

Sonic Advance Unofficial Guide Final

by Xfactor

Updated on Apr 30, 2002

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[ game title   ] Sonic Advance
[ revision     ] FINAL Version
[ author       ] Xfactor (email: hongchew85@yahoo.com)
[ last updates ] 30th April 2002
[ system       ] Game Boy Advance
[ FAQ title    ] Unofficial Guide to Sonic Advance
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Although one man's name appears on the top, this guide would have been impossible to complete without the efforts of several contributing individuals. You can read about the people at the "Credits and Legal Term" section.

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TABLE OF CONTENTS
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```

-INTRO

- (a) Proper Introduction
- (b) Version History
- (c) Things To Expect In the Future Version

-GAME INFORMATION

-THE CHARACTERS AND ENEMIES

- (a) Characters
- (b) Enemies
- (c) Enemies (Badnik)

-ROOKIE TECHNIQUE

- (a) Basic Button Function, movement technique
- (b) Items
- (c) Game Basic

-ZONES STRATEGY

- (a) Neo Green Hill Zone
- (b) Secret Base Zone
- (c) Casino Paradise Zone
- (d) Ice Mountain Zone
- (e) Angel Island Zone
- (f) Egg Rocket Zone/Cosmic Angel Zone
- (g) X-Zone
- (h) The Moon Zone(secret)

-ENDING

-SECRET AND GLITCH

-VS MODE

- (a) Single Pak
- (b) Multi Pak

-TIME ATTACK MODE

- (a) What is it?

-OPTIONS

-TINY CHAO GARDEN

- (a) Basic
- (b) The Bars
- (c) Items List
- (d) Fruits List
- (e) Eggs List
- (f) Mini-Games
- (g) Chao Quotes

-FREQUENTLY ASKED QUESTIONS

-GAMESHARK CODES

-CONTACTING ME

-HELP

-PRESS

-MISCELLANEOUS

- (a) Scoring Method
- (b) Sound Test

-CREDITS AND LEGAL TERM

- (a) Credits
- (b) Sites Permitted To Use This FAQ
- (c) Legal Term

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- I N T R O -

- (a) Proper Introduction
- (b) Version History
- (c) Things To Expect In the Future Version

(a) Proper Introduction

With a tremendous amount of pride, I'm please to offer you the fullest comprehensive Sonic the Hedgehog Advance Unofficial FAQ/Guide. The intention of this FAQ is to provide you with a comprehensive walkthrough that will get you from the beginning of the game till to the end. In addition, I've documented other stuffs that are worth exploring and noticing in this phenomenal game. The goal is to provide players, whether they are novices or hardcore gamers, with all the knowledge and tools required not only to complete this game, but to also dominate the game

completely. I hope you can sense just how much this guide strives to please.

This is my 2nd FAQ, my 1st FAQ is for the game Resident Evil: Gaiden(a nice GBC game). Both of the latest version for this FAQ and the Resident Evil: Gaiden FAQ can be found on gamefaqs.com.

This game, Sonic Advance, marks Sonic's debut on Game Boy Advance. This is the first portable GBA Sonic game, and I expect to see more of Sonic titles on GBA.

In this game, you play as 1 of the 4 characters(Sonic, Knuckles, Tails, Amy), and your objective is to navigate zones after zones to chase after Eggman to foil his plan on getting hold of the Chao Emerald again.

It's almost the same as the Sonic games on Sega Genesis, only it's portable. Yes, including the enormous levels, fast speed, all in this game. Now, get ready for another advantage of Sonic, the Hedgehog!

"Sonic Advance marks the hedgehog's return to 2D, with graphics and gameplay reminiscent of the original Sonic the Hedgehog games. Dr.Eggman is at it again, with a brand new scheme to trip up Sonic and his pals. This time you'll play as Sonic, Tails, Knuckles and Amy as you collect Chao Emeralds and thwart Eggman's nefarious machines, You'll need all the help you can get, because this all-new quest gets more challenging by the minute with tons of new puzzles and traps. Evade the obstacles and enemies, unlock secret areas, and uncover the hidden Chao Emeralds to transform into Super Sonic for the final battle against Dr.Eggman!"

- THQ

(b)Version History

Version	Date Updated	Section Added/Updated	Credit
0.10	08 Mar 2002	(misc update)	
0.20	09 Mar 2002	The Characters and Enemies	
		Help	
		Zones Strategy	
0.30	13 Mar 2002	Zones Strategy	
		Time Attack Mode	
		Ending	
		Secret	
		Gameshark Codes	
0.40	14 Mar 2002	Credits & Legal Term	Chris O'Rorke
		Credits & Legal Term	Carsten Weissenberg
		Zones Strategy	
0.50	15 Mar 2002	Zones Strategy	SpeedyB7@aol.com
		Credits & Legal Term	SpeedyB7@aol.com
0.60	15 Mar 2002	Zones Strategy	
		Tiny Chao Garden	
0.70	16 Mar 2002	Credits & Legal Term	neoseeker.com
		Tiny Chao Garden(Items List)	Ed The Sloggie
		Tiny Chao Garden(Fruits List)	Ed The Sloggie
		Tiny Chao Garden(Eggs List)	Ed The Sloggie
		Credits & Legal Term	Ed The Sloggie

		Tiny Chao Garden(Chao Quotes)	(43 quotes)
0.71	18 Mar 2002	Game Credit	
		Zones Strategy	
0.72	18 Mar 2002	Zones Strategy	
		Game Credit	
0.73	22 Mar 2002	Game Credit	
0.74	25 Mar 2002	The Characters and Enemies	Michael Bruner
		Tiny Chao Garden(Chao Quotes)	Michael Bruner
			(3 quotes)
		Tiny Chao Garden(Chao Quotes)	(64 quotes)
		Zones Strategy	Michael Bruner
		Tiny Chao Garden(Chao Quotes)	Lucky12398@aol.com
			(1 quote)
		Credits & Legal Term	Michael Bruner
		Credits & Legal Term	Lucky12398@aol.com
		Game Credit	
0.75	26 Mar 2002	Tiny Chao Garden	Gamemaster610@aol.com
		Credits & Legal Term	Gamemaster610@aol.com
		Game Credit	
		Characters & Enemies	
0.76	27 Mar 2002	Frequently Asked Questions	
0.77	01 Apr 2002	(misc update)	
0.80	03 Apr 2002	Game Credit	
		Contacting Me	
		Help	
		The Characters and Enemies	Michael Bruner
		Tiny Chao Garden(Chao Quotes)	(Sopko)
			(2 quotes)
		Credits & Legal Term	(Sopko)
		VS Mode	Isak Holmner
		Credits & Legal Term	Isak Holmner
		VS Mode	I.T.
		Credits & Legal Term	I.T.
		Time Attack Mode	
		Zones Strategy	
0.81	04 Apr 2002	Time Attack Mode	
0.82	05 Apr 2002	Secret	
		Characters and Enemies	
		Credits & Legal Term	"SuperSonic Thunder"
		VS Mode	Ice Key Hunter
		Credits & Legal Term	Ice Key Hunter
		Credits & Legal Term	I.T.
0.83	07 Apr 2002	Chao Quote	Jeff Westphal
		Credits & Legal Term	Jeff Westphal
0.90	10 Apr 2002	Zones Strategy	Ilovemoney4@aol.com
		Credits & Legal Term	Ilovemoney4@aol.com
0.93	15 Apr 2002	(misc update)	
0.95	16 Apr 2002	Credits & Legal Term	Gerald Villoria
0.96	17 Apr 2002	(misc update)	
		Zones Strategy	Bishop McElveen
		Credits & Legal Term	Bishop McElveen
0.965	21 Apr 2002	Chao Quote	"Jeff Davidson"
		Credits & Legal Term	"Jeff Davidson"
0.966	26 Apr 2002	Secret and Glitch	BABYELLIS21@aol.com
		Credits & Legal Term	BABYELLIS21@aol.com
		Chao Quote	demonet kennedy
		Credits & Legal Term	demonet kennedy
		Sound Test	Scizor CT
		Sound Test	Yobemag
		Credits & Legal Term	Scizor CT

| Credits & Legal Term | Yobemag
| Credits & Legal Term | luigiboy4@hotmail.com
(final) | 30 Apr 2002 | Zone Strategy | BIueSpecter@aol.com
| Credits & Legal Term | BIueSpecter@aol.com

Report:TONS of update!

- 1)Added sound test section
- 2)Added even more quotes, about 10 or so
- 3)Other small stuffs

Wheepee! I'm no more updating this FAQ anymore, this is my final version! I've scrapped the Game Credit section, seeing that it was a very hard task, and that almost nobody care about it. So nyah! (thus if you have any problem, TRY not to send me anymore. Instead, ask at the gamefaqs.com board before you find me)

So we'll meet again, ok? Maybe at Tactic Orge board, Dragon Ball: The Legacy of Goku board or Breath Of Fire 2 GBA board.

(c)Things To Expect In the Future Version

- 1)Game Credits
- 2)Chao Quotes

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- G A M E I N F O R M A T I O N -

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Game Title : Sonic Advance
Publisher : Infogrames
Developer : Sonic Team
Genre : Platform
Players : 1-4

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-T H E C H A R A C T E R A N D E N E M I E S -

- =====

(a)Characters
(b)Enemies
(c)Enemies (Badnik)

(a)Characters

SONIC The Hedgehog

THE HEDGEHOG

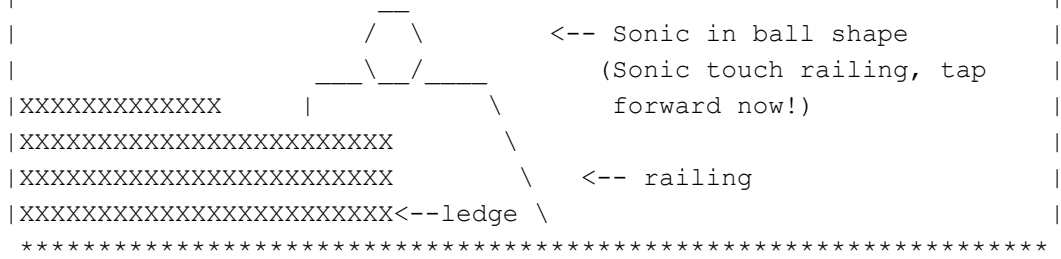
Sonic the Hedgehog is always on the go, but every now and then his arch-enemy Dr.Eggman puts a little snag in his plans. Sonic has beat his rival in every encounter thus far, but has his luck run out? With his Spin Attack and Somersault move, Sonic's got the right stuff, but Dr. Eggman's schemes keep getting more and more devious. Even with his short temper and quick wit, Sonic's good

nature will always cause him to help those in need, so
Dr. Eggman better watch out!

MOVES LIST:

```
*****
|Spin Dash: Hold Down + A
|- Sonic execute a spinning motion in one place, charging up for a
|fast spinning dash. Release the button and the d-pad to make him
|execute the dash to the direction he was facing. Tap A while he's
|charging will make Sonic dash faster. Every breakable objects in
|Sonic's path will be broken (enemies, items, lamp post check point
|etc).
|
|- be careful not to dash into spike while Sonic's executing the
|move!
|
|- Remember to stop totally first before you execute the command,
|otherwise you'll accidentally make the "Spin Attack" move instead.
|*****
|Spin Attack: Press/hold Forward, Down
|- Sonic execute a slow spin dash, so slow that it sense Sonic just
|move a feet or so. Its just the Spin Dash without the dash, and
|this attack break objects too.
|
|- You can use this move to attack enemies too
|*****
|Rolling Attack: B
|- Sonic execute the Spin Attack with a different animation ;)
|
|- You can use this move to attack enemies too
|*****
|Forward Flip: B,B
|- Tap B two times to make Sonic execute a flip after the roll.
|
|- You can use this move to attack enemies too
|*****
|Slide Attack: B,B,B
|- Tap B three times to make Sonic execute a Sliding attack after
|the flip. Also useful for getting up steep slope where running is
|ineffective.
|
|- You can use this move to attack enemies too
|*****
|Reverse Jump: B,B,A
|- Sonic will execute a reverse air spin after the flip. It reminds
|me of one of Blanka's move.
|*****
|Air Dash: Press Forward + A, Forward, Forward
|- Press Forward + A to make a forward jump, then at the peak of
|he jump, tap Forward twice very fast. Sonic will make a small dash
|forward.
|*****
|Insta-Shield: A,A
|- Pressing A while Sonic execute a rolling-jump in the air will
|make Sonic execute a "flash spin attack", which will give Sonic a
|less than 1 second of invincibility(while the flash circle Sonic).
|
|- Pressing A while Sonic's in the air by other method(jumping on
|spring etc)will not activate the move.
|*****
```

|Grinding: Hold/Press Forward when touch rail |
|- To grind on the diagonal rail, on the edge of the ledge, jump |
|and land on the flat portion of the rail, holding (or tap)forward. |
| |
|- It doesn't matter whether you hold or tap forward, just as long |
|as you input the forward command when Sonic touch the flat portion |
|of the rail. Be careful not to accidentally jump off the ledge |
|instead, when you hold/tap forward. |
| |
|- Yes, you can execute the move from the diagonal portion instead |
|of the flat portion, but executing it from the flat portion of the |
|rail is much simpler(you might have to execute it a few times to |
|to get the move) |



TAILS

MILES "TAILS" PROWER

A rare breed of fox with two tails, Tails is full of surprises. He propel himself into the air, spinning his tails like the blades of a helicopter, and dog paddles his way through water. Tails' love affair with robots doesn't stop him from coming to the rescue of his friends, though. He uses his techno abilities to thwart Dr.Eggman and restore goodness to the world!

MOVES LIST

```

*****
|Spin Dash: Hold Down + A |
|- Same as Sonic. |
|***** |
|Spin Attack: Press/hold Forward, Down |
|- Same as Sonic. |
|***** |
|Fly/Fox Paddle: A, tap A |
|- Tap A to make Tails to fly in the air. However, Tails can only |
|fly for a small limit of time, after which he'll get tired and |
|came down. Useful for accessing high and unreachable places which |
|the rest of the cast cannot access, and also useful for avoiding |
|ground base enemies and traps. |
| |
|While underwater, he'll paddle in the water instead. |
|***** |
|Spin Attack: Press/hold Forward, Down |
|- Same as Sonic. |
|***** |
|Tails Whip Attack: B |
|- Tails will execute a whip attack with her tails. |
| |
|- You can use this move to attack enemies too |
|*****

```

KNUCKLES The Echidna

THE ECHIDNA

As his name implies, Knuckles can throw one heck of a punch. He can also use his enormous strength to climb walls. While Knuckles might be a bit gullible, his heroic heart and kindness always prevail in the face of evil.

MOVES LIST

```
*****
|Spin Dash: Hold Down + A
|- Same as Sonic.
|*****
|Spin Attack: Press/hold Forward, Down
|- Same as Sonic.
|*****
|Glide: A, hold A
|- Press A, then hold A while Knuckles is in the air to make
|Knuckles glide in the air. He'll glide as long as you hold the
|button. However, he can't glide forever, and as he glide, he's
|descending slowly as well.
|
I- If he glide into a wall, he'll latch onto the wall and then you
|can make him climb up or down the wall. Oh yeah, you can change
|his direction while he's gliding.
|
|- You can even do it while underwater, but slower.
|
|- BTW, if Knuckles glide onto a enemy, he'll bounce a little, and
|killing the enemy in the process.
|
|- You can use this move to attack enemies too
|*****
|Climb: A, hold A into wall.
|- Glide into a wall to make Knuckles stick onto them. Now you can
|make him climb up or down the wall with the D-pad.
|
|- To jump off the wall, simply tap A once.
|*****
|Left Punch: B
|- Tap B once to make Knuckles make a left punch.
|
|- You can use this move to attack enemies too
|*****
|Right fist(2 punches hit combo): B,B
|- Tap B two times to make Knuckles make a left punch, then a right
|punch.
|
|- You can use this move to attack enemies too
|*****
|Flaming Uppercut(3 punches hit combo): B,B,B
|- Tap B three times to make Knuckles execute a uppercut after the
|right fist.
|
|- You can use this move to attack enemies too
|*****
|Float: (Jump on water surface/jump from land to water)
```


| - To make Knuckles float on the water surface, simply press jump |
| when he reach the water surface. Alternately, he'll float when he |
| jump from the land and into the water. |
|
| - Knuckles will stay floating on the surface unless other actions |
| are given. To make Knuckles get into the water, simply hold Down |
| on the D-pad. |

AMY

AMY ROSE

Amy's cheerful disposition and peppy attitude make her very popular. If you ask her, she'll say she's Sonic girlfriend, but Sonic has another story. Don't let her cute look fool you, though. Amy is a force to be reckoned with! Her Piko Piko Hammer delivers quite a blow and her short legs are capable of taking giant steps!

MOVES LIST

| Piko Hammer Strike : B |
| - Tap B once to make Amy to hammer. Use it to smash boxes, or |
| enemies. |
|
| - You can use this move to attack enemies too |
| ***** |
| Piko Hammer Strike combo : B,B |
| - Tap B two times to make Amy make a Hammer strike with right |
| hand, then left hand. Same uses as Hammer Strike. |
|
| - You can use this move to attack enemies too |
| ***** |
| Air Piko Hammer Flip : A,B |
| - Amy execute the Hammer Strike in the air. Same uses as Hammer |
| Strike, for breaking boxes and enemies. |
|
| - You can use this move to attack enemies too |
| ***** |
| Piko Hammer Spin : A, press Down + B |
| - Amy spin herself and the hammer in the air. Same uses as Hammer |
| Strike, for breaking boxes and enemies. |
|
| - If she hit an enemy with this attack, she'll bounce off a little |
| (like the rest of the gang, bounce off after hitting an enemy with |
| their Jumping Roll Attack) ~ *submitted by Michael Bruner* |
| ***** |
| Piko Hammer Jump : Press Down + B |
| - Amy will hit the ground with the hammer, and the impact send her |
| flying in the air, higher than her normal jump. |
| ***** |
| Small Hop : Press Down + A |
| - Amy will leap forward. |
| ***** |
| Leaping Piko Hammer Jump : Press Down + A, press Down + B |
| when Amy land. |
| - Pressing down + B when Amy land from the leap, will send her |
| hammer-jumping into the air. Same as the normal Hammer Jump, but |
| Leaping Hammer Jump can only jump forward. |

```
*****|
|Dive Attack : Press Down + A, B|
|- Press B while Amy leap forward in the air, and she'll slide on|
|the ground, rubbing her eye when she recover. Use it to smash|
|boxes or enemies.|
|*****|
|Piko Hammer Spring Launch : (hit Spring with Hammer Strike)|
|- Hitting the spring with the Hammer Strike will sent Amy into the|
|air higher than her normal launch with the spring.|
|*****|
|Grinding: Press Forward when touch rail|
|- Same as Sonic.|
|*****|
```

(b) Enemies

Dr Eggman

EVIL SCIENTIST

Sonic's arch-enemy, Dr.Eggman is pure evil! Also known as Dr.Robotnik, he's always scheming and plotting to take over the world. Even with an I.Q of 300, Dr.Eggman hasn't been able to devise a plan to take over the world that Sonic and his pals haven't tripped up. Has his time to rule finally come?

Metal Knuckles

KNUCKLES CLONE

Knuckles' evil counterpart, which Dr Eggman created from Knuckles when the Echidna was under control of him. Metal Knuckles was created to stop Sonic and gang once again. Will this evil creation of Dr Eggman be able to stop Sonic and his pals from destroying his master plan?

(c) Enemies (Badnik)

Name : Crab Badnik

Appear on : Neo Green Hill Zone

Attack : Shoot out 2 projectiles, diagonal upwards and falls down back

Movement : Left and right

Name : Monkey Badnik

Appear on : Neo Green Hill Zone

Attack : Throw bomb on your character/on the ground

Movement : Up and down a tree

Name : Rhino Badnik

Appear on : Neo Green Hill Zone,

Angel Island Zone

Attack : A dash charge attack when near

Movement : Left and right

Name : Frog Badnik

Appear on : Neo Green Hill Zone

Attack : Jumping attack when near

Movement : Stationary

Name : Mole Badnik

Appear on : Secret Base Zone,
Egg Rocket Zone/Cosmic Angel Zone

Attack : Appear from a hole

Movement : Up and down a hole

Name : Beetle Badnik

Appear on : Secret Base Zone

Attack : Fire 2 projectiles diagonal
downward

Movement : Fly left and right on ceiling

Name : Lizard Badnik

Appear on : Casino Paradise Zone

Attack : Fire a projectile from its mouth
which travel upward and explode
into a firework type.

Movement : Left and right

Name : Clown Badnik

Appear on : Casino Paradise Zone

Attack : N/A(balancing ball bounces you
back if you roll into it)

Movement : left and right

Name : Snowman Badnik

Appear on : Ice Mountain Zone

Attack : Shoot out a projectile from its
head which travel upward and fall
back down

Movement : left and right

Name : Water Missile Badnik

Appear on : Ice Mountain Zone

Attack : Shoot out from ice wall and a
head-butt attack

Movement : shoot out from ice wall

Name : Worm Badnik

Appear on : Angel Island Zone

Attack : N/A

Movement : left and right in the air

Name : Bee Badnik

Appear on : Angel Island Zone

Attack : Fire projectile diagonal down

Movement : Left and right in the air

Name : Unknown Badnik

Appear on : Egg Rocket Zone/Cosmic Angel Zone

Attack : Fire projectile down

Movement : Left and right in the air

=====

- R O O K I E T E C H N I Q U E -

=====

- (a) Basic Button Function, movement technique
- (b) Items
- (c) Game Basic

(a) Basic Button Function, movement technique

|Default Configuration |
|_____ |
|(title screen mode/character selection mode) |
|Left(D-pad) : highlight character |
|Right(D-pad) : highlight character |
|Up(D-pad) : highlight mode |
|Down(D-pad) : highlight mode |
|A : select highlighted mode/character |
|B : cancel |
|L : N/A |

```

|R          : N/A
|Select     : N/A
|Start      : N/A
|*****
|(in game mode)
|Left(D-pad) : Move left
|Right(D-pad) : Move right
|Up(D-pad)   : Look up
|Down(D-pad) : Duck/look down(when hold)
|A           : Jumping Roll Attack/Jump(Amy)
|B           : Attack
|L           : N/A
|R           : N/A
|Select     : N/A
|Start      : Pause
|A+B+Select+Start : Soft reset GBA
|*NOTE: Listed here are the universal moves for all characters.
|Those exclusive moves are listed under the "Characters and enemies
| section".
|*****
|(Tiny Chao Garden mode)
|(D-pad)     : move cursor
|A           : Pat Chao/Pull grass/select mini-game/choose item
|from menu
|B           : N/A
|L           : open buy item selection menu
|R           : N/A
|Select     : N/A
|Start      : Save & Exit / Continue
|*****
|(in VS mode)
|
|Left(D-pad) : Move left
|Right(D-pad) : Move right
|Up(D-pad)   : Look up
|Down(D-pad) : Duck/look down(when hold)
|A           : Jumping Roll Attack/Jump(Amy)
|B           : N/A
|L           : N/A
|R           : N/A
|Select     : N/A
|Start      : N/A
|*****

```

(b) Item

It is not easy for Sonic and co to navigate such a big zones with countless traps and enemies with 1 life, thus there are some items which they can get in the game to assist themselves. Here are all the items which will come in handy for them to accomplish their mission.

```

*****
|Ring :
|A staple item in Sonic game series. Scattered throughout the
|areas, you will get a free 1 life for every 100 rings you collect.
| However, if your character receive a damage(whether it is from
|enemies or spike trap), your character will not die.Instead, your

```

|character will lose all the ring in the possession, and all of them
| will be scattered immediately the damage is taken. However, you
| can still get 'em before they disappear. If you take damage
| without the ring, you'll die and had to restart the level or from
| the last lamp post check point. Thus, it is important to have at
| least 1 ring in your possession (especially when facing boss). At
| the end of every zone, the total number of ring will be converted
| and added to you score, and each ring is worth a 100 points.

|*Note that the following methods will still result in a
| straight death:

- |trapped by platforms/walls
- |falling to pitless holes
- |running out of air underwater

|*****|

|Lamp Post Save point :
|You'll see lamp posts during the game. They act as save point and
| to activate them, simply just walk past them. If you die, you'll
| start from the last save point that you activated. (Game Over don't
| count).

|*****|

|5 Rings Box :
|You'll recognize these boxes by the number "5" on them. To add 5
| rings to your possession, smash the box by attacking it (jumping
| roll attack etc).

|*****|

|10 Rings Box :
|Same as the "5 ring box", smashing them will earn you rings.
|But, instead of adding 5 rings, you'll get 10 rings instead.
|You'll see the number "10" on them.

|*****|

|? Ring Box :
|Smashing these ? Ring Box will earn you ring too, but the among of
| ring you get is totally random. (The range of the amount of ring is
| unknown. My lowest from these boxes is 1, highest I get was 40).

|*****|

|Green Orb Protection Box :
|Smashing the box, and your character will have a transparent green
| orb on him/her, providing protection from 1 attack. Smashing the
| box while you have already got a green orb protection won't get
| you protection from 2 attacks too.

|*****|

|Magnetic Protection Box :
|Smashing the box, and your character will have a transparent
| light-blue electric orb on him/her. Beside having the same uses as
| the Green Orb Protection Box, you'll attract the rings to you when
| you get close 'em. Does not work on ring boxes.

|*****|

|1-Up Box : |
|Add a life to your character. Your character's face will be on the |
|box. 1-Up boxes are very rare and hard to get. Try your best to |
|get 'em if you can. |

|*****|

|Speed Shoe Box : |
|Make the insanely fast Sonic to go even faster! This speed shoes |
|box will increase your character's speed temporary. |

|*****|

|Invincibility Box : |
|Smashing the box, and your character will have stars on him/her. |
|Your character will gain a temporary invincibility, taking no |
|damage from all attacks. |
|*Note that the following methods will still result in a |
|straight death: |
| |
|trapped by platforms/walls |
|falling to pitless holes |
|running out of air underwater* |

|*****|

|Rolling-Slider : |
|Doesn't do much except they slowly move your character forward of |
|backward when he/she is standing on it. |

(c) Game Basic

If this is your 1st time playing a Sonic game, then I suggest you to read this section before you begin. (which means, for newbie only). Here are some game basic which you'll need to understand and know 1st, if you don't want to die so quickly. However, if you wish to explore them yourself instead, then feel free to skip this section.

=====
Attacking:
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You can only attack by 3 ways, either by the jumping-roll attack or by your B button attack, or by touching them when you're temporary "invincible".
Just remember this, if you touch a enemy while you're in "ball-form" (while jumping roll attack, Rolling attack or spin dash are some examples), you are sure that you had hit the enemy. However, if you touch their "spiked" area(for some enemies), you'll earn a damage instead. Of cause, you can use some other attacks too(Knuckles' glide etc).

If you're "invincible" by the "Invincibility Box", you'll not get the damage when you touch the enemy. Instead, the enemy will receive the damage instead.

=====

Damage:

=====

If you earn a damage from the badnik, your character will stun backward and flash for a split few seconds, and all rings in your possession will be scattered out in all directions. While he/she is flashing after taking a damage, he/she is temporary invincible, taking no damage again. However, once he/she stop flashing, the temporary invincible effect is lost.

If you have no ring in your possession when you got hit, you'll die and lose a life(or game over if you have no remaining life), then you'll restart from the last lamp post check point(or the beginning again, if you did not hit a lamp post check point).

Note that you can still gather the scattered ring(s)before they disappear, so grab at least a ring when you got hurt, so that you will not die from the next hit!

The above apply to when you're hurt by a badnik, or a spiked trap. If you got trap to no space, or out of breath, falling into endless pit between ledges, you'll die and lose a life instantly.

=====

Objects:

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There're some other objects which you can interact with. Here're some of them.

| -Balloon |
| If you land on a balloon(found in Casino Paradise zone). Land on |
| them, and they'll burst, and the impact will give you a boost into |
| the air. |

| -Flag Hook |
| If you run past the flag, your character will grab the flag and |
| release it, and the impact will make your character go faster. You |
| can only activate this in one direction only. You can walk in the |
| opposite direction past the flag if you want to retreat. |

| -Turbo Booster |
| There're the small red spinning object. Touch them, and your |
| character will sprint at a very fast speed. |

| -Spring |
| Touching them, and your character will get a boost into the |
| direction which the spring is facing. |

| -Breakable Wall |
| Either break them by rolling or your B button attack. Their use is |
| to block your way. |

| -Breakable Stone |
| Break them by rolling or your B button attack. You might get |
| something from it(rings etc). |

| -Pinball Flipper |

| Touch the flipper, and your character will go into the rolling |
| animation, while rolling down. Jumping before he/she roll down and |
| the pinball hand will spring and send your character flying into |
| the air, like a pinball. They can be found on a flat ground too. |
| ***** |
|-Bouncing Ball/Triangle Spring |
| Found mostly in the Casino Paradise zone, when you touch then, |
| you'll bounce off it. |
| The Triangle springs are use mostly to get you higher into the |
| zones. |
| ***** |
|-Platform |
| There're a MANY types of platforms, which I won't go into detail. |
| Comes in many shape and sizes, mostly differ in 3 ways. When you |
| land on the platform, either the platform drop, descend slow, or |
| just stay in place. Of cause, there are some moving platforms like |
| "horizontal moving", "vertical moving", "rotating" etc. |
| ***** |
|-Roller Platform Wheel |
| This is one special platform, and to activate it, you must "run" |
| on it to move. |
| ***** |
|-Spring Platform |
| This is another special platform. Work like a normal spring. |
| You'll spring into the air higher each time you land on it |
| continuously. |
| ***** |
|-Cup Rotater/Merry-Go-Round Rotater |
| Run into them, and your character will roll/spin round and round, |
| causing it to descend. |
| ***** |
|-Loop |
| Not much of an interactive object, but if you run to the loop, |
| your character will run 180 degree in the loop. |
| ***** |
|-Rolling-Path |
| There are some paths which you need to spring. They either come as |
| a form of a spinning long tubes, or a "S" tunnel. |
| ***** |
|-Teleport |
| You can teleport in some zones. Either by an arrow tunnel, or a |
| "portal". |
| ***** |
|-Gliding Rail |
| A diagonal rail, in which you can glide down from as Sonic or Amy |
| ***** |
|-Swing Rail |
| A hook at the beginning, which you character can use to hook and |
| swing down |
| ***** |
|-Spinning Bar |
| Jump on the bar, and your character will spin round and round |
| it. To control when your character land, simply hold up or down |
| before you jump off. |
| ***** |
|- Rolling-Slider |
| Doesn't do much except they slowly move your character forward of |
| backward when he/she is standing on it. |
| ***** |
|- Teleport |

|Teleport usually comes in 2 form, either you roll into the tube |
|and exit from the end, or a portal teleport. There're some others,|
|but similar like the pinball teleport and such. |

=====
Special Stages:
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In almost every zones there is a large blue and red special spring hidden somewhere that will take you to the special stages. In these stages you are falling down a tunnel and must collect the quota of rings before you reach the end. If all the rings are collected you'll be rewarded with a Chaos Emerald. Collect all the Emeralds to gain access to the final Moon Zone.

=====

- Z O N E S S T R A T E G Y -

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- (a) Neo Green Hill Zone
- (b) Secret Base Zone
- (c) Casino Paradise Zone
- (d) Ice Mountain Zone
- (e) Angel Island Zone
- (f) Egg Rocket Zone/Cosmic Angel Zone
- (g) X-Zone
- (h) The Moon Zone(secret)

For this section, I'll provide some strategies for the zones. There isn't a way to make a walkthrough for this, and since most of the fun are exploring the stages yourself, I will not go into detail. Also, I'll list how to get to the bonus stage in the zones. I will suggest you to finish the game with every characters first before you attempt the bonus stage.

(a) Neo Green Hill Zone

The 1st zone is a practice zone. It is very easy to get through this zone with no sweat, and should have no difficulty for you to handle this. Just take your time to get use to this game, practicing the combos, the buttons etc. You can of cause, get past this zone A.S.A.P, but you might miss out several things.

Both of the acts for this zone are pretty much the same.

|Special Stage(Act 1): Knuckles is the easiest character to |
|access the secret bonus stage here. After a few second in |
|the game, you'll see the first breakable stone and a crab |
|enemy. |

|Near the crab enemy is a flat spring(not the tilted spring |
|on top, the flat spring on the right).There is a loop |
|beside the spring. Jump on the spring and land on the loop. |

|Jump over the spike trap, and then have Knuckles start |
|gliding from the edge. Keep gliding and eventually Knuckles|
|will end up sticking on a wall. Climb up, and glide from |
|the edge again. Keep doing this and eventually you'll end |
|up sticking up a quarter-curve wall, with the bonus stage |
|springboard on top. |

|Secret Stage Data: |

|[Colour of Chaos Emerald] - Red |

|[Rings Need to pass] - 60/120 |

=====

B O S S !

=====

Hits : 6(easy),8(normal)

Name : Hammer Mecha

Description/Attack: Eggman in a machine, swinging a hammer trying to flatten you with it. He'll hammer front and back repeatedly, while going from left to right with his vehicle. When he's near death, he'll use the hammer to catapult himself with the machine forward instead.

(Strategy: Sonic/Knuckles/Tails)

These 3 characters have a very cheap way to defeat this boss. Start the battle by charging your Spin Dash attack. The boss should be swinging the hammer back and forth now. Immediately the hammer land on the ground and is lifted up, release the charge and if done correctly, your character should have spin through past the machine, damaging the machine in the process! It can also be use when he change his attack pattern. Better than your usually jumping roll attack, huh?

(Strategy: Amy)

submitted by BlueSpecter@aol.com

"All you have to do is jump on him using the Piko Hammer Spin(in air down + B). Bounce along on top of him as he makes his first pass across the screen, and using this, you might even be able to take him out before he gets to make a second pass."

(b) Secret Base Zone

As easy as hell, I figure you will breeze through this zone easily. There are little enemies in the 1st zone, and I advise you to explore the area instead of going through it. At 1 point of the game, there is lava which spit fireball up, and you have some platforms to jump on. Land on the platform if you don't want to absorb a damage.

There are a little more enemies and traps in zone 2, and there are some small platforms which get pushes up continuously by the steam force. If you touch the steam while the platforms got pushed up, you'll get damage.

|Special Stage(Act 2):Either Knuckles or Tails will do. |
|At 1 point of the game you'll see a "steam force |
|platform"(near after speed shoes powerup box). Use it |
|to jump onto the moving platform and proceed to a big loop |
|(there's a 1 up box on top of the loop, you can't miss it). |
|Fly/Climb your way up the platform beside the loop(taking |
|the 1 up on the loop too before you proceed further, |
|obviously). From the platform(not the steam force platform, |
|the normal big type), jump right. Use the right spring and |
|roll the ramp, and you'll hit a 2nd spring in the process. |
|As you continue to roll due to the 2nd spring you hurt, |
|you'll soon roll to a loop. While you're on top of the loop |
|(or a little over, it doesn't matter), jump off. You should |
|land on a platform(if you're not, try to brake, then find |
|it, there's only 1 platform there. If you did not manage to |
|brake, you'll slip off to the grinding.) From the platform, |
|jump right to the yellow spring(which is beside the loop |
|BTW), proceed up and you'll see the bonus stage springboard |
|on top of the loop. |

|Secret Stage Data: |

|[Colour of Chaos Emerald] - Blue |

|[Rings Need to pass] - 70/140 |

=====

B O S S !

=====

Hits : 6(easy),8(normal)

Name : Spring Mech

Description/Attack: Eggman in a pogo stick type mech. He'll hop
around and try to crush you with it! He might also jump real
high (offscreen) and attempt a super squash on you. Ouch!

(Strategy: Sonic/Knuckles/Tails/Amy)

Simply run away to avoid it, and attack the mech when he land.
If you see him make an extraordinary larger jump, be prepare to
jump or take a hit. You should jump when he land from the super
pogo attack to avoid the damage.

(c) Casino Paradise Zone

There're a lot of objects you can interactive with in this zone.
Use the objects to get you higher, where you can find many goodies.
There are so many objects which send you running very fast,
remember to slow down and explore it slowly. Be cautious of the
spike traps, which always pop out at the worst moment. The clown
enemy cannot be killed by spin dash. You have to use the jumping
roll attack or the B attack. The higher, the better. And hey, be on
the lookout for the "S O N I C" and "S E G A" words!

|Special Stage(Act 1): Again, Tails for this. You can fail |
|very easily in this route, so better use Tails for he can |

|fly back to the route if he accidentally fail or something. |
|As Tails, immediately when the act start, spin your way up |
|or use the balloon(or fly) up the ledge. Take the 10 Rings |
|box, use the 3 red bumpers(its hard. Or you can fly over) |
|to get you to the falling platform on the right. Jump off |
|to your right from the platform, and if done correctly, you |
|should be grabbing the flag which push you up the ledge. |
|Alternatively, you can just fly to the ledge. From here, |
|there are 2 paths. Use the red bumper to get up to the |
|upper path. Soon you'll come to the flashing "S O N I C" |
|word. Jump on them when the letter turns yellow. If you |
|fall somehow, just fly up. Proceed right, avoid the spikes |
|then use the tilted red spring which should send you in the |
|to a ledge.(if done correctly you should be falling down a |
|small path, with 3 red bumpers on top.) On the ledge, you |
|should have seen the moving red bumpers. I don't know how |
|you're going to do, but just fly your way over the bumpers |
|to the ledge on the right. Seen the balloons? Make your way |
|up the balloons, use the red spring to spring you up. |
|Proceed right, get the checkpoint, and roll down. Walk to |
|the right, DON'T RUN(otherwise you'll roll down the tube). |
|You'll see balloons and the pinball flipper. Beside the |
|flipper is the bonus spring. Good luck! |

|Secret Stage Data: |

|[Colour of Chaos Emerald] - Yellow |

|[Rings Need to pass] - 80/160 |

=====

B O S S !

=====

Hits : 6(easy),8(normal)

Name : Eggman and Spike Mecha

Description/Attack: Eggman is in a spherical mech this time.

This time, there are 8 tubes, 2 on 1 of the 4 sides, with a platform in the middle. Eggman will came out from 1 of the tubes and fly to the tube opposite. However, there's another spiked sphere to confuse you. If you hit the wrong sphere(spiked), you'll earn a damage yourself. Their speed is a little fast, so perhaps quick reaction is needed.

Before you give him the last hit, he'll start moving even faster.

(Strategy: Sonic/Knuckles/Tails/Amy)

The boss is a joke if you know the strategy. IGNORE the platform.

Yes, ignore it. Position your character in the space middle of the 2 tubes on the ground. Now wait. If Eggman came out from either the lower left of right tube, attack him, you should take no damage. If Eggman get down from the top tubes, hit him before he get into the lower tube. If instead, the spiked sphere came out from the lower tubes, simply crouch down to avoid it.

(d) Ice Mountain Zone

Ah, classic memories. Snow stage is my 2nd favourite type Sonic

zone(1st goes to those Casino type). In this cold zone, the snow will slow your character down, which might hinder your movement. Lucky for you, there are some Speed Shoes boxes. In both acts, you'll go underwater. Movement underwater is slow, and some characters have some special moves when they're underwater. (Knuckles float on water, Tails's fox paddle etc). Your character will run out of air if you stay underwater for too long (death as a result instead of losing rings). A 5 seconds countdown to signal when your character will run out of breath. Either get onto the surface or find bubbles to breath underwater. Bubbles are easy to spot, just get to the biggest bubbles and your character will "burst" the bubbles to breath. Also, some "missiles" will shoot out from the walls when you use the slow descending snow platform. Take note of that.

|Special Stage(Act 1): Tails is the best to access the |
|bonus stage here. Get to the 1st check point, then jump |
|onto the upper path land instead. Move right a little, |
|jump onto the higher portion of the land and start flying. |
|If you jump from the left edge of the land instead, Tails |
|will get himself before he can reach the platform land |
|where the secret spring is. If you jump from the higher |
|portion, you will make it just in time before Tails get |
|tired. Alternatively, for other characters, make you way |
|up and right after the 1st check point, and you'll see 3 |
|rotating platforms when you reach a quarter-circle curve. |
|Spin your way up to 1 of the platform with the curve, |
|then start navigating your way right and up, using the |
|tilted springs at some of the edges. You'll eventually end |
|up on the area where the secret spring is. |

|Secret Stage Data: |

|[Colour of Chaos Emerald] - Green |

|[Rings Need to pass] - 80/160 |

|*****|

|Special Stage(Act 2): Tails again for the stage. Taking the |
|upper paths for most of your journey, you'll soon encounter |
|a moving ice block(which require you to jump over it to |
|proceed the game). Go right, use the 2 dropping platforms, |
|to try to land on the moving spring(which is difficult if |
|you're not using Tails). You should land on a icy plane, |
|with a speed booster on the right. Use the booster, which |
|should sent you through the loop and stop at a yellow |
|spring. Use the spring to get on top, get the Barrier Box. |
|Use the 2 moving platforms on your right to get to a snow |
|wall with a tilted spring. The Bonus spring is very near to |
|here. If you're using Tails, you can just fly down and |
|land, ignoring the tilted spring and look for the spring. If |
|you're using other characters instead, use the spring, but |
|DON'T hold forward. Let go a little, and you should land |
|directly on the spring. If you land on a small snow wall(|
|flat on the left part, slope of the right part) then simply |
|drop yourself from the left edge of the wall(flat left part |
|).

|Alternatively, if you miss your step and dropped into the |
|lower, underwater part, all is not lost if you're using |
|Tails. Proceed the game as normal until you reach several |
|volcanic shooting platforms. Get onto the first platform, |

paddle and fly yourself out of the water, and flying in the left side. Keep flying up and you'll see a snow dropping platform. Land on it, then immediately jump left to the narrow path, which is on top of a loop actually. Make your way left to the edge and you'll see a tilted spring on top. There's a moving spring on your left, ground level. Use the moving spring to get onto the tilted spring or just fly on the tilted spring. You'll be springed onto a wall, with a spiked trap and a 1-Up Box. After taking the 1-up box, make your way to the left edge, and you'll see another tilted spring. Use it and hold right, and you should land near a lamp post check point. Proceed right to the upslope, then begin flying up. You should see the bonus spring.

Secret Stage Data:

[Colour of Chaos Emerald] - Silver

[Rings Need to pass] - 90/180

=====

B O S S !

=====

Hits : 6(easy),8(normal)

Name : Quake Mecha

Description/Attack: Eggman in a machine, hanging from the ceiling, and you are underwater. He'll attack by making a quake, which sends icicles down to poke you. Time don't wait for you in this battle, as your character can only hold the breath for a limit of time before he/she needs to get on the water surface to get a breath. The water is so deep, you cannot reach the surface with normal jump, nor hitting Eggman. Lucky for your character, they can jump onto the descending flat-top icicles, then jump onto the surface. Note that if your character jump onto the icicles when they're too low, it will still be useless as they can't reach the surface. Furthermore, if you accidentally did not manage to stand on the icicles surface, you might get hit by the sharp edge of the icicles. Timing is important, remember that your movement is slower underwater, so when you see the icicles descending at a level which you think your character barely make it, jump on them.

(Strategy: Sonic)

No real strategy for Sonic, the only option is to jump on the icicles and keep hitting Eggman with the jumping roll attack. Timing is crucial for Sonic. Always try to get a breath, even if you had just gotten one.

(Strategy: Tails)

submitted by SpeedyB7@aol.com

"All you got to do is swim to the top and fly out of the water. When you are flying just get next to him and you will hit him many times in a row. Repeat if necessary and there you go, very very simple."

In other words, fox paddle your way to the surface and keep flying and touch Eggman's mech. I did not notice this strategy, damn.

(Strategy: Knuckles)

For Knuckles, once you manage to hit Eggman once, REMAIN floating on the surface. That should make your task defeating him easier.

(no fear of running out of breath underwater too!) There's one down side however, that it is near impossible to dodge the falling icicles. Be prepare to absorb a hit or two.

(Strategy: Amy)

Amy can jump extraordinary high, and her underwater Air Hammer Strike can be used to hit the boss! Thus, she can remain underwater and yet still hit Eggman's mech.

(e) Angel Island Zone

Try to stay on air as much as possible. This is a floating island(I guess), and you can fall to your death easily. Staying as high as possible is recommended. Beware of the bird mech enemies, which seems to shoot small spherical projectiles at the worse moment possible. If you're wondering, you can spin those spherical platforms to get to higher places. Run on them to spin.

```
*****
|Special Stage(Act 2):As Tails, proceed your way normally |
|until you reach the 1st spike trap. Use the platform and |
|get to the upper path. Proceed your way normally, get to |
|the S tunnel, now take the lower path. Get to the tall |
|loop, get your way up(there's a ascending hanger to lift |
|you up) to the top of the loop, take the invincibility box,|
|avoid the bee badnik. Use the spring to get you higher to |
|the moving platform on your left. From there, jump to the |
|spring on the left, and use the roller-platforms to proceed|
|up. Now proceed the game, sticking to the upper and right |
|path. On the final roller platform, beware of the bee |
|badnik in the sky. Roll your way right to the bonus spring!|
|
|Secret Stage Data: |
|[Colour of Chaos Emerald] - Light Blue |
|[Rings Need to pass] - 90/180 |
*****
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=====
B O S S !
=====

Hits : 8(easy),8(normal)

Name : Robot Knuckles

Description/Attack:

Boss : Robot Knuckles for this stage(my favourite boss, I tell ya). This boss has 2 form, 1st being the exactly same Knuckles that you can use, the 2nd being a metal version of Knuckles. In his 1st form, he act like the normal Knuckles that you can use, including the Glide and Spin Dash. Furthermore, he can shield himself from some of your attack, which the playable Knuckles can't do. In his 2nd form, he has one new attack, the Missile Launch, which you can easily dodge.

(Strategy: Sonic/Tails/Knuckles)

Spin Dash is effective in this battle.

Oh, I can hear you people saying now..."but he can shield them!
You sure you own this game? go home!"

Yes, he can shield Spin Dash while he's on land, but what about in the air? Yah, Spin Dash charge your character when he's gliding to you, and a guarantee hit for him when he touches you. When he tries to counter you by Spin Dash instead, Jumping Roll attack him to give him another hit.

For his 2nd form, use the same tactic. But look out for the fast missiles he launch.

(Strategy: Amy)

For Amy, she can't spin dash, thus she can only rely on her Piko Hammer. Get out of the way when Metal Knuckles glide, then use Piko Hammer Strike. If your attack can't reach him, then do the Piko Hammer Strike Combo. Hit him while he's spin charging. Don't try to fight with him in the air, he has more advantage.

Here's another strategy:

submitted by Bishop McElveen

"Metal Knuckles can't block Amy's slide attack. When he starts gliding at you, stand in the middle of the screen. When he lands, quickly slide attack and you'll hit him. You can do it when he's in the corners, too, but you'll probably take a hit. When he goes into his second form, basically jump his missiles and slide attack whenever you get close enough."

(f) Egg Rocket Zone/Cosmic Angel Zone

(ACT 1: EGG ROCKET ZONE)

1 of the hardest zones in the game, Egg Rocket Zone is easiest to played with if you're playing as Tails. When you get to the 1st flat spring, the screen will vibrate and a 5 min countdown will begin. If you do not complete to the next section of the zone within 5 min, you'll die. Sound simple, but this stage consist a lot of area where you'll need to jump, and if you miss, most of the time you'll drop back to the previous area and had to navigate the area again. If you're using Tails, you can take a VERY short cut. Immediately the countdown begin, take the slope, but fly before the slope end, and have Tails fly to the platform. Now fly to the spike on your right for a rest. Then proceed to fly up to the platform (which falls immediately when you land) and quickly jump and fly on top of the moving platform. Now proceed the game.

Once you reach the 2nd section, the countdown restart. You should have no problem in this 2nd section except for the annoying rolling spiked platforms. Jump when the spiked area is rolling up, and immediately jump onto the roller-platform on your left. Take your time to collect rings in this section, there are a lot of 'em.

Reaching the 3rd section, and this time, one part of the area, the gravity will switch, and your character will be walking on the ceiling instead. On that section, after your jump over the spike, and jump off the edge, stick to YOUR left, otherwise your character will touch the spikes. No long later, your character should return

to normal.

(Act 2: COSMIC ANGEL ZONE)

What da? You're now inside Eggman's secret base! This is easily biggest zone in this game. You'll encounter more enemies and traps, most of which appear at the worse timing ever. Travel slowly and cautiously, taking the upper path if possible. Be very careful of the spherical spiked obstacle. Also, be careful when you jump down ledges, as spiked traps are usually below waiting to give you a damage. This is especially near the end of the end(lower path after the last checkpoint), where there are 2 spike traps below(when the gravity reversed).

|Special Stage(Act 2): Use Tails for this act, for he's the |
|easiest character to get to the spring. Just keep taking |
|the upper path. Beware of the "mole badniks" and the "air |
|badniks". Eventually you'll come to a yellow spring in |
|front of a wall, will a spike on top. Use the spring and |
|jump over the wall. There are 3 of 'em. You'll then come to |
|a side-spring, springing you upward with the quarter curve. |
|Spring and hold forward to land on a ledge. Jump over, and |
|avoid the flying badnik, hit the check point on the edge. |
|Now hit the red spring, which will send you rolling to hit |
|another red spring. You'll soon roll upward, after the |
|curve. Notice the tilted spring on the wall? Use it to |
|spring you upward. Now proceed right and soon you'll see |
|the secret bonus spring. |

|Secret Stage Data: |

|[Colour of Chaos Emerald] - Purple |

|[Rings Need to pass] - 100/200 |

=====

B O S S !

=====

Hits : 6(easy),8(normal)

Name : Turning Spike Mecha

Description/Attack: This is one of the most difficult boss IMO.

Eggman is in a mech, with the under part of it spiked. He'll move left to right on the shaky bridge type platform, trying to touch you with the spiked area. He'll shoot out energy balls and try to hit you with 'em too. After a while, he will flip over to the non-spiked area, and this is the time to hit him.

(Strategy: Sonic)

To hit him, first you have to make him flip over. Jump on the shaky platform near to him, which MIGHT make him flip, then jump on to hit him. Time your landing position correctly otherwise you might take a hit. Avoiding the energy balls is tough, so be prepare to lost your rings in this fight. He'll make a fast scroll to both ends when he's near end.

(Strategy: Amy)

To hit him, first you have to make him flip over. Jump on the shaky platform near to him, which MIGHT make him flip, then jump on to hit him. Time your landing position correctly otherwise you might take a hit. Avoiding the energy balls is tough, so be prepare to

lost your rings in this fight. He'll make a fast scroll to both ends when he's near end.

For Amy, she can use only attack with her Air Piko Hammer Flip to hit Eggman, and her normal Piko Hammer Strike and other attacks won't work.

(Strategy: Knuckles/Tails)

To hit him, first you have to make him flip over. Jump on the shaky platform near to him, which MIGHT make him flip, then jump on to hit him. Time your landing position correctly otherwise you might take a hit.

These 2 characters have better air advantage. Knuckles can easily stick to the wall to avoid the balls easier, but it will be harder to hit Eggman. In fact, if Knuckles stay on the wall, Eggman won't flip over for him to hit. Once Knuckles rolling-jump attacked Eggman, have him glide away instead, its safer.

For Tails, have him fly when he attacked Eggman again, for safety purpose.

He'll make a fast scroll to both ends when he's near end.

(g) X-Zone

In this level, there are no enemies. The only danger here are the several useless bottomless-pits, and Eggman, your main threat.

=====
B O S S !
=====

Hits : 4(easy),4(normal)

Name : Ball & Chain Mecha

Description/Attack: Obviously Eggman have not learn from his previous mistake. (IQ 180?) He returns with this machine, with a swinging pendulum, which he'll try to hit you with now.

Eggman's mech is too high for your character to reach, but there are 2 platforms for you to jump on to, and attack Eggman from.

(Strategy: Sonic/Amy)

You have to jump onto 1 of the platforms, then jump off to attack Eggman. No strategy needed I guess.

(Strategy: Knuckles)

Knuckles has a simply way to defeat this boss. Jump on one of platform then glide to the machine, avoiding the pendulum. If done correctly, Knuckles will glide through the mech, damaging Eggman in the process while avoiding the pendulum.

(Strategy: Tails)

There's another simply and trickier way for Tails to defeat this boss. At the start of the battle, he can fly himself under the mech(which is out of the pendulum range), and hit the mech with his tails. A quick finish for Tails. Just be careful of the pendulum.

=====
B O S S !
=====

Hits : 4(easy),4(normal)

Name : Drill Mecha

Description/Attack: Eggman return in a vehicle, with a drill attached in front. He'll try to drill your character by driving straight to you. He'll fire his drill at you when he's near finish.

(Strategy: Sonic/Knuckles/Tails/Amy)

You're a idiot if you have difficulty handling this boss. Simply jump over him to dodge him, attacking him in the jumping process. Take a small jump instead so that you can hit him twice before you land on the ground ;)

=====
B O S S !
=====

Hits : 6(easy),8(normal)

Name : Final Mecha

Description/Attack: Eggman in a multi-uses mech, which is very hard to defeat. He has many deadly attacks. First, he'll shoot out a beam across the screen. Jump to avoid it. Second, he'll shoot out a bouncing spherical projectile. Run around to avoid it. Thirdly, he'll use a mech hand to home in to your character, grab him/her and shake the rings(or your life if you have no ring)out. You can avoid it by jumping away when the hand homes in. Finally, he'll fly himself and the mech across the screen. Jump over to avoid it. If you haven't notice, whenever he make an attack, he'll goes into "attackable form". This is the moment you have to avoid his attack and hit him.(he'll reveal his face when he goes into attackable form). When he's not attacking, he'll spin a section of his mech and cover the face. You can't attack when he goes into "unattackable form", or his homing hand. When he uses his homing hand, its a great chance to attack him.

(Strategy: Sonic/Knuckles/Tails/Amy)

submitted by Ilovemoney4@aol.com

"When the battle begins, go to the opposite end of the screen from Eggman and duck. Whenever he is not attacking, always duck. If he uses the laser, don't worry about it. It can't hit you. If he uses the cannonball, simply jump over the cannonball when it gets close. Don't move horizontally, just jump it when it comes to you. If he uses the hand, stop ducking and be ready. When he launches it at you, quickly jump it, then run over and hit him. If he keeps spinning and charges at you, just jump on him and run to the other end of the arena. This strategy, if executed correctly, is completely foolproof."

(h) The Moon Zone(secret)

In this zone you play as Super Sonic, against the true final boss in this game. Ending the zone is also the ending of the game.

control for Super Sonic

A: Jump

B: Dash Attack

=====
B O S S !
=====

Hits : 6(easy),8(normal)
Name : Ultimate Mecha
Description/Attack: Eggman in a mech, and its a race against time to defeat him. You'll start with 50 rings, decreasing as the time elapse. When it reaches 0, you'll die. He'll shoot out a laser beam attack. Avoid it by jumping then dash attack. Attack the small gray area on the head. If he releases capsules, attack them to release rings, which you can get to prolong your ring time limit!
Try your best and maintain the pace, and you should defeat him soon.

=====

- E N D I N G -

=====

NORMAL ENDING
The ending for all characters is basically the same. After beating
Eggman in the X-zone, the screen turns white, and your character
will fall downward, but was saved by a airplane. (your savior in
the airplane will be either Sonic or Tails. All characters are
saved by Sonic except for Sonic himself, who'll be saved by
Tails). Your character will turn to the savior and gave a thumb
up, while some Flickies fly behind them, forming a "<" shape. A
image of you and your savior looking up into the sky, then when
the image is gone, your character will jump towards the screen and
make a smart pose.
(The End)

SECRET ENDING
(To get this ending, beat Moon Zone)
The screen turns white, while the other characters(Tails and co)
with the Flickies look at the Moon worriedly. The screen turns
black and a "A few days later..." phrase appear. You'll see Tails
in the airplane, with Super Sonic flying above.
The End.

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- S E C R E T S A N D G L I T C H -

=====

Sonic & Tails Partnership
Like older Sonic games, you can have Tails to assist Sonic in this

|game! Although you can't control Tails(which means Tails can't
|lift Sonic), but he might also add in an extra hit or 2 for Sonic
|when Sonic is fighting a boss. He can also get boxes or even get
|rings for you!

|To activate the code, go to the character selection screen,
|highlight Sonic, press Up, then Tails, Down, Knuckles, L, then
|Amy, R, and finally, Sonic then choose him. (In short, highlight
|Sonic, press Up,Right,Down,Right,L,Right,R,Right, then choose
|Sonic)

Moon Zone(Super Sonic)

|Moon Zone is the true final zone and to access this secret zone,
|you have to collect all 7 Chao emeralds(get by beating the Bonus
|stages). Now successfully complete X-Zone with Sonic.
|Note that in this zone, you'll play as Super Sonic with secret cut
|scenes.

|You'll have to beat the game with all the characters first though.

Hidden Sound Test Mode Songs

|To get more than the 39 default songs in the option mode, just
|complete The Moon Zone, extra mode or unlock the Super Sonic
|Ending. 3 additional songs will be available.

Easy Ring For Tiny Chao Garden

|Play the 1st level. Press Start + Select + A + B to reset the
|game. Go to the Tiny Chao Garden and you'll have the rings that
|were collected, but reset at the start of the next act of the
|level.

Rings For Tiny Chao Garden

|Go to time trial mode and play any level you are good at. Get lots
|of rings, then go to the Garden. The game will add the rings to
|your total.

Infinite tries in Casino special stage

|Get the checkpoint thing immediately before the spring. Then, try
|the special stage. If you fail, there is an extra life to the
|right, directly above the swinging boat thing. You can get
|unlimited tries because every time you die the extra life returns

Neo Green Hill Rail Glide Glitch

|In act 1 of Neo Green Hill, if you glide on the rail too fast, you
|might trigger a glitch, in which your character will continue to
|glide to the bottom of the stage, even if you meet the end of the
|rail. Your character will meet the bottom of the stage and die,
|just like the result of you falling into a pitless hole.

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(a) Single Pak

(b) Multi Pak

(Credit to Ice Key Hunter, I.T and Isak Holmner for this section)

(a) Single Pak

Characters:

Player 1 - Sonic

Player 2 - Tails

Player 3 - Knuckles

Player 4 - Amy

Objectives:

Collect as many rings as you can in a specific zone before the time runs out (time limit choose from 3,5 or 10 mins)

About the zone:

- the rings(which you must get) respawn frequently

- some interactive objects(platforms, springs, loops, spikes, flags and a waterbeam)

Animation

Player with pak - Best, smooth animation

Players without pak - Jerky animation, no special effects at all.

Baddies?:

- none

Misc Notes:

- Jumping Roll Attack on other players will cause the players to lost rings.

(b) Multi Pak

====

Race

====

Characters:

- choose from any of the 4 playable normal characters

- all must be different characters

Objectives:

- To race to the end of the level as fast as possible

About the zone:

- select from the normal game, but must be unlocked on all playing game carts.

- no boss in act 2

Baddies?:

- yes

Misc Notes:

- if you have got 4 players, you can choose team race 2 on a team, but both players on the same team which cross the finishing line 1st win!

- You can assist your partner, and the method depend on which character you use.

|Sonic - If you are charging your spin attack on the |
|floor and your team member comes up behind you, they |
|will be shot along. |

|Tails - You can pick up your partner and fly with |
|them. |

|Knuckles - Your partner can stand on your back while |
|your are gliding and can stand on your head while you |
|are climbing walls. |

|Amy - If you hit your partner on the head with the |
|hammer, they will be shot up into the air as if they |
|had bounced on a spring. |

=====
Chao Hunt

=====
Characters:

- choose from any of the 4 playable normal characters
- all must be different characters

Objectives:

- Find and get the Chao, and hold on to it until time runs out (time limit choose from 3,5 or 10 mins)
- prevent other players to steal the Chao from you(if holding Chao)
- find and steal the Chao from the Chao-holding character(if not holding Chao)

About the zone:

- select from Hill Chao Garden, Mecha Chao Garden, Ice Chao Garden, and Egg Chao Garden

Baddies?:

- none

Misc Notes:

- To steal a Chao, simply touch the Chao-holding character

=====

- T I M E A T T A C K M O D E -

=====

(a) What is it?

(a) What is it?

As you unlocked the stages, you can get here and play the time attack mode. (except some stages)

Its basically a place where you race through the zones as fast as you can to mark a record. If you done something wrong, you can always restart the zone. You can't get to the special bonus stage in Time Attack Mode, and getting the rings have no effect. Speed Shoe Boxes plays an important role here.

=====

- O P T I O N S -

=====

From the option menu, you can configure how you want your game to be. Here are the selections in the option menu. To change the selection, simply highlight the word, then A to select the selection, D-pad to choose, B to cancel.

PLAYER DATA : Name your save data, or view your VS result.

LEVEL : Select the difficult of the normal game. Select from NORMAL or EASY.

TIME UP : Selecting On for this, and everytime the time is up, (10 minutes)and you'll die. Select off if you don't want that.

SOUND TEST : Listen to all the sounds in the game. (39 default sounds, 3 additional more to be unlocked) Go Miscellaneous section for more on this.

LANGUAGE : Select the language for this game. Choose from JAPANESE or ENGLISH.

BUTTON CONFIG.: Select the button configuration. Choose from NORMAL or REVERSE. In normal, A is jump while B is attack. In reverse, A is attack while B is jump.

DELETE GAME DATA : Delete your saved game data(not including your Chao Garden game).

END : Go back to main menu.

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- T I N Y C H A O G A R D E N -

=====

- (a)Basic
- (b)The Bars

- (c) Items List
- (d) Fruits List
- (e) Eggs List
- (f) Mini-Games
- (g) Chao Quotes

(a) Basic

Tiny Chao Garden is where you can raise a Chao, a small cute creature in the Sonic's world. If you own a Nintendo GC, you can transfer your Chao to Sonic Adventure 2 Battle and have them participate in other mini games. If you only own a GBA, then too bad for you (and for me, I don't have a GC yet).

To hatch an egg, keep patting it or leave it there for a moment. After it hatched, you can then rename it (move the cursor to the name in the upper-right corner, then press A). The default name is "Mururu".

If you want to save your Chao raising record, simply press START then choose "save & exit".

To earn rings, you can do so by winning them from 1 of the 2 mini-games (doesn't require GC).

In the game, you'll see some bars on your right. (see next section for more info).

Pressing L and a menu with items appear on your left. Pressing L again to make the menu disappear. You can buy items from the menu provided you have the amount of rings required. See "Items List", "Fruits List" and "Eggs List" to see how each item affect your Chao raising.

The weeds which grow will have bad effect on your Chao. Pull them out ASAP.

(b) The Bars

On your right you'll see some bars. Each bars represents different things. Here's what they represent.

Mood:

Mood of your Chao, what else? Make it happy by patting it, or by feeding it. If you pat it when it's sleeping, its mood will decrease instead.

Belly:

How hungry your Chao is. Feed it with food to fill the bar up.

There are other stats which are:

- Swim
- Fly
- Run
- Power
- Stamina

You can raise the levels of these stats by filling up the stat bar.
 To fill it up, simply feed your Chao with food.
 This affect the Chao stat when you transfer them to GC.

 (c)Items List

(Thanks to Ed the Sloggie for the following list)

ITEM LIST

Name	Cost	Effect
Bugle	1 000	Give it to your Chao to have it play a little ditty. Your chao will not play it if its mood level is too low.
Duck	2 000	Floats around in the pond. If the Chao goes near the pond, it might ride it, but it's very rare.
TV	8 000	Chao watches TV. If you interrupt it, it'll get angry. Appears approximately 3 game hours after you buy the Duck.

 (d)Fruits List

(Thanks to Ed the Sloggie for the following list)

FRUITS

My Name	Cost	Mood	Belly	Swim	Fly	Run	Pow	Stam
Normal Fruit	30	+1	+2	+3	-2	--	+3	+1
Blue Fruit	60	--	+1	+2	+5	--	-1	+3
Pink Fruit	55	+2	+2	+4	-3	+4	-3	+2
Green Fruit	50	-1	+1	--	--	+3	+4	+2
Purple Triangle Fruit	30	+1	+2	-2	+3	+3	-1	+1
Yellow Fruit	55	+2	+2	-3	+4	-3	+4	+2
Red Fruit	70	-3	--	+3	+1	+3	+2	-5

 (e)Eggs List

(Thanks to Ed the Sloggie for the following list)

EGGS

Color	Cost	Chao Color
Spotted	0	Normal
Silver	500	Silver
Gold	1 000	Gold
Pink	5 000	Ruby
Blue	7 000	Sapphire
Purple	8 000	Amethyst
Teal	10 000	Emerald
Red	12 000	Garnet

Cyan	14 000	Aquamarine	
Lime	16 000	Peridot	
Orange	18 000	Topaz	
Black	20 000	Onyx	

(f)Mini Games

There are 2 mini games in Tiny Chao Garden.

To play them, simply move your cursor to one of the GBA icons and click on them. The left icon allows you to play the classic "Scissors-Paper-Stone" while the right icon allows you to play the simple yet challenging "memory game".

"Scissors-Paper-Stone"

Basic

=====

-There are 3 symbols at the bottom of your screen. There are 3 types of symbols, obviously the "Scissors", "Paper" and "Stone" symbols. You can select 1 of the symbols and fire it out.

Objective

=====

-When the game start, numeral symbols will pour in, circulating your Chao in the middle. Your objective is to hit the circulating symbols with the appropriate symbol that you can shoot. Clearing all the circulating symbols to make the next batch of circulating symbols to pour in.

Rules

=====

-There's a 30 time limit for destroying the circulating symbols. If you manage to destroy a wave of the symbols, an additional of 10 seconds is added to your remaining time limit. There will be a warning when you're left with 5 seconds.

-The 2nd rule is that you are only afford to make only 5 mistakes before you game over. You'll make the mistake if you a)hit the symbol with the wrong symbol b)miss the symbol

You have to fire a symbol which is more powerful or at least, equal to the symbol you hit. In other words:

Scissors can only hit Scissors & Paper

Paper can only hit Paper & Stone

Stone can only hit Stone & Scissors

If you violated 1 of the 2 rules, you'll be game over from the mini-game, and the rings you earn before you game over is added.

Reward

=====

-You'll earn rings which can be use to purchase item for your Chao. Hitting the symbol weaker than the symbol you fire and you'll earn 1 ring.

(meaning if you hit Paper with Stone, you'll earn a ring and destroy the symbol. If you hit Paper with Paper instead, you'll destroy the symbol too, but you'll earn no ring.)

Depending on which wave the ring you hit is, you'll receive different number of ring. As you clear more wave, the reward for the ring you hit is higher. For example, each ring in the 1st wave worth 1 ring, each ring in the 2nd wave worth 2 rings, each ring in the 3rd wave worth 3 rings etc.

My highest record is 99 rings(maximum).

"Memory Game"

Basic

=====

-There are several cards, and you have a split second to see and memorize their icons at the beginning. Then, the cards at the most middle will be flipped, followed by the cards in the middle range, then the cards on the edges.

You Chao will come out and start to shift the position of some cards. Pressing A when your Chao push the card and it'll trip, and the card won't be move. If you'll lucky, the card might be flipped when your Chao fall, but it'll be flip over again after your Chao recover from the fall.

Objective

=====

-After your Chao had shifted the card(s), you have to flip 2 cards, and if they're the same, they'll stay uncovered. Your objective is to flip all the cards(by matching all of them correctly). If you flip 2 mismatch cards, they'll be flipped over and covered, and you'll earn a "miss".

Rules

=====

-You have only 1 rule, that is, you can only make 3 mistakes(which mean 3 misses only).

If you violated the rule, you'll be game over from the mini-game, and the rings you earn before you game over is added.

Reward

=====

-At the start of the mini-game, there are 3 numbers are shown at 3 different reign(1 at the outside reign, 3 at the middle reign, 5 at the inside reign). They represent the amount of rings you'll get if you successfully flip 2 matched cards in that reign. For example, if you flipped 2 matched cards, which are in the middle reign(worth 3 rings)and the outside reign(worth 1 rings), you'll get 4 rings.

There are bonus if you manage to clear them all within 3 "mistakes". Each unused "mistake" worth 10 rings.

My highest record is 82 rings(perfect game, but NOT the maximum)

(g)Chao Quotes

If you leave the game for too long, your Chao will say some cute and funny things. The following quotes are the one I've seen it said. There might be some more I missed.

(if you have some which I have not added, feel free to email and inform me!)

*In alphabetical orders. *

1 tons borbells are too heavy. Ugh!
A duck's swimming. I wanna swim too!
Ah Never mind. I forget
Always keep moving forward! You'll reach your goals.
Beep beep! Robot Chao! Buzz buzz. Take me to the Robot Garden
Brush your teeth! Shiny! White!
Can you teach me how to be a spineless wimp?
Chao! I like scream Chao!
Chaoman! Chaoman! Defender of Good!
Clocks go tick-tock, tick-tock!
Dancing-Chao! Hip-hop-Chao! Cha-cha-Chao!
Do you think I'm cute? Everyone thinks I'm cute.
Did something good happen? Yay!
Dinner is more important than anything!
Do you know where I was born?
Don't you wish you could fly?
Excellent weather! I feel good!
Feeling faint...Vision blurring...
Fireworks are so cool! How do they work?
Get a new battery. Or I'm a goner!
Give gifts to people, they just love it!
Go take a break, I'll be fine alone!
Good weather makes me feel good too!
How do we enter the race?
How was your day?
I can't breathe underwater. I tried.
I don't like the snacks they have at kindergarden!
I fell irritated. Time for dinner.
I found an emblem! Then I tossed it.
I hate the nuts from kindergarten.
I heard a voice. It said, eat more nuts!
I just can't stop watching TV. My brain is mush...
I just saw Amy! She was at a sale. She looked happy!
I like eating nuts but staring at them is fun, too!
I like my name. Thanks!
I like roly polly round things!
I like your nuts!
I play fair now. Fair and square.
I played a lot today so I'm slee... Zzz...
I played with the kid next door!
I owe it all to Sonic and his friends.
I try to be good. I really do!
I wanna be 30,000 meters tall!
I wanna get a Mohawk!
I wanna grow up and get a job!
I wanna run faster! But how?
I want some more friends! But how?
I want to go to kindergarden and make friends!
I want to race. Is it too early?
I wish my homework would disappear.
I'm always eating. I eat every day!
I'm always thankful, you know!
I'm feeling down. I'm tired of the same old nuts.

I'm getting a facial! I'm gonna be pretty!
I'm not lazy. I've been training.
I'm running away. This is your last chance to stop me.
I'm so sleepy. I'm always sleepy...
I'm working on some brand-new special attacks!
I've been practicing my spin kicks!
I've got time today. Let's play!
If I had shorter legs, I could be a model!
If you just turn the power off you can't save!
Is coffee just for grown-ups? I wanna try some!
Isn't it time to eat?
It's so small, I like wide open places!
Just zoning out makes me happy.
L Button closes the store! Did you know that?
L button opens the shop. Hooray!
La-la-la. I sing great, don't I?
Let's do it! Time for the 3-legged race!
Let's do our best! Okay?
Let's have a staring contest!
Look at how time flies!
Look at my muscles! They're so big!
Matching pairs is good brain exercise!
Maybe I should conquer the world.
My belly's big. Do I look fat?
My eyes are starting to hurt.
My skin is dry. I need vitamins.
My tummy is empty. I'm getting angry!
My young, carefree days are gone...
Now it's my turn to listen. TALK!
Nuts are tasty. But staring at them is fun too!
Nuts are the best! These are mine!
Oh no! Split ends. My poor hair
One day I'll have everything I want.
Ooga-booga-booga! Did I scare you?
Pains!
Pay attention to me, or I'm going to run away!
Play a Mini-Game to earn stuff.
Push the L Button to open the store! Yippee!
Remember to say please and thank you!
Riding on a train is choo-good!
Rolling around in the grass feels so good!
So small! I like wide open places!
Take a break! I'll wait for you!
Teach me how to do the lazy dance!
Teach me how to make bubbles with my runny nose!
Teacher said I was a good Chao!
Thanks for listening me.
The nut you gave me before was great. Gimme more!
The scream of a wonderous soul! Chao! Chao!
The sun, it's too bright!
This show is the best!
This week, I'm gonna grow up and be an adult!
Uh oh! I gotta go!
Were you excited the first time you rode a bicycle?
What is political reform? Is it tasty?
What is politics, should I care?
When I see nuts. I go nuts.
When things get tough... Smile!
When you're done, push START, and SAVE & EXIT!
Where's Sonic! He said he'd play with me! Wah!

Why are vitamins so important?
Would doing only what you want to do make you happy?
You say you want me back? Okay

=====

- F R E Q U E N T L Y A S K E D Q U E S T I O N S -

=====

Q: Can you take care of two or three Chao at the same time?

A: No, you can only own 1 Chao.

Q: What is the differences of the different eggs?

A: The only different between 2 eggs are their price, and the colour of the Chao when they hatch. (Unless the colour of the 2 eggs are the same...)

Q: I bought an egg, and I tries to pat it to hatch a Chao, but I can't even pat it!(the cursor grab the egg instead). I then waited for it to hatch but after a long wait, nothing happen! What can I do with the egg?

A: The problem is that you already have a Chao! You can't hatch the egg as long as you have the Chao. you can't do anything to the egg. In other words, you can only hatch it only if you don't have a Chao(either by getting rid of your current Chao, or by transferring the Chao to GC. Refer to Ed the Sloggie's FAQ for more instructions on how to get rid of your current Chao). After getting rid of the Chao, you can then pat the egg to hatch it.

If you still can't hatch the egg, even if you doesn't have a Chao, then something is seriously wrong...

Q: Where is Ed The Sloggie's Chao FAQ site?

A: Its at http://db.gamefaqs.com/portable/gbadvance/file/sonic_advance_chao.txt

Q: Ok then...how do I get rid of the Chao?

A: I said, refer to Ed the Sloggie's FAQ!

=====

- G A M E S H A R K C O D E S -

=====

(Thanks to gameshark.com for the follow codes)

Must Be On [M]
679F5CEB6A02EDEF
8CA3992D9A4626DF

Max Score
43005195BD337A78

Inf Rings
321EF4EAEC134E46

Inf Lives
0FFFFDCE3F9CAF38

Invincible
D1309214E18A2CFC

Sonic - Unlock All Levels
565367135B341185

Inf Air
85836FD80A0DEDFC

Have Barrier
(You will have the power of the Barrier, but it will be invisible)
A53F088997A99179

Super Jump
CE2B5FE672A5E890

Sonic - 2nd Level Open
A8A41BA121E8DD0F

Sonic - 3rd Level Open
1EAA59F7DFCABC82

Sonic - 4th Level Open
6C61A3C4D4BBD624

Sonic - 5th Level Open
B0F8DFF35C8857F9

Sonic - 6th Level Open
3F04DD8FC811064B

Sonic - 7th Level Open
396AD33DFD759B55

Sonic - 8th Level Open
0F924E20A3636B1B

Sonic - 9th Level Open
073A734ED91DFB71

Sonic - 10th Level Open
282191A8A3E4672B

Sonic - 11th Level Open
F2FA692CE46D1A61

Sonic - 12th Level Open
F3D0E1B73A60F03A

Sonic - 13th Level Open
7AB1F8A59117E18B

Sonic - 14th Level Open

1B4F7488FEFF2E96

Sonic - 15th Level Open

B87EE286F435927D

Super Speed

(Do not use with Have Barrier or Have Magnetic Barrier codes.)

B1D5374FE5847825

3AEAFEC36C594E97

58348D0900B97613

Have Magnetic Barrier

(Do not use with Have Barrier or Have Super Speed codes.)

D98659465E452B5E

Inf Rings (Garden) Chao Mode.

7A29DF4DC6AECB47

Inf Rings Springboard Bonus Level

445FCB5DB5DA5B2B

Tails - All Levels Unlocked

E3CC87CE6CB27714

Tails - 2nd Level Open

67125B4471B5220C

Tails - 3rd Level Open

5F4645A30BA48F61

Tails - 4th Level Open

37880D4E78DF17B9

Tails - 5th Level Open

00684B9642F0C106

Tails - 6th Level Open

00E0C82AF9172F6B

Tails - 7th Level Open

1868A98805A57BAB

Tails - 8th Level Open

B1EF453AE82CE6A1

Tails - 9th Level Open

5D3FDFD1779A191F

Tails - 10th Level Open

D1F7C5AF56F7BE12

Tails - 11th Level Open

8F53B1BA2B2711F6

Tails - 12th Level Open

17980B18F0984EA8

Tails - 13th Level Open

352321A54ACB478D

Tails - 14th Level Open
9432E4AB916CA7F9

Tails - 15th Level Open
3BF34FEA6B1BA8DA

Knuckles - All Levels Unlocked
8CDA5720D37EF4B5

Knuckles - 2nd Level Open
9EF175571B26218D

Knuckles - 3rd Level Open
B884CD176347D900

Knuckles - 4th Level Open
78968C42A575BCDE

Knuckles - 5th Level Open
C189156981228C1C

Knuckles - 6th Level Open
57D068673443CD96

Knuckles - 7th Level Open
447E7880247A06B2

Knuckles - 8th Level Open
1243D1B2290F2A4B

Knuckles - 9th Level Open
51427D1927005ACE

Knuckles - 10th Level Open
640EF3366906FD6D

Knuckles - 11th Level Open
B4E2A55BEB808DA9

Knuckles - 12th Level Open
6893E183C09B18C4

Knuckles - 13th Level Open
BFC82598A9C50EF6

Knuckles - 14th Level Open
38824A439FC30F23

Knuckles - 15th Level Open
CF152B4BDD6C5F75

Amy - All Levels Unlocked
1EAD96C9ABA6041C

Amy - 2nd Level Open
78D5AACF51E6CAC9

Amy - 3rd Level Open
AC2ABDA38549B03A

Amy - 4th Level Open
19E7FF9876EC0555

Amy - 5th Level Open
54DFABFE87B12264

Amy - 6th Level Open
F2F61851E34AA537

Amy - 7th Level Open
BBC89E12AE8EAED2

Amy - 8th Level Open
7FCBCA596DA91826

Amy - 9th Level Open
BA47EC9C9E8ECFD3

Amy - 10th Level Open
76E2637C51C3342E

Amy - 11th Level Open
FADE7C8D8A7A7781

Amy - 12th Level Open
E182B64D28603063

Amy - 13th Level Open
226B8531D14EF381

Amy - 14th Level Open
D7344C3A4399E99B

Amy - 15th Level Open
78D5AACF51E6CAC9

Extra Boss - 1 Hit Kill
2DDBDCDFE7F92267

All Chao Emeralds
96E6C713F4EDD407

Sonic 2 Mode
B0FB99BAFB1FECB1

=====

- C O N T A C T I N G M E -

=====

No, no need for help anymore. I ain't updating this FAQ anymore. Ignore the following paragraphs

(Before you click on the "send email" button, read the text below!)

What to send? :

a)any game questions(not in the FAQ section)

- b) better strategy
- c) tips I did not include
- d) grammatical, spelling, gameplay errors in this FAQ
- e) some Sonic Advance things which I don't know
- f) idea suggestion
- g) criticism
- h) comments/opinion
- i) Any Sonic Advance stuffs which you want me to include
- j) asking for permission to host my FAQ
- k) things you'll like to inform me (if I did not credit you, or stuffs)
- l) glitch
- j) time attack record

What Not to send? :

- a) game questions concerning Chaos's (Sonic Advance) GBA- (Sonic Adventure 2 Battle) GC transfer. Sorry, but that's the job for Sonic Adventure 2 Battle FAQers. --
- b) specific tips & hints on how to beat a certain Secret Bonus stage. I suck at 'em (but I still manage to complete them... with hard work and determination!).
- c) questions that I've answered in the FAQ section.
- d) more questions on the differences between the eggs (answered on FAQ section)
- e) even more questions on how to hatch an egg (answered on FAQ section)

before you fire off an email for any questions, check out the FAQ section 1st to see if it had been answered!

Here are the ways to contact me
by Email: hongchew85@yahoo.com
by ICQ : 82035182
by MSN: hongchew85@yahoo.com

=====

- H E L P -

=====

No, no need for help anymore. I ain't updating this FAQ anymore. Ignore the following paragraphs

Consider that I am not an expert, thus I need help and tips from the many experts out there, in order to improve this FAQ. If you can contribute or wish to offer anything etc, please, by all means, help me! Of course, you will be credited. You know, to save time on completing this FAQ (and due to my laziness of course...ops!).

Here are some ways you can contribute.

- 1) minor details (especially on VS mode) which I did not include
- 2) unanswered questions in the FAQ section (hey I'm not god! I can't answer every question!)
- 3) Tips and hints on how to improve Time Attack record result! (for the sake of the many people out there)
- 4) Game Credit (that is, if you're patient and fast enough)

5)Chao Quotes mistakes(there're a lot, and some I had double posted, as different quote. Which is the incorrect version?)
6)*scroll up to the "contacting me" section for me. I'm lazy*

=====

- P R E S S -

=====

Here're what the public have to say about this game.

"Game Boy Advance gamers could end up with Sonic's greatest 2D platformer ever."
-pocket.ign.com

"Sonic the Hedgehog is first to make the run from the Game Boy Advance to the GameCube, and where he'll stop nobody knows."
-GamePro, January 2002

"Using all of the power of the new handheld, Sonic should run at a blazing frame rate...in this new 2D side-scroller, reminiscent of the Genesis classics."
-GamePro, June 2001

"The control (of Sonic Advance) was tight and responsive, and the action was suitably fast."
-Videogames.com

=====

- M I S C E L L A N E O U S -

=====

(a) Scoring Method
(b) Sound Test

(a) Scoring Method

Here are the ways the game calculate your score:

Ring
=====
1000 X number of ring collected at the end of act

Time
=====
Time you took to reach the end of act
??:??:?? - 00.59.99 = 10000
01.00.00 - 01.29.99 = 5000
01.30.00 - 01.59.99 = 4000
02.00.00 - 02.59.99 = 3000
03.00.00 - 03.59.99 = 2000
04.00.00 - 04.59.99 = 1000
05.00.00 - 05.59.99 = 500

06.00.00 - 09.59.99 = 0
10.00.00 - 10.00.00 = (dead)

(b) Sound Test

- 1 - Title Screen
- 2 - Character Selection
- 3 - Zone/Stage Selection
- 4 - VS record
- 5 - Neo Green Hill Zone Act 1
- 6 - Neo Green Hill Zone Act 2
- 7 - Secret Base Zone Act 1
- 8 - Secret Base Zone Act 2
- 9 - Casino Paradise Zone Act 1
- 10 - Casino Paradise Zone Act 2
- 11 - Ice Mountain Zone Act 1
- 12 - Ice Mountain Zone Act 2
- 13 - Angel Island Zone Act 1
- 14 - Angel Island Zone Act 2
- 15 - Egg Rocket Zone
- 16 - Cosmic Angel Zone
- 17 - X-Zone
- 18 - Special Stage
- 19 - Emerald Hill 2P Remix
- 20 - Option Menu
- 21 - Invisibility
- 22 - Player Data
- 23 - X-Zone(1st Boss)
- 24 - X-Zone(2nd Boss)
- 25 - Boss 1-4
- 26 - Boss waiting, Boss 5
- 27 - Metal Knuckle Part 2
- 28 - Boss 6
- 29 - Zone Completion
- 30 - Zone Completion(Boss Defeated)
- 31 - X-Zone Completion
- 32 - Special Stage Completion
- 33 - (unknown)
- 34 - Time Attack Record Completion
- 35 - Time Attack Record Completion 2
- 36 - 1 Up
- 37 - Game Intro
- 38 - Credit
- 39 - Ending
- 40 - Moon Zone
- 41 - Moon Zone Completion
- 42 - Super Sonic Ending

contributed by
Scizor CT
Yobemag

=====

- C R E D I T S A N D L E G A L T E R M -

=====

- (a) Credits
- (b) Legal Term

(a)Credits

Although one man's name appears on the top, this guide would have been impossible to complete without the efforts of several contributing individuals. Here are the people who made this guide possible.

(contributors, if you find some errors in the credit list, be it that I did not include your name, or whatever, calmly e-mail and inform me. I'm a human too, I might make mistake sometime, especially when you receive so many mails everyday, its confusing.)

| Me |
| - for typing up this whole FAQ. Please don't rip it! |
| Its me hard work! |

|*****|

| You |
| - for reading this FAQ and supporting me! Thanks! |
| But if you are trying to rip things off from here, then |
| get lost! |

|*****|

| CJayC <<http://www.gamefaqs.com>> |
| - for hosting my FAQ, and the most honest FAQ web site |
| on the internet |

|*****|

| Umbrella-Inc.com |
| - all the guys at UI.com <<http://www.umbrella-inc.com>> |
| (i am 10fAkind a.k.a roadogg, in case you don't know who i'm) |

|*****|

| GameFAQs.com <<http://www.gamefaqs.com>> |
| - Of cause, the people who goes to the Sonic Advance forums |
| in <http://www.gamefaqs.com> |

|*****|

| Nintendo <<http://www.nintendo.com>> |
| - for producing GBA |

|*****|

| Sega <<http://www.sega.com>> |
| - for developing & co-publishing this game. |

|*****|

| THQ <<http://www.thq.com>> |
| - for co-publishing this game |

|*****|

| Gameshark <<http://www.gameshark.com>>|
| - for the gameshark codes. |

|*****|

| Chris O'Rorke <<http://www.cheathappens.com>>|
| - for hosting my FAQ at his web site |

|*****|

| Carsten Weissenberg <<http://www.cheats.de>>|
| - for hosting my FAQ at his web site |

|*****|

| speedyb7@aol.com |
| - for offering an easier method to defeat Ice Mountain Zone boss |
| using Tails. |

|*****|

| Leo Chan <<http://www.Neoseeker.com>>|
| - for hosting my FAQ at his web site |

|*****|

| Ed the Sloggie |
| - for letting me to use her "Chao Item Lists" |

|*****|

| Michael Bruner |
| - for the multiple tips he gave |

|*****|

|Luckyl2398@aol.com |
| - for the addition of 1 Chao quote |

|*****|

|Gamemaster610@aol.com |
| - for spotting that fatal mistake(items lists) |

|*****|

|Nickl1424@aol.com(Sopko) |
| - for the additions of 2 Chao quotes. |

|*****|

|Isak Holmner |
| - for providing me the many informations of the VS mode features |

|*****|

|I.T. <http://www.geocities.com/sonic_n30>|
| - for providing me the many informations of the VS mode, and for |
|hosting my FAQ at his web site |

|*****|

|"SuperSonic Thunder" <<http://supersonicthunder.tripod.com>>|
| - for hosting my FAQ at his web site |

|*****|

|Ice Key Hunter |
| - for providing me the many informations of the VS |
|mode features. |

|*****|

|Jeff Westphal |
| - for noticing a small mistake in the Chao Quote section. |
| So small almost no one spotted it! Thanks! |

|*****|

|Bishop McElveen |
| - for providing another useful way for defeating Metal Knuckles |
| using Amy |

|*****|

|Ilovemoney4@aol.com |
| - for providing a better way to beat the X-Zone final boss |

|*****|

|BABYELLIS21@aol.com |
| - for telling me that you have to beat the game with every |
| characters together with collecting the 7 chao emeralds before |
| accessing the final zone. |

|*****|

|demonet kennedy |
| - for providing more Chao Quotes |

|*****|

|luigiboy4@hotmail.com <www.supersonicsite.tk>|
| - for hosting my FAQ at his web site |

|*****|

|Scizor CT |
| - for helping me with the Sound Test |

|*****|

|Yobemag |
| - for helping me with the Sound Test |

|*****|

|"Gerald Villoria" <<http://www.gamespot.com>>|
| - for hosting my FAQ at his web site |

|*****|

(b) Sites Permitted To Use This FAQ

The only web sites permitted to use this FAQ are:

<http://www.gamefaqs.com>

<http://www.cheathappens.com>

<http://www.cheats.de>

<https://www.neoseeker.com>

http://www.geocities.com/sonic_n3o

<http://supersonicthunder.tripod.com>

www.supersonicsite.tk

<http://www.gamespot.com>

If you are hosting my web site, please be informed that you're DISALLOW to change the content of this FAQ. No, not a bit. Not even the small tiny fullstop.

If you're hosting this FAQ, please check gamefaqs.com for updates. (to inform me about anything, email me at hongchew85@yahoo.com)

If you're reading this FAQ from other web site, kindly inform me by dropping me an email, so that I can execute some legal action.

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Should any parts of this guide are resemblance of any other guide,

FAQs, or others, it is purely coincidence and I will not held any responsibility to anyone.

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Alright, well, that's it for this FAQ. Thanks for reading.

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