

Sonic Adventure 2 Lost Chao Guide

by WishingTikal

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S O N I C A D V E N T U R E 2

For Sega Dreamcast

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L O S T   C H A O   G U I D E

Version 2

created on 06/10/02

updated on 01/01/06

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Section 1.

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I N T R O D U C T I O N
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Hey there. I decided to make an FAQ for the lost chao, because when I was looking for them, I noticed that there were absolutely no lost chao in-depth FAQs! And a lot of people are asking for the lost chao on the boards so... I finally got all the lost chao, and now I decided to make a guide to help you get all of them. I know it can sometimes be hard to find them and it took me a long time before getting all of them so I tried to make my FAQ as detailed and helpful I could. Hope you will enjoy my FAQ and it will help you finding all the lost chao!

~WishingTikal on 06/10/02
<http://www.youtube.com/WishingTikal>

Hiya all, I'm back... four years later! That FAQ was my first one, so it's very special to me. I decided to update it a bit, because considering it was my very first FAQ, it's obviously not my most well written one (although it does is my most detailed and in-depth one, it even surprise me how detailed I went in my explanations!). I'm not changing the layout, since it's part of the nostalgia, but I'll correct all those little mistakes here and there, and try to make it clearer. I'm glad it helped so many people, and thanks for your support. I hope you'll keep using and enjoying it.

~WishingTikal on 01/01/06
<http://www.youtube.com/WishingTikal>

*Note that this FAQ was actually made for the Gamecube version of the game, but it's the same so I only modified a few little things.

Section 2.

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L O S T C H A O
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I finally got all 180 emblems (hey, I'm not bragging!) so all the A Ranks for the third missions. I would have liked to add the ways of getting all the A Ranks for the lost chao missions, but I never really had the time to. Anyways, there is only and only one trick: get to the lost chao the fastest you can, so know the level by heart. But of course, I wrote down all the times you need to beat to get an A Rank on the third missions for every single level. For certain missions, you will need to have specific character's upgrades (like the Mystic Meldoy) in order to find the lost chao. If you don't have them, you will not be able to reach the lost chao. If you need one of them, please consult the Upgrade FAQ (on GameFAQs.com). Good luck.

Mission 3 : Find the lost Chao

A. S O N I C

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A.a. CITY ESCAPE
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Upgrade needed : Mystic Melody

A Rank -> 2:30

Some people seem to have trouble finding this one but it's really easy. After you reach the park area (checkpoint 2), you will go through a loop and then run down a building. Press the jump button to jump so you fall off the building instead of running down it. You will land near springs. Walk a little forward until you come to a tree, then turn left. There you will see an ancient shrine, so play Mystic Melody near it and a spring will appear on top of it. Jump on the spring and grab the pulley above. Press A to jump on the next pulley, then jump on the spring and grab the other pulley and repeat the same until you see a beetle enemy with an electric field around it. Wait until it disappears and home attack that beetle. You will fall on a spring and then grab another pulley. Now a pole will be in front of you, so jump on it and let it go while you are spinning upward so you will jump towards the building.

Stay close to the wall and while falling, enter the opening in the wall. Here is the lost Chao.

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A.b. METAL HARBOR
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Upgrades needed : Bounce Bracelet
 Mystic Melody

A Rank -> 0:50

This one is pretty simple. When you get to an area with planes launching bombs, go at the extremity of the area before the row of rings, and look on your left. You will notice four hangars. In the bottom middle one, there is a chao box. In the hangar on top of this one you will see an ancient shrine. Bounce to reach this hangar and play Mystic Melody next to the ancient shrine. A floating platform will appear in front of you. Jump on it and then at the right, on the hangar. There should be some floating platforms in the air over the sea. Bounce on the first one above you, then use the homing attack in direction of the next platform. Be careful not to fall. Home attack to reach the last one and then a last time on the structure with red boxes on it in the water. Go at the end of it on the yellow footbridge and grab the lost chao.

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A.c. GREEN FOREST
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Upgrades needed : Bounce Bracelet
 Mystic Melody

A Rank -> 1:30

Another easy one. Right before reaching checkpoint 3, you should be in an area with a lot of big red flowers. Go up the little hill where a green tree trunk is lying on the ground (an animal is next to it) and take a look below, at the left extremity of the hill. Down there you will see an ancient shrine. Jump down to it and play Mystic Melody. Floating platforms will appear. Instead of jumping on the first platform, go back up where the red flowers are. Walk a little forward next to the second floating platform and jump on this one. Then, bounce up to reach the third platform. Now be careful. Jump a little to your right, where you can see two beetle enemies. Press A to home attack the first beetle. No need to home attack the second one. Just hold the stick forward to land on a platform next to the lost chao.

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A.d. PYRAMID CAVE
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Upgrades needed : Bounce Bracelet

Mystic Melody

A Rank -> 3:50

Next to checkpoint 3, you have surely notice an ancient shrine, but it's not the right one, so don't mind it and keep going until you see another ancient shrine. You can't miss it, don't worry, it's right on your way (just before a row of rings and a loop). Play Mystic Melody on it and a spring will appear on the right edge. Jump on the spring and you'll land near a wire fencing, but don't mind it. Instead, go through the passageway. Hit the hourglass switch and bounce up on the pole above you. You will have to be very quick. Swing on these three poles and if you make it in time, you will land in front of the half close door. (If not, make your way back on the poles to the hourglass and try again.) Quickly go through the half close door to reach the lost chao.

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A.e. CRAZY GADGET

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Upgrades needed : Bounce Bracelet
Light Shoes
Mystic Melody

A Rank -> 5:00

When you reach the area with colored block platforms (checkpoint 5), press the first gravity switch you see and you will now be on a purple block. Go to the left and follow the trail of rings to another gravity switch. Press it and you will land on a green block. Go left, then down and jump on the black boxes. Bounce on these to reach the top and another gravity switch. Press it and you will land on a yellow block. Turn left, then continue your way up. Home attack the beetle enemy you see there to land on a blue block. Make your way right and press the gravity switch there. You are now on the yellow block. Watch out for the blue enemy on this block. If you go right you will find a shield capsule. Then go back where the blue enemy was and press the gravity switch. Jump on the spring and hold the stick down to fall on the other side of the yellow block. Go down and hit the spring. Light dash through the line of rings to land on the ramp. Now you should be on a green block. Go upward and use the spring to reach the purple block. On your right is a line of rings so light dash through it. Once on the blue block, press the gravity switch. On the purple block, make your way right and then down. You should come to a switch with a star on it (the round white one). Press the gravity switch next to it to land on the red block. Watch out for another blue enemy. Press the switch on your left to fall on the purple block. Go to the end of the platform and you will finally see the ancient shrine. Play Mystic Melody next to it and light dash through the row of rings that just appeared. Make sure to hold the stick forward while light dashing to carefully land on the red block. Once there, watch out for the two flying beetle enemies that are homing at you. The lost chao is waiting for you straight ahead on a ledge of the platform.

If you're going for the A Rank, Link Eiyu has a faster method of reaching the lost chao:

When you get into the gravity chamber/block room with all the switches, press

the first switch in the room. You'll end up on the purple block. From there, run towards the second switch. But INSTEAD OF PRESSING IT, jump to the right, onto the red block. This should shave a good 30 seconds off your time to get there. From there, proceed as normal by hitting the gravity switch to your left, landing you back on the purple block. Then go to the shrine and play the Mystic Melody and light dash on the line of rings that appears.

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A.f. FINAL RUSH
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Upgrades needed : Light Shoes
Mystic Melody

A Rank -> 4:15

After checkpoint 5, at a certain point, you will grind up a railing and hit a spring, then land near a purple railing and a orange one. Get on the purple railing. I suggest you hitting the sixth checkpoint in front of you before continuing because you can easily die here. After hitting checkpoint 6, go back to the ancient shrine next to the purple railing. Play Mystic Melody and floating platforms should appear; go on them. Now this can get pretty tricky. Try to use the homing attack onto the purple railing with a red "X" in front of you to climb it up. Crouch on it to gain some speed. The only trick I can give you is to jump while holding the stick forward when the railing is straight. Once you make your way to the top of the railing, follow the path to another ancient shrine. Play Mystic Melody and then light dash through the row of rings that just appeared. Then, another hard part. Make your way through all these orange railings carefully until you reach a tunnel. Go through the tunnel and destroy the blue enemy. Then, home attack on the railing and crouch to get to the top of it (it can take a few tries). In the center of the room is the lost chao.

B. S H A D O W

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B.a. RADICAL HIGHWAY
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Upgrade needed : Mystic Melody

A Rank -> 2:30

After checkpoint 2, you will go across two loops, then you will run down to a ramp. Make sure to press A while on it to bounce on a spring and finally on another road. Once there, destroy the robot enemy and jump on the pole. Press A while upward to land on the moving lifts. Then wait for the beetle enemy to drop its electric field and home attack it and then the two others.

Destroy the robot enemy ahead and jump on the springs. You should now be on the upper part of the bridge. There should be a golden beetle here. Head left (or right) towards the side of the bridge where Omochao is. From now on, read carefully. People always have trouble understanding what to do. Next to Omochao is a bridge rail with rings on it. DO NOT go on this one. So, on the OTHER SIDE of Omochao is another bridge rail (on the OPPOSITE side of the one with rings). There is no rings on this one. This one takes you to the opposite side. So instead of grinding forward, you go BACKWARDS. I repeat, BACKWARDS. So, get on the rail going backwards and crouch to gain speed. You will land on the other part of the bridge and in the middle is an ancient shrine. Play Mystic Melody and floating platforms will appear, so jump on these and you'll reach the lost chao.

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B.b. WHITE JUNGLE
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Upgrade needed : Mystic Melody

A Rank -> 3:20

An easy one. At a certain point of the level (after the third checkpoint) you will come to a chao container with three capsules behind it. Jump on the spring. You should now be in front of a slingshot. But do not jump onto it. Head to the opposite direction of it. You will see the shadow of a weight trap above you, but don't worry, continue your way to the ancient shrine. Play Mystic Melody next to it and floating platforms will appear. Jump on the ancient shrine and then on the platforms. On the third one, you will see a beetle enemy. Home attack it and land on the platform. Now jump onto the slingshot, then on another one. Home attack the next beetle enemy but watch out for its electric field. Other beetle enemies will appear after you hit it so do not go too fast. Home attack all of them in a row. The lost chao is on the next platform.

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B.c. SKY RAIL
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Upgrades needed : Air Shoes
Mystic Melody

A Rank -> 1:10

Before checkpoint 2, there are two black containers and a wooden box. Behind those is an ancient shrine so play Mystic Melody on it. Light dash through the line of rings that just appeared and there will now be a spring lift in front of you. Home attack it to go up. Repeat the same thing with the other spring lift. You are now on a round platform and in the center is another higher round platform with fences around it so you won't be able to climb it. Go left (or right) and watch out for the flying robot enemy firing at you. You will find a spring lift so home attack it and destroy the flying robot enemy in front of you. Then, use the other spring lift and carefully jump on the platform with the lost chao on it.

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B.d. FINAL CHASE
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Upgrades needed : Air Shoes
 Mystic Melody

A Rank -> 4:30

If you find an ancient shrine at the beginning of the level (somewhere after checkpoint 2), then it's not the right one so continue your way until checkpoint 6. You will pass through some horizontal cylinders with springs on them and blue enemies. Then you will use a pulley to go up, destroy a blue enemy, and land on a vertical cylinder. There is a panel on this cylinder to keep you from spinning around it. On top of this cylinder is a spring and next to it is a pulley. Do NOT jump on the spring. Grab the pulley to go up to a platform with an ancient shrine on it. Play Mystic Melody and a line of rings should appear on the other side of this platform. Light dash through those rings and you should land on a floating platform. Jump on the other platform with a 10 rings capsule on it. Don't jump on the spring on this platform, go on the cylinder instead. Watch out for the meteors and the electric fields while you make your way to the top. Once on top, grab the pulley. It will bring you to the lost chao.

C. T A I L S

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C.a. PRISON LANE
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Upgrades needed : Booster
 Mystic Melody

A Rank -> 2:00

After checkpoint 2, you go through a tunnel and then you end up in a wide area. Before entering the next tunnel, look next to it. There is an elevator on the ground so go on it and it will take you up to the tunnel's roof. Once on it, rotate the camera around and you will notice an ancient shrine on a platform below. Hover to it and play Mystic Melody so a spring will appear on the ancient shrine. Jump on it and you will land on a platform with a lot of beetle enemies. Destroy them all and the door of one of the cells will open. The lost chao is inside them.

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C.b. MISSION STREET
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Upgrades needed : Booster
 Mystic Melody

A Rank -> 3:20

Right before checkpoint 3, don't go on the road you usually go on. Instead of that, go the opposite direction of the checkpoint. Next to the edge of the road, you will notice a lift. Go on it and it will bring you down below on a platform with a balloon and an ancient shrine on it. Play Mystic Melody and a warp will appear above it. Jump into it and it will bring you on another platform next to a road below. On the side of this road are lifts you can now go on. Hover to the first lift, destroy the robot enemy, hover to the second one and make your way to the top of the lifts. Destroy the flying robot enemy and pick up the lost chao.

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C.c. HIDDEN BASE
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Upgrades needed : Booster
 Mystic Melody

A Rank -> 2:50

Somewhere after checkpoint 2, you will come to a strange looking door with an ancient shrine next to it. You can't miss it. Once you find it, play Mystic Melody so the door will open. Enter the new area and jump down below on one of the platforms in the quicksand. Try destroying the flying robot enemies before jumping down or they will be a pain. Once down, you will see a passage leading to a new room. Hover to it and destroy the flying robot enemy. There is a pulley in the center of the room so hover towards it and grab it. Once up, destroy the flying robot enemy and jump on the platform with the lost chao on your right. If you miss it, there are springs on each side of the platform to jump there and get to the lost chao.

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C.d. ETERNAL ENGINE
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Upgrades needed : Booster
 Mystic Melody

A Rank -> 2:45

After the first checkpoint, you must open a locked door by hitting the door switch (the round white one with a star on it). Once you get past this now unlocked door, you end up outside in the space. In front of you is a long

footbridge. Instead of going on it, jump at the left of it. You should land on a platform with an ancient shrine. Play Mystic Melody and floating platforms will appear. Jump from platform to platform until you reach a different platform. Jump on it and it will take you up to another floating platform. Go on it and then hover to a moving platform below. There is now a door in front of you so hover to it. Once inside, don't destroy the first blue enemy you see or all the doors will blow up with him. Go past it by jumping to avoid his arm attack. Destroy the second blue enemy though. Go through the door to end up outside again. Jump on the cages and then hover to the moving platform. Below is a door surrounded by a security laser field. Hover above those lasers to avoid them and reach the door. The lost chao is inside the room.

D. E G G M A N

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D.a. IRON GATE

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Upgrades needed : Jet Engine
 Large Cannon
 Mystic Melody

A Rank -> 2:00

After checkpoint 2, you go through a tunnel, then you burst open a door and you end up in a wide area. The camera will rotate to show you the path at the right. But instead of going that way, head straight ahead from where you came out. There is a big beige horizontal pipe and a spring on it. The spring takes you to a platform with a steel container. Break it to reveal another spring. This one takes you to another platform with a capsule and three springs. Jump on these to land on another big pipe. Follow the path of rings to reach the next pipe by hovering. You will see a pulley in the middle of the way to the next pipe. Don't hover to this pipe though. Jump in direction of the pulley and you will end up on a platform below with an ancient shrine. Play Mystic Melody so floating platforms will appear. Be careful not to fall while jumping on those or you will not be able to reach these pipes again. Once on the last platform, hover to another floating platform under the pulley. The pulley will take you to another wide area. Head right in this new area and at the end you will find another ancient shrine. Play Mystic Melody to make other floating platforms appear. Jump on the spring next to the ancient shrine and you will land on the first floating platform. Jump on the second one and hover to the third one. Then make your way to the top using the platforms. Once on top, watch out for the robot enemies. Go on the elevator on the ground to reach the lost chao.

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D.b. SAND OCEAN

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Upgrades needed : Jet Engine

Large Cannon

A Rank -> 3:00

Right before checkpoint 2, there is a moving round platform with a flame in the middle. While on that platform, instead of taking the path of checkpoint 2, stand on one of the two ledges of this platform and you will see a platform with a spring on it further in the quicksand. Hover to that platform. Then, you will see another platform moving very fast. Before jumping on it, you must break the metal boxes on a nearby platform surrounded by a wooden fence. Once it's done, hover to the fast moving platform. Don't hover to it while it is close to you or you will miss it and fall in the quicksand; rather hover to it while it is far from you, since the platform moves faster than you so when it will be close to you, you should land on it. Once on it, hover to the platform with the wooden fence. From there, break the four metal containers you see on another nearby platform. Once they aren't there anymore, hover to this large platform. The lost chao is at the end of this platform.

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D.c. LOST COLONY

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Upgrades needed : Jet Engine
Mystic Melody

A Rank -> 2:30

After checkpoint 2, you open a locked door and end up outside in the space. Work your way on the little footbridge until you reach a missing part of the bridge where you must hover to reach the other side. But stay there, don't go on the other side. Below, on your right, is a platform but you can hardly see it. Jump down to this platform and you should land on it. It takes you up to another part of footbridge with an ancient shrine on it. Play Mystic Melody and floating platforms will appear. Jump on the ancient shrine to reach the floating platform. Then jump from platform to platform and finally hover to a door in front of you. Destroy the two beetle enemies and go through the door. You are now outside again but it's so dark you can't see much. You can see the flashing red light of a door further ahead. To open that door you must destroy a beetle enemy in front of the door but you are too far to reach it. Anyways, hover in direction of that door and while hovering, don't go too fast so you can lock on the enemy. Destroy it and the door should open. Go through that door and destroy the flying robot enemy in here. Another door will open to reveal the lost chao.

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D.d. WEAPONS BED

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Upgrade needed : Mystic Melody

A Rank -> 2:15

After checkpoint 3, grab the pulley ahead and you will land on a kind of planes storage area with four hangars in the left end corner. In the last hangar is an ancient shrine. Play Mystic Melody here and a warp will take you to the lost chao.

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D.e. COSMIC WALL

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Upgrades needed : Jet Engine
Mystic Melody

A Rank -> 1:30

Right after checkpoint 2, you hover up and break a triangular container. Instead of continuing straight ahead, hover to the right and you will land on a platform with another triangular container. Break it to reveal a chao container and an ancient shrine. Play Mystic Melody and a spring will appear so jump on it and you will land on another platform. Follow the flashing green arrow by hovering up to a platform with a meteor. Destroy the meteor and hover up to another platform with another meteor above it. Destroy it and land on this platform. There are springs on it so jump on these. Once on the next platform, break the triangular container here to reveal the lost chao.

E. K N U C K L E S

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E.a. WILD CANYON

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Upgrades Needed : Shovel Claw
Hammer Gloves
Mystic Melody

A Rank -> 0:40

From the start, climb up one of the walls to reach the highest part of the area. Find the four metal crates in one of the corners. Once you find them, break them to reveal a painting on the wall. Dig in the middle of the painting where there is a brown square. You will land in a room with an ancient shrine, so play Mystic Melody near it to open the door. Beside the door in the next room is another ancient shrine; play Mystic Melody so a warp will appear. Go through that warp and you will now be in a room with the lost chao.

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E.b. PUMPKIN HILL

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Upgrade needed : Mystic Melody (optional)

A Rank -> 1:00

There are two ways of getting to the lost chao in this level. The right -and longest- way and the other way, which is quicker. This is the fastest way: From the start of the level, glide through the 20 rings balloon in front of you to land on a platform where the Shovel Claw upgrade was before. Then, glide to the left, following the metal beam to another platform with a rocket on it. Use the rocket. It will take you to a churchyard on top of Church Mountain. On the other side of the cemetery is a dancing dead tree and next to it is another rocket. This rocket takes to Pumpkin Hill, so use it to get there. As soon as the rocket launches you, glide in direction of the platform in the air above the top of Pumpkin Hill. If you got it, climb on the platform. There is a tree on it. Then, glide to the second platform with a scarecrow and finally to the last platform with pumpkins and the lost chao.

This is the other (longest) way to get the lost chao: From the beginning of the level, turn around and glide to the rocket on the platform with pumpkins and Omochao. Use that rocket to reach the top of Pumpkin Hill. On the upper part of the hill is Omochao. Below it is an ancient shrine, so play Mystic Melody. Go back where Omochao is and you will notice that there are now floating platforms leading to a higher platform with a tree on it. Jump on these platforms until you come to the tree. Now glide to the next platform with a scarecrow on it and then to the last platform with pumpkins and the lost chao.

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E.c. AQUATIC MINE

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Upgrades needed : Mystic Melody
Air Necklace (optional)

A Rank -> 1:00

Right in front of you at the beginning is a structure with the painting of a ghost on it; climb it up. Now rotate the camera and you will see a pulley so grab it. You are now in a kind of cavern area. Look around to find the ancient shrine. Once you've found it, play Mystic Melody. A door will open in front of the rails on the ground. Go through that new passageway and break the wooden chests on your way. Then, jump down in the water. You are now in the Ghosts' Room. Swim down holding the attack button and take a look around. You will notice two rings somewhere placed vertically from the ground to the ceiling; they are leading to a hole in the ceiling. Release the button once near these rings and follow the path of rings to the top of the hole. If you don't have the Air Necklace, be quick. Now swim through the tunnel. You will find a life capsule at the end and a pulley next to it. Grab the pulley to reach the lost chao.

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E.d. DEATH CHAMBER
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Upgrades needed : Hammer Gloves
Mystic Melody
Air Necklace (optional)

A Rank -> 2:00

You start in the red room. Hit the hourglass switch in front of you and go through the door in front of it and through the passageway. Destroy the homing robot enemy. Then, hit another hourglass switch and break the steel containers to reveal a little room. Climb up the wall and quickly go through the door before it shuts down. You will now be in the green room. Jump on the lowest floor below and make your way to the right. Watch out for the trap on your way. You will come to an ancient shrine so play Mystic Melody on it. A door in the floor will open so jump in that new water area and swim down to the floor. If you don't have the Air Necklace, be quick. On the other side of this area, you will notice a hourglass and a ghost next to it. Hit the hourglass switch (stand above it and press the attack button) and quickly return where you came from. A door will now be open in the wall. Don't lose time with the ghost though or the door will close before you reach it. You have to be VERY quick. Keep going on through a room with two homing robot enemies and another room filled with ghosts and then a room with two other enemies. There is a hole in the ceiling above you; go through it. You should end up in a room with Chao painted on doors. These doors can't be opened so don't mind them. Climb up the wall behind you and move around to reach the other side (still while climbing). You will notice a closed door near the ceiling. Under it, on a lower wall, is a hourglass in an opening in the wall. Glide to this hourglass switch, hit it, and go back to the door above before it closes. It can be hard because of the camera angle. The lost chao is behind that door.

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E.e. METEOR HERD
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Upgrade Needed : Mystic Melody

A Rank -> 1:30

First, go to the structure in the middle of the level (the one where you fought against Rouge). Once in this structure, find the platform with a rocket on it. Use this rocket (if you jump on the spring in front of the structure you will land directly on the platform with the rocket). This rocket takes you to a platform with a moon symbol and a spring, so jump on the spring to reach another platform with another rocket in the middle of it. Use this rocket. When it launches you, make sure to climb on the blue wall. Climb up to the highest you can on your right. You should come to a big platform around this space building. Now glide around this structure to the right until you reach another platform of the same kind as the previous one. There is an ancient shrine on this one. Play Mystic Melody and jump into the warp to land in a vertical garage with another shrine at the bottom of it. Play Mystic Melody again and go in the warp to fall straight to the lost chao.

F. R O U G E

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F.a. DRY LAGOON

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Upgrades needed : Pick Nails
Iron Boots
Mystic Melody

A Rank -> 0:40

From the start, climb up one of the walls to reach the highest part of the area. Once there, find the place with a big opening in the wall. There are a few metal and wooden crates and also a spring on top of one of them. Break the metal crates to reveal a painting on the wall. Dig in the middle of it where there is a brown square. You will end up in a room with an ancient shrine. Play Mystic Melody and the door will open. There is a warp in the other room, so jump into it and it will take you to the lost chao.

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F.b. EGG QUARTERS

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Upgrades needed : Pick Nails
Iron Boots
Mystic Melody

A Rank -> 1:00

You start in a red room. Go left; there is a passage with a ghost and then a long passageway with a wire fencing floor. You will end up in a room with a platform surrounded by pillars in the center. There is an ancient shrine in the middle of this platform. Go next to it and play Mystic Melody (watch out for the hidden ghost here though ^_^). Then use the warp. You are now in a large room with wooden crates on the ground and two ghosts. You can see (and hear) the lost chao in a hole under a trap in the middle of the room, but when you approach it, it falls on you so you can't reach the lost chao. Instead, take a look at the walls. On one of them is a strange looking tapestry with two scorpions painted on it. Dig into it and you will end up in a room like the previous one but instead of wooden crates on the ground, there are metal crates. There are bombs throwing monkeys in this room so be careful. Go left and break all the metal crates until you find a switch in one of them near the left corner. Once you activate it, go in the center of the room (there is a hole) and dig into the tapestry on the ground. You will land in the first room you were in before. But now, because you activated the trap switch, the trap will stay in the air so you can reach the lost chao.

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F.c. SECURITY HALL
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Upgrade needed : Treasure Scope

A Rank -> 0:30

You won't need to find the ancient shrine here. At the beginning of the level, destroy the enemy in front of you and turn left. Climb on the structure with the yellow "Danger" notice. Jump on the spring between the two black containers then grab the pulley to reach the top floor. Climb up the wall next to you. You should now be in front of an area filled with crates full of robot pieces and lots of lasers. But don't go there. If you look at the floor in front of you, you'll notice it's written down "A Block B Block C Block". Stand on the yellow B Block and use your Treasure Scope. A hidden spring will now be there, so jump on it to reach a high platform with the lost chao on.

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F.d. MAD SPACE
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Upgrades needed : Iron Boots
Mystic Melody

A Rank -> 1:30

From the start, you land on a platform with three paths. Take the left one. Break the steel container to reveal a switch and a spring. Hit the switch and then the spring. Now use the rocket. It will take you to a "moon" with a kind of train thing that gravitates around a tower in the center. Climb up this tower. On top of it is a rocket so use it. It will drop you on a platform with a star symbol and a rocket. Use this rocket too and you will end up again on another platform with another rocket on it so also use this rocket as well and you will land on another platform with another star symbol. Now, no more rockets. Climb up the blue wall next to you. But climb it to the left so you find a big platform with three blue lanterns. Glide to the left around this space structure to another big platform like this one but with containers floating above it in the air. There is a fence around this platform. Go near the only metal container here to the edge of the platform and jump down. Don't worry, there is a platform below with a blue enemy (you can worry about this though) and an ancient shrine. Land on this platform, destroy the blue enemy and play Mystic Melody so a warp appears. Use the warp to reach a tunnel in the spaceships garages. Break the steel containers and go in another warp. Destroy the flying robot enemy and jump into the other warp. This warp takes you to the lost chao.

Section 3.

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C A N N O N ' S C O R E
vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv

You will have to find 3 ancient shrines in order to find the lost chao in this level. It's long but easy and rather simple.

Mission 3 : Find the lost Chao

A Rank -> 7:30

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A. T A I L S  
Upgrades needed : none

There is nothing to do in Tails' level so work your way through it like you ordinary would.

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B. E G G M A N
Upgrades needed : Jet Engine
 Large Cannon
 Mystic Melody

Straight after checkpoint 2, there is a small platform you must land on to go below, but instead of going on it, you will need to reach the door on the other side. Hover to that door. You might have to hover from the rail to the door to reach it. Once you reach it, break the metal crates and keep going on to the ancient shrine. Play Mystic Melody and a shield capsule will appear behind you. That's all? Yup, that's all. Now make your way to the end of the level.

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C. R O U G E  
Upgrades needed : Mystic Melody

Eggman has opened a new path for Rouge now. At the beginning, turn left and you will notice there is a new open path now. Normally, there was a door here. At the end of the tunnel is an ancient shrine so play Mystic Melody and a shield capsule will appear. That's all for Rouge. Finish her level now.

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D. K N U C K L E S
Upgrades needed : Mystic Melody

Rouge has made floating platforms appear for Knuckles now. Leave the water area and go to the security door near Omochoao (the one you must open to finish the level). There are now floating platforms next to it leading to a hole in

the ceiling. Jump and you will grab a pulley. Once in the tunnel, you will see an ancient shrine so play Mystic Melody to make a magnet shield capsule appear. That's it. Use the pulley to head down and go open that security door to finish Knuckles' level.

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E. S O N I C

Upgrades needed : Light Shoes

The last and hardest part. You start from sliding down a pole. Once you slide down the second pole near the end of the level, you will fall on a kind of yellow waterslide. Knuckles should have made a row of rings appear on top of the waterfall. Press the right button to light dash through it when you get close to it. It can be hard because of the water flow (it took me a few tries...). While light dashing through the rings, hold the stick FORWARD to land on a platform. Destroy the two blue enemies on this platform to open the door. Watch out for the three robot enemies inside and finally pick up the last lost chao.

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Section 4.

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E N D  
vvvvv

Contact Info  
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Notice:

- Include name of game in subject line -- this is not my only FAQ
- Do not call me dude, man, bloke, or whatever -- I am not.

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Visit me on Youtube for video walkthroughs!  
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