left, you should find a few more rings, bringing your total to 24. Continue through the stage until you reach the point where you find your first set of springs that bounce you up to a higher platform. Up here you should find quite a few more rings, giving you 77 in all. Next you should go forward, take the pulley up, and be on the second ship. On this ship you will find the rest of the rings.

[3rd Mission] - Find the lost Chao!

Make your way past the third checkpoint. Soon after you will take a pulley up onto another ship. On this ship, run to the very end, and look in the last garage type building to the left. Inside you will find an ancient shrine, play the Mystic Melody here for a warp to appear. Jump in the warp and you will land in front of the lost Chao.

[4th Mission] - Reach the goal within 2 minutes 45 seconds!

As usual, things get a bit more hectic. If you've played the stage a few times, you should know it pretty well by now. This is useful for knowing the hot spots for enemies to rack up points. Areas such as the beginning, where you have a ton of deactivated robots, you are bound to pull out a few perfects there. Don't forget to collect as many rings as you can, as they help out quite a bit. And as usual, the big score factor is your time. Be quick, but not careless.

[5th Mission] - Clear Hard mode!

-(Start To Checkpoint 1)-

Right away you will notice a difference. Rather than a set of deactivated robots in front of you, you'll find three enemies ready to drop down when you near them. Destroy them and go around the wall. Near the back of the section of rings, another enemy will drop down. Destroy it and go around. Around the next wall, you will find two spinning spiked enemies. Go around them. To the left, rather than more robots as in normal, there is now two sections of rings. Both with enemies awaiting you. Next you will near the end of the ship. There is an extra enemy to the left, but the rest is pretty normal. Make it to the end of the ship and jump to the next platform.

The rest of the area is pretty normal leading to the first checkpoint. Just be careful of the enemies, as they will shoot upon seeing you. This can be very annoying. Also note before the first checkpoint (after the springs now), you will have to jump onto a steel box, then hover across to make it over the gap. Afterwards you'll reach the first checkpoint.

-(Checkpoint 1 To Checkpoint 2)-

You should make it to the pulley without much of a problem. Once on the ship, you will see a few enemies come out of the garage like areas. Quickly destroy them before they attack you. Also beware of the spiked enemies spinning about throughout the ship.

After making it off the ship, you should land on one platform, then hover to another with a spring on the left side. As you come down on this platform, watch out for enemies dropping down. If you take the spring to the left, it will lead to a set of rings.

Afterwards continue on down the platforms. The rest of the enemies until the next checkpoint are all normal enemies, so you shouldn't have much of a problem.

-(Checkpoint 2 To Goal)-

Things here are pretty normal until you reach the ship. When you get near the middle of it, you will find spiked enemies spinning about. It is best just to go around them, but if you want to rack up a few points, jump on the nearby pulleys.

After the ship, the rest of the stage is pretty normal, and you should reach the goal with little difficulty. The only problem you may encounter is near the end, where you must jump from a lower platform to a higher one right before the goal. You must jump on the green box moving back and forth, or jump on the railing to make it up.



<><><>CHAO BOX LOCATIONS<><><>

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Coming soon!

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STAGE 8  
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[Basics]

Name: Security Hall  
Character: Rouge  
Upgrade: Treasure Scope

[A Ranks]

1st Mission: 12000  
2nd Mission: 4:00  
3rd Mission: 0:30  
4th Mission: 13000  
5th Mission: 16000

<><><>MISSIONS<><><>

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[1st Mission] - Steal the 3 Chao Emeralds in 5 minutes!

As usual, a basic rundown of the stage. But first you should know that you can open certain safes in this stage, the ones with logos in the center. The bottom floor is pretty basic. You have a set of fans on the left and right sides. One is also located in the middle. There are a few structures near the main, center structure. One with springs taking you up near the top, located in the middle. In the corner, located behind your starting point, you will find a pulley. This will take you up to the first ledge, where you will find a ancient shrine on the right side. Back on the floor, you can find a rocket to the left, opposite of the pulley. This will take you to the second ledge, which doesn't have much of anything worthwhile on it.

Next, hit the springs near the middle of the stage that will bounce you up. This will launch you up to a platform where you can find a pulley. You'll also pass a small inlet with a missile inside. This destroys the cage located on the second level ledge. Take the pulley up to reach the top level. On your way up, you'll spot the Golden Beetle.

On the right side you have a set of moving lasers, with robots located all about. On the left side, you have a set of fans, along with moving lasers. You can also climb up the center structure. Up there you will find a sort of junkyard type area, along with even more moving lasers. If you climb up the wall a bit, you can glide over to a floating platform up high in the air. There are two boxes located here, pretty useless. But there is also another higher platform, this one has a lost chao (in mission 3), or a extra life any other time. To reach it, put on the sunglasses, drop down off the platform, and you should find a spring down there. To the top left of this area, there is an ancient shrine also. It just causes a bunch of rings to appear below, above the fan.

[2nd Mission] - Collect 100 rings!

This mission can be annoying, due to all the enemies. Just remember ring locations throughout the stage and you should be fine. Make sure to pick up every ring you can, as there isn't a whole lot in this stage like in other stages.

[3rd Mission] - Find the lost Chao!

This is pretty simple. Quickly work your way up to the top of this stage until you reach the junkyard type area. Once up in front of it, put on your sunglasses and you should find a spring in front of it. Hit it and you should bounce up to the highest platform, just make sure you land on it. Once you do, you have your Chao!

[4th Mission] - Collect the Chao Emeralds in 3 minutes 30 seconds!

This mission isn't much different than the first. You just get a little less time. Due to this stage being so small, it is pretty easy to find all the pieces. Just glide around and you should find them. Or if you must, use the computers, they are extremely helpful.

[5th Mission] - Clear Hard mode!

Be careful of the few extra enemies and lasers about and you should be fine. Now for the first piece. From the start, turn so your facing the fan located to the right side of the stage. Now run over there and start floating. You may want to take the enemy in the back out first. Anyways, you will find the piece located in the back corner. You may notice it is pretty far down. This is easy to get. Simply jump as you go up and you should jump up, above the height of the air. As you do, press the drill button to drill down and you should go down into the Emerald piece.

The next piece is located in that junkyard type area. Simply go to the top of the stage and find the area full of lasers. You should spot the Emerald piece right away, located in the center. It may be tricky reaching it, but you should be fine. Bring some rings just in case.

Now the next piece may be a bit difficult. First off go to the very bottom of the stage, now go to the middle fan area. You should find a weight near the wall. You'll notice your radar going off. The piece is located just past the weight. But it is too deadly to get now. Rather, go over to the nearby corner and take the rocket up. The rocket will take you to the second ledge. From here, jump up and climb all the way up the wall, even up the angled part. Now move over to the left until you see a robot on a ventilation shaft. You should be able to rotate the camera enough to see a switch hanging from the ceiling. Jump and glide to it. Make sure you are right in front of it before doing so, or you may miss. After hitting it, drop down to the ground, back to where the wait was. Now rotate your controller in a counter clockwise direction to do the spin kick move. This will bust open the safe, getting you the Emerald.

<><><>CHAO BOX LOCATIONS<><><>

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Coming soon!  
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[Basics]

Name: White Jungle  
Character: Shadow  
Upgrade: Air Shoes

[A Ranks]

1st Mission: 14000  
2nd Mission: 1:30  
3rd Mission: 3:20  
4th Mission: 14000  
5th Mission: 13000

<><><>MISSIONS<><><>  
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[1st Mission] - Cut through the jungle in 10 minutes!

-(Start To Checkpoint 1)-

You start this stage off by dropping down, hitting a hidden booster, and landing in a halfpipe. Work your way through the halfpipe and hit the spring at the end to reach the vine. After releasing your grip on the vine, you will go flying into a set of springs (or possibly the wall). Anyways, after hitting the spring, do a homing attack into the Beetle you spot up in the air, then as you come down, push forward and then eventually home attack the nearby robot, and then into the next Beetle.

After destroying the aforementioned enemies, you will have a choice. Either hit the slingshot in front of you, or somersault under the next wall. Both ways are pretty quick, and both lead to the next checkpoint. However, going under the wall gathers you more points. As there are enemies awaiting you on the other side. Play around, see which way you like better if you want, you'll reach the checkpoint either way.

-(Checkpoint 1 To Checkpoint 3)-

After hitting the first checkpoint, you'll run along another halfpipe, this one taking you through a loop, then into a booster at the end. After hitting the booster, you will hit the ground running right into a set of springs. These springs bounce you back into another set of springs. From here you can destroy the spiked tanks below, or you can simply run past them. Somersault under the wall and hit the speed booster. You should go flying up to an area with a small grass ramp leading to a capsule, and a set of enemies towards the right. Hit the capsule as it destroys the enemies. Check the metal box to the left... it contains a switch for you to hit. This will activate a set of rings you can follow. Follow them for an extra life. Now go grab onto the slingshot.

After landing, you will go through a few rings, then come up to a weight. You can go under the weight to the left and somersault under the wall. Or you can jump on top and home attack into the nearby robot. I prefer jumping over the weight myself, much safer. Hit the spring afterwards.

This next area has two ways you can go. You can take the simple, easy route by grabbing the slingshot and launching upwards. Or you can look to your right and see a set of moving platforms. Jump onto the first, and wait until it is up at it's highest point, then home attack the Beetle (as long as the electric field is down) and then landing on the next platform. From here, follow the springs up. This way will give you a Shield capsule also. Land up top, destroy the robot and somersault under the wall. Make it through the tunnel to reach the second checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

Follow the halfpipe down and hit the booster at the end. You'll land in small opening. Inside you can take a platform up, or go forward, destroy the two robots and somersault under the wall. Once past this section, you'll be at the next section. Here you can hit the boosters and go up the half loop, or you can hit the slingshot. Both take you up to the top where you need to be. Once up top, destroy the two enemies and bust open the wooden boxes. Behind them you will find the third checkpoint!

-(Checkpoint 3 To Goal)-

Follow the halfpipe to the end where you will hit a spring and grab hold of a vine, similar to the beginning. When you land, you will have the choice of two routes. You can either destroy the robot near the back of the platform and follow the rings across. Or you can bust open the wooden box and drop down. Here you will find the upgrade, and you can find more rings via this route. Somersault under the wall, and light dash through the rings. The first route is quicker, but the second will give you more rings, the choice is yours.

Follow the next halfpipe through until you hit another spring. You'll swing around on another vine and land on another platform. This one has a robot behind a small wall. Right past this robot is the Golden Beetle for a quick 1000. Grab the slingshot and fly across. After you land, keep going forward. Destroy any enemies that get in your way. You will eventually reach a wall just past the weight. Somersault under it and you will hit some boosters. Before hitting the spring and taking it up, you can pick up the three ring capsules located behind the Chao box. Now you can hit the spring. Take it up and go forward. Going backwards takes you to the lost Chao... which isn't lost in this mission.

After eventually landing you should spot another slingshot. You can hit this and land directly in the goal. Or you can pick up a few more rings. Rather than catch this slingshot, go around and destroy the robot just past it and work your way forward. When you reach the wall, somersault under it. You should find a path leading to a Chao box, and a set of rings which lead to the goal. Take whichever route you prefer, they both lead to the end.

[2nd Mission] - Collect 100 rings!

This one is pretty easy to get. Just make sure you don't get hit along the way. When running down the halfpipe at the beginning, make sure you light dash through the rings. This will not only quickly get you through the rings, but also keep you in line. Pick up any ring you see, even the three located after coming off the vine. When you are in a halfpipe with two rows of rings, run right down the middle of them. You should reach 100 rings in no time.

[3rd Mission] - Find the lost Chao!

This Chao is pretty easy to get. After you pass the final checkpoint, you should reach a long grassy stretch. At the end you will find a weight dropping down which you must pass, then somersault under a wall and hit a spring. This spring will take you up to a top level where you can take the slingshots to the end, or you can turn around and run down the worn path. Follow the worn path to the ancient shrine. Play the Mystic Melody here and follow the platforms up. You should have to home attack a Beetle to make it across from one platform to another. Take the slingshots across, then find another Beetle. This time it has an electric field and a long gap behind it. Wait until the field is down and attack it, then another will appear, follow this trail until you reach the next platform. On this platform you will find your Chao.

[4th Mission] - Reach the goal within 3 minutes 0 seconds!

This mission is easy to complete, just a little harder with an A. Take the shortest, quickest routes possible. Home attack across enemies, as that is usually quicker than running around them. Make sure to snag the gold enemy. Light dash through rings. The usual stuff ya know. If you can beat the 1st mission, you shouldn't have much of a problem here. Just do things a bit quicker.

[5th Mission] - Clear Hard mode!

-(Start To Checkpoint 1)-

You're going to get a nifty little surprise at the end of the halfpipe at the beginning. There is no spring on the halfpipe, rather it is floating. Your best bet is to jump up near the end and wait till you near the spring and home attack into it.

After coming off the vine, you will notice there is now a weight where one of the Beetle enemies used to be. Go on and take either route up. The differences are pretty simple. The first slingshot now has a shielded robot guarding the wall after you go up. The second slingshot has a weight before it. As stated, take whichever you feel safest with, and you'll be at the first checkpoint.

-(Checkpoint 1 To Checkpoint 2)-

As you run through the halfpipe, you will suddenly come up to a wall. Quickly somersault under it and keep going. After you reach the next platform, there is no bomb capsule right away at your disposal. So now you must destroy them yourself, or bust open the metal box to your left. Inside is a switch, which activates the rings. Follow the rings up to find the bomb capsule. Afterwards, catch a ride on the nearby slingshot.

When you land, you will find a robot before the weight. Destroy it and go forward. You will notice the weight isn't moving this time. Get near it and it will drop, just make sure you aren't under it. Jump over it and kill the next robot and hit the spring.

The next area could be a bit difficult. There is no longer a slingshot to launch you up to the next ledge. Rather you must take the route to the right. Wait until the platform is at it's highest peak, and the electric field is down on the Beetle. Home attack and land on the next

platform and make your way up. Once up top, be careful of the shield robot. Destroy it and then go in the tunnel. The tunnel has changed slightly. There is now a wall and a Beetle enemy in it. You shouldn't have much of a problem though. Make it through to reach the second checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

After the halfpipe you will land in the little opening. Inside, rather than two normal robots dropping down, you will have two shield robots already waiting for you. Destroy them and move on. If you take the boosters up, you will notice another wall blocking your way. Go under it or take the slingshot up. Once up, you will find just a single shield robot blocking the boxes. Bust open the now metal boxes, and you should have your next checkpoint.

-(Checkpoint 3 To Goal)-

After the usual halfpipe, you will land on a platform. On it will be a shield robot and a armored tank. You can't kill the tank, rather just let it charge at you near the edges. Jump and it will go flying off. Destroy the shield robot if you wish. This time however, you can't simply light dash across. Rather you must now break open the wooden box and go through that route.

Once down the hole. Be very careful. There are now two spiked enemies in there. One in the room you entered in, and one on the other side of the wall. Destroy them and light dash across the rings. Once across the rings, you might have a few problems. Quickly destroy the robot in front of you when you land. Then turn to your right and you should see a Beetle. Home attack this Beetle, then push forward and light dash through the rings just pass it. This should safely take you to a spring which you follow to reach the top.

After making it through the halfpipe and past the vine, you will land near the location of the Golden Beetle. This time there are two robots in front of it. Quickly home attack all three enemies. If you do it to slow, you will only get the two robots and not the Golden Beetle. Grab the slingshot and land on the next platform. Here you will now find two weights. Jump on top of the first weight. Take this up to the top level. If you run to the end of this section as you do in normal mode, you will not find a spring. Rather a ancient shrine is in it's place that forms a warp to take you back in front of the first weight. Once up top, follow the beaten path until you near the slingshot. A robot will drop down, quickly destroy it. Once on the next piece of land, you can either take the slingshot to the goal. Or go around and follow the rings to the goal, just be careful of the enemy in front of the rings.

<><><>CHAO BOX LOCATIONS<><><>

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Coming soon!

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STAGE 10

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[Basics]

Name:                      Route 280

Character: Rouge  
Upgrade: None

[A Ranks]

1st Mission: 3:20  
2nd Mission: 2:00  
3rd Mission: 3:30  
4th Mission: 3:45  
5th Mission: 3:20

<><><>MISSIONS<><><>  
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[1st Mission] - Chase the Tornado!

As with Tail's kart racing stage, there isn't much I can say except to practice. Hopefully by now you have opened up the Kart racing option. If so, use that to practice. Once you got your skills down, go at it. It shouldn't be too hard to beat, just a little harder to get all A's on this stage.

[2nd Mission] - Collect 100 rings!

This is probably the easiest mission you will have on this stage. Shouldn't be too hard to pick up an A here.

[3rd Mission] - Don't hit other cars!

This one is a bit tough. It seems easy enough, but when you get some speed going, sometimes you fly around a corner and run right into a car. That can be annoying. So try to take your time, and keep an eye open for the cars.

[4rd Mission] - Don't hit the walls!

This one is another relatively easy mission. Just be extremely careful when you reach the 90 degree turns. Those turns can mess a perfect run up. Be careful running down the pit stop style lanes also. They aren't very wide, which could cause you to easily hit a wall. Also be careful when using a speed boost.

[5th Mission] - Clear Hard mode!

This mission can be quite a pain. Like with the first mission, just know the stage, and rush for the goal. Try to stay in the straightest lines as possible, as that usually helps. When going around corners, try to get your kart to slide. This starts off somewhat slow, but actually picks up a lot of speed around corners it seems. And finally, good luck, you'll need it.

<><><>CHAO BOX LOCATIONS<><><>  
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No Chao boxes.

[Basics]

Name: Sky Rail  
Character: Shadow  
Upgrade: Ancient Light

[A Ranks]

1st Mission: 14000  
2nd Mission: 1:15  
3rd Mission: 1:10  
4th Mission: 14000  
5th Mission: 10000

<><><>MISSIONS<><><>

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[1st Mission] - Chase the Tornado!

-(Start To Checkpoint 1)-

You start off grinding down a railing. Crouch down to build up speed so you launch off at the end. Once you land, you should run right into a set of boosters leading to springs. Take the springs up and go forward. You will come to a wall, with a spring like object in front of it. The spring is attached to a set of blades. These blades act as a propeller when you bounce on the spring. Just jump and home attack the spring. You will notice it flies up. Keep home attacking it until you reach the desired height, or maximum height, which is designated by the orange arrows in a circle. Here, bounce up high enough, and you can reach a 10 ring capsule. Next climb up the pieces of land and turn to the left where you have two options.

Option one is to jump across (or jump and home attack, hitting a lower spring), and landing by the rocket. In turn, you can take this rocket across. Or you can jump and home attack the nearby enemy and go towards the spring. The spring leads to a railing you grind down, then a spring you bounce up. The rocket lands you right on top of the first checkpoint. Either way, you've made it.

-(Checkpoint 1 To Checkpoint 2)-

You start in front of two rails. The left rail picks you up a ring capsule and a few stray rings. The right leads to another ring capsule and an extra life. Both take you to the same area. If you're good, switch between both and get it all. Once at the bottom, you will land on a small ledge with a rail running off the edge to another ledge. After this second ledge, jump and home attack into the nearby spring and bounce your way up. As soon as you land, take out the nearby enemy. While still in the air, home attack the spring lift. This is so you can quickly escape from another enemy coming up from the side of the mountain. Anyways, bounce on up the spring lift. Once at the top, jump and home attack into the nearby extra life capsule, then into the next spring lift. Make it up this one to reach the second checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

Again, you have the option of the left or right railing. Both take you to the same place. Only the right railing has a ring capsule on it. When you reach the end, you will land in an area with an armored tank



enemy. Simple move near the edge, let it charge you, then quickly move. It will most likely run off the edge. Now you go to the left and home attack the Beetle, then the spring lift.

Work your way up each spring lift until you reach the top of the mountain. You should be able to home attack into a set of enemies once at the peak of the final spring lift. From here, you can home attack into a spring also. This spring will land you on the boosters, which send you flying past the third checkpoint, and down the railing.

-(Checkpoint 3 To Goal)-

As you go down the railing, you will notice two Beetles, then the Golden Beetle. These are extremely hard to hit. You must jump off the railing and home attack them quickly, if not, you will destroy the two Beetles, and the Golden one will disappear. Making it to the end of the railing leads you to another mountain. Be careful as you come down, as to not hit the fire from the fire breathing skulls. Make it past them and go up the spring lift. From here destroy the Beetle to the left, and then go forward. Home attack across the two Beetles, then into the larger enemy. Now you will end up on the top platform. Watch out for the armored tanks and the two fire breathing skulls. Make it to the railing and take either one. The right railing leads you down, and the left leads you through the top route. Both end up at the same area. Another mountain with the goal straight ahead.

[2nd Mission] - Collect 100 rings!

This is your usual 2nd mission. Make sure to pick up any rings you see. When you reach the second checkpoint, hit it, but do not take the rail down, rather play the Mystic Melody at the nearby ancient shrine. This will lead you to many rings, bringing you near 100, or over if you've found enough along the way. If you don't have 100 yet, simply drop down and take the right rail to find another ring capsule. This should put you over 100.

[3rd Mission] - Find the lost Chao!

This is a pretty easy Chao to find. Work your way through the stage until you reach the second checkpoint. Once there, do not go down the railing. Rather, look to the left and you should see a few boxes. Behind them is an ancient shrine. Play the Mystic Melody and a row of rings will appear. Light dash through them and you will find a spring lift. Follow it up, then jump to a nearby platform and take the next spring lift up. From here, proceed to reach the top of the mountain. Once up there, go around and you should find another spring lift to go up. Then another, and you should eventually reach the lost Chao, located on top.

[4th Mission] - Reach the goal within 2 minutes 0 seconds!

This is pretty easy once you know the stage. The usual. Be quick, try not to get hit. Pick up as many rings as you can. Not much else to say. Just kill any enemies you see, light dash through rings, and good luck.

[5th Mission] - Clear Hard mode!

-(Start To Checkpoint 1)-

After coming down the railing at the beginning, you will find there is no booster into springs when you land. Rather you must take the spring lift up. And once up at the top, be careful of the new found enemy awaiting you. Home attack it and take the next spring lift up. Now when you reach this next section and go to the left, you will notice the rocket is no longer there. In it's place is now a set of spiked balls. Make your way to this platform and then home attack the Beetle enemy when it's shield is down. Afterwards, hit the spring. You should land on a railing, grind down it and go up the next spring lift. You will be in front of the first checkpoint.

-(Checkpoint 1 To Checkpoint 2)-

You, of course, start off in front of the next railing. By now you should have a little experience on these railings. If not, you better get some. If you go down the right railing, you run into a spiked ball early on. Down the left side, you run into one near the end. What do you do? Simple. Just start on the left railing, and jump to the right railing, midway through. The next area is pretty much the same. You shouldn't have to much of a problem making it to the second checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

This next railing is similar to the last. The first spiked ball is on the left railing, the second on the right. Switch midway if you can. Just be careful not to miss the railing. Once you make it to the end. Work your way to the left and go up the spring lift. You shouldn't have much problem making it to the top of the mountain, as it is the same as in Normal mode. The only difference is the peak at which the spring lifts reach seems a bit lower than normal. Once up top, you will find everything to be basically the same. You will also reach the third checkpoint.

-(Checkpoint 3 To Goal)-

Once down, you will notice there is no fire breathing skulls. Rather there is a large flying enemy. Destroy it and hit the next spring lift. From here go to the left and destroy the Beetle. Now go forth and destroy the next Beetle, and then the following enemy. But be careful, as they will fire quickly. Once you make it to the top, you will have to dodge spinning spiked balls. Maneuver around them and quickly reach the railings. Take either one. Once you reach the end, as you run up the steel beam to reach the goal, be careful, as two flying enemies will pop up from both sides and try one last ditch effort to take you out.

<><><>CHAO BOX LOCATIONS<><><>

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Coming soon!

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## STAGE 12

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[Basics]

Name: Mad Space  
Character: Rouge  
Upgrade: Iron Boots

[A Ranks]

1st Mission:	14000
2nd Mission:	2:30
3rd Mission:	1:30
4th Mission:	14000
5th Mission:	12000

<><><>MISSIONS<><><>

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[1st Mission] - Find 3 pieces of the Master Emerald!

Ugh, this has to be one of the most hated stages in the game. Not necessarily too hard, rather, it is extremely annoying, and a very large stage. And as usual, I'm going to give you a short little run down of what this stage is like. Oh yeah, and remember a lot of times the computers here lie. For example "The highest place" really means go down to find what you are looking for.

You start off on the center piece of this stage. A small structure with three sides going off. When you start off, the ledge in front of you has a set of rings. Go forward and an enemy will drop down. If you hit the switch at the end of this side, it will open a rocket up top. This rocket leads to the Green Capsule meteor. If you go to the left side at the beginning. It will lead you to a switch under a metal box, and a spring. The spring will put you on top of the structure (where the rockets are). This rocket leads to the grey meteor with no gravity. The third, and final side, behind you leads you to another switch and rocket. This rocket puts you on top of the meteor that has a lot of gravity.

Other notables this low is the second floor below the center structure. You can find a ring capsule down there. There are even two platforms down along the side of the center piece. You will also find a spring located here. This bounces you back up to the top. Other things down here are small platforms way off at the edges of this stage. They encircle the whole stage and contain rings, enemies, rockets, boxes, and more. Only go to these areas if you need rings, or to pick up a Emerald piece.

We will start with the Green Capsule meteor first. It is pretty basic. It has a few boxes here and there. A lot of pipes running across it. If you run down the light side, you can fall off and land on some nearby platforms. Or if you miss them, you can usually land on the main starting structure. There isn't a whole lot of action here. Just be careful of the sides when running around.

Next up, the gravity meteor. This meteor is extremely annoying because of it's gravity. This meteor also has the stages upgrade located in a blue room. The quickest and easiest way off is to bust open the metal box under the blue room. This will reveal a switch you can hit, which opens up a rocket at the top of the blue room. Climb up and grab on to fly off to the Green Capsule meteor. If you look around this meteor, however, you will find many green crystals, and platforms in the air. You can jump to most of these. A few you must use springs, or other platforms to get to. This is a basic run down of this area.

Next up, the meteor with the large dip in the center. On this meteor you will find the usual. The crystals, platforms, computers, and the

usual blue room. On top of this blue room however, there is a rocket. This rocket leads you up even higher in the stage. Let's go there now since there isn't much on this meteor.

Once you take the first rocket up, you will be on a small platform with another rocket. To your left is a lower platform with a spiked ball enemy on it. And in front of you are three blue storage capsules. Nothing really important here. Move on up to the next platform. Up here you will find more blue storage capsules. Again, nothing special, although in the first you can find a 10 ring capsule. Take the next rocket up.

Next you will end up on a small platform again, with another small one below it. Don't worry about these, they are pretty much useless. Jump and climb up the blue wall nearby. Get on the nearest ledge. You should be surrounded by a bunch of boxes. This area is pretty simple if you go forward. There are four ledges surrounding this structure. Jump and glide forward to the next. You should land on a ledge with a chao box, computer, and a rocket. The rocket just leads you to nowhere, so don't worry about it. Jump and glide to the next ledge, you should spot a Golden Beetle along the way. The next ledge should have a bunch of floating boxes, and you should have noticed a platform to the right, out in front of this ledge. This has the ancient shrine on it, remember that. The next ledge is just a normal ledge with a computer on it. Nothing special. Glide forward and you will have made it around. You may notice a platform way off to the right with a meteorite on it. Remember this location.

That is a basic run down of this stage. Save a few minor places, such as the platforms directly below the top center structure. My best advice to you, remember this stage well. Remember the clues, remember it all. It can be very annoying, but getting all A's here won't be too hard.

[2nd Mission] - Collect 100 rings!

Rings on this stage are pretty sparse, but there are plenty of capsules up top. Simply pick up any rings you see. Don't forget to drop down at the beginning to the lower platform and snag up a few rings there. Don't worry about the gravity meteor, there isn't anything worthwhile there. Make sure you pay attention when you're up at the top of the stage. There are many capsules located all about up there. There is a very good chance you may need to drop all the way down and go to the very edges of the stage, on those small platforms. If so, just quickly glide around and you should eventually find a few rings. Good luck.

[3rd Mission] - Find the lost Chao!

Ah yes, the lost Chao. This one is pretty easy to find. From the start, go to the left and find the switch before the spring. Hit it, hit the spring, and take the rocket up. Once up on the meteor, jump onto the blue building and climb to the top. Take the rocket from there up, land, find the next rocket, and take that up. Do this until you reach the top. Once at the top, climb up the large blue structure and get on one of the ledges. Now glide forward to the next side. You should eventually come around and see a platform off to the right, just past the Golden Beetle. You should barely make out an ancient shrine. Glide over here and destroy the enemy. Play the Mystic Melody and hop into the warp. You will end up inside a storage capsule. From here run to the other end, destroying the metal boxes in your way, then hop in

the next warp. You will then end up in another capsule. This time there is an enemy in your way. Destroy it and go in the next warp to land in front of the Chao!

[4th Mission] - Collect the Emerald pieces in 4 minutes 30 seconds!

The usual 4th mission stuff. Just remember what the computers say. Learn the locations of most pieces. If you play enough, you should be able to know right where a piece is just by one clue. Once you do, quickly go through this stage and pick them all up. The quicker you get the pieces, the more points you get. Don't forget the Golden Beetle either, that can make or break an A most of the time. Remember, speed is essential for a high score.

[5th Mission] - Clear Hard mode!

By now you know the usual with hard mode on Rouge's missions. A few more enemies, perhaps a few more obstacles, that is all. Anyways, on to the first Emerald piece.

From the starting point, you want to turn to your left and go straight. Find the switch, hit it to activate the rocket. Get on top of the structure and use the rocket. When you land on top of the meteor with no gravity, jump off the side and glide back to it so you can cling to the side. Once you are stuck on the side, climb down to the very bottom of the meteor. Once at the bottom, your radar should be yellow by now. Jump off and glide directly underneath the meteor. You should spot the piece hidden down under, towards the center.

Next you need to reach the meteor with all the gravity. You know, the one that won't let you just jump right off. Anyways, once you make it on to this meteor, walk to the bottom side. Once you enter the dark side of this meteor, you will notice it is hard to control your character. This is because the controls are reversed for the most part. There is a platform just off the very bottom of this meteor. On the other side is the Emerald piece. Get a running start and jump and try to land on the bottom side (or top in Rouge's view). If you can land on it, you get the piece.

Next you must work your way up to the very top of the stage. Once you get off the final rocket, jump towards the blue ledge coming out of the huge structure. You should have the Emerald on your radar by now. Get on this blue ledge with the metal boxes and walk to the edge. Turn to your right a bit and you should see a platform out in space that has a meteorite and spinning spiked balls on it. Jump and glide out to this platform. As you glide out, you will notice a trail of rings up in the air, and a Emerald at the top. Now listen very carefully. You will have to perform a spin kick maneuver. The book doesn't cover this move, but here is what you do. You rotate the analog in a clockwise manner, then hit the B button. You may want to practice this beforehand to make sure you got it right. When you're ready, jump over to where the star symbol is and perform the move. This will cause you to jump right into the Emerald.

<><><>CHAO BOX LOCATIONS<><><>

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Coming soon!  
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[Basics]

Name: Cosmic Wall  
Character: Dr. Eggman  
Upgrade: Protective Armor

[A Ranks]

1st Mission: 53000  
2nd Mission: 1:30  
3rd Mission: 1:30  
4th Mission: 45000  
5th Mission: 50000

<><><>MISSIONS<><><>  
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[1st Mission] - Get and confront the trespassers!

-(Start To Checkpoint 1)-

The first thing you will notice is there is a lack of gravity here. This allows for you to jump extremely high, which is a must in this stage. Anyways, pick up the two 10 ring capsules in front of you and jump up to the next platform. If you ever have a doubt of where to go, you can usually find arrows pointing in the right direction. Also make sure to jump with your laser on most of the time, so you can lock on to and destroy enemies ahead of time.

When you reach the circle of rings, be a little careful when jumping as there is a blue enemy hanging upside down on the next platform. Destroy it and then jump to the top. Also be careful as you jump up, as a weight is on the next platform. Pick up the nearby rings and then jump over the weight and up to the next platform. Make it up a few more platforms and you should finally reach the checkpoint after a row or rings.

-(Checkpoint 1 To Checkpoint 2)-

On the first platform you come to, you can get a capsule with the health item in it, pick it up if you are in need of more life. Afterwards, go to the left and destroy the pyramid. Next you go to the right, but be careful of the two enemies hanging from the platform. Next you work your way up and take out any pyramids in your way. After the pyramid with the rings below it is destroyed, you will come across three blue enemies. Take them out from a distance as they can be a real pain. Getting past them will bring you to the second checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

As you jump up to the next platform, you will notice another platform off to the right. Do not worry about this, it isn't helpful in this mission. Start working your way across all the small platforms. Make sure to kill any enemies ahead of time, or else you could easily get hit and fall to your doom. Reach the platform with the spring, and you will start up a shaft. Just jump and hover up to each platform, shooting all the while. You should eventually reach a pulley.

After the pulley, go up onto the next platform, then choose either the left or right platform to go up. Then finally the top platform with a spring on it. Hit the spring and launch up and over the wall. You will come down another shaft, but be careful of all the enemies. It is best just to fall down in a clear area, shooting as you drop. Once you reach the ground, take out any nearby enemies and go through the door and find the next checkpoint.

-(Checkpoint 3 To Checkpoint 4)-

Walk forward and step onto the transporter platform. This area is pretty easy and short. Just shoot as you go. Lock onto as many as you can, and fire away. But don't wait too long or they will be out of range. You should be able to rack up plenty of points here. Once you reach the end, go forward and through the next checkpoint.

-(Checkpoint 4 To Checkpoint 5)-

Another short segment. Pretty easy here. It is just like the shaft you went through before you got on the transporter platform. Just work your way up the platforms, destroying any enemies in your way and make it to the top. Once at the top, hop onto the weight to get some height and jump over the wall and hover down. Another great area to pick up points. Once you reach the bottom, you should find the checkpoint.

-(Checkpoint 5 To Checkpoint 6)-

As you go across the platforms up next, be careful, as there are enemies in the sky all over the place. Even a few that will fly from behind. Work your way across and make it up the platforms. You should reach an area where you find another weight with a nearby switch. Hit this switch, which will start a timer on the weight. The weight will be stopped for a short time. Hop on when it is at the very top and use it to reach the next platform.

Next you work your way up and around in a square pattern. Make sure to take out the enemies in the center as you go up. They can really hassle you if you don't destroy them. When you reach the top, you will find meteorites all around you, along with more enemies flying from behind. Jump across to each platform, destroying any meteorites in your way. You should eventually reach the next checkpoint.

-(Checkpoint 6 To Checkpoint 7)-

This is another shaft, similar to the rest. Not very hard at all. Just keep your laser on and shoot anything you can. This is a very easy way to destroy enemies before even getting to them. The only problem you may face is the awkward camera angles at times. After you make it up and over the wall, hover down destroying anything you can. If you've done good this mission, you may already have enough points for an A! Anyways, make it to the bottom and go forward. You should find another checkpoint right before another transporter platform.

-(Checkpoint 7 To Goal)-

This is another simple area. Just aim and fire away. You can rack up major points here. It is a little different than the first track, as this one goes upside down and such. When you get near the end, the camera will rotate around front and you will find a drill type thing

coming for you. Just shoot each round thing on the sides of it to hold it back. You should eventually come out the end of tunnel and go flying into the goal.

[2nd Mission] - Collect 100 rings!

This is pretty easy to do. You should have 100 rings by time you reach the second pyramid. Pick up any rings you see. The hardest part of this mission are the enemies. They will attack quickly. Destroy them ahead of time. Always run with your laser on, firing randomly. This usually takes out plenty of enemies. If you don't get hit, you will be fine.

[3rd Mission] - Find the lost Chao!

This is another easy mission. Go through the stage until you reach the second checkpoint. You know, where you can see a platform off to the right of the one in front of you? Jump to this platform to the right. It should have a pyramid on top of it. Bust it open to reveal an ancient shrine. Play the Mystic Melody at it and hit the spring that appears. You should land on a platform. From this platform jump up and land on the next platform. You may have to destroy the meteorite on it first though. Then you have one more platform to jump up to, another meteorite is here also. Destroy it and land. Hit the springs and bounce up. You will land on a platform with a pyramid on it. Destroy the pyramid to find the lost Chao hidden beneath it.

[4th Mission] - Reach the goal within 8 minutes 0 seconds!

The usual mission here. It is quite simple. Just rush through this stage. Getting the points needed is pretty easy. Just run and gun. There are some sections where you can probably jump from one platform, to another at a farther distance. When dropping down the shafts, don't hover, just drop. If you are in an area of a long straight of separate platforms, you can usually jump and hover to the farther ones. Stopping at each individual platform slows you down a bit. And as usual, good luck!

[5th Mission] - Clear Hard mode!

-(Start To Checkpoint 1)-

This whole stage is still very similar, just a lot more enemies. It is also probably the easiest of all the Hard modes. As I said, it is basically the same, just a few more enemies. Remember the shoot from afar tip? Use it here, as it helps a lot. You shouldn't have to much of a problem maneuvering through this segment. Just take your time, and you should be fine. And you will eventually reach the first checkpoint.

-(Checkpoint 1 To Checkpoint 2)-

The next section before reaching the second checkpoint is extremely easy. There is really no change going on. Maybe a few extra enemies here and there, but nothing that will mess you up. Just follow along and you should reach the second checkpoint without ever getting hit.

-(Checkpoint 2 To Checkpoint 3)-

Again, the usual. The only difference on this segment is the extra enemies. But besides that, it is pretty much the same run as in Normal.



Just shoot everything you can to rack up plenty of points!

-(Checkpoint 3 To Checkpoint 4)-

Take out the usual enemy awaiting you, and then work your way up the platforms. Once you make it to the top and drop down the other side, be very careful. The blue enemies along the way are very quick and will attack you before you even get to see them. It is best to drop down along the left side, against the wall you came over, then move forward at the bottom so you can land safely. Make it down and you will find the checkpoint right ahead of you.

-(Checkpoint 4 To Checkpoint 5)-

This area is the same as usual, just a few more enemies. Simply hover around and you shouldn't have many problems. Be sure to watch out for the blue enemies, they will attack you from off screen. They are the most hazardous enemies in this stage. You should eventually reach the next checkpoint after passing the small meteorite field.

-(Checkpoint 5 To Checkpoint 6)-

Next up you must work your way up the shaft. This is pretty simple, because, you guessed it, it is the same as Normal. Maybe a few more enemies here and there. Anyways, take out any enemies along the way. Make it to the top and drop down the other side. Make sure you are to the back and to the left. This is the easiest way to dodge the blue enemies. Once you land, go forward to the next checkpoint.

-(Checkpoint 6 To Goal)-

This is pretty simple. Just hop on the platform and follow the trail destroying anything that moves. If you're good, you should end up with your points in a constant state of going up. Destroy, destroy, destroy and you will easily make an A here. You don't even need a time bonus. Once at the end, hold off the drill, and you got the goal no problem.

<><><>CHAO BOX LOCATIONS<><><>

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Coming soon!

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STAGE 14

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[Basics]

Name: Final Chase  
Character: Shadow  
Upgrade: Mystic Melody

[A Ranks]

1st Mission: 12000  
2nd Mission: 1:30  
3rd Mission: 5:15  
4th Mission: 11000  
5th Mission: 10000

<><><>MISSIONS<><><>

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[1st Mission] - Hurry to the Eclipse cannon!

-(Start To Checkpoint 1)-

You start off grinding down a railing, and come out into a set of springs. You bounce up and land on the next area with two capsules on it. You also run into your first checkpoint!

-(Checkpoint 1 To Checkpoint 2)-

Take off down the decline, but be careful of the meteorites along the way. Reach the bottom and drop into a set of boosters. You will run forward and then have to jump and home attack the blue enemy awaiting you. Afterwards, hop onto the gravity cylinder and run up it. Jump off and destroy the shield robot waiting nearby. Hit the springs, home attack into the ring capsule, then attack the next blue enemy (they are annoying, aren't they?).

Follow the next springs up and you have the option of going down the tunnel, or going off to the left. To the left you will find a ring capsule, extra life, and a Chao box. Get those if you wish, if not, go down the tunnel. When you reach the end, you will see a few gravity cylinders lying about. Jump onto them and work your way across, taking your time. Once across, destroy the next blue enemy, and then hit the springs below him to bounce up.

After going up this gravity cylinder, work your way forward and get on the next. This will take you up to a platform where you run across and hit a blue booster. This will launch you into another set of gravity cylinders. Just run along the cylinders, dodging the meteorites. Make it to the end and get pulled onto the vertical cylinder. Get to the top and run across the platform to the next checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

Run down the decline and then drop off the end, being careful to dodge any meteorites that may harm you. Land and pick up the two ring capsules at the bottom. Go forward and hop onto the gravity cylinders. I always found it easiest just to run, jump on and keep running. This way it is timed perfectly and I go right around the dangerous electric fields. Make it to the end and home attack the nearby enemy and go down the tunnel to find the next checkpoint.

-(Checkpoint 3 To Checkpoint 4)-

Run up either of the two gravity cylinders, and destroy the blue enemy just past them. You now have three holes you can jump into. To the left you have an extra life. To the right, a few rings. In the center, the path you must follow.

After taking the middle path, you will run out onto a rail and grind down to a platform. From this platform you will hit a spring and land on a vertical gravity cylinder. Follow it to the top and jump to the next platform and go up the next one you see. You should be able to make it up these gravity cylinders without much of a problem. If a blue enemy gets in your way, simply home attack it quickly and move on. You should eventually reach an area where you jump off, and get onto a

platform that has a booster on it. Hit this booster, hit the one just after it, hit the springs and bounce up to the next platform. Destroy the enemy located here and go forward.

When you reach the end of this platform, you will notice a considerable amount of space between you and the next cylinder. Jump and home attack the nearby blue enemy, then land on the cylinder. Now you will see the next few cylinders you will end up on. It is best just to go to the top of these cylinders and jump and home attack into the next, bypassing the enemies. Make it to the third cylinder and jump off onto the platform. Jump into the next spring and land on the platform just past it. Here you will find the next checkpoint.

-(Checkpoint 4 To Checkpoint 5)-

Hop onto the railing and grind down. When you reach the end, you will continue down a decline, and must jump off at the end, rather than drop. You can land on the railing or the platform itself, it doesn't matter. You will end up in a series of railings, just keep grinding, the game will basically take you where you need to go. You will end up on a small platform. From here, jump down to the small platform below you. Now you can go on either side, the left or right. Just hop onto the gravity cylinders and work your way across. Making it across will lead you to the next checkpoint.

-(Checkpoint 5 To Checkpoint 6)-

Hit the nearby boosters and run up the wall and hit the springs. From here you will land on a platform overlooking a few gravity cylinders. This area can be a little tricky. Just jump off and towards a gravity cylinder. Make sure you land near it so it will pick you up. Now you will end up running around this cylinder. Jump off and to the next, and continue doing so until you eventually reach the ground again.

Once on the ground, run forward and you will end up coming off onto another platform, then a railing. Grind down and you will go flying into a set of cylinders. Run around them and make it to the end, and onto the next platform. Now you have a choice. The right or left railings. Both eventually lead to the same area. Just the right railing takes a lower route, the left railing keeps you up near the top. Pick your poison and go at it. You should be able to make it without much of a problem.

Once at the end of either route, you will have a platform with boosters on it. Run into them and grind the railing up. You will come out of a hole, the same as the kind you had to choose to go in earlier. Going back down the two on the side of the hole you entered is pretty useless. Only one of them contains a few rings. Anyways, afterwards, go forward and destroy the next enemy. Now look to your right. You will find two ring capsules and an extra life capsule. Go down the tunnel and you will come out to a checkpoint.

-(Checkpoint 6 To Goal)-

This next area has a few cylinders all lined up. It can be a little difficult to choose where to go. I always found it easiest, and quickest just to run straight forward and stay on top of the cylinders. Hit the first spring on the first cylinder, and land in the middle one straight ahead and above. Then run across and jump to the next. This should take you over to a cylinder with a pulley above it. Jump onto

this pulley and follow it up. Destroy the next enemy and then run up the next cylinder. Hit the spring at the top to go flying off to a platform.

Grab hold of the rocket at the end of this platform. This rocket will lead you off to a huge vertical gravity cylinder. Just run down it until you drop into the next huge gravity cylinder. Just be careful of the meteorites exploding. Once at the bottom of this second gravity cylinder, you will be running around in circles near a spring. Jump to this spring and it will bounce you onto the final platform, right in front of the goal!

[2nd Mission] - Collect 100 rings!

This is a pretty hard stage to get 100 rings in. Not because they are scarce, but because of the enemies. There are a lot of blue enemies which can be a major pain when it comes to rings. They use their stupid arm stretching techniques which can mess you up. Just be careful when you are near them and you should have the rings no problem. Just collect any you see, and keep an eye around the cylinders, ring capsules are all over the place.

[3rd Mission] - Find the lost Chao!

After you pass the 6th checkpoint, you will have to go across a few cylinders and then grab a pulley to go up. Once you take this pulley up, destroy a nearby enemy, then jump to a cylinder. Once up on top of this cylinder, you will notice a spring launching you to the next platform. Do not hit this spring, or if you do, jump back onto the cylinder. Rather, get on top of this cylinder, and rotate the camera around. You should spot another pulley. Use this pulley to go up to a platform. Here you will find an ancient shrine. Play the Mystic Melody here and wait for the rings to appear. Now look very closely at the rings. Make sure it is a long path. If it is half a path, do not go across it. What happens is the rings appear, then a few seconds later, the rest of them appear. Wait until there is a full path then light dash across it. Once you make it across run up the cylinder. But be careful of the electric fields on certain parts of it. Once you make it to the top, grab the pulley and you will go up to another platform. On this platform you have your Chao!

[4th Mission] - Reach the goal within 5 minutes 30 seconds!

Another easy mission. It may seem difficult at first, but once you get the hang of the board, it will be so easy. Getting an A is a bit difficult, but just beating it is easy enough. Do the usual, take the shortest routes possible. Jump from gravity cylinder to gravity cylinder rather than landing in the middle platforms. Crouch when grinding rails. As long as you don't just completely waste time on this stage, you shouldn't have to much trouble beating it even under 5 minutes.

[5th Mission] - Clear Hard mode!

-(Start To Checkpoint 1)-

You start off with the grind, per usual, and quickly come to the springs. After bouncing up, you may notice the first difference. There is no longer two ring capsules below you, now there is a enemy. Wait until you come down a little bit, then home attack right into the enemy,

destroying him. Afterwards, hop through the first checkpoint.

-(Checkpoint 1 To Checkpoint 2)-

Run down the decline, watching out for the meteorites as usual, and make it to the bottom. Here you will find another blue enemy, again, spinning rapidly, firing away. Destroy it and run up the gravity cylinder. But be careful, sitting on top of this cylinder is another blue enemy. Ugh! Destroy it and take out the shield robot just past it.

Continue through the stage as normal, until you reach the next set of cylinders. Here you will find a blue enemy in the middle of them. Home attack it and use it to get across quicker. Keep on moving and reach the next platform. Make it to the end and destroy another blue blob and go up the cylinder. Once on this platform, you will notice a weight at the end. Don't worry about it, just hop on top of it and jump onto the cylinder. You should have a pretty clear run to the next checkpoint.

-(Checkpoint 2 To Checkpoint 3)-

Run down and jump to the bottom platform. At the end you will find another blue enemy. Quickly take it out. Now you will find a huge difference. This can be a little difficult. You will notice there is now two cylinders and a few railings. Jump onto one of the short nearby railings and grind across. At the end, jump onto the cylinder. From here, I suggest jumping onto the left railing, as that is the way the cylinder spins. Jump onto it and you should be able to land safely on it. Once on it, jump to the next cylinder and you should be fine. Jump onto the platform and run to the next checkpoint.

-(Checkpoint 3 To Checkpoint 4)-

Run up either cylinder and destroy the blue enemy just past them. Take the middle hole down and grind to the next platform. Hit the springs and go into the cylinder. Next you must destroy the nearby enemy on a platform and take the pulley up. This area has changed quite a bit. Don't go rushing to the top like you used to, as there could be spiked balls up there. Rather just follow the cylinders up slowly but surely. There is one point where you must jump down to a platform and hit a spring to reach the next cylinder. Afterwards work your way up again. You should come across an area where you must grind railings to each cylinder. This can be very annoying, especially due to the camera angles at times. Make it to the final cylinder and you should pretty much be in the clear. Just be cautious of the spikes near the checkpoint.

-(Checkpoint 4 To Checkpoint 5)-

This area is pretty close to being the same. Just take off down the railing and eventually land on the small platform. The best route to take from here is to run and jump off to the top of the gravity cylinders. This may require a home attack. Once you land on top of them, jump to the next, then the next, as there are only three on each side this time around. From here, jump off to the platform just past them and run to the next checkpoint.

-(Checkpoint 5 To Checkpoint 6)-

After running up the wall and landing, you will encounter an enemy.

Quickly destroy it and keep onward. Jump and go down as you normally would, via the gravity cylinders. Make it to the end and grind down the railing. You will come out and hit a set of springs. When you bounce up, you will notice a purple railing. If you can reach it now, drop back down and jump and home attack the springs so you get higher. Use this to reach the railing. Grind across this railing, as it is easier than going across the cylinders. Make it to the next platform and choose whichever railing you wish. They have changed a little, but not so much to make it difficult.

After you reach the end, run down the platform, being careful of the two nearby robots. Hit the boosters and fly up the railing. After you come out of the hole, rush forward and destroy the enemy. Then go through the next checkpoint.

-(Checkpoint 6 To Goal)-

Just like earlier in this stage, the gravity cylinders have changed a bit. You must grind across a railing to reach the first one. Once you do, keep a straight path. Do not take any of the side cylinders, as they make it more difficult. Once across, you grab the pulley and go up. Destroy the enemy and run up the next cylinder. Once at top, hit the spring and land in front of the blue enemy. You must destroy this enemy to reaveal a switch. This switch activates the rocket.. Once it is activated, grab it and go for a ride. Once you land on the large cylinders, just run down. You are pretty much in the clear. The only enemy left is a blue blob type in between the two cylinders. You can run straight past him though.

<><><>CHAO BOX LOCATIONS<><><>

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Coming soon!

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LAST  
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FINAL STAGE  
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\*NOTE\* I am doing this stage a bit different than the rest in this walkthrough. This is mainly due to the way the stage is played out.

[Basics]

Name: Cannon's Core  
Character: Tails, Dr. Eggman, Rouge, Knuckles, Sonic  
Upgrade: None

[A Ranks]

1st Mission: 29000  
2nd Mission: 3:30  
3rd Mission: 7:30  
4th Mission: 29000  
5th Mission: 29000

<><><>MISSIONS<><><>

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[1st Mission] - Get to the core of the colony!

-(Tails)-

You start the stage in front of a door strapped with dynamite. Blow up the dynamite to open the door up. Inside you will find a shielded robot. Wait until he drops his guard, and blast him. Move on and take out the bomb launcher in the next room. When you turn left, you will see a set of spiked balls spinning around. You'll also notice a weird switch in front of them. Hit this switch to stop time and go through the door.

In the next hallway, be careful because enemies drop from the ceiling. This can be especially deadly if the time switch is still activated, as they will drop behind you once they can move. Destroy the three robots that drop down and the blue enemy in front of the next door. Next take the platform down, making sure to destroy any Beetles you see along the way. Bust open the door once you reach the bottom and enter the hallway.

Use the time switch to stop the lasers so you can move through the hallway. Reach the other end to find a drop you must make. You have to jump down onto a lower platform. Be careful not to miss it. Once you are on the platform, take out the two nearby enemies to save you some trouble. From here you will notice a door further down. Hover down and get close to the door. As you go down, destroy the two dynamite on it to unlock it. Once unlocked hover inside.

Inside you will find another bomb launching enemy. After this enemy, there is a blue enemy, with two guard robots that drop down when you near it. Make it past them and turn right. You'll see two weights dropping down. There is a time switch just past them. Hit it to stop them so you can make it across.

The next room is somewhat complicating. There is a time switch in the center, shoot it to stop the time. With time stopped, go to the right and hop on the lowest platform. From here, jump onto the raised floor in front of it. You should spot a weight. Wait until it is down and hit the time switch again. When it is stopped on the floor, jump on top of it and jump to the top platform. Once on top of the platform, a few guard robots will drop down. Destroy them and blast open the door.

-(Dr. Eggman)-

You start off in front of three shielded enemies. Wait until they drop their guard and blast them. Move on to the circle of rings, and four more robots will drop from the ceiling. Destroy them and turn to your left. Do not go forward just yet, rather, lock onto the bomb launching enemy and destroy it. You should be able to get 9 hits out of it without getting attacked.

Move forward and take the platform up, destroying the Beetles along the way. Once up top, go through the door and take out the two blue baddies waiting for you. Go to the right and take the pulley down. If you miss the pulley, or just choose to not use it, hover down along the far wall. This way you will land on the lower platform where two shielded enemies await you. Destroy them to open up the door. Go through the hallway and take out the two Beetles above the boxes. Move on and a few blue

ball enemies will come flying out after you. Destroy them and hit the time switch to stop the lasers. Destroy the blue enemy on the other side and enter the next room.

In this next room, you will see a floor of toxic waste, with black cubes moving about. You'll notice the cubes have white lights that point in the direction they are going. Find the nearest cube to your right, and wait until it starts to emerge from the waste. Hit the timer and hop on. If timed properly, you should be able to jump onto it, and from there jump to the middle cube, then a higher cube right past that. From there jump over the edge to find another cube going to the left. From this cube, jump onto the one a bit lower that goes to the right. By now they cubes have started moving again. While on the cube that goes to the right, quickly jump off and hover over the left hole that sends cubes upwards. You should be able to hover long enough to wait for this cube to emerge. When it does, drop down and let it take you up to the door.

Past the door, you will find a hallway with cubes moving about. Find a time switch to stop everything and make your way around the hall. Reach the other end and go through the door to find this stages first checkpoint.

After the checkpoint, go forward and you will find a floating platform, with a door on the far side. But rather go in the far door, which has a Chao box, you must go down. So start hovering, maneuvering around the lasers and enemies below you. I suggest staying near the top of the screen as you go down. When you near the bottom, you will notice time switches on each side of the shaft. Hit one of them to stop the platform that is on the toxic waste. Land on it and wait until time starts again. It will take you towards the door where you can jump and hover over to the platform and go through the door.

In the next room, it will be somewhat similar to Tails' final room. Rather this time the floor is toxic waste and you must work across cubes to reach the final door. Look to your right, you should see a cube start going to the left and pass a cube that is going up. Wait until these two are near each other and hit the time switch to stop them. You should be able to jump up onto the cube going to the left, and then to the cube going up. Wait until time starts again, and ride the cube up until it nears the ceiling, then jump off and hover over to the middle platform where the door is. Blast it open and get to Rouge's stage.

-(Rouge)-

Rouge's stage is easier than it may seem. From the start, climb the pillar to the right. From here look diagonally across the room to the pillar in the opposite corner. Glide to this one and climb it. Next go to the pillar to your right. From here, look diagonally across the room to find the fourth pillar you must go up. Glide to it and you will find a time switch. After hitting the switch, find the place where the water is coming down in front of a passage. With time stopped, you can now make it through here.

After going through the tunnel, you will come out in a room with toxic waste, a platform on the ground and cubes. Cling to the far wall where the cubes are coming out. Now go towards the bottom and find a time switch. Wait until a cube has just come out of the tunnel above the switch and then hit it. Quickly run through the tunnel and move out of the way of the cubes.



Once inside the room, go to the right side past the blue enemy. Bust open the metal boxes to find a Invincibility capsule. Use this to quickly and easily destroy the nearby enemies. Afterwards, get up on the raised platform and hit the regulare switch. This will lower the walls that were protecting the main switch. Now go back out of the tunnel and you should see a spring on the opposite side as you exit. Hit the time switch and quickly hit the spring. This will launch you up. Get into the top tunnel and run out before time starts up again. Once back in the main room, hit the switch to lower the water.

-(Knuckles)-

First thing is first. Look to either side of where you started, and you should spot a passage with lasers blocking your way. Dive underwater and you'll notice you are in the same area as Rouge was. Find the time switch below water, hit it and quickly come back up and find that passage where the lasers were. After you make it past the lasers, an enemy will drop down. Destroy him, then bust open the metal boxes below you. You will hit a spring and be launched up to a pulley. You will find a switch in the ceiling, hit it and you will see the lasers underwater be shut off. Now bust open the metal box and drop out of the ceiling.

Go underwater and find the passage where the lasers once were. Swim through the tunnel, but be careful of the blue enemy shooting lasers at the other end. Stay near the bottom of the tunnel. Once in the room, go to the right, and behind the cubes going up, you should find a bomb capsule, use this to destroy the enemies. You'll notice the door at the back of the room has lasers blocking it, you must hit the nearby switch to cut these off. When you try to enter the tunnel, you will notice there is a lot of pressure and you can't make it through. Rather you must find a time switch. There is one located above the tunnel you came through to enter the room.

After hitting the switch, quickly go through the tunnel. You'll come out in a room with lasers all about. Dodge the lasers as you make your way to the bottom. You should find a tunnel with a single laser blocking your path. Find the time switch in the center of the floor and hit it, this will allow you to go through the new found tunnel. Quickly make it to the next time switch, which is found in the tunnel. Once found, hit it and make it out the other end of the tunnel. Go around to the back side of the room to find the switch. Hit it and prepare for the last run.

-(Sonic)-

You start off hanging from a railing that eventually drops you off in front of three blue enemies. Hit the time switch right in front of you and home attack your way across the large gap. You'll reach a room with the kind of blue enemy that explodes and makes a bunch of smaller enemies. Just destroy the main source to open up the door to the right. Go through and destroy the two shield enemies. Next you will see a blue enemy floating over a pit. This can be somewhat tricky. Jump up and home attack this enemy, then home attack back where you were. You should land safely. Now run back and you will find a new door opened up.

This next room is somewhat difficult, simply due to the design. You should notice two lasers blocking your path. Simple jump over them and

destroy the enemy on the other side. Hit the time switch and continue on. You'll come out to a area of orange water trying to force you back. Just jump your way across until you reach your path being blocked by lasers. From here bounce up to the top platform and you should find a time switch. Hit the time switch and drop back down and somersault underneath the wall blocking your way.

Jump up onto the next platform and go through the tunnel. Hop on the railing above you and glide down. You will come out to a river of running water. Jump up the water and reach the other side and start sliding down. Be careful as it throws you up in the air, and sometimes off the course. Once you land, Sonic will be on his back sliding. This is similar to his boarding segments, just this time on his back. Now all you have to do is sit back and enjoy the ride, as Sonic will come out right into the goal.

[2nd Mission] - Collect 100 rings!

This mission can be pretty hard. Mainly because getting 100 rings spans across two characters, if you get every ring. You should reach 100 rings just past the moving blocks in Dr. Eggmans section. There are a few things you can do to keep from getting hit. First, go through the stage a bit and learn the enemies locations. Next, use the time switches to freeze enemies and destroy them. When the blue enemies are frozen in time, they can be destroyed without even stretching up. But if you cannot freeze them, get near them and lock onto them. As soon as you see them move and get ready to come up, fire and you should destroy them before they can hit you. Try not to make any mistakes or you won't end up with the 100 rings needed.

[3rd Mission] - Find the lost Chao!

This mission can be a little difficult to get an A on. You must be quick, and use the time switches to your advantage, as they help stop time. This mission stretches throughout each characters section. There are three ancient shrines you must play at in this stage.

First off beat Tails' section as he isn't important in this mission. Next up is Dr. Eggman. Go through his section until you reach the first checkpoint. After this checkpoint, you will come out to a gap with a door on the other side, and a platform in the middle. Jump across and go through the door on the other side. This is usually done easiest by standing on one of the guardrails around the platform and jumping across. Anyways, once across, destroy the boxes and you should find a shrine in the back. Play the Mystic Melody at it and then finish up the stage.

Next up will be Rouge. If you played the Mystic Melody in Dr. Eggman's stage, you will now have a door opened up near the bottom of Rouge's stage. It shouldn't be too hard to find considering it will be the only difference in the stage. Once you find it, run to the end and find the ancient shrine. Once there, play your Mystic Melody. Afterwards, complete the stage as normal.

Next up is Knuckles. From the beginning, jump out of the water and you should notice a few floating platforms that weren't there before. Follow these platforms up and you should end up near the top of the stage. Take the pulley up the hole and you should find an ancient shrine in the ceiling. Play the mystic melody and complete the stage as normal.

Next up is Sonic's part. His is pretty easy. Go through the stage until you reach the orange liquid slide. As soon as you come out onto this slide, you will be near the peak of the slide where you would normally go forward. Rather, now you should notice a row of rings leading up. Follow these rings using a light dash and keep pushing forward. This will take you up to a higher platform. Here you will find two exploding style enemies. Destroy them and go through the door to find the Chao. Be careful of the enemies that will drop down when you get near the Chao. I suggest just grabbing the Chao to save time. Good luck!

[4th Mission] - Reach the goal within 7 minutes 0 seconds!

Ah, the usual 4th mission. This one is somewhat tough. Not necessarily because of the time limit, or because the stage is all that challenging. But rather because if you make a mistake and die, you have to start all over. Just don't die and you should be fine. Make sure you use the time switches to help you out. They will pause the time for you and allow you to cut off a few seconds. Quickly go through each section doing only the things you need to. Don't mess around or else you will waste too much time. Good luck with an A on this one.

[5th Mission] - Clear Hard mode!

-(Tails)-

The first enemy you encounter will be another blue enemy... annoying aren't they? Take him out and move on. When you reach the area with the spinning spiked balls, you will notice there is no time switch here. You must be careful making your way across, then be careful opening the door, as another enemy is waiting for you. Afterwards continue on as normal until you go through the next door where you will find another enemy waiting for you, and one ready to drop down when you get near the edge. Destroy them and jump on the platform.

Make it down to the bottom and go through the door. Hit the time switch and go forward. Come out and jump down the gap to the moving platform below. Be careful of the two large guns off to the sides, as far as I can tell, they can't be destroyed. Hover across to the door and blast it open and enter. Make your way around until you reach an area of weights with a blue enemy waiting at the end. You can either just make a run for it or move near the weight, force it to drop and hop on top. Anyways make it past and reach the next room. Inside you will find the end of this section. Stop the time switch when the platform to the left is low enough to jump on. Jump on it and then hop on the platform going back and forth next to the time switch. Make it to the other side and then hit the time switch when the weight towards the back is down. Hop on it and blast open the door, being careful of the robots that drop down of course.

-(Dr. Eggman)-

There will now be two blue enemies waiting for you at the beginning rather than the usual three shield robots. You should go through the stage without many changes until you go down the pulley. Once down, you will find a blue enemy waiting for you. Destroy it and go through the door to find three Beetles flying towards you. Destroy them and continue down the hallway with the rest of the usual enemies. Make it through the door and then you have the toxic pit. This is a little

different than in Normal, but you should be able to figure it out. Just stop the blocks coming down low enough so that you may jump on them. From here jump and hover across and find a block that goes up from here. Once across, you enter the next hallway. Here you will find the usual. Just hit the time switch and run through. On the other end you will find the checkpoint.

Jump down the large gap as usual and dodge the lasers and enemies. Once you near the bottom, you will have to land on the very quick moving platform. Land on it and then jump to the next platform and go through the door. Destroy the two enemies and you will enter the final room. This room is the same as Normal, except the extra enemy when you get near the door. Just get across and blast away at the door and the little blue enemy that might fly by.

-(Rouge)-

Make your way up the pillars as normal, just be careful of the new hazard, a set of spinning spiked balls that move up and down. They can easily knock you off the pillars as you are climbing, so be careful. Hit the switch and run down the tunnel as usual. Kill the middle enemy and hit the switch. From here run back out and then make your way back up to the starting point. You will have to be a bit quick as the time switch seems to go down a little faster. Make it back to the starting point and hit the switch to finish off the level.

-(Knuckles)-

When you dive under the water to hit the time switch at the beginning, you will notice it isn't on the usual pillar. Now it is on the second highest pillar. Hit it and quickly go back to the top and run past the lasers. You will now notice the normal four metal boxes are now two steel and two metal boxes. Destroy the metal boxes and you should activate a switch I believe and a spring will appear on the steel boxes. Hit the spring and go to the top. Hit the switch here and destroy the Beetle. Drop back down and go back in the water to the tunnel.

When you reach the tunnel, you will notice lasers in your way. Hit the nearby time switch and quickly go through the tunnel. But stay away from the lasers as they will come back on before you exit the tunnel. Make it out and then go to the right and hit the capsule near the back. This will destroy all enemies. Next hit the switch on the center platform. This time just swim along through the tunnel, no fighting the current! But there is an enemy at the end waiting for you. Slip by it and go down to the next time switch, dodging the lasers. Hit the switch and hurry through the tunnel as usual. Make it to the end and you basically got it. Just hit the switch and get ready for Sonic!

-(Sonic)-

After coming off the railing, you will notice there is no time switch. This time it is up to you to home attack the enemies while they can still attack. You should be able to do this without any problem. Make it across and continue as normal. After taking out the next few enemies, you will notice there is now two blue enemies over the hole. I find it easiest to kill one, come back to the edge, and then kill the next. Anyways, after destroying them turn back and go through the now unlocked door. Dodge the lasers and destroy the robots as usual. Next you have the area where you get pushed along the water. You will notice there is no time switch. Never fear, it is now at the back of the area

where you are forced by the water. Hit the switch and somersault under the wall and hop onto the platform. Make it to the tunnel and grab the railing. Slide on down and land on the running water. From here you have a pretty clear run... except one little problem. There are now enemies all through out your little slide. Just dodge them when you see them. If you can handle that, you'll reach the goal and be done with Cannon's Core!

<><><>CHAO BOX LOCATIONS<><><>

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Coming soon!

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GREEN HILL

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GREEN HILL

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[Basics]

Name: Green Hill  
Character: Sonic  
Upgrade: None

This stage is accessible after obtaining all 180 emblems. There are no missions in this stage. Also since this stage has so many varying routes, I will not have the -(Checkpoint # To Checkpoint #)- system.

Ah, memories! You start off at a side view. Just quickly run forward and you will notice the camera starting to come around. Of course, you can assist it by just rotating it. Anyways, you can pick up a few rings before the stage changes and has a turning point. Once you reach the first turn, your first enemies will also appear. The old school bee style enemies. Just home attack them and pick up the nearby capsule. There is also a spring on top of first tree to your left on the first hill. Continue on around until you go across the bridge and are near the next decline. You will notice a rock to your right, jump on it and then jump into the nearby tree to find a capsule.

Next run down the hill and keep moving onward. Just follow the land around and you should have no problem at all. Just keep an eye out for any enemies. After you cross the next bridge, you will come up a hill. Here you have a few ways you can go. One is just to drop down and follow along the bottom route, which takes you out at the loop. Or you can hit the spring and land on the top or middle routes. The top route allows you to pick up a few rings before dropping you down to the middle route. The bottom route will have you follow along side the cliffs and be full of spikes to dodge. If you take the top/middle route, be careful of the crumbling ground on some portions of the cliffs. You will also come across your first checkpoint here.

Again you can split and take a top or bottom route. The bottom route takes you to the classic tunnel and a checkpoint, where as the top route takes you... well, along the top. To take the top route, you must jump onto the moving platforms to your left after the first checkpoint. Then basically follow along the top. Once you reach the barren cliff top, you will find a single capsule and a spring at the end. Hit the spring

and hold forward as you come down so you can land on the next cliff. If you miss, you land on the bottom route. Now you have another option. You will find a few platforms which lead up, or you can jump off at the second. If you go across the top, you will come to more platforms which lower as you drop down. This can lead to a capsule with a magnetic shield in it. This also lowers you down to the huge area full of rings. If you stay across the top, you will reach another area in which you can pretty much run down the hill, into the jump, and fly down towards the goal.

Boy this is a complicated stage to write for. If you jumped off at the second platform, then you can find a tunnel to go through which takes you out to the aforementioned platforms that lower. Now, let's go way back to after the first checkpoint. If you took the bottom route here, you will get to go through the loop, then come out and find a tunnel eventually. Fly through the tunnel and you hit the second checkpoint. You come out and hit a ramp that takes you up into the area full of rings (which you could reach if you took the top route also). Anyways, when you land, you will have to jump off another cliff (do not drop, there are spikes directly below you). From here you can run along side the cliffs and reach the goal.

Okay, that is it for Green Hill. Ugh, what a complicating... bad walkthrough for that stage. It is hard to describe the stage. It is real easy, just has so many varying routes you can take. Anyways, sit back, and have fun playing the stage!

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(11) BOSS STRATEGIES  
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HERO  
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Name: F-6t BIG FOOT  
Character: Sonic  
Hits: 4

F-6t will start about by pulling up its legs and flying through the stage in an almost figure 8 pattern, firing its machine gun. Simply dodge the bullets and wait until the legs drop back down and F-6t is standing. When it lands, it will open up missile launchers on its shoulders. Dodge these missiles, then jump up and do a homing attack into the cockpit area. After hitting it, it will take off and start its pattern over again. Just keep repeating to take him out without getting hurt.

There is an alternative method. And that is to stand on one of the nearby wooden boxes as F-6t flies across the stage. When he gets near, jump and home attack him. This method is much more dangerous than the previous as there is always the risk of hitting the bullets as you attack. Also note that if you use this method, F-6t will keep flying until it finishes its complete figure 8 pattern.

Name: Dr. Eggman  
Character: Tails  
Hits: Varies (dependent on attacks)

Does it get any easier? This one is pretty simple to take care of. Dr.

Eggman will mostly run away from you. Just get near him, lock on and fire. As soon as you can, hit him again. Keep this up and you shouldn't have much of a problem. If you get hit, just check the sides of the stage, there are numerous rings scattered about. Try shooting Dr. Eggman with your laser rather than use the close up attack. The laser does a lot more damage.

Name: Shadow  
Character: Sonic  
Hits: 3

This battle can be a bit tricky, but never fear, you're Sonic! First off, be careful of the small stage, or you could very easily end up in the water. Also make sure to pick up at least one ring when you start. Now, just run around with Shadow until he tries to attack you. When he does, move and let him land. When he is in a stand still state, quickly attack him. Do this a couple more times and he is dead.

The alternative to attack Shadow is dangerous, but may work. Just jump and home attack him, which usually results in him doing the same. You should bounce off. Now, while still in the air, just home attack him again and keep repeating. This should eventually cause you to hit him. If you keep it up, you can take him out very quickly with this method. But remember, it is dangerous due to the small stage area.

Name: King Boom Boo  
Character: Knuckles  
Hits: 4

This boss can be one of the most annoying in the game. The stage is pretty annoying, as it has you running around a pillar basically. Just keep running from while he throws blue fireballs at you. Don't run to far, or else you will come up behind him and he will turn and chase you from the opposite direction now. After he throws a few fireballs at you, he will breathe a huge wall of fire what will start going around the pillar. This is the time to strike. Once you hear him breath the fire, quickly run around to his backside. Here you will find a smaller ghost. Just glide into it and it will drop a switch. This switch opens up a hole in the cieling, causing light to shine in. When the light is shining in, King Boom Boo will drop into the ground, forming a shadow. Get over top of the shadow and dig into it. This will pull it out of the ground. Once above ground, King Boom Boo will be much smaller. Quickly glide into it. Afterwards it will run away from you until the hourglass flips back over. Once that is done, you must repeat. Just be careful, as the second time around, Boo's shadow will go up the pillar. Also Boo seems to get a bit faster each time. But you shouldn't have to much of a problem.

Name: Egg Golem  
Character: Sonic  
Hits: 5

This boss is pretty easy. You will be on a round stage, on platforms that have a few gaps. This boss will try to crush you with his fist, but don't worry, he usually misses and hits the platforms, which lowers them each time they are hit. Just work your way behind the Golem and you should find a few platforms out of his back. Jump up these platforms and hit the switch on his head. Occasionally after getting hit, the Golem will put out both arms and spin around for a short period. Just don't get hit and wait until he stops. Once you step on the

Golem's platforms, they will start moving in. Simply quickly make your way up them and you will be fine. You shouldn't have much of a problem with this boss. If you fall into the sand down below, don't worry. Just quickly jump and you should be able to pull out and grab a nearby pulley. After destroying the boss, he will sink into the sand.

Name: Rouge  
Character: Knuckles  
Hits: 4

Another pretty easy boss. This one is pretty simple, just beat the crap out of Rouge. She isn't too hard. Wait until she stops after trying to attack you, then quickly run in and punch her. After a short period, the floor will open up, revealing a lava pit. Don't worry, you will automatically float above this pit. During these times you must fight on the beams supporting the structure. After awhile, the floor will close back up, then of course, open a bit later. After getting Rouge's life down a bit, she starts using her reflect wave move. This is pretty easy to dodge, just keep moving. You can tell when she uses it, she will say it and the camera will focus on her.

Name: Dr. Eggman  
Character: Tails  
Hits: Varies (dependent on attacks)

Ah, Dr. Eggman is back. This time he is a little mad, and quite a bit more difficult than the first time around. Use your laser if you can. If not, the close up attacks don't do nearly as much damage. Eggman will run away at first, just try to shoot him, or use the close up attack. After he takes a few hits, he will start firing missiles which can easily be dodged. Hurt him a little more and he gets real mad and fires a big ray at you. This move will mess you up bad. It is very hard to dodge. Your best bet is to try to get behind him when he gets ready to fire it. He will probably use it when he is near dead, so if you are lucky, you can attack him while he is firing it and hopefully kill him before he kills you. Good luck on this one, as it is one of the more difficult bosses in the game.

Name: Shadow  
Character: Sonic  
Hits: 5

This boss is pretty easy. Just be careful of the falling floors if you fall behind. Also watch for Shadow calling for Chaos Control. You can get three hits on Shadow pretty easy. Just run him down and home attack him. After you get three hits though, he doesn't play stupid anymore and will now dodge your attacks. Now you have two hits left on him. There are two methods you can use to get these attacks. One is to fall behind Shadow a little bit until he does the Chaos Control. When he does, he stands still. Quickly home attack him, then repeat. The second method is a bit harder and not as effective. If you get far ahead of Shadow, he will Chaos Control ahead of you. He always lands in front of you in the center of the track. If he does it when there is a set of rings right behind him, you can light dash through these rings and into Shadow.

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DARK  
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Name: B-3x HOT SHOT  
Character: Shadow  
Hits: 4

This is pretty much Big Foot revisited. Except with an extra laser attack. The patterns and strategies are pretty much the same as they were for Big Foot. The only difference now is to keep moving if you see red cross hairs locked on to you. When this happens, Hot Shot fires a laser at you.

Name: Tails  
Character: Dr. Eggman  
Hits: Varies (dependent on attacks)

This is the exact same as Tails versus Dr. Eggman, just in reverse. Just keep moving and fire away at Tails. You have a better chance of hitting him if you are close to him. The further you are away, the more he can move. Just get a few hits on him and he should be done.

Name: R-1/A FLYING DOG  
Character: Rouge  
Hits: 5

This is similar to Big Foot and Hot Shot, except it doesn't land, and it's pattern is more of a circle-type pattern. The best method to take this boss out is to jump on top of the boxes and glide into him when he gets near. If all the boxes are destroyed, use the nearby walls by climbing up them and jumping off. If you see Flying Dog stop, he is either preparing to shoot you with the laser, or missiles.

Name: Sonic  
Character: Shadow  
Hits: 3

This is the same as Sonic versus Shadow. Use the same strategies. Wait until Sonic stops then home attack him. Try not to get knocked off the edge here.

Name: Egg Golem  
Character: Dr. Eggman  
Hits: Varies (dependent on attacks)

This is quite different than when using Sonic. The Golem's attacks are pretty much the same. Just blast away at the Golem's chest and you will notice the cracked areas will bust open after a few shots. This reveals power sources on the Golem, which takes 3 hits. Just blast away at each of them to send the Golem down in the sand. If you however, fall in the sand, it is all over. Eggman's suit can't jump out of the sand like Sonic could. So if you fall, hover and land on one of the blocks. Then use the pulleys to go back up.

Name: Knuckles  
Character: Rouge  
Hits: 5

As with most Dark side bosses, it is simply the same, just different characters. Basically do everything you did in the fight using Knuckles. Just punch or kick whenever you can. If the floor opens up, find Knuckles on one of the beams and nail him. Watch out for his special attack. You can tell it is coming due to the close up of

Knuckles calling for it. Once he does, lightning will strike down.  
Simply keep moving to dodge it.

Name: Tails  
Character: Dr. Eggman  
Hits: Varies (dependent on attacks)

Argh, this fight again. Just as annoying as when you were Tails. Just rush Tails and start pounding away at him. He'll do the same moves as Eggman did when you fought him. If he does the big laser move, just stand there and wail away at him if you have full life.

Name: Sonic  
Character: Shadow  
Hits: 5

Another fight that is the same. Sonic's move is the Sonic Wind though, which is the only real difference. Just get 3 hits on him at the beginning. Then let him get a little ways ahead of you, call for Sonic Wind, somersault out of the way, then quickly attack him while you can. Do it again, and Sonic is done for.

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LAST  
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Name: The Biolizard  
Character: Shadow  
Hits: 6

This will remind you a bit of King Boom Boo, as you run in a circular fighting area. You must run from the mouth of the Biolizard. But do not run to far, or else you will run into his tail, which will hit you. Another hazard are the gaps in the circle. Some sections of the circle have openings for the water to flow. Jump over these, if not, you will end up being rushed away, and lose a life. Also, do not pick up every ring you see. Save some along the outside for emergencies.

First off, keep running until the Biolizard gets tired. You will be able to tell because he will stop, and a railing will appear along the side of his head. When he is stopped, run to towards Biolizard's head and jump and home attack the railing. This will allow you to hit the railing with a bit of speed, which will send you up to the top. Once near the top, jump off and home attack the red button. After he is hit for the first time, he will start firing energy balls towards you before tiring out again. If they are in the ground, jump them. If they are in the air, somersault underneath them. When he is done firing, he will stop, and the railing will appear again. Grind up and hit him again.

After you hit him for a third time, your attack method will be forced to change. After he fires the energy balls, rather than just stop and have a railing appear, now a bunch of pink balls will appear around him. You must jump and home attack into these balls and make your way up to the top. Once up to the top, you can hit the life support system. After doing that twice, Biolizard will roar and a bunch of pink balls will rise up, along with you. There is no longer gravity, and Biolizard has one hit left. You can only take two hits here, as no rings are around in the air. Work your way around the pink balls until you near the center, then go in for the kill. You may have to wait until a few balls fly off. Get the last hit in and you are done with him!

Name: The FinalHazard  
Character: Sonic & Shadow  
Hits: 6

This is the final, final boss. He isn't too hard. A Buttons moves you up, B Button causes you to dive. Use the Analog to just go straight ahead. Here are some things to remember about this boss. You run out of rings, then you lose your Super form, which means death for you. If you go past the FinalHazard, then it switches to the other character. But this results in less rings, which gives you less time to attack. Now, let's get down to business. Your objective is to attack the red, swollen area on the FinalHazard. At first it is simple, just dodge the laser here and there, then go in for the kill. But as you get more and more hits on FinalHazard, it gets harder. More lasers, more balls blocking your way. Just make sure you dodge them, and you will be fine. Get the hits in and FinalHazard will be toast in no time.

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(12) DISCLAIMER/CREDITS  
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(13) CLOSING NOTES  
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