

Sonic Advance Chao Guide

by Octarine Skye

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Chao Guide
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I: Introduction
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The Chao garden is the feature that adds longevity to Sonic Advance, which is otherwise a short title. It involves Tamagotchi-style virtual pets, and is the first title that can link up to its GameCube counterpart Sonic Adventure 2: Battle. But more about that later. This guide will explain nearly everything there is to know about the wonderful world of Chao, from hatching through to the end.

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II: Legal Stuff
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III: What are Chao?
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Chao are the cute creatures that inhabit the Tiny Chao Garden on your Sonic Advance game. Pronounced as chow, but often said K-O, they hatch from eggs, and you can take a variety of roles in their lives. You could raise them into powerful beasts to race and fight on SA2:B,

you could raise it like a Tamagotchi, watching over it and feeding it to keep it happy, or you could become its worst nightmare, but that is not an option I will cover in depth.

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IV: Hatching your Chao

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When you first enter the TCG, it will be bereft of anything, except one white egg with green spots. You can hatch the egg one of two ways. If you are impatient, you can place the hand cursor

over the egg and press A, which should make the hand stroke the egg. Repeat this several times.

If you are not, then just leave the egg on its own for a while. You may want to take this time

to familiarise yourself with the menus in the TCG. Just do not leave the TCG, as time only passes

while you are in it. Either way, your Chao will soon hatch. Then you must select a name for your

Chao. Move the cursor over the space above the bar that says "Child". The space should glow

pinkish-red. It may already contain a name, which you can change. Press A to bring up the naming

screen. Use the ? button to move the letter indicator forward and the ? arrow to move it back.

The name may be up to seven letters long. When you are done, press START.

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V: Stat Information

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Apart from mood and hunger, your chaos stats are not really relevant in Sonic Advance, as there

are no mini games that use them. However you may wish to train up your Chao for SA2:B, so I will

give a description of what they do and how they act in Chao Karate: Mood: This shows how happy

your chao is. They get happier by eating most food (see food section)

or by you petting them, which you do by moving the cursor over your chao and pressing A.

You can

also make them happier by buying them toys (read more about this in the Shop section).

Hunger: The most informative bar of all in SA. If it is low, your chao is hungry. If it is full,

your chao is full. You can only feed your chao when the bar is not full.

===== All below this line are only used in the Chao Races and Chao Karate

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Swim: Shows your Chao's level at swimming. The higher the better. In Chao karate it becomes the

Defence stat.

Fly: Your Chao's flying power. The higher the better. In chao karate it becomes the Stealth stat.

Run: Your Chao's running power. THTB (the higher the better). In Chao Karate it becomes the Speed

stat.

Power: You Chao's strength. THTB. In Chao Karate it stays power.

Stamina: The most important in the chao races. It gives your chao a small speed boost every time

you use it, but the stamina bar goes down, and when it is empty your chao slows right down. THTB.

In chao karate it becomes health, but the same general principle is applied as in the

races.

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VI: The Shop
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The shop is the main source of food for your chao. You summon the shop menu by pressing the L shoulder button. In it there are seven types of fruits, and three sorts of toy, and a selection

of eggs. The fruits names and prices are, in descending order:

Orange 30
Blue Lump 60
Strawberry 55
Apple 50
Triangle 30
Pear 55
Square 70.

I will explain how these affect stats in the food and rings section.

The eggs and their prices are:

Normal 0 rings
silver 500 rings
gold 1,000 rings
ruby 5,000 rings
sapphire 7,000 rings
amethyst 8,000 rings
emerald 10,000 rings
garnet 12,000 rings
aquamarine 14,000 rings
peridot 16,000 rings
topaz 18,000 rings
onyx 20,000 rings

The eggs appear randomly, and the less expensive ones turn up more often.

The toys and their prices are:

Rubber Ducky: 500
Horn: 1000
TV: 8000

The horn appears after you buy the Rubber Ducky, and the TV appears after three hours of playing in the TCG.

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VII: Food and Rings
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Here is a table of the chao fruits and how many points they raise and lower each stat. Remember that chao' cannot go down levels, only points.

Orange = mood+1, Belly+2, Swim+3, Fly-2, Run-2, Power+3, Stamina+1
Blue Lump = mood+0, Belly+1, Swim+2, Fly+5, Run-1, Power-1, Stamina+3
Strawberry = mood+2, Belly+2, Swim+4, Fly-3, Run+4, Power-3, Stamina+2
Apple = mood-1, Belly+1, Swim+0, Fly+3, Run+3, Power+4, Stamina+3
Triangle = mood+1, Belly+2, Swim-2, Fly+3, Run+3, Power-2, Stamina+1
Pear = mood+2, Belly+2, Swim-3, Fly-3, Run-3, Power+4, Stamina+2
Square = mood-3, Belly+0, Swim+3, Fly+3, Run+3, Power+2, Stamina+-5

Rings come from either the mini games (see mini games section) or the main game, where the rings

collected at the end of each act are moved to the TCG. One of the best suggested ways to get rings is to go on the first act of the first level and collect as many rings as possible, then finish the act and wait for the next level to load. When it has loaded, press A, B, START, and SELECT at the same time to take you back to the title screen. Repeat the first level as many times as necessary. You can also double the rings you collect by collecting all the rings in the stage, then do the special stage. All the rings will have returned to their original position, but you will still have all your rings. Doing this it is possible to get 500 rings in the first level.

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VII: The Mini Games
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There are two mini games in the TCG. You access them by pressing A over either of the GBAs in the top right corner of the garden. The left one is Scissors- Paper- Stone, and the right one is memory test. The rules are for each game:

Scissors- Paper- Stone: You have three randomly picked pieces. You must move the selector over them and press A to fire them. You must get them to connect to the piece they have an advantage

over. Here is the table for people who don't know how to play SPS:

Scissors beats Paper (Cuts it up)

Paper beats Stone (Wraps it up)

Stone beats Scissors (Blunts the scissors)

You gain an amount of rings for each time you hit correctly, depending on how many rings you have already got. It is roughly one twentieth of your current game total (not counting the ones you have in the TCG) rounded up.

If you miss-hit, then one of two things can happen:

1: You hit one more powerful than yours (i.e. your stone hitting paper), in which case you will

lose a credit (you start with 5)

2: You hit one the same as yours, in which case you will not lose a credit, but you will not gain any rings.

Memory Test: This is like the traditional match-up-the-pairs game, but after you have been shown the cards they are flipped over, and then your chao pushes them around. If you have no current chao, one will come from nowhere and push them around. Then you have to match up the pairs.

The prize in rings is worked by location of the two pieces. The outer, blue layer is worth one, the pink middle layer is worth three and the two red centre ones are worth five. So, for example,

if you matched two, and one was in the pink layer and one was in the blue, you would get four rings, because $1+3=4$. If you make three mistakes the game is over, but not making mistakes pays.

For every empty mistake slot at the end you earn more rings.

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Sonic Adventure 2: Battle Connectivity
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To connect to SA2:B on Nintendo GameCube, you need a copy of SA2:B, a GameCube to GBA link cable, and a copy of Sonic Advance. When you upload your chao onto the GameCube, it will appear in 3D.

You can enter it in races, and karate competitions. It can also grow up here, but I will not explain that in much detail here. If you want to know more, read the Chao FAQ in the SA2:B forum.

When they grow up, the only noticeable difference is that where it used to say "CHILD", it now

says your chaos type, which depends on how many of what item you gave your chao when it was on

the GameCube. Its type can be any of the stats except stamina, or if they were equal it can be

a normal-type. If you want, you can move all your rings (no choice on this one. You move all or

none) onto the chao world on the 'Cube, but a word of warning: you cannot send rings back to your

Sonic Advance cartridge. There are several differences between what you can buy in Sonic Advance

and Sonic Adventure 2. Remember that you can send nearly everything in the TCG to the Chao world,

but all you can send back are chao. Nothing more, nothing less. Different coloured eggs from the

Black Market, such as the Shiny White Egg, can be hatched and the chao sent to GBA, but they will

almost certainly look nothing like they do on the GameCube.

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FAQ
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Q. I have the horn and the rubber duckie, but the TV won't appear. Can you tell me when it will?

A. The TV should appear after three hours in the normal part of the TCG, not counting the mini games, and cost 8000 rings.

Q. Are the toys (horn, rubber duckie, TV) transferable to SA2:B?

A. Unfortunately not, they and the weeds are the only non-transferrable things.

Q. Can your chao die in the TCG?

A. It cannot die (except when put on the Nintendo GameCube), but if it is mistreated too much

it will run away, but if it starts to run away you will have one last chance to stop it, if you

are watching it and tap a when it starts to leave.

Q. I bought an Egg, why won't it hatch?

A. You can only have one chao in the TCG at one time. To open the egg up for hatching you must get rid of the current chao, either by placing it on SA2: B, or by forcing it to run away (see above).

Q. Are there any toys to buy after the TV?

A. Almost certainly not. None have been found, in any case.

Q. How do you get your Chao to play with the duckie?

A. As far as anyone knows, there is no way.

Q. My Chao said it wanted a name change. Am I a bad namer?

A. DO not worry about things your Chao says, as it just randomly picks phrases from a list.

Nothing it says has any meaning, so it doesn't matter

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